

Flight Scheduler

Team #6



Raghav Sharma

Byron Becker

Johnathan Kruse

Brian Chung

Cory Morales



Demo



Use Cases

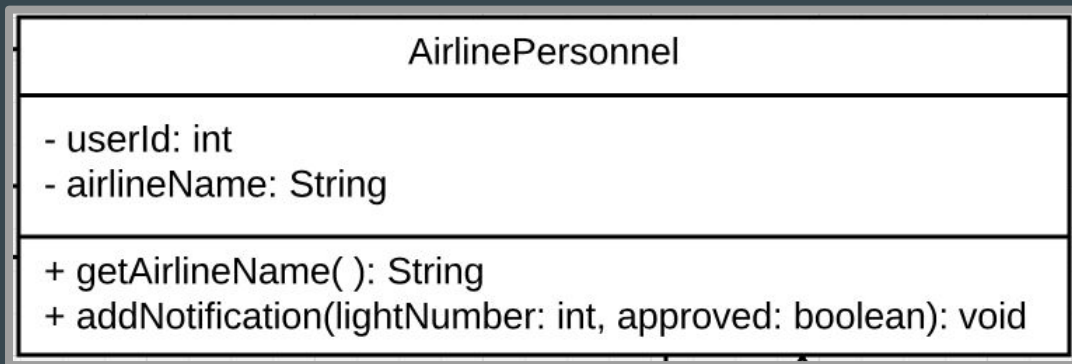
- Add Flight
- Cancel Flight
- “Bump” Flight (add priority flight)
- View Recent Changes

Design Patterns:

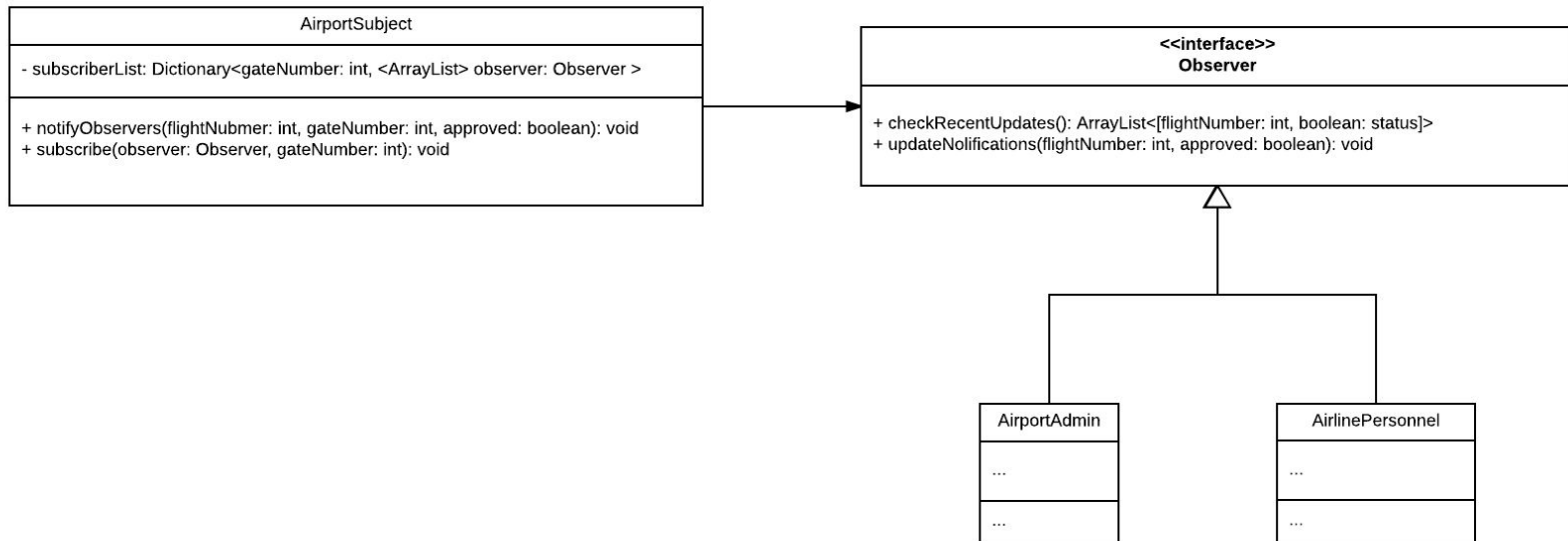
- Four main design patterns:
 - Observer
 - Facade
 - Singleton
 - Iterator



