



# Project 6: New Venue

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# New Venue

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- Based on the posted New Venue scenario

[http://www.csee.usf.edu/~turnerr/Object\\_Oriented\\_Design/130\\_Ticket\\_Booth\\_Scenarios.pdf](http://www.csee.usf.edu/~turnerr/Object_Oriented_Design/130_Ticket_Booth_Scenarios.pdf)

create a class diagram for classes needed to implement the New Venue scenario.

- It is OK to provide multiple diagrams if desired.
  - These classes should describe software vs. the real world.
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- Your diagram(s) should be in the form of a file, so that you can submit it via Canvas assignments.
    - OK to draw by hand and scan or photograph
    - Be sure it is legible.



# Venue Classes

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- Be sure that there is a responsible class for each operation that the system must perform in the New Venue scenario.
- Be sure there is a home for each piece of information needed in order to perform the required actions.
- Show required associations between the classes.
- Avoid redundancy.
  - There should be *only one* class responsible for a given operation.
  - Each required piece of information should have *only one* home.

- Write a program to implement the New Venue use case.
  - Classes from your class diagrams.
  - A main.cpp as a driver.
- Omit login and function selection.
  - Start at the beginning of the Add Venue operation.
  - Terminate upon completion.

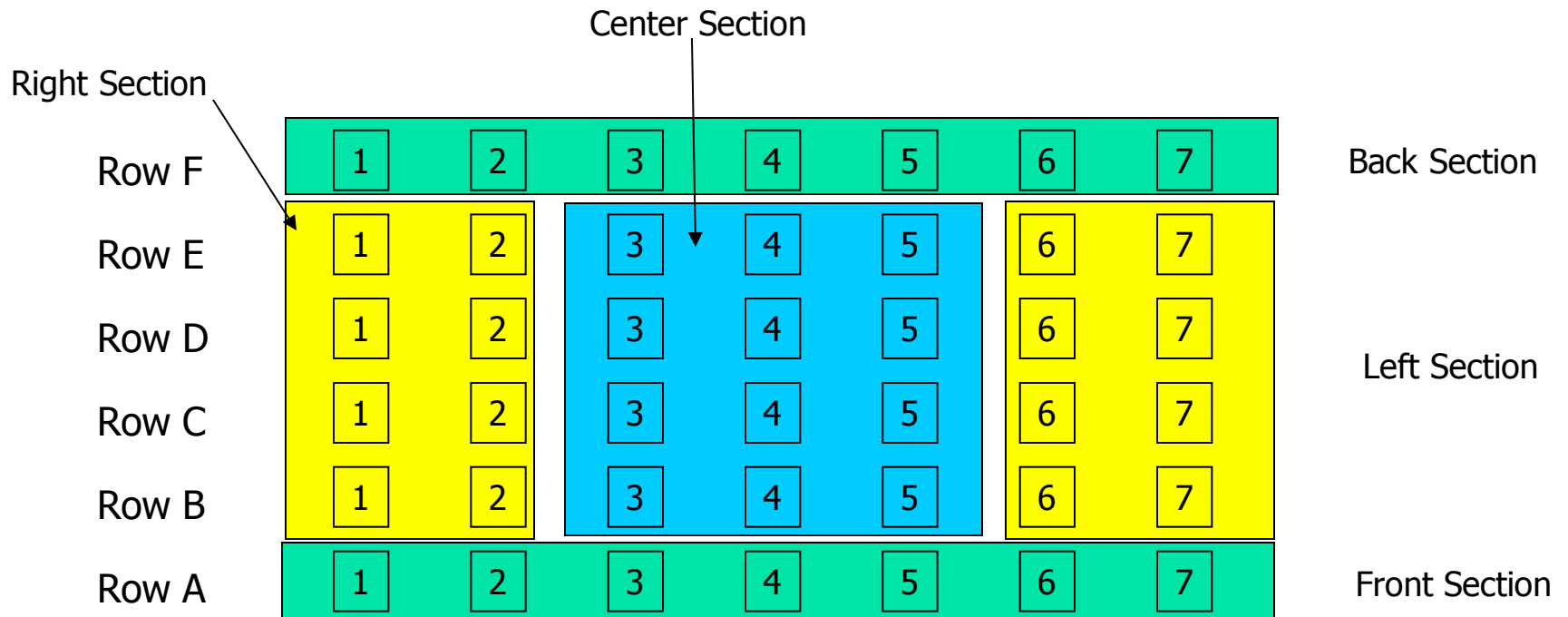


# Existing Classes

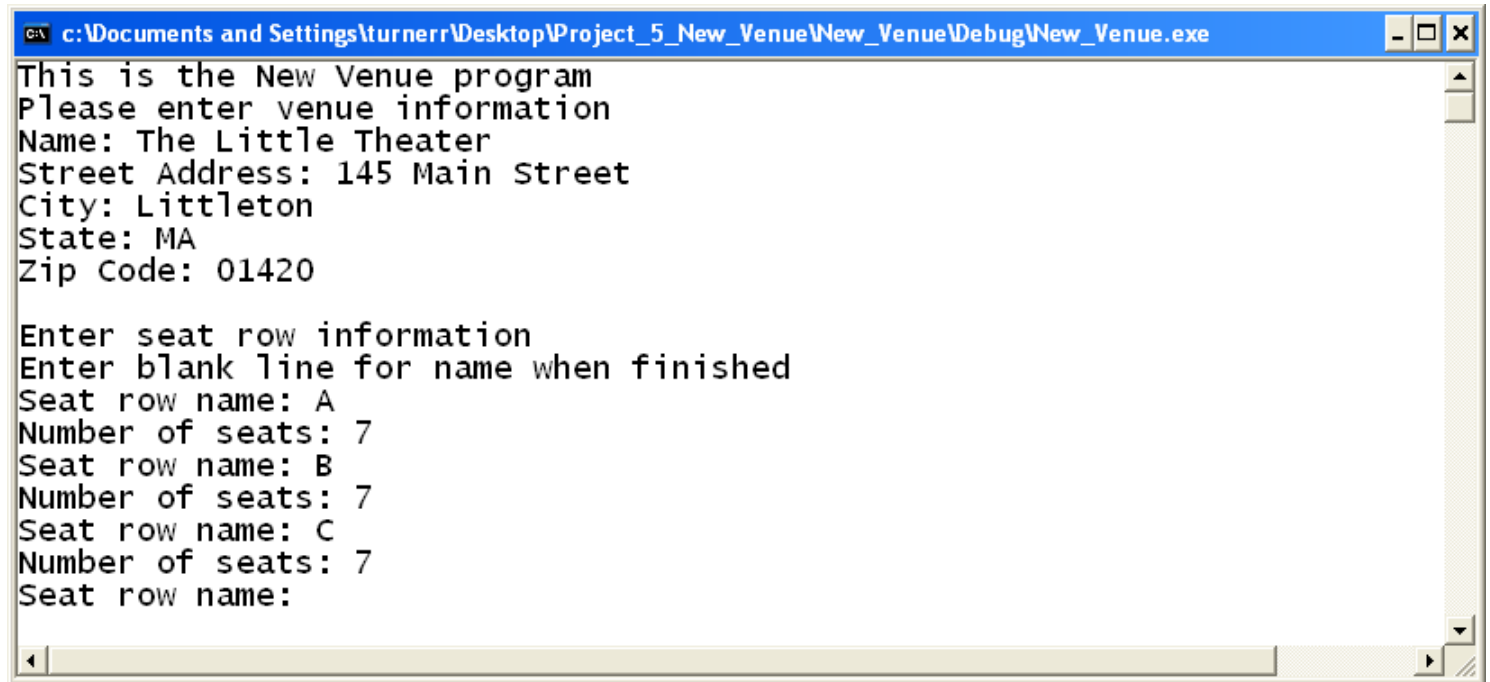
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- Reuse class definitions from previous projects where possible.
  - Update them if necessary.
- New method in class Venue:
  - Display\_All( )
    - Display seats and seating sections as well as name and address.

