

Animal's Hotel

For today's project we have to create a management system for an Hotel for animals. An animal is characterized by a:

- Name
- Weight
- Breed

The breed can be of 2 types: DOG and CAT – enumeration can be used.

The hotel manages all the hosted animals, together with the total price for each animal. The total price contains the "room" price and the desired services. In the hotel there can be maximum 10 cats and 5 dogs.

The Desktop application has the following functionalities:

- Check if there is a free slot for a certain breed, and display a notification message: "There is/is not a free slot!"
- Register an animal in the hotel and calculate the price
 - o For a cat the price is 15 \$
 - o For a dog the price is 20 \$ + (0.02*dog's weight)
- Add extra services at the final price:
 - o For walking the animal the price is 5 \$
 - o For washing the animal the price is 10 \$
- Display the current final price for the selected animal.

REMARKS:

- Use the correct data structures
- Use validation messages etc...
- You can hardcode some entries at the beginning of the application

Barem:

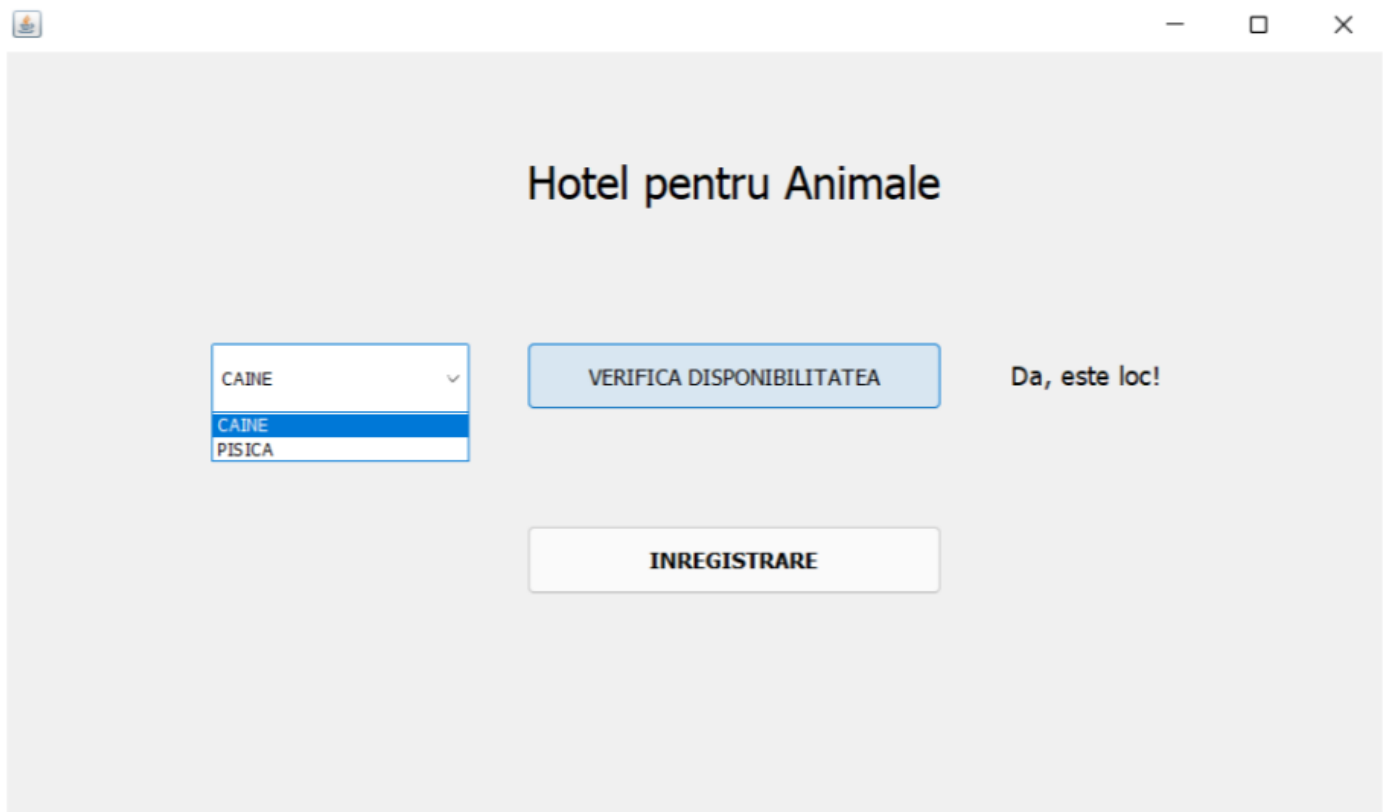
1. Simularea și functionarea soluției finale - 1p
2. GUI-urile functionale care arata similar cu cele atasate in document - 1.5p
3. Cele 3 functionalitati implementate corect - 3p
4. Drop down element - 0.5p
5. Mesaje de validare corespunzatoare - 1p
6. Respectarea arhitecturii MVC a aplicatiei - 1p
7. Aplicatia se opreste atunci cand butonul X din fereastra principala este apasat, in cazul in care se folosesc mai multe ferestre, atunci la apasarea lui X acestea doar vor se inchid / dispar - 0.5p
8. Clean Code - 0.5p
9. Oficiu - 1p

