Changes From UML to Code

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TripState

* Created StateContext to manage states
* Changed name to State, because not all states are attached to a trip.
* AddPackagesToTripState, AddTravelersToTripState, ChoosePaymentByPersonState, ChoosePaymentTypeState, CollectPaymentDetailsState, CreateANewTripState, ShowAllTripsState, ShowItineraryState, and ThankYouNoteState extend State.
* Changed name of operation() to handle()

StateContext

* State myState to represent current state
* StateContext instance is the singleton instance of the state context
* StateContext() is a constructor to create a new state, with the default state being CreateANewTripState
* StateContext getInstance() returns the instance
* SetState sets myState, the current state
* SetStateFull sets myState, saves the current state to the trip, and then handles myState
* Handle() handles myState
* SetTripState(State newState) sets the state of the trip

PaymentType

* Added askForInformation to PaymentType, and therefore its subclasses, to provide a way to receive the information needed

CreditCard

* Added name, cardType, and securityCode, so that all the information needed about the CreditCard is saved.

Itinerary

* Removed draw() because it was unneeded
* Changed name of getTripReservations to print to better explain what it does

ItineraryDecorator

* Itinerary itin added to show the itinerary it is being added to
* Print inherited from Itinerary, is used to add extra details to the itinerary in subclasses

ItineraryDecorator subclasses

* Removed Draw(), getNumberOfClients, GetClients, and drawClient because they are not needed
* Added print(Trip t) to print details of objects

TravelAgent

* Added tripCapacity to keep track of the max amount of Trips in the trips array
* Added trips array to hold all trips that are controlled by the travel agent
* Added tripNum to keep track of amount of trips controlled by the travel agent
* Added currentTrip to keep track of the trip currently being edited
* Added printTrips