Boot camp project UML

Class Dojo

+ no_of_rooms
+ list_rooms
+ max_no_rooms
+ list_people

+ create _room ( )
+ add_person ( )
+ alert_do_full ( )
+ count_people ( )
+ count_rooms ( )
+ delete_person ( )

Class Allocations

+ list_rooms : list
+ list_allocated_people : list
+ list_unallocated_people : list

+ save_changes ( )
+ load_tables ( )

Class Person

+ Attribute 1 : Type
+ name (str)
- ID
+ type : str

Class Room

+ name : str
+ ID : int
+ type : str

Class Fellow

-ID : int
+ name : str
+ room_allocation_status : boolean
+ living_space : boolean
+ office_name : str

+ request_living_space ( )
+ request_office ( )

Class Staff

- ID : int
+ name : str
+ office_allocation_status : boolean
+ office_name : str

+ request_office_space ( )

Class Office

- ID : int
+ name (str)
+ max_capacity : int
+ person : list [*]

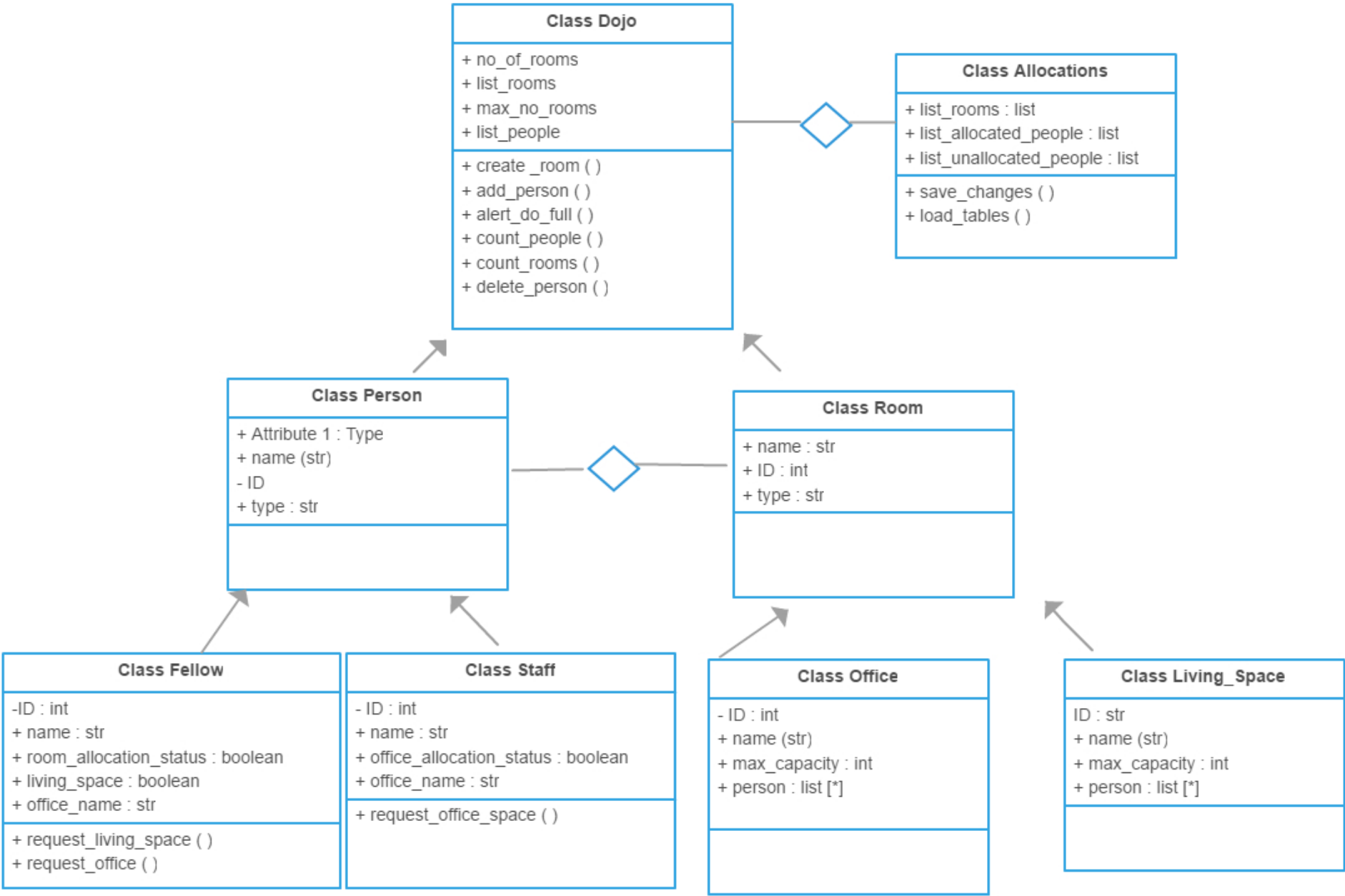**Class Living_Space**

ID : str
+ name (str)
+ max_capacity : int
+ person : list [*]

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