CMP5332 OBJECT ORIENTED PROGRAMMING IN JAVA



FLIGHT BOOKING SYSTEM

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Flight Booking System

Introduction

The Flight Booking System is a Java application that was created with the help of object-oriented programming techniques. With a user-friendly interface, it offers features for managing customers, flights, and flight reservations. Numerous tasks, such as flight scheduling, customer service, and booking administration, are effectively managed by the system. The project makes use of Java's OOP characteristics, including inheritance, abstraction, and encapsulation, to simplify these processes.

Entities/Classes Involved

To ensure the smooth operation of the flight booking system, five major classes play a crucial role:

- 1. Customer Represents individual passengers using the system.
- 2. Flight Holds data related to available flights, such as departure, arrival, and seating capacity.
- 3. Booking Manages reservations for customers, linking them to flights.
- 4. Feedback Stores user reviews and comments regarding their travel experience.
- 5. FlightBookingSystem Acts as the control center, managing all operations between customers, flights, bookings, and feedback.

When a new customer is added, the system processes the request through a dedicated command, stores the customer details, and makes them accessible within FlightBookingSystem. This class maintains the entire ecosystem, ensuring proper handling of user actions and system operations.

Main.java

As the primary execution file, Main.java serves as the backbone of the system, performing these key roles:

- 1. Retrieving stored data to populate the system with existing flights, customers, and reservations.
- 2. Accepting user inputs to determine which operations to execute.
- 3. Executing CommandParser, which interprets and processes user commands.

```
* @param args command-line arguments (not used)
   Othrows IOException if an I/O error occurs
public static void main(String[] args) throws IOException, FlightBookingSystemException {
    // Load the FlightBookingSystem data
FlightBookingSystem fbs = FlightBookingSystemData.load();
     BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
    System.out.println("Flight Booking System");
System.out.println("Enter 'help' to see a list of available commands.");
     while (true) {
    System.out.print("> ");
          String line = br.readLine();
          // Exit the loop if the user enters 'exit'
if (line.equals("exit")) {
         }
try {
    // Parse and execute the command
    // command = CommandParser.;
              Command command = CommandParser.parse(line, fbs);
              command.execute(fbs);
               System.out.println(ex.getMessage());
    FlightBookingSystemData.store(fbs);
// Exit the application
     System.exit(0);
```

Fig: code snippet of main.java

When users type help, the system responds with a list of available commands and their descriptions, guiding them on how to navigate the interface. With Main.java setting up the system, the next section details the Commands Package, which executes specific actions based on user input.

```
Flight Booking System
Enter 'help' to see a list of available commands.
Commands:
        listflights
                                                  print all flights
                                                  print all customers
       listcustomers
       addflight
                                                  add a new flight
       addcustomer
                                                  add a new customer
       showflight [flight id]
                                                  show flight details
       showcustomer [customer id]
                                                  show customer details
       addbooking [customer id] [flight id]
                                                  add a new booking
       cancelbooking [customer id] [flight id]
                                                 cancel a booking
        editbooking [booking id] [flight id]
                                                  update a booking
                                                  loads the GUI version of the app
        loadgui
       help
                                                  prints this help message
       exit
                                                  exits the program
```

Fig: command snippet of Flight Booking System

Commands Package

The commands package contains various classes responsible for handling user actions. Each command executes a specific function, allowing seamless interaction with the system. Below are the core classes and their functionalities:

- AddBooking.java
- AddCustomer.java
- AddFlight.java
- CancelBooking.java
- DeleteCustomer.java
- DeleteFlight.java
- Help.java
- ListCustomers.java
- ListFlights.java
- ShowCustomer.java
- ShowFlight.java
- ShowFlights.java

- UpdateBooking.java
- AddFeedback.java

AddBooking.java

The AddBooking class oversees adding a new reservation for a client on a certain aircraft. First, it checks to see if the flight and client supplied are in the system. If one of them is absent, the reservation procedure is stopped. After confirming their existence, the system determines whether there are seats available on the aircraft. The consumer gets linked to the flight once the booking is successfully added, if there are seats available. However, an exception is made, and the booking cannot be finalized if the flight is already filled. By doing this, overbooking is prevented, and the flight's seating capacity is preserved.

