|  |
| --- |
| - string Firstname;  -string Lastname;  -string FavoriteColor;  -int ID; |
| +Citizen(int id, string firstName, string lastName, string color);  +Citizen(Citizen\* citizen);  +string getFirstName();  +string getLastName();  +int getID();  +string getFavortieColor();  +void setFavoriteColor(string color); |

UML Diagram for Citizen Class:

UML Diagram for City Class:

|  |
| --- |
| -vector<Citizen\*> citizens;  -string CityName;  -int CitizenAtIndex;  -int ID;  -int FavoriteColor;  -int Size; |
| +City(string cityName);  +~City();  +string getCityName();  +int populationSize();  +Citizen\* getCitizenAtIndex(int index);  +void addCitizen(Citizen\* citizen);  +Citizen\* getCitizenWithID(int id);  +vector<Citizen\*> getCitizensForFavoriteColor(string color); |