class Movie{

characteristics:

-string Title;

-string Genre;

-int Showtime;

----------------------------

behaviors:

+Movie();

+Movie(string Title, string Genre, int Showtime);

+string GetTitle();

+string GetGenre();

+int GetShowtime();

};

class Theater{

characteristics:

-int theatername;

-string phonenumber;

-Movie movies[11];

-int moviestack;

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behaviors:

+Theater(string Name, string Phone);

+void AddMovie(Movie &Movie);

+string GetMovieForHour(int hour) const;

+int GetShowTimeForGenre(string Genre) const;

+int GetPopcornPrice() const;

+int GetCokePrice() const;

};