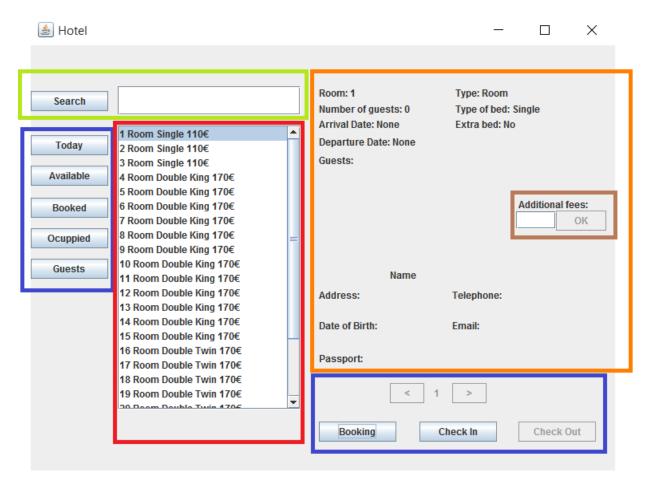
Appendices

Table of contents

User guide to the system.		
1.1 Main window	2	
1.1.1 Search bar	3	
1.1.2 Buttons		
1.1.3 Organizer		
1.1.4 Information box	0	
1.2 Booking	7	
1.3 Edit	8	
1.4 Check-in	9	
1.5 Check-out.	10	
2. Selected Java code	11	
3. Analysis documentation	12	
3.1 Use Case diagram	12	
3.2 Use Case descriptions	13	
3.3 Activity diagrams	17	
4. Design documentation	25	
4.1 Sequence diagram	25	
4.2 UML class diagram	26	

1. User guide to the system

1.1 Main window



The main window is the first thing you see when you run the program. Almost every action is executed from this window.

Green- Search box. (More info on page 3).

Blue- Action buttons. (More info on page 4).

Red- Organizer. (More info on page 5).

Orange- Information box. (More info on page 6).

Brown- Additional fees. (More info on page 6).

1.1.1 Search bar

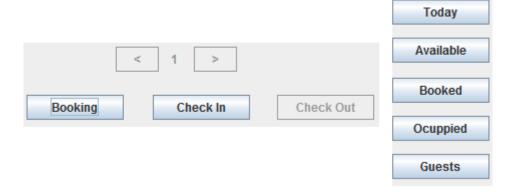
0
Search

You can search for a room simply by entering a room number, name of a guest or a date into the text field and then pressing the "Search" button.

The result will be shown in the Organizer under this Search bar. If there are no results, you will be informed with an information message.

- 1. You can search by room number. For example: "12", the result will be only one room with number "12".
- 2. You can search by name. For example: "John" or "John Smith", the result will be all guests with this name and also all bookings on this name.
- 3. You can search for a room by date. For example: "15/11/2015-22/11/2015", the result will be all rooms that are free for the duration of these dates.

1.1.2 Buttons



[&]quot;Today" button – Show a list of all of today's Check in and Check outs.

"Booking" button – Opens a new window for booking. In the organizer, room has to be selected. (More info on page 9).

"Check In" button – Opens a new window for Check In. Available only if an available room or a booking with today's arrival is selected. (More info on page 11).

"Check Out" button – Opens a new window for Check out. Available only if an occupied room is selected. (More info on page 12).

"Edit" button – Opens a new window for Edit. Available only if a booking is selected. (More info on page 10).

"<" And ">" buttons – Available only if a room contains more than 1 guest. You can switch between guests and their information using these arrows.

[&]quot;Available" button – Show a list of all available rooms for today.

[&]quot;Booked" button – Show a list of all bookings.

[&]quot;Occupied" button – Show a list of all occupied rooms.

[&]quot;Guest" button – Show a list of all guests.

1.1.3 Organizer



The Organizer is a list of results from the search bar and the action buttons. This organizer can show lists of guests, bookings, rooms and more.

You can select a room, a booking or a guest from this list and all the information connected to this room or guest is shown in the information box (on the right side).

1.1.4 Information box

Room: 1	Type: Room	
Number of guests: 1	Type of bed: Single	
Arrival Date: 08/12/2015	Extra bed: No	
Departure Date: 15/12/2015		
Guests: John Smmith		
	Additional fees:	
	OK	
John Smmith		
Address: Street x	Telephone: 45 45 45 45	
Date of birth: 10/12/1995	Email: example@domain.com	
Passport:		

In the information box you can see all the information about the rooms and the guests. Each room has a room number, a type, the guest's names and arrival and departure dates.

