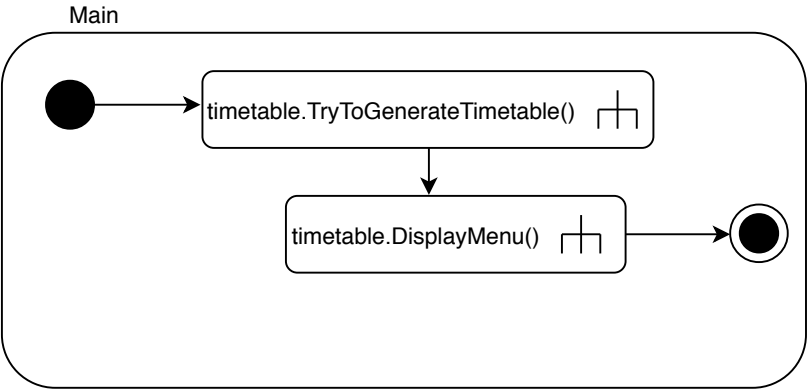
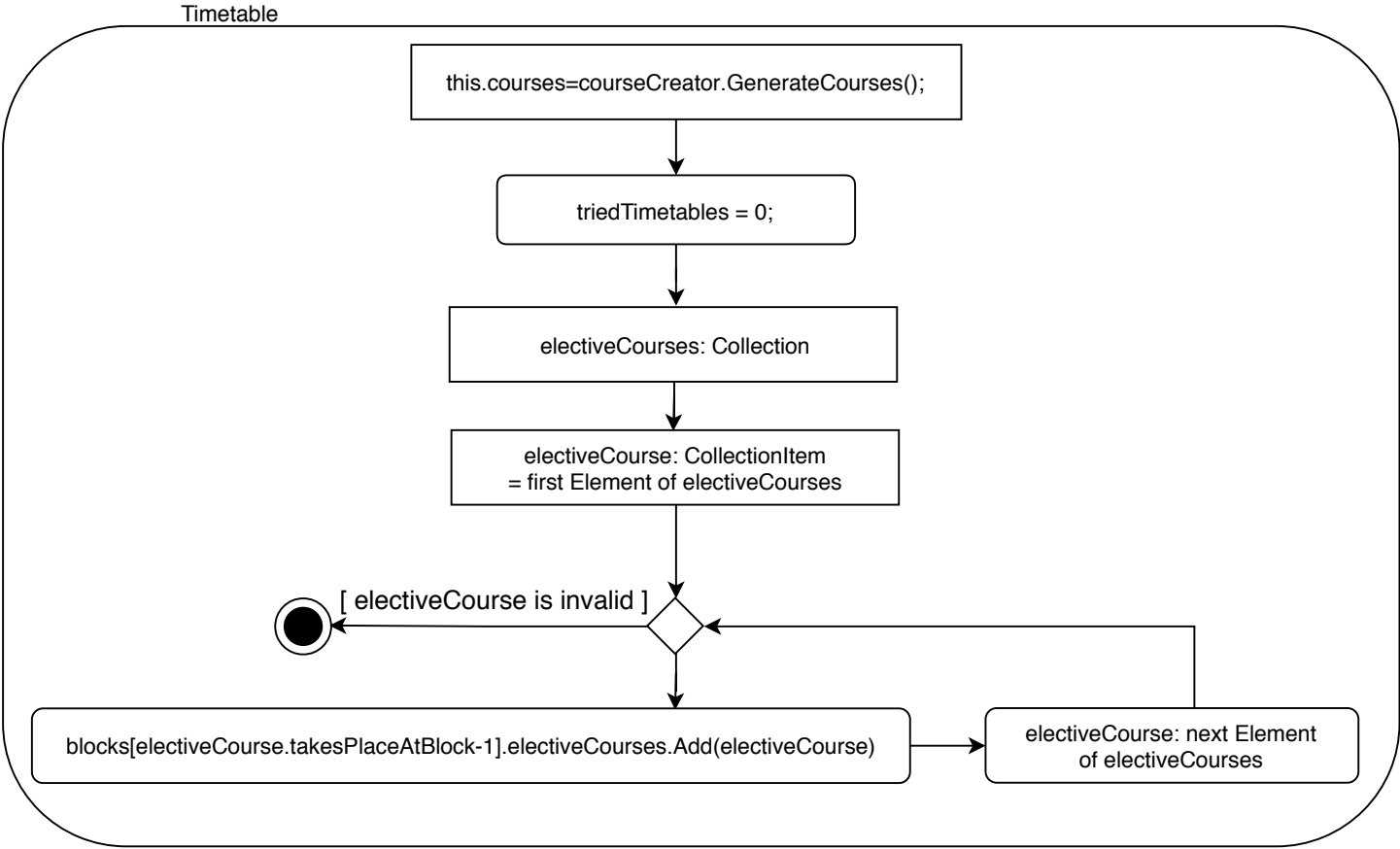


