**Assignment 4**

**TRAVEL AGENCY**

**Team Members:**

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1. **Introduction**

The project involves designing a travel agency model which will help with searching flights, booking, tickets, reserving seats, booking hotels and booking a car from the car rentals.

1. **Proposed Solution**

Our focus is to make things easier for the customers by being able to do multiple bookings through the travel agency model.

The design will allow customers to create their own account from where they will be able to manage all there booking including the flight, car rental and hotels. The customer also has the option to choose flights with multiple stops i.e. Including layovers.

The dashboard will include register for Airlines, Manage Travel Agency and Manage Customers.

1. **Entity**

The entities used for the travel agency model are given below:

* Airliner
* AirlinerDirectory
* Airplane
* AirplaneDirectory
* Flight – Layover details
* FlightSchedule
* Customer
* CustomerDirectory
* User
* TravelOffice
* TravelAgency
* Ticket
* TicketDirectory
* Seat
* SeatDirectory
* CarRental
* CarRentalDirectory
* Hotel
* HotelDirectory

1. **Object Model Diagram**

The object model diagram below shows the university model that we would be implementing to obtain the performance review within academic units as well as to determine the ranking.

Figure 1:Object Model Diagram

1. **UML Class Diagram**

The UML class diagram below shows the travel model that we would be implementing.

Figure 2:UML Class Diagram

1. **GUI Representation**

The below figures show the GUI representation for the university model that we would be implemented.

Figure 4: Dashboard for Main Menu

Figure 5: Admin Page

Figure 6: Alumni Page

Figure 7: Alumni Profile

Figure 8: Student Profile