**Parking space(create slot class)**

View\_building

View\_floor

View\_slots

View\_parking space

**User**

Employee

Park and unpark vehicle

Admin

All employee functionality

Change parking space

Add employee

**Vehicle**

vehicle\_no

vehicle\_type=vehicle\_type

vehicle\_owner

vehicle\_colour

vehicle\_brand

vehicle\_parked

**Booking(park vecile randomly)**

vehicle\_no

vehicle\_type

building

floor

row

column

park\_in\_time

show\_booking()

employee can park a car (add vehicle data if not exist)

employee can un park a car and do billing

employee can see parking space

employee can see on time charges

admin can change parking space

admin can add employee

and do all things employee do