### ODL class definitions (Task 9.4. a)

```plaintext
class Hotel
  (extent all_hotels
   key hid)
  {
    attribute short hid;
    attribute short capacity;
    attribute enum \{1,2,3,4,5\} class;
    attribute struct HotelLocation {
      string city;
      string country;
    } location;
  }

  relationship set<Employee> has_emps
    inverse Employee::works_for;
  relationship set<Room> has_rooms
    inverse Room::belongs_to;
}

class Room
  (extent all_rooms
   key rid)
  {
    attribute short rid;
    attribute float price;
    attribute enum \{single, double\} category;
    relationship Hotel belongs_to
      inverse Hotel::has_rooms;
    relationship set<Maid> has_maids
      inverse Maid::responsible_for;
    void addMaid(in Maid newMaid);
    void setCategory(in CategoryValues category);
}

class Employee
  (extent all_employees
   key ssn)
  {
    attribute short ssn;
    attribute string name;
    attribute float salary;
    relationship Hotel works_for
      inverse Hotel::has_emps;
  }

class Maid extends Employee
  (extent all_maids
   )
  {
    attribute enum OccupationValues\{full_time, part_time\} occupation;
    relationship set<Room> responsible_for
      inverse Room::has_maids;
  }

class Manager extends Employee
  (extent all_managers
   )
  {
    attribute string email;
    attribute set<string> telephones;
  }
```