Assignment 2

The Grand Prix Experience

Programming Fundamentals

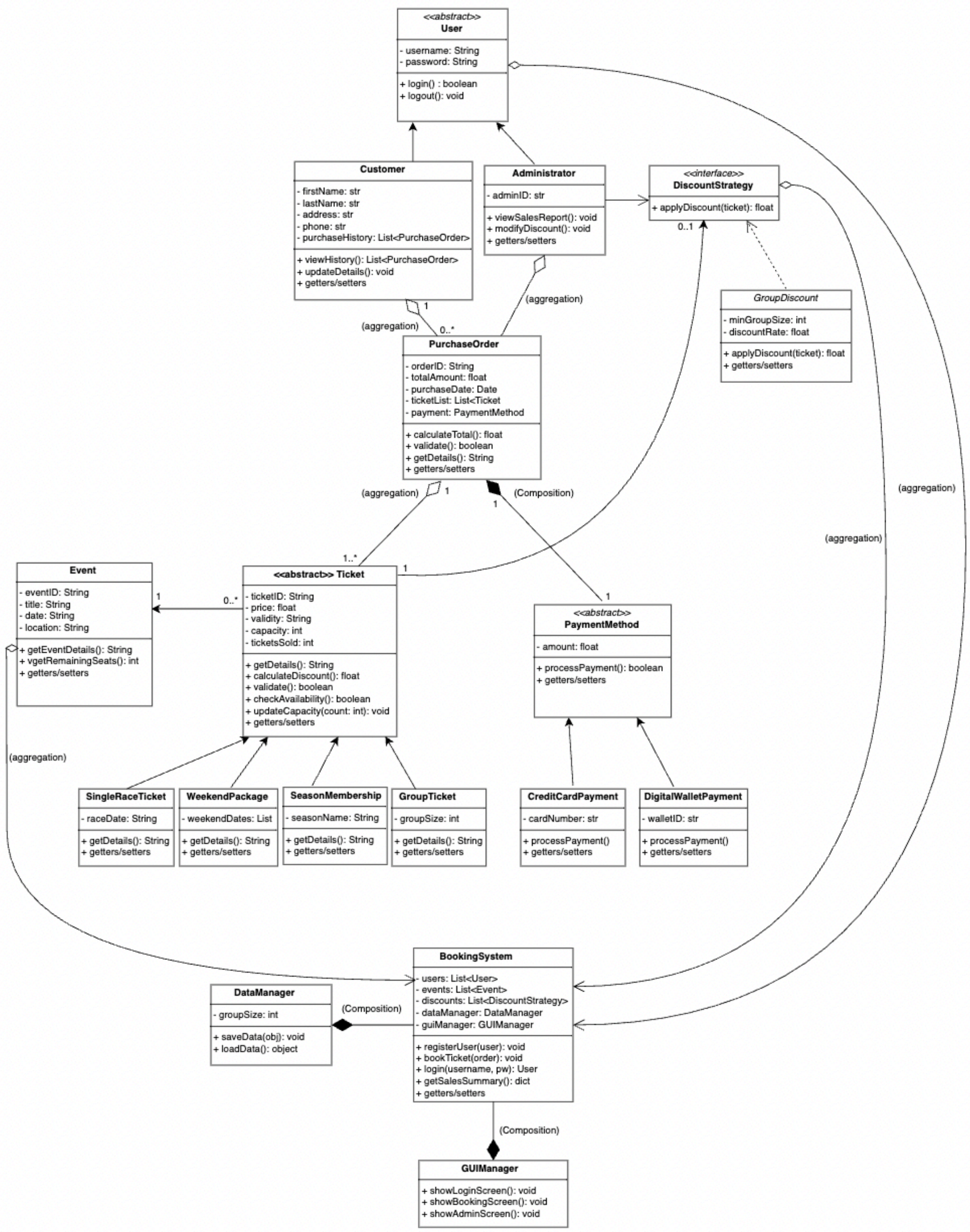
Professor Areej Abdulfattah

Amna Al falahi 202311020

Asma AlDahmani 202309162

Amna AlMarzooqi 202304185

UML Class:



If the picture isng clear, press here for the link of the picture:

https://viewer.diagrams.net/

What we did in the UML:

To design the Grand Prix Experience system, we applied the main UML relationships we learned in class: inheritance, interface, association, aggregation, and composition. Our face-to-face and online sessions helped us understand how and when to use them. We used inheritance for shared features, Customer and Administrator inherit from User, and ticket and payment types inherit from their abstract classes. We applied an interface where GroupDiscount implements DiscountStrategy, making it flexible. Association was used to show that Admin manages discounts and Ticket uses them. Aggregation was applied where Customers have orders, orders include tickets, and tickets belong to events. BookingSystem also aggregates users, events, and discounts. We used composition for strong ownership, PurchaseOrder contains a PaymentMethod, and BookingSystem contains DataManager and GUIManager. We added multiplicities like 1, 0.., and 1.. to show how many are involved. We also made small assumptions like linking one payment per order and storing history in the customer. We didn’t use dependencies or reflexive associations because no class temporarily relied on another just to complete a task, and no class needed to reference itself in this system.

Python classes:

Code:	# We created a simple implementation for abstract classes (We learnt this in past courses, and the start of this course) from datetime import date, datetime

```
from typing import List

# Here we are marking methods as abstract

def abstractmethod(func):

    func.__isabstract__ = True

    return func

# Here are all the base class for classes that should have abstract methods

class AbstractClass:

    def __new__(cls, *args, **kwargs):

        # Here we are checking if the class being instantiated has any abstract methods

        for name, method in cls.__dict__.items():

            if getattr(method, "__isabstract__", False):

                raise TypeError(f"Can't instantiate abstract class {cls.__name__} with abstract method {name}")

        return super().__new__(cls)

# Here is the base User class

# This class serves as the parent class for all user types in the system

# As we learned in this course it implements the common attributes and behaviors shared by all users

class User:

    def __init__(self, username, password):

        self.username = username  #Here is the unique identifier for the user

        self.password = password  # Here is the user's authentication credential



    def login(self):

        # Authenticates the user and grants system access

        print(f"User {self.username} logged in successfully")

        return True
    def logout(self):
        # Ends the user's session securely
        print(f"User {self.username} logged out successfully")
# Customer class inherits from User as we learned in this course
# Represents fans who can purchase tickets and manage their accounts
class Customer(User):
    def __init__(self, username, password, firstname, lastname, address, phone, email):
        super().__init__(username, password)
        self.firstname = firstname  # Customer's first name
        self.lastname = lastname    # Customer's last name
        self.address = address      # Customer's mailing address
        self.phone = phone          # Customer's contact number
        self.email = email          # Customer's email address
        self.purchase_history = []  # List to store all past orders (aggregation relationship as represented in the UMl)


    def view_history(self):
        # Displays all previous purchases made by the customer
        if not self.purchase_history:
            print("No purchase history available.")
            return []


        print(f"\n{self.firstname}'s Purchase History:")
        for i, order in enumerate(self.purchase_history, 1):
            print(f"{i}. Order ID: {order.orderID} - Date: {order.purchaseDate} - Total: ${order.calculate_total():.2f}")
        return self.purchase_history


    def update_details(self):
        # Updates customer profile information
        print(f"Updated details for customer {self.firstname} {self.lastname}")
# Administrator class inherits from User as we learned in this course
# Represents system administrators who manage events, users, and handle special operations
class Administrator(User):
    def __init__(self, username, password, adminID):
        super().__init__(username, password)
        self.adminID = adminID  # Here is the unique identifier for the administrator


    def handle_refund(self, order):
        # Processes refund requests for customer orders
        # In a real system, this would reverse charges and update inventory
        print(f"Admin {self.adminID} processed refund for order {order.orderID}")
        return True


    def modify_discount(self, discount):
        # Updates discount parameters such as rates or eligibility criteria
        # In a real system, this would update the discount in the database
        print(f"Admin {self.adminID} modified discount: {discount.__class__.__name__}")
        return True
# Discount Strategy Interface
# This interface defines the contract for different discount types
# Using the Strategy pattern allows flexible implementation of various discount policies which is needed in this code

class DiscountStrategy(AbstractClass):

    @abstractmethod

    def apply_discount(self, amount):

        # This method must be implemented by all concrete discount classes

        # It calculates and returns the discount amount based on the original price given

        pass

# Group Discount implements DiscountStrategy

# This concrete implementation of DiscountStrategy provides discounts for group bookings

class GroupDiscount(DiscountStrategy):

    def __init__(self, group_size, discount_rate):

        self.group_size = group_size  # Minimum number of people required for discount

        self.discount_rate = discount_rate  # Percentage discount as a decimal


    def apply_discount(self, amount):

        # Here we calculate the discount amount based on the total price

        discount_amount = amount * self.discount_rate

        print(f"Applied group discount of {self.discount_rate*100}% (${discount_amount:.2f}) for group of {self.group_size}")

        return discount_amount


    def get_minimum_size(self):

        # Here we returns the minimum group size required for this discount

        return self.group_size

# Purchase Order class
```

```
class PurchaseOrder:
    def __init__(self, orderID, customerID, purchaseDate):
        self.orderID = orderID
        self.customerID = customerID
        self.purchaseDate = purchaseDate
        self.tickets = []
        self.payment_method = None
        self.status = "Pending"  # Pending, Completed, Cancelled

    def calculate_total(self):
        return sum(ticket.calculate_price() for ticket in self.tickets)

    def confirm(self):
        if self.payment_method and self.tickets:
            self.status = "Completed"
            print(f"Order {self.orderID} confirmed successfully!")
            return True
        else:
            print("Cannot confirm order: payment method or tickets missing")
            return False

    def get_tickets(self):
        return self.tickets

    def add_ticket(self, ticket):
        self.tickets.append(ticket)
        print(f"Added {ticket.__class__.__name__} to order {self.orderID}")
# Now we have the Event class
class Event:
    def __init__(self, eventID, name, title, date, location):
        self.eventID = eventID
        self.name = name
        self.title = title
        self.date = date
        self.location = location

    def get_event_details(self):
        print(f"Event: {self.name} - {self.title}")
        print(f"Date: {self.date} at {self.location}")
        return f"{self.name} - {self.title}"

    def get_remaining_capacity(self):
        # In a real system, this would check the database
        return 1000  # This is the placeholder value
# Now we have the Abstract Ticket class
class Ticket(AbstractClass):
    def __init__(self, ticketID, price, seatID, eventID, ticketDate):
        self.ticketID = ticketID
        self.price = price
        self.seatID = seatID
        self.eventID = eventID
        self.ticketDate = ticketDate
        self.discount = None
        self.validated = False

    def get_details(self):
        print(f"Ticket ID: {self.ticketID}")
        print(f"Seat: {self.seatID}")
        print(f"Event: {self.eventID}")
        print(f"Date: {self.ticketDate}")
        print(f"Price: ${self.price:.2f}")
        if self.validated:
            print("Status: Validated")
        else:
            print("Status: Not Validated")

    def validate(self):
        self.validated = True
        print(f"Ticket {self.ticketID} has been validated")
        return True

    def cancel_validation(self):
        self.validated = False
        print(f"Ticket {self.ticketID} validation has been cancelled")
        return True

    def apply_discount(self, discount):
        self.discount = discount
        print(f"Discount applied to ticket {self.ticketID}")

    @abstractmethod
    def calculate_price(self):
        pass
# Single Race Ticket extends Ticket
class SingleRaceTicket(Ticket):
    def __init__(self, ticketID, price, seatID, eventID, ticketDate, raceDate):
        super().__init__(ticketID, price, seatID, eventID, ticketDate)
        self.raceDate = raceDate

    def calculate_price(self):
        if self.discount:
            discounted_amount = self.discount.apply_discount(self.price)
            return self.price - discounted_amount
        return self.price

    def get_details(self):
        super().get_details()
        print(f"Race Date: {self.raceDate}")
# Weekend Package extends Ticket
class WeekendPackage(Ticket):
    def __init__(self, ticketID, price, seatID, eventID, ticketDate, weekendStartDate,
weekendEndDate):
        super().__init__(ticketID, price, seatID, eventID, ticketDate)
        self.weekendStartDate = weekendStartDate
        self.weekendEndDate = weekendEndDate
    def calculate_price(self):
        if self.discount:
            discounted_amount = self.discount.apply_discount(self.price)
            return self.price - discounted_amount
        return self.price


    def get_details(self):
        super().get_details()
        print(f"Weekend Period: {self.weekendStartDate} to {self.weekendEndDate}")
# Season Membership extends Ticket
class SeasonMembership(Ticket):
    def __init__(self, ticketID, price, seatID, eventID, ticketDate, seasonName):
        super().__init__(ticketID, price, seatID, eventID, ticketDate)
        self.seasonName = seasonName


    def calculate_price(self):
        if self.discount:
            discounted_amount = self.discount.apply_discount(self.price)
            return self.price - discounted_amount
        return self.price


    def get_details(self):
        super().get_details()
        print(f"Season: {self.seasonName}")
# Group Ticket extends Ticket
```

```
class GroupTicket(Ticket):
    def __init__(self, ticketID, price, seatID, eventID, ticketDate, groupSize, groupName):
        super().__init__(ticketID, price, seatID, eventID, ticketDate)
        self.groupSize = groupSize
        self.groupName = groupName
        # Here it will automatically apply the group discount
        self.discount = GroupDiscount(groupSize, 0.1 if groupSize <= 10 else 0.15)

    def calculate_price(self):
        base_price = self.price * self.groupSize
        if self.discount:
            discounted_amount = self.discount.apply_discount(base_price)
            return base_price - discounted_amount
        return base_price

    def get_details(self):
        super().get_details()
        print(f"Group: {self.groupName} (Size: {self.groupSize})")
# Abstract Payment Method class
class PaymentMethod(AbstractClass):
    def __init__(self, amount):
        self.amount = amount

    @abstractmethod
    def process_payment(self):
        pass
    def get_details(self):
        print(f"Payment Amount: ${self.amount:.2f}")
# Credit Card Payment extends PaymentMethod
class CreditCardPayment(PaymentMethod):
    def __init__(self, amount, cardNumber):
        super().__init__(amount)
        self.cardNumber = cardNumber


    def process_payment(self):
        # In a real system, this would connect to a payment processor
        print(f"Processing credit card payment of ${self.amount:.2f} with card ending in {self.cardNumber[-4:]}")
        return True


    def get_details(self):
        super().get_details()
        print(f"Payment Method: Credit Card (ending in {self.cardNumber[-4:]})")
# Digital Wallet Payment extends PaymentMethod as shown in the UML
class DigitalWalletPayment(PaymentMethod):
    def __init__(self, amount, walletID):
        super().__init__(amount)
        self.walletID = walletID


    def process_payment(self):
        # In a real system, this would connect to a digital wallet API
        print(f"Processing digital wallet payment of ${self.amount:.2f} with wallet ID
{self.walletID}")
        return True


    def get_details(self):
        super().get_details()
        print(f"Payment Method: Digital Wallet (ID: {self.walletID})")
# Now we have the Data Manager class
class DataManager:
    def __init__(self, groupSize=0):
        self.groupSize = groupSize


    def save_data(self, data):
        print(f"Saving data: {data}")
        return True


    def load_data(self, dataID):
        print(f"Loading data with ID: {dataID}")
        return {"dataID": dataID, "sampleData": "This is sample data"}
# Now we have the GUI Manager class
class GUIManager:
    def show_login(self):
        print("Displaying login screen")
        return True


    def show_booking_screen(self):
        print("Displaying booking screen")
        return True


    def show_event_details(self, event):
        print(f"Displaying details for event: {event.name}")
        return True
# Booking System class ( Main system class )
# This is the central class that coordinates all system components
# It manages users, events, and discounts while delegating specialized tasks to managers
class BookingSystem:
    def __init__(self):
        self.users = []  # List of all system users (aggregation)
        self.events = []  # List of all events (aggregation)
        self.discounts = []  # List of available discounts (aggregation)
        self.data_manager = DataManager()  # Handles data persistence (composition)
        self.gui_manager = GUIManager()  # Manages user interface (composition)
    #All are shown in ur UML
    def register_user(self, user):
        self.users.append(user)
        print(f"User {user.username} registered successfully")
        return True


    def create_event(self, event):
        self.events.append(event)
        print(f"Event {event.name} created successfully")
        return True
    def create_discount(self, discount):
        self.discounts.append(discount)
        print(f"Discount created successfully")
        return True


    def find_user(self, username):
        for user in self.users:
            if user.username == username:
                return user
        return None


    def find_event(self, eventID):
        for event in self.events:
            if event.eventID == eventID:
                return event
        return None


    def initialize(self):
        print("Booking system initialized successfully")
        self.gui_manager.show_login()
        return True
# Now we will run some test scenarios
# This function demonstrates various user journeys through the system
# It showcases all major functionalities including user registration, ticket booking,payment processing, discount application, and administrative operations
# It will show all aspeects of our system, in the best way, Hope you love it prof.
def run_test_scenarios():
    print("\n=============== GRAND PRIX EXPERIENCE TEST SCENARIOS ===============\n")

    # Initialize the booking system
    system = BookingSystem()
    system.initialize()

    # Create administrator
    admin = Administrator("admin123", "secure_pass", "A001")
    system.register_user(admin)
    admin.login()

    # Create events
    event1 = Event("E001", "Formula 1", "Monaco Grand Prix", "2023-05-28", "Circuit de Monaco")
    event2 = Event("E002", "Formula 1", "Italian Grand Prix", "2023-09-03", "Monza Circuit")
    event3 = Event("E003", "Formula 1", "Abu Dhabi Grand Prix", "2023-11-26", "Yas Marina Circuit") # The best one

    system.create_event(event1)
    system.create_event(event2)
    system.create_event(event3)

    print("\n----------- Event Details -----------")
    event1.get_event_details()

    # Creating and registering a customer with personal details
```

```
    customer = Customer("areej2023", "password123", "Areej", "Abdulfattah",
                        "123 Main St, Abu Dhabi", "+971 50 56 4390", "areej@prof.com")
    system.register_user(customer)
    customer.login()

    # Creating the discount
    group_discount = GroupDiscount(5, 0.15)
    system.create_discount(group_discount)

    # Admin modifies the discount
    admin.modify_discount(group_discount)

    # Creating the different types of tickets
    single_ticket = SingleRaceTicket("T001", 700.0, "S123", "E003", datetime.now().date(), "2023-11-26")
    weekend_ticket = WeekendPackage("T002", 1800.0, "S456", "E002", datetime.now().date(), "2023-09-01", "2023-09-03")
    season_ticket = SeasonMembership("T003", 8000.0, "S789", "E001", datetime.now().date(), "2023 Season")
    group_ticket = GroupTicket("T004", 500.0, "G001-G005", "E003", datetime.now().date(), 5, "Team Areej")

    # Here the customer creates a purchase order
    order = PurchaseOrder("PO001", customer.username, datetime.now().date())

    # Applying the discount to tickets
    single_ticket.apply_discount(group_discount)
```

```
# Adding tickets to order
order.add_ticket(single_ticket)
order.add_ticket(weekend_ticket)

# Setting payment method for the order
payment = CreditCardPayment(order.calculate_total(), "4111111111111111")
order.payment_method = payment

# Processing the payment and confirm the order
print("\n----------- Payment Processing -----------")
payment.process_payment()
order.confirm()

# Adding the order to customer's purchase history
customer.purchase_history.append(order)

# Creating another order with a different payment method
order2 = PurchaseOrder("PO002", customer.username, datetime.now().date())
order2.add_ticket(season_ticket)
order2.add_ticket(group_ticket)

# Setting payment method
digital_payment = DigitalWalletPayment(order2.calculate_total(), "DW12345")
order2.payment_method = digital_payment

# Processing the payment and confirm the order
```

```
print("\n----------- Second Payment Processing -----------")
digital_payment.process_payment()
order2.confirm()

# Adding the second order to customer's purchase history
customer.purchase_history.append(order2)

# Customer views purchase history
print("\n----------- Purchase History -----------")
customer.view_history()

# Validating a ticket
print("\n----------- Ticket Validation -----------")
single_ticket.get_details()
single_ticket.validate()
single_ticket.get_details()

# Admin processes a refund
print("\n----------- Refund Processing -----------")
admin.handle_refund(order)

# Customer logs out
customer.logout()
admin.logout()

print("\n=============== TEST SCENARIOS Done ===============")
```