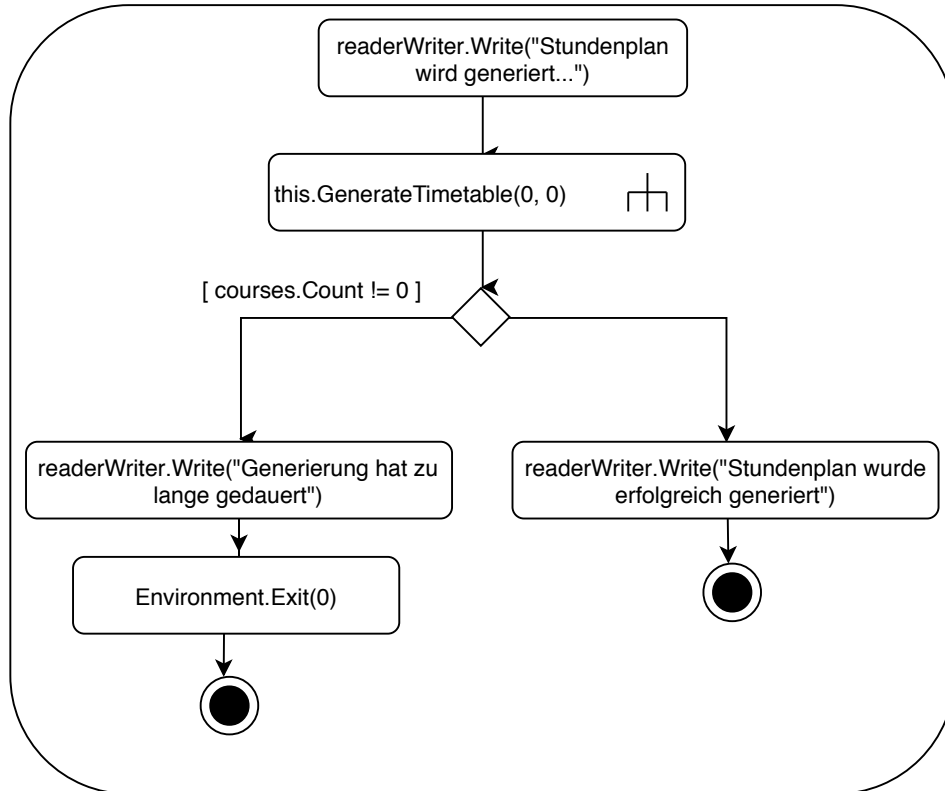
class Program



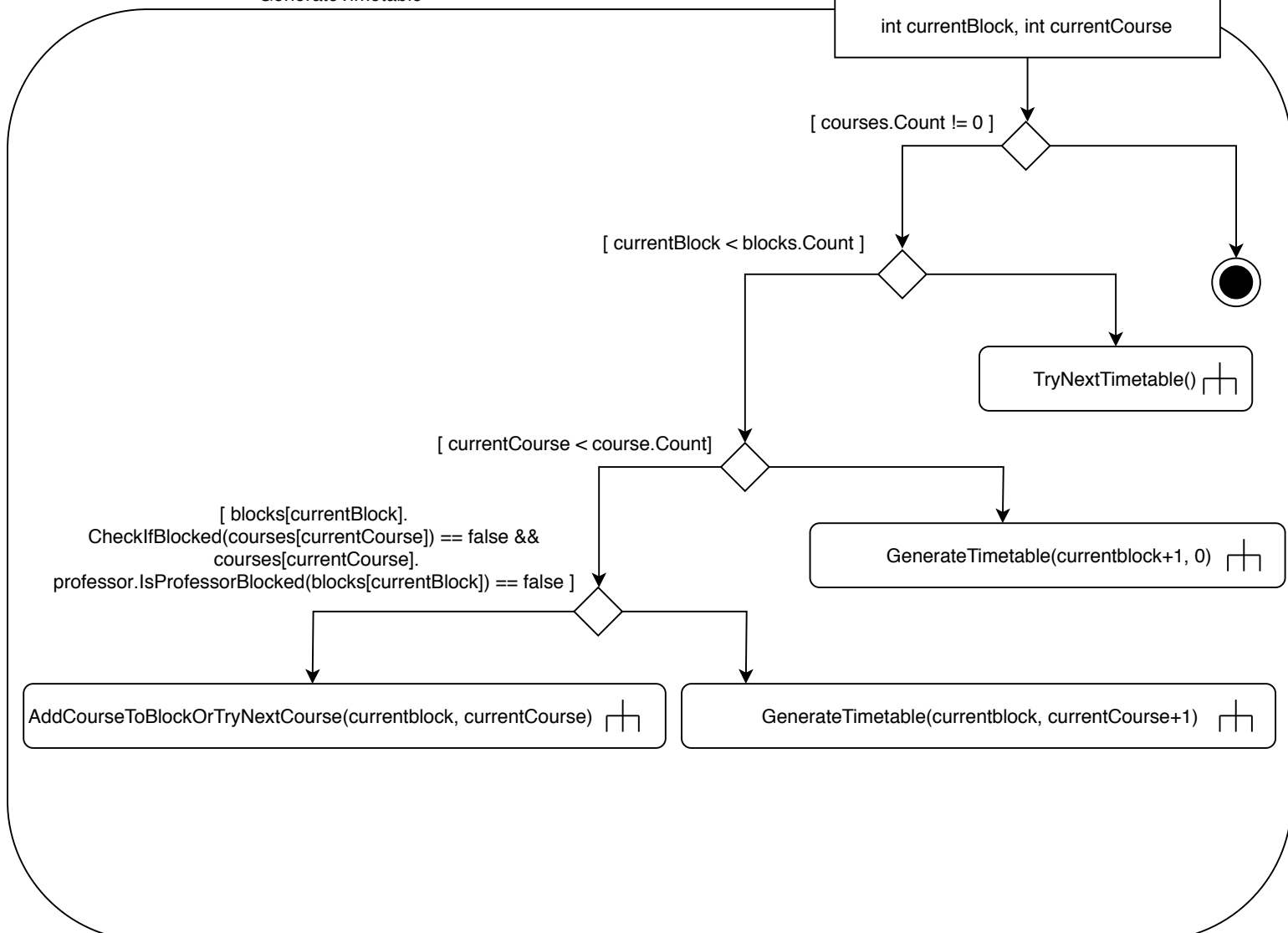
class Timetable



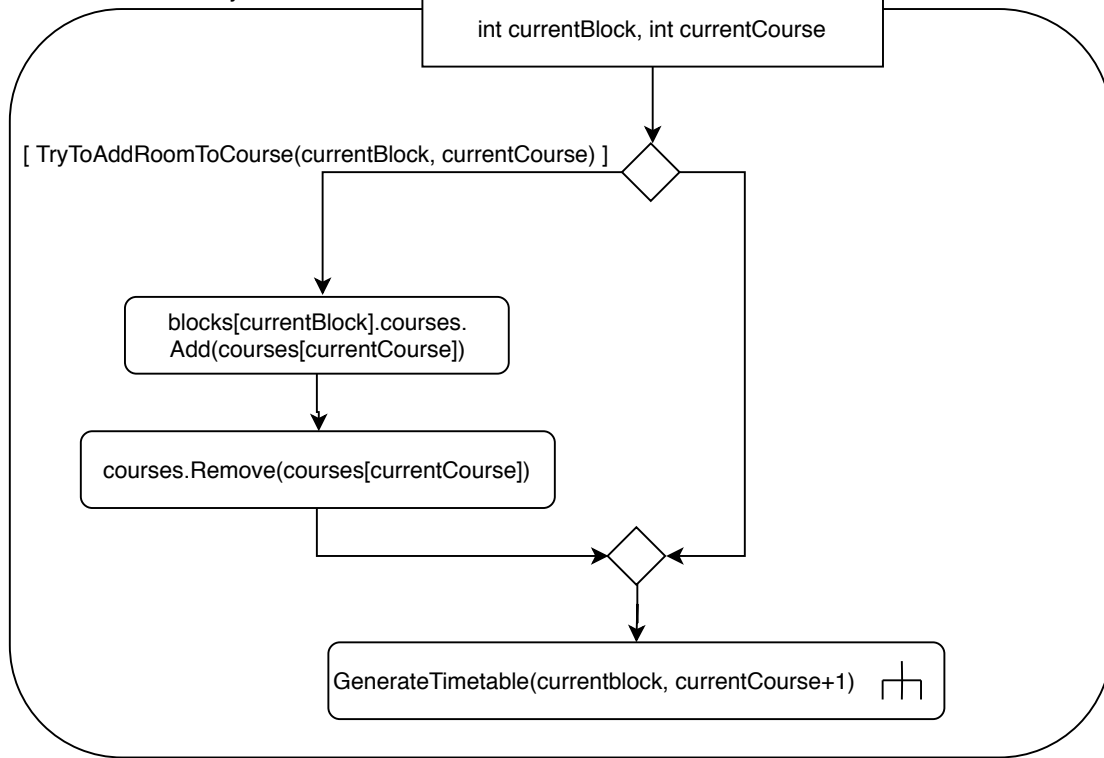
TryToGenerateTimetable



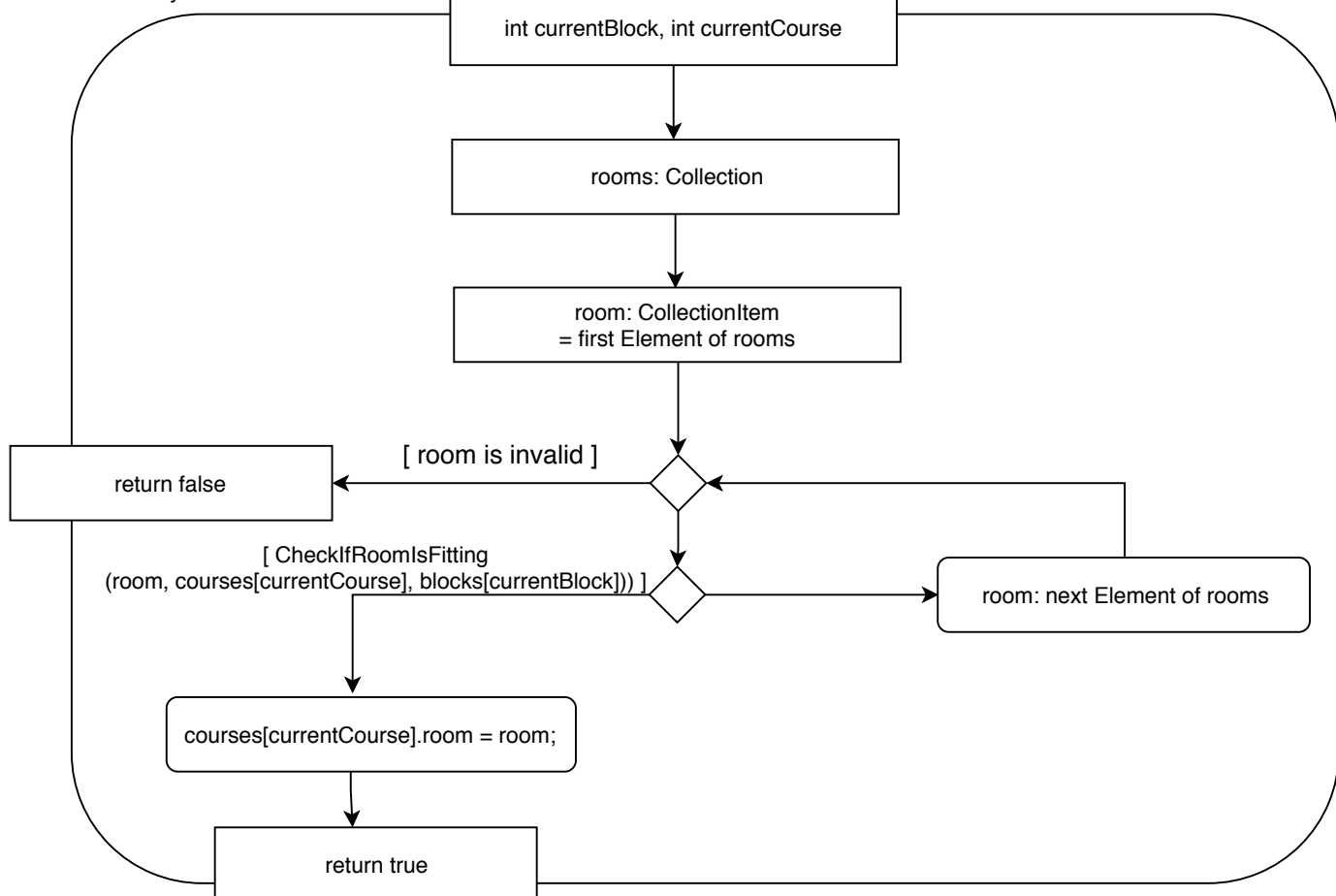
GenerateTimetable

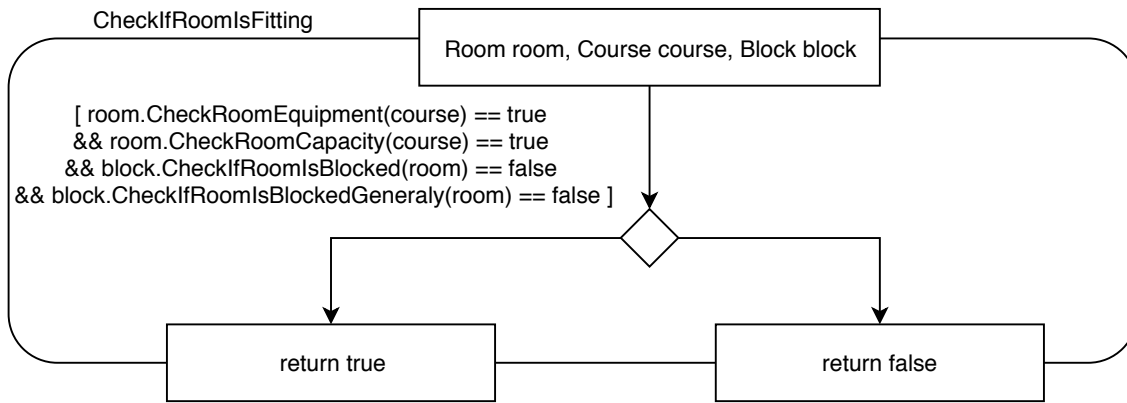


AddCourseToBlockOrTryNextCourse

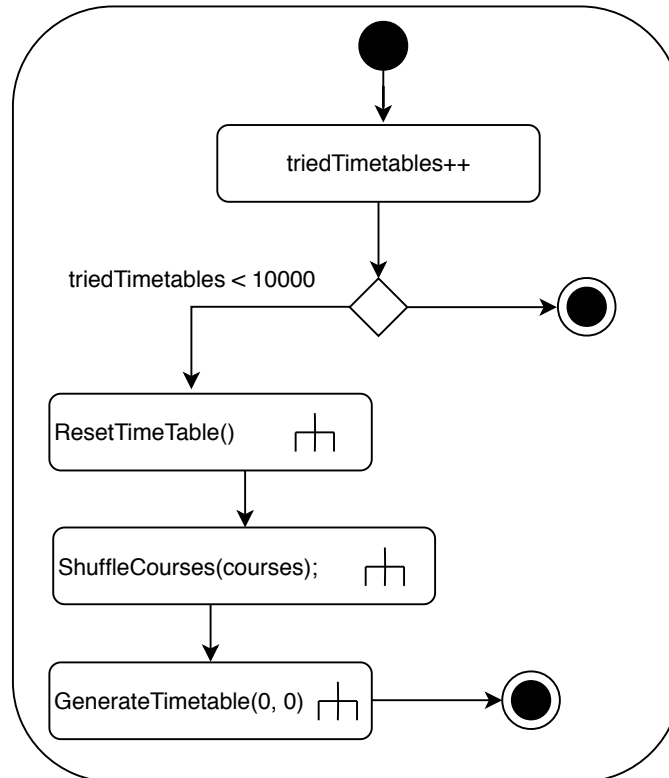


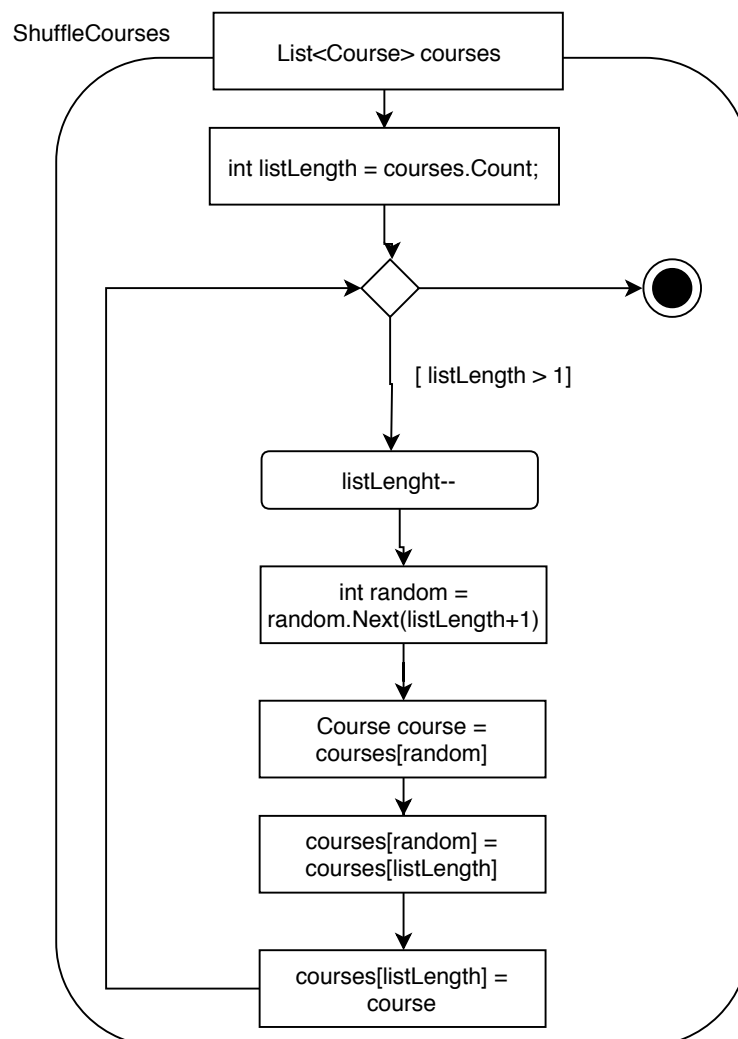
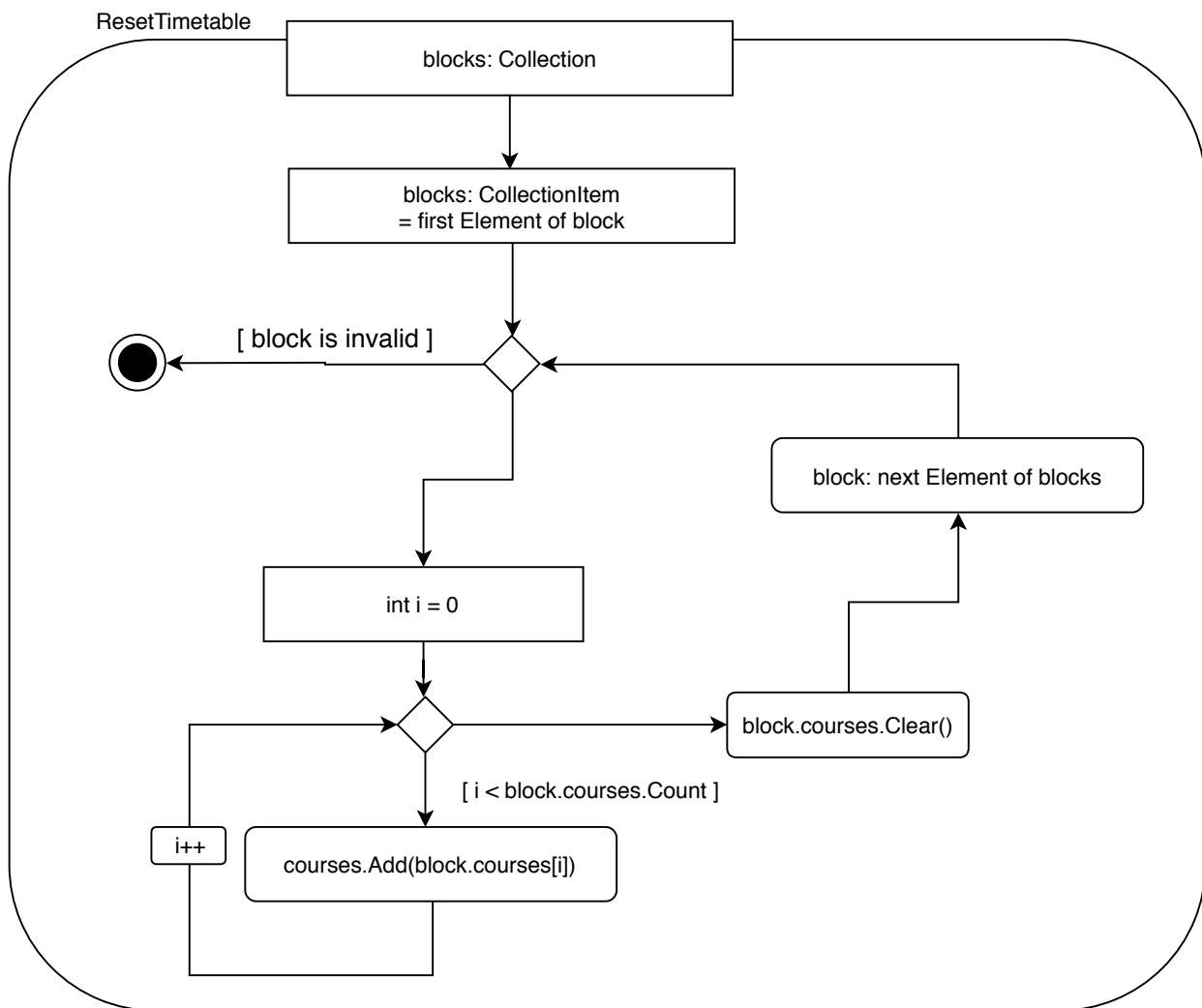
TryToAddRoomToCourse



