

❖ Software Design and Architecture

❖ **Bus Travelling system**

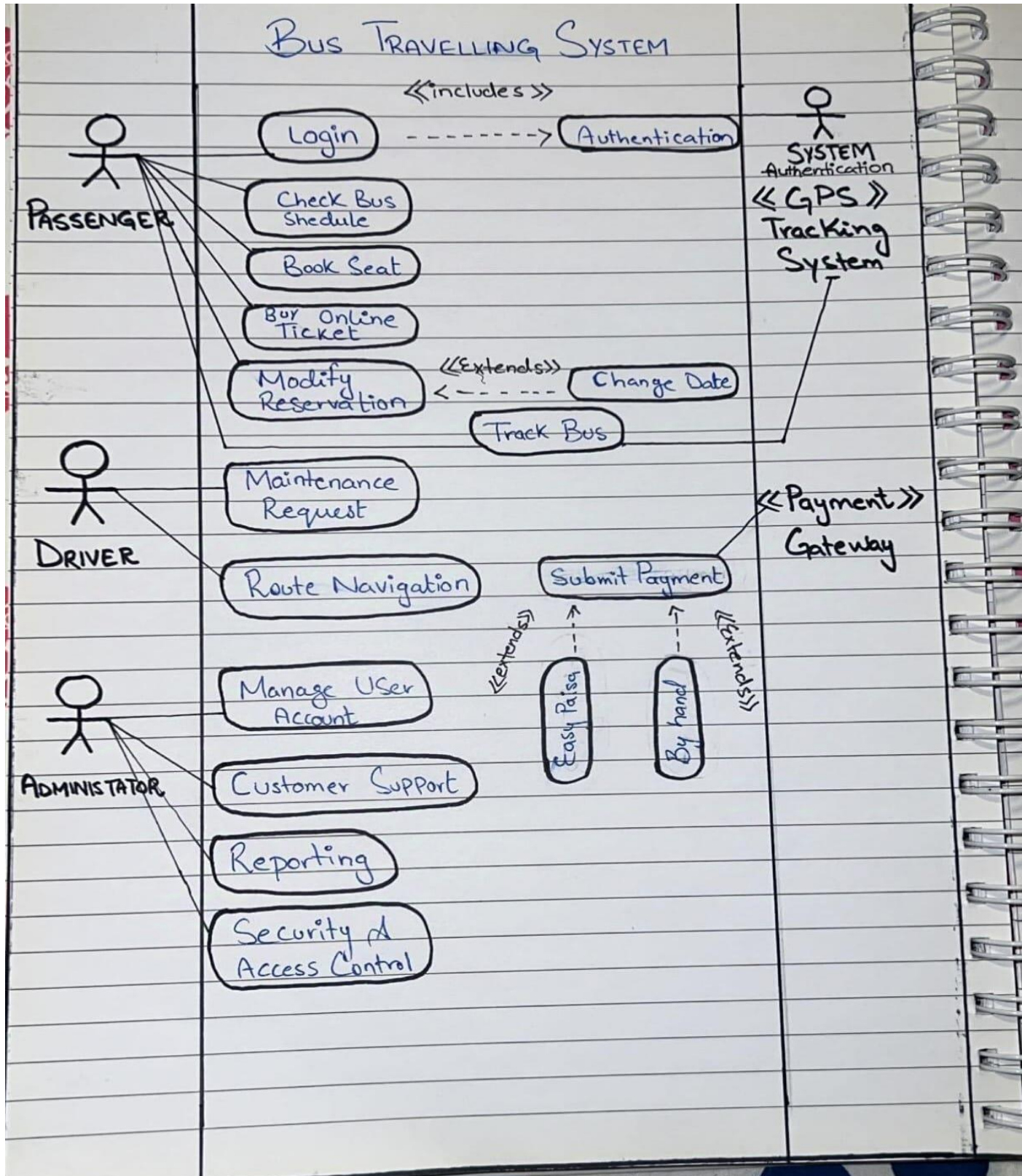
➤ **Submitted By: Noman Shakir**

➤ **Submitted To: Sir Mukhtiar
Zamin**

➤ **Reg No: FA22-BSE-115**

➤ **Class = BSE-5A**

Use Case Diagram:



