

Airport Check-In & Security Screening

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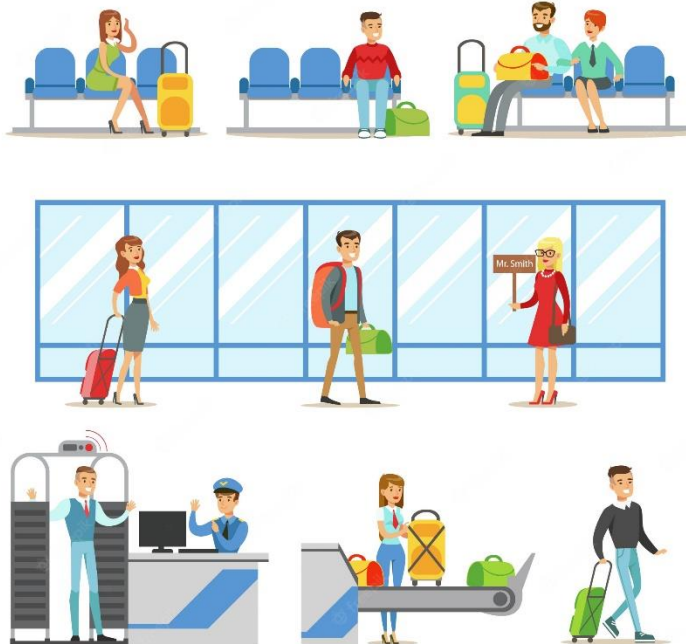
**Object Oriented Programing &
Problem Solving**

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A.I “D2”

AIM OF PROJECT

So the basic aim of the project is to create a software that can be used in the Airport for baggage and security checking, while travelling in flights Domestic or International respectively.



PROBLEM STATEMENT

It is observed that the airport lags the facility of checking-IN baggage for the passengers. A system has to be build to aid passengers check-in their baggages through various modes, also it should enable a hassle free check-in for disable person.

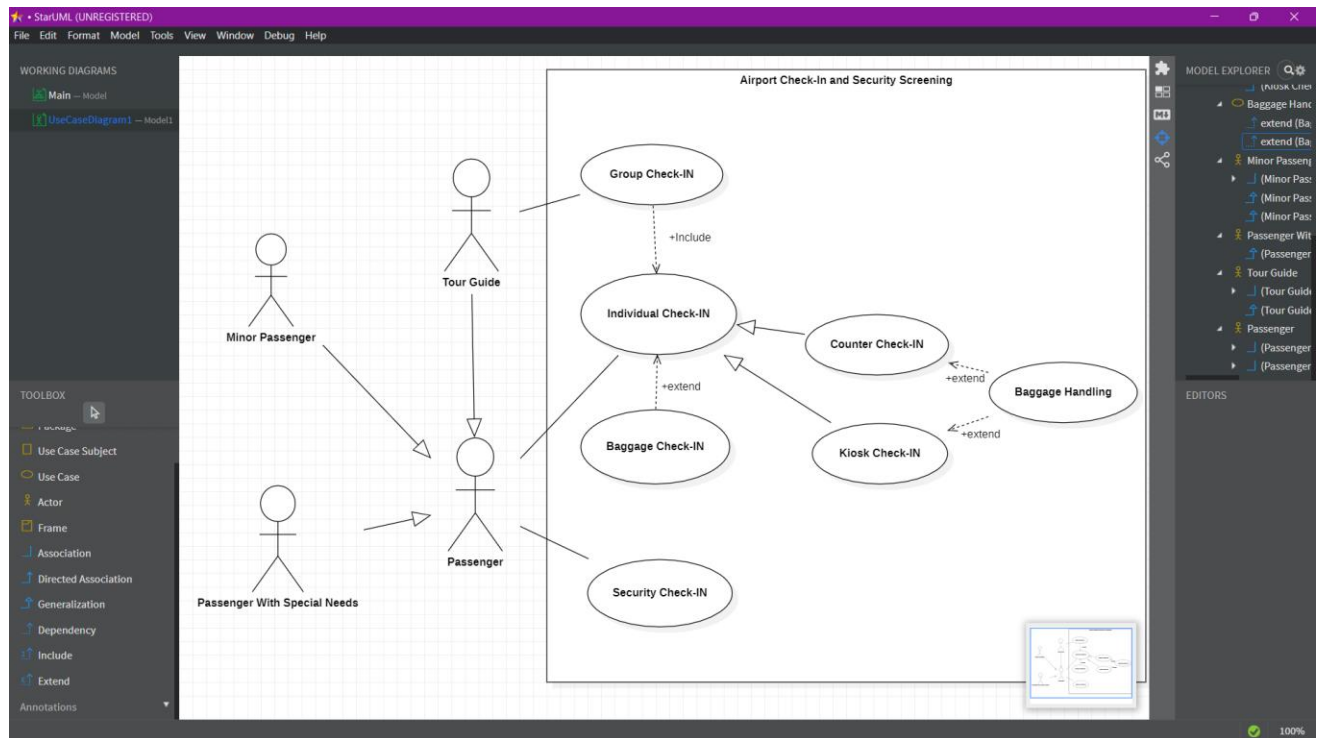
FUNCTIONAL REQUIREMENTS:

1. Passenger to check-in their baggages
2. Passenger to have the right boarding pass
3. Meet the check in baggage criteria
4. Count of baggages per person
5. Check in to be available through various options like web checkin, physical checkin
6. Checkin should be hassle free for the disabled
7. Enable to checkin via kiosk
8. Print baggage tags for the checkin baggage
9. Check if cabin baggage or checkin baggage

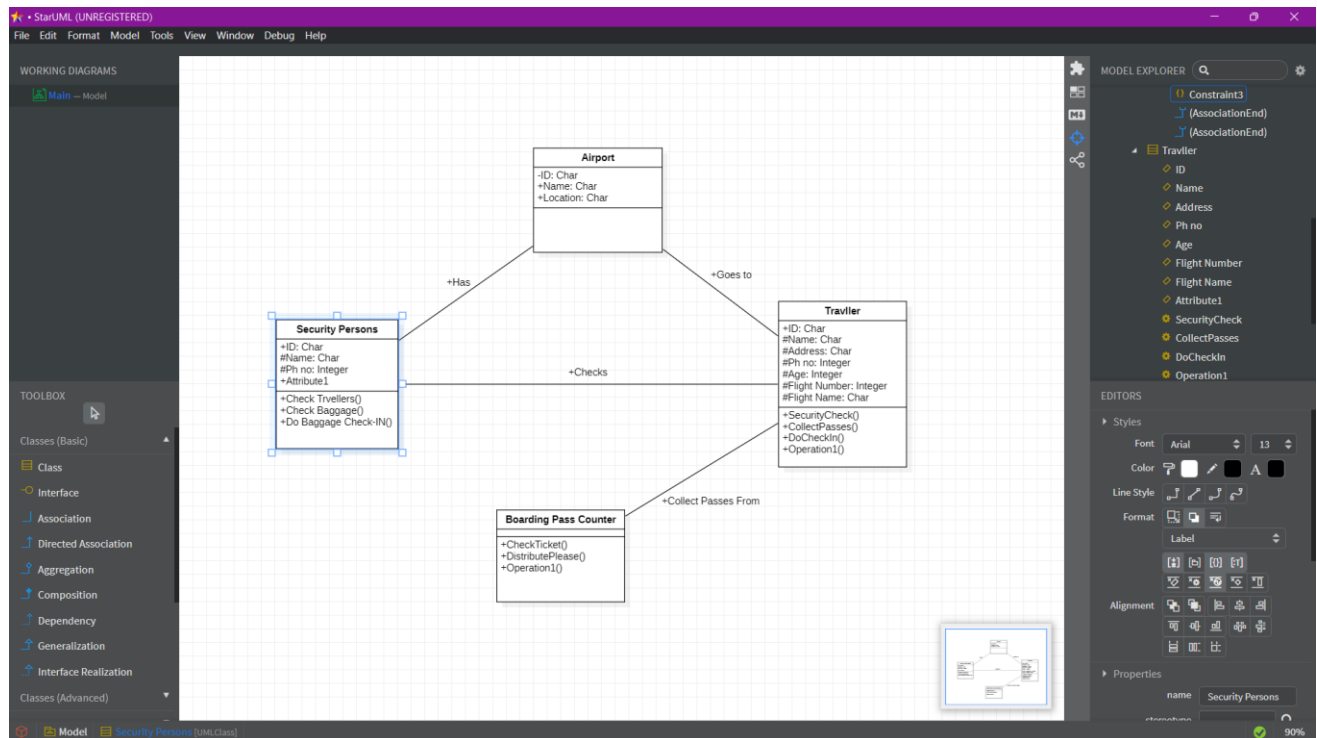
CONDITIONS :

