

Table of Contents

| | |
|---------------------------|---|
| Seat Class | 2 |
| Row Class | 2 |
| Bookings Class..... | 3 |
| Sessions Class..... | 4 |
| Cinema Class | 5 |
| Operate Class | 6 |
| CinemaBookingSystem | 7 |

This document contains all my CRC cards for this assignment.

Seat Class

The seat class is the base of my row class, the row class is dependant on the seats. Seats are objects with a seat number and a true/false reserve status. The rows are essentially an ArrayList of chairs

| Seats | |
|-------------------------------|---------------|
| Responsibility | Collaborators |
| Unreserved seat upon creation | Rows |
| Allocate Seat Number | |
| Allow you to reserve a seat | |
| Allow you to unreserve a seat | |

Row Class

Row class is essentially an array of chairs. The row class allows you to gather the number of free seats in the row, the first free seat in the row and the row identifier (character) to allow bookings/sessions/cinemas classes to be created

| Rows | |
|--|---------------|
| Responsibility | Collaborators |
| Keep track of available seats in the row | Cinema |
| Allow addition of seats to row | Session |
| Return the first free seat in the row | bookings |
| Allocate row name | |

Bookings Class

A booking class is a class which contains all booking information for a session. The booking class allows users to create/change/cancel bookings and all created bookings have the important booking information. A session is essentially an ArrayList of bookings with other fields

| bookings | |
|--|---------------|
| Responsibility | Collaborators |
| Create a booking | Session |
| Change a booking | Rows |
| Cancel a booking | |
| Returns index of cinema for cinemaNumber in our array of Cinemas | |
| Returns booking id | |
| Change a booking | |
| Cancel a booking | |
| Has rownumber of the booking | |
| Has the first seat for the booking | |
| Contains the rowname for the booking | |
| Time of booking | |
| Number of tickets in the booking (number of reserved seats) | |

Sessions Class

The session class is supposed to represent an instance of a cinema for a certain showing. Each session contains information regarding, all bookings, Time of Session, Number of rows in the session, cinemaNumber, Movie showing.

| Session | |
|---|---------------|
| Responsibility | Collaborators |
| Display all bookings for the session | Cinema |
| Gets the first available row of the session | Rows |
| Books seats for a booking | bookings |
| Free seats for a cancelled/ while changing bookings | |
| Get the booking index for a certain booking | |
| Adds bookings to the session | |
| Contains all information for all cinemas | |
| All showings of cinemas | |
| All instances of cinemas | |
| | |

Cinema Class

The cinema is a blueprint for the entire project. A cinema can be visualised as a building which has sessions, rows and a cinema number, the number of rows in a cinema will dictate how many rows will be in the session. The cinema rows are used as a blueprint for number of rows in the session (also number of seats in rows) the cinema is supposed to allow sessions to be created, each session will have the same number of rows and seats in rows as the original cinema, any added rows to the cinema will also be added to EVERY session. The project will ideally be an ArrayList of cinemas to emulate a modern day theatre system (eg. Event cinemas/reading cinemas).

| Cinema | |
|---|---------------|
| Responsibility | Collaborators |
| Sets up all the rows for the cinema and all sessions | Session |
| Adds any new row to not only itself but all sessions | Rows |
| Allows location of any booking | |
| Allows location of any session based on time/booking id/cinema number | |
| Allows user to add session to the cinema | |
| Create deep copies of rows for session so the session rows do not effect the core cinema rows | |

Operate Class

This is the class that performs all the backend operations. This class takes requests one line at a time. It splits the line from the comments and evaluates the request. This then checks the first keyword of the requests, Cinema, Session, Request, Change, Cancel, Print. This then performs operations that emulate the request. All output is printed to standard output and is stored

| Cinema | |
|--|---------------|
| Responsibility | Collaborators |
| Allows creation of cinema to add to ArrayList of all Cinemas | Session |
| Allows you to add rows to a certain Cinema | Cinema |
| Allows you to add sessions to a certain Cinema with all details like time/movie/which cinema | bookings |
| Allows you to create bookings for a session with number of tickets | Rows |
| Allows you to change bookings for a session | |
| Allows you to Cancel any booking (deletes the booking from the booking Array in the session) | |
| Allows you to print all bookings for a session | |
| Allows you to get the cinemaindex from the cinema arraylist based on cinema number | |
| Allows you to get the cinema which contains a certain Booking ID (scans all cinemas/all sessions/all bookings) | |
| Allows you to use any form of requests all handled properly | |
| | |

CinemaBookingSystem

This is essentially operate Class ^^^ except I didn't want to crowd my main method with too much code, which allows easier debugging (split all functions up across all classes and just made a call to run my tests from operate)

| CinemaBookingSystem | |
|--|---------------|
| Responsibility | Collaborators |
| Perform all the operations in operate class (runs all tests) | operate |