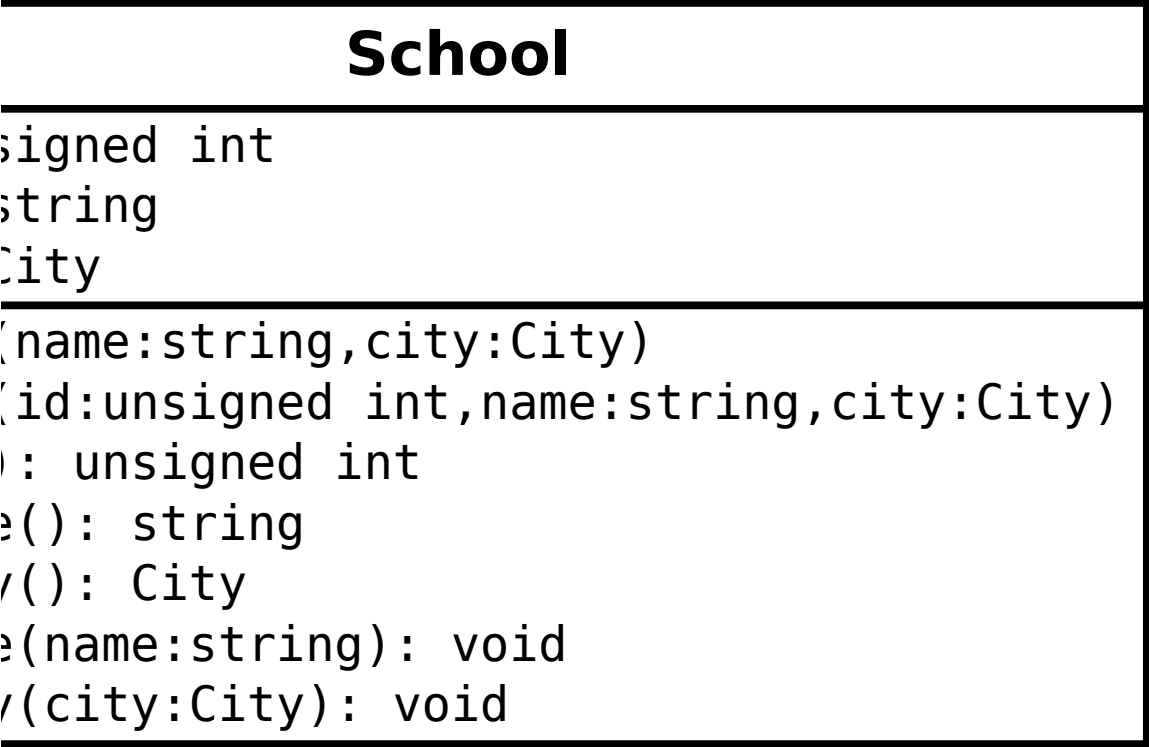
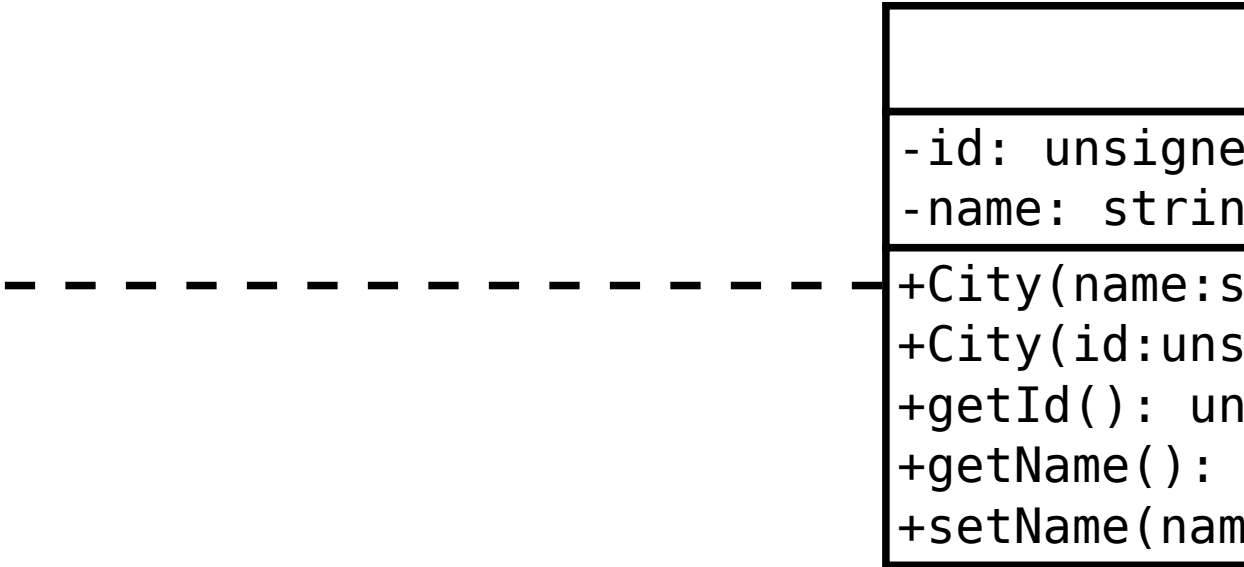


-id: uns -name: s -city: C
+School(+School(+getId() +getName +getCity +setName +setCity

.
.
.