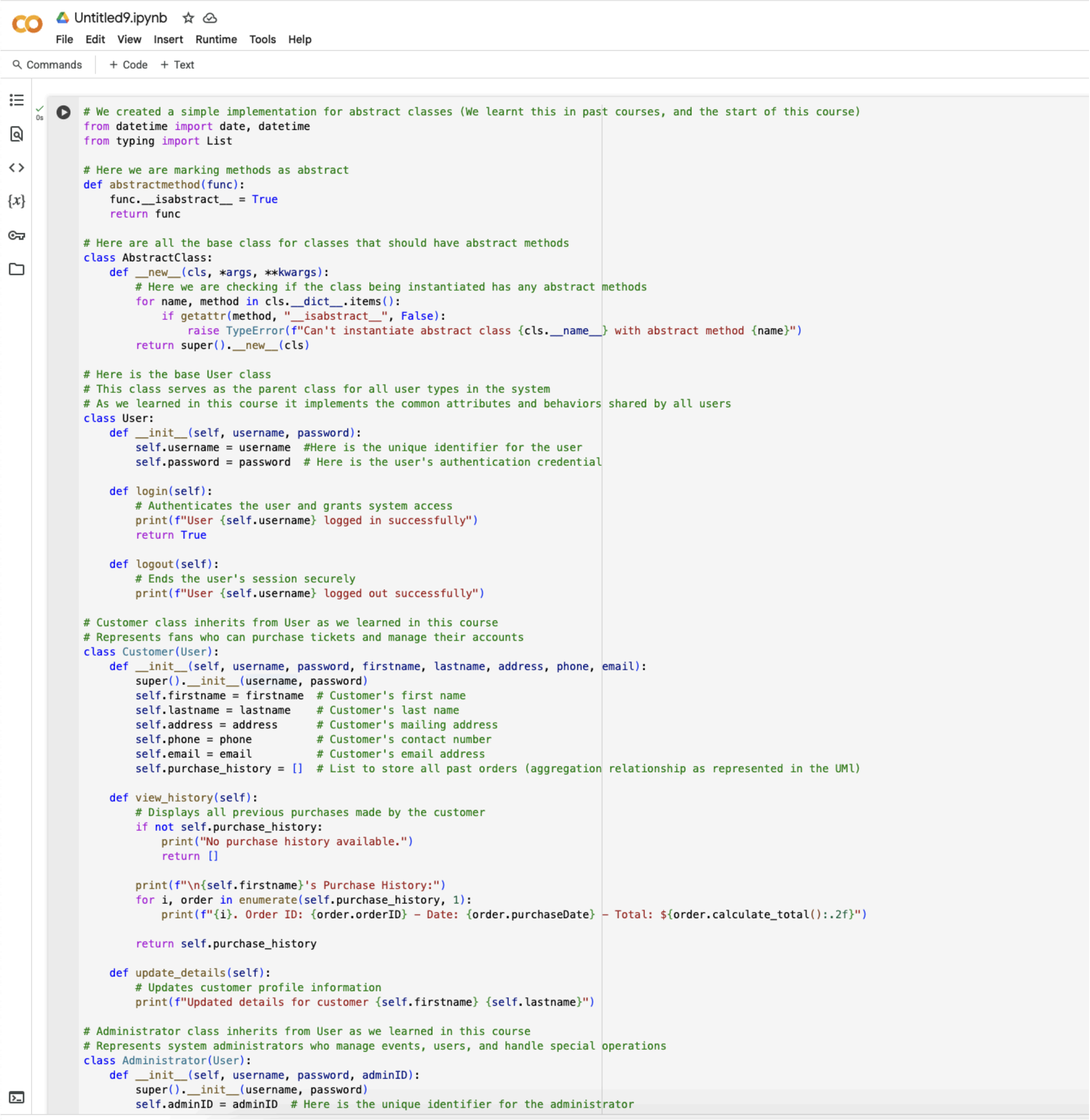
	# Runbubf the test scenarios
	if __name__ == "__main__":
	    run_test_scenarios()

Output:	============== GRAND PRIX EXPERIENCE TEST SCENARIOS ============== Booking system initialized successfully Displaying login screen User admin123 registered successfully User admin123 logged in successfully Event Formula 1 created successfully Event Formula 1 created successfully Event Formula 1 created successfully ----------- Event Details ----------- Event: Formula 1 - Monaco Grand Prix Date: 2023-05-28 at Circuit de Monaco User areej2023 registered successfully User areej2023 logged in successfully Discount created successfully Admin A001 modified discount: GroupDiscount Discount applied to ticket T001 Added SingleRaceTicket to order PO001 Added WeekendPackage to order PO001 Applied group discount of 15.0% ($105.00) for group of 5

```
----------- Payment Processing -----------
Processing credit card payment of $2395.00 with card ending in 1111
Order PO001 confirmed successfully!
Added SeasonMembership to order PO002
Added GroupTicket to order PO002
Applied group discount of 10.0% ($250.00) for group of 5

----------- Second Payment Processing -----------
Processing digital wallet payment of $10250.00 with wallet ID DW12345
Order PO002 confirmed successfully!

----------- Purchase History -----------

Areej's Purchase History:
Applied group discount of 15.0% ($105.00) for group of 5
1. Order ID: PO001 - Date: 2025-04-20 - Total: $2395.00
Applied group discount of 10.0% ($250.00) for group of 5
2. Order ID: PO002 - Date: 2025-04-20 - Total: $10250.00

----------- Ticket Validation -----------
Ticket ID: T001
Seat: S123
Event: E003
Date: 2025-04-20
Price: $700.00
```

	Status: Not Validated Race Date: 2023-11-26 Ticket T001 has been validated Ticket ID: T001 Seat: S123 Event: E003 Date: 2025-04-20 Price: $700.00 Status: Validated Race Date: 2023-11-26 ----------- Refund Processing ----------- Admin A001 processed refund for order PO001 User areej2023 logged out successfully User admin123 logged out successfully ================ TEST SCENARIOS Done ================

Screenshots:



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# We created a simple implementation for abstract classes (We learnt this in past courses, and the start of this course)
from datetime import date, datetime
from typing import List

