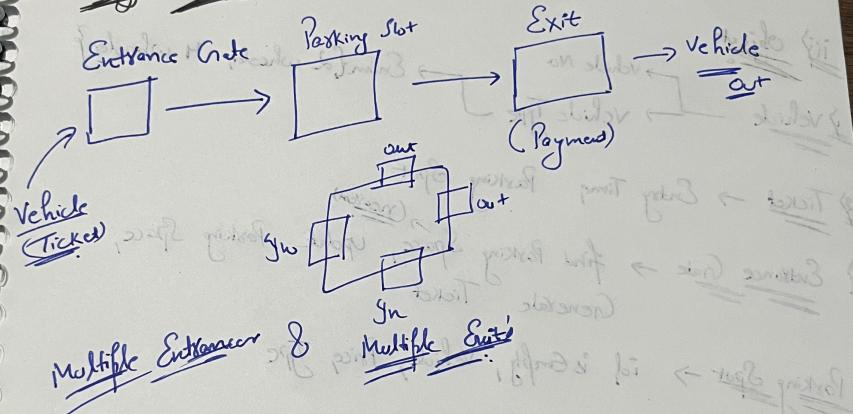


~~LLD~~
Lab based system projects based (final)

i) Parking Lot System

~~Rough flow~~

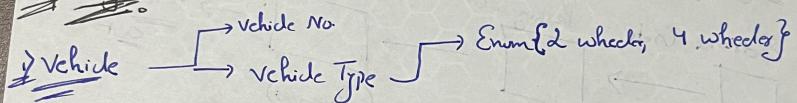


ii) Requirement Clarification

- Parking Spot Should be nearest to Entrance
- How many Entrances?
↳ right now we have 2 [Entrance & Exit]
- Diff types of Spot?
↳ 2 wheeler
↳ 4 wheeler

~~of Hourly based charge/ Minutes based charge → Mix.~~

iii) Objects



2) Ticket → Entry Time, Parking Spot

3) Entrance Gate → find Parking Space, update Parking Space,
Generate Ticket ^(nearest)

4) Parking Spot → id, isEmpty, Vehicle, Price, Type

5) Exit Gate → Cost Calculation, Payment, update Parking Spot