Fully Dressed Use Case: Book Seat

1. Use Case Name:

- Book Seat

2. Primary Actor:

- **Passenger** (An individual who wishes to book a seat on the bus)

3. Stakeholders and Interests:

- **Passenger:** Wants to book a bus seat easily and quickly based on their travel plans.
- **System Administrator:** Ensures that the system performs seat booking efficiently without overloading the system and preventing double bookings.
- **Bus Operator:** Wants to manage bookings effectively to ensure proper seat allocation and avoid overbooking.

4. Preconditions:

- The user is logged in to the system (if login is required).
- The bus schedule and seating availability data are up to date.
- The user has access to the booking system.

5. Postconditions:

- **Success Postcondition:** The seat is successfully booked, and a confirmation is displayed to the user.
- **Failure Postcondition:** The user is informed of any issues preventing seat booking (e.g., seat unavailable, payment failure).

6. Main Success Scenario (Basic Flow):

- The Passenger selects the "Book Seat" option on the system interface.
- The system displays available buses and seating options.
- The Passenger selects a bus, date, and seat from the available options.
- The system checks the seat availability for the selected bus and date.
- The system prompts the Passenger to confirm booking details.
- The Passenger confirms the seat booking.
- The system processes the payment for the booking (if applicable).
- The system successfully books the seat and generates a booking confirmation.
- The Passenger is provided with a booking reference and travel details.

7. Extensions (Alternative Flows):

- **3a. Passenger Enters Invalid Details:**
 - 3a1. The system detects invalid inputs such as invalid bus date or seat number.
 - 3a2. The system prompts the Passenger to correct the invalid details.
 - 3a3. The Passenger corrects the input and resubmits the booking request.
- **6a. System Experiences Payment Error:**
 - 6a1. The system fails to process the payment.
 - 6a2. The system displays an error message explaining the payment issue.
 - 6a3. The Passenger may choose to retry the payment or cancel the booking.

