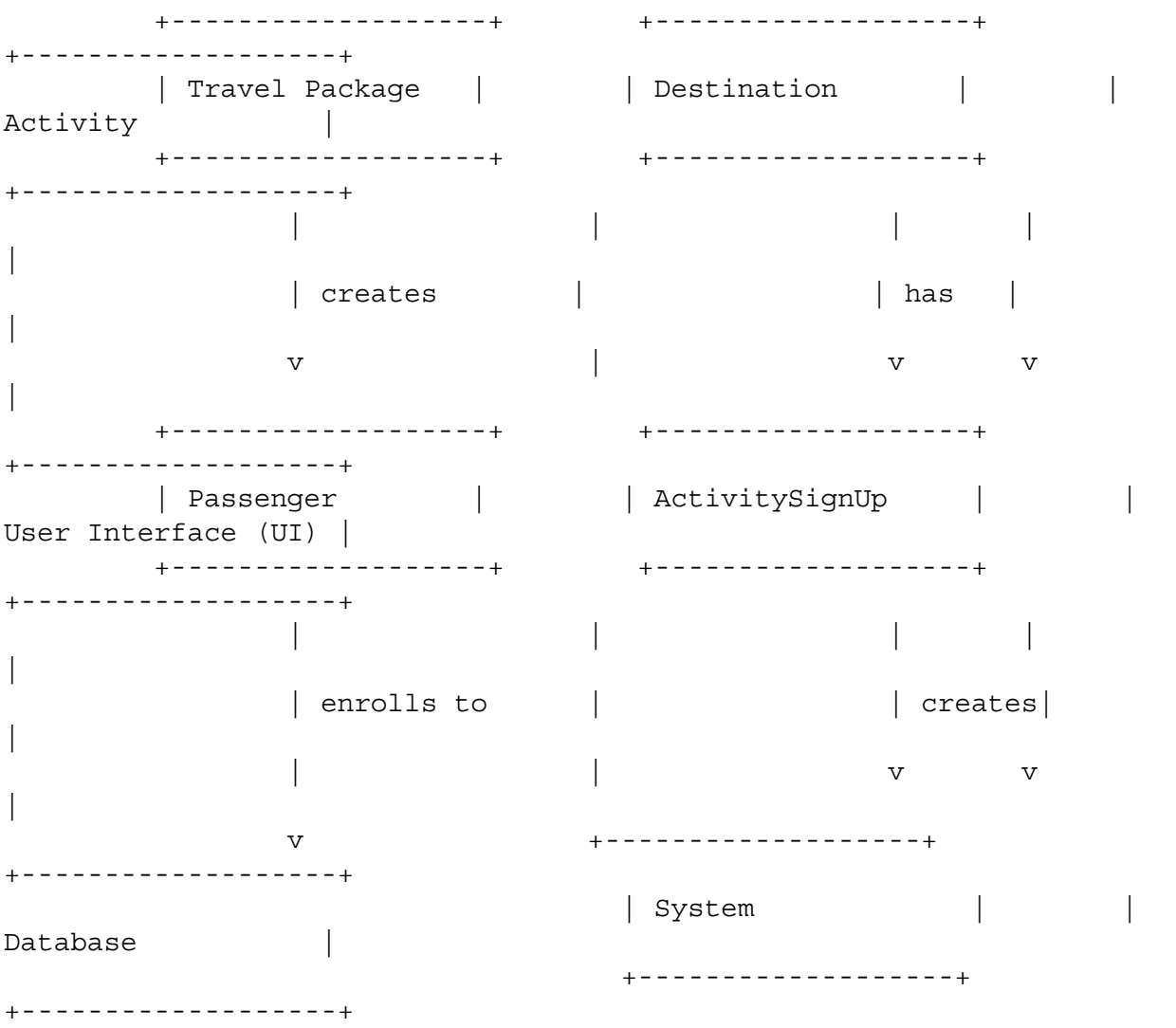
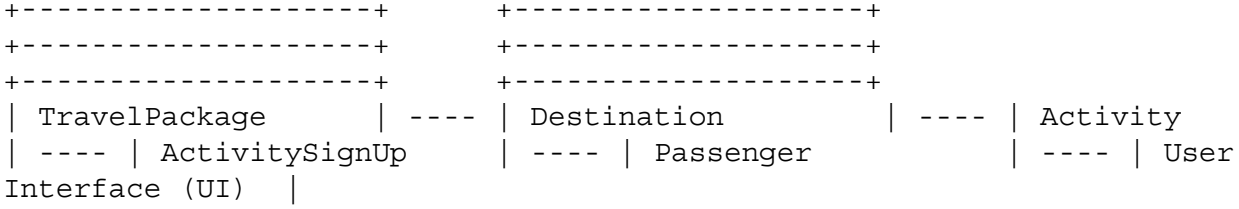
Travel Management System Design

High-Level Diagram:



Low-Level Diagram (UML Class Diagram):



(Relationships: One-to-Many, Many-to-Many)

Implementation:

. Consider implementing the following:

- **TravelPackage:** Handles package details, adds/removes destinations, and manages passengers.
- **Destination:** Stores destination name, a list of available activities, and methods to add activities.
- **Activity:** Stores activity details like name, description, cost, capacity, and a reference to its destination (use composition).
- **ActivitySignUp:** Stores information about passenger signup for activities (activity, passenger, destination).
- **Passenger:** Stores passenger details like name, number, type (standard/gold/premium), balance (if applicable), and a list of activity signups.
- Ensure proper documentation for each class and method.

Note: This design provides a basic framework. Additional functionalities like user authentication, data persistence (database integration), and exception handling can be implemented for a complete system.

Remember, this is a complex system, and additional functionalities and considerations might be necessary depending on the specific requirements.