# SE3ProjectA Developer Guide

## Design decision Rationale

### Selection of seat type/quantity before arrangement selection

The decision was made to force the user to select the number and type of tickets they want before selecting their seating arrangements as this makes random allocation to simplify the random allocation of seating process. Especially for random allocation in a block, the number of seats needed to be known before the step where users select which seat they want to book.

### Use of XML files as a persistent storage medium

The decision was made to use XML files to store persistent data, as unlike many other data storage options, such as JSON, XML does not require 3rd party libraries, as an XML library is included with Java. As it is plain text, XML data is easily editable for configuration purposes.

### Unified repository class

The unified repository class makes passing data around the project easy, in that any element of the GUI can retrieve data from the repository.

In future the repository class could be turned into an interface or abstract class, and it will

## Assumptions

1. It has been assumed that each theatre only ever shows one movie.
2. There is only one day of bookings considered within the application. The application could simply be extended to support infinite dates, though as the repository class loads every Theatre Session when the GUI is loaded, this could cause problems in future (as instead of loading data for perhaps 20 theatres, you would be loading data for perhaps 20 theatres times (30 following days + every day before today)
3. Currency uses the same format as US currency (specified within Money.java)
4. It has been assumed that the user will not need to add theatres, movies, etc. in future. However, this can be achieved through the manipulation of the XML files entities are stored within.