1. Check for allowable weight per baggage
2. Check on boarding pass entry
3. Check for size and weight of the baggage
4. Not to exceed the count of baggage
5. Web checkin to be allowed only 2 days prior to start of journey
6. Verify on disability of passenger
7. Allow time restriction for kiosk checkin
8. Printing of tags for tracking of baggage
9. If cabin baggage, adhere to size, weight and count

USE-CASE DIAGRAM:

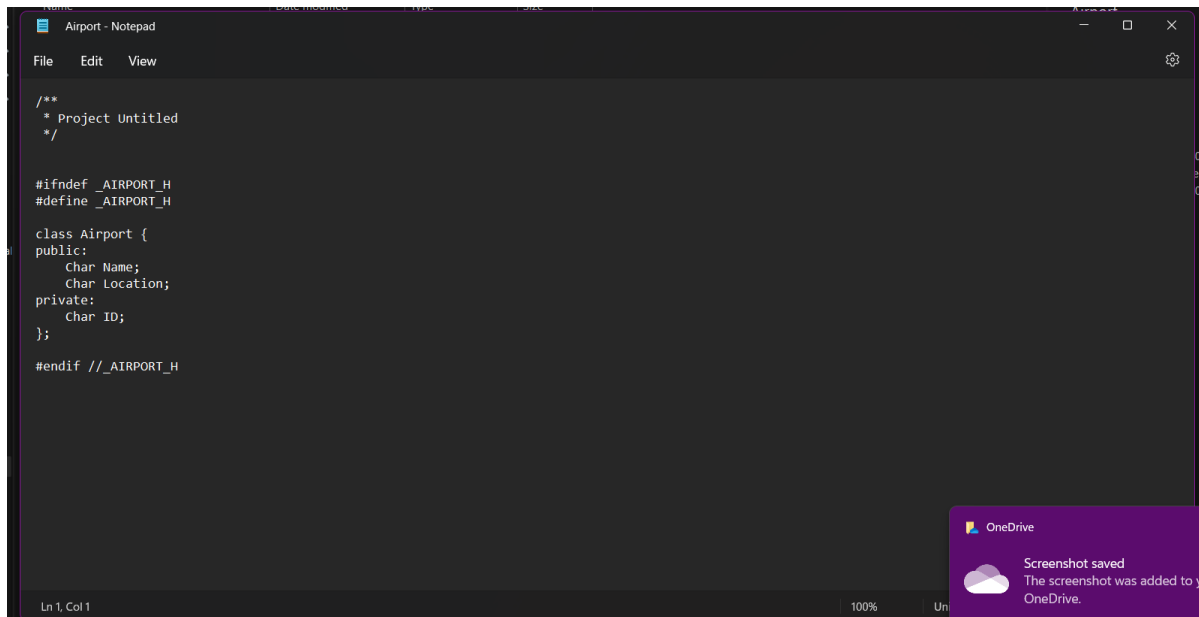


CLASS DIAGRAM:



GENERATED CODE:

1.



