



American International University- Bangladesh

CSC 2209: Object Oriented Programming 1 (JAVA)

CO1 Evaluation Project Summary Report Summer 18-19

Group No: B01
Project Title: Hotel Management System

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Hotel Management System

Introduction: We are doing this project because it is easy to understand the internal issues and it is easy to know the designations of the employee. The GUI of this management system is easier to implement.

User Category:

There are two types of Users here. They are:

- Manager
- Employee

Feature List:

In this project the “Manager” has the following features:

- Only Manager can look into the employee’s information and update it.
- They have primary id.
- They can update their personal information
- They can manage Employees.
- They can control booking procedure.

In this project the “Employee” has the following features:

- They can manage rooms and give Service to the guests.
- They have primary ID.
- They have their unique names.
- They have their different salary.

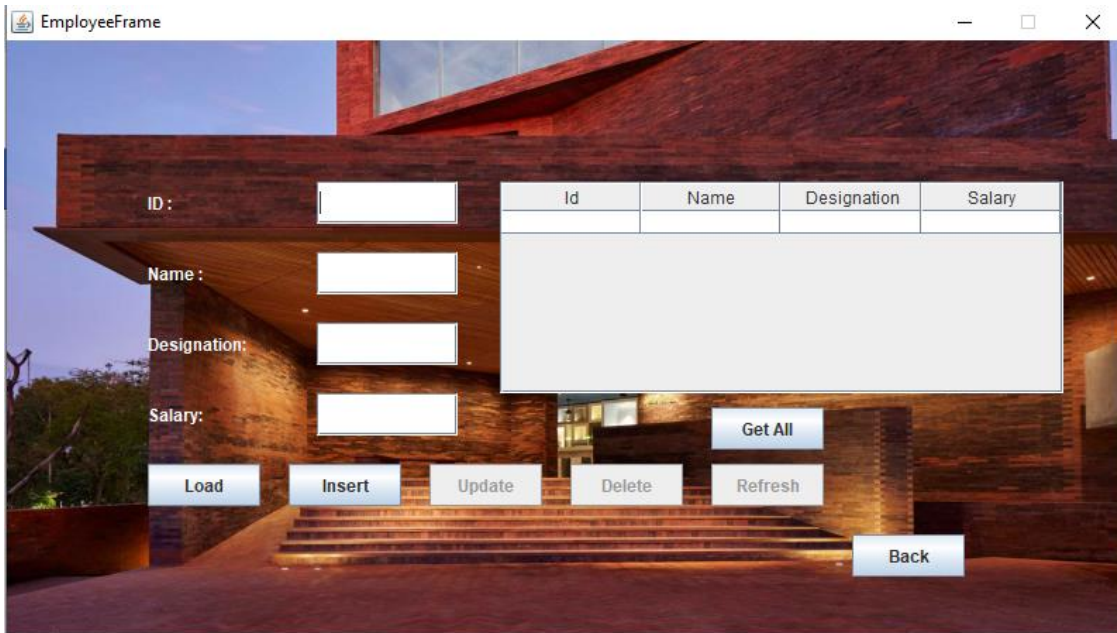
GUI Description:



By this GUI Employees and customers can log into the system to see their personal info. Here button “Show” shows the password, button “Login” helps to log in, button “Exit” helps to go out of system.