# Here we are marking methods as abstract
def abstractmethod(func):
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# Here are all the base class for classes that should have abstract methods
class AbstractClass:
    def __new__(cls, *args, **kwargs):
        # Here we are checking if the class being instantiated has any abstract methods
        for name, method in cls.__dict__.items():
            if getattr(method, "__isabstract__", False):
                raise TypeError(f"Can't instantiate abstract class {cls.__name__} with abstract method {name}")
        return super().__new__(cls)

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# This class serves as the parent class for all user types in the system
# As we learned in this course it implements the common attributes and behaviors shared by all users
class User:
    def __init__(self, username, password):
        self.username = username  #Here is the unique identifier for the user
        self.password = password  # Here is the user's authentication credential

    def login(self):
        # Authenticates the user and grants system access
        print(f"User {self.username} logged in successfully")
        return True

    def logout(self):
        # Ends the user's session securely
        print(f"User {self.username} logged out successfully")

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# Represents fans who can purchase tickets and manage their accounts
class Customer(User):
    def __init__(self, username, password, firstname, lastname, address, phone, email):
        super().__init__(username, password)
        self.firstname = firstname  # Customer's first name
        self.lastname = lastname    # Customer's last name
        self.address = address      # Customer's mailing address
        self.phone = phone          # Customer's contact number
        self.email = email          # Customer's email address
        self.purchase_history = []  # List to store all past orders (aggregation relationship as represented in the UMl)

    def view_history(self):
        # Displays all previous purchases made by the customer
        if not self.purchase_history:
            print("No purchase history available.")
            return []

        print(f"\n{self.firstname}'s Purchase History:")
        for i, order in enumerate(self.purchase_history, 1):
            print(f"{i}. Order ID: {order.orderID} - Date: {order.purchaseDate} - Total: ${order.calculate_total():.2f}")

        return self.purchase_history

    def update_details(self):
        # Updates customer profile information
        print(f"Updated details for customer {self.firstname} {self.lastname}")

# Administrator class inherits from User as we learned in this course
# Represents system administrators who manage events, users, and handle special operations
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    def __init__(self, username, password, adminID):
        super().__init__(username, password)
        self.adminID = adminID  # Here is the unique identifier for the administrator
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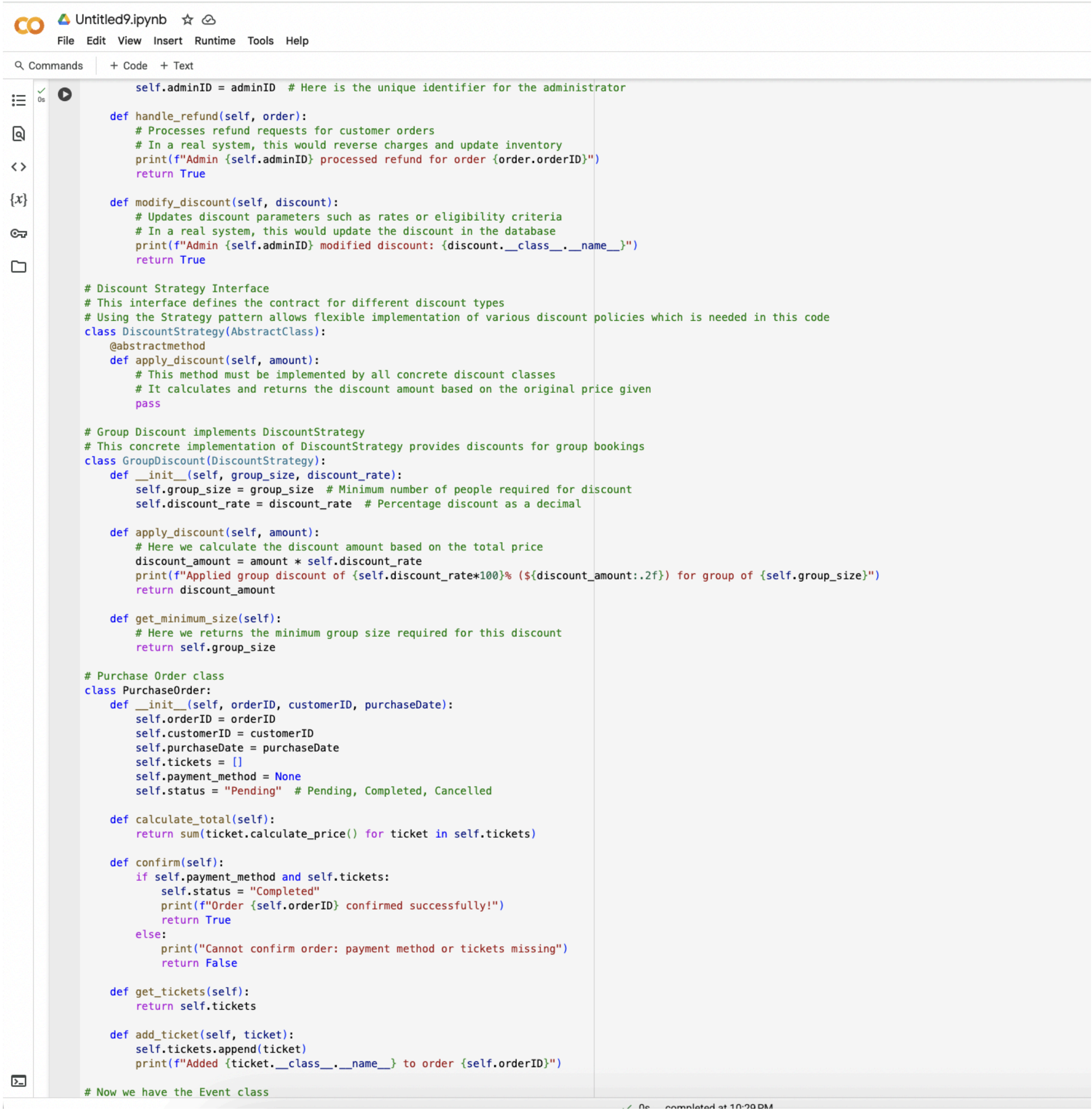

```
        self.adminID = adminID  # Here is the unique identifier for the administrator

    def handle_refund(self, order):
        # Processes refund requests for customer orders
        # In a real system, this would reverse charges and update inventory
        print(f"Admin {self.adminID} processed refund for order {order.orderID}")
        return True

    def modify_discount(self, discount):
        # Updates discount parameters such as rates or eligibility criteria
        # In a real system, this would update the discount in the database
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# This concrete implementation of DiscountStrategy provides discounts for group bookings
class GroupDiscount(DiscountStrategy):
    def __init__(self, group_size, discount_rate):
        self.group_size = group_size  # Minimum number of people required for discount
        self.discount_rate = discount_rate  # Percentage discount as a decimal

    def apply_discount(self, amount):
        # Here we calculate the discount amount based on the total price
        discount_amount = amount * self.discount_rate
        print(f"Applied group discount of {self.discount_rate*100}% (${discount_amount:.2f}) for group of {self.group_size}")
        return discount_amount

    def get_minimum_size(self):
        # Here we returns the minimum group size required for this discount
        return self.group_size

# Purchase Order class
class PurchaseOrder:
    def __init__(self, orderID, customerID, purchaseDate):
        self.orderID = orderID
        self.customerID = customerID
        self.purchaseDate = purchaseDate
        self.tickets = []
        self.payment_method = None
        self.status = "Pending"  # Pending, Completed, Cancelled

    def calculate_total(self):
        return sum(ticket.calculate_price() for ticket in self.tickets)

    def confirm(self):
        if self.payment_method and self.tickets:
            self.status = "Completed"
            print(f"Order {self.orderID} confirmed successfully!")
            return True
        else:
            print("Cannot confirm order: payment method or tickets missing")
            return False

    def get_tickets(self):
        return self.tickets

    def add_ticket(self, ticket):
        self.tickets.append(ticket)
        print(f"Added {ticket.__class__.__name__} to order {self.orderID}")

# Now we have the Event class
```

