Hotel Booking System Project

Course: software engineering

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Introduction

The **Hotel Booking System** is a web-based platform designed to simplify hotel reservations. It allows users to search for rooms, make bookings, and process payments while enabling administrators to manage availability and reservations. This document outlines the system's design using diagrams and wireframes to guide its implementation.

Data Flow Diagrams (DFDs)

1-Level 0: Context Diagram

The Context Diagram shows the high-level interaction between external actors (User, Admin) and the Hotel Booking System as a single process.

Search Rooms, Book Rooms, Payment Info
Booking Confirmation, Room Details
Hotel Booking System

Reports, Confirmation Update Rooms, Manage Bookings

Level 0: Context Diagram - Hotel Booking System

2-Level 1: Decomposed DFD

The Level 1 DFD decomposes the system into core processes like Search, Booking, Payment, and Management.

Level 1: Hotel Booking System Manage Bookings Updated Booking Data Update Bookings Admin User Payment Details Room Details Payment Confirmation Search Request Update Room Info Make Payment Search for Rooms Manage Rooms Booking Request Booking Confirmation \Available Rooms Query Availability Modify Room Data Modify Booking Info Save Payment Payments Database Rooms Database Check Room Availability Room Confirmation Book a Room Save Booking Bookings Database

3-Level 2: Book a Room Process

this diagram focuses on the detailed steps for the 'Book a Room' process.

Check Room Availability

Check Availability

Availability Status

Create Booking

Save Booking

Booking Confirmation

Save Booking

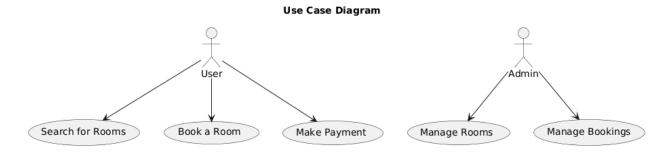
Send Confirmation

Level 2: Book a Room Process

UML Diagrams

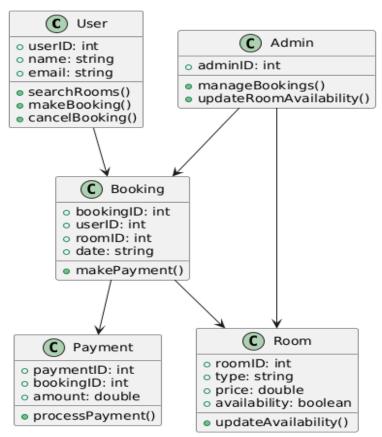
1-Use Case Diagram

The Use Case Diagram represents interactions between users (User, Admin) and the system's functionalities.



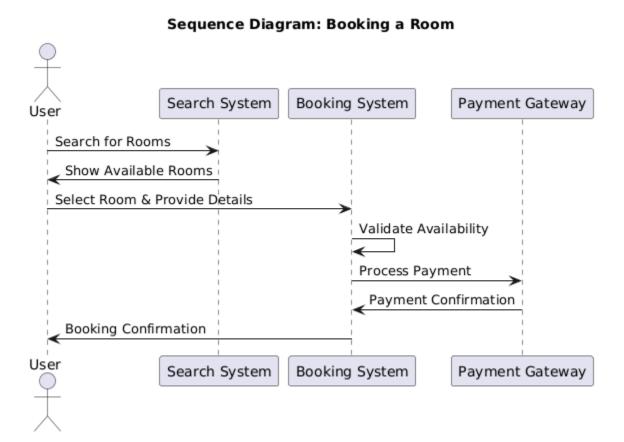
2-Class Diagram

The Class Diagram shows the system's data structure, relationships between classes like User, Booking, Room, and Admin.



3-Sequence Diagram

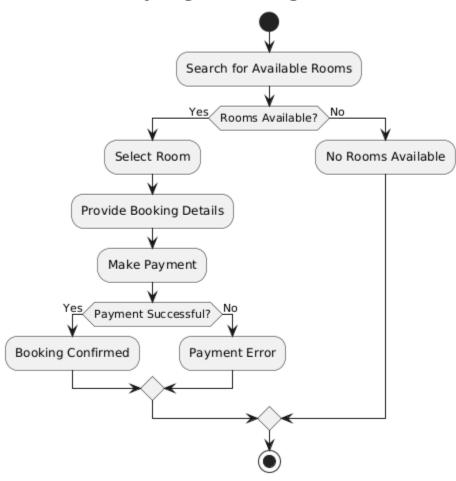
the Sequence Diagram illustrates the step-by-step interactions involved in booking a room, from searching and selecting a room to confirming the booking and payment.



4-Activity Diagram

The Activity Diagram outlines the flow of actions in the booking process, including decisions like availability checks and payment confirmation

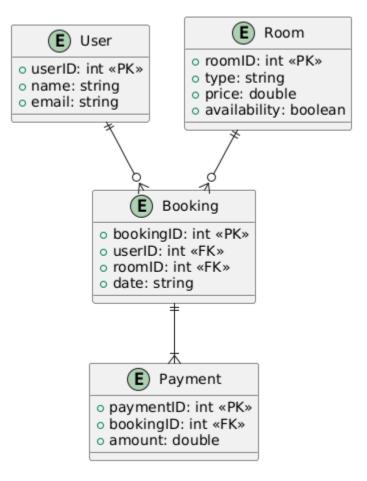
Activity Diagram: Booking Process



Entity-Relationship Diagram (ERD)

The ERD illustrates the database structure, relationships among Users, Bookings, Rooms, and Payments with primary and foreign keys.

ERD for Hotel Booking System



Wireframes

1-Homepage Wireframe

The Homepage Wireframe shows the initial screen where users can search for rooms and navigate the system.

Hotel Booking System - Homepage

Search Bar

Search Results

Room 1 Room 2

Book Room

User Login / Sign Up

2-Booking Page Wireframe

The Booking Page Wireframe outlines the user interface for viewing room details and completing a booking.

Wireframe: Booking Page

Booking Form

Name Date

Payment Info

Submit Booking

System Testing and Quality Assurance

The Hotel Booking System will undergo rigorous testing to ensure functionality, reliability, and seamless user experience. The testing process includes:

Unit Testing: Testing individual components such as search functionality and booking flow.

Integration Testing: Verifying that different modules work together correctly.

User Testing: Conducting tests with real users to gather feedback and identify issues.

Performance Testing: Ensuring the system can handle peak traffic efficiently.

Testing tools such as Selenium and Postman will be used where applicable to automate and streamline testing.

Deployment and Version Control

The project is hosted on GitHub to manage version control and facilitate team collaboration. Key GitHub features include:

Branching: To manage development, testing, and main production stages.

Pull Requests: For peer review and code merging.

Issue Tracking: To document and resolve bugs or enhancements.

The system will be deployed on a cloud platform (e.g., AWS, Azure, or Heroku) for real-time use. Deployment includes setting up a web server, database hosting, and domain configuration.

Technologies and Frameworks

The following technologies and frameworks will be used in the project:

Frontend: HTML, CSS, JavaScript,

Backend: Express.js

Database: MySQL

Version Control: GitHub

Conclusion

The Hotel Booking System is designed to streamline room bookings and enhance the user experience for both guests and administrators. This document provides a comprehensive system design to guide implementation.