

Event		Classroom	
Description: Pulls in information for start stop and length of time		Description: Creates an array list	
Attributes:		Attributes:	
Name	Description	Name	Description
startTime	establishes a start time for the event	amenities	boolean for checking if any extras are needed
length	establishes a full block of time	seats	boolean for checking if any seats are needed
endTime	establishes an end time for the event	size	int to show how many seats are needed
Responsibilities:		roomNumber	sets a number to the room
Responsibilities:		Responsibilities:	
Name	Collaborator	Name	Collaborator
Event()	passes variables in	Classroom()	pulls in variables to an arraylist
getStartTime	displays start time	getRoomNumber	returns the room
getLength	displays length of time	getAmenities	returns the amenities
getEndTime	displays end time	getSize	returns the size
getPriority	allows rank to be checked via if else loop		

Seminar	
Description: extends event to	
Attributes:	
Name	Description
priority	allows a rank to be determined
Responsibilities:	
Name	Collaborator
seminar()	gets time and lentgh from users
getPriority	returns rank to if else loops

Guest Speaker	
Description: Is an Event pusher	
Attributes:	
Name	Description
priority	allows a rank to be determined
Responsibilities:	
Name	Collaborator
guestSpeaker()	gets time and lentgh from users
getPriority	returns rank to if else loops

CollegeBuilding	
Description: Holds arraylists	
Attributes:	
Name	Description
classrooms	an arraylist
Responsibilities:	
Name	Collaborator
Collegebuilding()	builds arraylist
addClassroom	adds an extra classroom
arraylist<>	holds list of all classrooms

Club Meeting	
Description: is an event pusher	
Attributes:	
Name	Description
Responsibilities:	
Name	Collaborator
clubMeeting()	gets time and lentgh from users
getPriority	returns rank to if else loops

Lecture	
Description: is an Event pusher	
Attributes:	
Name	Description
Responsibilities:	
Name	Collaborator
lecture()	gets time and lentgh from users
getPriority	returns rank to if else loops

Schedule	
Description: loop w/ if else and switch's	
Attributes:	
Name	Description
Collegebuilding	calls in Collegebuilding to export out
successful	boolean to check to see if all events can be displayed
Responsibilities:	
Name	Collaborator
Schedule()	creates pss through for variables
scheduleEvent	if/else loop to check events
viewSchedule	pushes approved events

Request	
Description: allows the user to input what sort of eoom and event they need, input input inputs	
Attributes:	
Name	Description
description	user selected variable
time	user selected variable
size	user selected variable
length	user selected variable
amenities	user selected variable
seats	user selected variable
Responsibilities:	
Name	Collaborator
request()	
getDescription	returns the user selected variable
getTime	returns the user selected variable
getLength	returns the user selected variable
getSize	returns the user selected variable
getSeats	returns the user selected variable
getAmenities	returns the user selected variable

Main	
Description: Main Gui display, has three front facing buttons, calls two windows open(hopefully) second choice would be to display in original window	
Attributes:	
Name	Description
amenities	
seats	
RoomsBtn	calls in rooms window
ScheduleBtn	calls in schdule window
ExitBtn	exits window
Responsibilities:	
Name	Collaborator
static void main	starts the program
roomsBtn action preformed	calls open rooms window with action listener
ScheduleBtn action preformed	calls open schedule window with action listener
exitBtn action preformed	closes the program/window