

Airport Check-In Simulator

Project description

This project is about simulating the activity of 10 check-in points of a small airport on a dashboard for airport check-in supervision.

Passengers come to a check-in point. Every passenger has a ticket for a specific flight, and an identity card. Every flight has a passenger list containing enough information to uniquely identify every passenger. A check-in point is destined for a specific time interval to a specific flight.

When a passenger comes to check-in the id card and the ticket are presented at the check-in point for verification. Then their luggage is weighed and an id tag is attached. Afterwards the luggage is sent for loading into the plane. The passengers move through a gate, their credentials are checked again then they go to the waiting room for boarding.

At every check-in point there will be a queue of passengers (some of them with checked bag).

Features

- “add more passengers” button
 - The user can add more passengers with all the details which are later added to the specific queue and to the data base
- check plane schedule
 - The user can view all the flights from the airport
- see plane seats
 - The user can see the seats for a specific flight, their availability and the details of the passenger which has a ticket for that seat
- see current state
 - In the main scene is a table with all the check-in gates and their activity
- delete passengers
 - The user can delete a passenger from the data base
- 1 minute updates
- Play/Pause button
- Reset button

UML Diagram