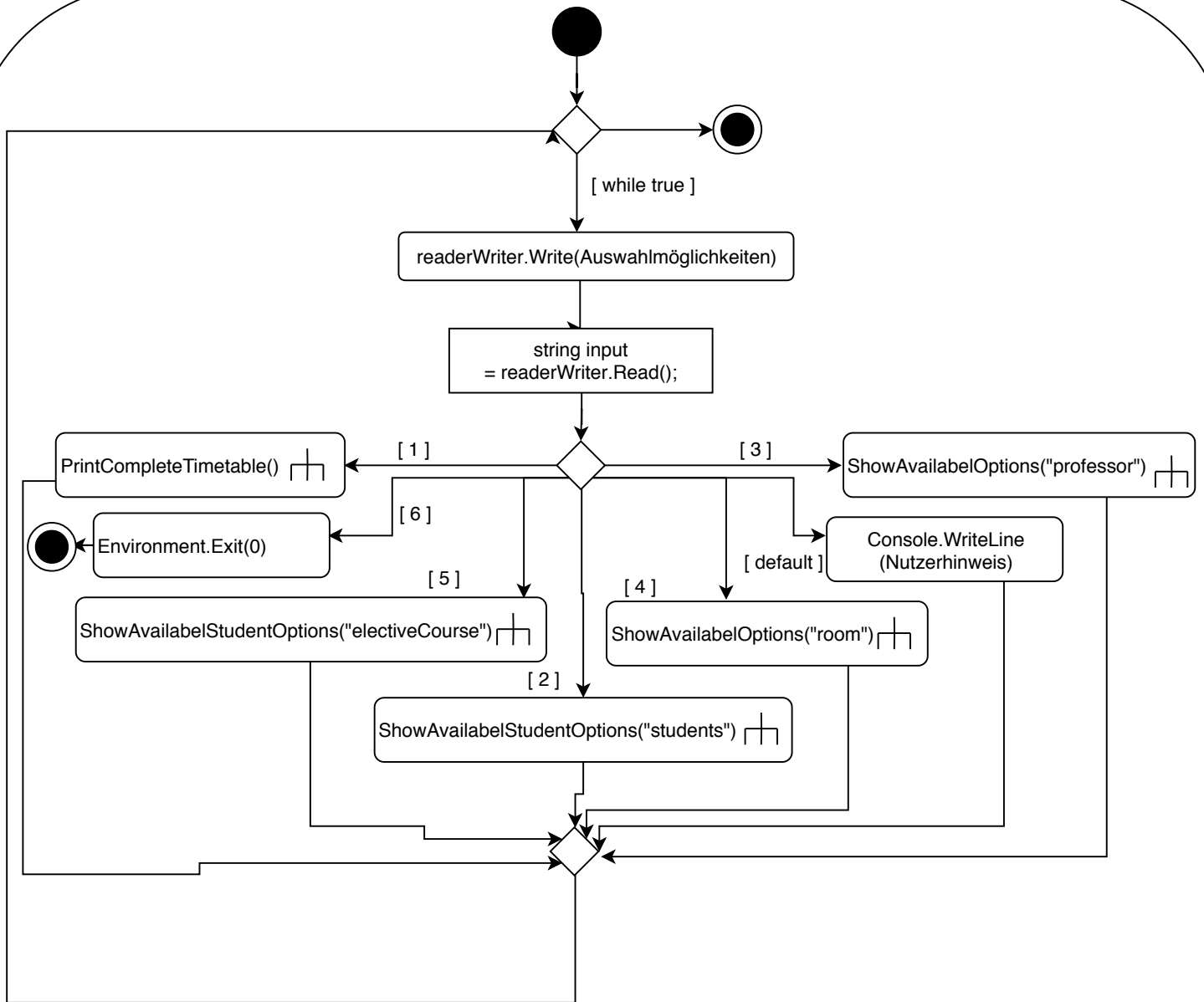


TryNextTimetable





DisplayMenu



ShowAvailabelOptions

string info

[professor]

[room]

int i = 0

int i = 0

[i < professors.Count]

[i < rooms.Count]

i++

readerWriter.Write(i +
" " + professors[i].name)

i++

readerWriter.Write(i +
" " + rooms[i].name)

string professorChoice =
Console.ReadLine()

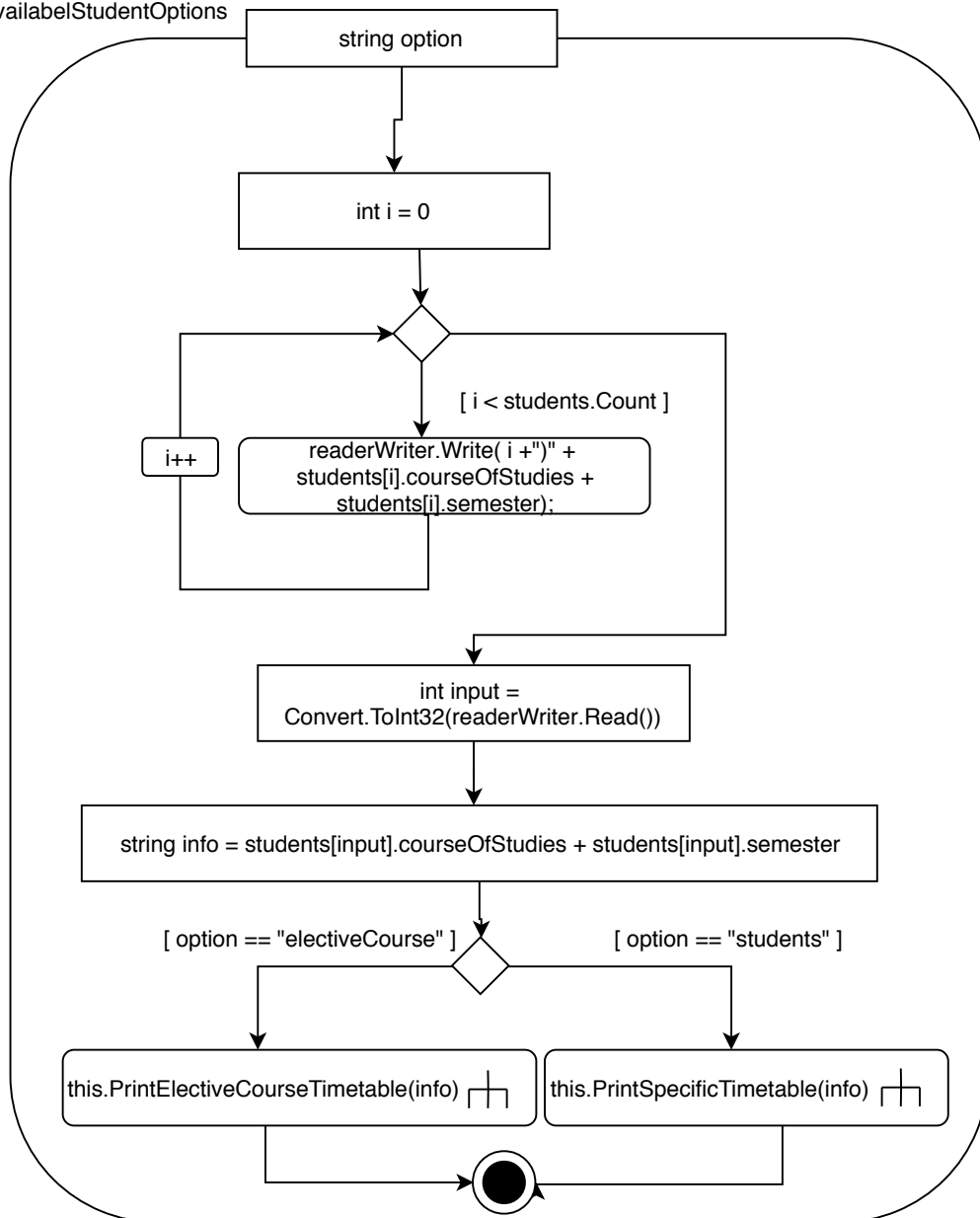
string roomChoice =
Console.ReadLine()

