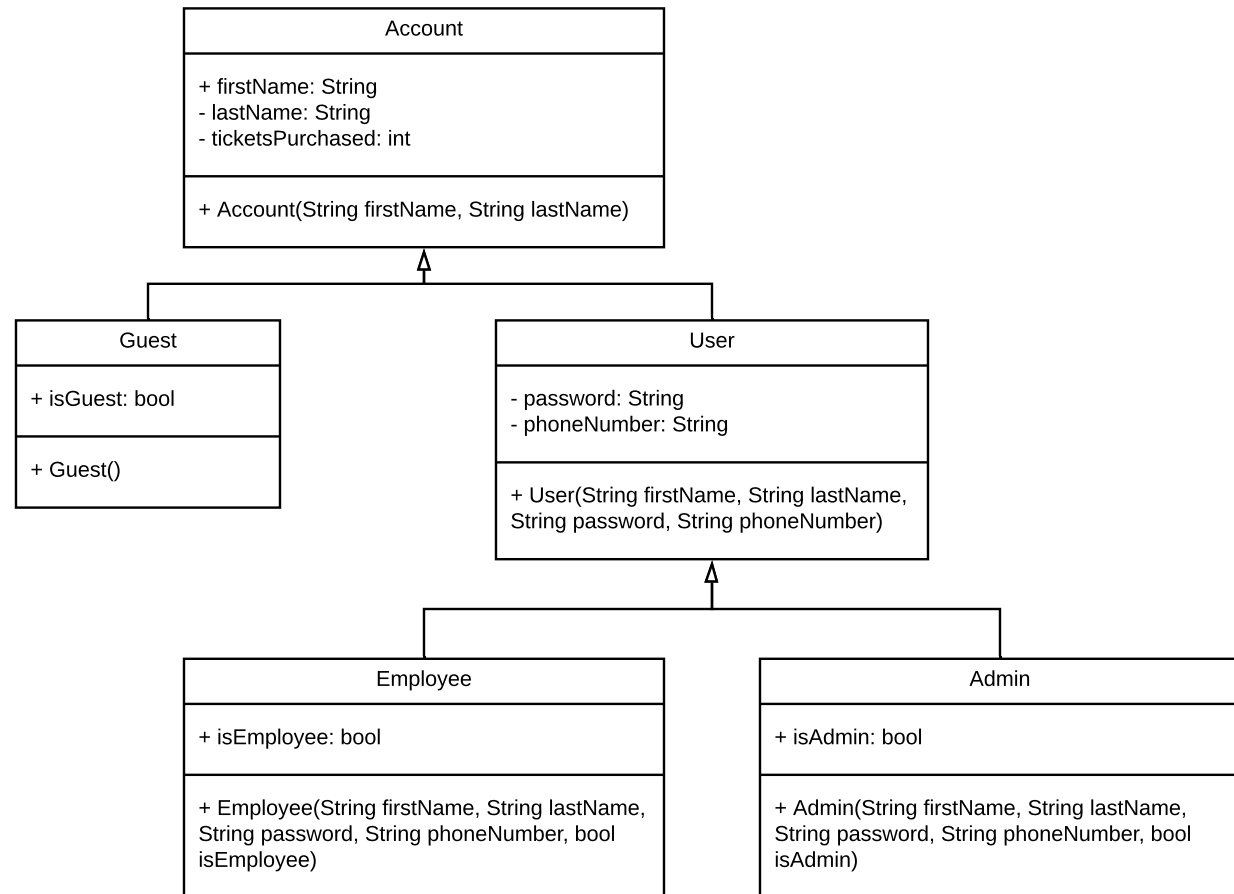
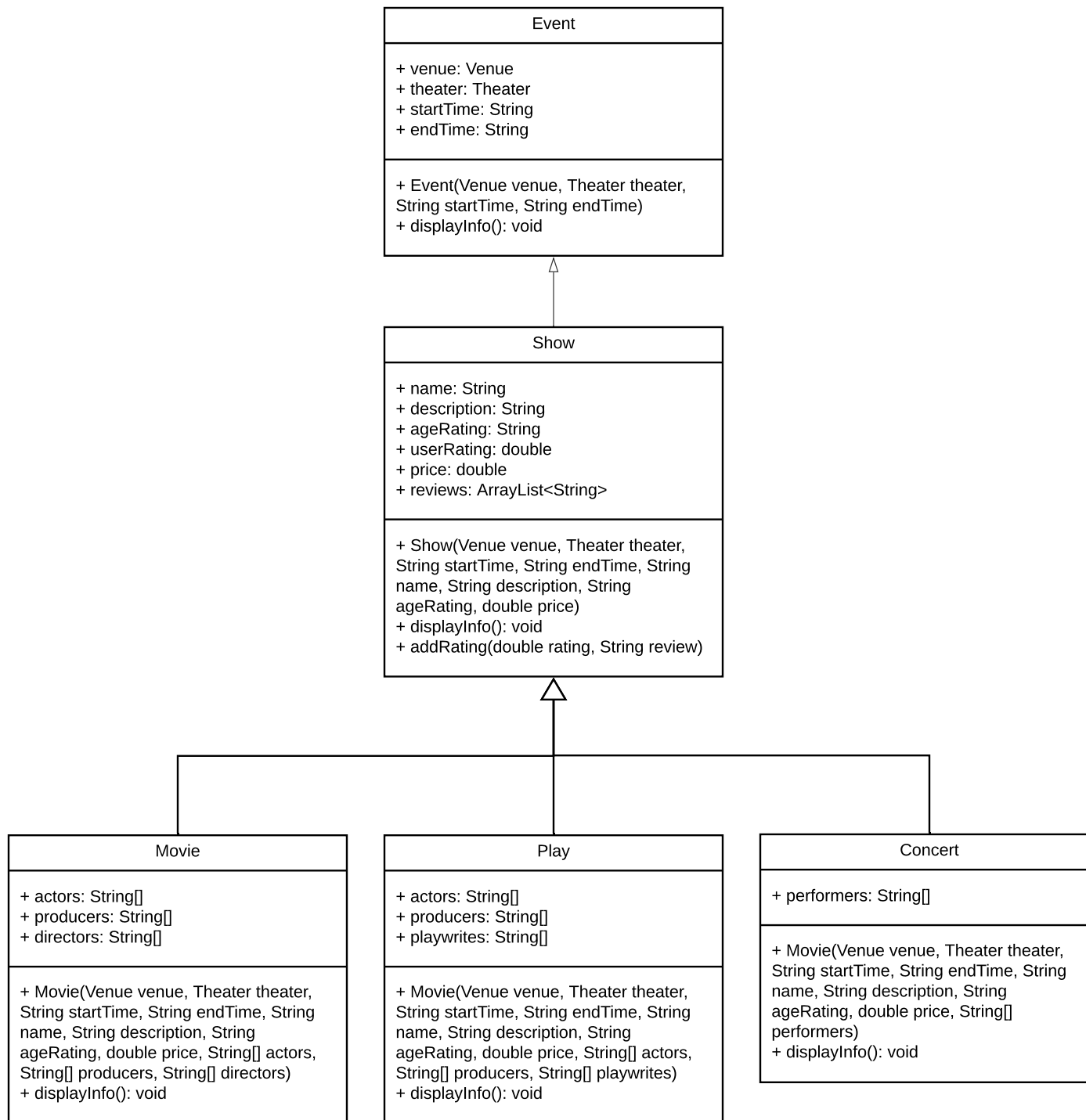