Then there is the "Additional fees" bar. More information below.

And the Guest's information where you can find the name, the contact information and the address.



If the guests use additional services such as the minibar, you can add a price for that service and that price will be added to the Check Out total price.

If you write for example: "50", 50 Euros will be added.

Also you can write: "-50", 50 Euros will be removed from the total price. (Discounts)

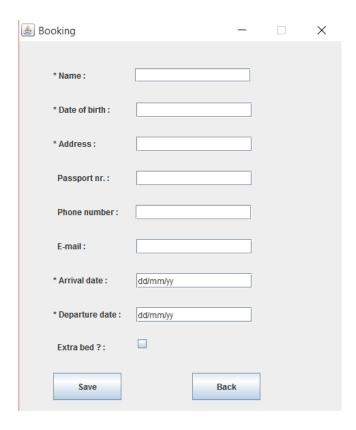
1.2 Booking

If you press the "Booking" button, a new window will appear.

There you need to put information about the booker.

Fields marked with * mark are necessary, the others are optional.

Dates have to be in format "dd/mm/yyyy".



With the button "Save", you will save this booking in the database.

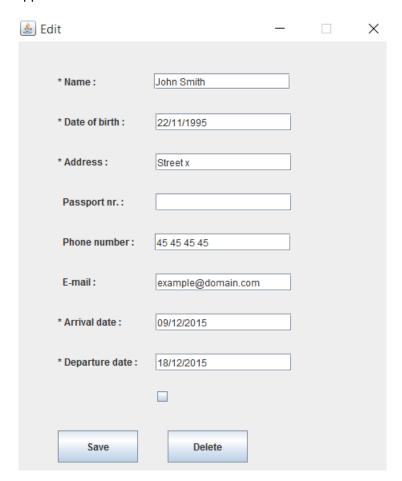
With the button "Back", you will return to the main window and nothing is saved.

If guest does not show up until 18:00 of the arrival day, the booking will be removed.

1.3 Edit

If you have booked room and you want to edit or delete it, you can select it from booked rooms list and click the button "Edit".

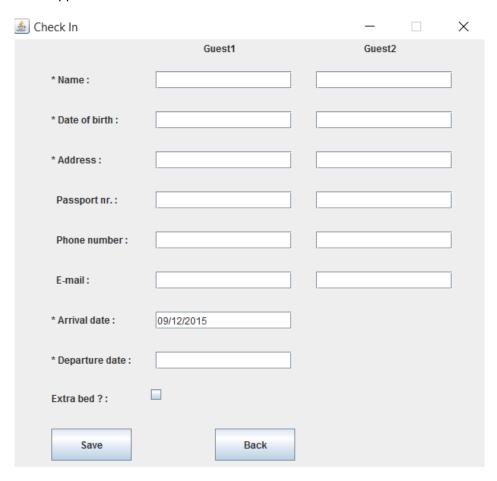
A new window will appear:



Text fields are already filled with "Old" information. You can change them and click on the button "Save" to save this booking with the new information or you can press "Delete" to delete this booking.

1.4 Check-in

If you want to Check In a booking or an available room, you can click on the button "Check In" and a new window will appear:



If you have selected an available room (Not booked), all fields except the arrival date will be blank. Else, if you have selected booking, Guest1 will be filled automatically with the information from booking.

Arrival date is also filled out automatically.

When you click "Save", the room will be checked and booking will be removed.

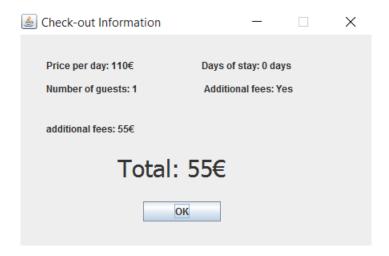
When you click "Back", you will return to the Main window and the room will still be only in a booked state.

