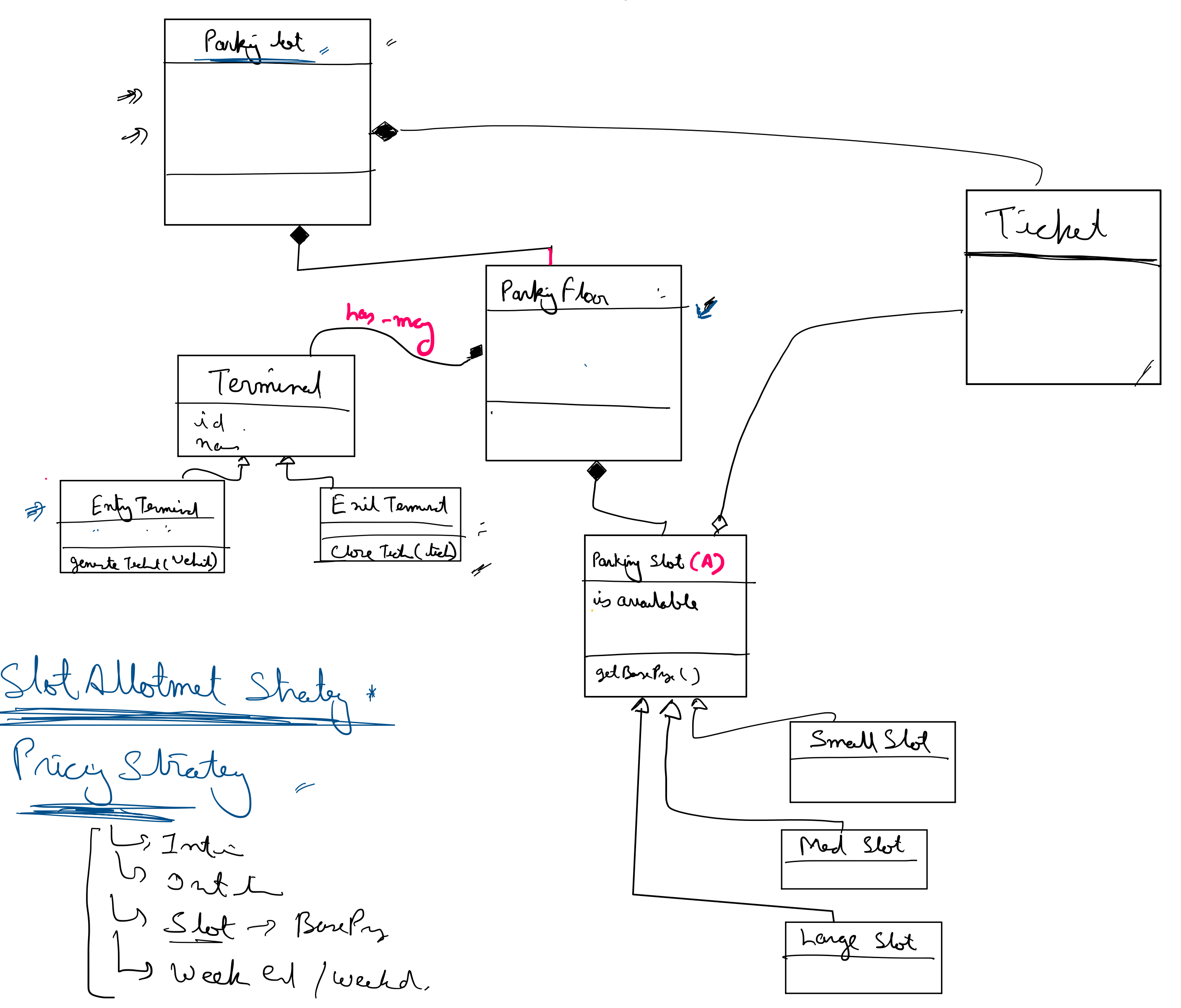
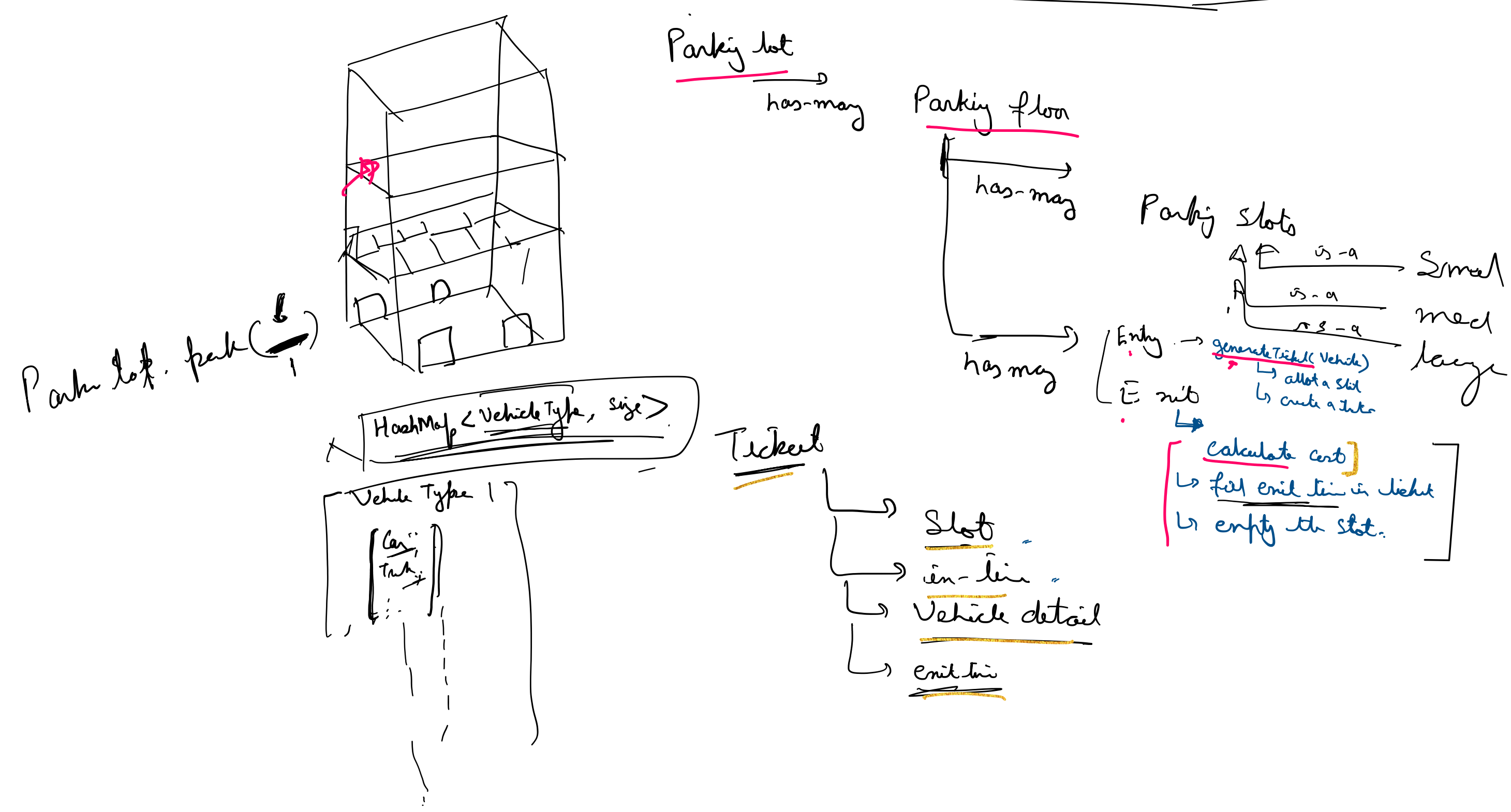


Give a low level design of a parking lot.

Mind ticks
Zeta
Freecharge
Amazon
Swiggy
24/7 AI

- What is parking lot? Small, med, large
- What kind of vehicles? Small, med, large
- How many floors? Multi level
- Number of entrance & exit? multiple entr & exit in every floor
- Charges? Every slot has a fixed fee on a specific day
- Is there a fee?
- What type of parking?
- No. of vehicles per floor?
- Is fee based on vehicle?
- What is the capacity?
- Slot assignment strategy? Different strategy
- Area to be divided for vehicle?
- Ticketing manual or automated?
- Valet parking?
- Is there a display?
- Online booking?
- Is no. of entrance / exit configurable?
- Generate ticket?



Slot Allotment Strategy
Pricing Strategy
↳ India
↳ outside
↳ Slot → Bonus
↳ week end / week d.

Ticket = ParkingSlot..Park (VehicleInfo, floorNo),
Unpark = ParkingSlot..unpark (Ticket);

Vehicle Info {
Vh. No;
Color;
Vehicle type → (Car, Truck, Bus --)

Allot slot nearest to the entry
(there are multiple entries)