Fig: code snippet of AddBooking

AddCustomer.java

The AddCustomer class is designed to add a new customer to the flight booking system. It takes essential customer details, including their name, phone number, and a unique ID, ensuring that each customer is identifiable within the system. Once the necessary details are provided, the customer is added to the system's database. This functionality allows the system to manage customer records efficiently, enabling future operations such as booking flights, retrieving customer details, and managing reservations.

```
pack full thing mane; // here of the number of price of the number prices full thing pack; // here of the number of the number; and manifest of the number; and number; and manifest of the number; and number
```

Fig: code snippet of AddCustomer

AddFlight.java

The AddFlight class is responsible for adding a new flight to the system. It collects essential flight details, including a unique flight ID, the origin and destination locations, the seating capacity, and the scheduled departure time. Once these details are provided, the flight is added to the system, making it available for customers to book. This functionality ensures that the system maintains an updated list of flights, allowing for efficient flight management and scheduling.

```
public addition of lighthander, String origin, String destination, socialized departureDate, int manheroficats, but price) {
    this.flighthander = flighthander;
    this.despin = origin;
    this.de
```

Fig: code snippet of AddFlight

CancelBooking.java

The CancelBooking class is designed to handle the cancellation of an existing booking in the system. It works by searching for a booking using the customer's ID and the flight ID to ensure that the reservation exists. If a matching booking is found, it is removed from the system, freeing up a seat on the flight. This functionality allows customers to modify their travel plans efficiently while ensuring that flight availability is updated in real time.

```
mable Concelled of the content of the flightid) {
    this, flightid = flightid;
}

** Executes the command to tance! a booking for * customer on a flight.

** Sparse for The flight booking system.

** Sphrese Flightidooking(system) copying the customer of the cust
```

Fig: code snippet of CancelBooking

Help.java

The Help class is responsible for displaying a list of available commands within the flight booking system. It provides users with an overview of the different actions they can perform, such as adding customers, booking flights, listing available flights, and retrieving customer details. By offering clear guidance on system functionality, this feature enhances user experience and ensures smooth navigation within the system.

Fig: code snippet of help commands

ListCustomers.java

The ListCustomers class is responsible for displaying a list of all registered customers in the system. It retrieves and presents customer details, allowing administrators or users to view essential information about each customer. This functionality ensures efficient customer management by providing a quick and organized way to access customer records, making it easier to handle bookings, updates, and other related operations.

```
public class cintinuous implements Command (

/*

* Executes the command to list all customers in the flight booking system.

* @garum flightbookinglystem the FlightBookingSystem object.

* @throws FlightbookingSystemException if there is an error in the flight booking system.

* @Coveride

public void execute(flightBookingSystem flightBookingSystem) throws flightBookingSystemException {
    ListCustomer> customers = readCustomersProwflie(resources/data/customers.txt*);
    for (outsomer customers = readCustomers) {
        Systems.out.println(customers.getDetalisShort());
    }
    }

* Reads customers from a file and returns a list of Customer mbjects.

* @Barum flimname the name of the file to read customers from.

* @Berturn A list of Customer objects.

* @Barum flimname the name of the file to read customers from.

* @Berturn A list of Customer objects.

* @Barum flimname the name of the file to read customers from the file.

*//viste ListCustomer> customers = now ArrayList();
    try (unifrowDamer) in public (String flience) throws flightBookingSystemException {
        ListCustomer> customers = now ArrayList();
        UnifrowDamer = now ArrayList();
        String line;
        uniform = parts(1);
        String phone = parts(2);
        String phone = parts(2);
        String now = parts(2);
        Customer = now Customer(id, name, phone, email);
        customers.add(customer);
    }
    }

**Customers.add(customer);

**Jost (IdException | Namerformaticoption e) {
        throw now FlightBookingSystemException(Teror reading customers from file: "+ e.getMessage());
    }
    return customers;
}
```

