W06 TEAM ACTIVITY: DESIGNER – FINAL PROJECT DESIGNER

Class Design for my final project – a ticket reservation program.

Class: **Event**

Attributes:

* \_name : string
* \_date : Date
* \_venue: string
* \_seats : List<Seat>

Behaviours:

* CreateEvent(string name, Date date, string venue, int numberOfSeats) : Event
* DeleteEvent() : void
* ReserveSeat(int seatNumber) : Seat
* GetAvailableSeats() : List<Seat>

Class: **Concert : Event**

Attributes:

* \_artists : List<Artist>

Behaviours:

* ReserveSeat(int seatNumber): Seat

Class: **TheaterPlay : Event**

Attributes:

* \_playWright : List<Artist>

Behaviours:

* ReserveSeat(int seatNumber): Seat

Class: **SportsEvent : Event**

Attributes:

* \_teamOne : string
* \_teamTwo : string

Behaviours:

* ReserveSeat(int seatNumber): Seat

Class: **Ticket**

Attributes:

* \_event : Event
* \_seat : Seat
* \_user : User

Behaviours:

* GenerateTicket(Event, event, int seatNumber, User user): Ticket
* GetTicketDetails() : Ticket

Class: **User**

Attributes:

* \_firstName : string
* \_lastName : string
* \_age : number
* \_tickets : List<Ticket>

Behaviours:

* GetUserDetails(): string
* GetTickets(): List<Ticket>

Class: **Menu**

Attributes:

* \_prompts : List<Prompt>

Behaviours:

* DisplayMenu() : void
* AddPrompt() : void

Class: **Prompt**

Attributes:

* \_prompt : string

Behaviours:

* CreatePrompt() : void