Group Chongya Report

UML:

Airliner

int airlinerID

String airlinerName

Map<Integer, Airplane> airlinerMap

Date updatetime

AddAirplane(String company)

Airplane

Int planeID

String company

String model

Map<Integer, Flight> flightMap

Int seatCapacity

Date updatetime

Flight addFlight()

Customer

Int userID

String ID

String userName

Map<Integer, Ticket> ticketMap

Date lasteUpdateTime

Ticket

int ticketID

Seat seat

double price

String departure

String arrival

Date orderTime

Flight

int flightID

String departure

String arrival

Date departureTime

Date arrivalTime

Int seatTotal

Seat [][]seatTable

Ticket ticket

Int lastTime

generateSeat()

Overlap

ArrayList<Date> o_departure

ArrayList<Date> o_arrival

ArrayList<Date> o_name

Seat

String seatID

Boolean isAvai

Seat leftPosition

Seat rightPosition

boolean islsAvai()

TravelAgency

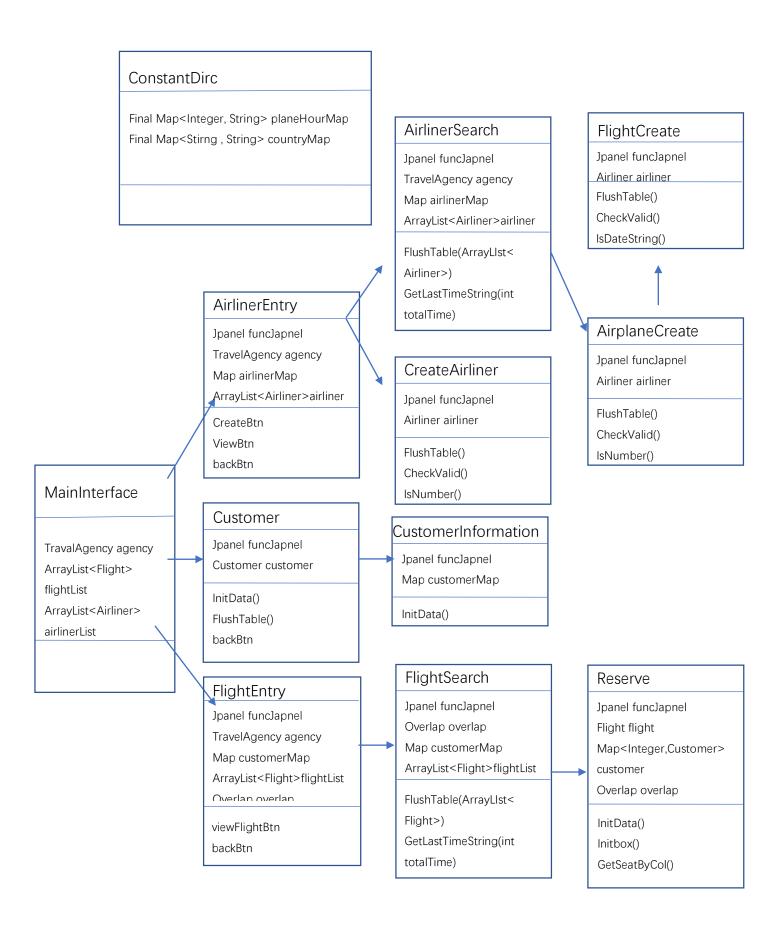
Static TravelAgency instance

Map<Integer, Customer> customerMap

Map<Integer, Airliner> airlinerMap

Date updateTime

Airliner addAirliner(String name)



Explanation:

Travle agency can view basic flight information, delete and update flight information. Flights information can be searched by departure, destination and date. You can choose a flight to book tickets for customers. A customer can book more than one ticket, not a flight with conflicting time, each seat can only book one ticket.

Airliner mange can add a new airliner. You can view the basic information of the airliner, delete and update it, and query it according to the airliner ID, airliner name, and airplane number. Select a airliner to view the specific information of the airplane and add a new one. Select a specific airplane to view its specific flight and create new flight information.

Customer panel displays the booking status of each customers, and can view the booking details (departure and destination) of specific customers.