Fig: code snippet of ListCustomers

ListFlights.java

The ListFlights class displays all flights available in the system. It retrieves and presents flight details, allowing users to view essential information such as flight ID, origin, destination, capacity, and departure time. This feature ensures easy access to flight schedules and helps in managing bookings efficiently.

```
polic void record (lights read lights/colle(resource/data/fight.to*))

Listelights (lights read lights/colle(resource/data/fight.to*))

Flights (lights/gaster)

Flights (lights/gaster)

Flights (lights/gaster)

Flights (lights/gaster)

From out.print((light.size() * "fight(s)"))

From out.print((light.size() * "fight objects."))

From out.print((light.size() * fight from fight objects."))

From out.print((lights-size() * fight from fight objects.")))

From out.print((lights-size() * fight from fight objects.")))

From out.print((light) from fight objects."))

From out.print((light) fight fight)

From out.print((light) fight)

From fights based on the departure date.

From fights the list of fights to be filtered.

From fights filter(light size() filghts, localinte today) {

From fights filter(light) filter(light) filights, localinte today) {

From filights filter(light) filler(light) filights, localinte today) {

From filights filter(light) filight, stopponeturebate().i.i.fer(today))

From filight filter(light) filight, stopponeturebate().i.i.fer(today))

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From the filer filight filight, stopponeturebate().i.i.i.fer(today))

From the filight filight filight filight)

From the filight filig
```

Fig: code snippet of ListFlights

ShowCustomer.java

The ShowCustomer class retrieves and displays details of a specific customer. By using the customer's unique ID, the system fetches relevant information, such as their name and contact details. This feature allows for quick access to customer records, making it easier to manage bookings and provide support when needed.

```
goverride
public void execute(FlightBookingSystem fbs) throws FlightBookingSystemException {
    Customer customer = fbs.getCustomerByID(customerId);
    if (customer == null) {
        throw new FlightBookingSystemException("Customer with ID " + customerId + " not found.");
    }

    System.out.println("Customer ID: " + customer.getId());
    System.out.println("Mame: " + customer.getHone());
    System.out.println("Mame: " + customer.getPhone());
    System.out.println("Email: " + customer.getPhone());
    System.out.println("Email: " + customer.getEmail());

    List(Booking) bookings = customer.getActiveBookings(); // Get only active bookings
    if (booking).isEmpty()) {
        System.out.println("Bookings:");
    } else {
        System.out.println("Bookings:");
        for (Booking booking: bookings) {
            Flight flight = booking.getFlight();
            System.out.println("Booking: ID: " + booking.getId());
            System.out.println("Booking: ID: " + flight.getDestIngtNumber());
            System.out.println("Dast: " + flight.getDestInation());
            System.out.println("Dast: " + flight.getDestInation());
            System.out.println("Dast: " + flight.getDestInation());
            System.out.println("Dast: " + flight.getDestInation());
            System.out.println("Phase: " + booking.getPrice());
            System.out.println("Phase: " + booking.getPrice());
        }
}
```

Fig: code snippet of ShowCustomer

ShowFlight.java

The ShowFlight class is responsible for retrieving and displaying details of a specific flight. Using the flight's unique ID, it provides essential information such as origin, destination, capacity, and departure time. This feature allows users to quickly access flight details for booking, updates, or management purposes.

```
goverride
public void execute(FlightBookingSystem fbs) throws FlightBookingSystemException {
    Flight flight = fbs.getFlightByIO(flightId);
    if (flight == null) {
        throw new FlightBookingSystemException("Flight with ID " + flightId + " not found.");
    }

    System.out.println("Flight Number: " + flight.getFlightNumber());
    System.out.println("Origin: " + flight.getOrigin());
    System.out.println("Desparture Date: " + flight.getDepartureDate());
    System.out.println("Number of Seats: " + flight.getDupartureDate());
    System.out.println("Price: " + flight.getPrice());

    List<Customer> passengers = flight.getPassengers();
    if (passengers.isEmpty()) {
        System.out.println("No passengers booked for this flight.");
    } else {
        System.out.println("Passengers) {
            System.out.println("Name: " + passenger.getName());
            System.out.println("Name: " + passenger.getPhone());
            System.out.println("Phone Number: " + passenger.getPhone());
            System.out.println(");
        }
    }
}
```

