

1. Hotel Reservation System

Aim:

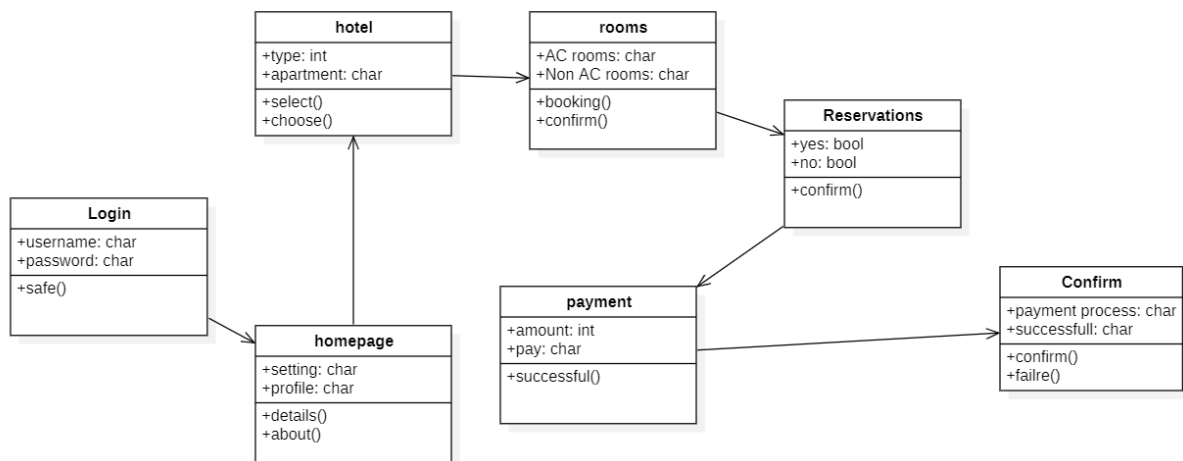
To design a UML Class Diagram for a Hotel Reservation System that manages hotel bookings, room availability, and customer transactions.

Procedure:

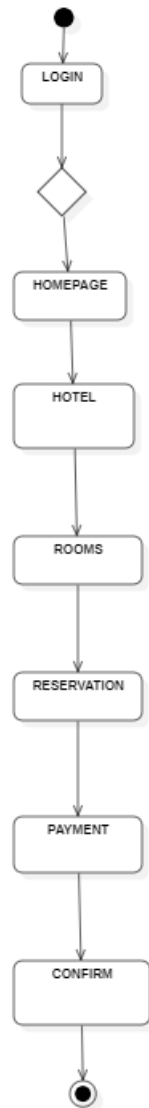
1. Identify entities such as Customer, Hotel, Room, Booking, and Payment.
2. Define attributes and operations for each entity.
3. Establish relationships between entities.
4. Represent relationships using UML notation.
5. Verify and refine the diagram.

DIAGRAM:

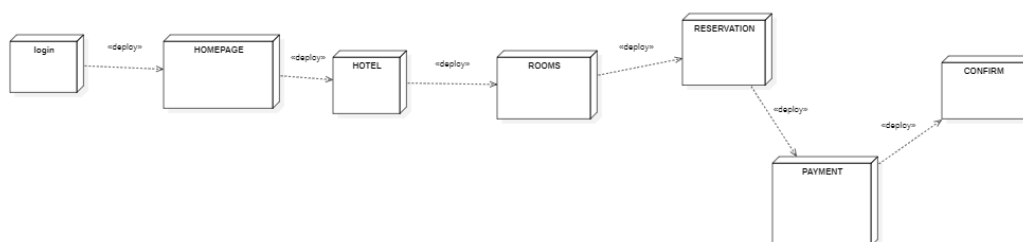
1. CLASS DIAGRAM



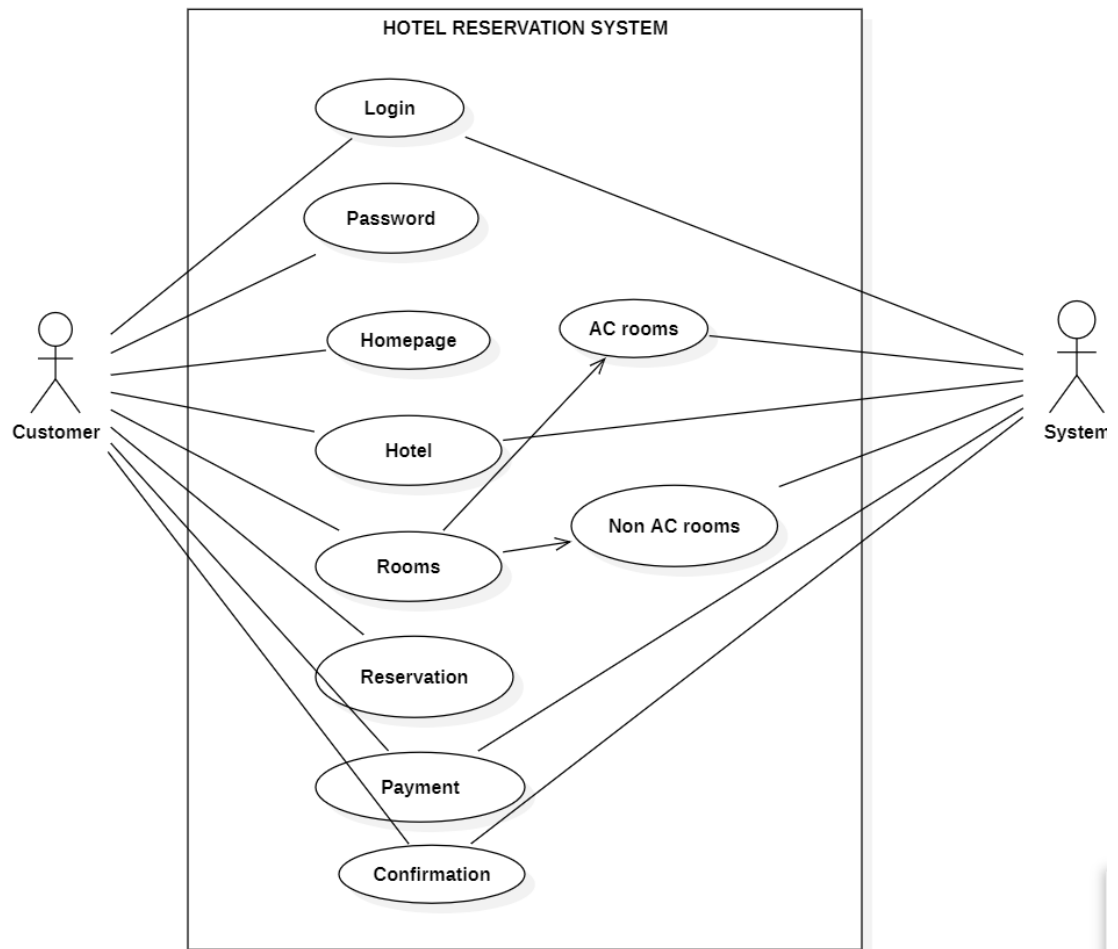
2. STATE DIAGRAM



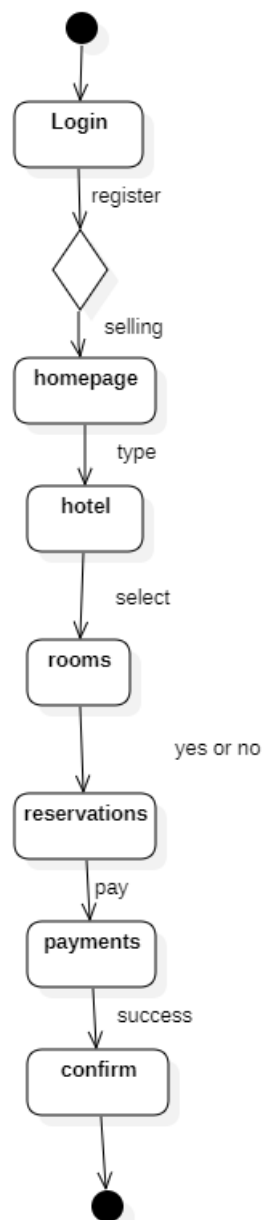
3. DEPLOYMENT DIAGRAM



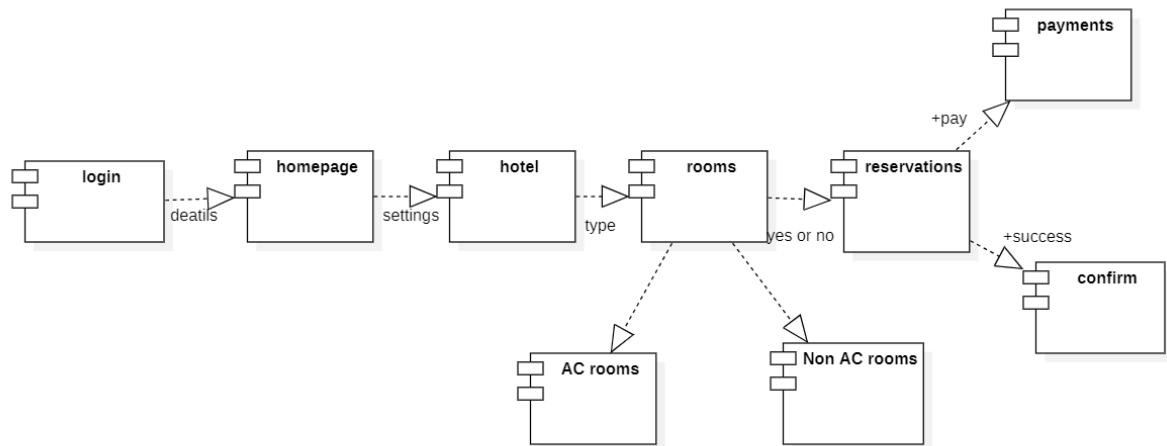