1.5 Check-out

When you want to Check Out guests you can click "Check Out" button. A window with confirmation will appear:



When you click on "No" you will be returned to the Main menu. Else if you click on "yes", there will be a new window with information about the duration of stay and the total price:



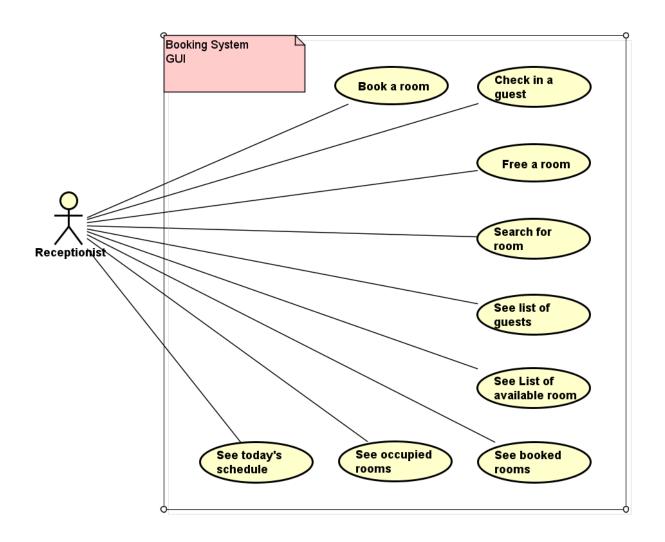
After you click OK, the room will be empty and you will return to the Main window.

2. Selected Java code

```
/** SetArrays method loads or creates new files of Room and booking arrays (Saves) **/
private static void setArrays() throws ClassNotFoundException {
   boolean endOfFile = false;
   File file = new File("saveRooms.bin");
   File file2 = new File("saveBookings.bin");
   if (file.exists()) {
      try {
         FileInputStream fis = new FileInputStream(file);
         ObjectInputStream in = new ObjectInputStream(fis);
         for (int i = 0; i < rooms.length; i++) {</pre>
            rooms[i] = (Room) in.readObject();
         in.close();
      } catch (IOException e) {
   } else {
      for (int i = 0; i < 3; i++) {
         rooms[i] = new Room(1, i + 1, 110, "Single", "Room");
      for (int i = 3; i < 15; i++) {
         rooms[i] = new Room(2, i + 1, 170, "Double King", "Room");
      for (int i = 15; i < 21; i++) {
         rooms[i] = new Room(2, i + 1, 170, "Double Twin", "Room");
      for (int i = 21; i < 23; i++) {
         rooms[i] = new Room(1, i + 1, 220, "1-Bedroom", "Suite");
      rooms[23] = new Room(2, 24, 340, "2-Bedrooms", "Suite");
rooms[24] = new Room(3, 25, 450, "3-Bedrooms", "Suite");
   if (file2.exists()) {
         FileInputStream fis = new FileInputStream(file2);
         ObjectInputStream in = new ObjectInputStream(fis);
         while (!endOfFile) {
             try {
                bookings.add((Guest) in.readObject());
             } catch (EOFException e) {
                endOfFile = true;
         }
         in.close();
      } catch (IOException e) {
   }
   save();
 }
```