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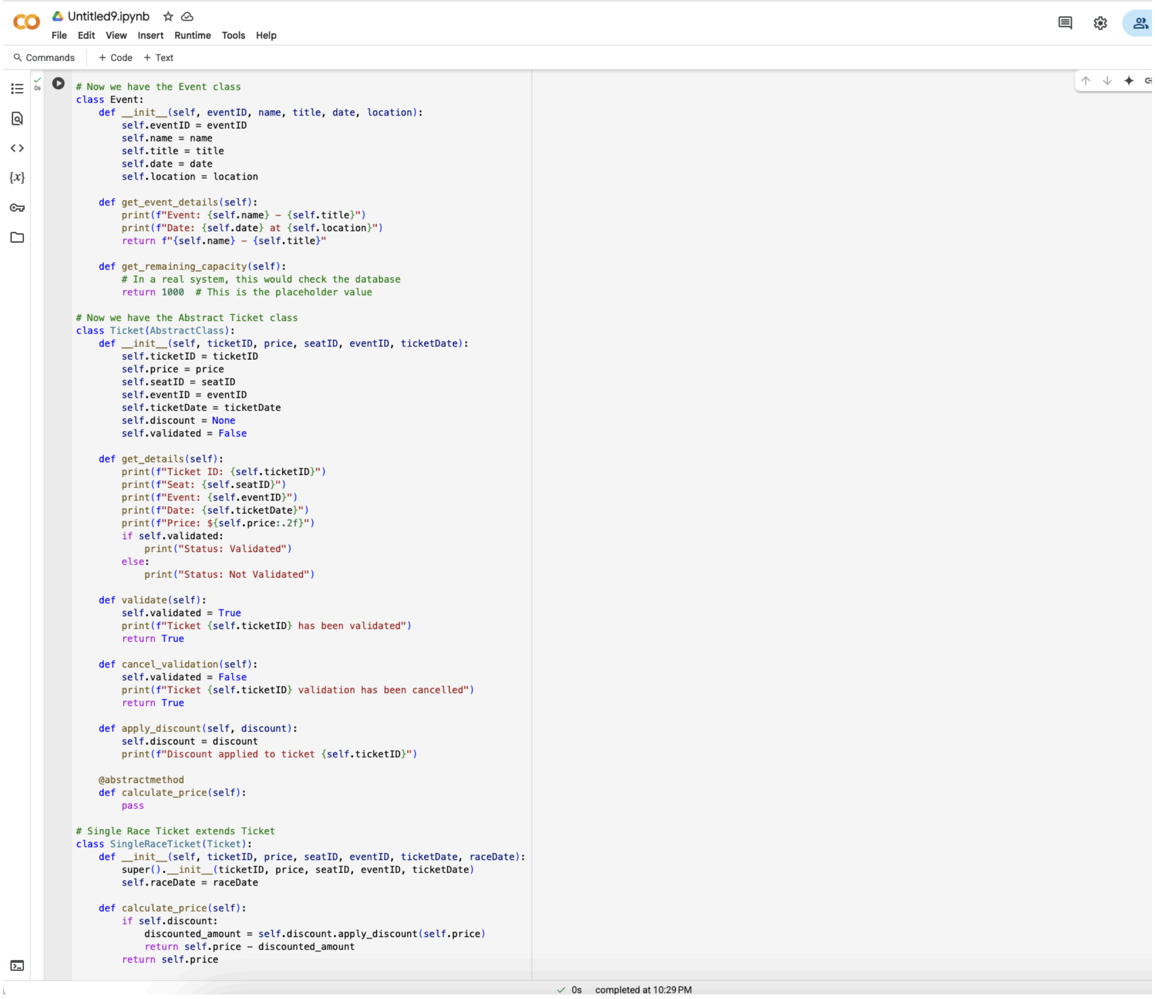
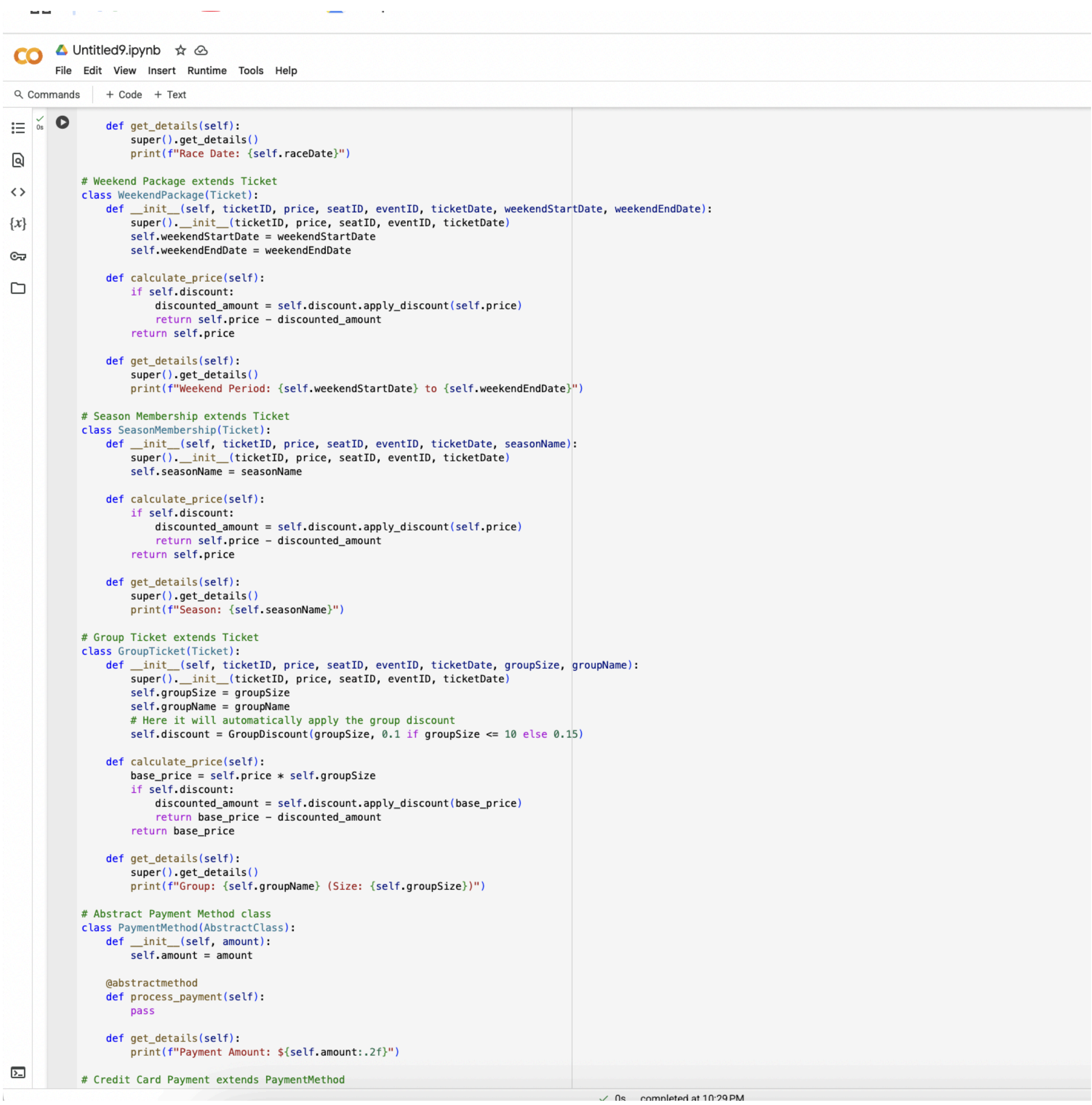


```python
# Now we have the Event class
class Event:
    def __init__(self, eventID, name, title, date, location):
        self.eventID = eventID
        self.name = name
        self.title = title
        self.date = date
        self.location = location

    def get_event_details(self):
        print(f"Event: {self.name} - {self.title}")
        print(f"Date: {self.date} at {self.location}")
        return f"{self.name} - {self.title}"

    def get_remaining_capacity(self):
        # In a real system, this would check the database
        return 1000  # This is the placeholder value

# Now we have the Abstract Ticket class
class Ticket(AbstractClass):
    def __init__(self, ticketID, price, seatID, eventID, ticketDate):
        self.ticketID = ticketID
        self.price = price
        self.seatID = seatID
        self.eventID = eventID
        self.ticketDate = ticketDate
        self.discount = None
        self.validated = False

    def get_details(self):
        print(f"Ticket ID: {self.ticketID}")
        print(f"Seat: {self.seatID}")
        print(f"Event: {self.eventID}")
        print(f"Date: {self.ticketDate}")
        print(f"Price: ${self.price:.2f}")
        if self.validated:
            print("Status: Validated")
        else:
            print("Status: Not Validated")

    def validate(self):
        self.validated = True
        print(f"Ticket {self.ticketID} has been validated")
        return True

    def cancel_validation(self):
        self.validated = False
        print(f"Ticket {self.ticketID} validation has been cancelled")
        return True

    def apply_discount(self, discount):
        self.discount = discount
        print(f"Discount applied to ticket {self.ticketID}")

    @abstractmethod
    def calculate_price(self):
        pass

# Single Race Ticket extends Ticket
class SingleRaceTicket(Ticket):
    def __init__(self, ticketID, price, seatID, eventID, ticketDate, raceDate):
        super().__init__(ticketID, price, seatID, eventID, ticketDate)
        self.raceDate = raceDate

    def calculate_price(self):
        if self.discount:
            discounted_amount = self.discount.apply_discount(self.price)
            return self.price - discounted_amount
        return self.price
```



```python
    def get_details(self):
        super().get_details()
        print(f"Race Date: {self.raceDate}")

# Weekend Package extends Ticket
class WeekendPackage(Ticket):
    def __init__(self, ticketID, price, seatID, eventID, ticketDate, weekendStartDate, weekendEndDate):
        super().__init__(ticketID, price, seatID, eventID, ticketDate)
        self.weekendStartDate = weekendStartDate
        self.weekendEndDate = weekendEndDate

    def calculate_price(self):
        if self.discount:
            discounted_amount = self.discount.apply_discount(self.price)
            return self.price - discounted_amount
        return self.price

    def get_details(self):
        super().get_details()
        print(f"Weekend Period: {self.weekendStartDate} to {self.weekendEndDate}")

# Season Membership extends Ticket
class SeasonMembership(Ticket):
    def __init__(self, ticketID, price, seatID, eventID, ticketDate, seasonName):
        super().__init__(ticketID, price, seatID, eventID, ticketDate)
        self.seasonName = seasonName

    def calculate_price(self):
        if self.discount:
            discounted_amount = self.discount.apply_discount(self.price)
            return self.price - discounted_amount
        return self.price

    def get_details(self):
        super().get_details()
        print(f"Season: {self.seasonName}")

# Group Ticket extends Ticket
class GroupTicket(Ticket):
    def __init__(self, ticketID, price, seatID, eventID, ticketDate, groupSize, groupName):
        super().__init__(ticketID, price, seatID, eventID, ticketDate)
        self.groupSize = groupSize
        self.groupName = groupName
        # Here it will automatically apply the group discount
        self.discount = GroupDiscount(groupSize, 0.1 if groupSize <= 10 else 0.15)

    def calculate_price(self):
        base_price = self.price * self.groupSize
        if self.discount:
            discounted_amount = self.discount.apply_discount(base_price)
            return base_price - discounted_amount
        return base_price

    def get_details(self):
        super().get_details()
        print(f"Group: {self.groupName} (Size: {self.groupSize})")

# Abstract Payment Method class
class PaymentMethod(AbstractClass):
    def __init__(self, amount):
        self.amount = amount

    @abstractmethod
    def process_payment(self):
        pass

    def get_details(self):
        print(f"Payment Amount: ${self.amount:.2f}")

# Credit Card Payment extends PaymentMethod
```

