

```

// !Place.cpp

#include "../Utils/Place.h"

Place::Place(int row, int column) {
    this->row = row;
    this->column = column;
}

int Place::getRow() {
    return this->row;
}

int Place::getColumn() {
    return this->column;
}

void Place::print() {
    std::cout << "Ряд: " << this->row << ", "
    << "Место: " << this->column << std::endl;
}

// !Time.h
#pragma once
#include "iostream"

class Time {
private:
    int hours;
    int minutes;

public:
    explicit Time();

    Time(int hours, int minutes);

    int getHours();
    int getMinutes();
    void print();
};

// !Time.cpp

#include "../Utils/Time.h"

Time::Time() {}

Time::Time(int hours, int minutes) {
    this->hours = hours;
    this->minutes = minutes;
}

int Time::getHours() {
    return this->hours;
}

int Time::getMinutes() {
    return this->minutes;
}

void Time::print() {
    std::cout << this->hours << ":" << this->minutes << std::endl; 9
}

```