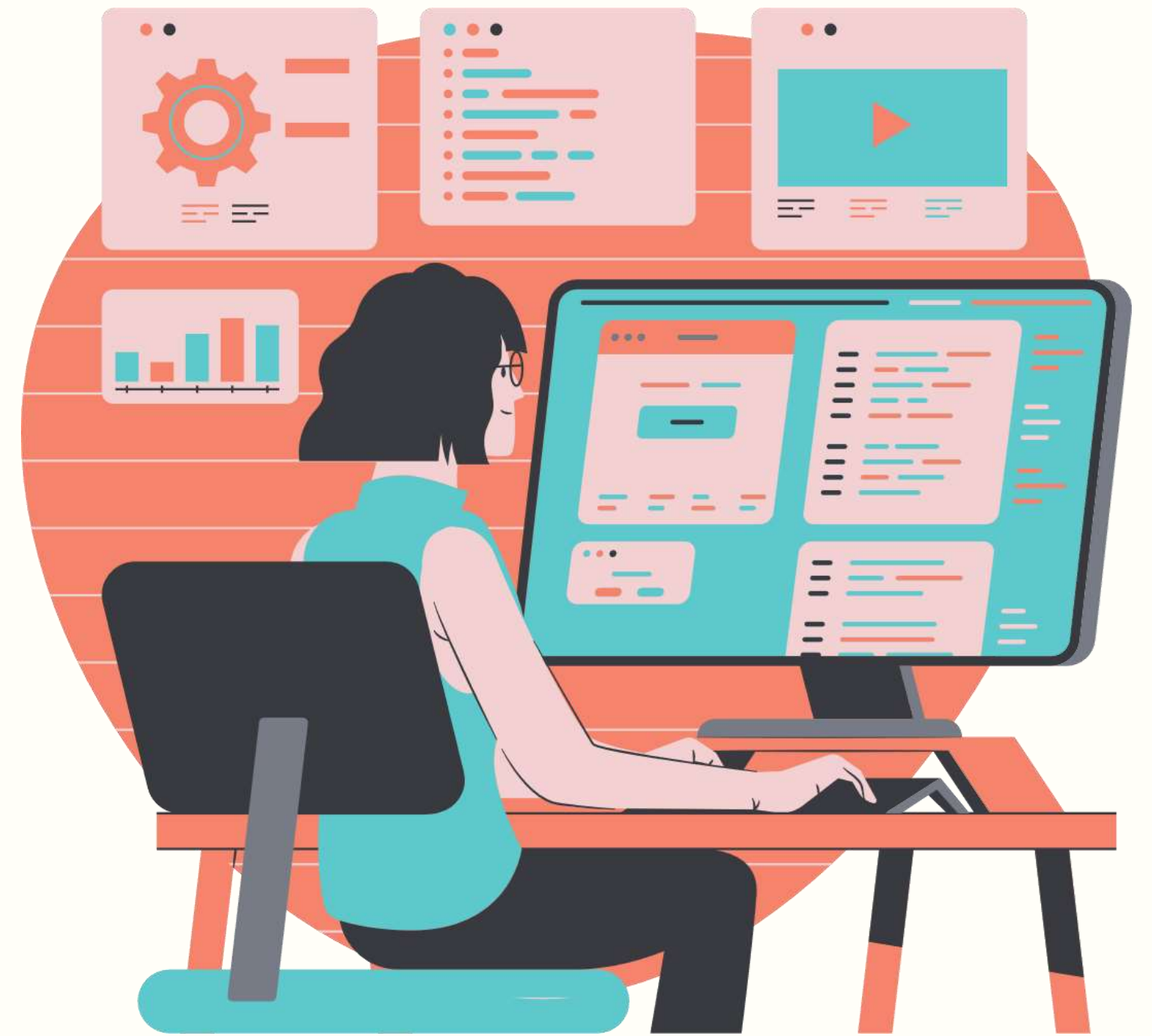


# TOUR AND TRAVEL

Class Diagram









**Hotel**

**Attributes:**  
name: string  
hStars: double  
**Methods:**  
editHotelName(name): void  
editHotelStars(newStars): void

**Location**

**Attributes:**  
address: string  
city: string  
state: string  
country: string  
**Methods:**  
location(): void  
editLocation(address, city, state, country, name): void





**ContactInfo**

**Attributes:**

email: string  
website: string  
phoneNumber: string

**Methods:**

setContactInfo(email, website, phone): void  
fetchHotelData(): void  
checkLocation(): void

**Room**

**Attributes:**

type: string  
roomNumber: int

**Methods:**

room(): void  
setRoomType(type): bool  
checkAvailability(roomNumber): bool





**Amenities**

**Attributes:**

subType: string  
foodType: string  
barType: string

**Methods:**

setSubType(type): void  
setAmenitiesPlan(food, bar, travels): void



**Policy**

**Attributes:**

checkInTime: date  
checkOutTime: date  
Canceling: string

**Methods:**

Policy(): void  
bookRoom(chin, chout): void  
cancelRoom(): void





Facility (inherits from Policy)  
Attributes:  
restaurant: string  
pool: void  
gym: bool  
spa: string  
conferenceRoom: string  
parking: string

