

Stadium	
stadiumName: QString	
stadiumName: QString	
teamName: QString	
address: QString	
phoneNumber: QString	
league: QChar	
grassField: bool	
dateOpened: Date	
souvenirList: QHash<QString, Souvenir>	
QString capacity;	
Stadium() ~Stadium() Stadium(QString setStadiumName, QString setTeamName, QString setAddress, QString setPhoneNumber, QChar setLeague, bool setGrassField, QDate setDate) setStadiumName(QString set): void setTeamName(QString set): void setAddress(QString set): void setPhoneNumber(QString set): void setLeague(QChar set): void setGrassField(bool set): void setDateOpened(QDate set): void setCapacity(QString set): void getStadiumName(): QString getTeamName(): QString getAddress(): QString getPhoneNumber(): QString getCapacity(): QString getLeague(): QChar getGrassField(): bool getDateOpened(): QDate displayStadium(): QString getNumSouvenir(): int getSouvenirList(): QHash<QString, Souvenir>	

comprised of

Souvenir	
Souvenir(); ~Souvenir(); Souvenir(QString setName, double setPrice); setName(QString set): void setPrice(double set): void getName(): QString getPrice(): double getSouvenirInfo(): QString getPriceStr(): QString	