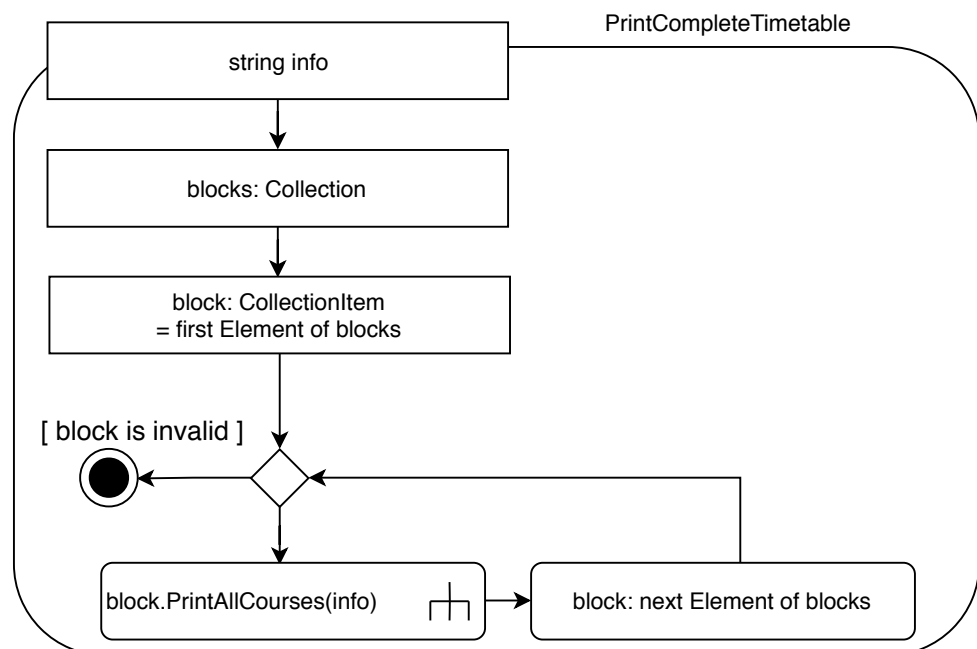
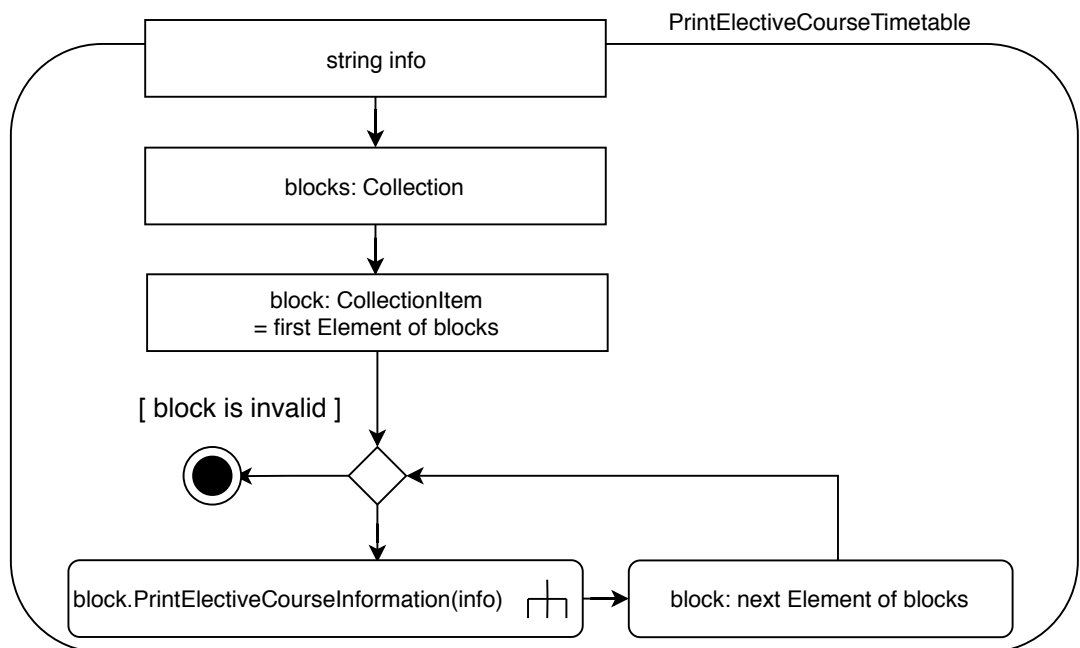
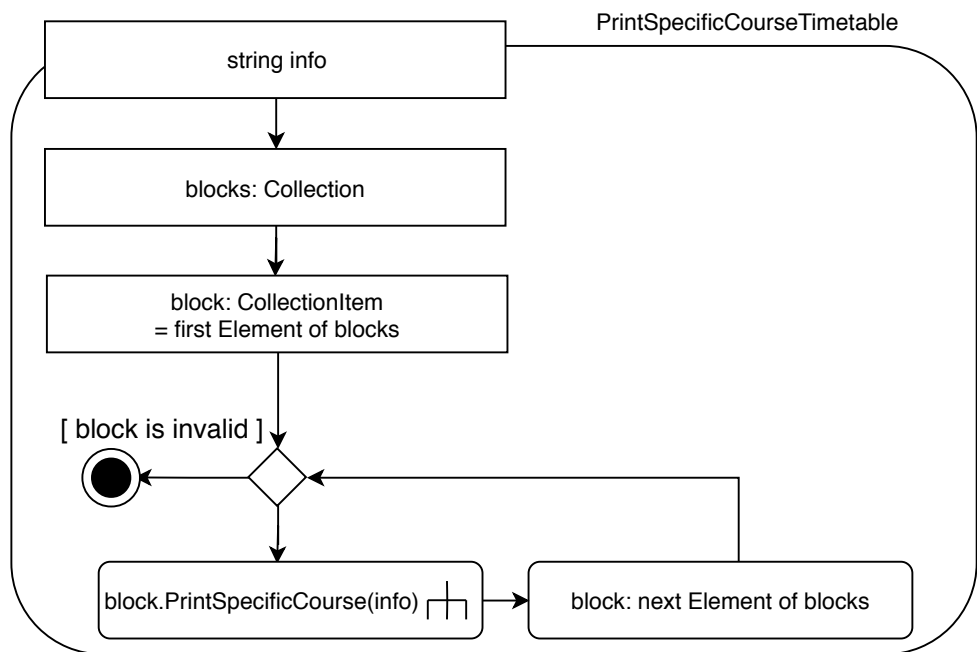
this.PrintSpecificTimetable
(professors[professorChoice].name)

this.PrintSpecificTimetable
(rooms[roomChoice].name)



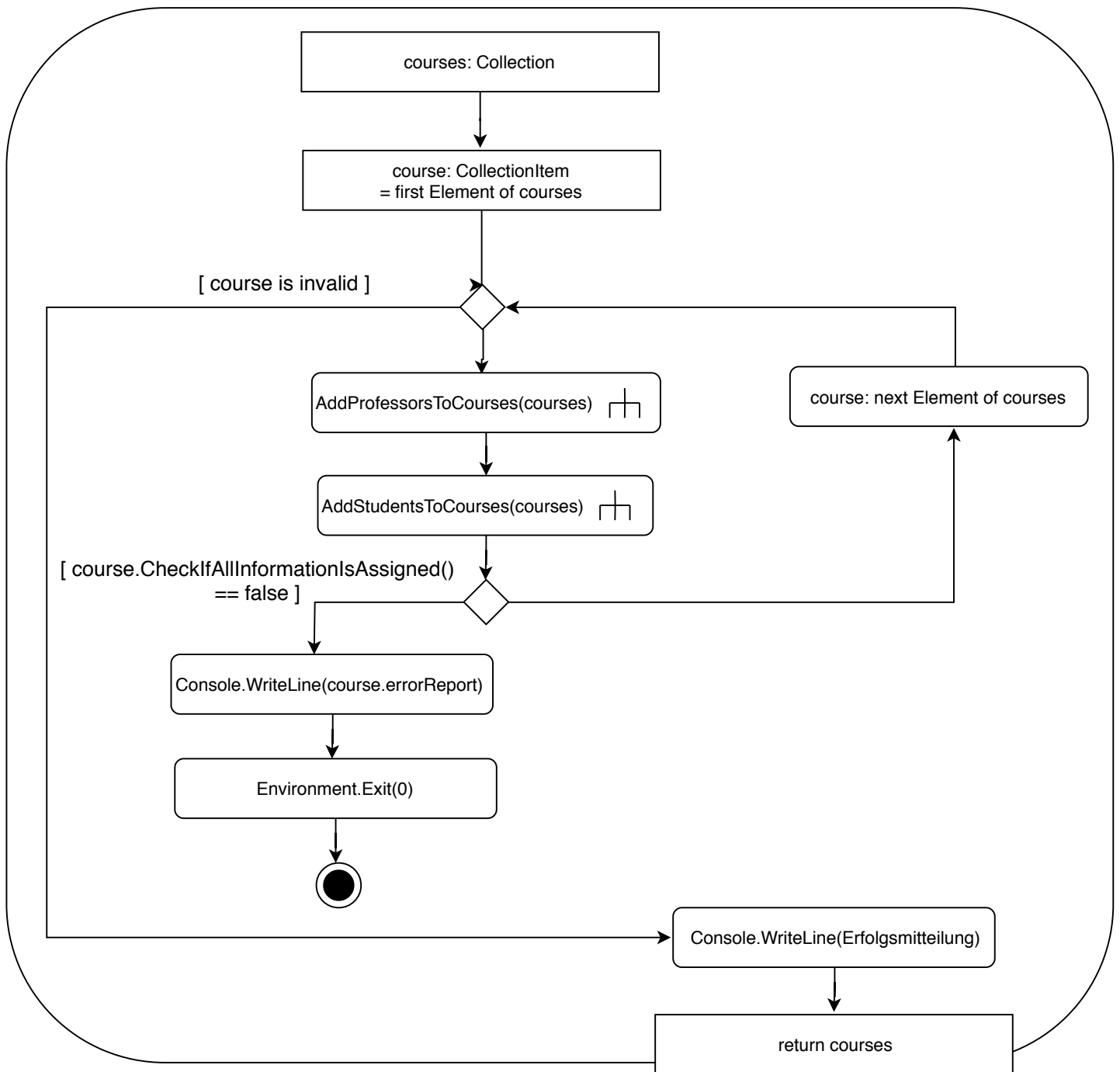
ShowAvailabelStudentOptions

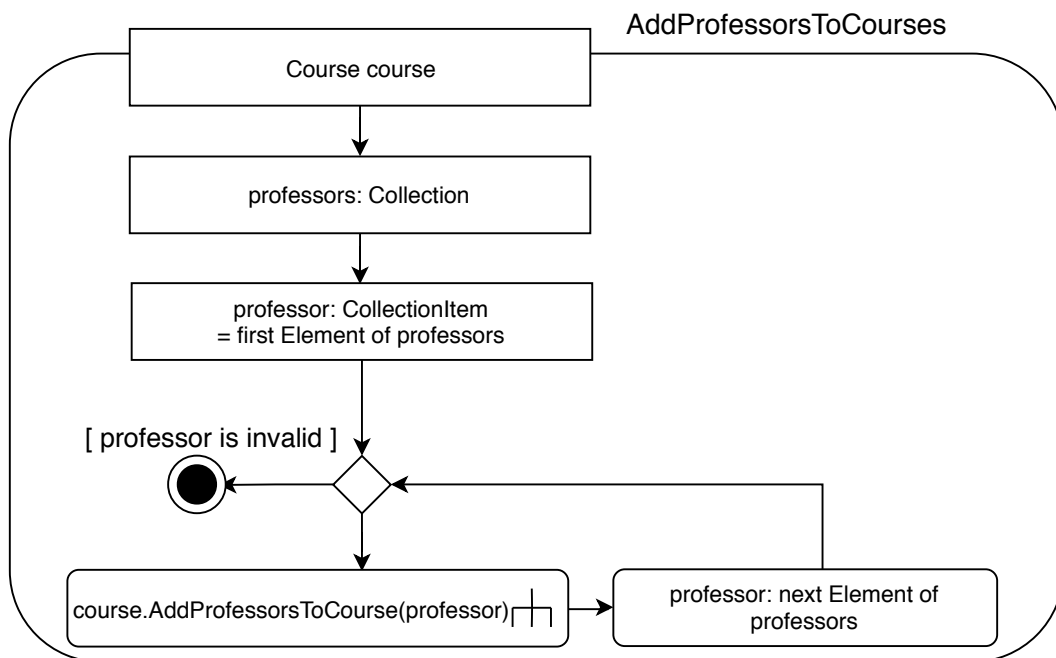
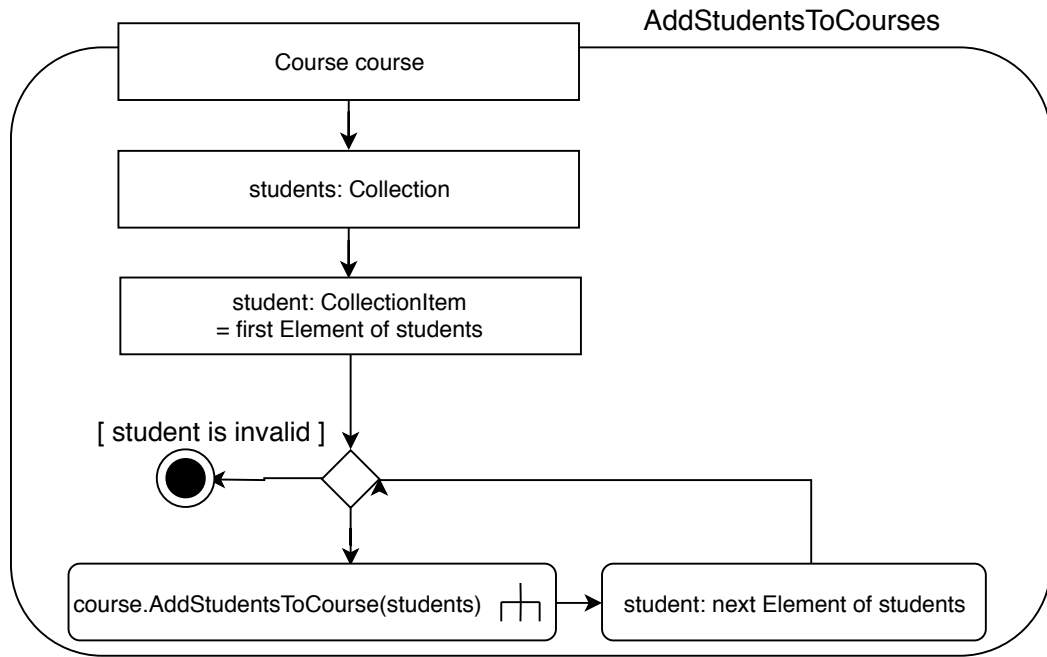