Fig: code snippet of ShowFlights

EditBooking.java

The purpose of this function is to update an existing booking. It allows modifications to be made to the booking details, ensuring that any changes or corrections, such as date, time, or customer information, can be applied to an existing reservation. This update ensures that the booking information is accurate and up to date for both the customer and the service provider.

```
public faltCooking(int bookingId; total memflightId) {
    this.bookingId = bookingId;
    this.newFlightId = newFlightId;
}

** Executes the command to update a booking by changing the flight.

** Executes the command to update a booking by changing the flight.

** Executes the command to update a booking by changing the flight.

** Executes the command to update a booking by changing the flight.

** Executes the command to update a booking by changing the flight.

** Executes the command to update a booking by changing the flight.

** Special flight in the flight booking by the flight flight flight flight part flight flight flight flight pooking = flight flight flight in the flight flight flight in the flight flight flight in the flight flig
```

Fig: code snippet of EditBooking

Feedback.java

The Feedback.java class allows customers to submit comments and ratings about their travel experience, which are stored in a text file for persistence. Administrators can access and review this feedback to improve service quality and system functionality.

```
public class Addreshack beliaments Command {

private final int bookingID;
private final int customerID;
private final int customerID;
private final int customerID;
private final int in the private final interpretation of the booking

"Onstructs an Addreshack command with the specified booking IB, customer

"ID, and feedback message;

"Sparam bookingID The ID of the booking
"Sparam customerID The ID of the customer providing feedback
"Sparam message in feedback message

"public Addreshack(int bookingID, int customerID, String message) {
    this.bookingID = bookingID;
    this.usstomerID;
    this.message = message;
}

/**

* Executes the Addreshack command within the provided flightfookingSystem
    instance, Adds the feedback to the system using the specified booking ID,
    customer ID, and feedback message. The updated system data is then stored
    using flightfookingSystemStructure in the system within the
    reshould is to be added
    Sparam flightfookingSystem The flightfookingSystem instance on which the
    reshould is to be added
    Sparame flightfookingSystem The flightfookingSystem) throws flightfookingSystem the system.

**Operated**

**Poweride**

**poweri
```

Fig: code snippet of feedback

Models Package

The Models Package in the Flight Booking System contains core classes that define the essential entities: Booking, Customer, Flight, Feedback and FlightBookingSystem. These classes work together to manage flight reservations, customer details, and flight information. The package ensures a structured approach to handling bookings, cancellations, and system management. Below is a detailed explanation of each class.

Booking.java

The Booking class represents a reservation made by a customer for a flight. Each booking has a unique id, a reference to a Customer object, and a reference to a Flight object. The class also includes an isCancelled flag to indicate whether the booking is active. The primary functions of this class include creating a booking, checking its status, and allowing cancellations. This class ensures that a booking can be canceled while maintaining a record of its status.

Fig: code snippet of Bookin.java

Customer.java

The Customer class defines a passenger in the booking system. It includes attributes such as id, name, and phone, along with a list of Booking objects associated with the customer. The class allows customers to make and cancel bookings while maintaining their personal details. This class is essential for managing customer information and ensuring that each customer can book and manage their flights.

```
lic boolean isDeleted() {
  return deleted;
   ic void setDeleted(boolean deleted) {
this.deleted = deleted;
           colean isCancelled() {
  (Booking booking: bookings) {
  if (booking.isCancelled()) {
    return true;
}
```

Fig: code snippet of Customer

Flight.java

The Flight class represents a flight in the system. It contains attributes such as id, destination, departureTime, and capacity, which define the flight details. The class also manages a list of Booking objects to track reservations and ensures that no more passengers are booked than the flight's capacity allows. This class ensures efficient flight management by keeping track of passenger reservations and limiting bookings to available capacity.

```
public void addresseque Couleman Couleman () {
    if (suscepces.size() >= numberOfSents || departureOute.isEnfore(couldsin.now())) {
        rature;
    }
    pessengers.edd(customer);
}

public void remove the dustumer who is being removed as a pussenger.

public void removed the dustumer who is being removed as a pussenger.

public void removed the quantum or (customer) {
    passengers.removeI(possenger >> passenger.equals(customer) && ipassenger.isCancelled());
}

**Checks if the flight is deleted,
    public boolean idovictor() {
    return deleted;
    public boolean idovictor() {
    return deleted;
    public void removed the flight is deleted, false otherwise.

public void removed (boolean deleted) {
    this deleted = deleted;
    preturn the booking scanciated with the glass booking ID.

    *Recent the booking accondated with the glass booking ID.

    *Recent the booking accondated with the glass booking ID.

    *Recent booking; If the flight is bookings) {
    for (booking pethodolough; ((or bookings)) {
        for (booking pethodolough; () = bookings) {
            return booking; }
        }
        return booking; }
}

**Testurn wall;
```

