

## **Sprint 3 – GUI Development Report**

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### **1. Introduction**

Sprint 3 focuses on developing a Graphical User Interface (GUI) for the Booking System using JavaFX. This sprint enhances usability by allowing users to interact visually with the system.

### **2. System Overview**

The Booking System manages Facilities, Equipment, and Hobbies. Users can view availability, book items, and release them through the GUI.

### **3. GUI Design**

The GUI is built using JavaFX components such as ListView, Buttons, and Labels. It displays real-time booking status and system messages.

### **4. User Stories**

- View all bookable items
- Book an available item
- Release a booked item
- View booking status
- Receive feedback messages

### **5. Class Design**

The system follows object-oriented principles. BookableItem is an abstract class extended by Facility, Equipment, and Hobby. BookingSystem handles business logic while BookingSystemGUI manages the interface.

### **6. Implementation Details**

JavaFX event handlers are implemented using lambda expressions. ObservableList is used to ensure automatic updates in the ListView when booking states change.

### **7. Testing & Results**

The system was tested for booking, releasing, UI refresh, and error handling. All functionality worked correctly as shown in the screenshots below.

## Screenshots

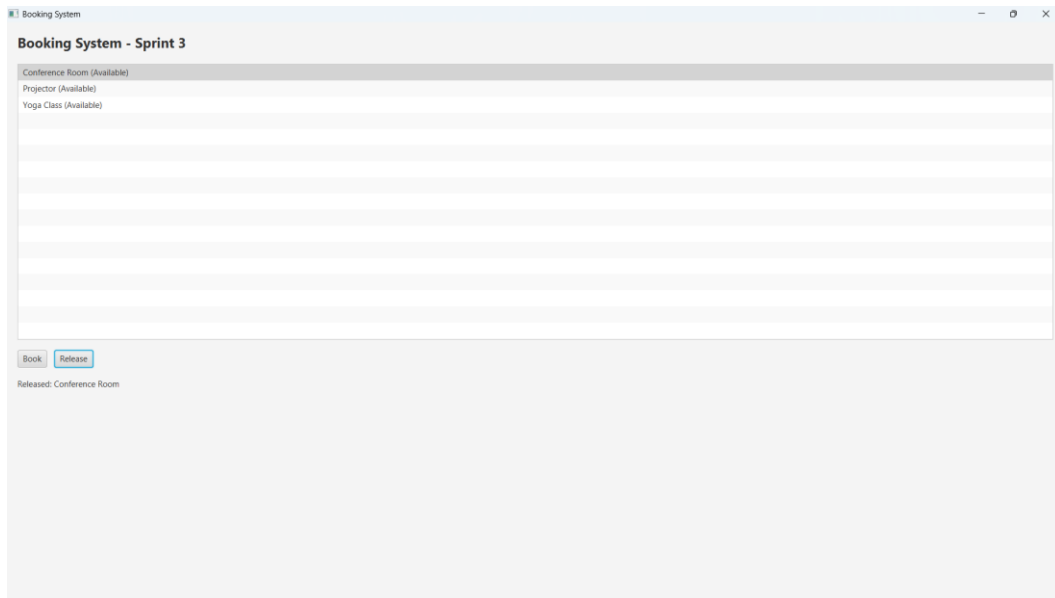


Figure: Screenshot 2026-01-14 030116.png

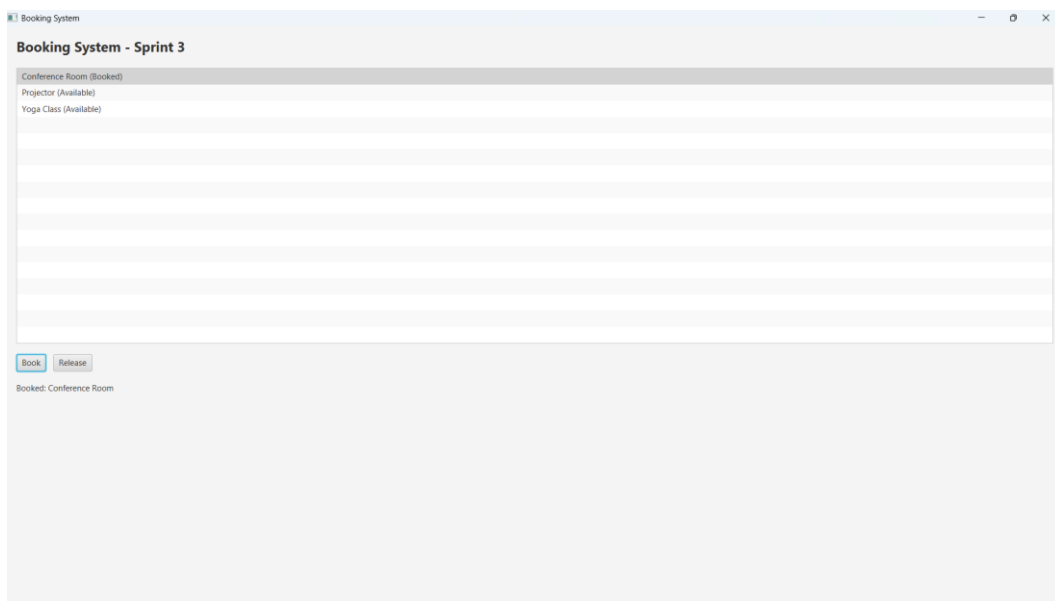


Figure: Screenshot 2026-01-14 030122.png

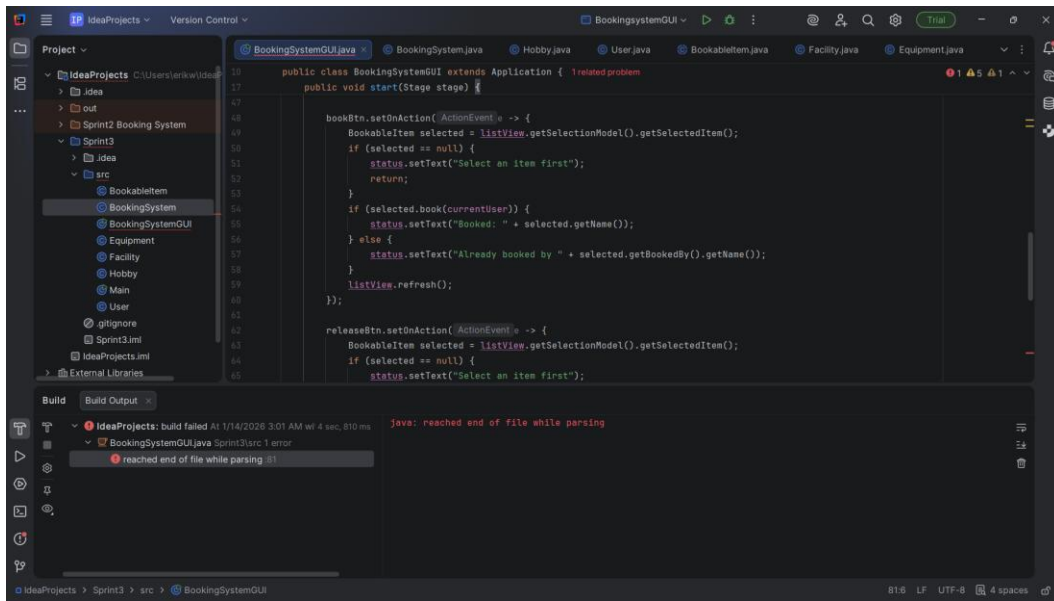


Figure: Screenshot 2026-01-14 030207.png

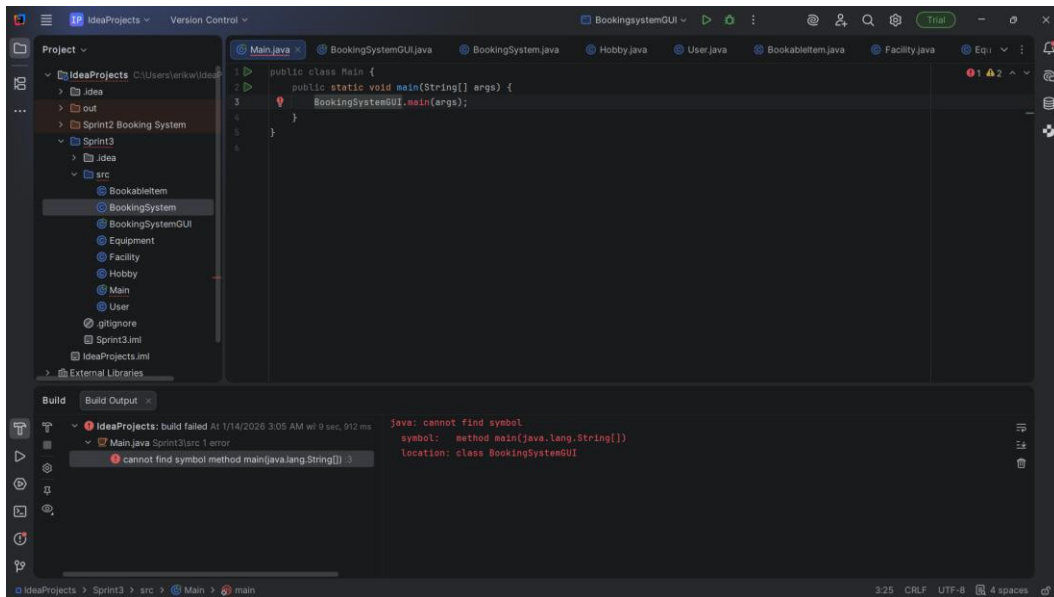


Figure: Screenshot 2026-01-14 030520.png

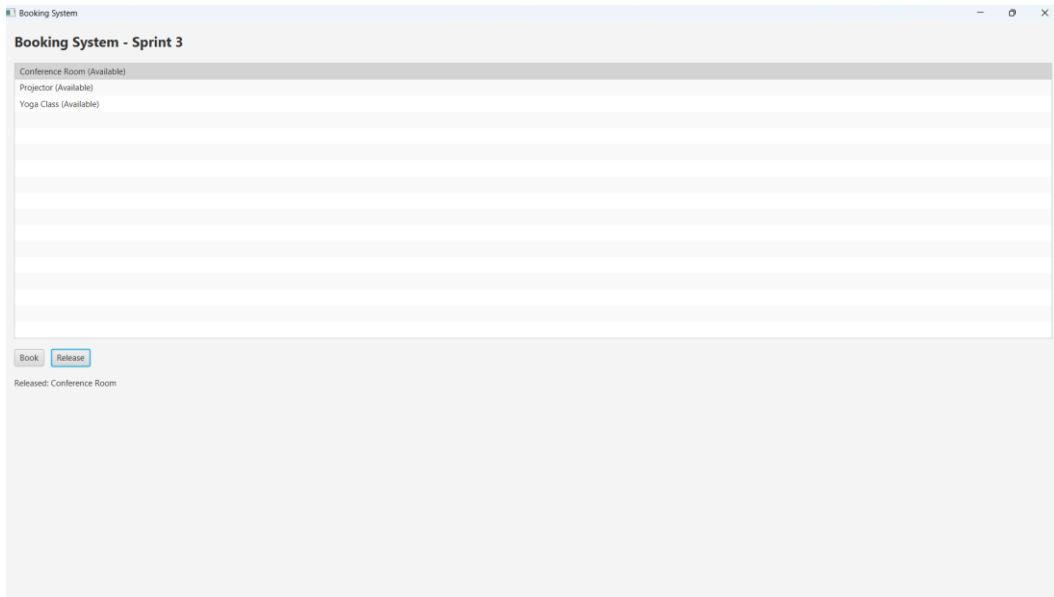


Figure: Screenshot 2026-01-14 030942.png

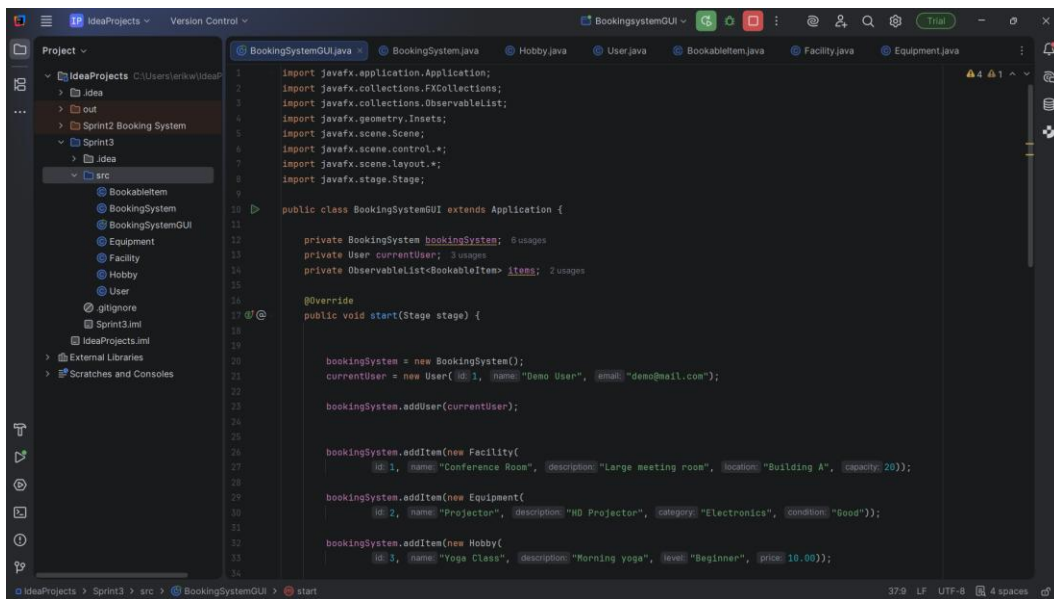


Figure: Screenshot 2026-01-14 031107.png