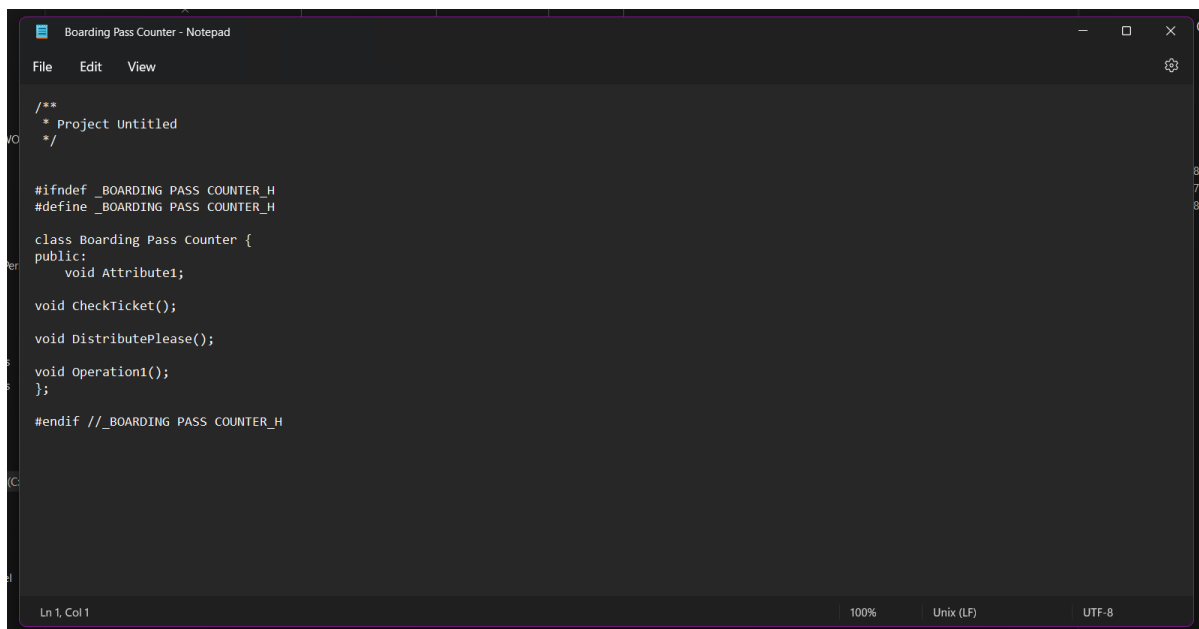
```
/**
 * Project Untitled
 */

#ifndef _AIRPORT_H
#define _AIRPORT_H

class Airport {
public:
    Char Name;
    Char Location;
private:
    Char ID;
};

#endif // _AIRPORT_H
```

2



```
/**
 * Project Untitled
 */

#ifndef _BOARDING PASS COUNTER_H
#define _BOARDING PASS COUNTER_H

class Boarding Pass Counter {
public:
    void Attribute1;

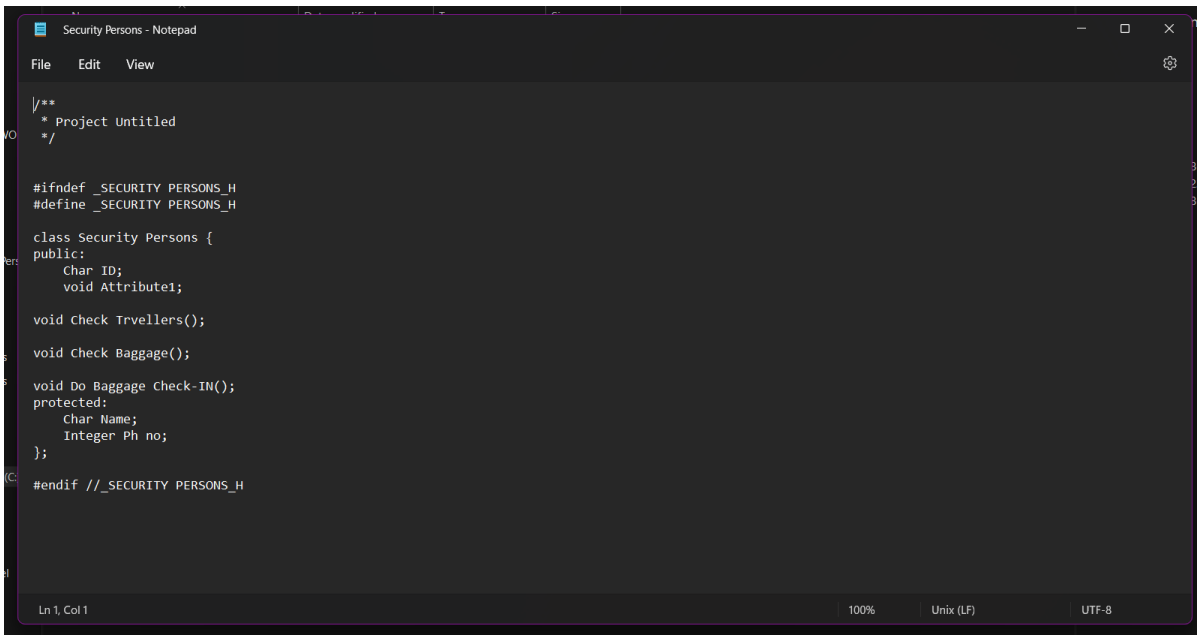
    void CheckTicket();

    void DistributePlease();

    void Operation1();
};

#endif // _BOARDING PASS COUNTER_H
```

3.