Fig: code snippet of Flight

FlightBookingSystem.java

The FlightBookingSystem class serves as the main controller for the entire booking system. It manages a list of customers and flights, allowing new flights and customers to be added. The system also handles the booking process, ensuring that flights are not overbooked. This class acts as the heart of the booking system, ensuring smooth customer and flight management while preventing overbooking.

Fig: code snippet of FlightBookingSystem

Feedback.java

The Feedback.java class manages customer reviews and ratings, storing structured feedback for analysis and service improvements. It encapsulates customer ID, feedback text, and timestamp while applying key object-oriented principles such as encapsulation for data protection, inheritance for reusability, abstraction to hide implementation details, and polymorphism to ensure flexible handling of feedback operations.

Fig: code snippet of Feedback.java

Data Storage

The Data Storage system in the Flight Booking System consists of text files that store information about bookings, customers, flights, and feedback. These files allow persistent storage and retrieval of data for system functionality.

Bookings.txt

The Bookings.txt file records all flight reservations made by customers. Each entry contains a unique booking ID, a reference to the customer ID and flight ID, and the booking status (active or canceled). This allows the system to track which customers have booked which flights and whether their reservations are still valid.

```
11,2,2,2025-02-13,12000.0,cancelled
22,2,2,2025-02-13,12000.0
3
```

Fig: snippet of bookings.txt

Customers.txt

The Customers.txt file stores passenger details, including their unique customer ID, name, and phone number. This file helps identify customers and associate them with their respective bookings. It ensures that the system can retrieve customer information efficiently and facilitate smooth booking management.

```
11,<u>Rcashanta</u> ACharya,9814061004,acharyaprashanta244@gmail.com
22,<u>Scijana,9865372035,sicu@gmail.com</u>
3
```

Fig: snippet of customers.txt

Flights.txt

The Flights.txt file contains details of all available flights in the system. Each record includes a flight ID, destination, departure time, and capacity. This ensures that the system can manage flight schedules, check seat availability, and prevent overbooking.

```
1 1,1,Kathmandu,Delhi,2025-02-25,20,8000.0
2 2,2,Kathmandu,Dubai,2025-03-03,20,12000.0
3
```

Fig: snippet of flights.txt

Feedback.txt

The Feedbacks.txt file is used to store customer reviews and feedback about their flight experience. This file helps track customer satisfaction and improve services based on passenger input. Each entry in the file typically includes the Customer ID, Flight ID, and the Feedback message provided by the customer. This ensures that feedback is linked to both the customer and the specific flight they reviewed.

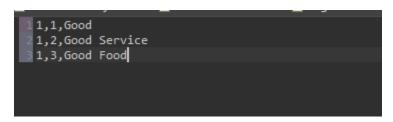


Fig: snippet of feedback.txt

Data Management System

The Data Management System in the Flight Booking System is responsible for handling data storage and retrieval from text files. It consists of multiple manager classes: BookingDataManager.java, CustomerDataManager.java, FlightDataManager.java, FlightBookingSystemData.java and FeedbackDataManager.java. These classes ensure that bookings, customers, flights, and feedback data are correctly read from and written to their respective files.

BookingDataManager.java

The BookingDataManager.java class manages all operations related to bookings. It reads booking data from Bookings.txt and loads it into the system. It also provides functionality to add new bookings and update their status. This class ensures that bookings are properly linked with customers and flights.

Fig: code snippet of BookingDataManager

Customer Data Manager. java

The CustomerDataManager.java class is responsible for loading and saving customer information to Customers.txt. It helps retrieve customer details and create new customer entries in the system. This class ensures that each customer has a unique ID and maintains their booking history.