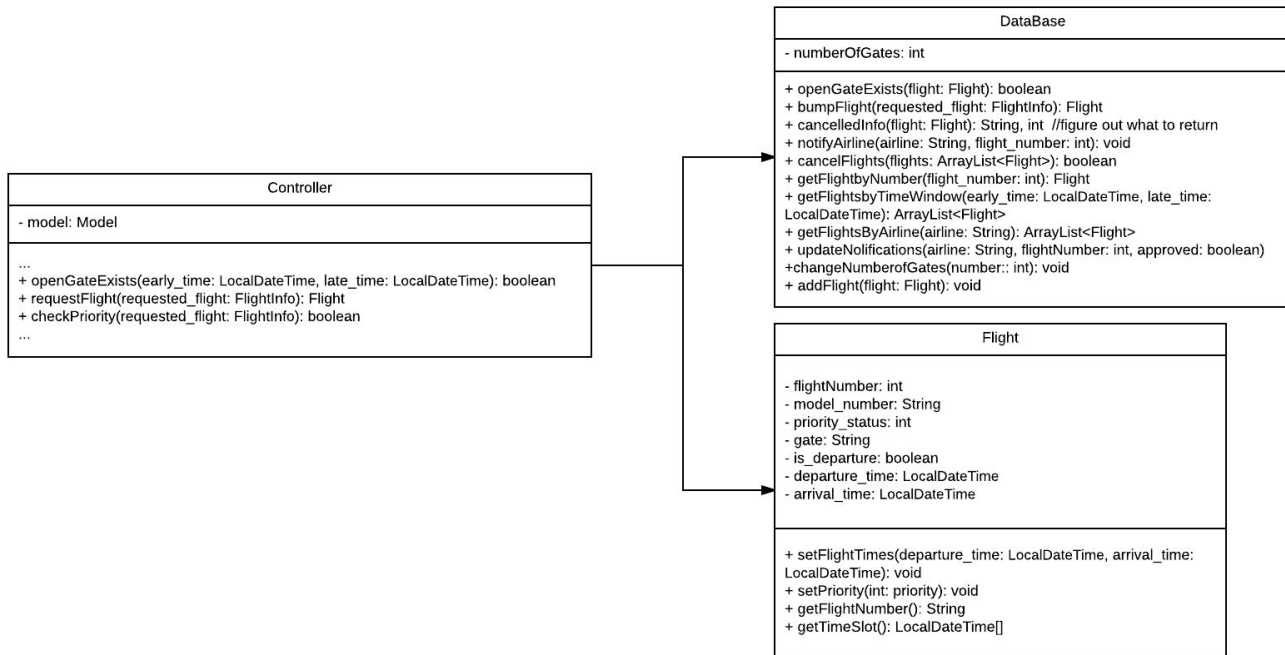
Observer Design Pattern - Before



Observer

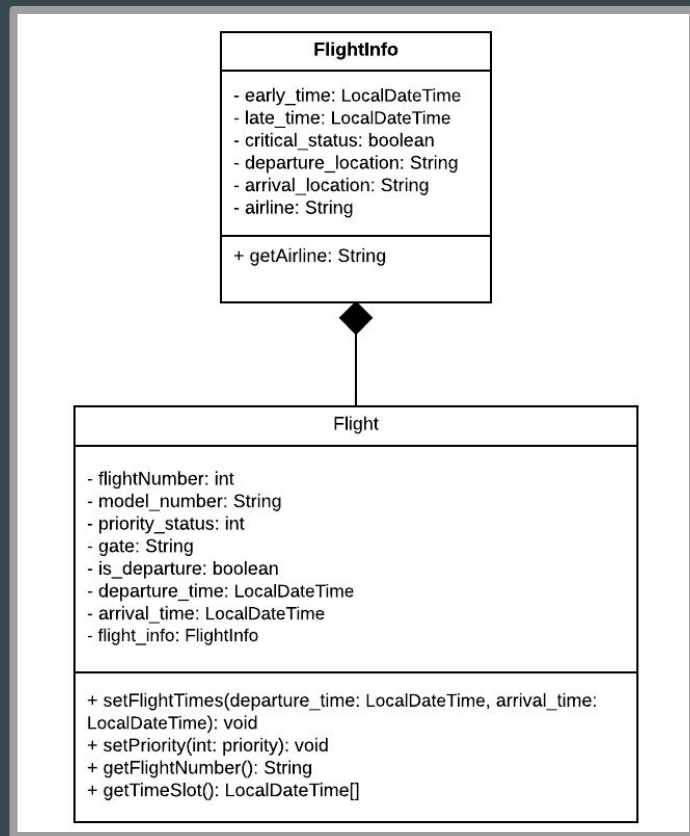


Facade



What we would change:

- Remote Proxy
 - Airlines have a list of flights
 - Control time of access from DB
- Divide Classes up
 - Single purpose
 - Did change to composition



What we learned:

- Learned:
 - Process of designing and implementing a Design Pattern
 - Refactoring and the making the code pretty
 - Managing our time and expectation



The End



Flight Scheduler

Singleton

```
public class HibernateUtil {  
    private static SessionFactory session_factory;  
  
    public static SessionFactory getSession_factory(){  
        if (session_factory == null){  
            Configuration config = new Configuration();  
            session_factory = config.configure("hibernate.cfg.xml").buildSessionFactory();  
        }  
  
        return session_factory;  
    }  
}
```

HibernateUtil

- session_factory: SessionFactory

+ getSession_factory(): SessionFactory