





```
classDiagram
    class Manager {
        -managerID: int
    }
    Manager --> Manager
```

Manager

-managerID: int

-menuItems:Array

+addItem(Menu)

+removeMenuItem()

+getMenuItems(): Array

+findMenuItemByN

Room

-roomNumber: int

Menu

ArrayList<MenuItem>

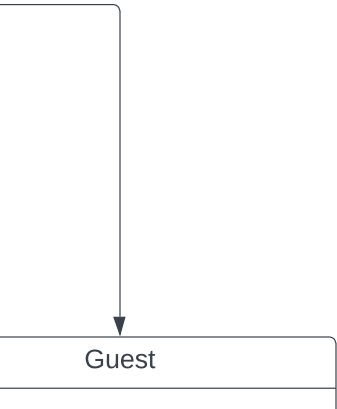
addItem(MenuItem): void

removeItem(MenuItem): void

getItems(): ArrayList<MenuItem>

getItemByName(String): MenuItem

Reservation



-emp
-emp
-emp
-emp
-hour
-hour

+addRoom(Room): void
+addEmployee(Employee): void
+editEmployeeInfo(): void
+removeEmployee(): void

```
classDiagram
    class UnnamedClass {
        +addRoom(Room): void
        +addEmployee(Employee): void
        +editEmployeeInfo(): void
        +removeEmployee(): void
    }
    class Employee {
        +EmployeeID: int
        +EmployeeFirstName: String
        +EmployeeLastName: String
        +EmployeeDOB: String
        +EmployeeWage: float
        +EmployeeHoursWorked: float
    }
    UnnamedClass --> Employee
```

The diagram shows a class with four methods: +addRoom(Room): void, +addEmployee(Employee): void, +editEmployeeInfo(): void, and +removeEmployee(): void. An arrow points from this class to the Employee class.

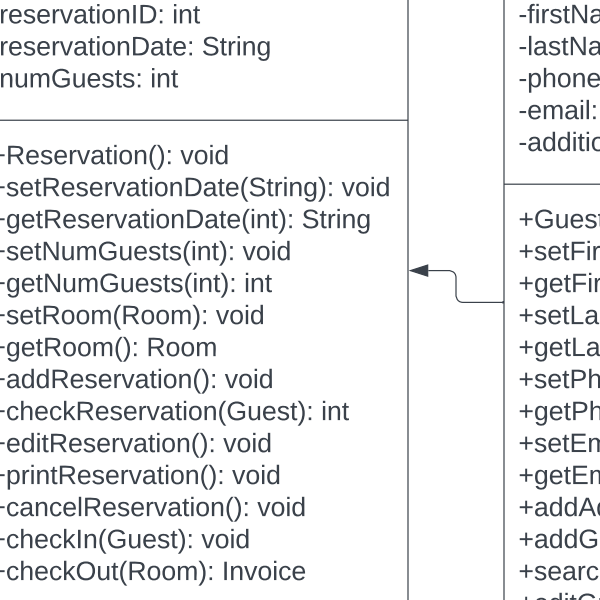
Employee

EmployeeID: int
EmployeeFirstName: String
EmployeeLastName: String
EmployeeDOB: String
EmployeeWage: float
EmployeeHoursWorked: float

-roomNumber: int
-roomType: String
-bedSize: String
-maxGuests: int
-roomPrice: float
-roomStatus: String
-amenities: String[]

+Room(): void
+Room(int, String, String, int): void
+setRoomType(String): void
+getRoomType(int): String
+setBedSize(String): void
+getBedSize(int): String
+setMaxGuests(int): void
+getMaxGuests(): int
+setRoomPrice(float): void
+getRoomPrice(int): float
+setRoomStatus(String): void





name: String

name: String

Number: String

String

AdditionalInfo: String

test(): void

testName(String): void

testName(String): String

testName(String): void

testName(String): String

testOneNumber(String): void

testOneNumber(String): String

testMail(String): void


testMail(String): String

testAdditionalInfo: void

testGuest(): void

testWithGuest(String): Guest

testGuestInfo(): void



```
graph LR; A[ ] --> B[+Emp  
+Emp  
+sea  
+seth  
+getl  
+getl  
+get  
+prin];
```

+Emp
+Emp
+sea
+seth
+getl
+getl
+get
+prin

Employee(): void
Employee(int, String, String, String): void
SearchEmployee(String): Employee
SetHourlyWage(float): void
GetHourlyWage(): float
SetHoursWorked(String): float
GetTotalPay():
PrintTotalPay()

-freeSe
-PaidS

+setRoomStatus(String): void
+getRoomStatus(): String
+searchRoom(String): int
+editRoom(): void
+deleteRoom(): void

Services

services: List<defaultServices>
services(String): int

-
-
+
+
+
+

+editG
+remov

Invoice

invoiceNumber: int
totalPrice: float
-invoices: ArrayList<Invoice>

-Invoice(): void
-getTotalPrice(): float
-searchReciept(String): Invoice
-printReceipt(int): void

-memb
-memb
-memb
-nights
-discou

+Membr
+setMe

destination(): void
leaveGuest(): void



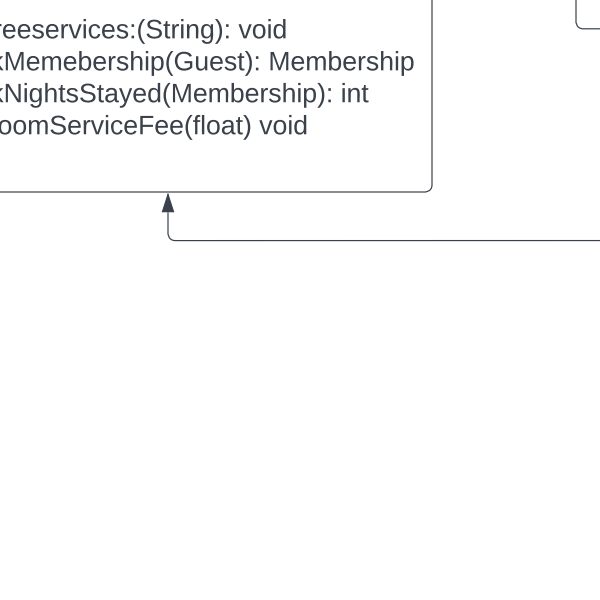
Membership

memberID: int
memberTier: String
memberSince: String
DaysStayed: int
Cost: float

leaveMembership(): void
getMemberID(): void

+editFr
+check
+check
+addR

```
eeservices:(String): void  
kMemebership(Guest): Membership  
kNightsStayed(Membership): int  
oomServiceFee(float) void
```



The image shows a UML diagram. A box at the top contains four method signatures. An arrow points from below to the bottom-left corner of this box.

+getMe
+setMe
+getMe
+getNi
+setDis
+getDis

memberID(): int
memberTier(String): void
memberTier(int): String
nightsStayed(Guest): int
discount(float): void
discount(int): float