Fig: code snippet of CustomerDataManager

FlightDataManager.java

The FlightDataManager.java class handles flight data stored in Flights.txt. It loads flight schedules into the system and ensures that flight details such as destination, departure time, and seat capacity are properly managed. It also checks for flight availability before allowing new bookings.

```
point filed String MESONIC - "removerable of filed to the filed to the
```

Fig: code snippet of FlightDataManager

DataManager.java

The DataManager interface defines the core methods required for handling data in the system, providing a contract for loading and storing data in the FlightBookingSystem. The loadData(FlightBookingSystem fbs) method is responsible for loading flight booking data from a text file, while the storeData(FlightBookingSystem fbs) method saves flight booking data to a text file, ensuring structured data management and seamless integration within the system.

Fig: code snippet of DataManager

FlightBookingSystemData.java

The FlightBookingSystemData class manages the loading and storing of flight, customer, and booking data using the DataManager interface. It utilizes a list of DataManager instances to handle data operations for flights, customers, and bookings. A static block initializes this list by adding FlightDataManager, CustomerDataManager, and BookingDataManager. Additionally, the class is responsible for reading and writing customers, flight, and booking records to text files, ensuring efficient data management within the system.

Fig:code snippet of FlightBookingSystemData

FeedbackDataManager.java

The Feedback DataManager class extends DataManager to handle customer feedback storage and retrieval by reading and writing feedback data from and to a text file. It uses a defined separator (::) to format feedback data, ensuring proper structuring. Additionally, the class maintains data integrity by correctly linking feedback to the corresponding bookings and customers within the system.

```
public class feedbackStateSunger Implements DataFanager {
    private final String BESOURCE = "./resources/data/feedbacks.txt";
    private final String SEPMANOR = "::";

    *** Retrieves the path to the feedback data file.
    *** *** Retrieves the path to the feedback data file.
    *** *** Preturn The path to the feedback data file.
    *** *** Teach ***
```

Fig: code snippet of FeedbackDataManager

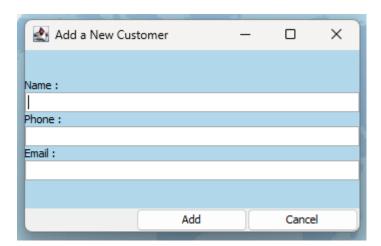
Graphical User Interface(GUI)

Landing Frame

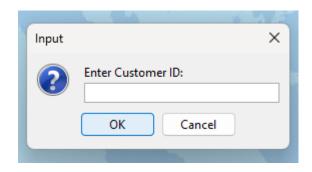
The LandingFrame in the GUI serves as the main entry point for the Flight Management System, providing users with access to various system functionalities.



