

UE21CS352B - Object Oriented Analysis & Design using Java

Mini Project Report

"Hotel Management System"

Submitted by:

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6th Semester F Section

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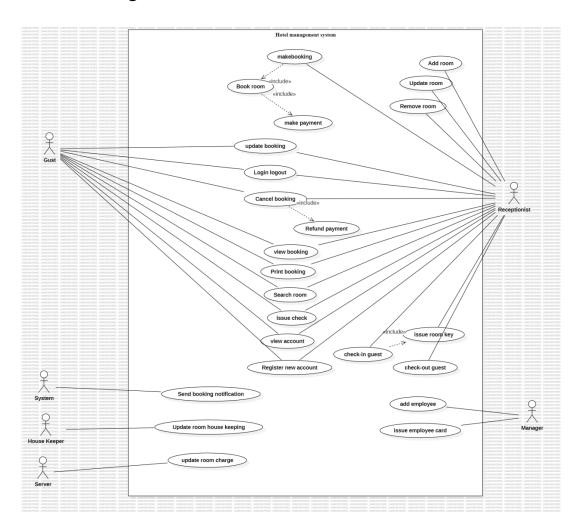
(Established under Karnataka Act No. 16 of 2013) 100ft Ring Road, Bengaluru – 560 085, Karnataka, India

Problem Statement

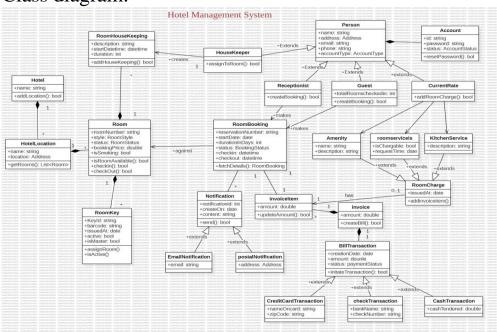
A hotel management system is designed to automate and streamlined various operations within a hotel. It facilitates tasks like a various operation's like guest reservation, check in and check out and room management and staff management, transactions and billing also. Hotel management system improves efficiency and enhances the guest experience and enable data driven decisions that contributes for the cost saving through the optimized operations and management of the operation also.

Models (Use Case, Class Models, State & Activity)

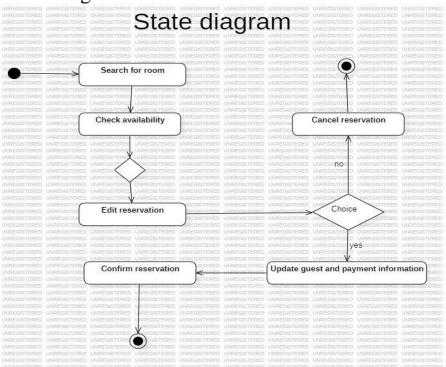
Use case diagram



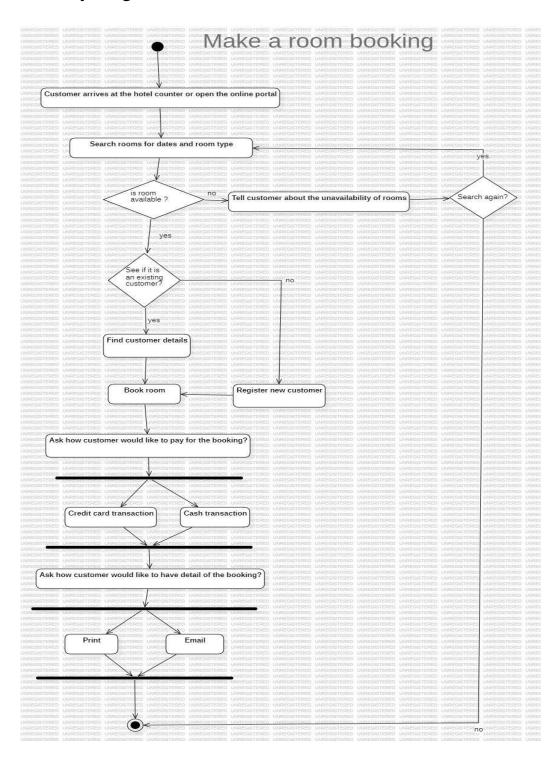
Class diagram:

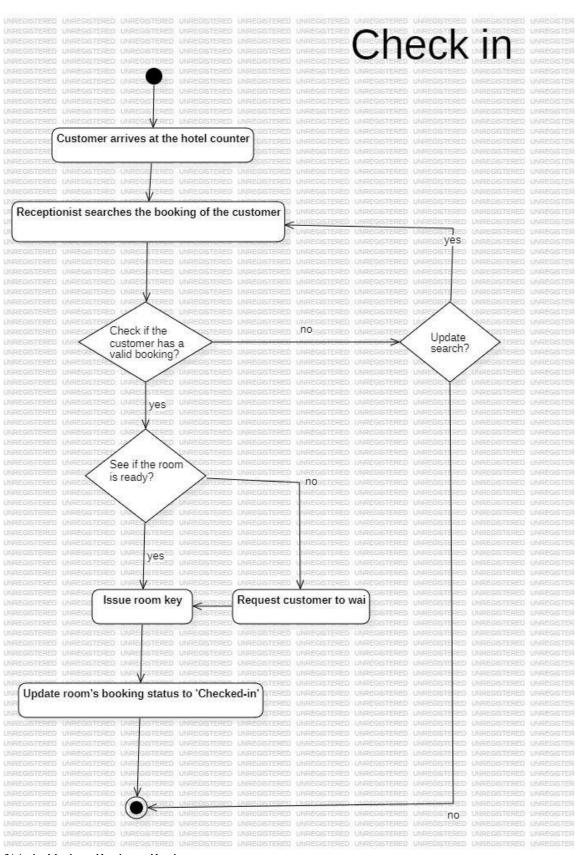


State Diagram

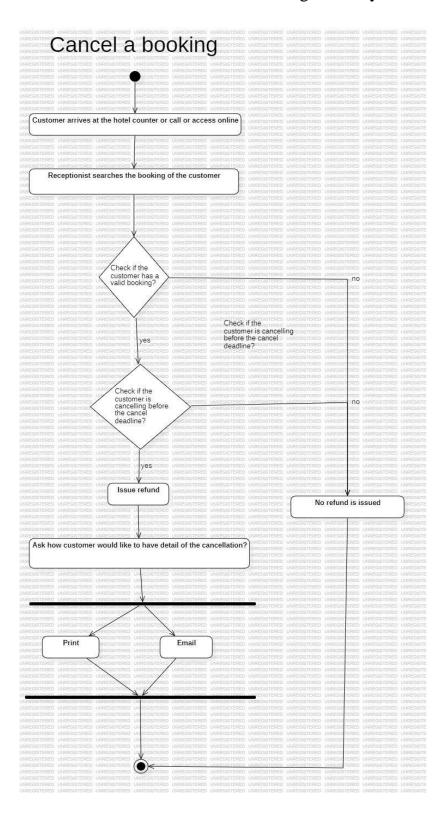


Activity diagram:

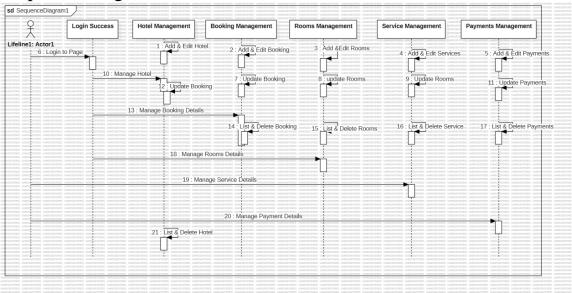




Nitish_Omkar_Pradeep_Pradeep



Sequence diagram:



Architectural pattern

Model View Controller (MVC)

Model we mainly focused on the reservations, Room, staff and users. Here we used JPA for the database integrations. Each class represents a distinct entity within the system, enabling the management information.

