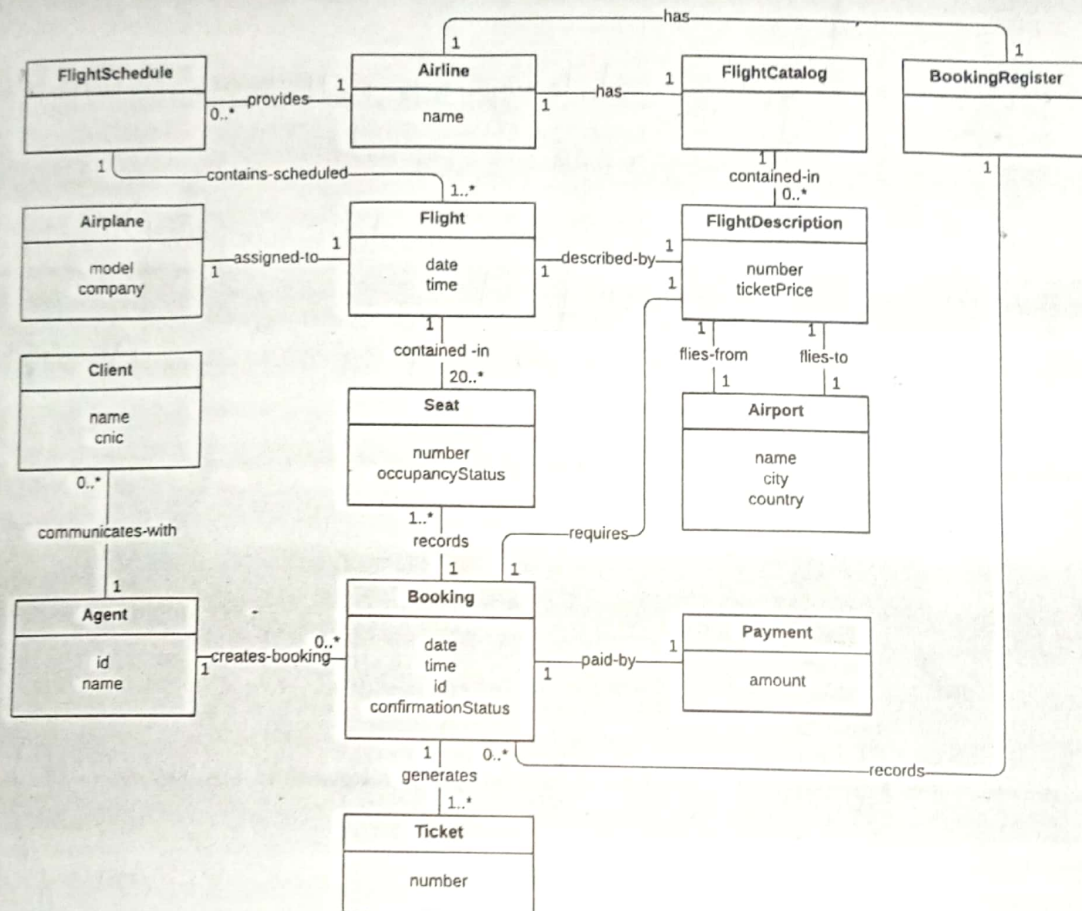


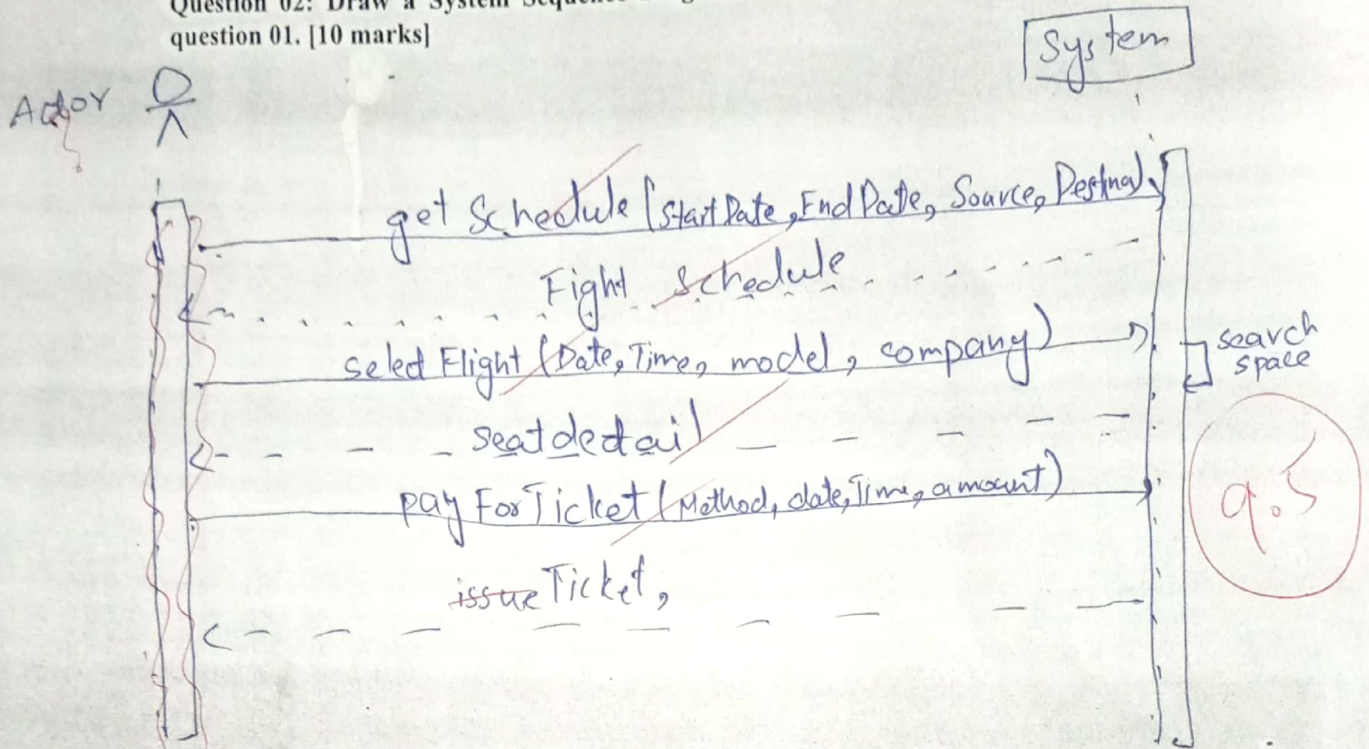
Question 01: Provide the pre-condition, post-condition and alternate scenarios for the given "Book Flight" Use case. [2+2+6]

Use case Name	Book Flight	System Response
Actor Actions Pre-condition: System Available, flights Available according to client requirements, seats available H		
1. The use case begins when the agent specifies a travel itinerary (schedule) for a client. 3. The agent selects the flight. 5. The agent finalizes the booking by supplying payment information.	2. The system searches a set of appropriate flights and present them to the agent. 4. The system verifies the space is available on the flight and reserves a seat on the flight. 6. The system books the seat and issues the ticket.	
Post-condition: Seat booked successfully, information saved correctly. 1		
Alternative Scenarios: 1. In step 4: Seat not available on flight Repeat step 3 and 4 for alternative flight 2. In step 1: flights not available Change schedule requirements 3. In step 6: Information not store correct Info Cancel Ticket and Repeat all steps again with correct information		