# Seating Plan



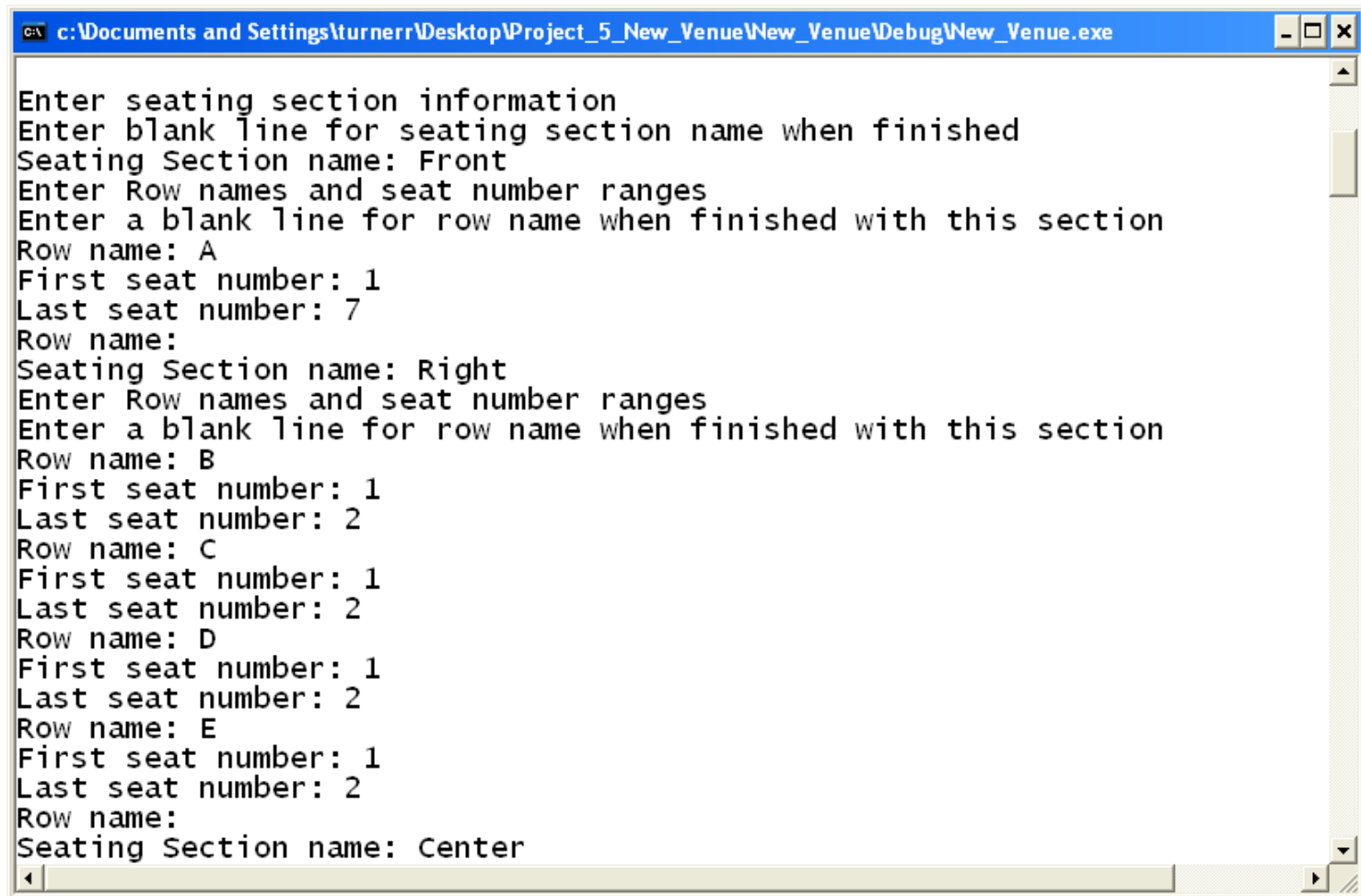
# User Interface



```
c:\Documents and Settings\turnerr\Desktop\Project_5_New_Venue\New_Venue\Debug\New_Venue.exe
This is the New Venue program
Please enter venue information
Name: The Little Theater
Street Address: 145 Main Street
City: Littleton
State: MA
Zip Code: 01420

Enter seat row information
Enter blank line for name when finished
Seat row name: A
Number of seats: 7
Seat row name: B
Number of seats: 7
Seat row name: C
Number of seats: 7
Seat row name:
```