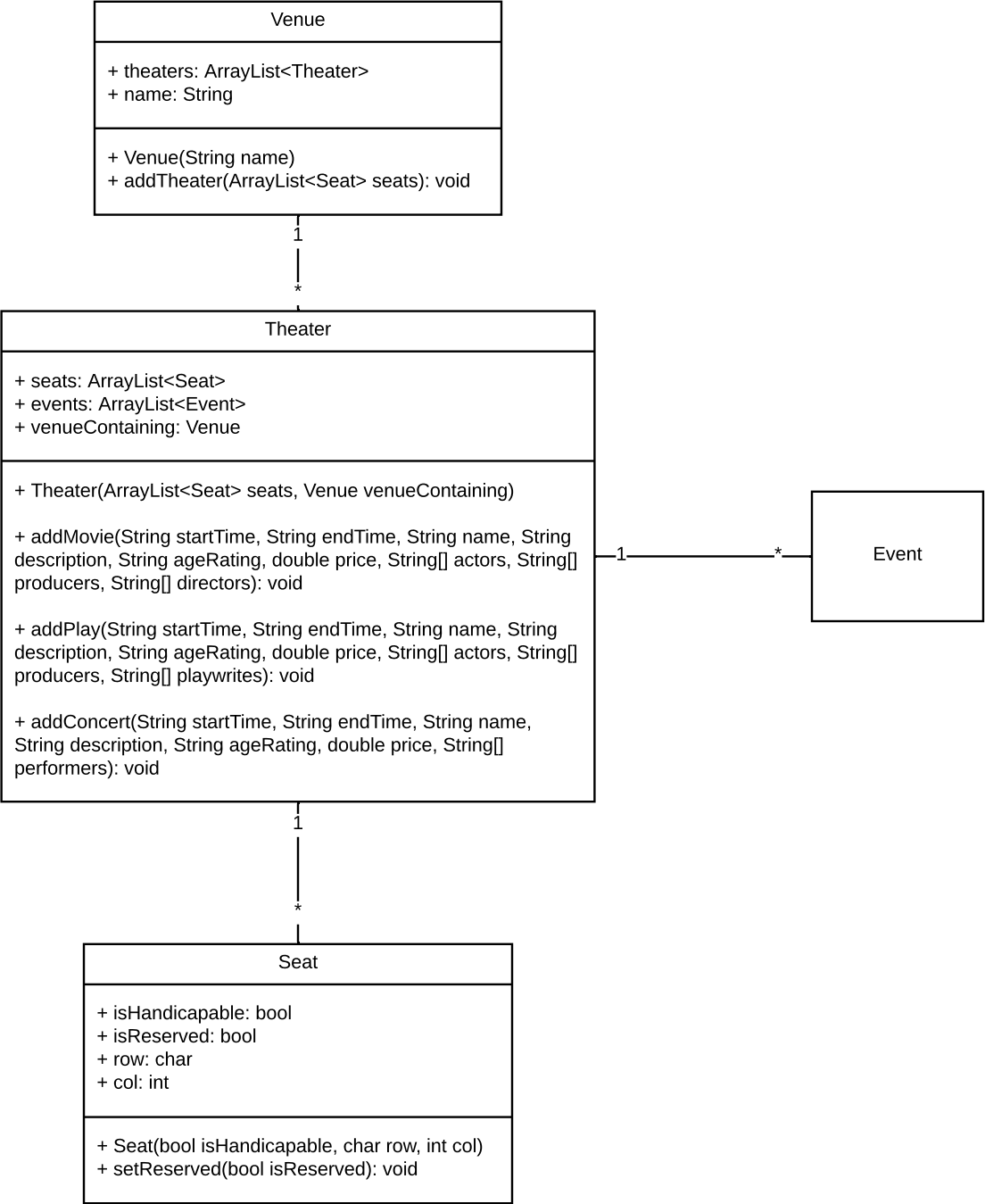
The guest will be an account with:
-firstName "Guest"
-lastName "User"
-isGuest True

There will only be one guest account
so there is no need to allow the
constructor to take in other names





When adding an Event, the method will use 'this.venueContaining' for the Venue and 'this' for the Theater



TheaterSystem
- accounts: ArrayList<Account> + currentAccount: Account + venues: ArrayList<Venue>
+ TheaterSystem(ArrayList<Account> accounts, ArrayList<Venue> venues) + login(String firstName, String lastName, String password): void + createAccount(String firstName, String lastName, String phoneNumber, String password, bool isEmployee, bool isAdmin): void + searchEventName(String eventName): ArrayList<Event> + searchGenre(String genre): ArrayList<Event> + searchRating(double rating): ArrayList<Event> + searchAgeRating(String ageRating): ArrayList<Event> + addEvent(Theater theater): void + purchaseTicket(Event event): void + refundTicket(Event event): void + printTicket(Event event): void + leaveReview(int rating, String review): void + deleteReview(int rating, String review): void + saveToJSON(): void + loadFromJSON(): void

TheaterSystemUI
- scanner: Scanner - theaterSystem: TheaterSystem - mainMenuOptions: String[]
+ main() + run(): void - checkUserType(): int - displayMainMenu(): void - login(): void - createAccount(): void - displayGuest(): void - displayUser(): void - displayEmployee(): void - displayAdmin(): void - searchByName(): void - searchByGenre(): void - searchByRating(): void - addEvent(): void - displayEventList(): void - displayEventInfo(): void - displaySeats(): void - getUserInput(): void

JSONHandler
- accountsFile: String - venuesFile: String
+ loadAccounts(): ArrayList<Account> + loadVenues(): ArrayList<Venue> + saveAccounts(ArrayList<Account>): void + saveVenues(ArrayList<Venue>): void