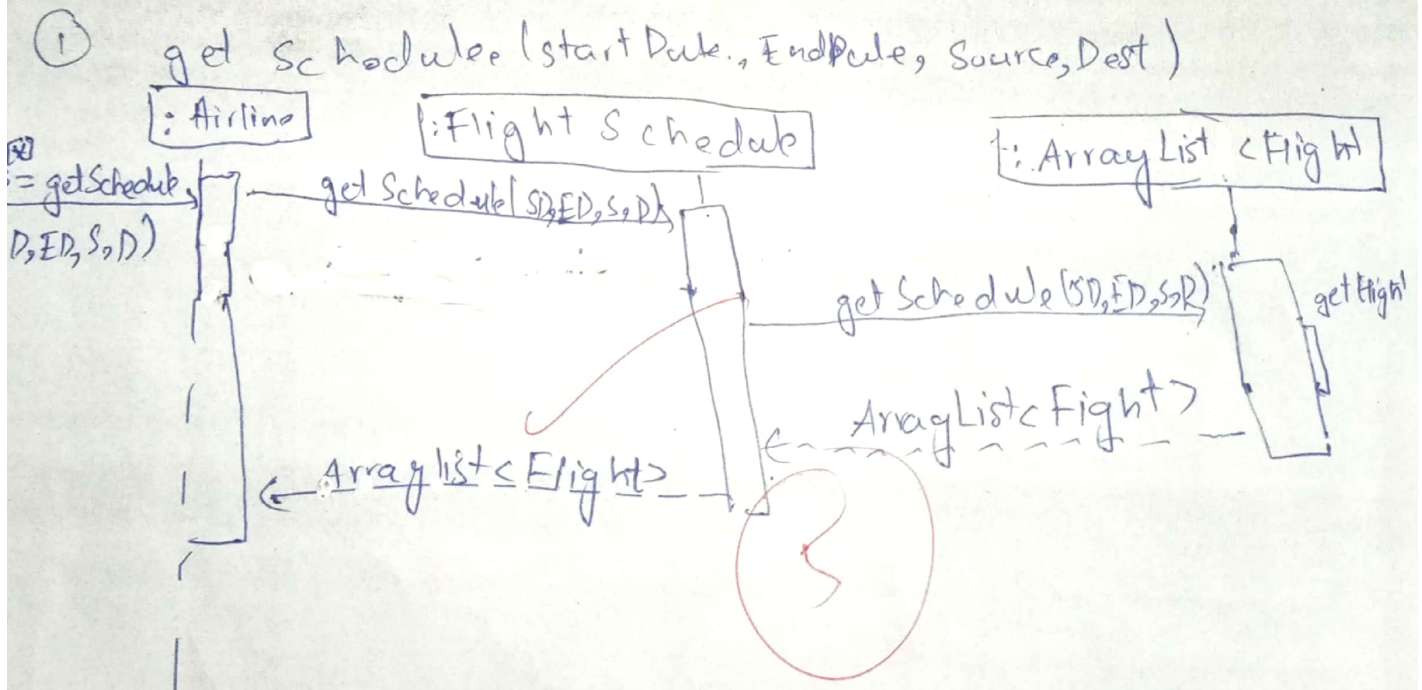
Domain Model



Question 02: Draw a System Sequence Diagram corresponding to the scenario given in the question 01. [10 marks]



Question 03: Produce design sequence diagrams for "Book Flight" use case by apply GRASP patterns. [15 marks]



