OBJECT ORIENTED PROGRAMMING

SEMESTER PROJECT

HOTEL MANAGEMENT SYSTEM
(GRAPHICAL USER INTERFACE & OBJECT I/O)

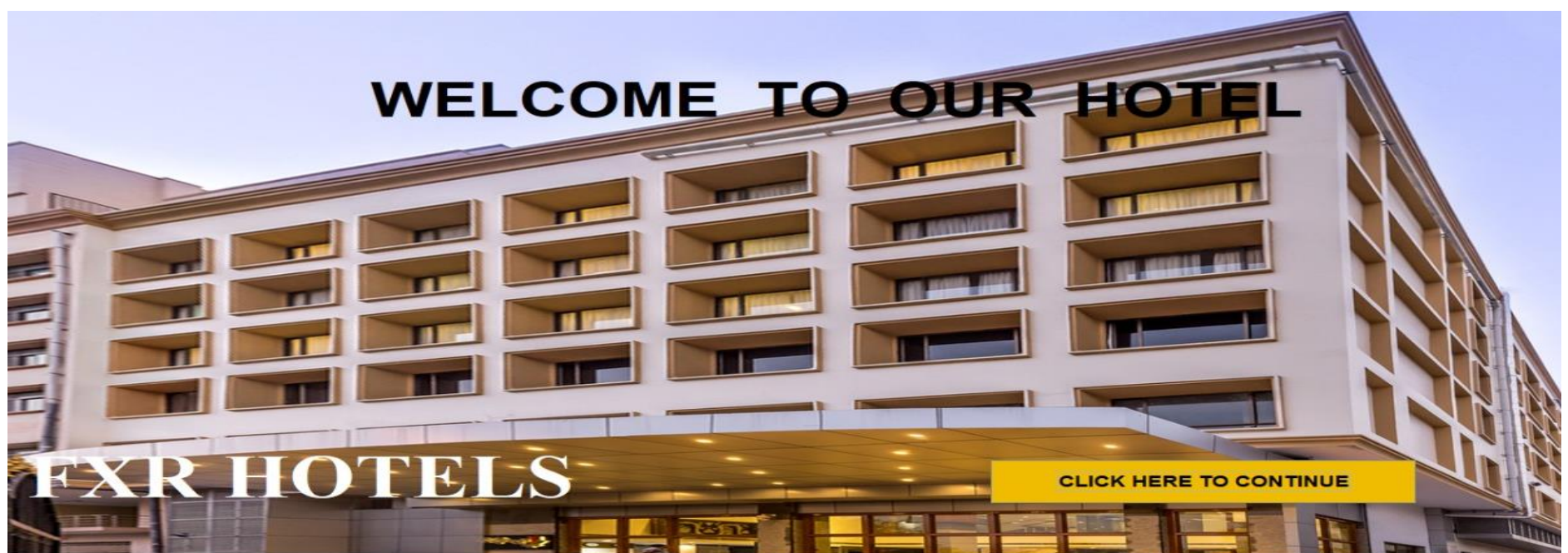## GROUP MEMBERS

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SUBMITTED TO

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UML CLASS DIAGRAM

<<interface>>
Serializable

Booking

```
# customer : Customer
# roomarray : ArrayList<Room>
- checkindate : String
- totalpriceofStay : double
- staybeforecheck : boolean
- registeredstatus : boolean
- checkoutstatus : boolean
```
```
+ Booking()
+ Booking(x : Customer)
+ Booking(b: Booking)
+ setcustomer(x : Customer): void
+ setregisteredstatus(x : boolean): void
+ setcheckoutstatus(x : boolean): void
+ getregisteredstatus(): boolean
+ setcheckoutstatus(): boolean
+ searchroom(x : int): int
+ removeroom(x : int): void
+ addBooking(s : Booking): void
+ readFile(): ArrayList<Booking>
+ searchBooking(x : String , y: int): Booking
+ deleteBooking(x : String , y: int): void
+ updateBooking(book : Booking): void
+ updateroomBooking(book : Booking): void
+ displayalldata(): String
+ searchroomno(x : int):boolean
+ calculatetotalpriceofstay(): double
+ totalstaybill(): double
```

