where to park Modules surfacely

1. design gui architacture of given parking LOT with tagging(numbering which also must be given in layers) which allocated as physicaly in LOT & with objects categories.

2. create users page, (for easyness remove more detail registration idea & only user can acess with his name(optional), vahical(gui) with no. , identity(email, password, phone no. ,etc).

after using service data of user must be removed(for privacy and security and easy to maintaining data).

3. creating database:-

super class as - user here we can done all inbuilt entities which requare every users with serial no(primary key).

sub class as - spacific user with serial no.(primary key) .

-parking LOT as a super class.

-subclass as - catagories of parking and operations(empty, parked, etc.)

??(parking time entity - in user or in parking LOT)??

-creating a entity for guard or mantainer who can deallocate vacant slot.

-- allocating access.

4. creating flaxibility in allocation of parking LOT with user friendly.

5. managing security requires.