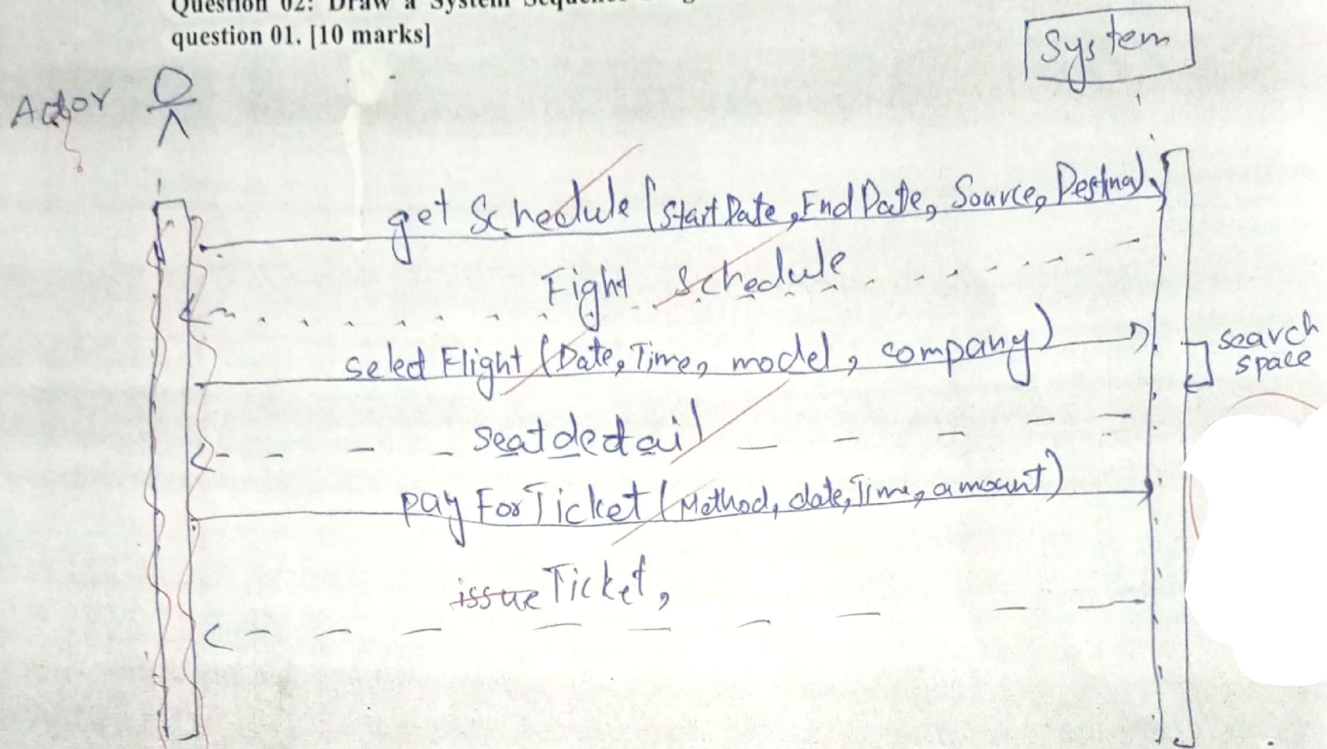
SD = Start Date
ED = End Date
S = Source
D = Destination

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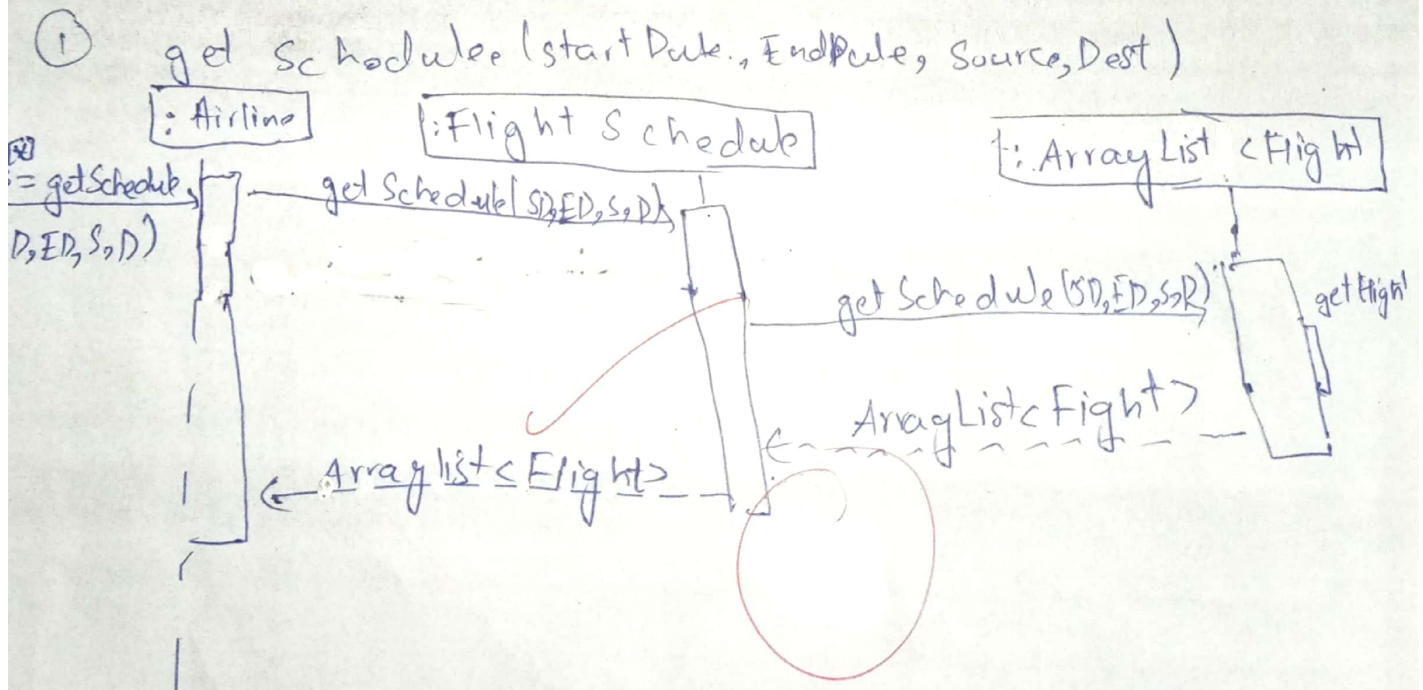
F = Flight
C = Client
M = Method of Payment