City

d int

g

tring)

igned int,name:string)

signed int

string

e:string): void

Student

<pre>-id: unsigned int -name: string -school: string -members: []Member</pre>

<pre>+Class(name:string) +Class(id:unsigned int) +getId(): unsigned int +getName(): string +getSchool(): string +getMembers(): []Member +setName(name:string) +setSchool(school:string) +addMember(member:Member) +removeMember(member:Member)</pre>
--

TestType

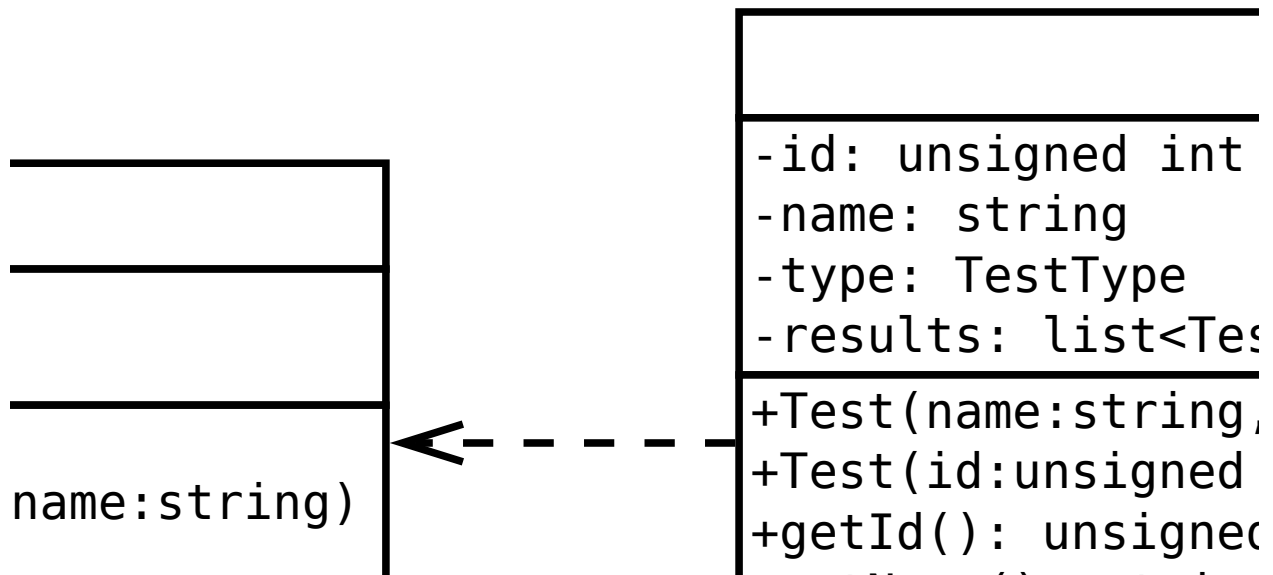
<pre>-id: unsigned int -name: string</pre>
--

