AIRPORT MANAGEMENT SYSTEM

- Adecel Mabiala: 219197229
- Kissimba Nyembo Isaac: 219383448
- Dieuci Nsibu :220169136
- Hilary Nangmo: 220346887
- Mahad Hassan: 219122822

Group 31

DOMAIN PROBLEM

Problem Statement

Airports are exciting as it means traveling to a place we have never been, which can be strange to some. There are a million things that can go wrong from check in to boarding, even at arrivals, so anything can be expected while travelling. Those issue can cause anxiety and stress. For example, we can expect issues such as: getting lost, flight being delayed, getting stuck in a long security line, luggage getting lost, and might encounter problems with personal documents (expired dates, Invalid Documents) These problems are easily encounter in an airport, hence it important to consider them.

The airport management system should manage their employee and passenger. From which department an employee belongs, to how the passenger information is stored, and how the airport is managed.

Solution

Every problem is fixable. Airline would want you to fly with them again, to be their potential customer and airport staff are there to assist you if there's any type of issue. They will make sure they assist you to prevent having bad review. Therefore, we have decided to work on an Airport Management System, a system which will have the control of an airport or will show the overview of all the operations in the airport. It will present all its important details, how things work (check in, luggage size, passport control) and who are involved in the operations (airport employee, airplane crew, Passengers) This will be done to ensure a good organization within the airport, so that the customers are satisfied in all aspects, from their departure their arrival.

Entities

➢ Airport Management Department
➢ Ticket
➢ Department
➢ Passenger Ticket
➢ Passenger Contact
➢ Employee Contact
➢ Gender
➢ Contact

- ➢ Passenger Gender
- ➢ Employee Gender
- ➢ Flight
- ➢ Noticed board
- ➢ Passengers
- ➢ Runway
- ➢ Employee
- ➢ Luggage

Actors

- ➢ Passengers
- ➢ Employee
- ➢ Contacts

UML