

OOP PROJECT

AIRLINE MANAGEMENT SYSTEM





OUR TEAM MEMBER



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Hay Rem

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01 WHAT OUR SYSTEM CAN DO



CLASS AIRPORT

- ✓ Have many gate
- ✓ Can control many Airline
- ✓ Can find passenger's Trip



CLASS AIRLINE

- ✓ Have many booking trip from passenger
- ✓ Control many employee(pilot, co-pilot)
- ✓ Have many Aeroplan, flights, meal



CLASS PASSENGER

- ✓ Can book one trip
- ✓ Can find gate that plan waiting
- ✓ Can choose meal given by flights



CLASS BOOKING TRIP

- ✓ Customer can book a trip
- ✓ Have a reference number
- ✓ Have one or many flight
- ✓ Have type of ticket (single and return ticket)

02 HOW TO SOLVE USER STORY

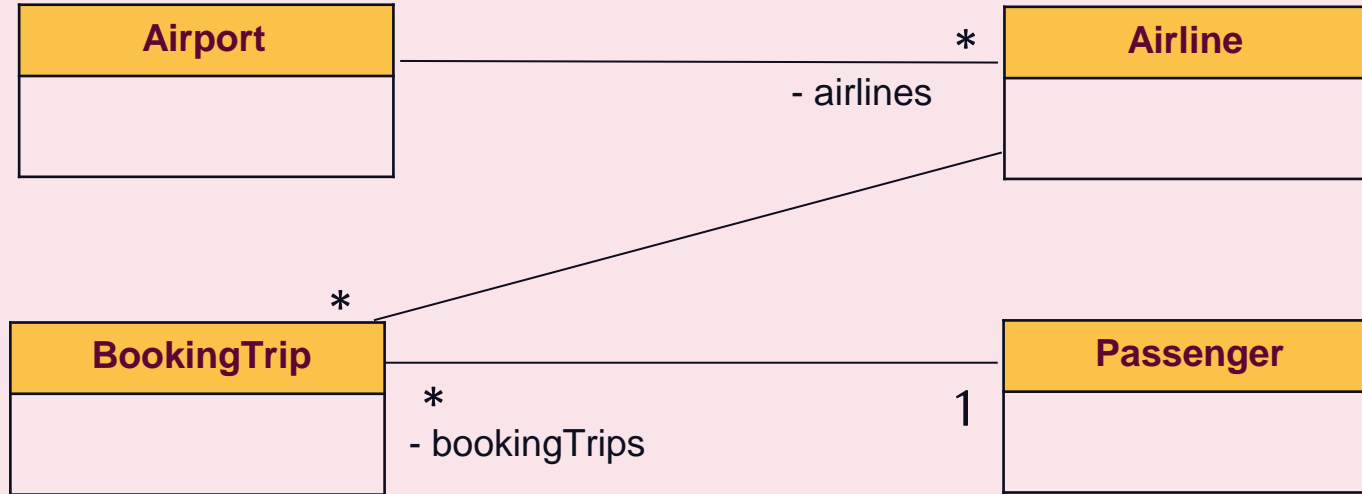


FIRST USER STORY:

"As an airport controller, I need to get the full details of a passenger's trip from their Booking Reference Number (flights, bags, customer information...)"



