«boundary»
User Interface::AddRecruitInfoUI

+createNewRecruit(char*, int, char*)

«boundary»
User Interface::RecruitInquiryUI

+selectRecruitInfo(): vector<Recruitment*>

«control»
Control::AddRecruitInfo

+addNewRecruit(char*, int, char*)

«control»

Control::RecruitInquiry

+showRecruitInfo(): vector<Recruitment*>

+removeApplicants()

