Flight Scheduler Team #6



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Demo

Use Cases

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

Design Patterns:

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

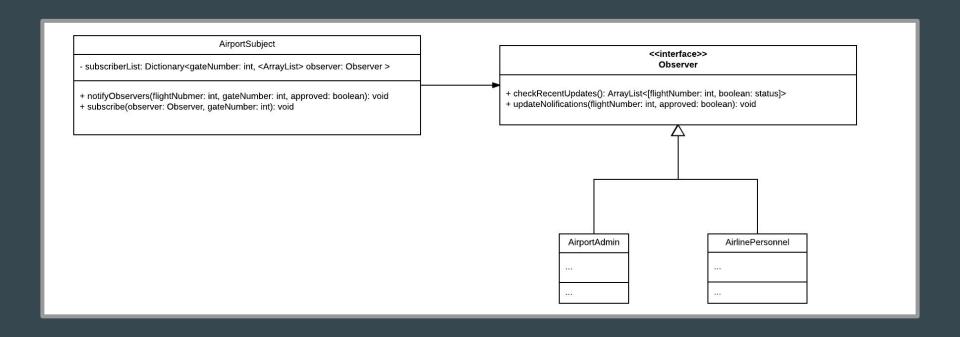


Observer Design Pattern - Before

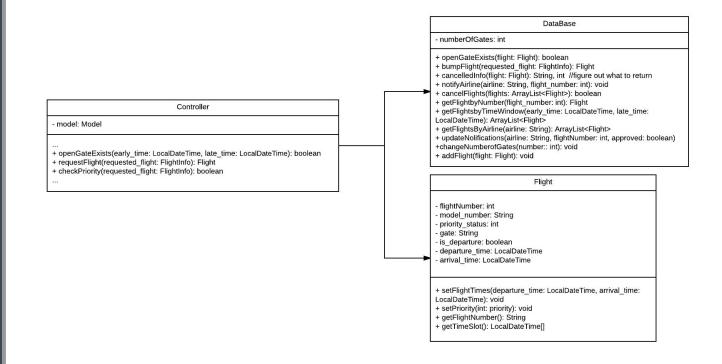
AirlinePersonnel

- userId: int
- airlineName: String
- + getAirlineName(): String
- + addNotification(lightNumber: int, approved: boolean): void

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

FlightInfo

- early time: LocalDateTime
- late time: LocalDateTime
- critical_status: boolean
- departure location: String
- arrival location: String
- airline: String
- + getAirline: String

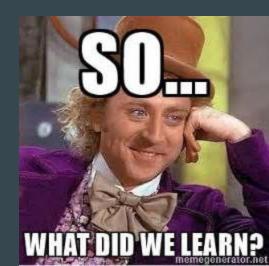


Flight

- flightNumber: int
- model number: String
- priority_status: int
- gate: String
- is_departure: boolean
- departure_time: LocalDateTime
- arrival_time: LocalDateTime
- flight_info: FlightInfo
- + setFlightTimes(departure_time: LocalDateTime, arrival_time: LocalDateTime); void
- + setPriority(int: priority): void
- + getFlightNumber(): String
- + getTimeSlot(): LocalDateTime[]

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



Singleton

```
p<mark>⇔lic class HibernateUtil {</mark>
  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();
                                                                        HibernateUtil
                                                   - session_factory: SessionFactory
                                                   + getSession_factory(): SessionFactory
```