If we were to run a gym cooperation, how can we create a network to connect customers to each facility and its employees?

We will create a project for gyms which include objects of customers, employees, and each facility.

For each customer, it will have membership, length of the membership, the customer can check in, find a nearby location of the gym, and be able to check how busy the gym is.

For employees, the employee will have a title, whether it's cashier or coach or other, and employees will have hours. Employees will have various functions to help the customers.

For each facility, it will have its location, and how occupied the facility is, and what service it has, for example, swimming pool, yoga room, basketball court, and lifting room.
the condition of equipment in order to sell it and buy new equipment, it will have the location of the equipment and if there is room for new equipment and status of existing equip as well (active or need service).

customer

name: string
account number: string
location: location

setName(string)
setAcountNumber(string)
checkNearbyGym()//return location, distance, sevice, and occupancy

gym

location: location
size: int
numCustomer: int
numEmployee: int
max occupancy: int
service: string[ ]
check in: int

setLocation(location)
setSize(int)
setMaxOccupancy(int)
checkIn(string) //account number of customer or employee

location

int x
int y

setX(int)
setY(int)

system(data base)

numCustomer: int
numEmployee: int
numGym: int
customers: vector<customer>
employees: vector<employee>
gyms: vector<gym>

addCustomer()
addEmployee()
addGym()

employee

name: string
acount number: string
title: string
hours: int
gym: location

setName(string)
setAccountNumber(string)
setHours(int)
setGym(location)