TIMP: 1h 30minute

Send the source code to: bindea_bogdan@yahoo.com . **Subject: OOP Final Colloquium - Nume Prenume**

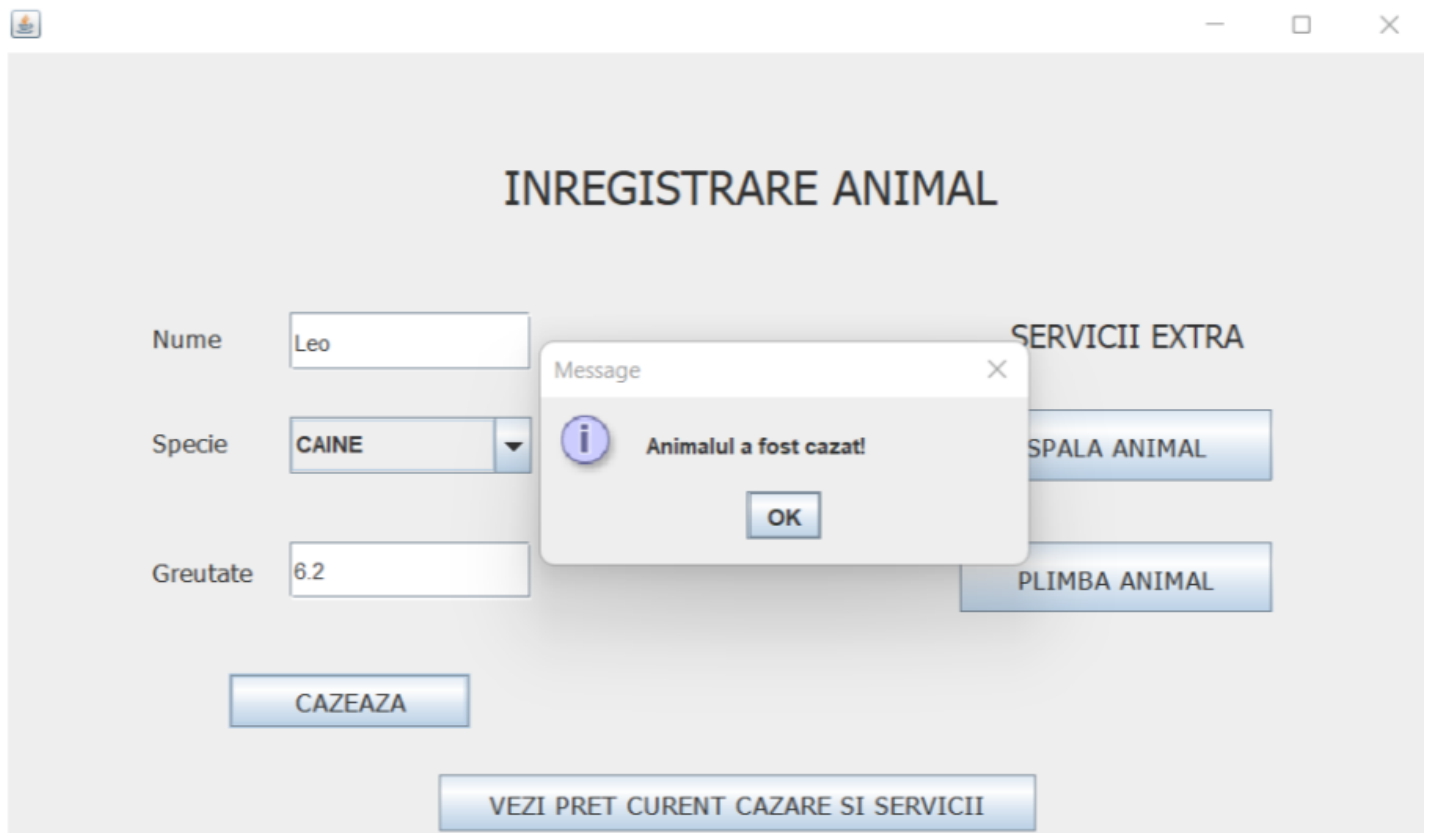
GUI Examples:

1. Initial view:



The initial view of the application is a window titled "Hotel pentru Animale". It features a dropdown menu on the left with "CAINE" selected and "PISICA" as an option. To the right of the dropdown is a blue button labeled "VERIFICA DISPONIBILITATEA". Further right, the text "Da, este loc!" is displayed. Below these elements is a large white button with the text "INREGISTRARE".

2. Secondary view



The secondary view is a window titled "INREGISTRARE ANIMAL". It contains a form with three fields: "Nume" (Name) with the value "Leo", "Specie" (Species) with a dropdown menu showing "CAINE", and "Greutate" (Weight) with the value "6.2". To the right of the form is a section titled "SERVICII EXTRA" (Extra Services) with two buttons: "SPALA ANIMAL" (Wash Animal) and "PLIMBA ANIMAL" (Walk Animal). Below the form is a blue button labeled "CAZEAZA" (Book). At the bottom of the window is a blue button labeled "VEZI PRET CURENT CAZARE SI SERVICII" (See current price for accommodation and services). A "Message" dialog box is overlaid on the form, displaying an information icon and the text "Animalul a fost cazat!" (The animal has been booked!), with an "OK" button.

3. Show representative messages for different actions

The screenshot shows a web application window titled "INREGISTRARE ANIMAL". It contains a form with the following fields: "Nume" (Name) with the value "Leo", "Specie" (Species) with the value "CAINE", and "Greutate" (Weight) with the value "6.2". To the right of the form is a section titled "SERVICII EXTRA" (Extra Services) with two buttons: "SPALA ANIMAL" (Wash Animal) and "PLIMBA ANIMAL" (Walk Animal). Below the form is a button labeled "CAZEAZA" (Book). At the bottom of the window is a button labeled "VEZI PRET CURENT CAZARE SI SERVICII" (View current accommodation and services price). A modal message box is displayed in the center, titled "Message", with an information icon and the text "Pret curent cazare si servicii: 72" (Current accommodation and services price: 72). The message box has an "OK" button.

4. Show validation message

The screenshot shows the same "INREGISTRARE ANIMAL" form, but with a validation error. The "Nume" field still contains "Leo". The "Specie" field is a dropdown menu with "CAINE" selected. The "Greutate" field contains the text "bla bla". The "SERVICII EXTRA" section and buttons are still present. The "CAZEAZA" button is visible. The "VEZI PRET CURENT CAZARE SI SERVICII" button is at the bottom. A modal message box is displayed in the center, titled "Message", with an information icon and the text "Ati introdus ceva gresit!" (You have entered something wrong!). The message box has an "OK" button.