The screenshot shows a Notepad window titled "Security Persons - Notepad". The code is as follows:

```
/**
 * Project Untitled
 */

#ifndef SECURITY_PERSONS_H
#define SECURITY_PERSONS_H

class Security Persons {
public:
    Char ID;
    void Attribute1;

    void Check Trvellers();

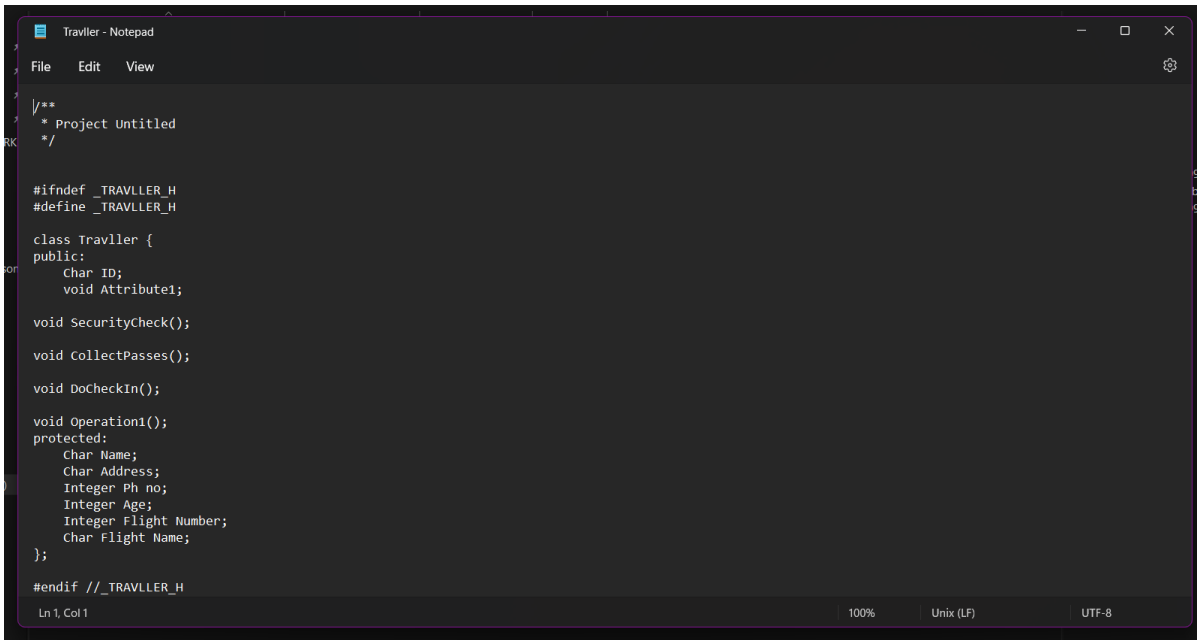
    void Check Baggage();

    void Do Baggage Check-IN();
protected:
    Char Name;
    Integer Ph no;
};

#endif // SECURITY_PERSONS_H
```

The status bar at the bottom indicates "Ln 1, Col 1", "100%", "Unix (LF)", and "UTF-8".

4.



The screenshot shows a Notepad window titled "Travller - Notepad". The code is as follows:

```
/**
 * Project Untitled
 */

#ifndef TRAVLLER_H
#define TRAVLLER_H

class Travller {
public:
    Char ID;
    void Attribute1;

    void SecurityCheck();

    void CollectPasses();

    void DoCheckIn();

    void Operation1();
protected:
    Char Name;
    Char Address;
    Integer Ph no;
    Integer Age;
    Integer Flight Number;
    Char Flight Name;
};

#endif // TRAVLLER_H
```

The status bar at the bottom indicates "Ln 1, Col 1", "100%", "Unix (LF)", and "UTF-8".