3. Analysis documentation

3.1 Use Case diagram



3.2 Use Case descriptions

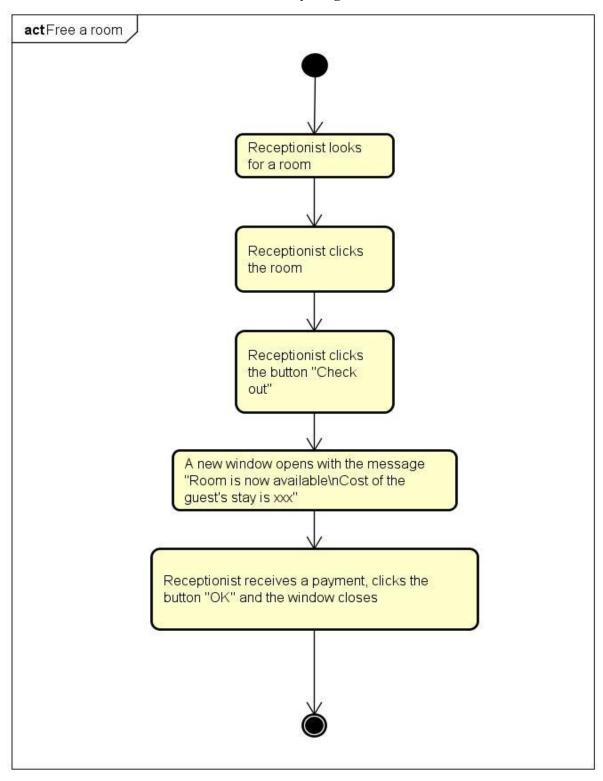
Book a room / UseCase Description		
ITEM	VALUE	
UseCase	Book a room	
Summary	Guest asks for a room and books it if it is available.	
Actor	Receptionist	
Precondition	There desired room is free.	
Postcondition	The guest has booked a room.	
Base Sequence	 Receptionist receives a request from a guest. Receptionist looks for and selects a free room. Receptionist clicks the button "book". The window closes. Program displays a new window with a form. Receptionist inputs a name. Receptionist inputs a birth date. Receptionist inputs an address. Receptionist inputs a passport number. Receptionist inputs a phone number. Receptionist inputs an email. Receptionist inputs an arrival date. Receptionist inputs a depature date. Receptionist clicks the button "save". The window closes and the room is booked. The program displays the main window. 	
Exception Sequence	There is not an available room: 1 as base sequence: 2. Recepionist declines the guest's request. User case ends. Invalid date of birth format: 1 - 13 as base sequence: 14. Receptionist inputs a date in the valid format. User case ends. Invalid date of arrival format: 1 - 13 as base sequence: 14. Receptionist inputs a date in the valid format. User case ends. Invalid date of departure format: 1 - 13 as base sequence: 14. Receptionist inputs a date in the valid format. User case ends.	
Sub UseCase		
Note		

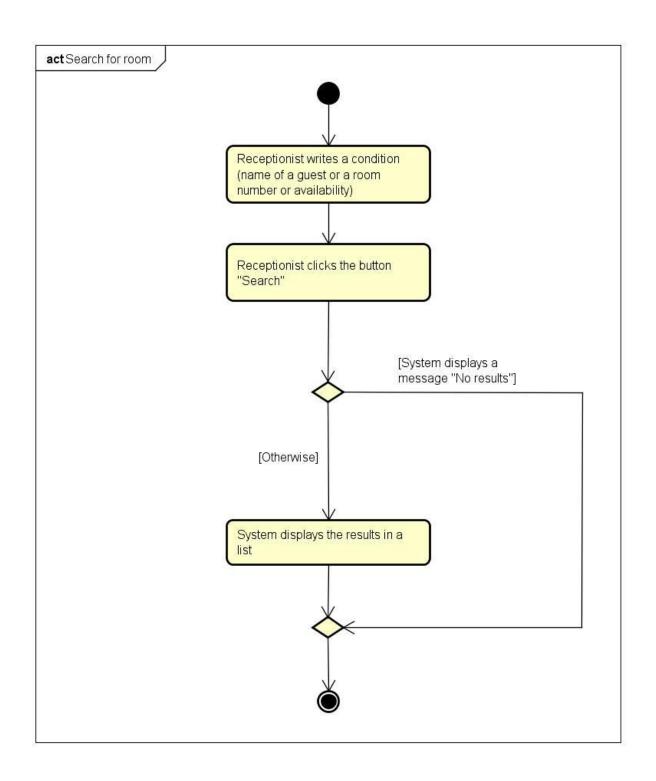
Check in a guest / UseCase Description		
ITEM	VALUE	
UseCase	Check in a guest	
Summary	Repectionist checks in a guest.	
Actor	Receptionist	
Precondition	There is an available room that satisfies the guest's requirements.	
Postcondition	A guest has checked in a room.	
Base Sequence	 Receptionist looks for a booked or an available room and clicks on it. Receptionist clicks the button "Check in". If guest has booked the room, his booking information is transferred to his check-in form automatically, else receptionist starts filling out the form. Receptionist inputs a name. Receptionist inputs a date of birth. Receptionist inputs an address. Receptionist inputs a passport number. Receptionist inputs a phone number. Receptionist inputs an email. Receptionist inputs an arrival date. Receptionist clicks the button "save". The window closes and guest has checked in. The program displays the main window. 	
Branch Sequence		
Exception Sequence	There is not an available room: 1 as base sequence: 2. Recepionist declines the guest's request. User case ends. Invalid date of birth format: 1 - 12 as base sequence: 13. Receptionist inputs a date in the valid format. User case ends.	
	Invalid date of arrival format: 1 - 12 as base sequence: 13. Receptionist inputs a date in the valid format. User case ends. Invalid date of departure format: 1 - 12 as base sequence:	
	13. Receptionist inputs a date in the valid format.	

