OOP FINAL PROJECT

Here's a video about how an airline works…

CLICK HERE

OOP FINALPROJECT

Your assignment: model an entire airline!

- What are all the entities described in the video?
- How do they relate to each other?
  - e.g: a booking has trips, which has flights, which has passengers and a crew and a destination airport and a gate number and checked-in baggage and meals...
  - but these entities all have different relationships to each other!
- What other entities are there?

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Full Requirements are in the "Airline Management System Stories" pdf document

1. Make a list of the entities described in the story.
2. Construct the UML to describe all the entities in the above story.
3. Create the OOP classes to handle the entities and their relations.
4. Within your classes, write functions that will help with the 8 user stories in the pdf document.

Airline
Management
System
Stories.pdf

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Example User Story

"As a flight manager at Singapore Airlines, I want to make sure that the next flight has a complete crew scheduled."

```
getCrew(flightNumber : string, date : Date) : Employee[]
{
    // write some code to return a list of Employees here!
}
```
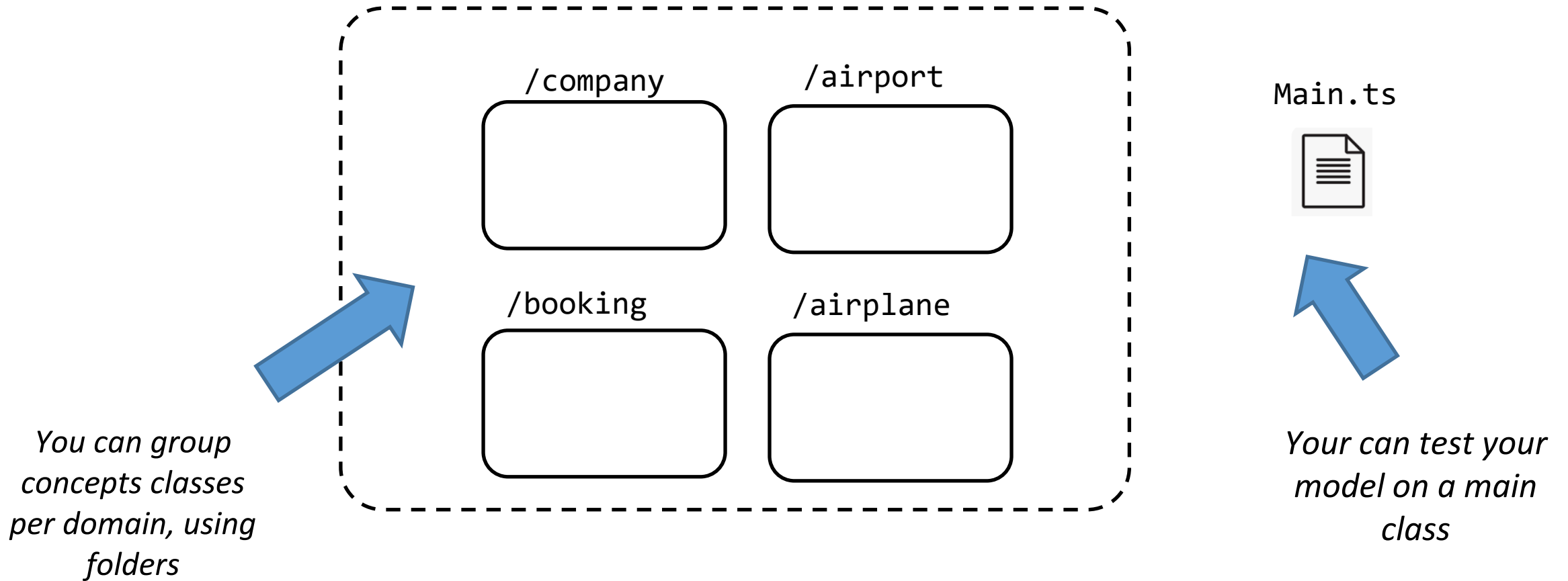
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Example User Story

"As a flight manager at Singapore Airlines, I want to make sure that the next flight has a complete crew scheduled."

- **or maybe something like this:**

```
getCrew(flight : Flight) : Crew[] {
      // write some code to return a list of Crew here!
}
```

BACK-END ONLY APP!!!

No front end needed - no forms, no form validation, no user account authentication etc.

/company

/airport

/booking

/airplane

Main.ts

You can group concepts classes per domain, using folders

Your can test your model on a main class

WHAT DO YOU NEED TO RETURN ?

DEADLINE

SAT 29th

Your UML diagrams as a **PDF** file

Many diagrams are expected!

Your project as a **ZIP** file

Must **include** the TEST!

OOP FINAL PROJECT

✅ 2 students per team

✅ 7 sessions + WEEKEND

✅ Deadline to submit : SATURDAY 29th

✅ JURY the following week

OOP PROJECT
EVALUATION

UML DIAGRAM

TS CODE

PRESENTATION

5 MIN

40%

30%

30%

UML

Able to design **relevant** classes and enums	50
Able to design class properties and relationships	50

TS

Able to code the UML into typescript classes	30
Able to manage the **logic of the system**: *Example : create a method to find the meals for a flight*	70

5 MIN

PRESENTATION

Able to **describe your solution and what your system can do**	40
Able to **explain the reasons** of the chosen approaches	40
Clear English + communication	20