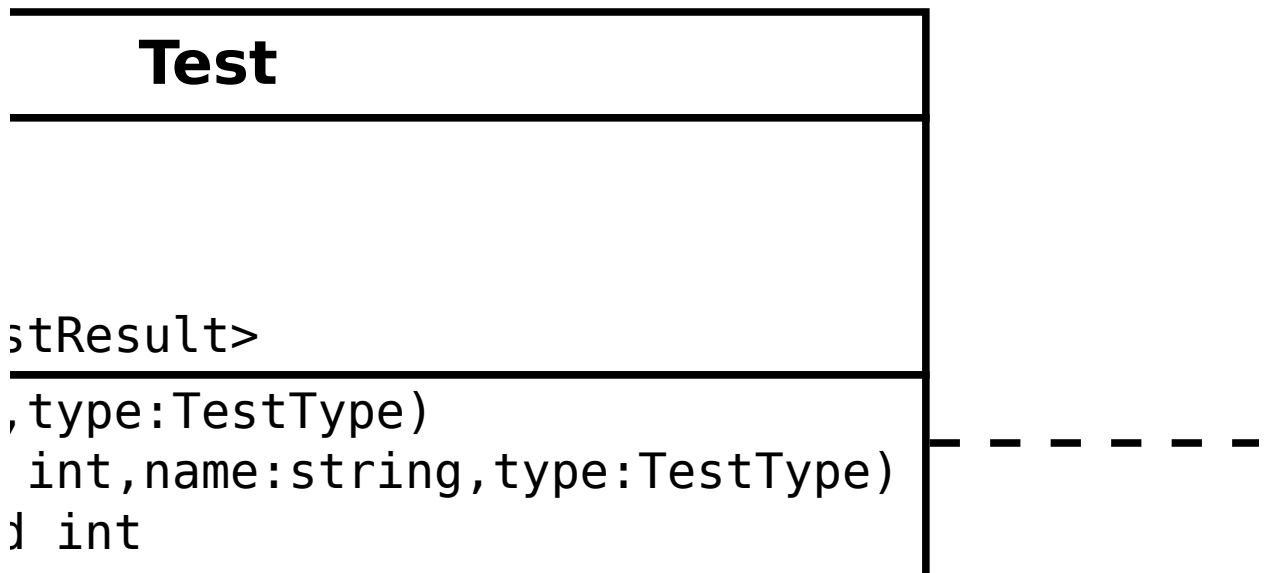
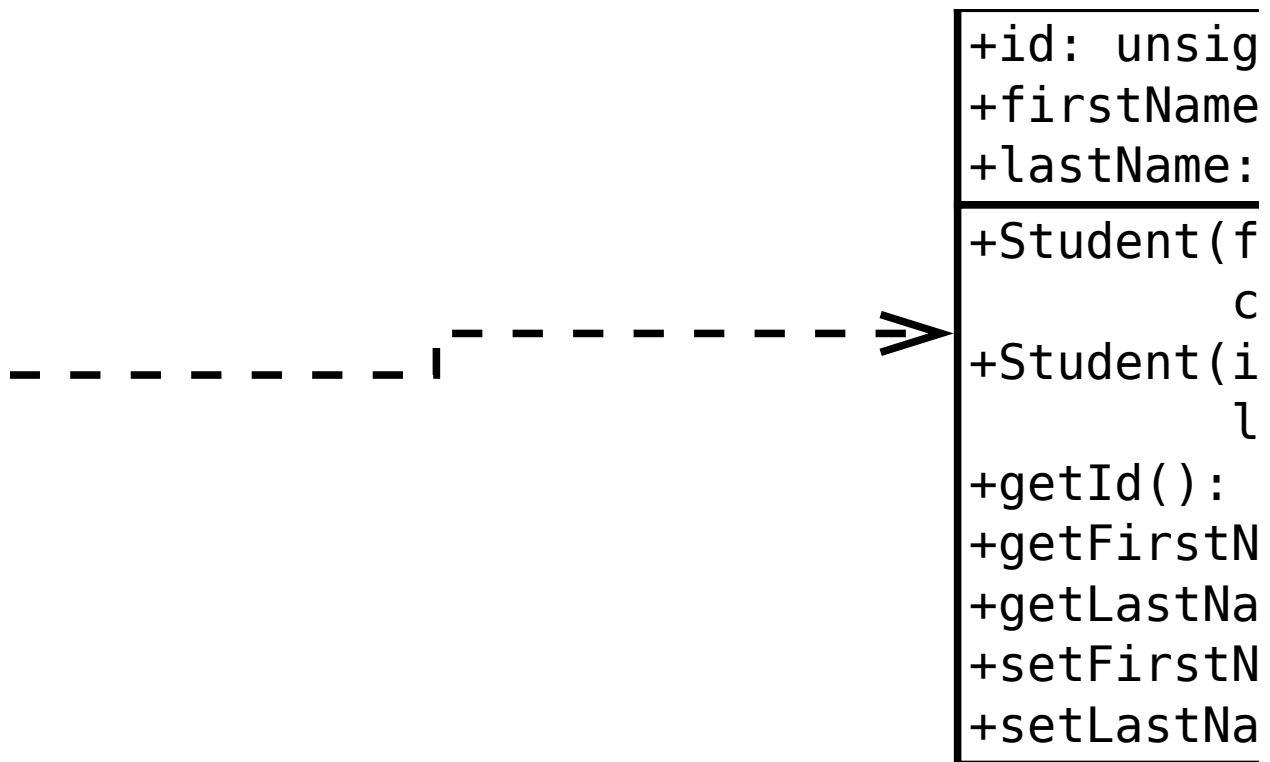
<pre>+TestType(name:string) +TestType(id:unsigned int, name:string) +getId(): unsigned int</pre>
--

```

    unsigned int
    string
    School
    list<Student>
    name:string, school:School)
    :unsigned int, name:string, school:School)
    unsigned int
    ): string
    l(): School
    rs(): list<Student>
    name:string): void
    l(school:School): void
    r(student:Student): void
    nber(student:Student): void

```





```
ned int  
: string  
string
```

```
irstName:string,lastName:string,  
urrentClass:Class)  
d:unsigned int,firstName:string,  
astName:string,currentClass:Class)  
unsigned int  
ame(): string  
me(): string  
ame(firstName:string): void  
me(lastName:string): void
```



TestResult

➤
-id: unsigned int
-result: float
-student: Student


```
+getName(): string  
+setName(name:string): void
```

d

```
+getName(): string  
+getType(): TestTy  
+getResults(): lis  
+setName(name:stri  
+setType(type:Test
```

```
}  
/pe  
st<TestResult>  
ing): void  
tType): void
```

