TP2 - Modélisation objet avec UML :
Analyse des besoins et diagramme de classes

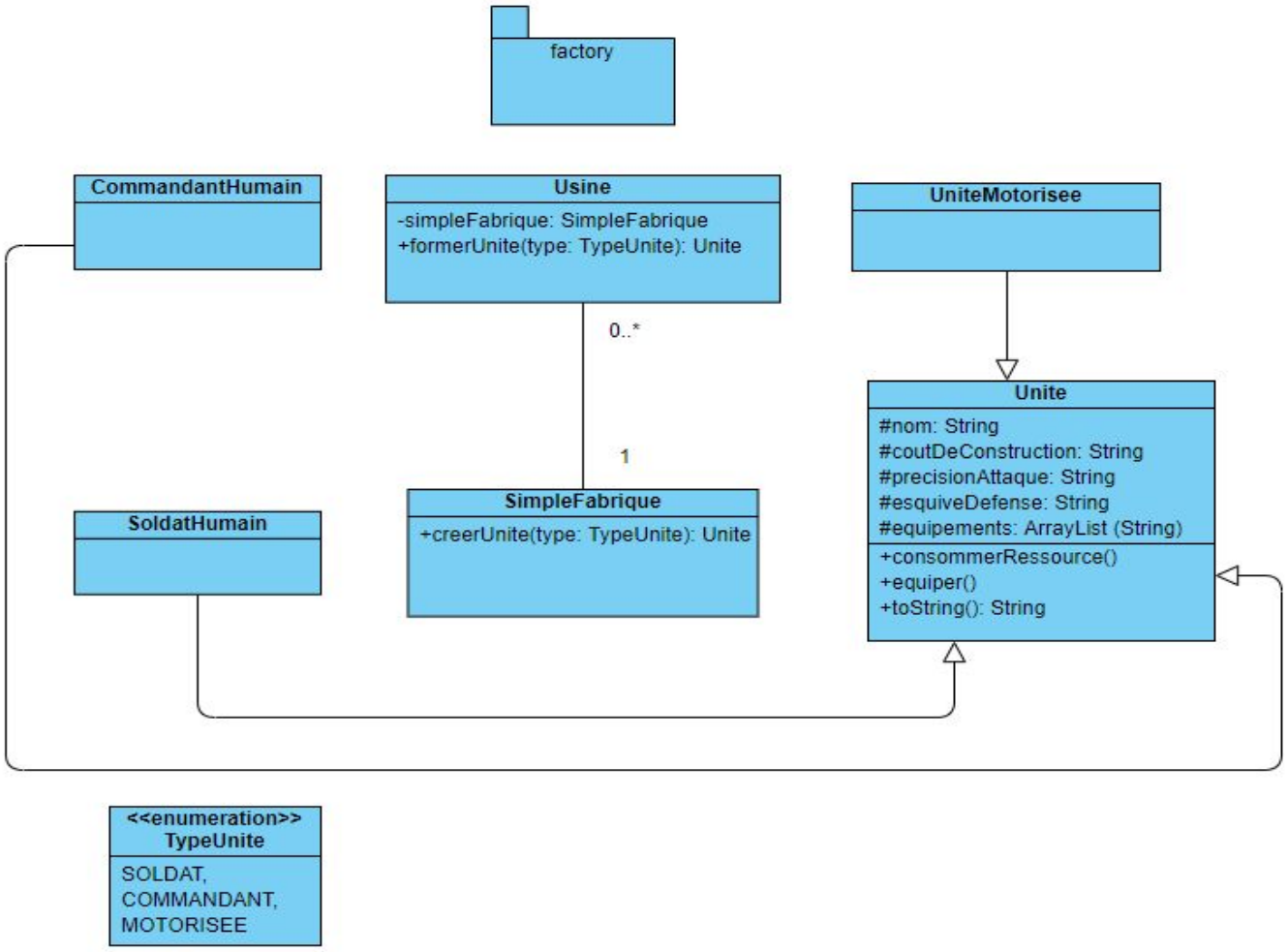
Exercice 1 : Préparer le développement à partir du diagramme de classes

```
import java.util.ArrayList;

public class Client {
	// Champs de clients
	public String name;
	int id;
	String adresse;

	// Liaison de clients
	ArrayList<HotelBooking> reservationHotel;
	ArrayList<PlaneTicket> reservationAvion;
	ArrayList<Stay> order;
	ArrayList<Stay> guest;
}
```

```
import java.util.Calendar;

public class HotelBooking {
	//Champs
	int numRoom;
	Calendar start;
	Calendar end;
	int nbNight;
	String rec;
	boolean smoking;

	//Liaison
	Stay origin;
}
```

```
public class PlaneTicket {
	//Champ
	String reference;

	//Liaison
	Stay origin;
}



public enum RoomType {
	SINGLE,
	DOUBLE,
	FAMILY
}



import java.util.ArrayList;
import java.util.Calendar;


public class Stay {
	//Champs
	Calendar start;
	Calendar end;

	//Liaisons
	ArrayList<PlaneTicket> transport;
	ArrayList<HotelBooking> reserved;

	//Méthode
	public double calculatePrice() {
	return 0.0;
	}
}
```

Exercice 2 : Reverse engineering



Exercice 3: Conception d'un diagramme de classes