# Club

This program is about a club which has both adults and kids members. Four variables are also defined for this program: two String ones which are: name, Family name, one integer which is age and one double which is height.
 It has a menu which include nine choices.

When user run the program a menu is shown to the user and ask to choose the what he/she want to do: 1: Add Adult, 2: Add Kid, 3: Remove Adult 4: Remove, 5: Show all Adults, 6: Show all Kids, 7: Help, 8: About and 9: Exit.

For example if user choose number one (1) the program will ask the user to enter name, family name, age and the height of the user. When it is done the main menu will be shown again until number nine is chosen. When number nine is chosen user exit the program. Beside adding members it is possible to delete members also. By use of Fileutilites it is possible to save the names and reuse and show the names.

 Program contains 10 classes. There is a class which is called Person. It is an abstract class which adults and kids inherit from. It is also Serililizable which allows FileUtilites to save members. A class is defined to test the program which is called testprogram.