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| --- |
| *Building* |
| - name: String  - dateCreated: Date  - numBuilding: int |
| + Building()  + Building(name: String)  + getName(): String  + getDateCreated(): Date  + getNumBuildings(): int  + setName(name: String): void  + subNumBuilding(): void |

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| --- |
| *Person* |
| - name: String  - height: double  - weight: double  - gender: char |
| + Person(name: String)  + Person(name: String, height: double, weight: double, gender: char)  + getName(): String  + getHeight(): double  + getWeight(): double  + getGender(): char  + setHeight(height: double): void  + setWeight(weight: double): void  + setGender(gender: char): void |

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| --- |
| Warehouse |
| - size: int  - inventory: int  - workers: ArrayList<Worker>  - numWorkers: int |
| + Warehouse()  + Warehouse(name: String, size: int, inventory: int)  + getSize(): int  + getInventory(): int  + getNumWorkers(): int + getWorkerName(index: int): String + getWage(index: int): double + getHours(index: int): double + getSalary(index: int): double + setSize(size: int): void + setInventory(inventory: int): void + setWage(index: int, wage: double): void  + setHours(index: int, hours: double): void  + increaseSize(size: int): void  + decreaseSize(size: int): void  + increaseInventory(inventory: int): void  + decreaseInventory(inventory: int): void  + addWorker(worker: Worker): void  + removeWorker(index: int): void  + displayWorkers(): void |

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| --- |
| Worker |
| - wage: double  - hours: double |
| + Worker(name: String, wage: double, hours: double)  + getWage(): double  + getHours(): double  + getSalary(): double  + setWage(wage: double): void  + setHours(hours: double): void |

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| --- |
| WarehouseTest |
|  |
| + startMenu(): void  + startMenuSelection(input: int, warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner): void  + startMenuSelection(input: int, warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner): void  + setWarehouse(in: Scanner, name: String, size: int, inventory: int, someWarehouse: Warehosue): void  + selectionMenu(): void  + selectionMenuSelection(input: int, warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner): void  + warehouseMenu(): void  + warehouseSelection(input: int, warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner): void  + workerMenu(): void  + workerSelection(input: int, warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner): void  + getWarehouseValues(input: int, warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner): void  + changeInventoryValues(input: int, warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner):void  + changeSizeCheck(input: int, in: Scanner): boolean  + changeSizeValues(input: int, warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner): void  +checkYesNo(input: String): boolean  + addWorkers(warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner): void  + removeWorkers(warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner): void  + getWorkerValues(warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner): void  + setWorkerValues(input: int, warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner): void  + getWarehouseNumber(input: int, warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner): int  + isInteger(s: String): boolean  + isDouble(s: String): boolean  + isWarehouseNum(s: String, warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse, in: Scanner): boolean  + printOutput(warehouses: ArrayList<Warehouse>, someWarehouse: Warehouse): void |