Room Scheduler Design Layout

Classes	Properties	Methods
Faculty	*Name (String)	addFaculty getAllFaculty
RoomEntry	*Name (String) Seats (Integer)	Constructor getters
Dates	*Date (Date)	getAllDates addDate
ReservationEntry	*Faculty (String) *Room (String) *Date (Date) Seats (Integer) Timestamp (Timestamp)	Constructor getters
WaitlistEntry	*Faculty (String) *Date (Date) Seats (Integer) Timestamp (Timestamp)	Constructor getters
RoomQueries		getAllPossibleRooms addRoom dropRoom
ReservationQueries		getReservationsByDate getRoomsReservedByDate addReservationEntry getReservationsByFaculty deleteReservation
WaitlistQueries		getWaitlistByDate getWaitlistByFaculty addWaitlistEntry deleteWaitlistEntry
DBConnection	Connection (Connection static)	getConnection

Note: There may be other methods needed in your classes. This list is not all inclusive.

Data Base Tables

The Data Base tables have a one to one correspondence with the classes above that contain properties. This is the advantage of Object-Oriented Design, the data from a table is the data for a class object. So, in this project, the tables would be:

Faculty
Rooms
Dates
Reservations
Waitlist

Then we need to figure out what the columns of each table will be. That is also easy, it is just the properties of each of the classes above. For example, the Rooms Table would have the columns: Name, Seats. The only other thing we need to figure out is what is the primary key for each table. That would be the columns from each table that will make an entry unique. The properties that have * in front of them make up the primary key for each Table.

3 Tier Application Development

GUI Code

↕

Classes Code

↕

Data Base Tables