

## HotelManagementSystem

{Interface Class}

- + *mainMenu()*=0:void
- + *add()*=0:void
- + *display()*=0:void
- + *rooms()*=0:void
- + *check(int)*=0:int
- + *edit()*=0:void
- + *delete\_rec(int)*=0:void
- + *bill()*=0:void



## Hotel

- # RoomNo:int
- # name:string
- # address:string
- # phone:int

- + Hotel()
- + mainMenu():void
- + add():void
- + display():void
- + rooms():void
- + check(int):int
- + edit():void
- + delete\_rec(int):void
- + bill():void