UML DIAGRAM



FUNCTION TO GET A PASSENGER'TRIP



Class BookingTrip

```
getPassenger(){  
  return this.passengers  
}
```

Class Airline

```
getBookingTrip(){  
  return this.bookingTrip  
}
```

Class Airport

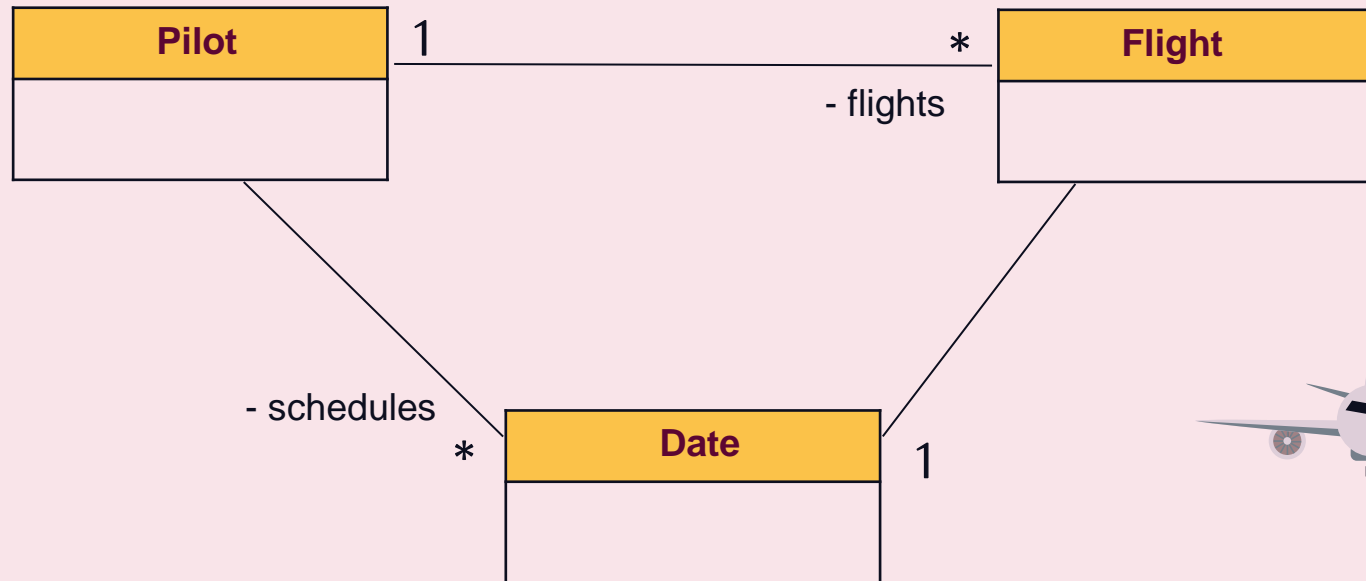
```
findPassengerTrip(passenger: Passenger){  
  for(let airline of this.arirlines){  
    for(let trip of airline.getBookingTrip()){  
      if(trip.getPassenger() == passenger){  
        return trip  
      }  
    }  
    return undefined  
  }  
}
```

SECOND USER STORY:

" As an airline pilot, I want to know, for a given date, how many flights I have to join"



UML DIAGRAM



FUNCTION TO FIND PILOT'S FLIGHT

Class Flight

```
getFlightDate(){  
    return this.date  
}  
  
getPilotFromFlight(){  
    return this.pilot.getPilotCardId()  
}
```

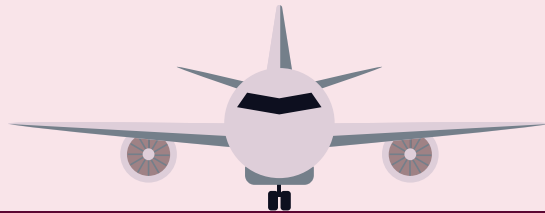


Class Pilot

```
findPilotFlights(schedule: Date){  
    let listFlightForPilot = []  
    for(let flight of this.flights){  
        if((flight.getFlightDate() == schedule  
            && flight.getPilotFromFlight() == this.getPilotCardId()))  
        {  
            listFlightForPilot.push(flight)  
        }  
    }  
    return listFlightForPilot  
}
```

