How to design a Parking Lot



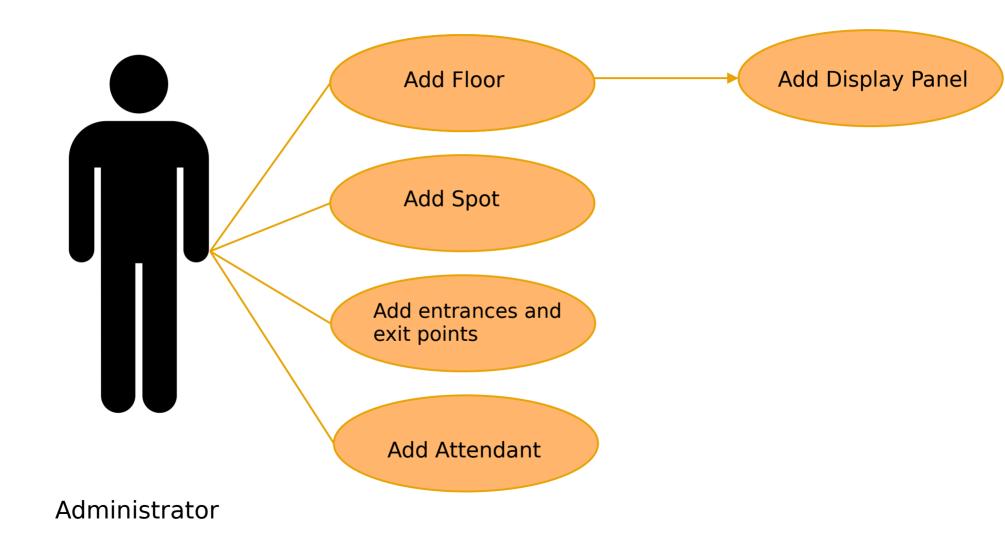
System Requirement:

- Parking lot should have multiple floors.
- Multiple Entrances and exit points.
- Support for multiple parking spot sizes like Bike , Car, Truck, Bus, etc.
- Facility for customer to collect ticket at entrance and pay at exit point.
- Multiple payment option support Card or Cash
- Customer should pay ticket to Parking attendant.
- If the parking is full, Should display message at entrance point.
- Display free parking spots on each floor.

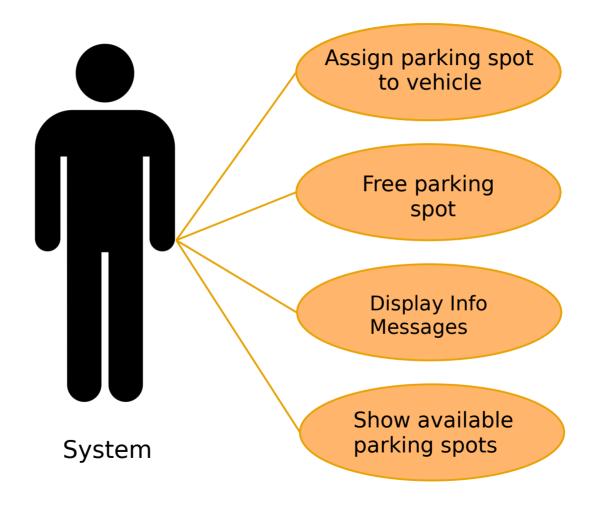
Main Modules:

- Administrator : This module is responsible for adding / Modifying Parking lot attributes like floors, spots, entrance and exit points, parking attendants etc.
- System: This module is responsible for displaying info on display panel, assign parking spot to a vehicle and free parking space when vehicle departs.
- Parking attendant: Responsible for activities like ticket assignment and payment processing for each customer.
- Customer: Module is responsible for requesting parking ticket and pay for it.

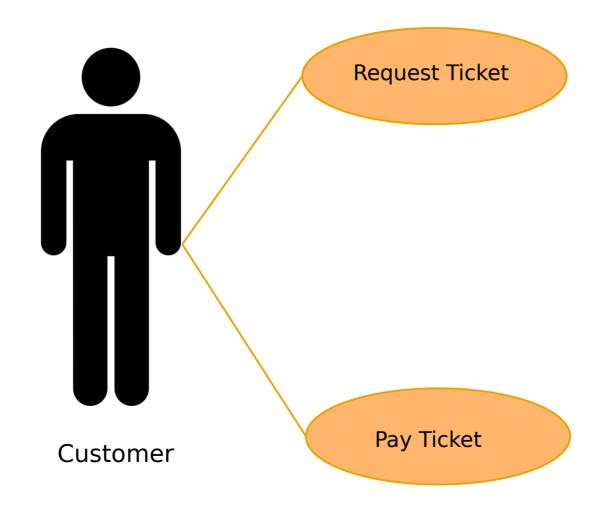
Use case diagram for Administrator:



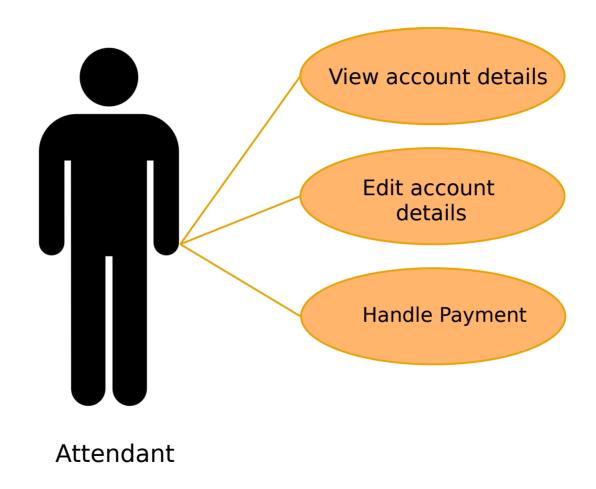
Use case diagram for System:



Use case diagram for Customer:



Use case diagram for Attendant :



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> NRE System Library [JavaSE-1.8]

✓ ★ entities

      Address.java
      DisplayPanel.java
      EntrancePoint.java
      > D ExitPoint.java
      ParkingFloor.java
      > 🕖 ParkingLot.java
      ParkingTicket.java
      > I Payment.java
    Attendant.java
      > <a> Customer.java</a>
      Person.java

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⊕ entities.spot

      CompactSpot.java
      LargeSpot.java
      MediumSpot.java
      ParkingSpot.java
      Bike.java
      Bus.java
      Car.java
      > II Truck.java
      Vehicle.java
    🕶 🖶 enums
      ACCOUNT_STATUS.java
      PAYMENT_TYPE.java
      > SPOT_SIZE.java
      > ITICKET STATUS.java
      VEHICLE_TYPE.java
```

Class Entities:

- Person : An abstract class person which stores basic info. A person can be Attendant, Admin or Customer.
- ParkingSpot: Another abstract class having attributes related to a spot. CompactSpot, SmallSpot, MediumSpot, LargeSpot are all different specialization of Generalized ParkingSpot class.
- Vehicle: Abstract class Vehicle contains attributes related to it and Different kinds of Vehicles extend Vehicle class like Bike, Car, Truck and Bus.
- ParkingLot: This is the central part of our design. It contains ParkingFloors, Entrances and exits.
- ParkingFloor: Represents a floor in parking lot and contains all different kinds of parking spots and DisplayPanel.
- EntrancePoint : ParkingTicket is been issued at entrance point.
- ExitPoint : Exit point has an Attendant.
- Attendant : Attendant is responsible to handle customer ticket payment and exit validation.
- ParkingTicket: Contains info related to parking and fare details.