A = Amount
T = Ticket

Question 02: Draw a System Sequence Diagram corresponding to the scenario given in the question 01. [10 marks]



Question 03: Produce design sequence diagrams for "Book Flight" use case by apply GRASP patterns. [15 marks]



SD = Start Date
 ED = End Date
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Page 4 of 6

F = Flight
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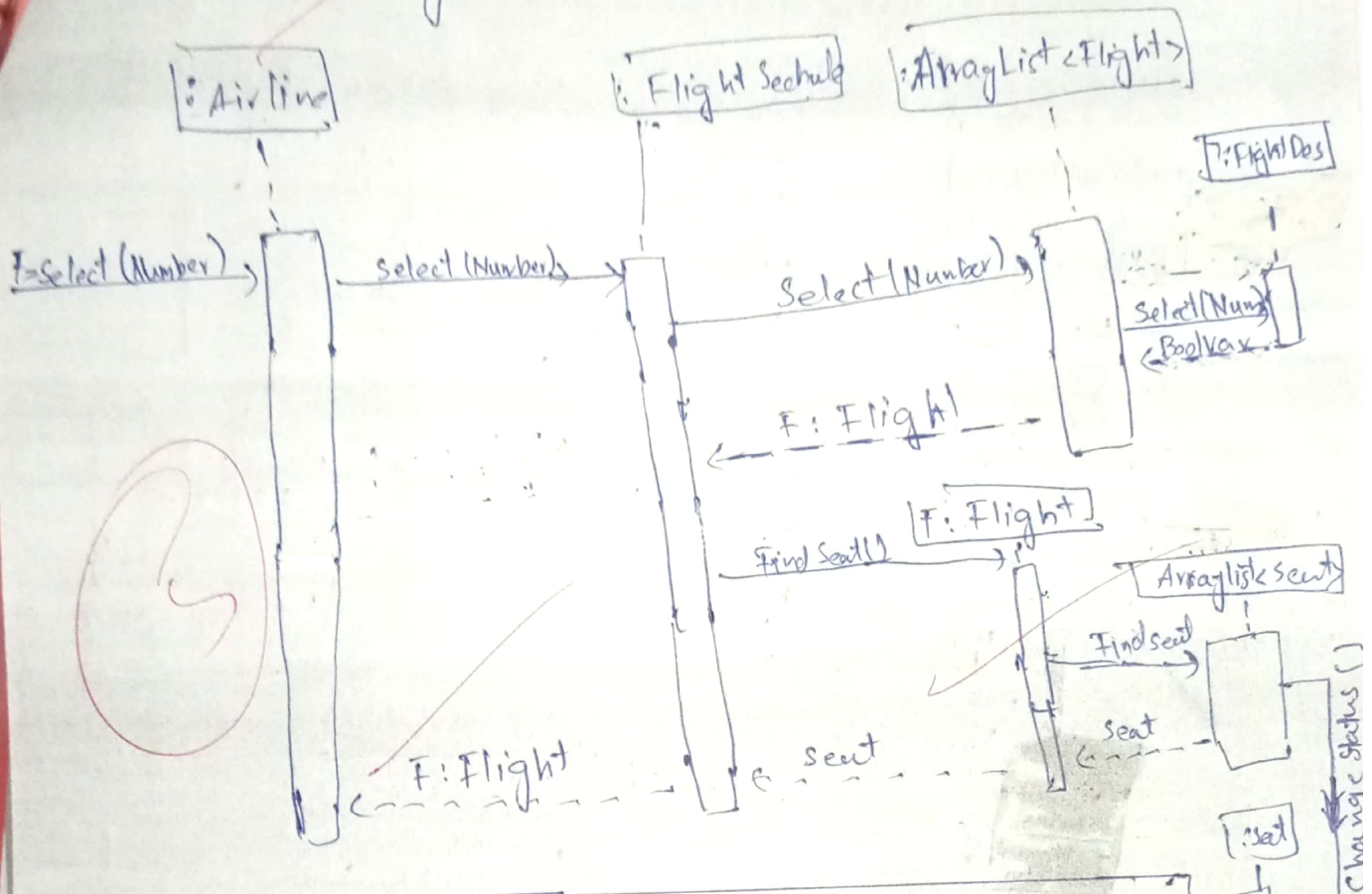
National University of Computer and Emerging Sciences

