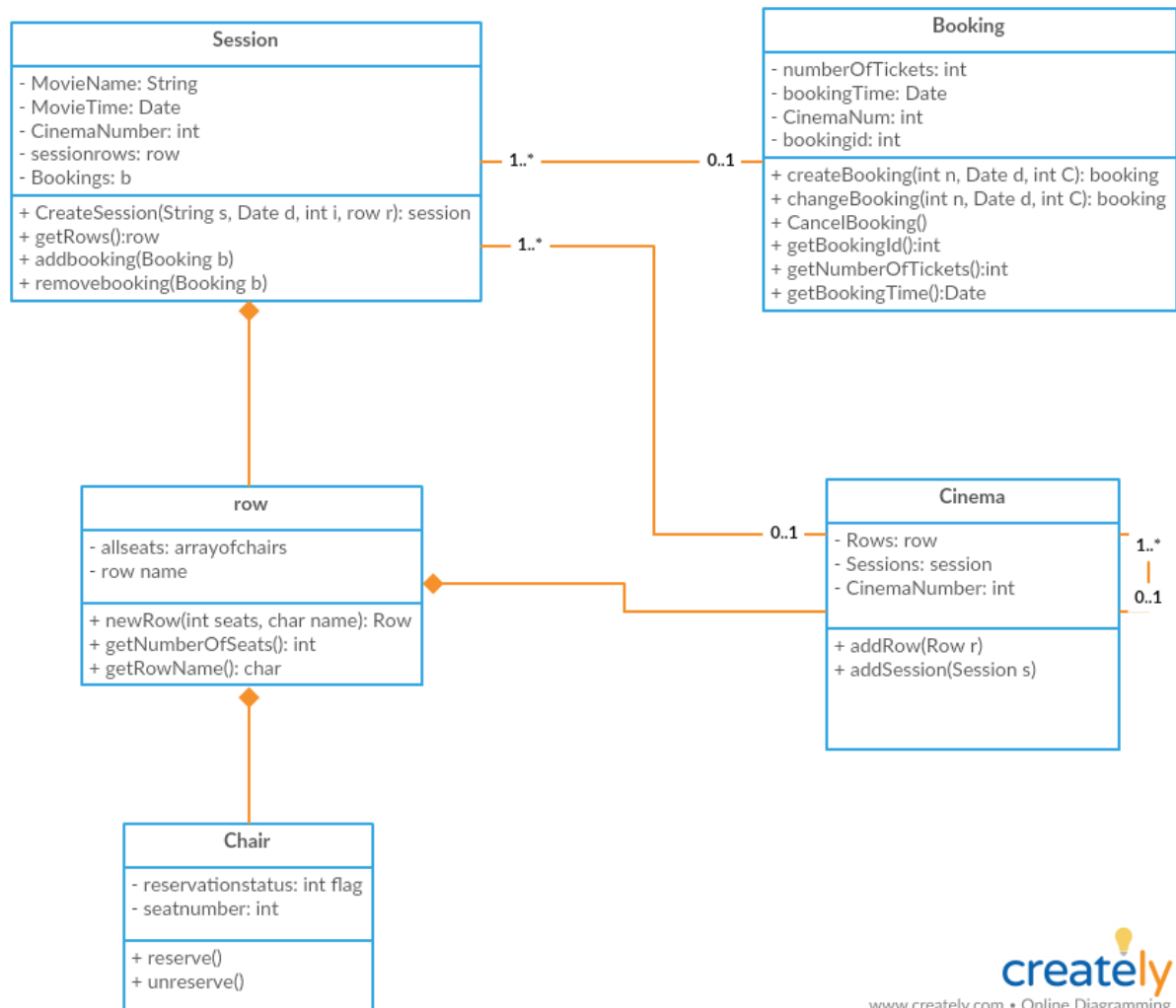


UML Class Diagram

My first UML Class Diagram I made before I started the project which was to try give me a basic idea of how I want to setup my design and relate all my classes, This was made before I started coding and it ended up being a similar design just needed a lot of more functions and also changed some attributes and added some as I went, however this shows how I first thought I wanted to setup the system



This was edited and fixed up as I made changes to the project, this is the end result after I have finished my entire project, I realised I had to redesign some things and my issue was I visualised a cinema as an object rather than a real thing, when I imagined a cinema as a bunch of theatres with each theatre having a bunch of sessions and people making bookings for a session it clicked with me and I redesigned a lot of things. I also realised I needed a lot more functions than I thought I needed to help navigate

