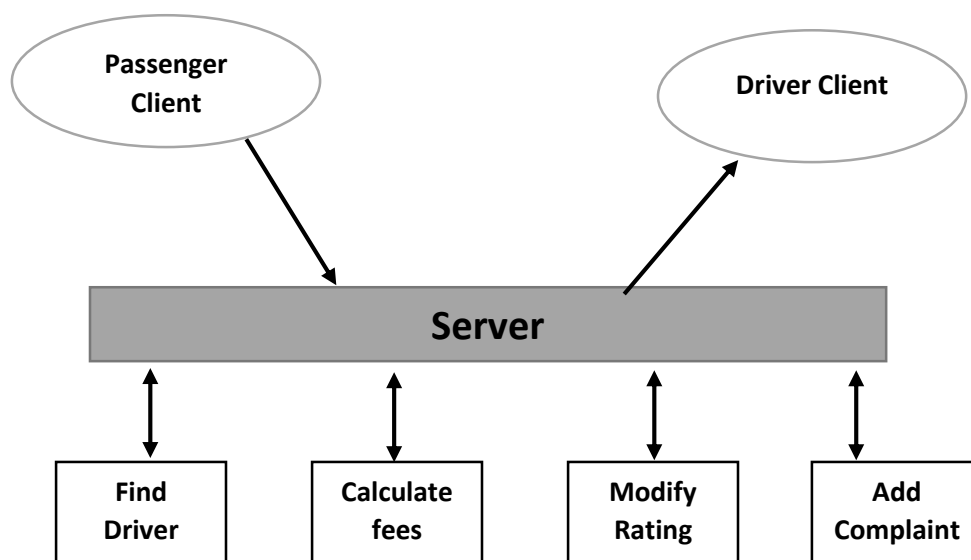


## Group Project Assignment 3

### Suggested architecture for car booking system

Client – server Architecture:



Where the passenger's client determines its location and passes it to the server, which searches to find the nearest available driver client and connects the passenger client to the driver client.

When the trip starts the driver's client calls the server to start calculating fees.

Then the server collects the passenger and the driver's rating.

The passenger can also add complaints that should be forwarded to the customer service.

## Important objects in our project:

As stated in our UML Class diagram, our project should have

- Passenger that inherits from interface User
- Driver that inherits from interface User
- Location that helps mapping drivers to passengers
- Ride that uses Passenger, Driver and Location