FAST School of Computing

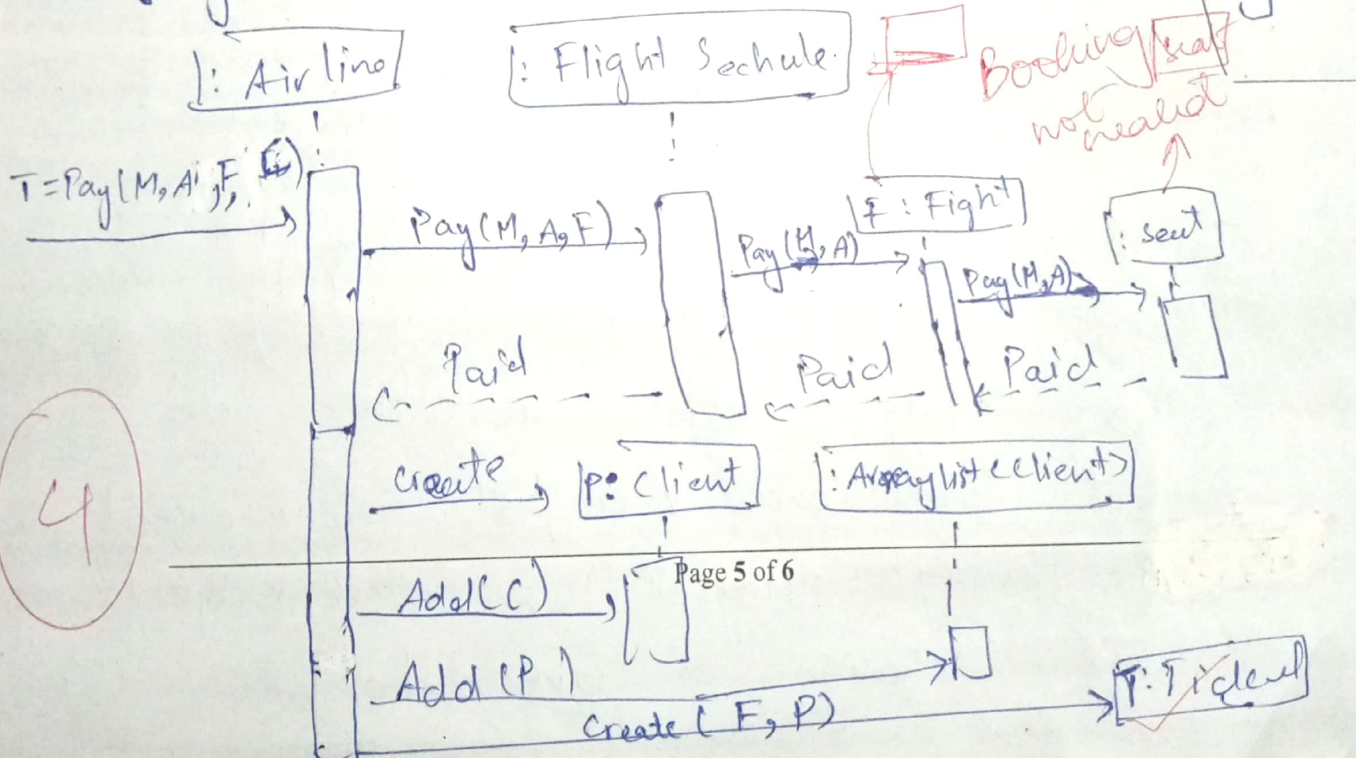
Fall-2022

Islamabad Campus

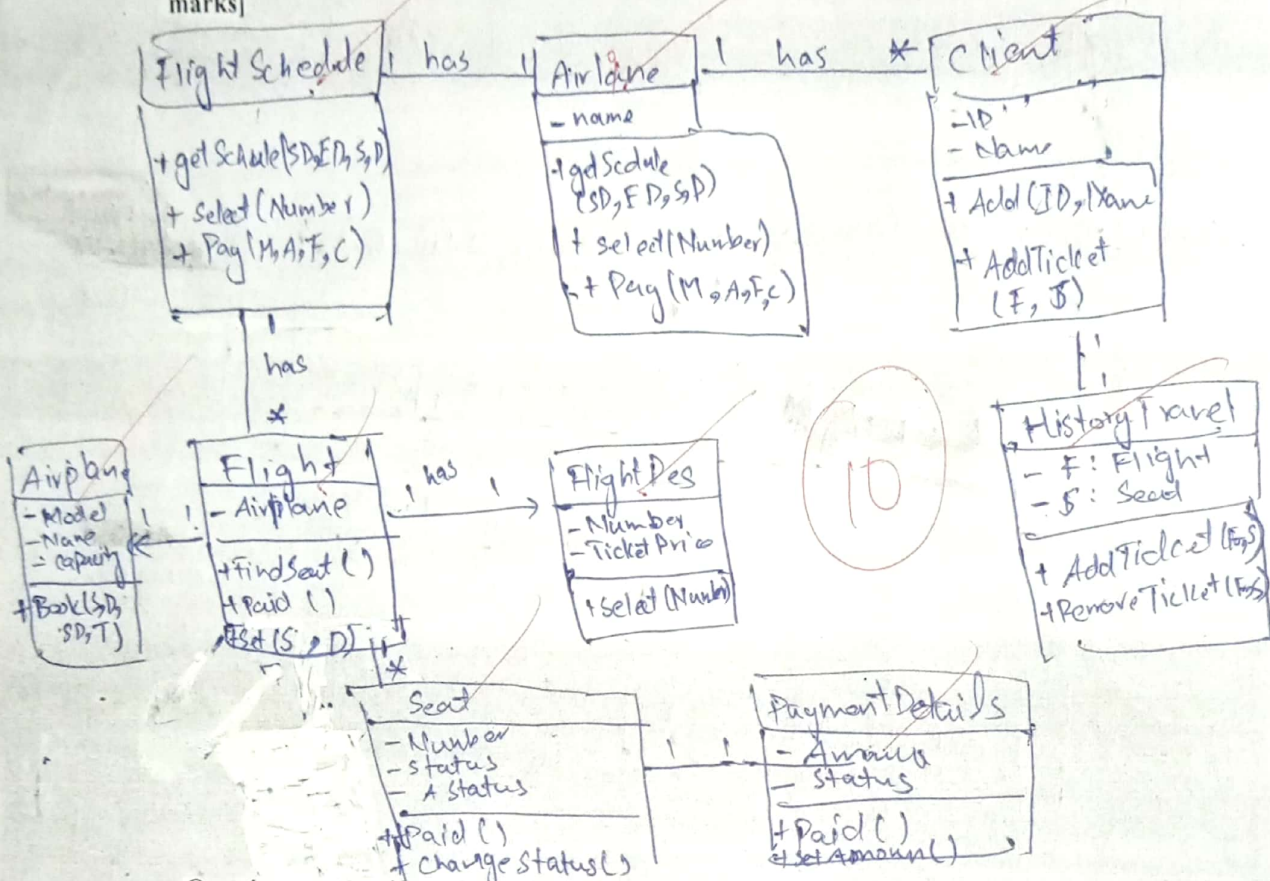
② Select Flight



③ Pay Ticket



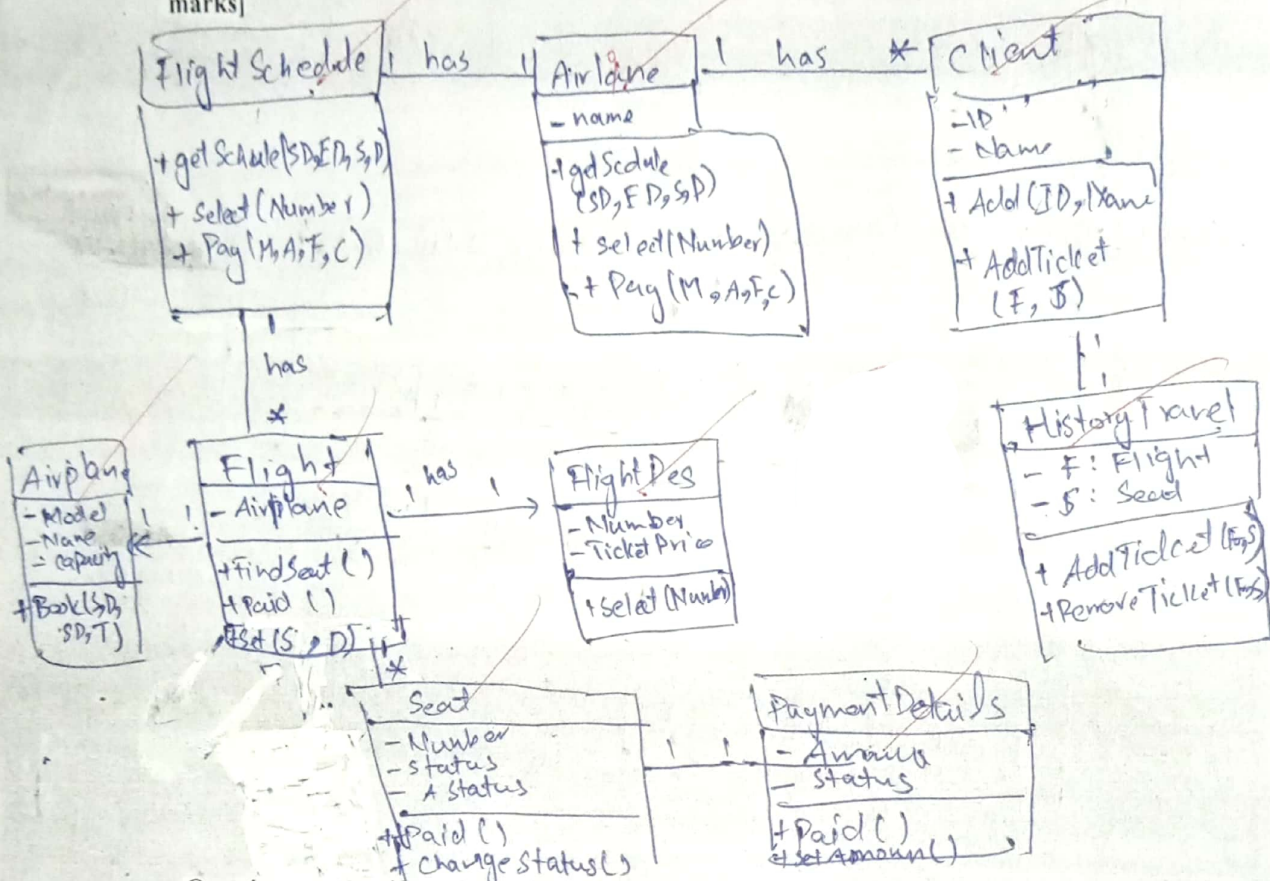
Question 04: Draw a class diagram corresponding to the scenario given in the question 01. [10 marks]



Question 05: Identify and explain the improvements that the controller, expert and creator patterns introduce to the behavioral design for the "Book Flight" use case. [5 marks]

- ① It helps to reduce the complexity by adding expert for Flight Schedule and Client.
- ② Controller class is helps to easily move to any direction from one place. 2.5
- ③ Crator create the object and then add to respect class and ArrayList. So no need to go through arraylist or other objects to malce change or save data.

Question 04: Draw a class diagram corresponding to the scenario given in the question 01. [10 marks]



Question 05: Identify and explain the improvements that the controller, expert and creator patterns introduce to the behavioral design for the "Book Flight" use case. [5 marks]

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