03

RUN TEST OF MY USER STORY I HAVE
COMPLETED



04 WHAT DID I LEARNT DURING THE PROJECT

HART SKILL

- ✓ Analyze relationship between classes
- ✓ More clear about get, add, set



SOFT SKILL

- ✓ Researching skill
- ✓ Task and time management
- ✓ Teamwork



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01 SECOND PART OF SYSTEM

02 WHAT WE LEARN & DO DURING PROJECT

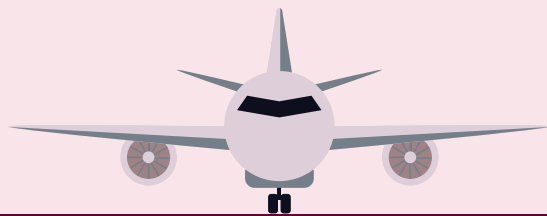


01 PART OF SYTEM

01 USER STORY AND UML

02 CODE FUNCTION

03 SYSTEM TESTING



USER STORY & UML SHOWING

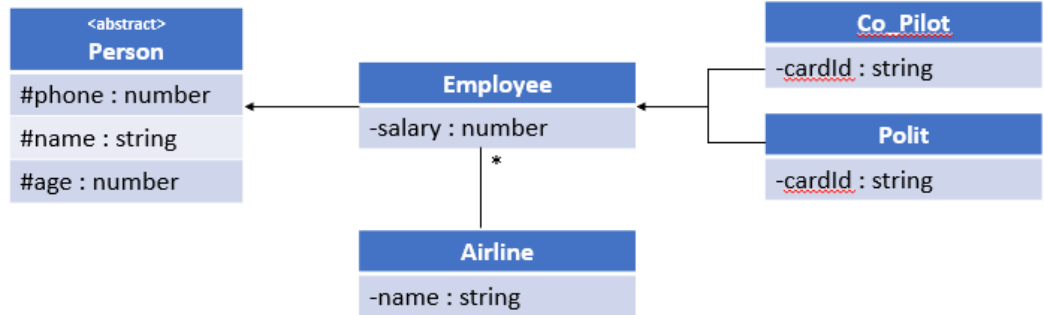


USER STORY

As an airline manager, I want to find out how much salary I pay all my employees.

UML

Airline manager



FUNCTION TO FIND SALARY FOR ALL EMPLOYEE

Class Employee

```
getSalary() {  
  return this.salary;  
}
```



Class Airline

```
findSalaryForAllEmployees(){  
  let salaryForEmployee = 0  
  for(let employee of this.employees){  
    salaryForEmployee += employee.getSalary()  
  }  
  return salaryForEmployee  
}
```



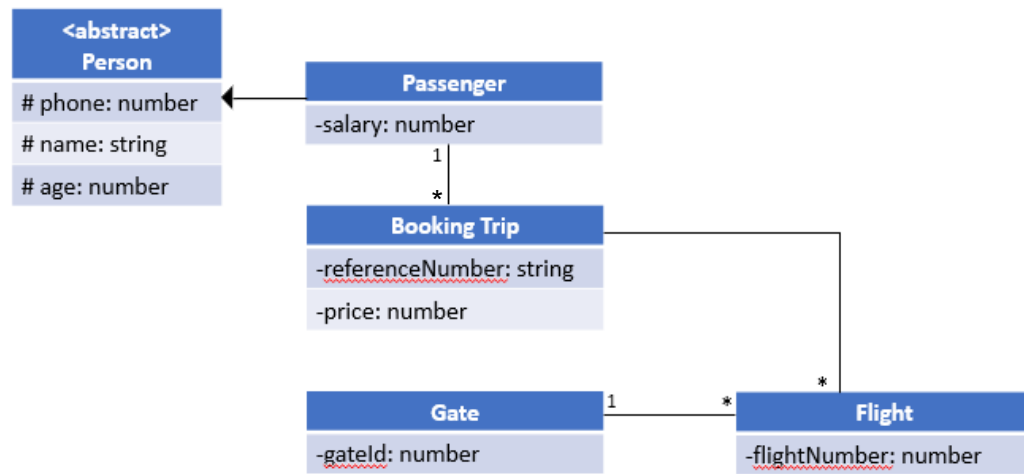

USER STORY & UML SHOWING

USER STORY

As a passenger, I want to know which gate my plane is waiting at.

UML

Passenger find gate of plan waiting





FUNCTION TO FIND GATE

Class Flight

```
getGate(){  
  return this.gate  
}
```

Class BookingTrip

```
getGateFromFlight(){  
  let gateOfFlight = []  
  for(let flight of this.flights){  
    gateOfFlight.push(flight.getGate())  
  }  
  return gateOfFlight  
}
```

Class Passenger

```
findGate(){  
  let gateOfdifferentFlights = []  
  for(let trip of this.bookingTrips){  
    gateOfdifferentFlights.push(trip.getGateFromFlight())  
  }  
  return gateOfdifferentFlights  
}
```

02 WHAT WE HAVE LEARN & DO DURING PROJECT



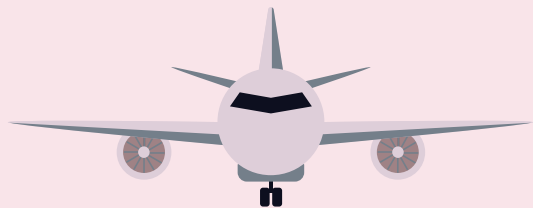
HARD SKILLS

- + Researching skill
- + Learn something new
- + Learn more about concept of OOP



SOFT SKILLS

- + Team work
- + Time Management
- + Task Management



THANK YOU

Free to ask questions!

