**class Airport**

* ArrayList of Check-in counters
* ArrayList of Employees
* Queue of regular passengers
* Queue of frequent flyer passengers
* public void queuePassenger
  + removes passenger from queue

**Class Player**

* Int points
* Int diamonds
* void purchaseSupervisor
* void purchaseCheckInCounter
* void purchaseAgent
* void purchaseDiamond

**Interface employee**

* Public void checkInPassenger

**Class agent extends employee**

* checkInPassenger processes passenger
* ArrayList checkInCounter

**class supervisor extends employee**

* checkInPassenger processes passenger faster
* move() moves to different counter

**interface checkInCounter**

* public void checkInPassenger
* public void callPassenger

**class inPersonCounter extends checkInCounter**

* queue of passengers
* Agent agent
* Boolean agentPresent
* Supervisor supervisor
* Boolean supervisorPresent
* Public void checkInPassenger calls employee.checkInPassenger
* Public void callPassenger
  + Adds passenger to queue and calls airport.queuePassenger

**class auotmatedCounter extends checkInCounter**

* queue of passengers
* Agent agent
* public void checkInPassenger
  + processes passenger
  + checks if passenger is a slow passenger
* public void redirectPassenger
  + moves slow passengers to in person lines

**class passenger**

* Boolean inGroup
* Boolean frequentFlyer
* Int groupNumber
* Enum PassengerType { normal, extraBaggage, rerouted, overbooked}
* Public passenger(PassengerType pType, boolean frequentFlyer)
  + Construct passenger with PassengerType pType, FF status true or false, inGroup false and null groupNumber
* Public passenger(PassengerType pType, boolean frequentFlyer, int groupNumber)
  + Construct passenger with PassengerType pType, FF status true or false, inGroup true and groupNumber to groupNumber.

Check in times

Perhaps abstract classes

Maybe don’t have checkInPassenger in employee and checkInCounter

Queue in airport and counter?!

In checkinPassenger check if supervisor is present