This is a UML diagram for the Dojo project.

Class Name:

Class Attributes:

Class methods:

Person

+ last\_name + first\_name

+ person\_type

+ wants\_accomodation

+ get\_full\_name()

LivingSpace

+ room\_type = living\_space

+room\_capacity = 4

Office

+ room\_type = office

+room\_capacity = 6

Staff

+ person\_type = fellow

+ wants\_accomodation = ‘N’

Fellow

+ person\_type = fellow

+ wants\_accomodation = ‘N’

Room

+ room\_type + occupants

+ room\_name

+ room\_capacity

+ get\_room\_capacity

Dojo

+ all\_rooms

+ all\_persons

+ create\_room

+ add\_person

+ get\_room