

## Parking lot

```
1.  class: vehical
status:vehicalSize,lisenceNumber,parkingTime,
behavior:
getSize(){
    return vehicalSize;
}
setSize(string vehicalSize){
    return vehicalSize;
}
```

```
2.  class: ParkingSpot
status: row, spotNumber, level
Boolean hasVehical(){
    List<vehical>vehicalList;
    For each(vehical in vehicalList){
        If(drive.parkIn){
            hasVehical=true;
        }
        If(drive.leave) {
            hasVehical=false;
        }
    }
    Behavior:
    openDoor(){
        if(moneyReceived=moneyRequired)
            door.open;
    }
}
```

```
3.  class: driver
status: name,
behavior:
void parkIn(){
}
Void leave(){
}
int incertCash(){
    scanner cash=new scanner(system.in);
    return cash;
}
```

```
4.  Class: paymentDevice
Status: time, moneyReceived, moneyRequired
```

```
Int moneyReceived(){
    Int Money=driver.insertCash;
    Return money;
}
Int moneyRequired(){
    Int moneyYouNeed=time*parkingSpot.hourFee;
    Return moneyYouNeed;
}
Behavior:
countingTime(){
    Timer timer=new timer;
}
5.    class:door
behavior:open
```