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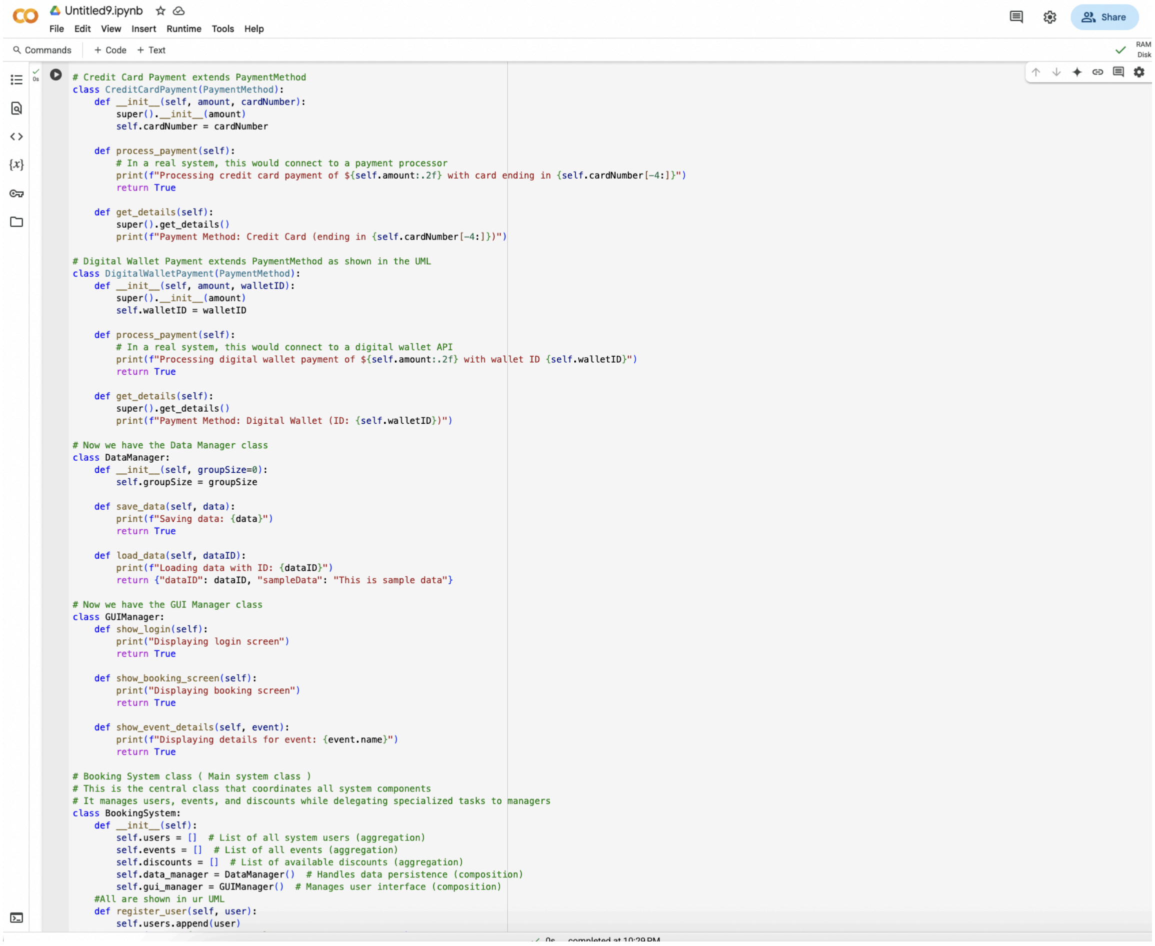
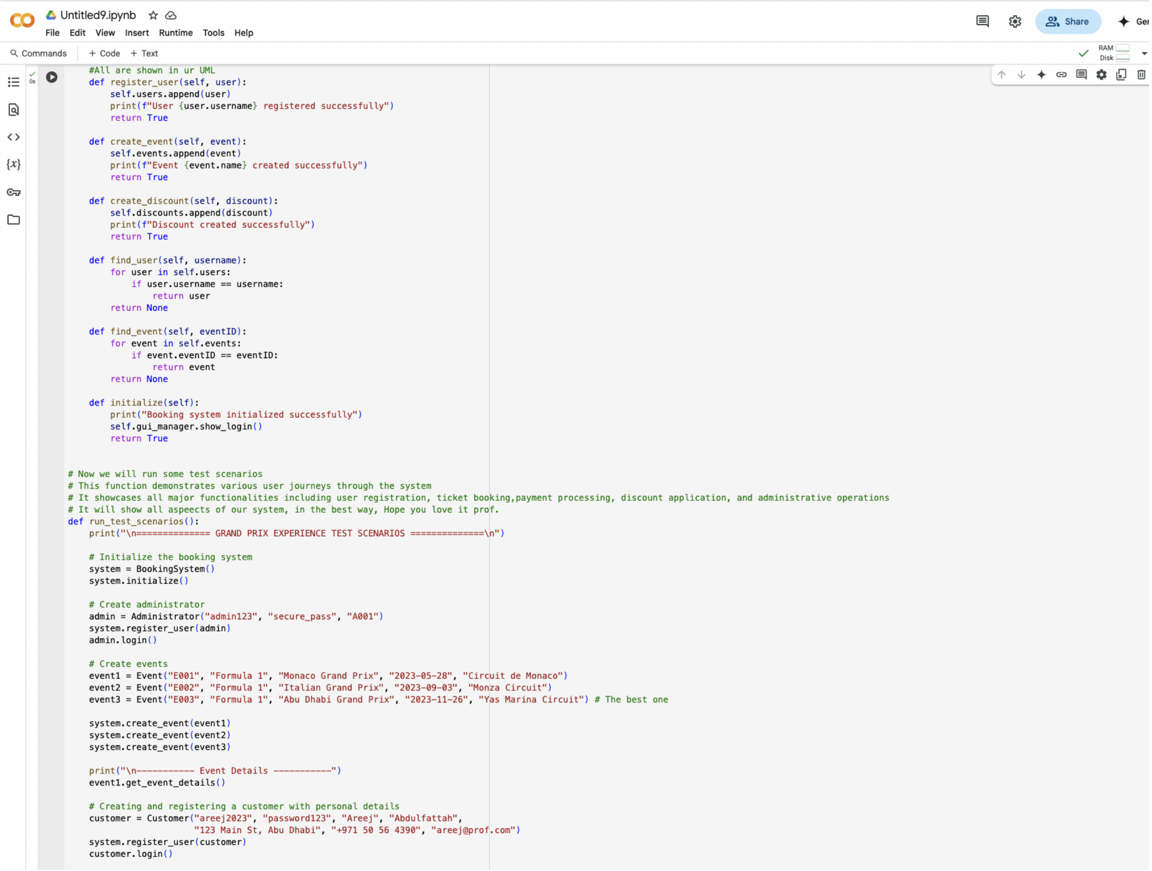
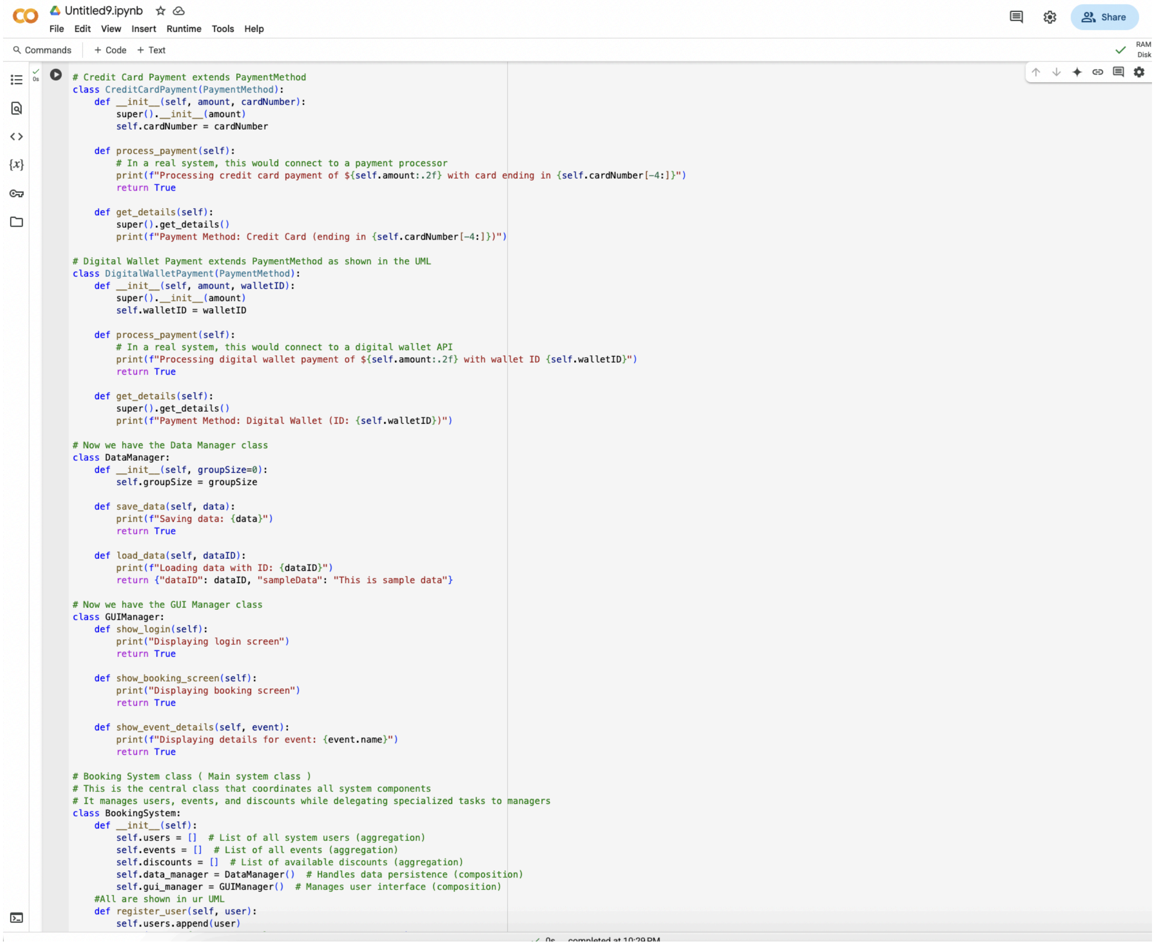


```python
# Credit Card Payment extends PaymentMethod
class CreditCardPayment(PaymentMethod):
    def __init__(self, amount, cardNumber):
        super().__init__(amount)
        self.cardNumber = cardNumber

    def process_payment(self):
        # In a real system, this would connect to a payment processor
        print(f"Processing credit card payment of ${self.amount:.2f} with card ending in {self.cardNumber[-4:]}")
        return True

    def get_details(self):
        super().get_details()
        print(f"Payment Method: Credit Card (ending in {self.cardNumber[-4:]})")

# Digital Wallet Payment extends PaymentMethod as shown in the UML
class DigitalWalletPayment(PaymentMethod):
    def __init__(self, amount, walletID):
        super().__init__(amount)
        self.walletID = walletID

    def process_payment(self):
        # In a real system, this would connect to a digital wallet API
        print(f"Processing digital wallet payment of ${self.amount:.2f} with wallet ID {self.walletID}")
        return True

    def get_details(self):
        super().get_details()
        print(f"Payment Method: Digital Wallet (ID: {self.walletID})")

# Now we have the Data Manager class
class DataManager:
    def __init__(self, groupSize=0):
        self.groupSize = groupSize

    def save_data(self, data):
        print(f"Saving data: {data}")
        return True

    def load_data(self, dataID):
        print(f"Loading data with ID: {dataID}")
        return {"dataID": dataID, "sampleData": "This is sample data"}

# Now we have the GUI Manager class
class GUIManager:
    def show_login(self):
        print("Displaying login screen")
        return True

    def show_booking_screen(self):
        print("Displaying booking screen")
        return True

    def show_event_details(self, event):
        print(f"Displaying details for event: {event.name}")
        return True

# Booking System class ( Main system class )
# This is the central class that coordinates all system components
# It manages users, events, and discounts while delegating specialized tasks to managers
class BookingSystem:
    def __init__(self):
        self.users = []  # List of all system users (aggregation)
        self.events = []  # List of all events (aggregation)
        self.discounts = []  # List of available discounts (aggregation)
        self.data_manager = DataManager()  # Handles data persistence (composition)
        self.gui_manager = GUIManager()  # Manages user interface (composition)
    #All are shown in ur UML
    def register_user(self, user):
        self.users.append(user)
```



```
    #All are shown in ur UML
    def register_user(self, user):
        self.users.append(user)
        print(f"User {user.username} registered successfully")
        return True

    def create_event(self, event):
        self.events.append(event)
        print(f"Event {event.name} created successfully")
        return True

    def create_discount(self, discount):
        self.discounts.append(discount)
        print(f"Discount created successfully")
        return True

    def find_user(self, username):
        for user in self.users:
            if user.username == username:
                return user
        return None

    def find_event(self, eventID):
        for event in self.events:
            if event.eventID == eventID:
                return event
        return None

    def initialize(self):
        print("Booking system initialized successfully")
        self.gui_manager.show_login()
        return True


# Now we will run some test scenarios
# This function demonstrates various user journeys through the system
# It showcases all major functionalities including user registration, ticket booking,payment processing, discount application, and administrative operations
# It will show all aspeects of our system, in the best way, Hope you love it prof.
def run_test_scenarios():
    print("\n============== GRAND PRIX EXPERIENCE TEST SCENARIOS ==============\n")

    # Initialize the booking system
    system = BookingSystem()
    system.initialize()

    # Create administrator
    admin = Administrator("admin123", "secure_pass", "A001")
    system.register_user(admin)
    admin.login()

    # Create events
    event1 = Event("E001", "Formula 1", "Monaco Grand Prix", "2023-05-28", "Circuit de Monaco")
    event2 = Event("E002", "Formula 1", "Italian Grand Prix", "2023-09-03", "Monza Circuit")
    event3 = Event("E003", "Formula 1", "Abu Dhabi Grand Prix", "2023-11-26", "Yas Marina Circuit") # The best one

    system.create_event(event1)
    system.create_event(event2)
    system.create_event(event3)

    print("\n----------- Event Details -----------")
    event1.get_event_details()

    # Creating and registering a customer with personal details
    customer = Customer("areej2023", "password123", "Areej", "Abdulfattah",
                        "123 Main St, Abu Dhabi", "+971 50 56 4390", "areej@prof.com")
    system.register_user(customer)
    customer.login()
```



```python
# Credit Card Payment extends PaymentMethod
class CreditCardPayment(PaymentMethod):
    def __init__(self, amount, cardNumber):
        super().__init__(amount)
        self.cardNumber = cardNumber

    def process_payment(self):
        # In a real system, this would connect to a payment processor
        print(f"Processing credit card payment of ${self.amount:.2f} with card ending in {self.cardNumber[-4:]}")
        return True

    def get_details(self):
        super().get_details()
        print(f"Payment Method: Credit Card (ending in {self.cardNumber[-4:]})")

# Digital Wallet Payment extends PaymentMethod as shown in the UML
class DigitalWalletPayment(PaymentMethod):
    def __init__(self, amount, walletID):
        super().__init__(amount)
        self.walletID = walletID

    def process_payment(self):
        # In a real system, this would connect to a digital wallet API
        print(f"Processing digital wallet payment of ${self.amount:.2f} with wallet ID {self.walletID}")
        return True

    def get_details(self):
        super().get_details()
        print(f"Payment Method: Digital Wallet (ID: {self.walletID})")

# Now we have the Data Manager class
class DataManager:
    def __init__(self, groupSize=0):
        self.groupSize = groupSize

    def save_data(self, data):
        print(f"Saving data: {data}")
        return True

    def load_data(self, dataID):
        print(f"Loading data with ID: {dataID}")
        return {"dataID": dataID, "sampleData": "This is sample data"}

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        print("Displaying booking screen")
        return True

    def show_event_details(self, event):
        print(f"Displaying details for event: {event.name}")
        return True

# Booking System class ( Main system class )
# This is the central class that coordinates all system components
# It manages users, events, and discounts while delegating specialized tasks to managers
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        self.events = []  # List of all events (aggregation)
        self.discounts = []  # List of available discounts (aggregation)
        self.data_manager = DataManager()  # Handles data persistence (composition)
        self.gui_manager = GUIManager()  # Manages user interface (composition)
    #All are shown in ur UML
    def register_user(self, user):
        self.users.append(user)
```
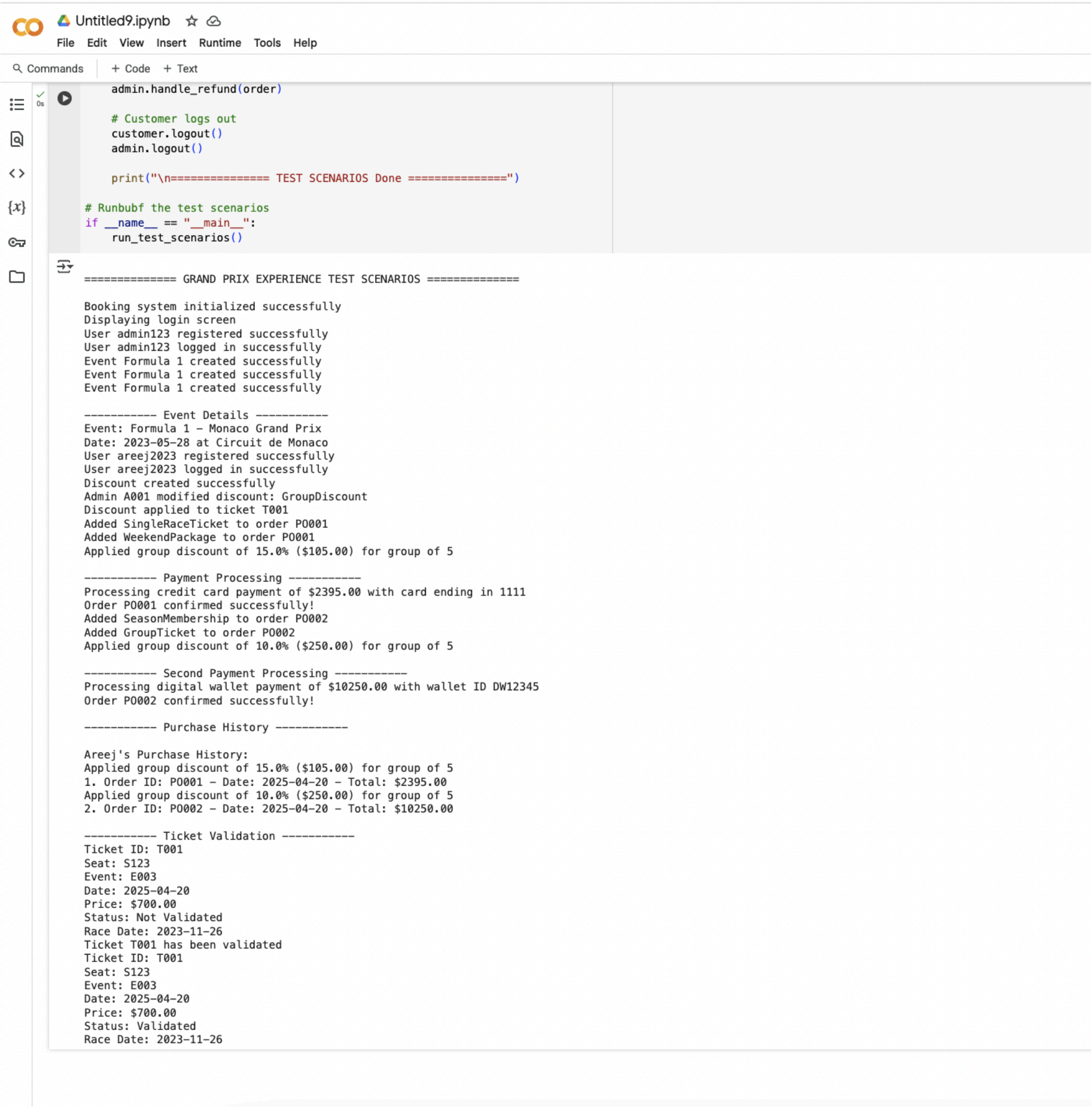
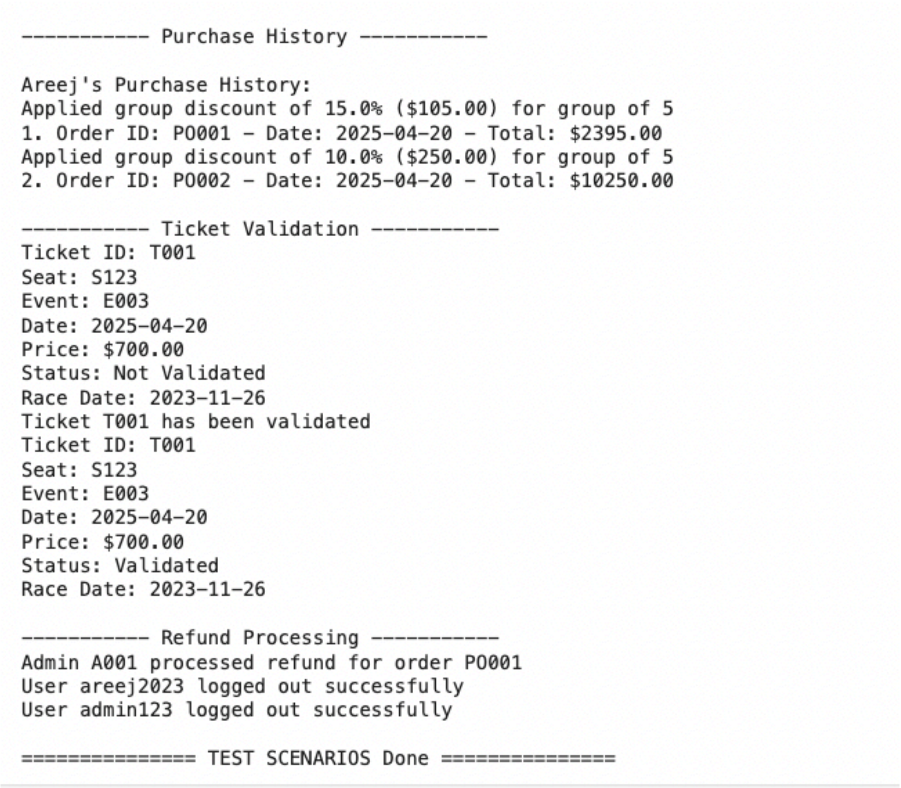



```python
    admin.handle_refund(order)

    # Customer logs out
    customer.logout()
    admin.logout()

    print("\n=============== TEST SCENARIOS Done ===============")

# Runbubf the test scenarios
if __name__ == "__main__":
    run_test_scenarios()
```

```
============== GRAND PRIX EXPERIENCE TEST SCENARIOS ==============

Booking system initialized successfully
Displaying login screen
User admin123 registered successfully
User admin123 logged in successfully
Event Formula 1 created successfully
Event Formula 1 created successfully
Event Formula 1 created successfully

----------- Event Details -----------
Event: Formula 1 - Monaco Grand Prix
Date: 2023-05-28 at Circuit de Monaco
User areej2023 registered successfully
User areej2023 logged in successfully
Discount created successfully
Admin A001 modified discount: GroupDiscount
Discount applied to ticket T001
Added SingleRaceTicket to order P0001
Added WeekendPackage to order P0001
Applied group discount of 15.0% ($105.00) for group of 5

----------- Payment Processing -----------
Processing credit card payment of $2395.00 with card ending in 1111
Order P0001 confirmed successfully!
Added SeasonMembership to order P0002
Added GroupTicket to order P0002
Applied group discount of 10.0% ($250.00) for group of 5

----------- Second Payment Processing -----------
Processing digital wallet payment of $10250.00 with wallet ID DW12345
Order P0002 confirmed successfully!

----------- Purchase History -----------

Areej's Purchase History:
Applied group discount of 15.0% ($105.00) for group of 5
1. Order ID: P0001 - Date: 2025-04-20 - Total: $2395.00
Applied group discount of 10.0% ($250.00) for group of 5
2. Order ID: P0002 - Date: 2025-04-20 - Total: $10250.00

----------- Ticket Validation -----------
Ticket ID: T001
Seat: S123
Event: E003
Date: 2025-04-20
Price: $700.00
Status: Not Validated
Race Date: 2023-11-26
Ticket T001 has been validated
Ticket ID: T001
Seat: S123
Event: E003
Date: 2025-04-20
Price: $700.00
Status: Validated
Race Date: 2023-11-26
```



```
----------- Purchase History -----------

Areej's Purchase History:
Applied group discount of 15.0% ($105.00) for group of 5
1. Order ID: PO001 - Date: 2025-04-20 - Total: $2395.00
Applied group discount of 10.0% ($250.00) for group of 5
2. Order ID: PO002 - Date: 2025-04-20 - Total: $10250.00

----------- Ticket Validation -----------
Ticket ID: T001
Seat: S123
Event: E003
Date: 2025-04-20
Price: $700.00
Status: Not Validated
Race Date: 2023-11-26
Ticket T001 has been validated
Ticket ID: T001
Seat: S123
Event: E003
Date: 2025-04-20
Price: $700.00
Status: Validated
Race Date: 2023-11-26

----------- Refund Processing -----------
Admin A001 processed refund for order PO001
User areej2023 logged out successfully
User admin123 logged out successfully

=============== TEST SCENARIOS Done ===============
```