The controllers in your hotel management system coordinate the data flow and communication between front-end management and back-end services. They handle HTTP requests, invoke normal business logic (e.g. reservation processing, user authentication), interact with database stores to access or retrieve data, and expose dynamic views through Thymeleaf templates.

Design principle:

The Single Responsibility Principle (SRP)

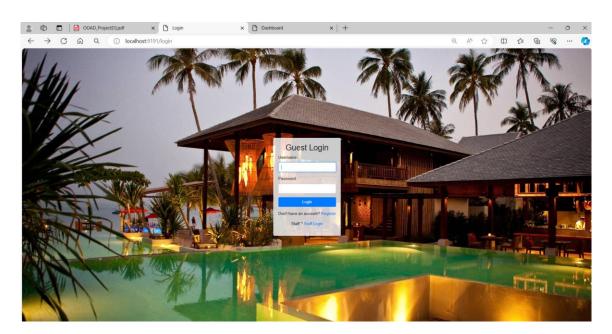
It is a fundamental software design principle that emphasizes the importance of each class, module, or object having a single responsibility or causing change. By adhering to SRP, software developers aim to provide modularity, maintainability, and flexibility have increased for their codebases.

Classes should encapsulate only one aspect of functionality or behaviour. Method should perform on only one specific task.

Git-hub link of project:

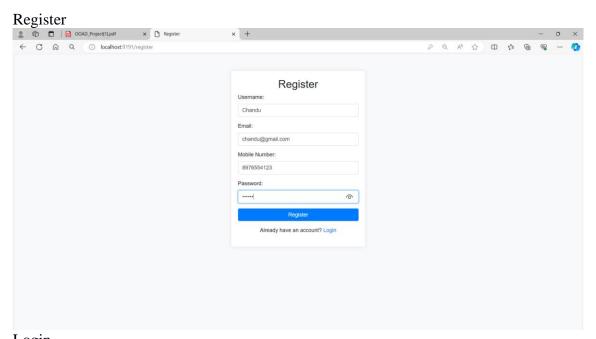
https://github.com/Omkar-Terdal/Hotel-Booking-Sytem

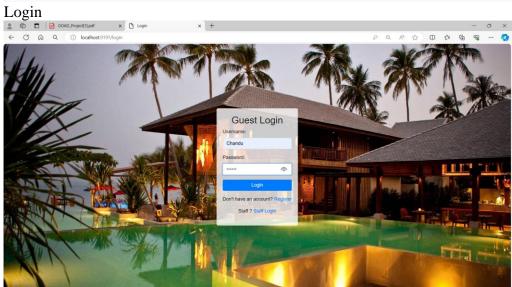
Screenshots with input values populated and output shown (Use white background screens).



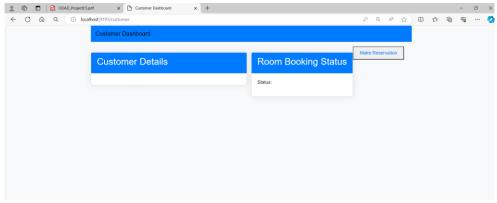
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Hotel Management System

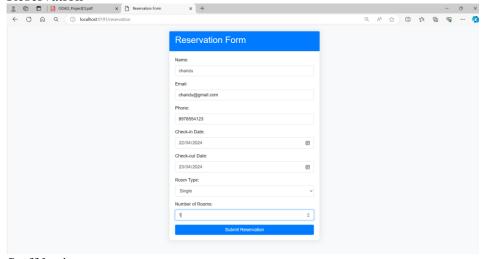


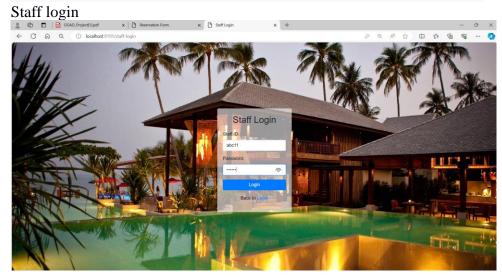


Customer Dashboard:



Reservation





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Dashboard