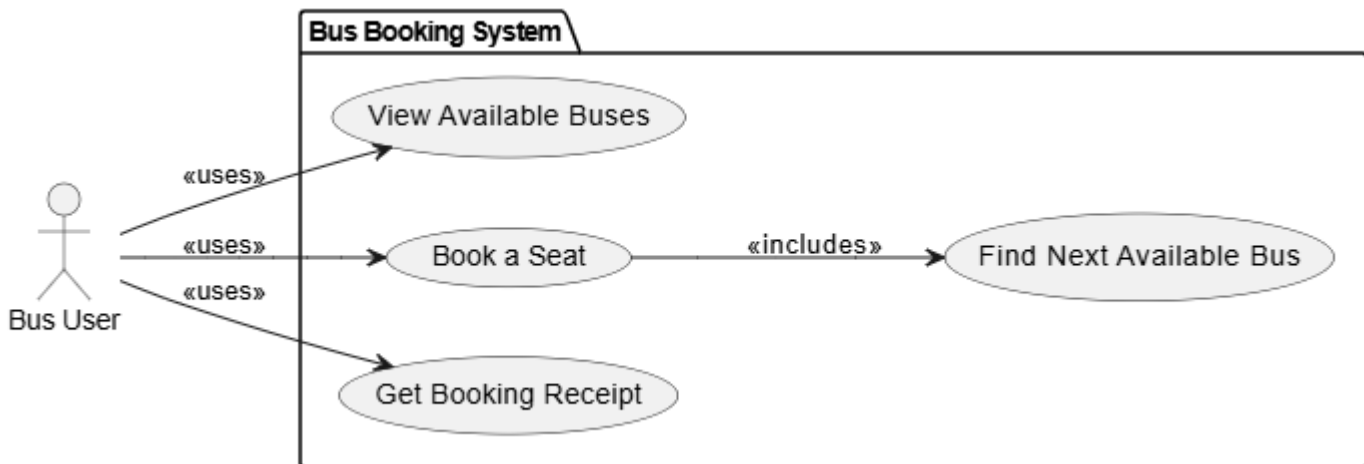
- **7a. No Seats Available:**

- 7a1. The system finds no available seats on the selected bus.
- 7a2. The system informs the Passenger of the lack of available seats.
- 7a3. The system suggests alternative buses or dates or allows the Passenger to modify their search.

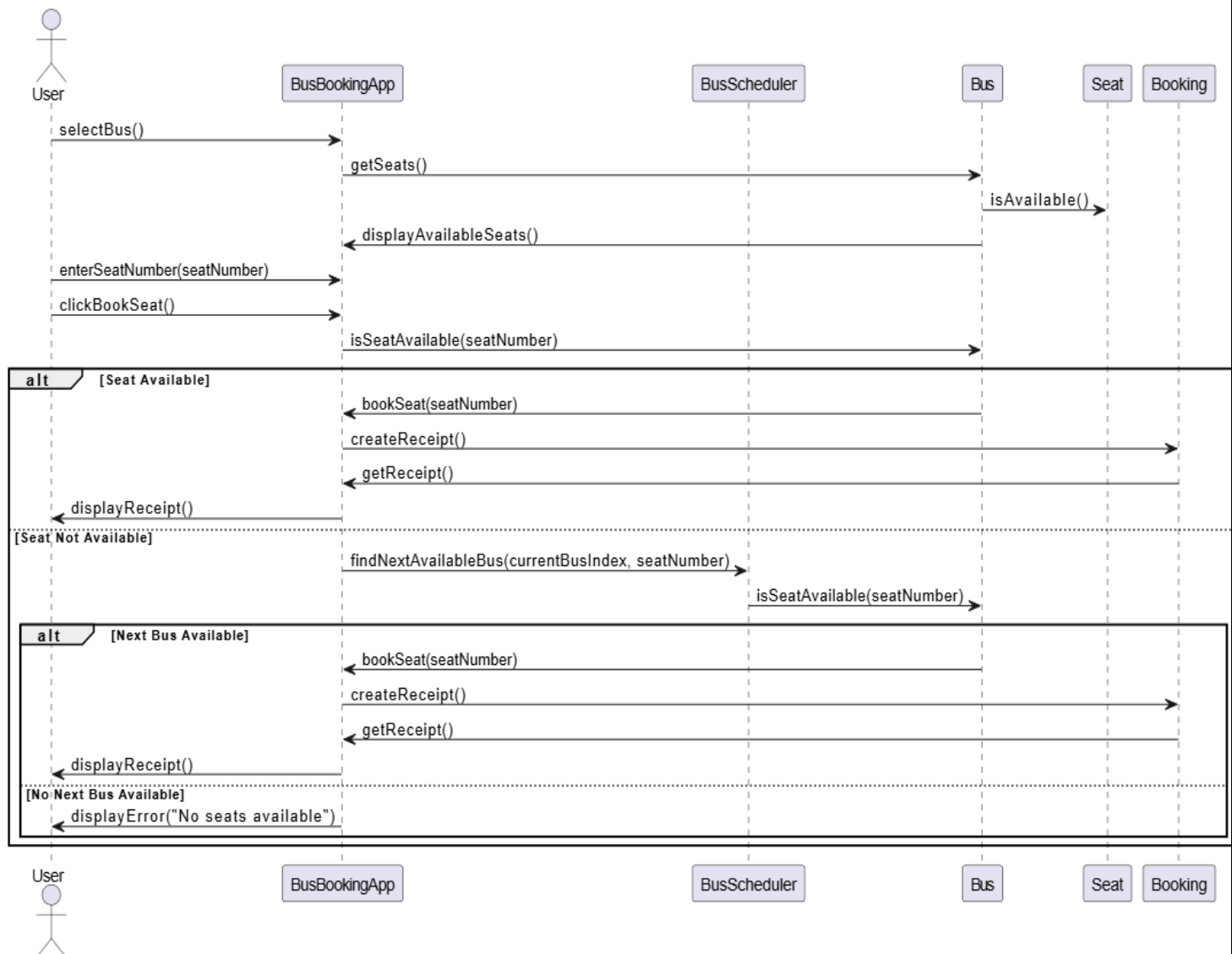
8. Special Requirements:

- **Performance:** The system should process seat bookings within 2 seconds under normal load conditions.
- **Usability:**
 - The booking interface should be intuitive and user-friendly.
 - Support for seat selection using a visual representation of the bus seating arrangement.
- **Scalability:** The system must handle a large number of concurrent seats booking requests without performance degradation.
- **Accessibility:** The system should comply with accessibility standards to support users with disabilities.

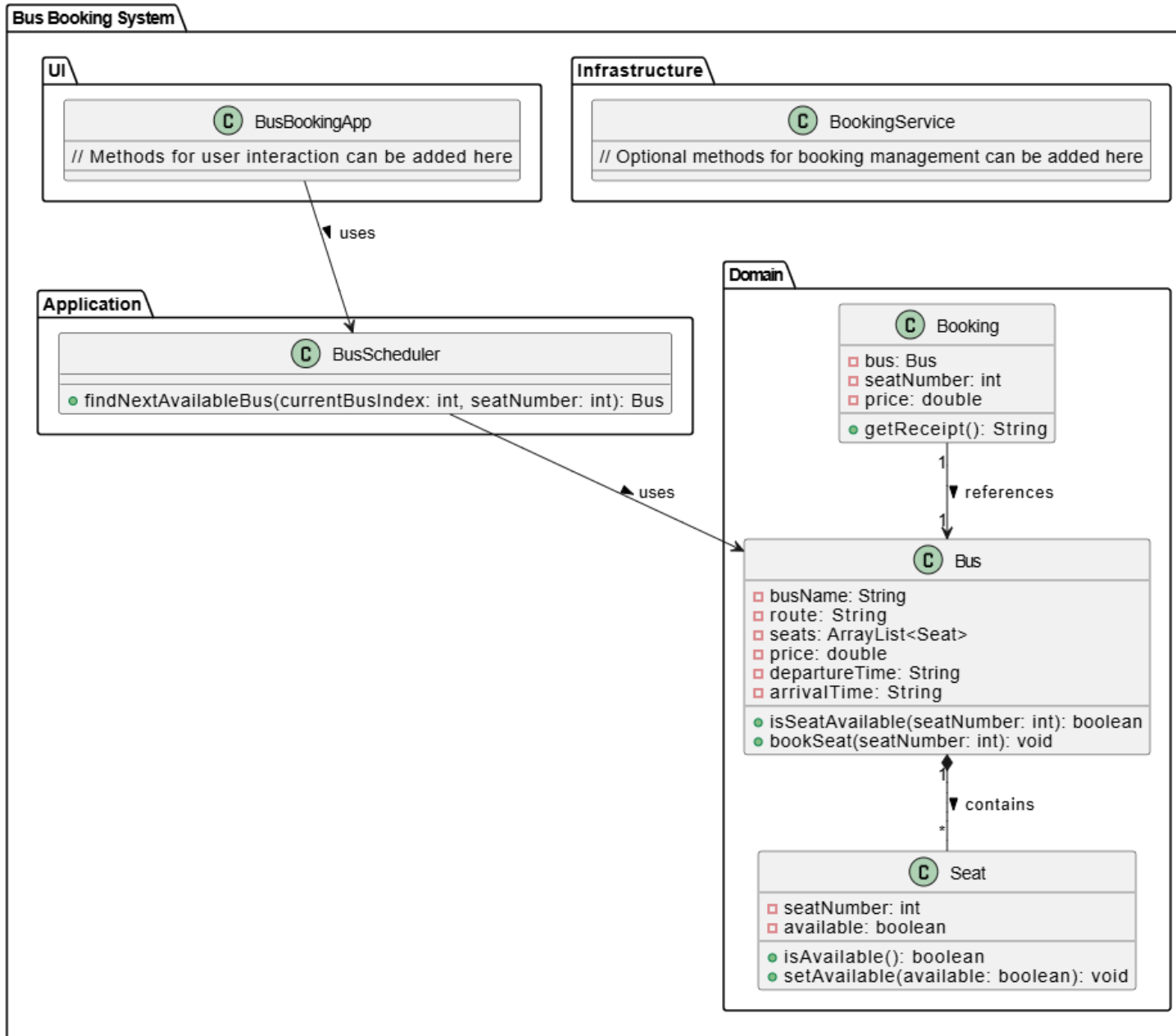
Book Seat Use Case For Implementation of Code



