UML class Migrant System

Person # id: string # name: string # surname: string # nationallity: string # gender: string # age: int # iqPoint: int # healthPoint: int # acculturationPoint: int # personPoint: double + Person() + createPerson(): void + createID(): void + filter(Person): int + getID(): string + getName(): string + getSurname(): string + getAge(): int + getNationallity(): string + getGender(): string + getPoint(): double

Admin username: string -password: string + Admin()

+ login: bool

- job: string - city: string - salary: int tax: int + Employee() + Employee(Person&): void + setEmployeeData(const string&, const string&, const string&, const int&, const string&, const const int&): void + findJob(string): void + addEmployeeFile(): void + getTax(): double + getJob(): string + getCity(): string + getSalary(): int

Employee:Person

- crime: string - punishment: string + Guilty() + Guilty(Employee&) + Guilty(Refugee&) + setCrime(int): void + setGuiltyData(const string&, const string&, const string&, const int&, const string&, const string&, const &string): void + setPunishment(int): void +applyPunishment(int, int&, int&, Employee*, Refugee*, int&, int&, int): void

Guilty:Person

+ search(Employee*, int, string): int + search(Refugee*, int, string): int + addGuiltyFile(): void + getCrime(): string + getPunishmet(): string

Array

- camp: string + Refugee() + Refugee(Person&) + setRefugeeData(const string&, const string&, int&, const string&, const string&): void + setCamp(): void + addRefugeeFile(): void + getCamp(): string

Refugee:Person

- refugeeArraySize: int

- employeeArraySize: int

- guiltyArraySize: int

- refugeeSize: int

- employeeSize: int

- guiltySize: int

+ Array(int, int, int)

+ ~Array()

+ Refugee* refugeeArray + Employee* employeeArray

+ Guilty* guiltyArray + readArrayData(): void

+ addEmployee(Employee&): void + addRefugee(Refugee&): void

+ addGuilty(Guilty&): void

+ calculateBudget(): void + getEmployeeSize(): int

+ getEmployeeSize(): int + setEmployeeSize(int): void

+ setRefugeeSize(int): void

+ print(string): void

friend ostream& operator << (ostream & , Employee &) friend ostream& operator << (ostream & , Refugee &)

friend ostream& operator << (ostream & , Guilty &)