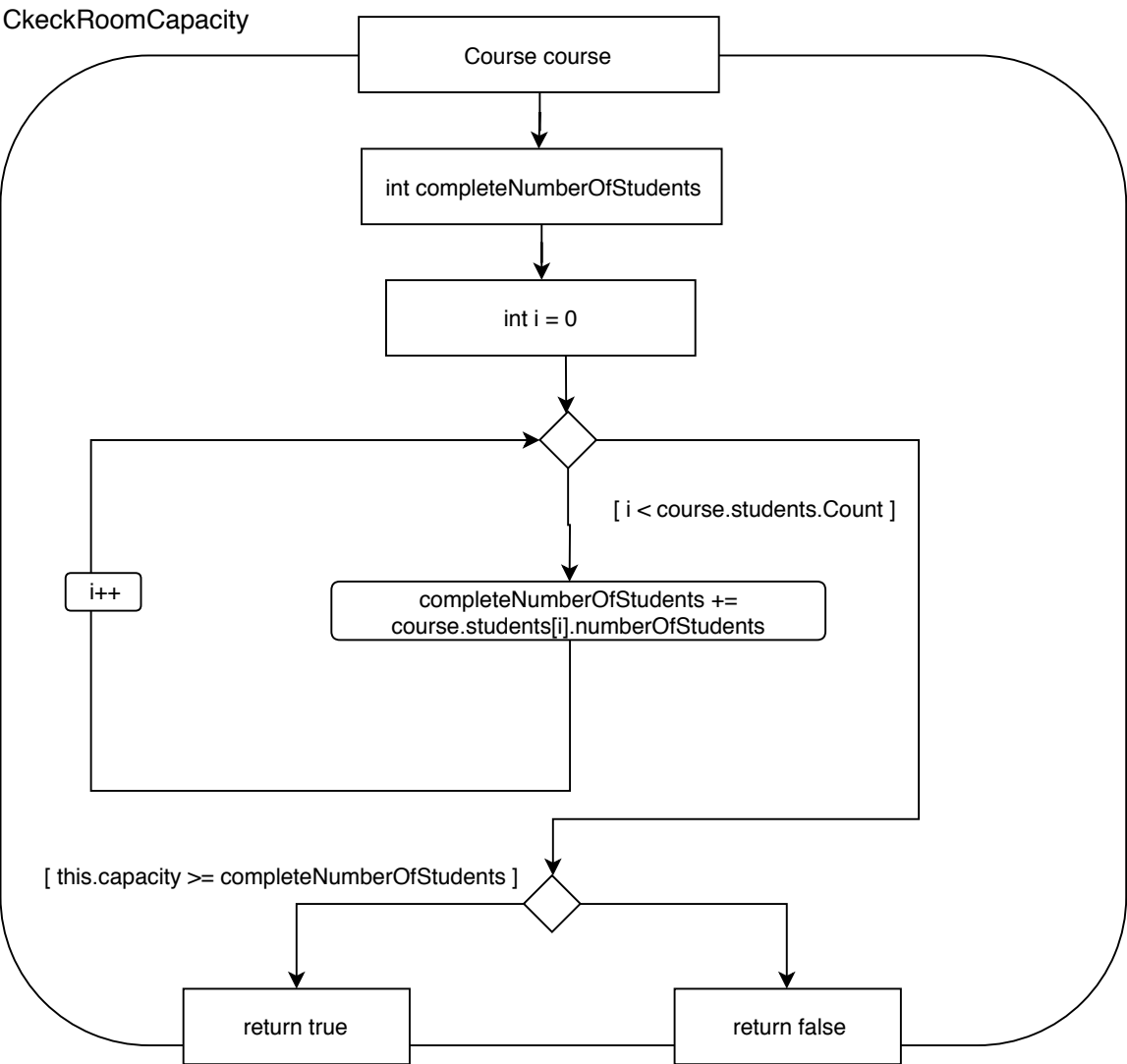
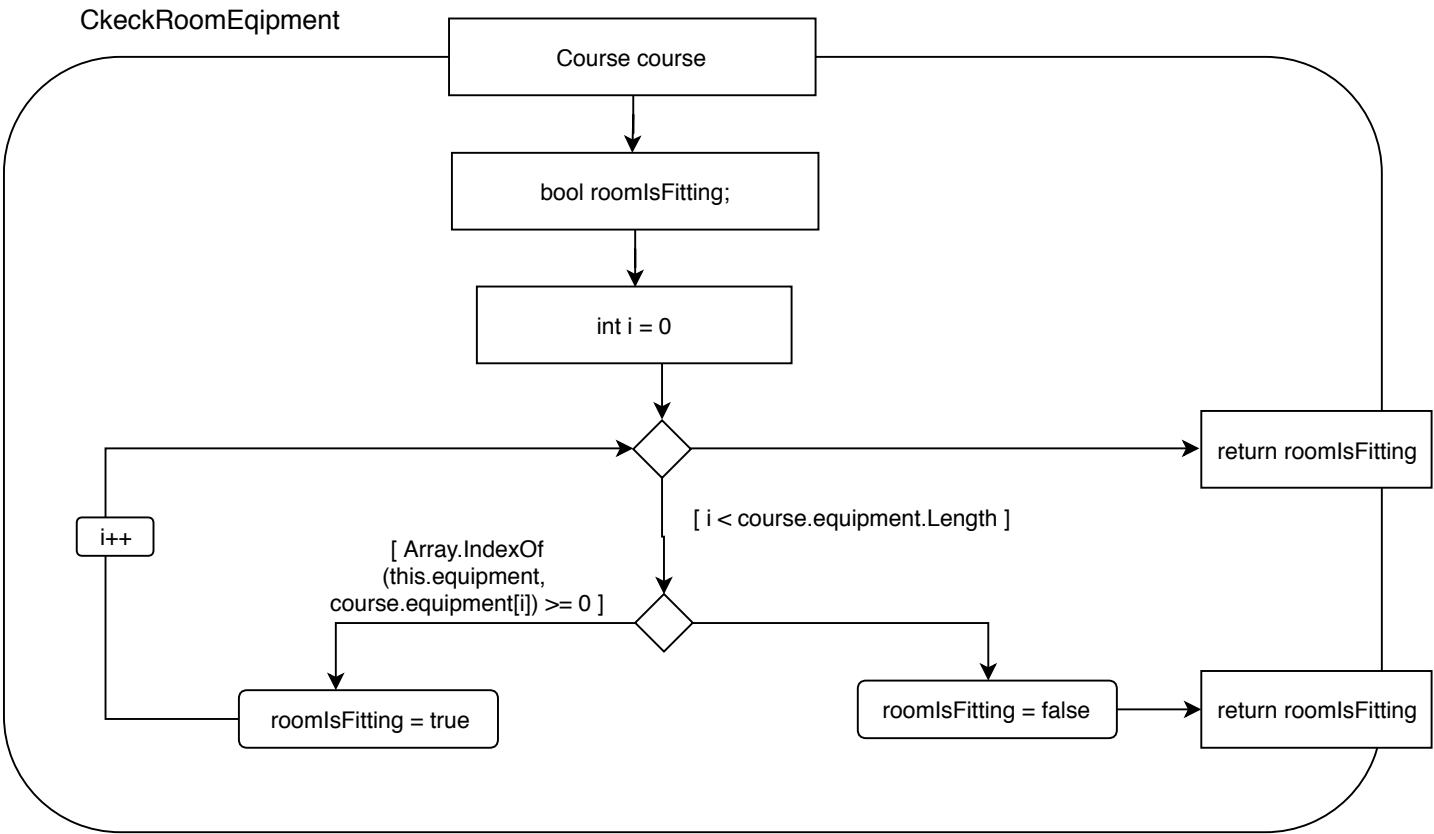