# User Interface

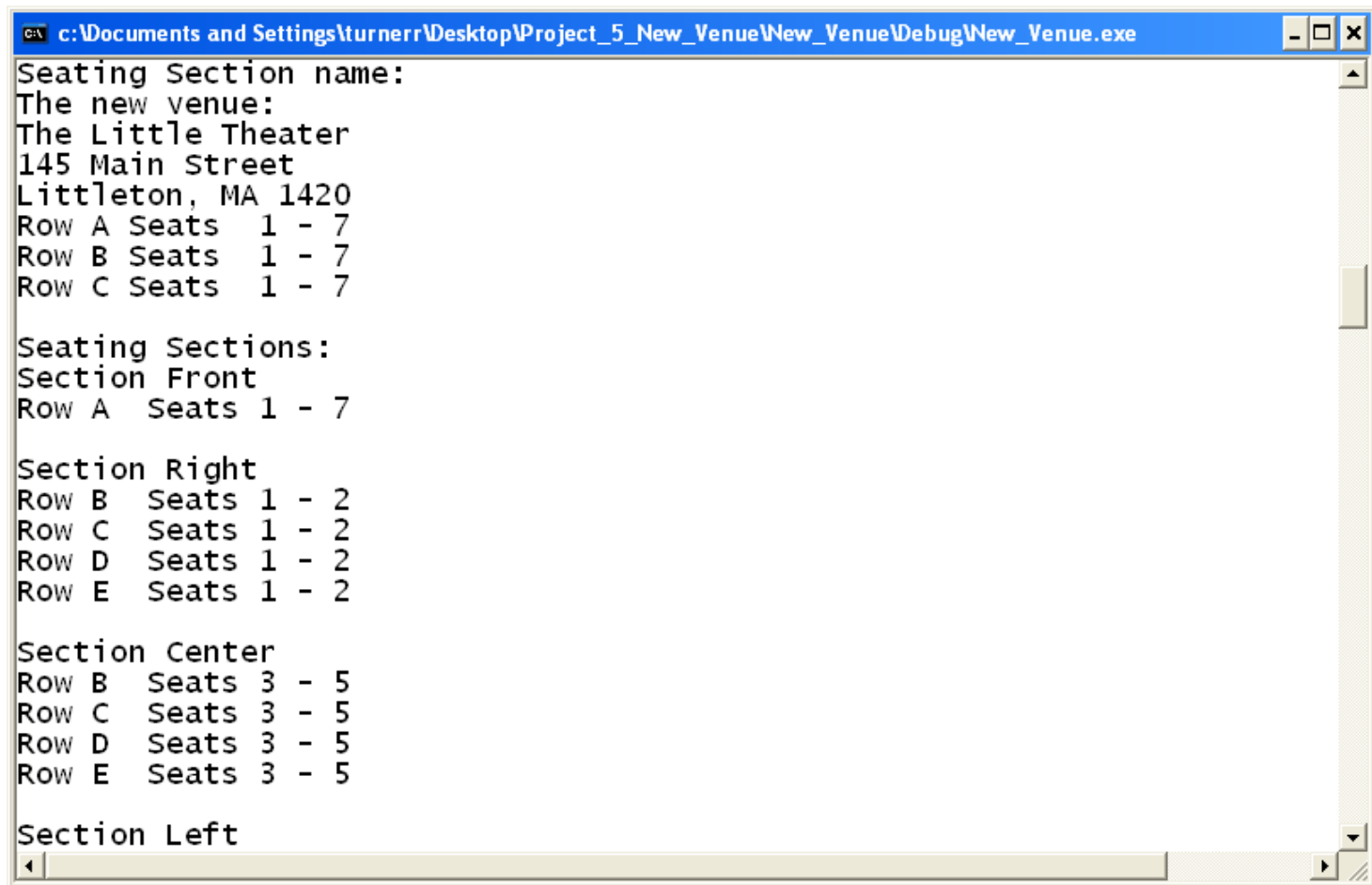


```
c:\Documents and Settings\turnerr\Desktop\Project_5_New_Venue\New_Venue\Debug\New_Venue.exe

Enter seating section information
Enter blank line for seating section name when finished
Seating Section name: Front
Enter Row names and seat number ranges
Enter a blank line for row name when finished with this section
Row name: A
First seat number: 1
Last seat number: 7
Row name:
Seating Section name: Right
Enter Row names and seat number ranges
Enter a blank line for row name when finished with this section
Row name: B
First seat number: 1
Last seat number: 2
Row name: C
First seat number: 1
Last seat number: 2
Row name: D
First seat number: 1
Last seat number: 2
Row name: E
First seat number: 1
Last seat number: 2
Row name:
Seating Section name: Center
```



# User Interface



```
c:\Documents and Settings\turnerr\Desktop\Project_5_New_Venue\New_Venue\Debug\New_Venue.exe
Seating Section name:
The new venue:
The Little Theater
145 Main Street
Littleton, MA 1420
Row A Seats 1 - 7
Row B Seats 1 - 7
Row C Seats 1 - 7

Seating Sections:
Section Front
Row A Seats 1 - 7

Section Right
Row B Seats 1 - 2
Row C Seats 1 - 2
Row D Seats 1 - 2
Row E Seats 1 - 2

Section Center
Row B Seats 3 - 5
Row C Seats 3 - 5
Row D Seats 3 - 5
Row E Seats 3 - 5

Section Left
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# Development Environment

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- You may develop your program on any system you like.
- But you should test the finished program on Circe.
- The same source files should compile and run on *either Windows or Linux*.



# Ground Rules

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This is a team project.

- Discuss the requirements.
- Divide up the work.
  - Report back and discuss your results.
- Record notes from your team meetings.
  - Distribute to all team members.
  - Submit in Canvas.



# Ground Rules

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- Do not share your work with other students outside your team.
  - Before or after submitting the project.
  - OK to *discuss* the project.
- Do not copy any other student's work.
  - Don't *look at* anyone else's program.
  - Don't let anyone look at your program.



# Ground Rules

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Except for code posted on the class web site

- Do not copy code from the Internet
  - or any other source.
- Write your own code.



# Submission

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- Assignment is due by 11:59 PM, Thursday, March 31.
- Deliverables:
  - Notes from team meetings.
  - Class diagram(s).
  - Source code for the program.
    - Zipped project folder
- Put the zipped project folder and all other files into a folder and zip that folder for submission.
  - Submit a single .zip file.
- Use the Canvas Assignment to submit your work.
  - Only one submission per team.
  - The team leader should do the submission.
  - Identify the team and members in a Canvas comment.