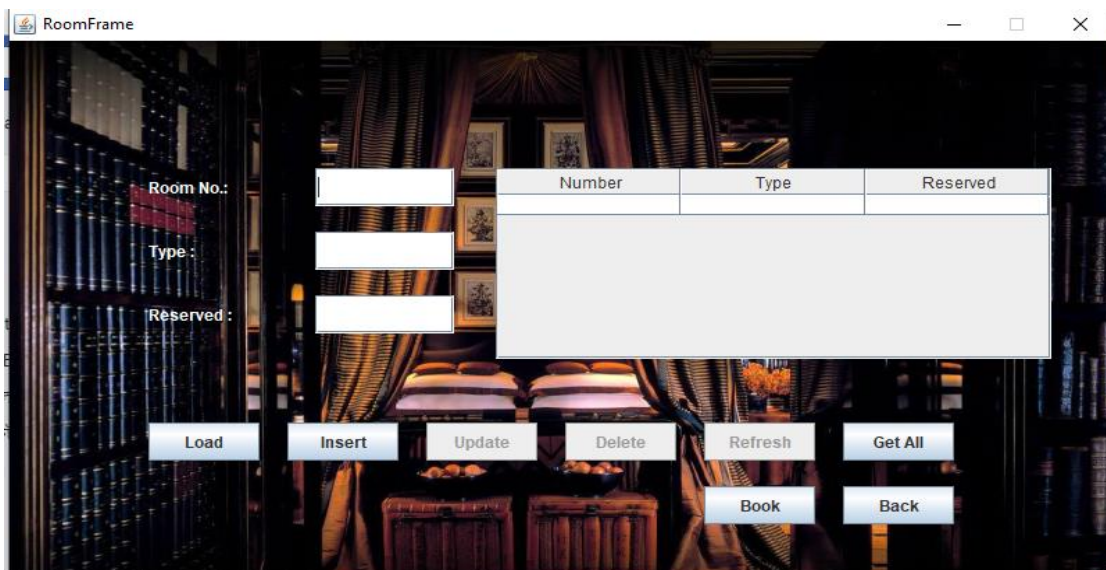
Hotel Management System



The EmployeeFrame GUI features a background image of a modern building at dusk. On the left, there are four input fields labeled 'ID:', 'Name:', 'Designation:', and 'Salary:'. To the right of these fields is a table with four columns: 'Id', 'Name', 'Designation', and 'Salary'. Below the table is a large, empty rectangular area. At the bottom, there are several buttons: 'Load', 'Insert', 'Update', 'Delete', 'Refresh', 'Get All', 'Back', and 'Refresh' (repeated).

Id	Name	Designation	Salary
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In this GUI manager can look into the employees information and they can change ,modify and clear their information.



The RoomFrame GUI features a background image of a hotel room interior. On the left, there are three input fields labeled 'Room No.:', 'Type:', and 'Reserved:'. To the right of these fields is a table with three columns: 'Number', 'Type', and 'Reserved'. Below the table is a large, empty rectangular area. At the bottom, there are several buttons: 'Load', 'Insert', 'Update', 'Delete', 'Refresh', 'Get All', 'Book', and 'Back'.

Number	Type	Reserved
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In this GUI employee can see all the information about rooms for further reservation. They can manage rooms, insert rooms, update rooms and booked rooms for the guests.



Hotel Management System

Database Table Description:

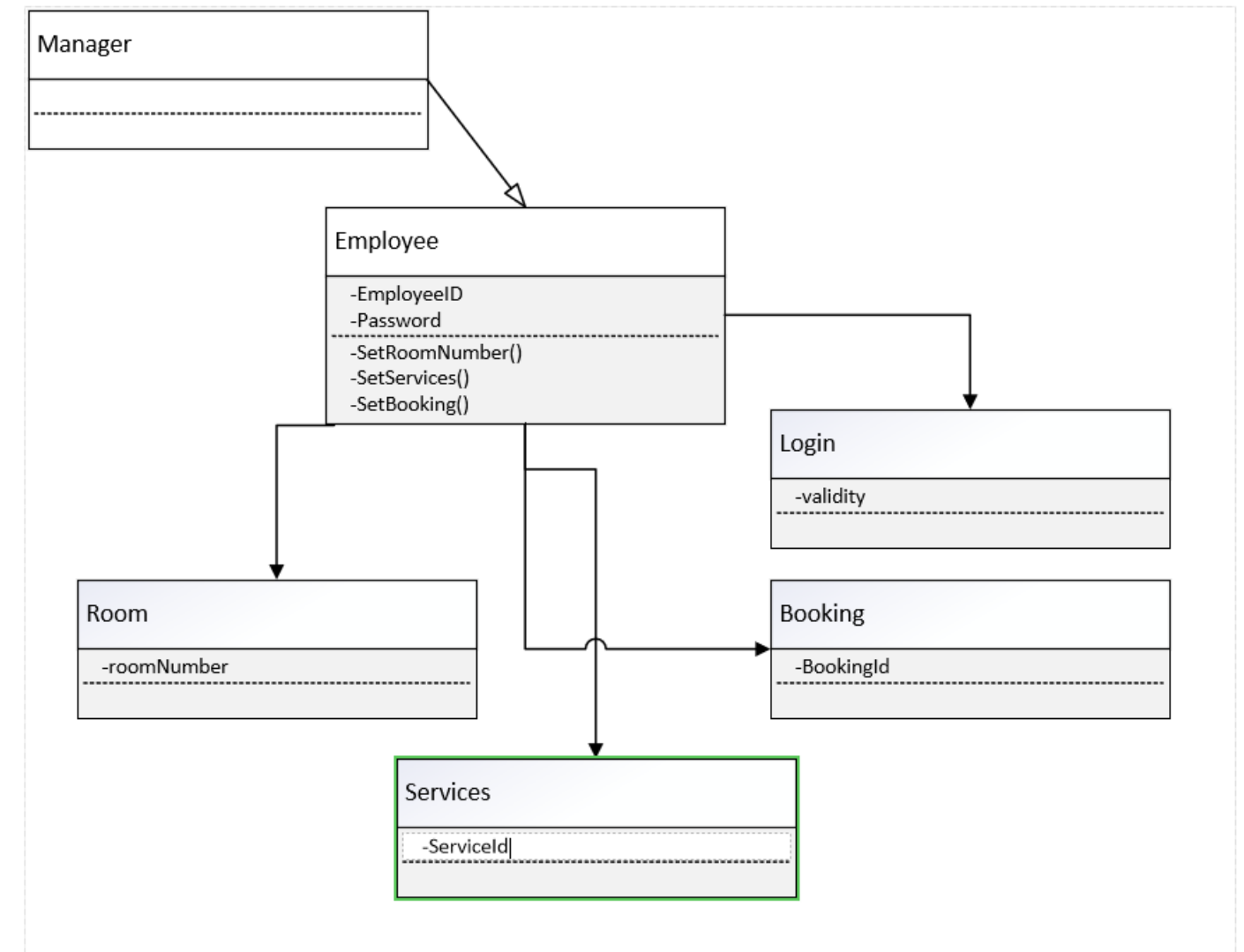
The screenshot displays the phpMyAdmin interface for a database named 'hotel'. The left sidebar shows the database structure, including 'employees', 'login', and 'room' tables. The main panel shows the 'Structure' tab for the 'hotel' database. It lists three tables: 'employees', 'login', and 'room'. Each table has a 'Browse' button and a 'Structure' button. The 'employees' table has 10 rows, 'login' has 10 rows, and 'room' has 2 rows. The 'Sum' row shows a total of 22 rows. Below the table list, there is a 'Create table' button and a form to create a new table with a name and number of columns (set to 4).

