Booking

- arrival: int
- bookingID: unsigned int
- bookingNum: unsigned int
- clientName: string
- people: int
- room: Room*
- stayDuration: int

+ Booking()
+ ~Booking()
+ getArrival(): int
+ getBookingCode(): int
+ getClientName(): string
+ getPeople(): int
+ getStayDuration(): int
+ roomAssignment(Room*): void
+ setArrival(int): void
+ setClientName(string): void
+ setPeople(int): void
+ setStayDuration(int): void

#roomAvail

Hotel

- bookings: list<Booking*>
- hotelName: string
- rooms: list<Room*>
- vectorBooking: vector<Booking*>

+ bookingAdd(Booking*): int
+ bookingCancellation(int): bool
+ bookingRetrieval(int): Booking*
+ bookingSchedule(): void
+ bookingToRoomAdd(Booking*, int): bool
+ getHotelName(): string
+ Hotel()
+ ~Hotel()
+ PrintBookingInfo(): void
+ PrintIncomeInfo(): void
+ PrintRoomInfo(): void
+ profitEstimation(int): double
+ profitEstimation(): double
+ rAddition(Room*): void
+ randomBookingCancellation(): void
+ roomRetrieval(int): Room*
+ setHotelName(string): void

-room   #ptrHotel

Room

deikths: Room*
hotels: vector<Hotel*>
- pricePerson: double
ptrHotel: Hotel*
roomAvail: Booking* ([30]) = {}
- roomCapacity: int
roomID: unsigned int
roomNum: unsigned int

+ bAddition(Booking*): bool
+ bCancellation(int): bool
+ getCapacity(): int
+ getPricePerson(): double
+ getRoomCode(): int
+ hotelAddition(Hotel*): void
+ occupancy(): float
+ pricing(): double
+ Room()
+ ~Room()
+ setCapacity(int): void
+ setPricePerson(double): void

RoomA

dayPrice: double

+ getDayPrice(): double
+ pricing(): double
+ RoomA()
+ ~RoomA()
+ setDayPrice(double): void

RoomD

+ occupancy(): float
+ RoomD()
+ ~RoomD()

RoomE

- dayCost: double
- foititis: bool

+ getFoititis(): bool
+ getPrice(): double
+ pricing(): double
+ RoomE()
+ ~RoomE()
+ setFoititis(bool): void

RoomC

- minDays: int
- minPerson: int

+ bAddition(Booking*): bool
+ getMinDays(): int
+ getMinPerson(): int
+ RoomC()
+ ~RoomC()
+ setMinDays(int): void
+ setMinPerson(int): void

RoomB

- dayDiscount: double

+ bCancellation(): bool
+ getDayDiscount(): double
+ pricing(): double
+ RoomB()
+ ~RoomB()
+ setDayDiscount(double): void