<<Boundary>>
Location

+show_locations()
+add_personal_location(address)
+modify_personal_location()
+delete_personal_location()

<<Controller>>
Location_manager

+create_location(address)
+check_address()
+modify_location(location, address)
+delete_location()
+check_duplicates()

<<Entity>>
Address

-route: String
-civic_number: Int
-cap: Int

get_address(): String

<<Entity>>
Location

-name: String
-address: Address

+getName()
+getAddress()