```cpp
// !Session.cpp

#include "../Entities/Session.h"


Session::Session(Time startTime, Time endTime, std::string name)
{
this→startTime = startTime;
this→endTime = endTime;
this→name = name;
}

Time Session::getStartTime() {
return this→startTime;
}

Time Session::getEndTime() {
return this→endTime;
}

std::string Session::getName() {
return this→name;
}

int Session::getHole() {
return this→hole;
}

void Session::print() {
std::cout << "Название: " << this→name << std::endl;
std::cout << "Время начала: "; this→startTime.print();
std::cout << "Время конца: "; this→endTime.print();
std::cout << "Номер зала: " << this→hole << std::endl;
}

// !Place.h

#pragma once
#include "iostream"

class Place {
private:
int row;
int column;

public:
Place(int row, int column);

int getRow();

int getColumn();

void print();
};
```