-loadAllUsers(): void +getUser(username : String) : User +getCurrentUser(): User +setCurrentUser(user : User) : void +addUser(user : User) : void +removeUser(username : String) : void User -authorizationLevel: int -username: String password : String -fullName : String -address : String -phoneNumber : int -email : String -hasSavedCard : bool -cardNumber : int -cardHolderName: String -cardCVC: int -cardExpiryDate[] : int +getAuthorizationLevel(): int +setAuthorizationLevel(level : int) : void +getUsername(): String +setUsername(username : String) : void +getPassword(): String +setPassword(password : String) : void +getFullName(): String +setFullName(name : String) : void +getAddress() : String +setAddress(address : String) : void +getPhoneNumber():int +setPhoneNumber(number : int) : void +getEmail() : String +setEmail(email : String) : void +getHasSavedCard(): bool +setHasSavedCard(card : bool) : void +getCardNumber(): int +setCardNumber(number : int) : void +getCardHolderName() : String +setCardHolderName(name : String) : void +getCardCVC(): int +setCardCVC(CVC : int) : void +getCardExpiryDate(): int[] +setCardExpiryDate(date : int[]) : void +removeNearbySite(site : String) : void +getNearbyDayTours(): List[String]

UserManager

-users : List[User]

-currentUser : User

+getHotel(hoteIID : int) : Hotel +addHotel(hotel: Hotel): void +removeHotel(hotelID : int) : void Hotel -hoteIID: int -name: String -priceRange : bool[] -openingMonths : bool[] -address : String -freeRoomsPerDate : List[RoomsPerDay] -rating: int -roomFacilities: bool[] -hotelType: int -hotelFacilities : bool[] -hotelLocation: int -nearestCity : String -nearestAirport: String -nearestSites: List[String] -nearbyDayTours: List[String] RoomsPerDay +maxAvailableRooms(startDate : Date, endDate : Date) : int -day : Date +maxAvailableRoomsByType(startDate : Date, -availableRoomsByType: List[int] endDate : Date, roomType : int) : int +getID(): int +getDay() : Date +setID(ID: int): void +setDay(day : Date) : void +getName() : String +getAllAvailableRooms(): int +setName(name : String) : void +getAvailableRooms(type:int):int +getPriceRange(): bool[] +setAvailableRooms(type: int, number: int): void +setPriceRange(range : bool[]) : void +getOpeningMonths(): bool[] +setOpeningMonths(months:bool[]):void +getAddress() : String +setAddress(address : String) : void +getRating(): int +setRating(rating : int) : void +getRoomFacilities(): bool[] +setRoomFacilities(types: bool[]): void +getHotelType(): int +setHotelType(type:int):void +getHotelFacilities(): bool[] +setHotelFacilities(facilities: bool[]): void +getHotelLocation(): int +setHotelLocation(location: int): void +getNearestCity(): String +setNearestCity(city: String): void +getNearestAirport(): String +setNearestAirport(airport : String) : void +getNearbySites() : List[String] +addNearbySite(site : String) : void

+addNearbyDayTour(tour : String) : void

+removeNearbyDayTour(tour : String) : void

HotelManager

-hotels: List[Hotel]

-loadAllHotels(): void

Reservation -reservationID: int -hoteIID: int -startDate : Date -endDate : Date -numberOfPeople : int -numberOfRoomsByType : int[] -hasBeenPaid: boolean +getReservationID(): int +setReservationID(ID: int): void +getHoteIID(): int +setHoteIID(ID: int): void +getStartDate() : Date +setStartDate(date : Date) : void +getEndDate(): Date +setEndDate(date : Date) : void +getNumberOfPeople(): int +setNumberOfPeople(number : int) : void +getNumberOfRooms(): int[] +setNumberOfRooms(number: int, type: int): void +getHasBeenPaid(): bool

+setHasBeenPaid(paid : bool) :

ReservationManager

-reservations: List[Reservation]

-loadAllReservations(): void

todaysDate : Date) : void

Reservation

Reservation): void

Reservation): void

-eliminateExpiredReservations(

+addReservation(reservation:

+getReservation(reservationID: int):

+removeReservation(reservationID:

-todaysDate : Date