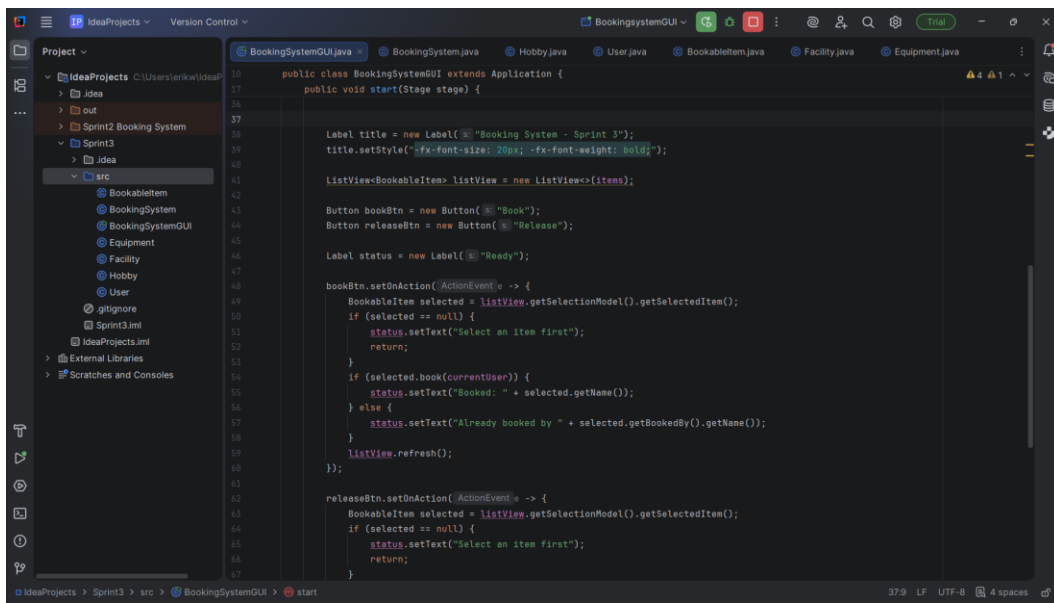


Figure: Screenshot 2026-01-14 031122.png



IdeaProjects ▾

Version Cont



Project ▾



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> .idea

> out

> Sprint2 Booking System

▾ Sprint3

> .idea

▾ src

BookableItem

BookingSystem

BookingSystemGUI

Equipment

Facility

Hobby

User

.gitignore

Sprint3.iml

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> External Libraries

> Scratches and Consoles

Figure: Screenshot 2026-01-14 031134.png

## 8. Conclusion

Sprint 3 was completed successfully with a fully functional JavaFX GUI. The system meets all requirements and is ready for submission.