class CourseCreator

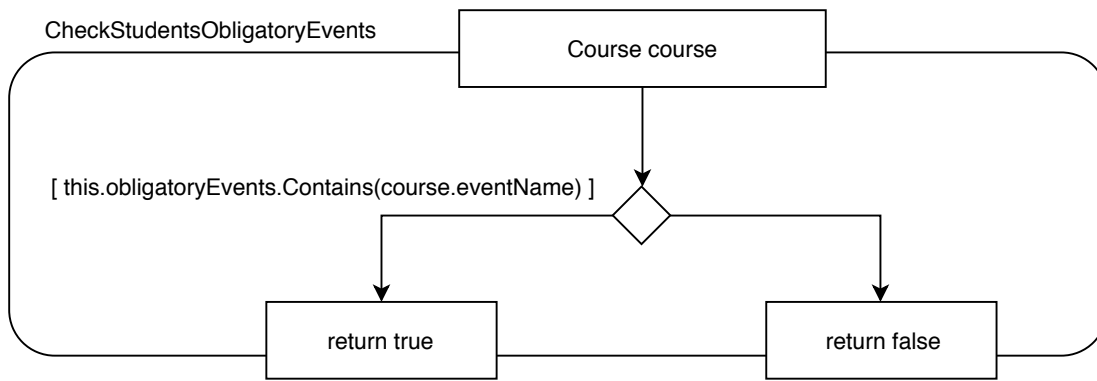
GenerateCourses



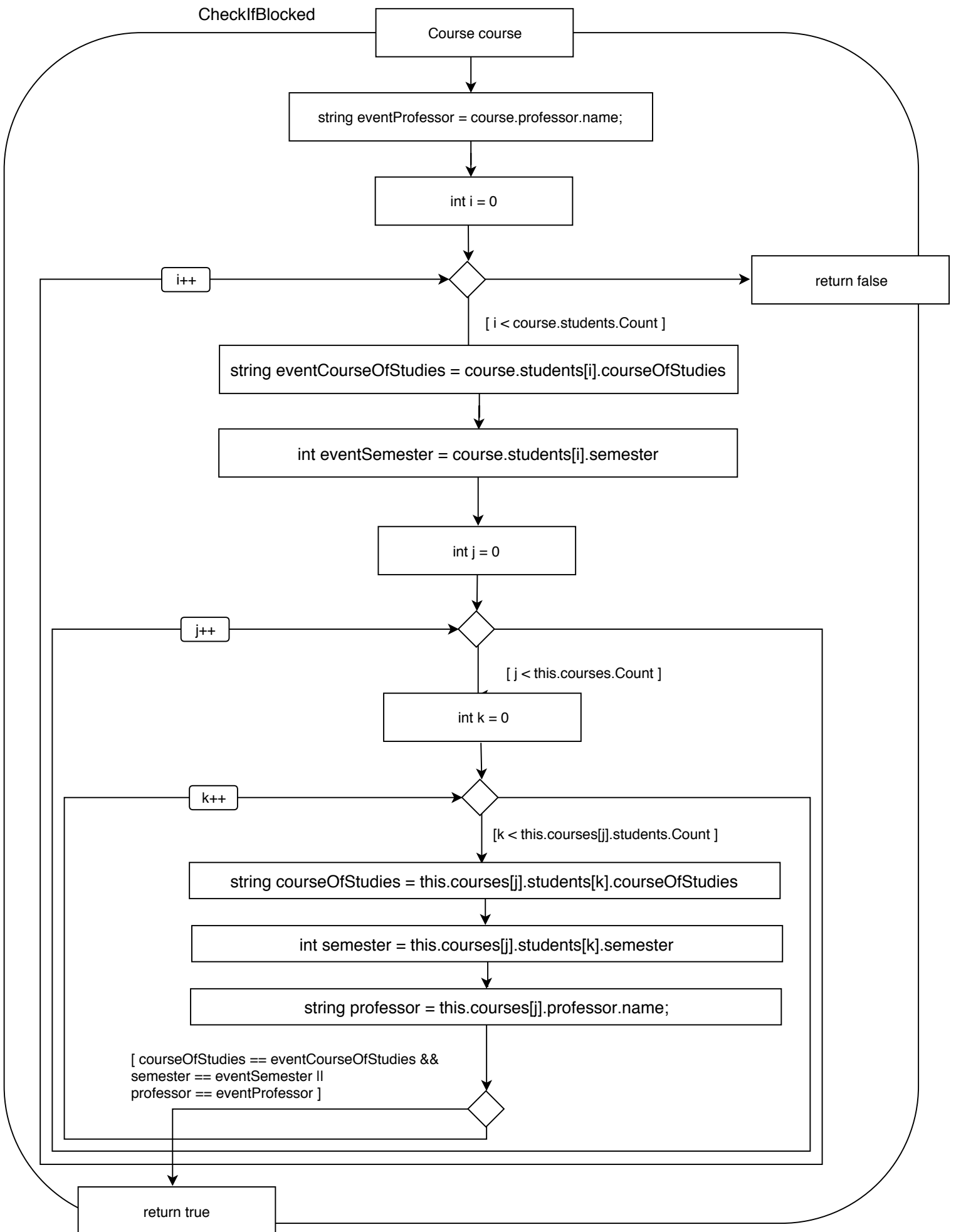




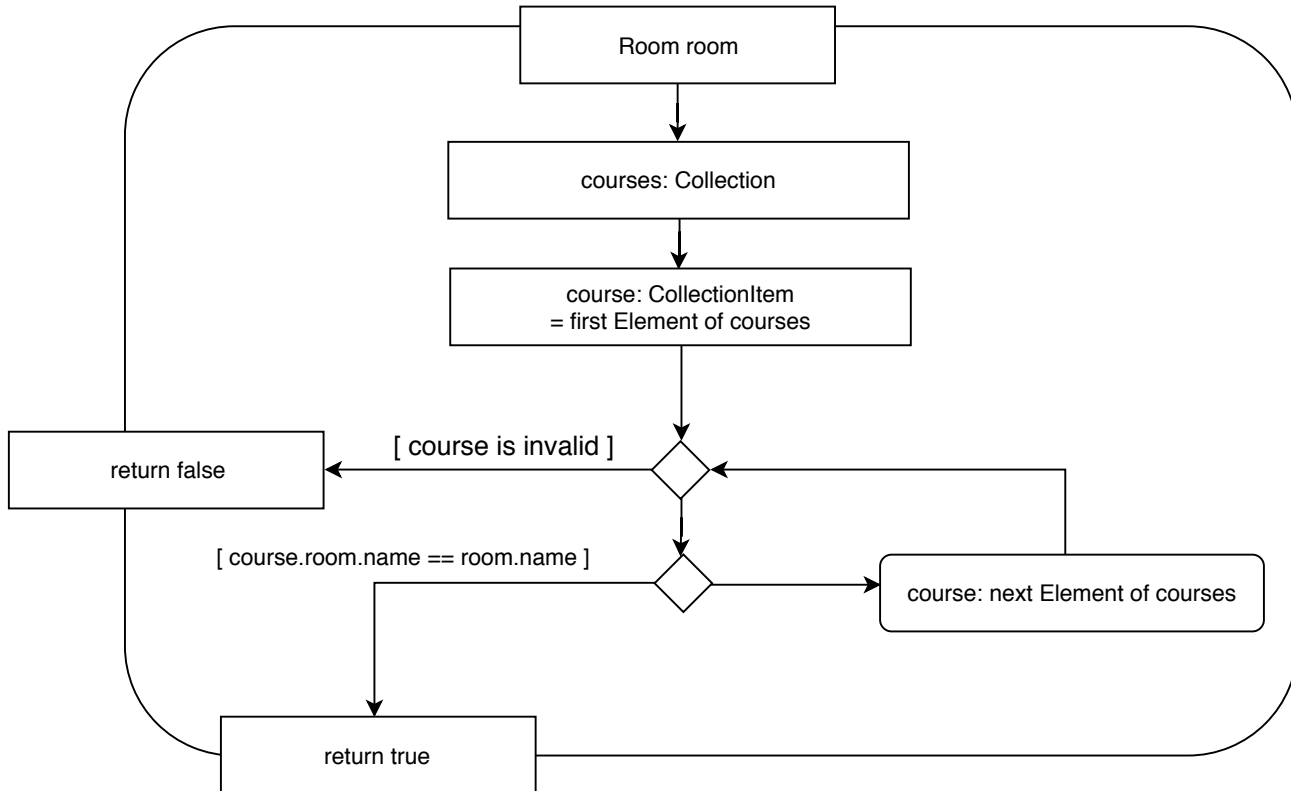
class Students



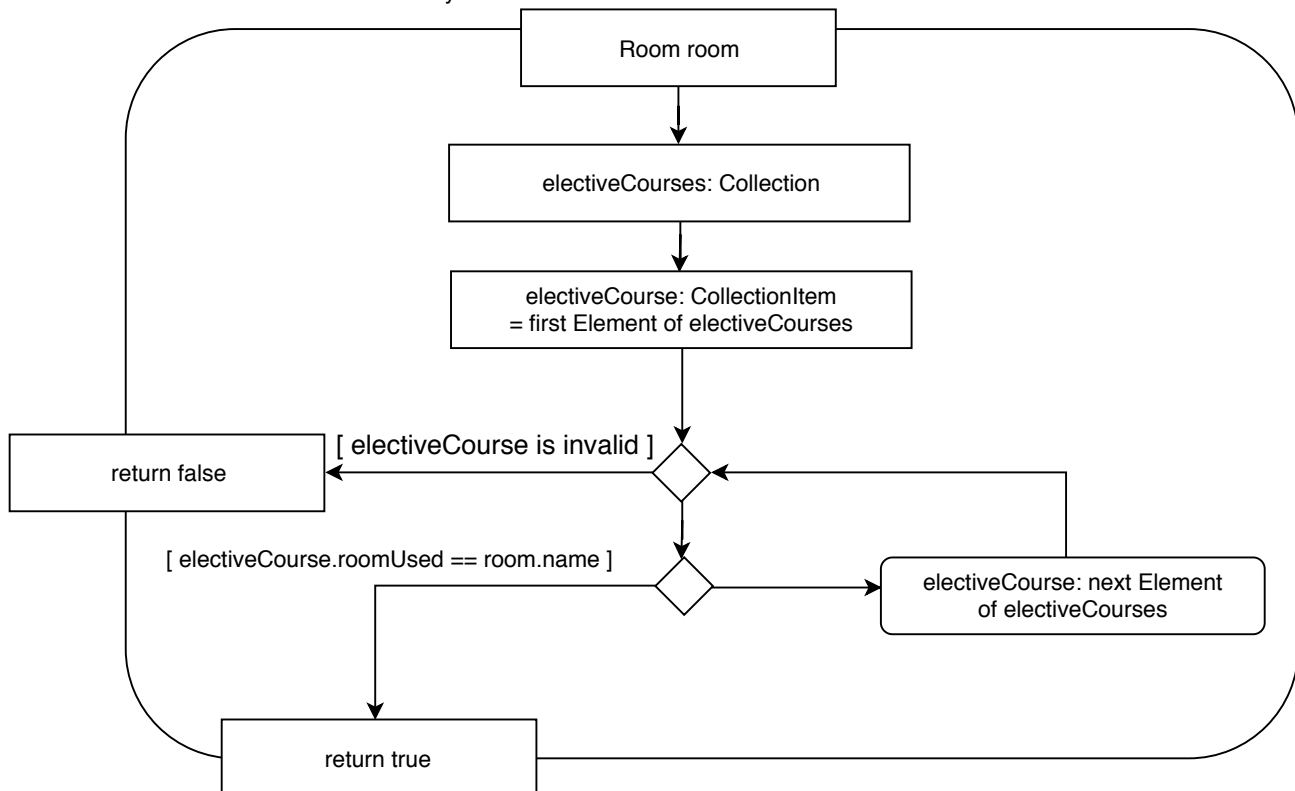
class Block



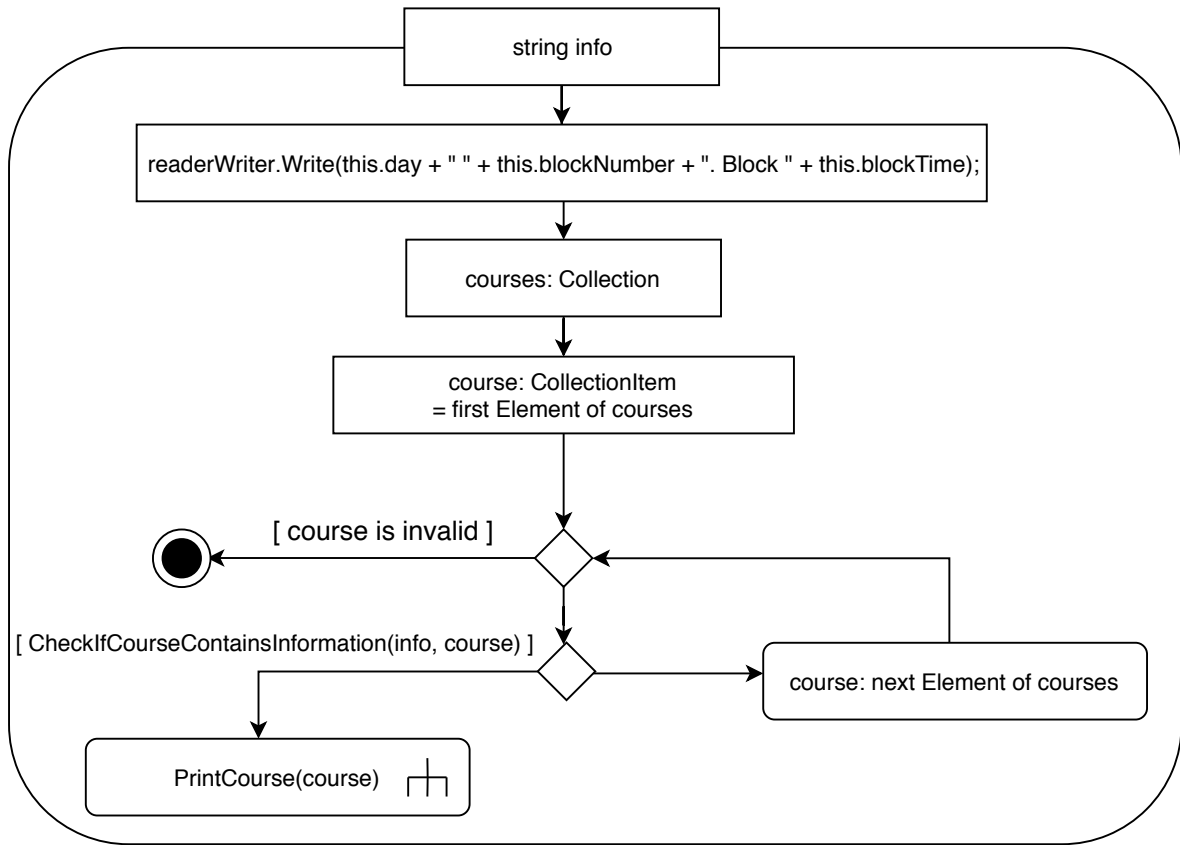
CheckIfRoomIsBlocked



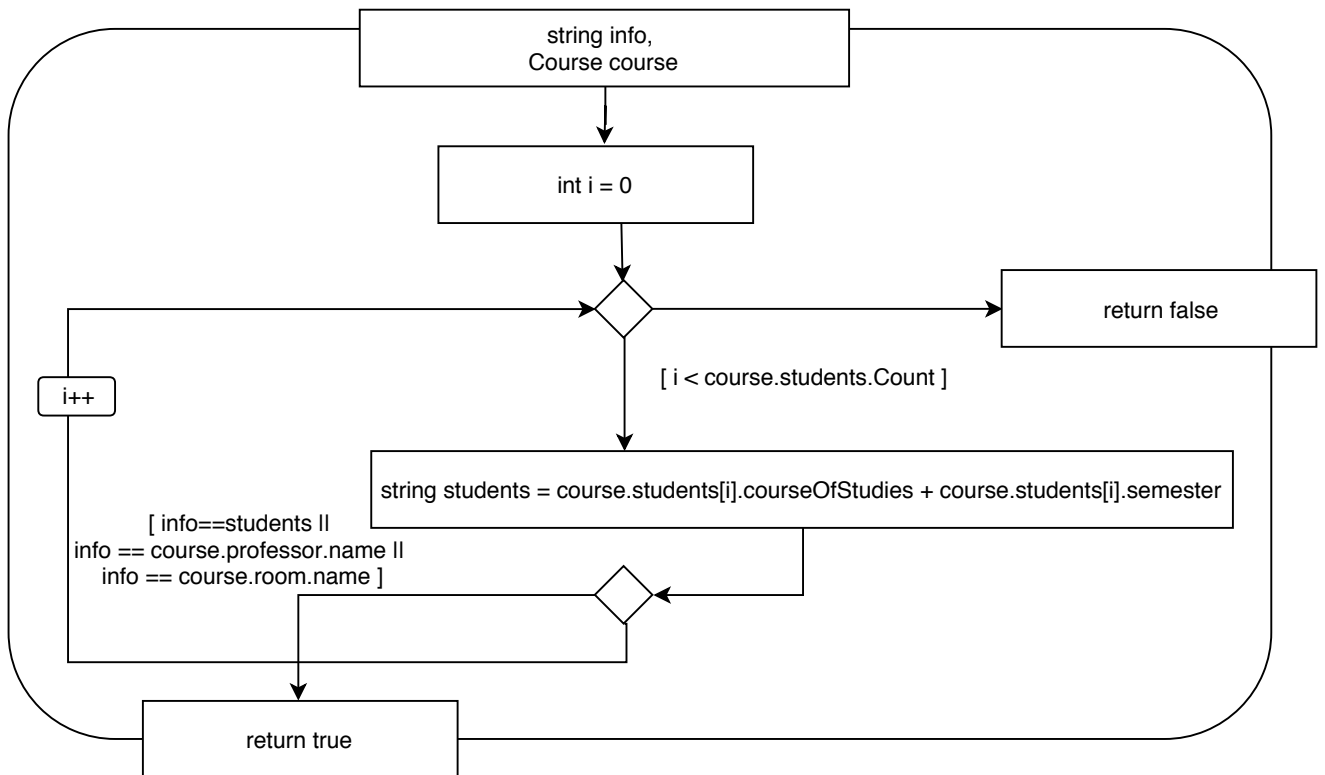
CheckIfRoomIsBlockedGeneraly



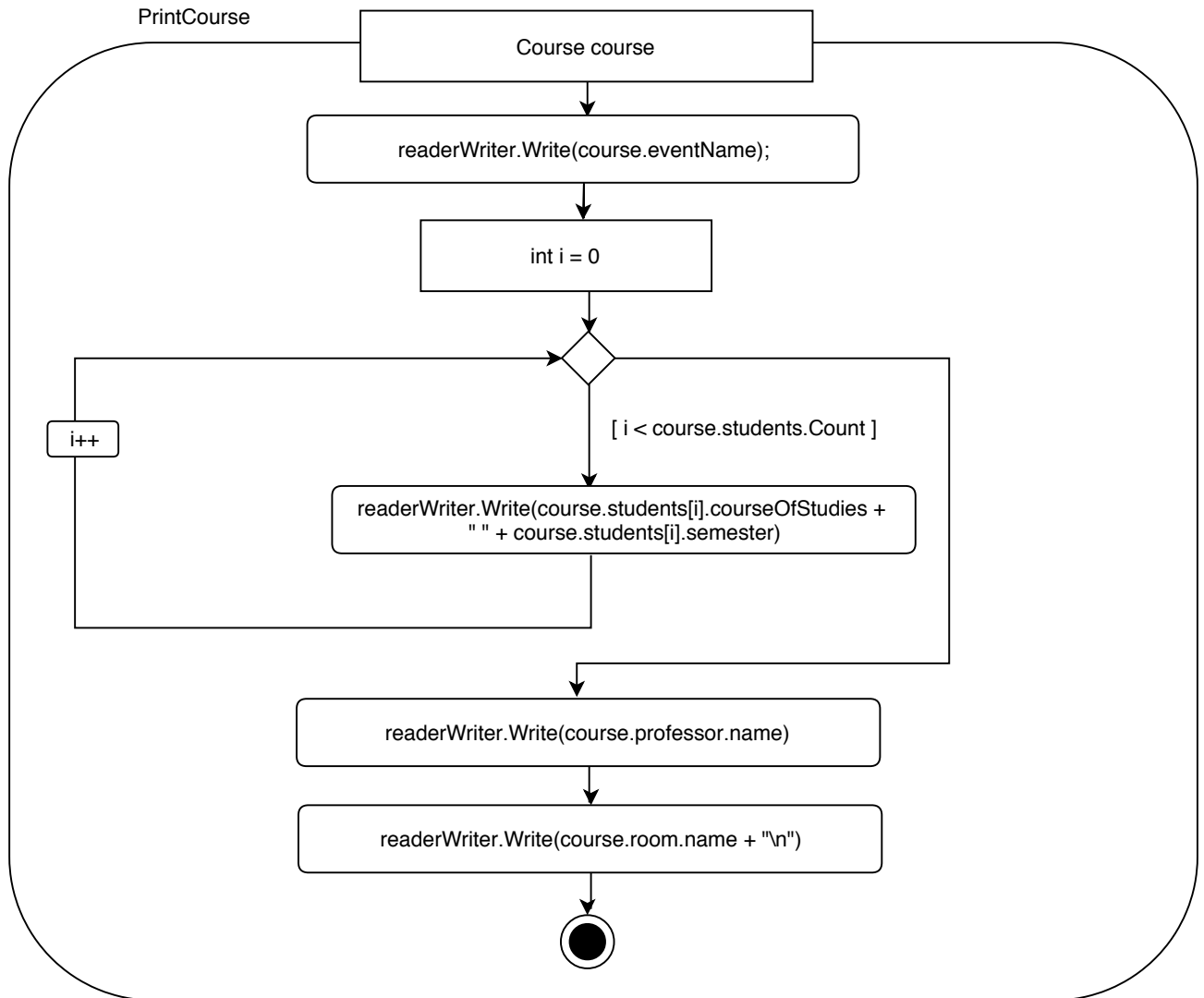