The screenshots demonstrate the successful execution of our Grand Prix Experience Booking System, showcasing a comprehensive application of concepts such as abstract classes, inheritance, polymorphism, and modular design. These were all implemented in alignment with our UML diagram and the sessions from our course. Although it appears as a single test scenario, it actually includes 14 distinct test cases, each validating different functionalities of the system. We began by initializing the system, followed by registering an administrator and a customer (Areej). Events such as the Monaco and Abu Dhabi Grand Prix were created, and a group discount strategy was applied. The customer then proceeded to book four types of tickets, Single Race, Weekend Package, Season Membership, and Group Ticket, using both a credit card and a digital wallet for payment. Orders were confirmed, the full purchase history was displayed, one ticket was validated, and a refund was processed by the administrator. These steps collectively cover all major components of our UML design: user roles, ticket variations, discount strategies, event management, payment processing, data tracking, and administrative functions. Every part of the UML has been implemented and tested, leaving no features unaddressed. The outputs of each step are clearly shown in the terminal and have been captured in the attached screenshots. We also applied knowledge from earlier courses and course sessions, particularly Weeks 6 and 8, which focused on object-oriented programming, interface design, and test-driven development. This version is complete, well-structured, and fully operational, making it our strongest and most comprehensive implementation to date, and we are very proud of our work. Thank you, Professor Areej, for helping us throughout this assignment and course.

Graphical User Interface:

GUI code:

```
import tkinter as tk
import pickle

people_data = {}  #  A dictionary to store user information
racing_tickets = {}  # A dictionary to hold ticket options that customers can purchase
customer_purchases = {}  # A dictionary to track ticket purchases by users

# This is used to retrieve the saved user info from the pickle file
def load_users():
    try:
        # Opens a file called users.pkl in read binary mode and ssigns it to variable 'f'
        with open('users.pkl', 'rb') as f:
            return pickle.load(f)# Convert file data back to Python dictionary and return it
    except (FileNotFoundError, EOFError):
        # Give back an empty dictionary if there was a problem
        return {}

# This saves all the user info to a file, so when we close the program the data
doesnt get lost
def save_users():
    # opens a file named users.pkl in write binary mode and assigns it to
variable 'f'
    with open('users.pkl', 'wb') as f:
        pickle.dump(people_data, f)#takes the Python dictionary people data
and d serializes it into binary format, saving it to the file.

# retrieve previously saved ticket data from the pickle file
def load_tickets():
    try:
        # Open tickets file in binary read mode
        with open('tickets.pkl', 'rb') as f:
            return pickle.load(f)# Convert file data back to Python dictionary and
return it
    except (FileNotFoundError, EOFError, AttributeError):
        # default ticket options
        return {
            "Single Race Pass": {"price": 100, "validity": "1 day", "features":
"Access to one race"},# Basic single race ticket with details
            "Weekend Package": {"price": 250, "validity": "3 days", "features":
"Access to all races in a weekend"},#Weekend package with details
            "Group Discount": {"price": 200, "validity": "1 day", "features": "Access
for a group of 5"}#Group option  with details
        }

# This function saves all ticket information to the pickle file
def save_tickets():
    # Open ta file in binary write mode named 'tickets.pkl'
    with open('tickets.pkl', 'wb') as f:
        pickle.dump(racing_tickets, f)#Convert racing_tickets dictionary to binary
format and save to file


# This retrieve saved purchase records from a file
def load_orders():
    try:
        # Open orders file in binary read mode
        with open('orders.pkl', 'rb') as f:
            return pickle.load(f)#Convert file data back to Python dictionary and
return it
    except (FileNotFoundError, EOFError):
        return {}
```

```
# This saves all purchase records to a file
def save_orders():
    # Open a file named orders.pkl in binary write mode
    with open('orders.pkl', 'wb') as f:
        pickle.dump(customer_purchases, f)


# This is the main program that handles everything in the ticket system
class TicketBookingApp:
    def __init__(self, window):
        # Setup the main window that users see
        self.window = window
        self.window.title("Grand Prix Ticket Booking System")
        # Connect to our purchase records
        self.orders = customer_purchases
        # Start by showing the login screen
        self.show_login_screen()

    # This cleans up the window by removing everything on it
    def clear_window(self):
        for component in self.window.winfo_children():
            # destroy removes a thing from the window completely
            component.destroy()

    # This creates the login screen
    def show_login_screen(self):
        self.clear_window()
        # Label is just text that shows on screen
        # pack puts it on the window at the next available spot.It is method in
tkinter that help with layout where it works by placing each element one after
another in the order they're added.
        tk.Label(self.window, text="Login").pack()
        tk.Label(self.window, text="Email").pack()
        # Entry is a box where users can type things
        self.email_entry = tk.Entry(self.window)
        self.email_entry.pack()
        tk.Label(self.window, text="Password").pack()
        # show="*" makes password show as stars for privacy
        self.password_entry = tk.Entry(self.window, show="*")
        self.password_entry.pack()
        # Button creates a clickable button
        # commands that tells it what function to run when clicked
        tk.Button(self.window, text="Login", command=self.login).pack()
        tk.Button(self.window, text="Create Account",
command=self.show_account_creation).pack()
        tk.Button(self.window, text="Admin Login",
command=self.show_admin_login_window).pack()
```

```
    # This creates a separate window for admin login
    def show_admin_login_window(self):
        # Make a new window that sits on top of the main window
        self.admin_window = tk.Toplevel(self.window)
        self.admin_window.title("Admin Login")
        tk.Label(self.admin_window, text="Admin Login").pack()
        tk.Label(self.admin_window, text="Email").pack() # Create a label for the
email field
        self.admin_email_entry = tk.Entry(self.admin_window)
        self.admin_email_entry.pack()# Display the email text box on screen
        tk.Label(self.admin_window, text="Password").pack()# Create a label for
the password field
        self.admin_password_entry = tk.Entry(self.admin_window, show="*")#
show="*" makes password show as stars for privacy
        self.admin_password_entry.pack()
        tk.Button(self.admin_window, text="Login",
command=self.process_admin_login).pack()#Create a button that calls the
login checking function when clicked

    # This checks if admin login details are correct. Note: the admin has a
specific login
    def process_admin_login(self):
        email = self.admin_email_entry.get()
        password = self.admin_password_entry.get()
        # Check if email and password match the admin account
        if email == 'admin@admin.com' and password == 'admin123':
            self.user_email = email
            # destroy closes the admin login window
            self.admin_window.destroy()
            self.show_admin_dashboard()# Show the admin dashboard
        else:
            tk.Label(self.admin_window, text="Invalid admin credentials.").pack() #
Show error message if wrong password

    # This creates the account creation screen, where new users can sign up
    def show_account_creation(self):
        self.clear_window()#Reset elements before adding new ones
        tk.Label(self.window, text="Create Account").pack()
        # creating Name field
        tk.Label(self.window, text="Name").pack()
        self.name_entry = tk.Entry(self.window)
        self.name_entry.pack()
        # Email field
        tk.Label(self.window, text="Email").pack()
        self.email_entry = tk.Entry(self.window)
        self.email_entry.pack()
        # Creating Age field
        tk.Label(self.window, text="Age").pack()
        self.age_entry = tk.Entry(self.window)
        self.age_entry.pack()
        # Creating Password field
        tk.Label(self.window, text="Password").pack()
        self.password_entry = tk.Entry(self.window, show="*")
        self.password_entry.pack()
        tk.Button(self.window, text="Create",
command=self.create_account).pack()
        tk.Button(self.window, text="Back",
command=self.show_login_screen).pack()

    # This checks if login details are correct
    def login(self):
        # get takes what the user typed in the box, here it gets the email and the
password
        email = self.email_entry.get()
        password = self.password_entry.get()
        # Check if enetred email has @ symbol
        if "@" not in email:
            tk.Label(self.window, text="Invalid email format.").pack()
            return

        # Check if email exists and password matches
        if email in people_data and people_data[email]['password'] == password:
            self.user_email = email
            self.show_dashboard()# If correct, show the main screen
        else:
            tk.Label(self.window, text="Invalid login credentials.").pack()# If wrong
show error message

    # This shows the main screen after login
    def show_dashboard(self):
        self.clear_window()

        # Check if regular user or admin
        if self.user_email != 'admin@admin.com':
            # Get this user's info from our data
            user_info = people_data[self.user_email]
            # Create a box with border to show user info
            info_frame = tk.Frame(self.window, relief=tk.GROOVE,
borderwidth=2)
            # fill=tk.X makes it stretch horizontally
            info_frame.pack(padx=20, pady=10, fill=tk.X)
            # Show user info inside the box
            tk.Label(info_frame, text="User Profile").pack(pady=5)
            # anchor=tk.W aligns text to the left side
            tk.Label(info_frame, text=f"Name:
{user_info['name']}").pack(anchor=tk.W, padx=10)
            tk.Label(info_frame, text=f"Email:
{self.user_email}").pack(anchor=tk.W, padx=10)
```

```
            tk.Label(info_frame, text=f"Age: {user_info['age']}").pack(anchor=tk.W,
padx=10)
            # Show optional info if the users adds it
            if 'gender' in user_info and user_info['gender']:
                tk.Label(info_frame, text=f"Gender:
{user_info['gender']}").pack(anchor=tk.W, padx=10)
            if 'phone' in user_info and user_info['phone']:
                tk.Label(info_frame, text=f"Phone:
{user_info['phone']}").pack(anchor=tk.W, padx=10)
            tk.Button(info_frame, text="Edit Profile",
command=self.edit_profile).pack(pady=10) # Add edit button inside the info
box
        else:
            tk.Label(self.window, text="Welcome, Admin").pack(pady=10)
        # Add buttons for all users
        tk.Button(self.window, text="Buy Ticket",
command=self.show_ticket_options).pack(pady=5)
        tk.Button(self.window, text="View Order History",
command=self.show_order_history).pack(pady=5)
        # Admin only button
        if self.user_email == 'admin@admin.com':
            tk.Button(self.window, text="Admin Dashboard",
command=self.show_admin_dashboard).pack(pady=5)
        # Logout button for everyone
        tk.Button(self.window, text="Logout",
command=self.show_login_screen).pack(pady=5)

    # This lets users edit their profile information. So they can update name,
password, etc.
    def edit_profile(self):
        # Create a new window for editing
        edit_window = tk.Toplevel(self.window)
        edit_window.title("Edit Profile")
        user_info = people_data[self.user_email] # Get user's current info
        # Make variables to store the edited values
        # StringVar is a special variable that can connect to entry boxes
        self.edit_name_var = tk.StringVar(edit_window)
        # set puts a starting value in the variable
        self.edit_name_var.set(user_info['name'])
        self.edit_email_var = tk.StringVar(edit_window)
        self.edit_email_var.set(self.user_email)
        self.edit_age_var = tk.StringVar(edit_window)
        self.edit_age_var.set(user_info['age'])
        self.edit_password_var = tk.StringVar(edit_window)
        self.edit_password_var.set(user_info['password'])
        # Variables for optional fields
        self.edit_gender_var = tk.StringVar(edit_window)
        # get() lets us  get a value from the user if exist
        self.edit_gender_var.set(user_info.get('gender', ''))
        self.edit_phone_var = tk.StringVar(edit_window)
        self.edit_phone_var.set(user_info.get('phone', ''))
        # Form fields for editing profile
        tk.Label(edit_window, text="Name:").pack(anchor=tk.W, padx=10,
pady=5)
        # textvariable connects the entry box to our variable
        name_entry = tk.Entry(edit_window, textvariable=self.edit_name_var)
        name_entry.pack(fill=tk.X, padx=10, pady=5)
        tk.Label(edit_window, text="Email:").pack(anchor=tk.W, padx=10,
pady=5)
        email_entry = tk.Entry(edit_window, textvariable=self.edit_email_var)
        email_entry.pack(fill=tk.X, padx=10, pady=5)
        tk.Label(edit_window, text="Age:").pack(anchor=tk.W, padx=10, pady=5)
        age_entry = tk.Entry(edit_window, textvariable=self.edit_age_var)
        age_entry.pack(fill=tk.X, padx=10, pady=5)
        tk.Label(edit_window, text="Gender (optional):").pack(anchor=tk.W,
padx=10, pady=5)
        gender_entry = tk.Entry(edit_window, textvariable=self.edit_gender_var)
        gender_entry.pack(fill=tk.X, padx=10, pady=5)
        tk.Label(edit_window, text="Phone Number
(optional):").pack(anchor=tk.W, padx=10, pady=5)
        phone_entry = tk.Entry(edit_window, textvariable=self.edit_phone_var)
        phone_entry.pack(fill=tk.X, padx=10, pady=5)
        tk.Label(edit_window, text="Password:").pack(anchor=tk.W, padx=10,
pady=5)
        password_entry = tk.Entry(edit_window,
textvariable=self.edit_password_var, show="*")
        password_entry.pack(fill=tk.X, padx=10, pady=5)
        # Frame to hold buttons side by side
        btn_frame = tk.Frame(edit_window)
        btn_frame.pack(pady=10)
        # Save button - lambda is like a mini-function we create on the spot. It
lets us pass the edit_window to save_profile_changes
        tk.Button(btn_frame, text="Save Changes",
                command=lambda:
self.save_profile_changes(edit_window)).pack(side=tk.LEFT, padx=5)
        # Cancel button - just closes the window without saving
        tk.Button(btn_frame, text="Cancel",
                command=edit_window.destroy).pack(side=tk.LEFT, padx=5)

    # This saves profile changes when user clicks Save .It Updates all the user
info with new values
    def save_profile_changes(self, edit_window):
        # Get all the new values
        new_name = self.edit_name_var.get()
        new_email = self.edit_email_var.get()
        new_age = self.edit_age_var.get()
        new_password = self.edit_password_var.get()
        new_gender = self.edit_gender_var.get()
        new_phone = self.edit_phone_var.get()
        # Check if email format is valid
        if "@" not in new_email:
            # fg makes the text red for error
            tk.Label(edit_window, text="Invalid email format.", fg="red").pack()
            return
        # To handle email change
        if new_email != self.user_email:
            # Check if new email already exists
            if new_email in people_data and new_email != self.user_email:
                tk.Label(edit_window, text="Email already in use.", fg="red").pack()
                return

            # Copy the user data to the new email. copy() makes a fresh copy
instead of linking to original
            user_data = people_data[self.user_email].copy()
            # Remove the old email entry
            del people_data[self.user_email]
            # Create new entry with the new email
            people_data[new_email] = user_data
            # Update orders list if they have any
            if self.user_email in self.orders:
                self.orders[new_email] = self.orders[self.user_email]
                del self.orders[self.user_email]
            # Update current email
            self.user_email = new_email
        # Update all the user information
        people_data[self.user_email]['name'] = new_name
        people_data[self.user_email]['age'] = new_age
        people_data[self.user_email]['password'] = new_password
        people_data[self.user_email]['gender'] = new_gender
        people_data[self.user_email]['phone'] = new_phone
        # Save all changes to file
        save_users()
        # Close the edit window
        edit_window.destroy()
        # Show main screen again with updated info
        self.show_dashboard()
    # This shows all ticket types available for purchase, where user chooses
the type he or she wants
    def show_ticket_options(self):
        self.clear_window()
        tk.Label(self.window, text="Select Ticket Type").pack()
        # For each ticket type, create a button. The 't=ticket' in lambda lets us
pass which ticket was clicked
        for ticket in racing_tickets:
            tk.Button(self.window, text=ticket, command=lambda t=ticket:
self.show_payment_screen(t)).pack()
        tk.Button(self.window, text="Back",
command=self.show_dashboard).pack()
    # This shows the payment screen for the selected ticket
    def show_payment_screen(self, ticket_type):
        self.clear_window()
        # Show ticket details at the top
        tk.Label(self.window, text=f"Ticket: {ticket_type}").pack(pady=5)
        tk.Label(self.window, text=f"Price:
${racing_tickets[ticket_type]['price']}").pack()
        tk.Label(self.window, text=f"Validity:
{racing_tickets[ticket_type]['validity']}").pack()
        tk.Label(self.window, text=f"Features:
{racing_tickets[ticket_type]['features']}").pack()
        # Add a gray line to separate sections
        tk.Frame(self.window, height=2, bg="gray").pack(fill="x", pady=10)
        # Date selection field
        tk.Label(self.window, text="Race Date (DD-MM-YYYY)").pack()
        self.race_date_entry = tk.Entry(self.window)
        self.race_date_entry.pack(pady=5)
        # Another separating line
        tk.Frame(self.window, height=2, bg="gray").pack(fill="x", pady=10)
        # Payment details section, where user eb==nters credit card details
        tk.Label(self.window, text="Payment Details").pack(pady=5)
        tk.Label(self.window, text="Card Number").pack()
        self.card_entry = tk.Entry(self.window)
        self.card_entry.pack()
        tk.Label(self.window, text="Name on Card").pack()
        self.name_on_card_entry = tk.Entry(self.window)
        self.name_on_card_entry.pack()
        tk.Label(self.window, text="Expiry Date (MM/YY)").pack()
        self.expiry_entry = tk.Entry(self.window)
        self.expiry_entry.pack()
        tk.Label(self.window, text="CVV").pack()
        self.cvv_entry = tk.Entry(self.window, show="*")
        self.cvv_entry.pack()
        # Buttons and here we are  again using lambda to pass the ticket_type to
confirm_payment
        tk.Button(self.window, text="Pay", command=lambda:
self.confirm_payment(ticket_type)).pack(pady=5)
        tk.Button(self.window, text="Back",
command=self.show_ticket_options).pack()

    # This processes the payment and creates the order. After user enters
payment info and clicks Pay
    def confirm_payment(self, ticket_type):
        # Check if all payment fields are filled
        if not self.card_entry.get() or not self.name_on_card_entry.get() or not
self.expiry_entry.get() or not self.cvv_entry.get():
            tk.Label(self.window, text="All payment fields are required.").pack()
            return
        # Check if date was entered
        race_date = self.race_date_entry.get()
        if not race_date:
            tk.Label(self.window, text="Please enter a race date.").pack()
            return
        # Create a record of the purchase
        order = {
            "ticket": ticket_type,
            "status": "Paid",
            "date": race_date
        }
        # Add to this user's orders
        email = self.user_email
        if email not in self.orders:
            # Create a new list if first purchase
            self.orders[email] = []
        # Add this order to their list
        self.orders[email].append(order)
        # Save all orders to file
        save_orders()
        # Show success message using label
        tk.Label(self.window, text="Payment Successful!").pack()
        tk.Button(self.window, text="Done",
command=self.show_dashboard).pack()

    # This shows all the tickets a user has purchased. And even lets them
modify or cancel orders.
    def show_order_history(self):
        self.clear_window()
        tk.Label(self.window, text="Order History").pack(pady=10)
        email = self.user_email
        # Check if user has any orders
        if email in self.orders and self.orders[email]:
            # Count to keep track of which order we're showing
            idx = 0
            for order in self.orders[email]:
                # Create a box for each order
                order_frame = tk.Frame(self.window, relief=tk.GROOVE,
borderwidth=2)
                order_frame.pack(fill=tk.X, padx=20, pady=5)
                # grid lets us layout things in rows and columns
                tk.Label(order_frame, text=f"Order #{idx + 1}").grid(row=0,
column=0,
                                                                      sticky=tk.W, padx=10,
                                                                      pady=5)
                tk.Label(order_frame, text=f"Ticket: {order['ticket']}").grid(row=1,
column=0, sticky=tk.W, padx=10)
                tk.Label(order_frame, text=f"Status: {order['status']}").grid(row=2,
column=0, sticky=tk.W, padx=10)
```

```
                # Show date
                if 'date' in order:
                    tk.Label(order_frame, text=f"Date: {order['date']}").grid(row=3,
column=0, sticky=tk.W, padx=10,
                                                                               pady=5)
                else:
                    tk.Label(order_frame, text="Date: Not specified").grid(row=3,
column=0, sticky=tk.W, padx=10,
                                                                            pady=5)
                # Buttons for actions. Using lambda to pass which order (idx) to
modify
                tk.Button(order_frame, text="Modify",
                          command=lambda i=idx: self.modify_order(i)).grid(row=1,
column=1, padx=5)
                tk.Button(order_frame, text="Delete",
                          command=lambda i=idx: self.delete_order(i)).grid(row=2,
column=1, padx=5)
                # Move to next order in list
                idx += 1
        else:
            # If no orders, show message
            tk.Label(self.window, text="No orders yet.").pack(pady=20)
        # Back button
        tk.Button(self.window, text="Back",
command=self.show_dashboard).pack(pady=10)

    # This handles deleting an order
    def delete_order(self, order_index):
        # Create a new window for confirmation when user delete
        confirm_window = tk.Toplevel(self.window)
        confirm_window.title("Confirm Deletion")
        tk.Label(confirm_window, text="Are you sure you want to delete this
order?").pack(pady=10, padx=20)
        # Frame for buttons side by side
        btn_frame = tk.Frame(confirm_window)
        btn_frame.pack(pady=10)
        # Yes button - calls confirm_delete with the order index and window
        tk.Button(btn_frame, text="Yes", command=lambda:
self.confirm_delete(order_index, confirm_window)).pack(
            side=tk.LEFT, padx=10)
        # No button - just closes the window
        tk.Button(btn_frame, text="No",
command=confirm_window.destroy).pack(side=tk.LEFT, padx=10)

    # This deletes the order after confirmation. Removes it from the system
completely
    def confirm_delete(self, order_index, confirm_window):
        # pop removes an item from a list at specific position
        self.orders[self.user_email].pop(order_index)
        save_orders() # Save changes to file
        confirm_window.destroy()# Close the confirmation window
        self.show_order_history()# Refresh the order list

    # This lets users change an existing order.To pick a different ticket or
change date
    def modify_order(self, order_index):
        # Create new window for modification
        modify_window = tk.Toplevel(self.window)
        modify_window.title("Modify Order")
        # Get the order being changed
        current_order = self.orders[self.user_email][order_index]
        # Show current ticket
        tk.Label(modify_window, text=f"Current Ticket:
{current_order['ticket']}").pack(pady=10)
        # Ticket selection
        tk.Label(modify_window, text="Select New Ticket Type:").pack()
        # Variable to store the selected ticket
        self.new_ticket_var = tk.StringVar(modify_window)
        # Start with current ticket selected
        self.new_ticket_var.set(current_order['ticket'])
        # Frame to hold ticket buttons side by side
        ticket_frame = tk.Frame(modify_window)
        ticket_frame.pack(pady=5)
        # Create a button for each ticket type
        for ticket_type in racing_tickets:
            tk.Button(ticket_frame,
                      text=ticket_type,
                      command=lambda t=ticket_type:
self.set_ticket_type(t)).pack(side=tk.LEFT, padx=5)

        # Show which ticket is currently selected
        self.ticket_selection_label = tk.Label(modify_window, text=f"Selected:
{self.new_ticket_var.get()}")
        self.ticket_selection_label.pack(pady=5)
        # Date field
        tk.Label(modify_window, text="Race Date
(DD-MM-YYYY):").pack(pady=10)
        self.mod_race_date_entry = tk.Entry(modify_window)
        self.mod_race_date_entry.pack(pady=5)
        # Fill in current date if exists
        if 'date' in current_order:
            # insert puts text in the entry box. 0 means start at the beginning of
the box
            self.mod_race_date_entry.insert(0, current_order['date'])
        # Save button
        tk.Button(modify_window, text="Save Changes",
                  command=lambda: self.save_order_changes(order_index,
modify_window)).pack(pady=10)
```

```
        # Cancel button
        tk.Button(modify_window, text="Cancel",
command=modify_window.destroy).pack()

    # This updates which ticket is selected. it is called when a ticket button is
clicked
    def set_ticket_type(self, ticket_type):
        # Update the selected ticket
        self.new_ticket_var.set(ticket_type)
        # Update the label to show current selection.config changes properties of
an existing widget
        self.ticket_selection_label.config(text=f"Selected: {ticket_type}")
    # This saves changes to an order. Where it updates the order with new
ticket and date
    def save_order_changes(self, order_index, modify_window):
        # Get the newly selected ticket
        new_ticket = self.new_ticket_var.get()
        # Update the order with new ticket
        self.orders[self.user_email][order_index]['ticket'] = new_ticket
        # Get and check the new date
        new_date = self.mod_race_date_entry.get()
        if not new_date:
            tk.Label(modify_window, text="Please enter a race date.").pack()
            return
        # Update the date
        self.orders[self.user_email][order_index]['date'] = new_date
        # Save changes to file
        save_orders()
        # Close the modification window
        modify_window.destroy()
        # Show updated order list
        self.show_order_history()
        tk.Label(self.window, text="Order updated successfully!").pack()

    # This creates a new user account. Adds them to the system so they can
login
    def create_account(self):
        # Get all the entered values
        name = self.name_entry.get()
        email = self.email_entry.get()
        age = self.age_entry.get()
        password = self.password_entry.get()
        # Check if any fields are empty
        if not name or not email or not age or not password:
            tk.Label(self.window, text="All fields are required.").pack()
            return
        # Basic email check
        if "@" not in email:
            tk.Label(self.window, text="Invalid email format.").pack()
            return

        # Create new user with entered info
        people_data[email] = {
            "name": name,
            "email": email,
            "age": age,
            "password": password,
            "gender": "",  # Empty optional fields to start
            "phone": ""
        }

        # Save to file
        save_users()
        # Log them in automatically
        self.user_email = email
        self.show_dashboard()
    # This shows the admin dashboard. For managing the system it is for
admin only.
    def show_admin_dashboard(self):
        self.clear_window()
        tk.Label(self.window, text="Admin Dashboard").pack()
        # Count total tickets sold
        count = 0
        for orders in self.orders.values():
            # values() gives all the values in a dictionary. #len counts how many
items in a list
            count += len(orders)
        tk.Label(self.window, text=f"Total Tickets Sold: {count}").pack()
        # Discount management section
        tk.Label(self.window, text="Modify Discount Availability:").pack()
        self.discount_entry = tk.Entry(self.window)
        self.discount_entry.pack()
        tk.Button(self.window, text="Update Discount",
command=self.update_discount).pack()
        # Logout button
        tk.Button(self.window, text="Logout",
command=self.show_login_screen).pack()

        # This updates the discount information

    def update_discount(self):
        # Get whatever was typed in the box
        discount = self.discount_entry.get()
        # Show confirmation message
        tk.Label(self.window, text=f"Discount Updated: {discount}").pack()

    # It runs when you start the application
if __name__ == "__main__":
    # Load all our saved data from files
    people_data = load_users()
    racing_tickets = load_tickets()
    customer_purchases = load_orders()

    # Create the main window and start the program
    root_window = tk.Tk()
    app = TicketBookingApp(root_window)
    # mainloop keeps the window open until the user closes it
    root_window.mainloop()
    # When program closes, save all data to files
    save_users()
    save_tickets()
    save_orders()
```