4. USE CASE DIAGRAM



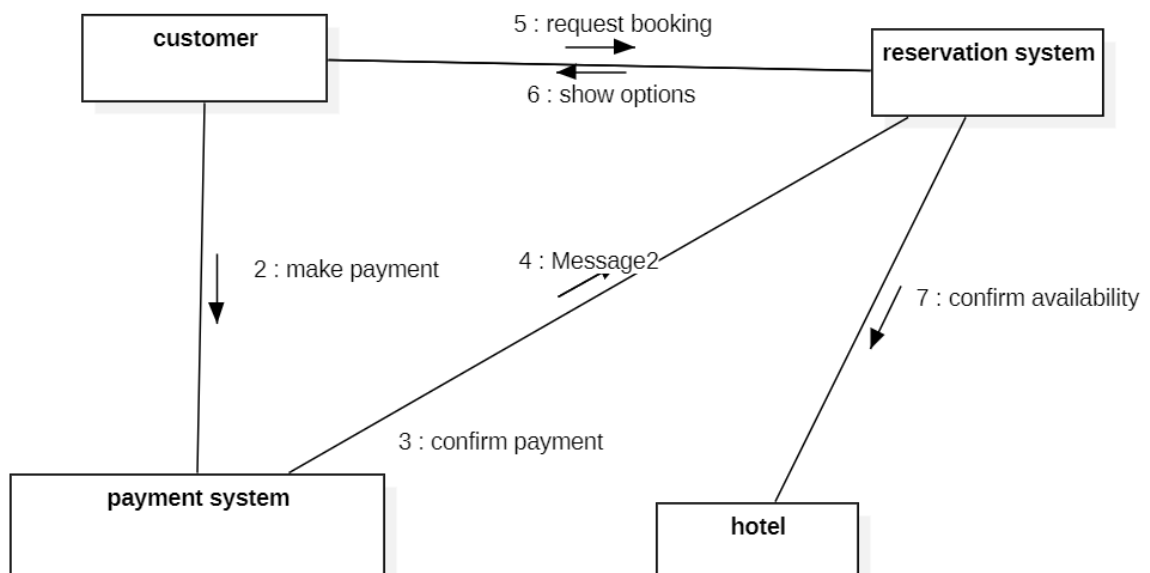
5. Activity Diagram



6. Component Diagram:



7. Communication Diagram:



Result:

A structured UML Class Diagram depicting the Hotel Reservation System.