PrintSpecificCourses



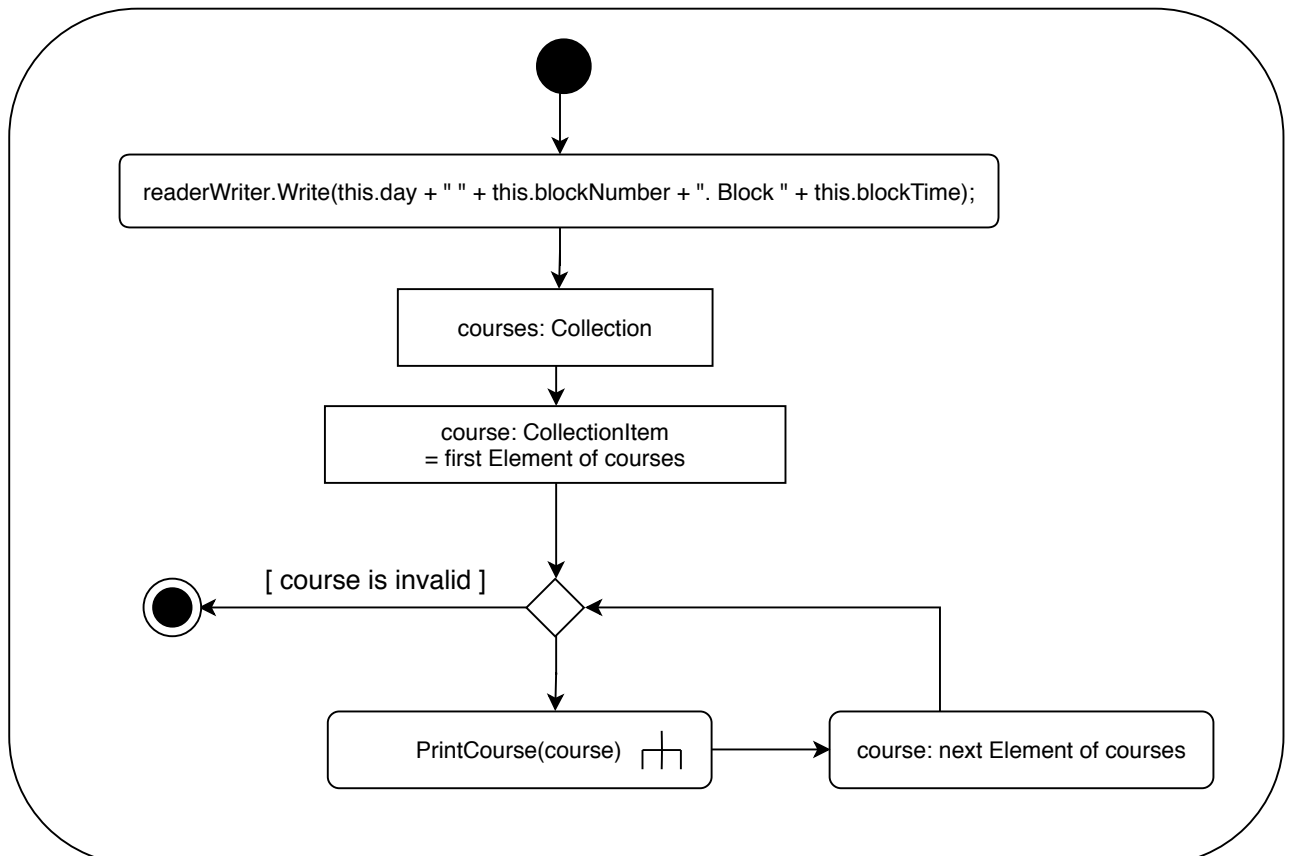
CheckIfCourseContainsInformation



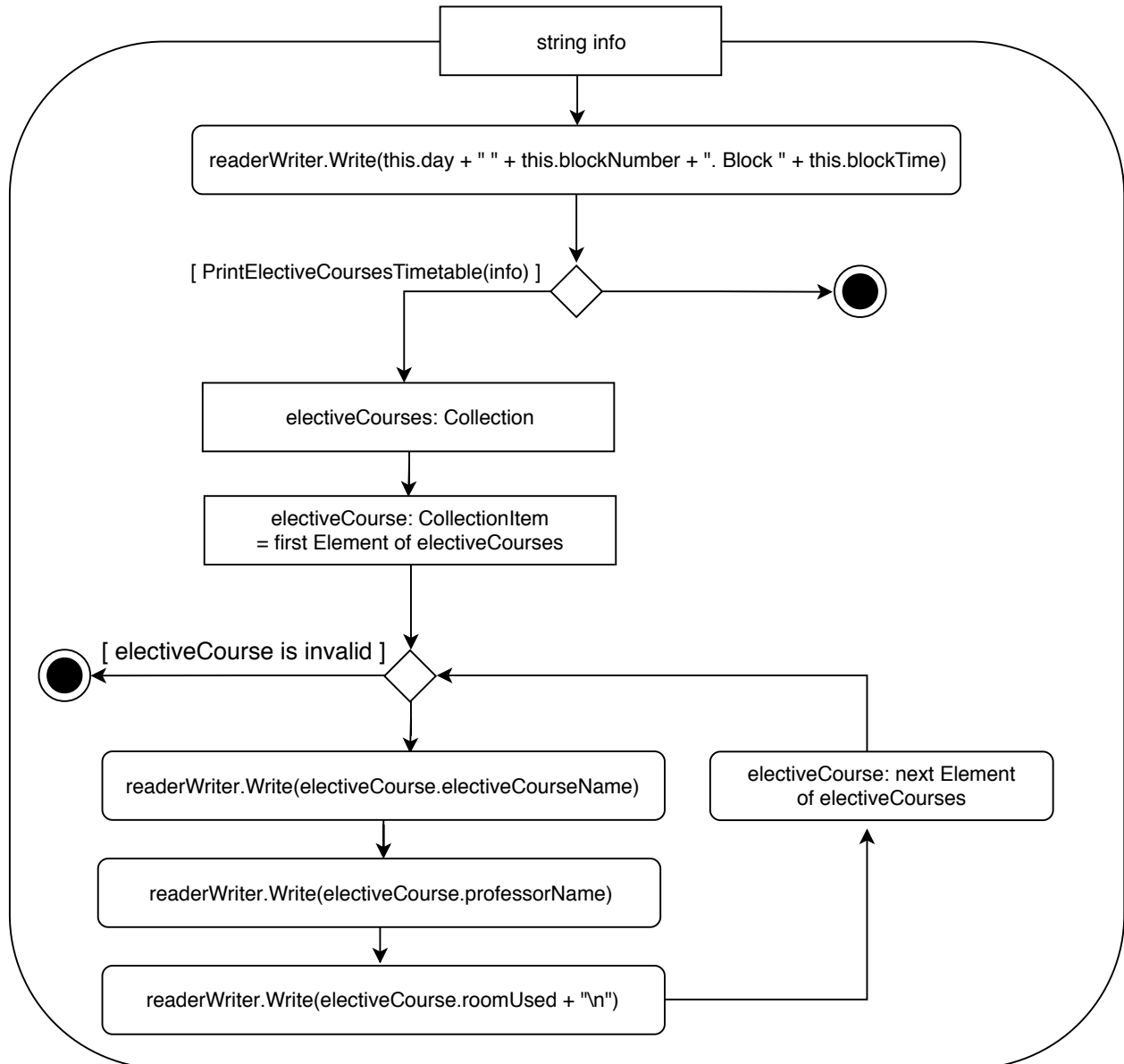
PrintCourse

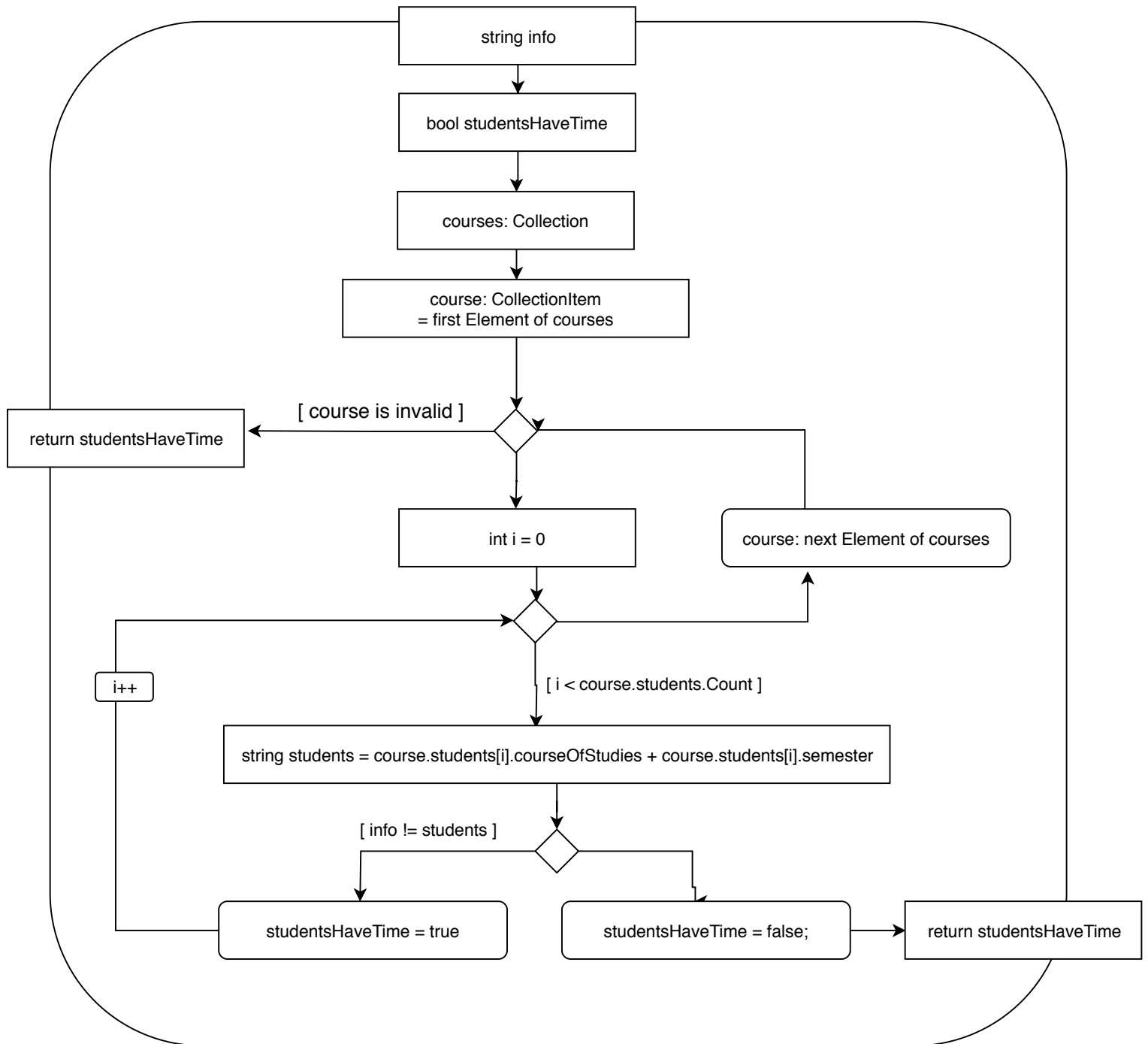


PrintAllCourses

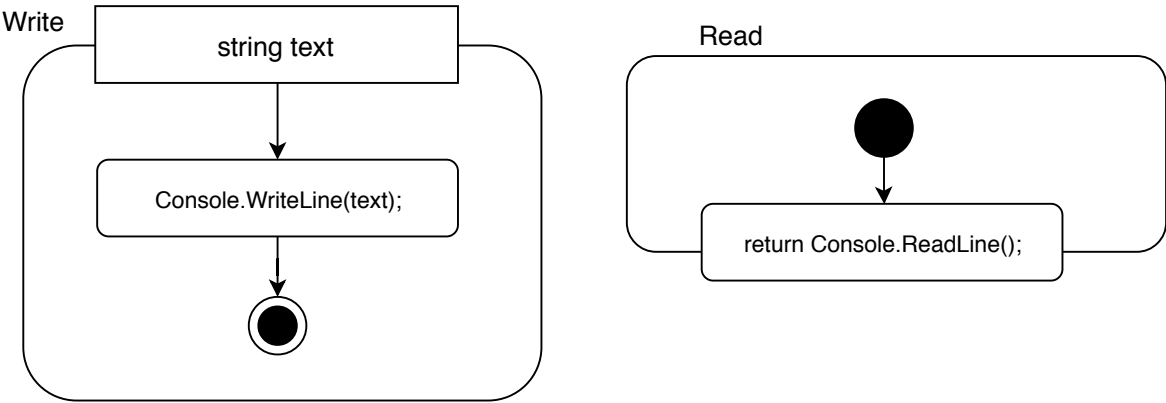


PrintElectiveCourseInformation



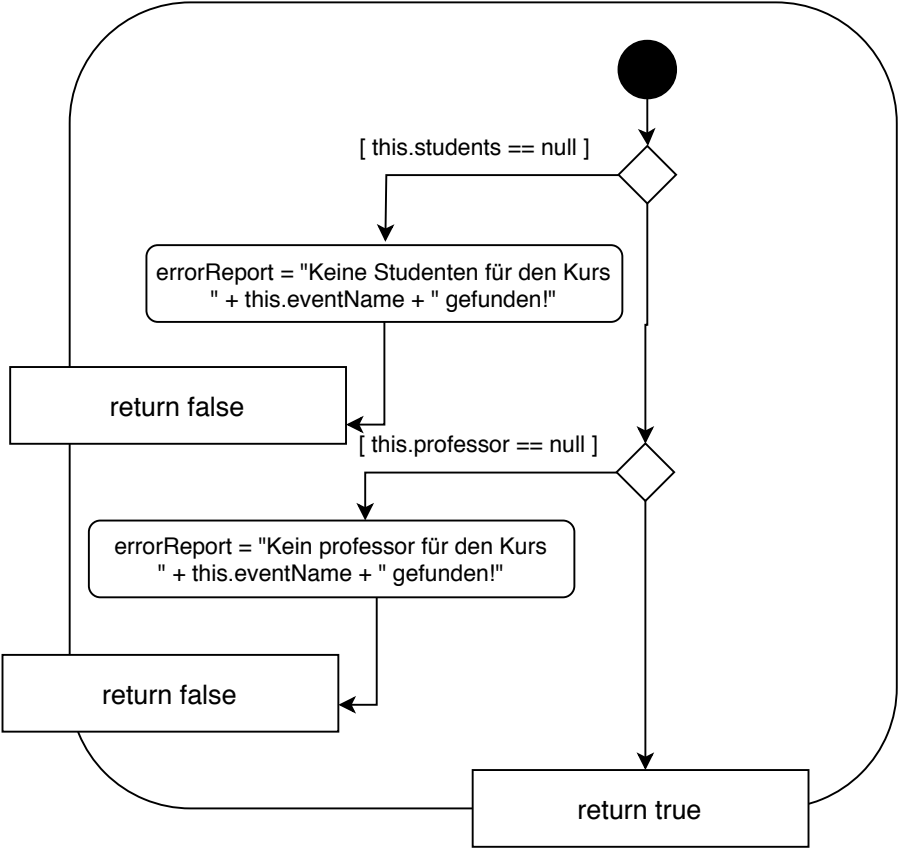


class ConsoleWriterReader

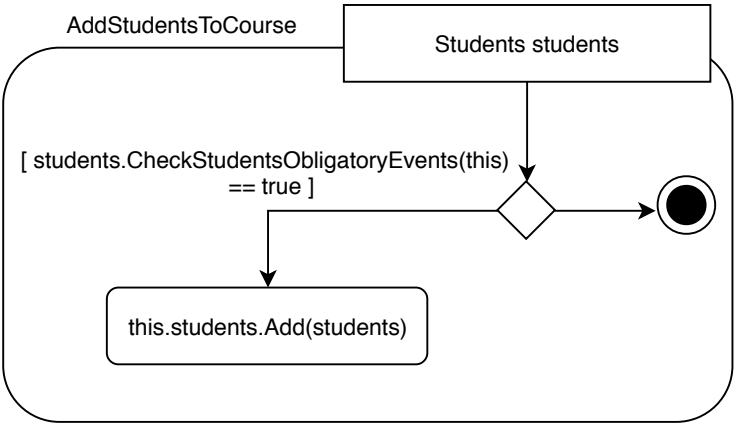


class Course

