Asset:

* Name (string)
* Type (string)
* Location (OBJ : \_x\_coordinate (int), \_y\_coordinate (int), calculateDistance(Location other))
* HashMap AssetContent
* Status (string)
* Cost per night (int)
* Size (int)

AssetContent:

* Name (string)
* Health(int)
* Repair Cost multiplier (const int from file)

Assets:

* Collection of Assets

Methods:

* + - Return a list of damaged assets
    - Find and return a suitable asset

RepairToolInformation:

* Name (string)
* Quantity (int)

RepairMaterialInformation:

* Name (string)
* Quantity (int)

Warehouse:

* C\_O\_RepairTools (what DS???)
* C\_O\_RepairMaterial (what DS???)

RepairTool:

* Name (string)
* Quantity in warehouse (int)

RepairMaterial:

* Name (string)
* Quantity in warehouse (int)

CustomerGroupDetails:

* C\_O\_RentalRequests (what DS???)
* C\_O\_Customers (what DS???)
* Group manager name (string)

Methods:

* addCustomer() (Pre-Process)
* addRentalRequest() (Pre-Process)

ClarkDetails:

* name (string)
* Location

DamageReport:

* Asset
* Damage Percentage (double)

RentalRequest:

* Id (string)
* Asset type (string)
* Asset size (int) – need to be the smallest one possible!
* Duration of stay (int)
* Asset
* Request status (string)

Management:

* C\_O\_ClarkDetails (DS)
* C\_O\_CGI (DS)
* Assets
* Warehouse
* C\_O\_RTI (DS)
* C\_O\_RMI (DS)

Methods:

* addClerk() (PreProcess)
* addCostumerGroup() (PreProcess)
* addItemRepairTool()(PreProcess)
* addItemRepairMaterial() (PreProcess)

Customer:

* name (string)
* Vandalism type (string)
* Minimum damage (int)
* Maximum damage (int)

Statistics:

* Money gained (int?)
* Rentals = Current RentalRequests (pointer?)
* Repair Tools = tools used so far (DS?)
* Repair Material = material used so far and their quantitiys (DS?)

RunableClerk:

* ClerkDetails
* C\_O\_RentalRequests (pointer?)
* Number of rental requests

RunableCustomerGroupManager:

* CGD

Mathods:

* + - CallableSimulateStayInAsset

RunableMaitenanceRequest:

* C\_O\_RTI (pointer?)
* C\_O\_RTM (pointer?)
* Asset (pointer?)
* Warehouse (pointer?)