Class Administrator: Where the user creates their profile to keep track of all their information.

Class variables: This class stores all their personal information: name ,address, userName, password,email, and a array of Users and Flights, to access all users and flight information.

Methods: We can have a constructor that creates the Administrator by giving it all argument, personal info, that make up the Administrator. Setting these methods to private so only and Administrators account can edit user accounts.

The getter and setter methods can be used to access and set the users information if it needs to be changed.

Class User: This class can extend the Administrators class but only access the public variable and methods so users don’t have access data fields like a administrator.

Class variable: This class has a account object which is all of the flight information that the user books or deletes.

Methods: Only the default constructor so far.

Class Account: Contains all the flight information so the user can manage their flight.

Class variable: Number of flights: is the total number of flight the user booked, dateBooked: the date the user booked the flight, flights: a array of flights that stores the information of all the flights booked like the flight number, name…

Methods: a default construtor, addFlight method: adds a flight to the list of flights the user booked, deleteFlight: deletes a flight from the array of flights , toString: to print out account information.

Class Flight: Contains all the flight information of the airlines in the system.

Class Variable: Can have the flight information such as airline name, flight destination, departure City, departure date, return date, capacity, and remaining seats.

Methods:A default constructor, a constructor to create the flight with all its information. A few search methods so the user can search for different flights using different search arguments. Full methods tell if the flight is full, getRemainingSeats returns the number of seats left and toString prints of flight information.

Class AppManager: GUI that manages the start and stop of the whole app and is where all the methods and classes will be run.

Class FlighManager: GUI portion of the app that manages the the flight booking and and deleting.