Customer

```
-name: String
-cnic: String
-mobileno: String
-email: String
-address: String
~ foodarray: ArrayList<Food>
~ laundryarray: ArrayList<Laundry>
```
```
+ Customer()
+ Customer(fn:String,ln:String,c:String,pno:String,e:String)
+ HotelCustomer( x:HotelCustomer)
+ getName():String
+ getCnic():String
+ getMobileno():String
+ getEmail():String
+ getAddress(): String
+ setName(a:String):void
+ setCnic(a:String):void
+ setMobileno(a:String):void
+ setEmail(a:String):void
+ setAddress(a:String): void

+ toString():String
+ calculatetotalfoodbill():double
+ calculatetotallaundrybill():double
```

Room

```
-roomno:int
~noofdaysofstay:int
~roomfare:double
~hastv:boolean
~haswifi:boolean
```
```
+ Room()
+ Room(w:int,u:double,y:boolean,z:boolean)
+ setroomno(x:int):void
+ setnoofdaysofstay(x:int):void
+ setroomfare(x:int):void
+ sethastv(x:boolean):void
+ sethaswifi(x:boolean):void
+ getRoomno():int
+ getroomfare():double
+ toString():String
+ *setnumberofrooms()*:void
```

DeluxeDoubleRoom

```
# noOfrooms: int
```
```
+ DeluxeDoubleRoom()
+ DeluxeDoubleRoomDetails():String
+ setnumberofrooms():void
+ availability2():String
```

DeluxeSingleRoom

```
# noOfrooms: int
```
```
+ DeluxeSingleRoom()
+ DeluxeSingleRoomDetails():String
+ setnumberofrooms():void
+ availability1():String
```

LuxurySingleRoom

```
# noOfrooms: int
```
```
+ LuxurySingleRoom()
+ DeluxeSingleRoomDetails():String
+ setnumberofrooms():void
+ availability3():String
```

LuxuryDoubleRoom

```
# noOfrooms: int
```
```
+ LuxuryDoubleRoom()
+ LuxuryDoubleRoomDetails():String
+ setnumberofrooms():void
+ getnor:int
+ availability4():String
```

Food

```
-cost:double
```
```
+ getCost():double
+ setCost(cost:double):void
+Food()
+ Food(x:double)
+ toString():String
```

Laundary

```
-sprice:double
-pnprice:double
-coatprice:double
-otherprice:double
-noOfShirt:int
-noOfPant:int
-noOfcoat:int
-noOfotherprice:int
-price:double
```
```
+Laundary()
+ Laundary(s1:int,s2:int,s3:int,s4:int)
+ calculatePrice():double
+ setshirtprice(x:double):void
+setpantprice(x:double):void
+ setcoatprice(x:double):void
+ toString():String
```

Breakfast

```
-choice:int
-Quantity:int
```
```
+ Breakfast()
+ Breakfast(x:double,y:int,z:int)
+ Breakfast(x: Breakfast)
+ Breakfastoptions():String
+ toString():String
```

Dinner

```
-choice:int
-Quantity:int
```
```
+ Dinner()
+Dinner(x:double,y:int,z:int)
+ Dinner(x: Dinner)
+ Dinneroptions():String
+ toString():String
```

Runner

```
+ main(args:String[]):void
```

Lunch

```
-choice:int
-Quantity:int
```
```
+ Lunch()
+ Lunch(x:double,y:int,z:int)
+ Lunch(x: Lunch)
+ Lunchoptions():String
+ toString():String
```

Otherfood

```
-choice:int
-Quantity:int
```
```
+ Otherfood()
+ Otherfood(x:double,y:int,z:int)
+ Otherfood(x: Otherfood)
+ Otherfoodoptions():String
+ toString():String
```

ObjectOutputStream

MyObjectOutputStream

```
+ MyObjectOutputStream()
+ MyObjectOutputStream(o: OutputStream)
+ writeStreamHeader(): void
```