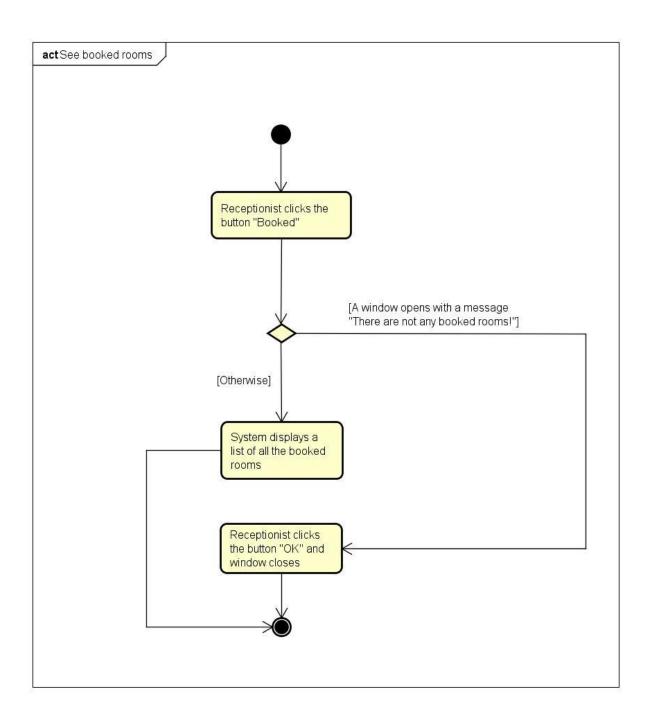
ITEM	VALUE
UseCase Summary	See occupied rooms Receptionist sees a list of all the occupied rooms.
Summar y	Receptionist sees a list of all the occupied rooms.
Actor	Receptionist
Precondition	There are occupied rooms.
Postcondition	List of occupied rooms.
Base Sequence	Recepitonist clicks the button "Occupied". System displays a list with all the occupied rooms.
Branch Sequence	
Exception Sequence	There are not any occupied rooms: 1 as base sequence. 2. A window opens with the message "There are not any occupied rooms!" 3. Receptionist clicks the button "OK" and the window closes. User case ends.
Sub UseCase	
Note	
See today's s	chedule / UseCase Description
ITEM	VALUE
UseCase	See today's schedule
Summary	Recepitonist sees a list of today's check-outs and check-ins.
Actor	Receptionist
Precondition	There are check ins and checkout scheduled for today.
Postcondition	List of today's check-ins and check-outs.
Base Sequence	Receptionist clicks the button "Today". System displays a list of today's check-ins and check-outs.
Branch Sequence	
Exception Sequence	No check-ins and check-outs for today: 1 as base sequence 2. System displays the message "There are no check-ins and check-outs for today." 3. Receptionist clicks the button "OK" and the window closes. User case ends.
Sub UseCase	
Note	

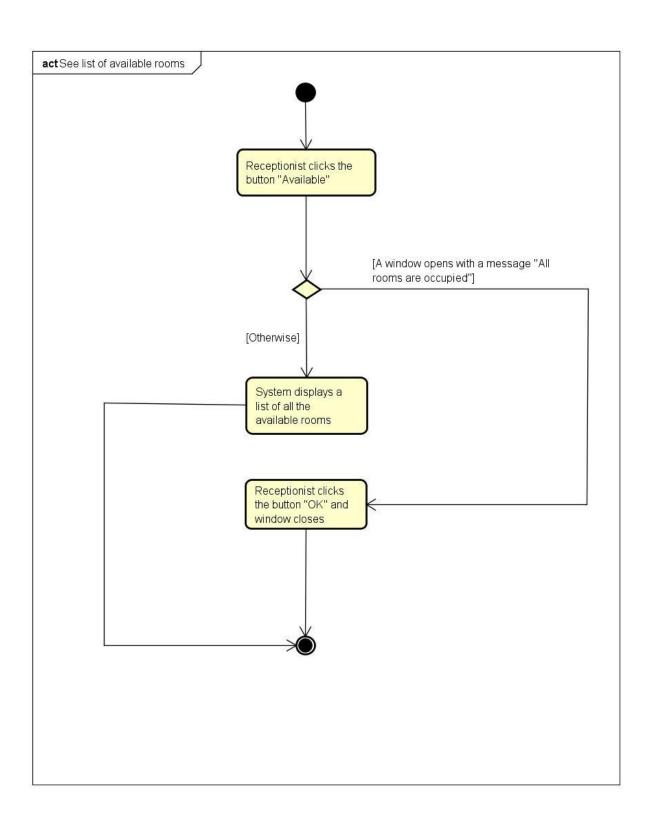
See booked rooms / UseCase Description		
ITEM	VALUE	
UseCase	See booked rooms	
Summary	Receptionist sees a list of all the booked rooms.	
Actor	Receptionist	
Precondition	There are booked rooms.	
Postcondition	List of booked rooms.	
Base Sequence	Receptionist clicks the button "Booked". System displays a list of all the booked rooms.	
Branch Sequence		
Exception Sequence	There are not any booked rooms: 1 as base sequence. 2. A window opens with the message "There are not any booked rooms!". 3. Receptionist clicks the button "OK" and the window closes. User case ends.	
Sub UseCase		
Note		

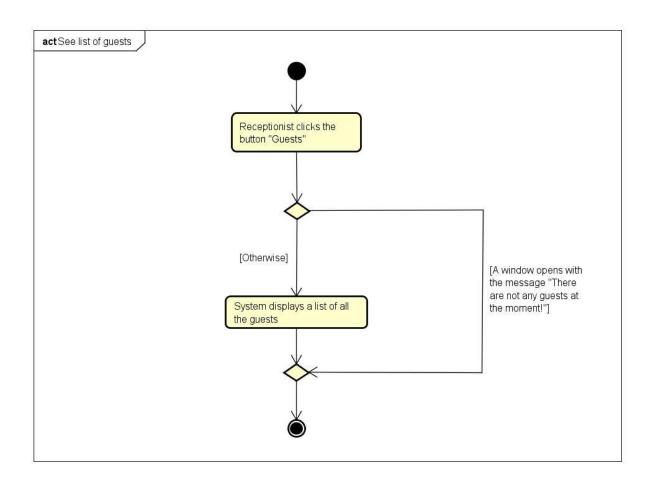
3.3 Activity diagrams

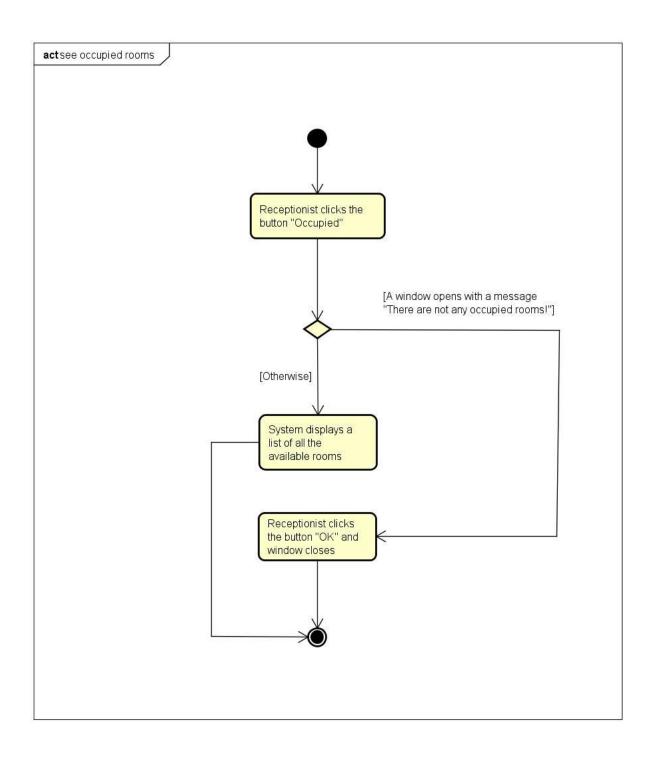


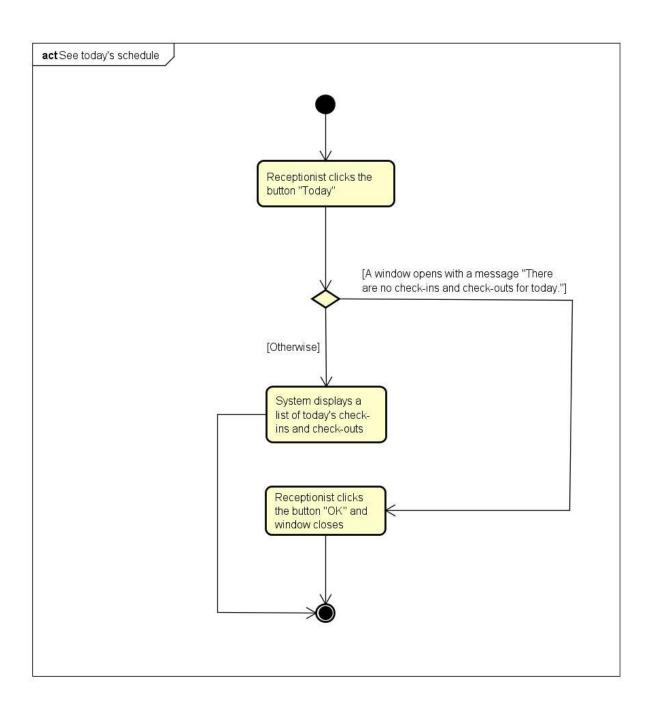


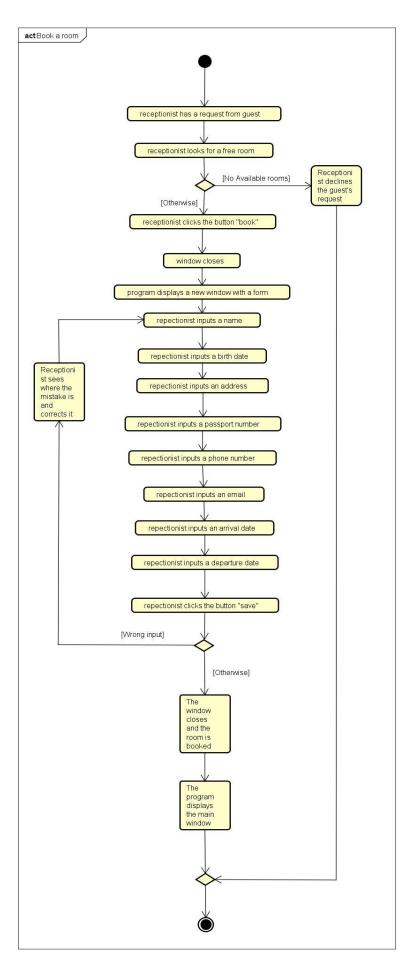






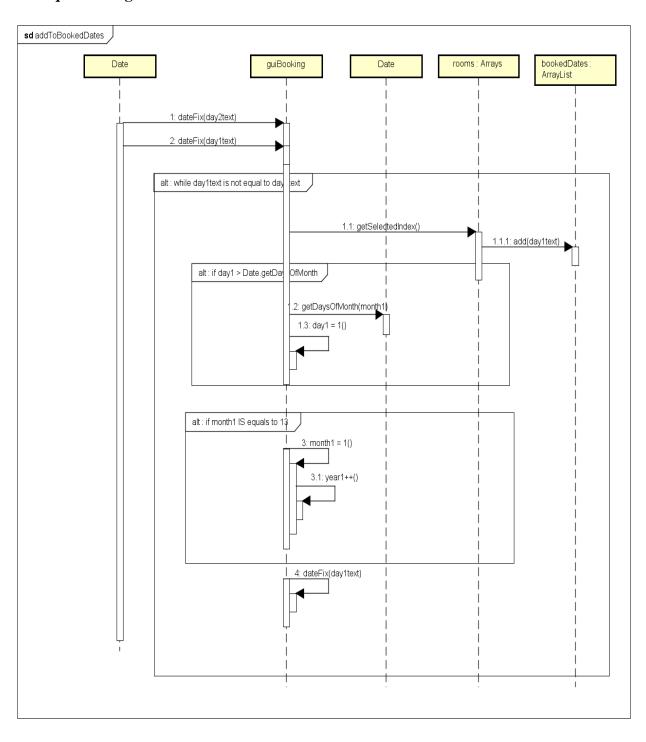






4 Design documentation

4.1 Sequence diagram



4.2 UML class diagram

