# TRAVEL AGENCY

The keyword for my project is “travel agency”. There will be 4 classes. Each data structure will hold all the methods needed for creating a class member and operating on it:

1. **TRAVEL AGENCY**

Agency will consist of name, list of employees and list of trips that are offered by the agency. Agency can hire employees and fire them, can create a trip and delete it as well as print list of offered trips and list of employees.

**restrictions:**

Agency cannot operate if it has **0** employees.

Maximal number of employees is **3**.

1. **EMPLOYEE**

Employee will have a name, a surname, and its boss. Employee can leave the agency in which he is currently working. Employee can set which agency is his employer (only after the agency hires him).

**restrictions:**

Employee can be employed in only **1** agency at once.

1. **CLIENT**

Client will have a name, and a surname and list of trips which he had bought. Client can buy a trip and cancel the purchase.

**restrictions:**Client can be a participant in multiple different trips, and each trip can be in any agency.

1. **TRIP**

Trip will have a name, a company which created it and a list of participants. Trip can add participant to its list of participants (when the client buys it), can remove participant from the list (when the client cancels its purchase), can set which agency it is in (when the agency creates it) and print the list of participants.

**restrictions:**

Trip can only belong to **1** agency.

Trip can be bought by more than **1** person.

MEMORY MAP