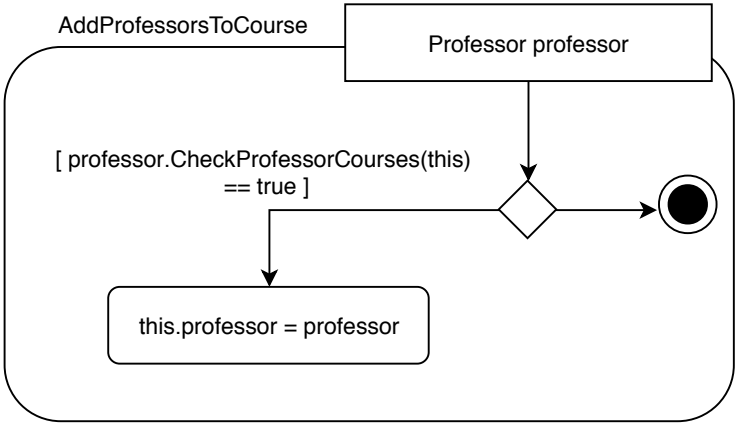
CheckIfAllInformationIsAssigned



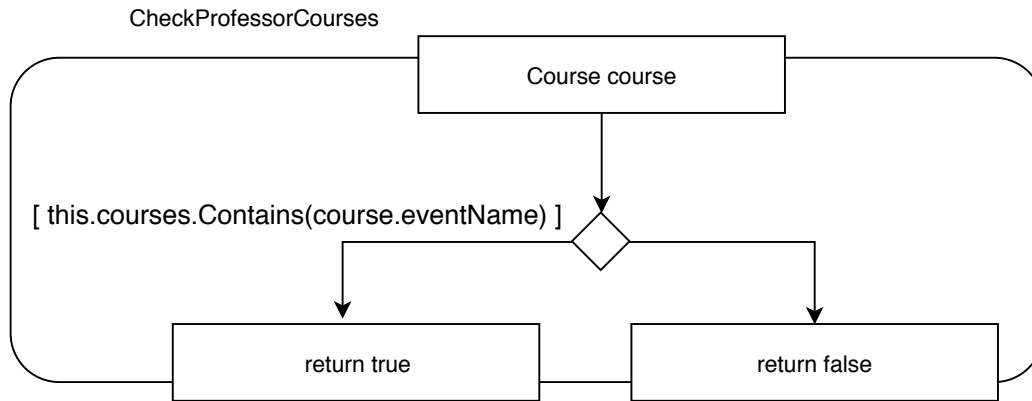
AddStudentsToCourse



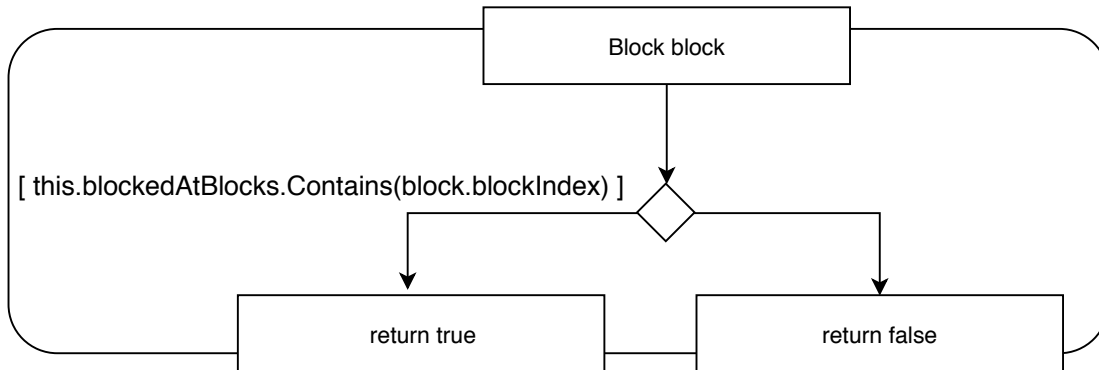
AddProfessorsToCourse



class Professor

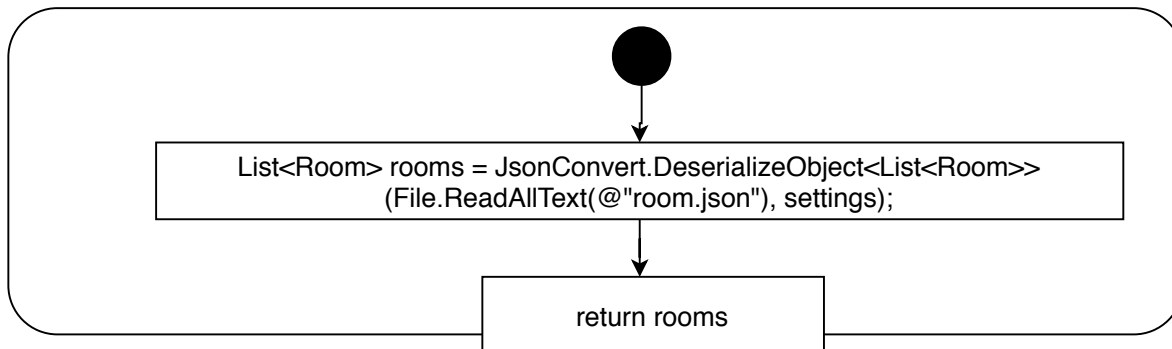


IsProfessorBlocked



class Json

deserializeRooms



(Für `List<Students>`, `List<Professor>`, `List<Course>`, `List<ElectiveCourse>` und `List<Block>` auf dieselbe Art und Weise)