How the Graphical User Interface Work: This is written additional to make it clear how the GUI work beside the comments in the code.	The Grand Prix Ticket Booking System is built using Python with the tkinter library for the GUI.Even we used Pickle library in the code. The system uses three pickle files to store data: 1-users.pkl: Stores user account information 2-tickets.pkl: Stores available ticket types 3-orders.pkl: Maintains purchase history When running the code the program opens a main window displaying a login screen. Users can either log in with existing credentials or create a new account. Users can't login without registering.After login, users see their profile information and options to buy tickets, view order history, or edit their profile.Users select a ticket type, enter race date and payment information, then confirm their purchase. The order is then saved to the orders.pkl file.Users can view their purchase history and modify or delete existing orders. When modifications are made, the system updates the appropriate pickle file.And there are buttons that enables user to go back or logout.If the admin wants to login he will click on the admin login button on the login screen and it will open the admin dashboard shows ticket sales statistics and allows updating of discount availability. The admin has a specific login credentials, the email:admin@admin.com, password: admin123.

	The code handle exception such as the email entered should have an “@”sign. And even when entering the card info for payment all fields should be filled. We even used some methods such as: -pack(): For simple vertical stacking of elements. -grid(): For more complex layouts requiring precise alignment. -clear_window() method removes all current widgets before loading new ones. -anchor=tk.W: Aligns text to the west (left) side of the container. -tk.Toplevel(): Creates secondary windows separate from the main window. -tk.StringVar(): Creates special variable for storing and tracking string values. -side=tk.LEFT: Positions widgets side by side horizontally. -destroy(): Removes a widget from the window completely. -config(): Changes properties of an existing widget. -command=lambda param=value: function(param): Creates a function that passes specific parameters.

Explanation of File Structure:	We’ve designed the Grand Prix Ticket Booking System to store its information in three separate special files. We chose to use the pickle tool to handle these files because it lets me save and load complex data easily. Keeping the data in different files helps me keep everything organized. Each one is set up to hold a specific type of data in a structured way, using Python's dictionaries and lists. Here is a specific explanation to make it more in sense: Firstly, users.pkl stores all the information about the registered users of our Grand Prix Ticket Booking System. This file holds a Python dictionary where each user's email address serves as a unique

	identifier, acting as the key. The value associated with each email is another dictionary containing specific details about that user, such as their name, age, password, and optional information like gender and phone number. This structure allows us to quickly access and manage individual user profiles based on their email. In GitHub from lines 11 until 28 Then, for the different types of tickets we offer for the Grand Prix, we maintain their details in a separate file called tickets.pkl. This file is essentially our catalog of available tickets. Similar to the user data, we store the ticket information as a Python dictionary. However, here the key for each entry is the name of the ticket type, like "Single Race Pass" or "Weekend Package". The value for each ticket name is a dictionary containing the important details about that ticket: its price, how long it's valid, and a description of the features it includes. When we load tickets.pkl, this data populates our racing_tickets dictionary, ready to be displayed to users. For example in GitHub it is from line 41 until line 43. Finally, to keep track of every ticket purchase made by our customers, we use a file named orders.pkl. This file serves as our record of all transactions. The structure here is also a Python dictionary. The key for each entry is the email address of the customer who made the purchase. The value associated with a customer's email is a list. Each item in this list is a dictionary representing a single order placed by that customer. Each order dictionary contains details about the specific ticket purchased, its current status (like "Paid"), and the date of the race for which the ticket was bought. Loading orders.pkl brings this purchase history into our customer_purchases dictionary, allowing users to view their past orders and for the admin to see overall sales. In GitHub we used this pkl from 57 until 72.

GitHub Public Link:

https://github.com/AsmaAldahmani/Final_Assignment-

Summary and contributions:

Amna AlFalahi	In this project, I learned and applied many important skills, especially with Python classes and Pickle. Using Pickle helped me save and load data like users, events, and orders, it felt like the system remembered things, making it more real. I also improved a lot in understanding abstract classes, inheritance, and how different parts of the system can connect and work together. We all worked on this project together over Zoom, me, Amna, and Asma, and it was honestly a great team experience. We shared screens, discussed every part, and made decisions as a group in real time. I personally focused more on the UML diagram and writing the Python code to match it, making sure the class structure, relationships, and logic were accurate and aligned with the course material. Throughout this course, especially in the sessions on OOP, abstraction, polymorphism, and modular design, I learned how important it is to break a system into clear, reusable parts that work together cleanly. This project helped me really understand how classes interact, how to use inheritance and interfaces properly, and how to build something that's not just functional but well-structured. But honestly, I wouldn't have been able to build all of this without Professor Areej. Her classes were not just helpful, they were fun and full of real explanations that made sense to me. She always broke things down in a way I could understand, even when the topics were difficult. She answered our questions, helped when we got stuck, and supported us from the first week to the final submission. I truly appreciate everything she did, her effort, patience, and how much she cared about us doing well. I've learned a lot from her about programming and system design, and I'm looking forward to working with her again next semester.
Asma Aldahmnai	Working on this project with my teammates both Amna's over Zoom meetings was a great experience. We met regularly, shared screens, and discussed each part together, which made things easier and more fun. My main focus was organizing and commenting on all the code to make sure everything was clear and easy to understand. I spent a lot of time working in PyCharm, especially on designing and improving the GUI using Tkinter. I made sure all windows were clean and easy to use for both

	users and admins making everything simplistic but powerful adding things like buttons, date fields, and proper layouts to make it work smoothly such as the modification button to look over the data and if they want to modify it more making it efficient. Moreover, I handled the use cases, checking that our system covered everything the assignment asked for, like account management, ticket types, payment options, and admin features and labelling all of the screenshots accordingly and organised. Furthermore, I focused on part five of the multiple binary files, explaining the file structures in detail. Another important part I took care of was organizing everything in our GitHub repo public link. I uploaded the full project, the final UML diagram as a photo, and made sure the folders, files, and links were all in the right place, easy to find and follow. This project really helped me understand how to connect different parts of a system, and I'm thankful for Professor Areej's support. Her clear teaching and patience helped me a lot. I've learned how much planning and small details matter in system design. I'm proud of what we built together, and I'm thankful to take this project with the grateful professor.
Amna AlMarzooqi	In this assignment I have learned a lot about building GUI applications using Tkinter, designing UML, and creating python codes. This helped me in developing my skills and making me more confident. I worked collaboratively with my team members Amna and Asma on Zoom, where we discussed all parts and explained to each other anything that is not clear. My specific focus was on implementing GUI and the ways i can connect the windows and buttons to other windows. Even developing the binary file storage system using pickle, where I implemented multiple pickle files to store different data types.Designing the GUI required careful planning to ensure it is user friendly and it is working as we wanted. Even i implemented proper validation for all user inputs, like making sure the email entered has an"@" sign. One challenge I faced was implementing the order modification system.In order to solve this, I created a simple window that allows users to update just the info they choose to modify while maintaining the original order of information.I learned about many new methods in Tkinter library that helped now an for sure it will in future. I would like to thank professor Areej for her guidance and support throughout this project and even throughout the entire semester. Her explanation in every lesson made me more confident about my programming skill and helped a lot in this assignment. Honestly, without her I wouldn't be able to develop something like this. Here feedback was valuable and helpful alot.Thank you.