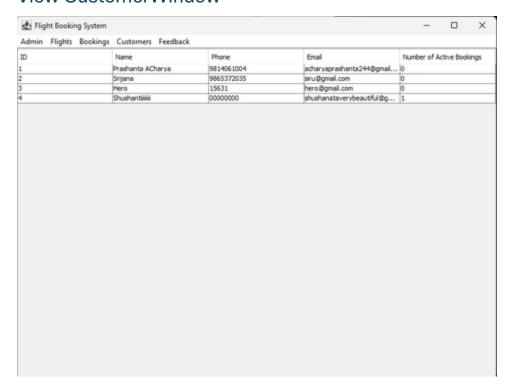
AddCustomerWindow



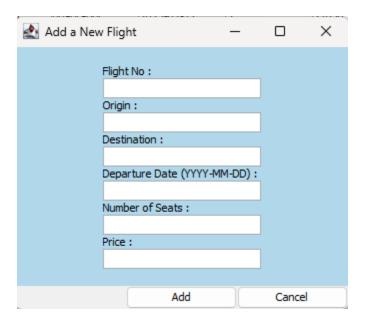
DeleteCustomerWindow



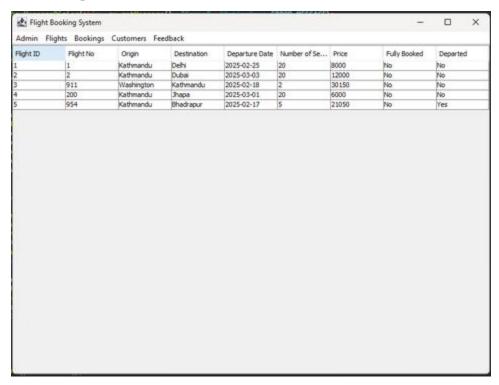
View CustomerWindow



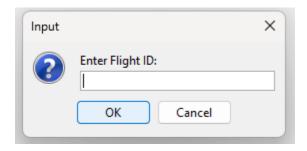
AddFlightWindow



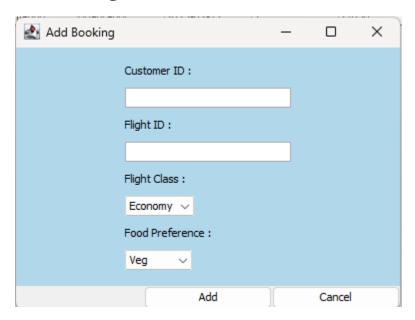
View Flights



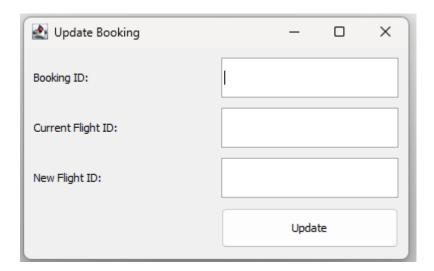
Deleteflight



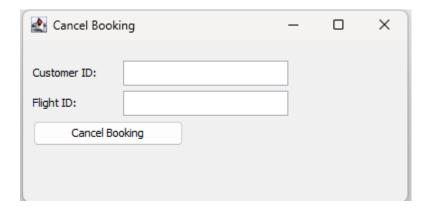
AddBooking



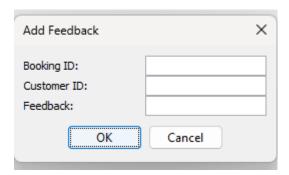
UpdateBookingWindow



Cancel Booking



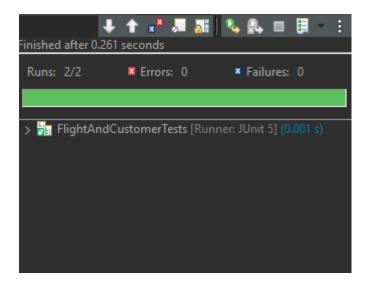
AddFeedback



Testing

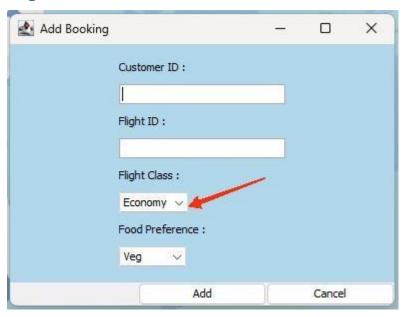
Testing in the Flight Management System includes unit testing for data handling, integration testing for component interaction, and functional testing for user operations like booking and feedback. Using JUnit for automation and manual UI validation ensures reliability, data integrity, and smooth system functionality, providing an error-free user experience.

FlightAndCustomerTest.java

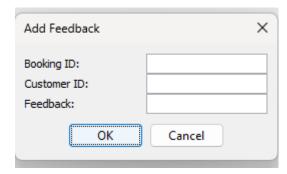


Additional Features and Enhancement

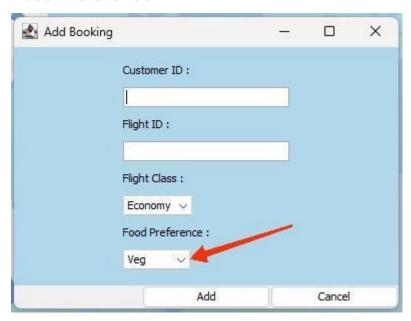
Flight Class



Feedback



Food Preference



Conclusion

The Flight Management System is a well-structured application that efficiently handles flight bookings, customer data, and feedback storage. It follows a modular design, using the DataManager interface for standardized data management. Classes like FlightBookingSystemData and FeedbackDataManager ensure seamless data loading and storage via text files. The GUI components, including LandingFrame, provide a user-friendly interface for smooth navigation. The system undergoes unit, integration, and functional testing to ensure reliability and efficiency. Overall, it offers a scalable and organized solution for managing flights, bookings, and customer interactions while maintaining data integrity and ease of use.