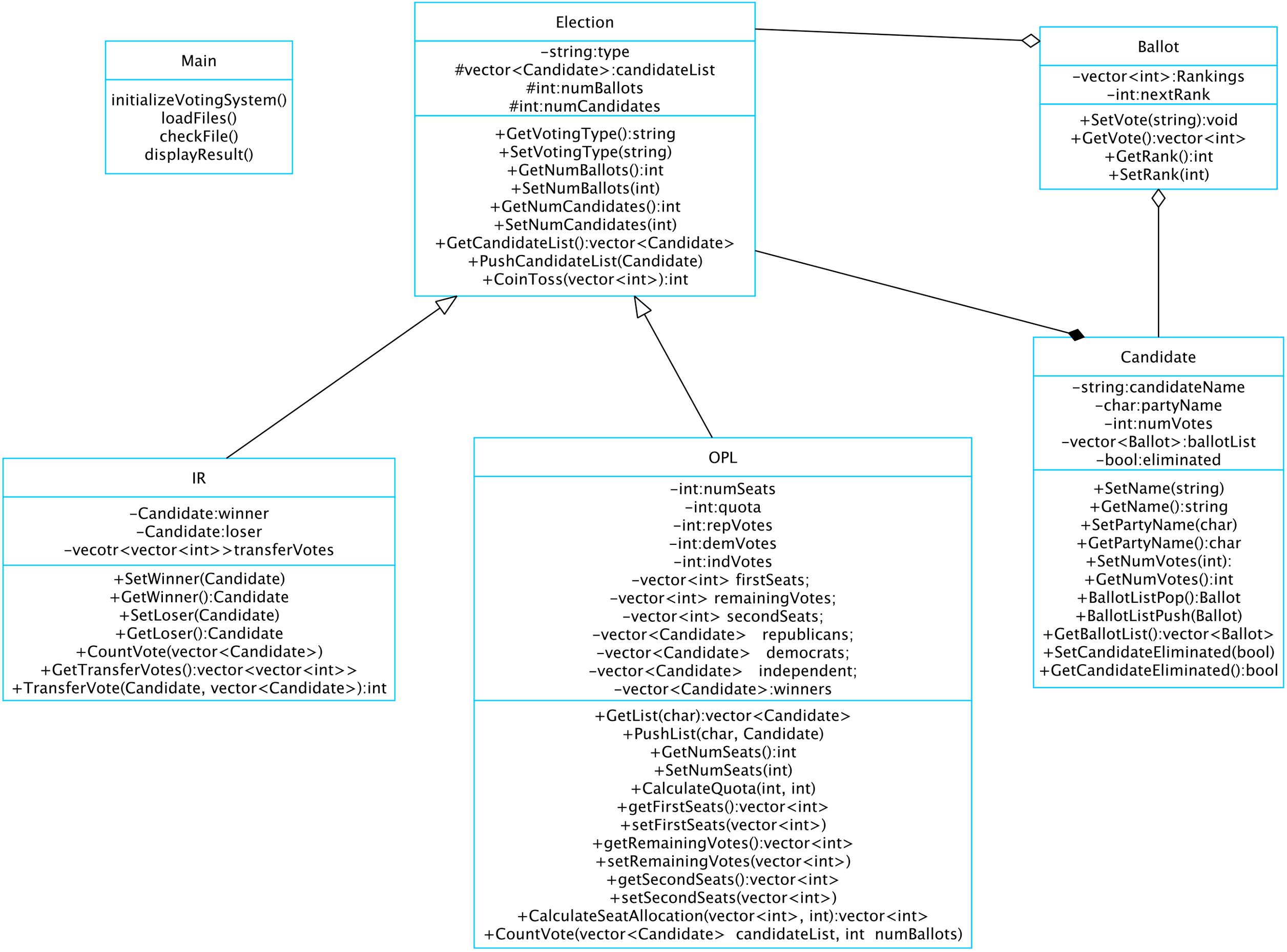
Main
initializeVotingSystem()
loadFiles()
checkFile()
displayResult()
Election
-string:type
#vector<Candidate>:candidateList
#int:numBallots
#int:numCandidates
+GetVotingType():string
+SetVotingType(string)
+GetNumBallots():int
+SetNumBallots(int)
+GetNumCandidates():int
+SetNumCandidates(int)
+GetCandidateList():vector<Candidate>
+PushCandidateList(Candidate)
+CoinToss(vector<int>):int
Ballot
-vector<int>:Rankings
-int:nextRank
+SetVote(string):void
+GetVote():vector<int>
+GetRank():int
+SetRank(int)
IR
-Candidate:winner
-Candidate:loser
-vecotr<vector<int>>transferVotes
+SetWinner(Candidate)
+GetWinner():Candidate
+SetLoser(Candidate)
+GetLoser():Candidate
+CountVote(vector<Candidate>)
+GetTransferVotes():vector<vector<int>>
+TransferVote(Candidate, vector<Candidate>):int
OPL
-int:numSeats
-int:quota
-int:repVotes
-int:demVotes
-int:indVotes
-vector<int> firstSeats;
-vector<int> remainingVotes;
-vector<int> secondSeats;
-vector<Candidate> republicans;
-vector<Candidate> democrats;
-vector<Candidate> independent;
-vector<Candidate>:winners
+GetList(char):vector<Candidate>
+PushList(char, Candidate)
+GetNumSeats():int
+SetNumSeats(int)
+CalculateQuota(int, int)
+getFirstSeats():vector<int>
+setFirstSeats(vector<int>)
+getRemainingVotes():vector<int>
+setRemainingVotes(vector<int>)
+getSecondSeats():vector<int>
+setSecondSeats(vector<int>)
+CalculateSeatAllocation(vector<int>, int):vector<int>
+CountVote(vector<Candidate> candidateList, int numBallots)
Candidate
-string:candidateName
-char:partyName
-int:numVotes
-vector<Ballot>:ballotList
-bool:eliminated
+SetName(string)
+GetName():string
+SetPartyName(char)
+GetPartyName():char
+SetNumVotes(int):
+GetNumVotes():int
+BallotListPop():Ballot
+BallotListPush(Ballot)
+GetBallotList():vector<Ballot>
+SetCandidateEliminated(bool)
+GetCandidateEliminated():bool