Table	Action	Rows	Type	Collation
<input type="checkbox"/> employees	★ Browse Structure Search Insert Empty Drop	10	InnoDB	latin1_swedish
<input type="checkbox"/> login	★ Browse Structure Search Insert Empty Drop	10	InnoDB	latin1_swedish
<input type="checkbox"/> room	★ Browse Structure Search Insert Empty Drop	2	InnoDB	latin1_swedish
3 tables	Sum	22	InnoDB	latin1_swedish



Hotel Management System

Class Diagram:



Hotel Management System

Tools Used:

To develop this project we have used the following:

- JDK(Java Development Kit) & JRE
- Notepad++
- SQL
- Database
- Xampp
- phpMyAdmin

OOP and Java Concepts Used:

- **Concept 1: Set Get method:** It is all related to how variables are passed between different classes. The get method is used to obtain or retrieve a particular variable value from a class and a set value is used to store the variables.
- **Concept 2: Inheritance:** Inheritance is a process of defining a new class based on an existing class by extending its common data members and methods. Inheritance allows us to reuse of code, it improves reusability in our java application.
- **Concept 3: Interface:** Through interfaces we can implement multiple inheritance in java. Interfaces function are used to break up the complex designs and clear the dependencies between objects.
- **Concept 4: Package:** A package is a namespace that organizes a set of related classes and interfaces. Conceptually we can think of packages as being similar to different folders on our computer.
- **Concept 5: GUI:** A graphical user interface contains six important features, including a pointer, pointing device, icons, desktop, windows and menus. A GUI denotes a collection of computer programs that utilize a computer's graphics capabilities to make programs easier to use.

Impact of this Project:

By using this project people who have hotels will be able to easily manage their employee and managers easily. They will easily be updated automatically of the information about the employees and room services. This will help the owner to know about the internal issues which consists of salary, recruitment and management. He will always be able to know the current situation of the employee working for them where as if had done all these things manually he might have faced some unnoticeable errors which could have been a huge problem for them.

Limitations and Possible Future Improvements:

Due to time constraints certain fields were not included to the system. The limitations are there are no information about services, there is no option for room service and the improvement that could be done is that more information about rooms and employees can be added , reservation information can be added and many more other improvements regarding facilities can be added to this project. Implementation of facilities might help prospective guests interact more with the systems.