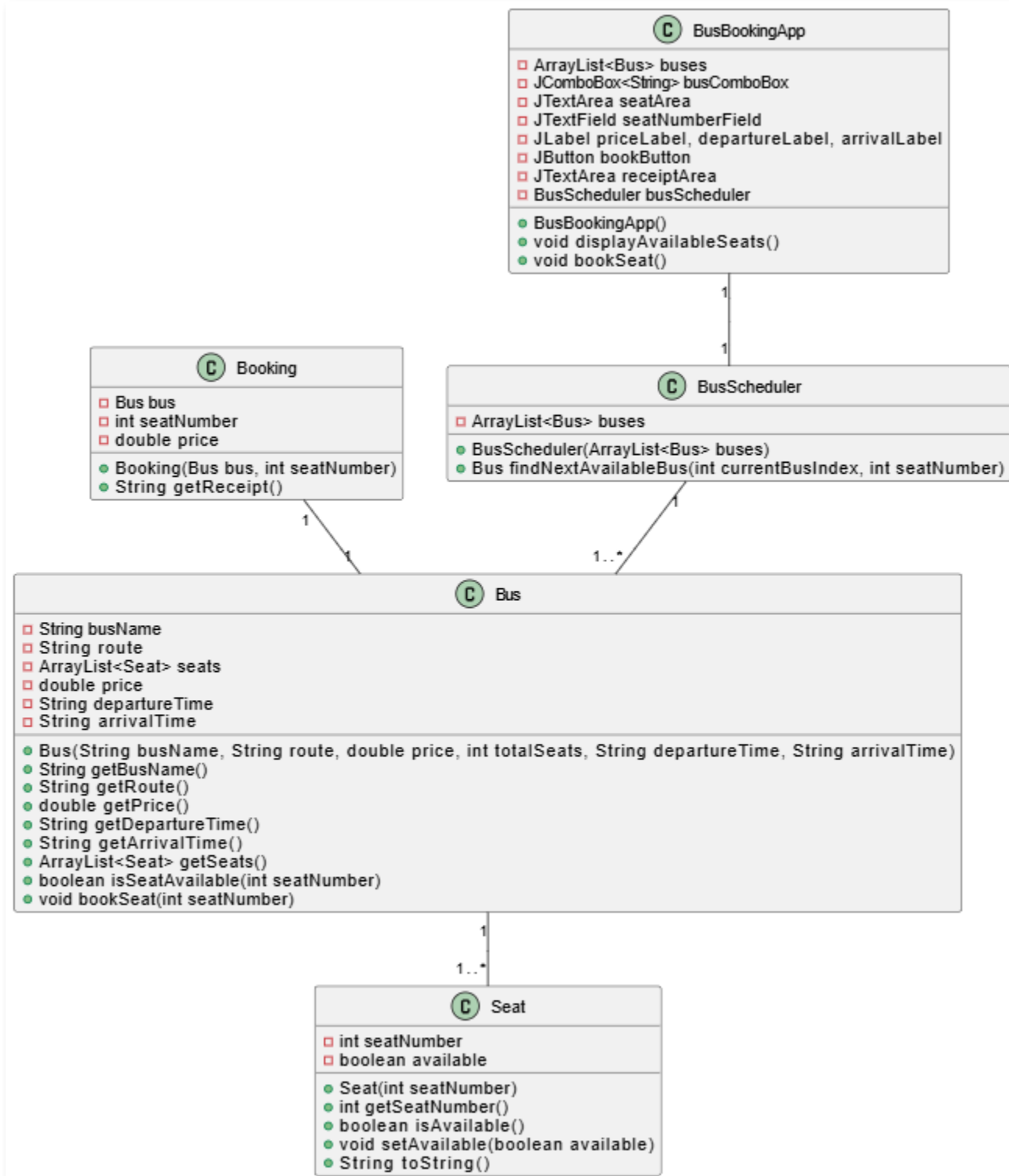
Sequence diagram



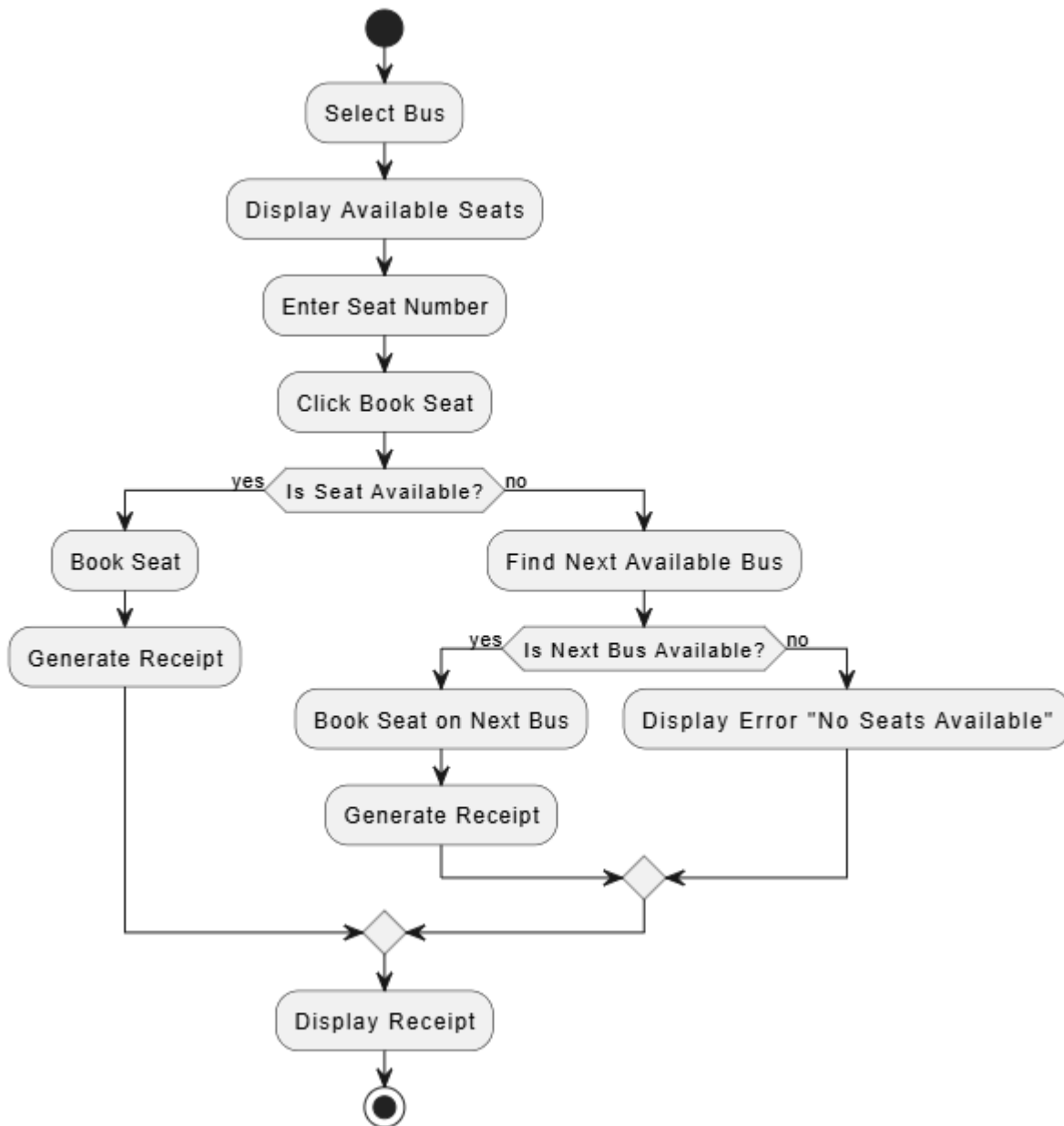
Composite Structure Diagram:



Class Diagram:

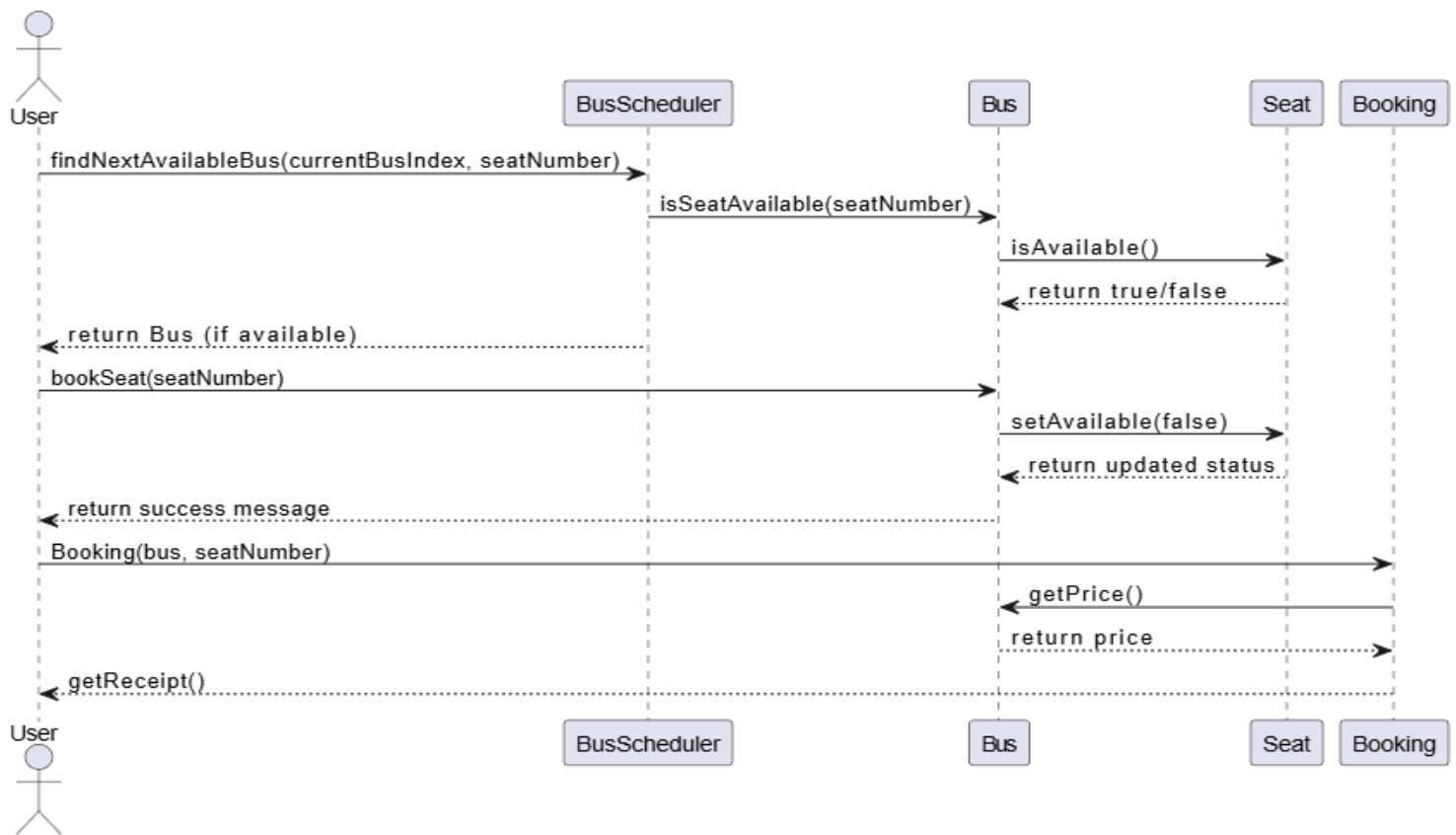


Activity Diagram:

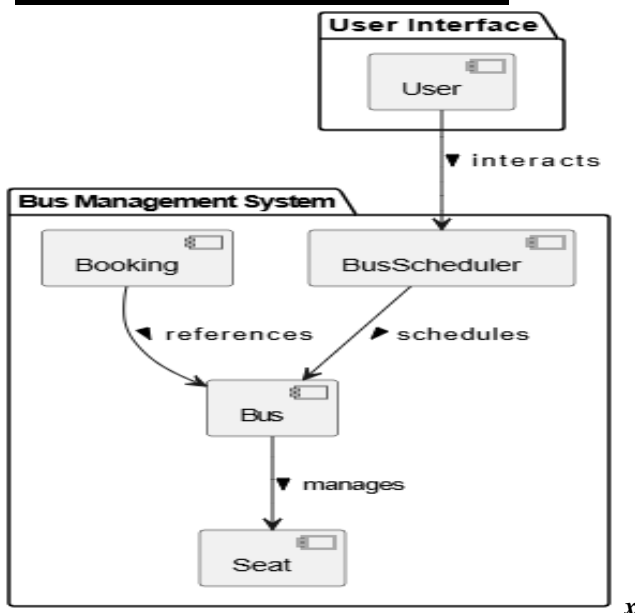


Communication Diagram:

communication diagram based on your Bus, Seat, Bus Scheduler, and Booking classes, including the principles of high cohesion and information expert.



Package Diagram:



File Structure

```

src
├── application
│   └── BusScheduler.java
├── domain
│   ├── Bus.java
│   ├── Seat.java
│   └── Booking.java
├── infrastructure
│   └── BookingService.java (optional)
├── ui
│   └── BusBookingApp.java

```

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Layer Architecture Diagram:

Bus Booking System

Infrastructure Layer

C BookingService

// Optional methods for booking management can be added here

UI Layer

C BusBookingApp

// Methods for user interaction can be added here

Business Logic Layer

C Booking

□ bus: Bus
□ seatNumber: int
□ price: double
● getReceipt(): String

▼ references

C Bus

□ busName: String
□ route: String
□ seats: ArrayList<Seat>
□ price: double
□ departureTime: String
□ arrivalTime: String
● isSeatAvailable(seatNumber: int): boolean
● bookSeat(seatNumber: int): void

▼ manages

C Seat

□ seatNumber: int
□ available: boolean
● isAvailable(): boolean
● setAvailable(available: boolean): void

Application Layer

C BusScheduler

● findNextAvailableBus(currentBusIndex: int, seatNumber: int): Bus

► uses

▲ uses