Flight Booking System

1. The design and architecture of the system
    - Flight, Airline, Customer, and Booking classes capture aspects of the flight booking process.

2. How the OOP concepts are applied
    - Inheritance: the flight class inherits from extending the services class and reusing pricing logic
    - Encapsulation: the customer class hides customer information, so that access is obtained through interaction methods of management
    - Polymorphism: different flight types (e.g. economy, business) can implement their specific pricing as creating subclasses of Flight assuming it for economy class in this code
    - Abstraction: The customer interacts with high level methods through GUI without needing to understand the complexity of booking

3. The relationships between different classes
    - Aggregation: Flight aggregates Airport and Airline
    - Composition: Booking indicates a composition relationship by referencing customer and flight
    - Association: Airline has association with multiple flight instances
4. GUI: