Software Construction

Lab 4

Submitted by:

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BESE - 5A

Introduction

1. Design a Restaurant Reservation System based on the given requirements.

2. Add any realistic assumptions to clarify the requirements and by extension the design.

3. Ensure your implementation is correct by writing Unit Tests.

APPROACH:

1- Make a dictionary of tables and restaurant capacity. assume each booking needs one hour, then allocate tables to each booking.

2- All bookings will be kept in a list and later dumped to a file. The program will ask user for the number of people and table size they need and then book that table for them

3- User can enter the time he wants and then program will check availability and give booking if time is available and no booking in one hour range before or after that.

The test cases are:

1- For booking normal table

2- For booking out of time

3- for booking extra large table

4- for booking extra large table with duration exceeding time

Github link:

https://github.com/NoorZia/SoftwareConstructionlabs