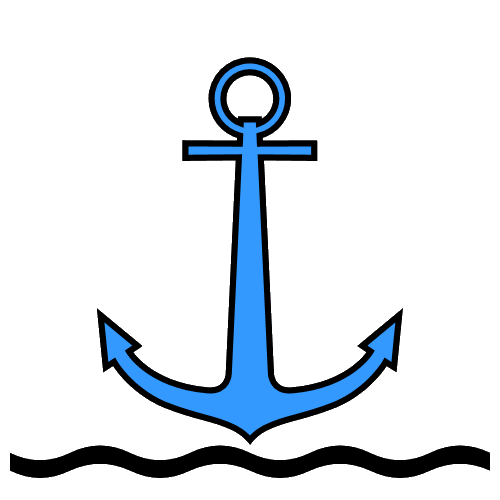
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**STEVE’S CRUISE LINE**

**PASSENGER RESERVATION APPLICATION & CRUISE CONTROL SYSTEM**

Final Report

Prepared for

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**SECTION I: Project Assumptions and Company Policies**

For this project, we are making the assumption that we are an in-house development team working directly inside the STEVE’S CRUISE LINES, and therefore have input/and or direct control of the company’s internal policies.

**Room Policies and Pricing**

It is the policy of STEVE’S CRUISE LINES that no more than 4 people are permitted in a single room. There are three types of rooms: Inside, Ocean View, and Balcony. The pricing scheme for each room is as follows:

Additionally, there are specific prices depending on the passenger’s age:

Finally, passengers who book closer to the departure date (10 days) receive a special discount.

**Monetary Policies**

STEVE’S CRUISE LINES has a uniform policy when it comes to all monies onboard the ships.

* All currency is in US Dollars (USD).
* Passengers are first charged when they first reserve rooms before the trip. A single passenger in each room is designated as the bill holder, who is charged at the end of the trip for all items purchased while on the trip.
* Taxes are included in all item prices.
* Any tips that a passenger wishes to give to staff is kept by the said staff in full.

**SECTION II: Database Design**

Our database for this system has a total of 28 tables, which contains everything from passenger information to the drink inventory of each ship.

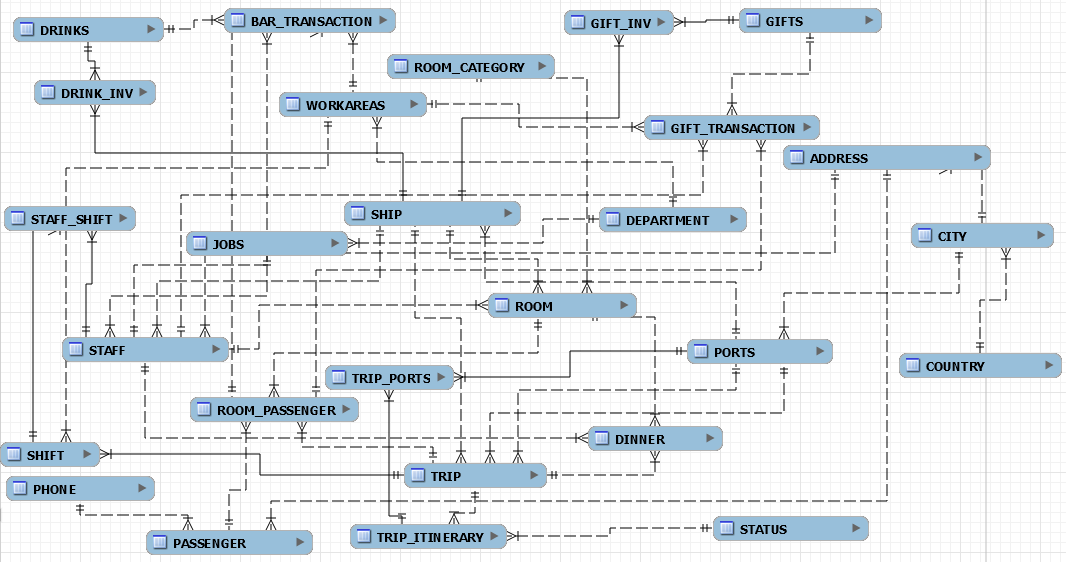
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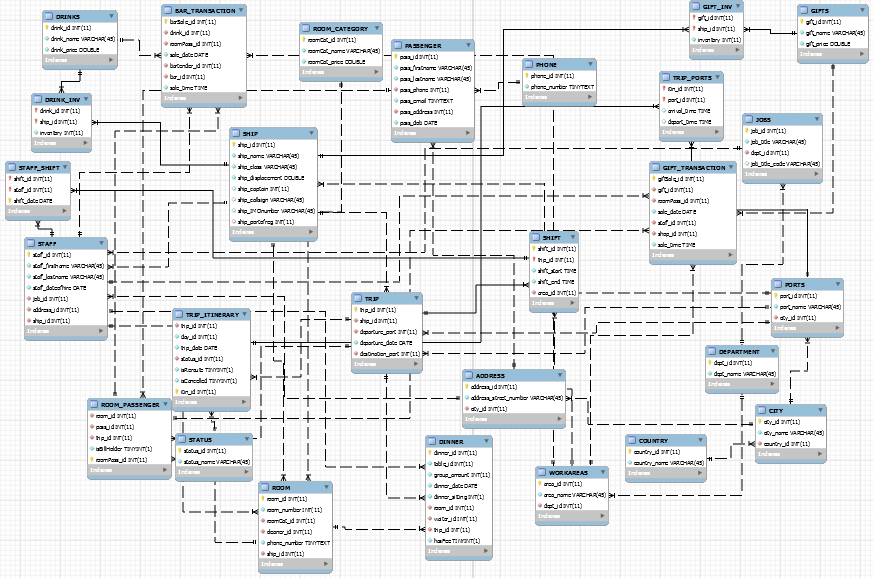
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ERD (collapsed)



ERD (expanded)



**SECTION III: System Description and Manual**

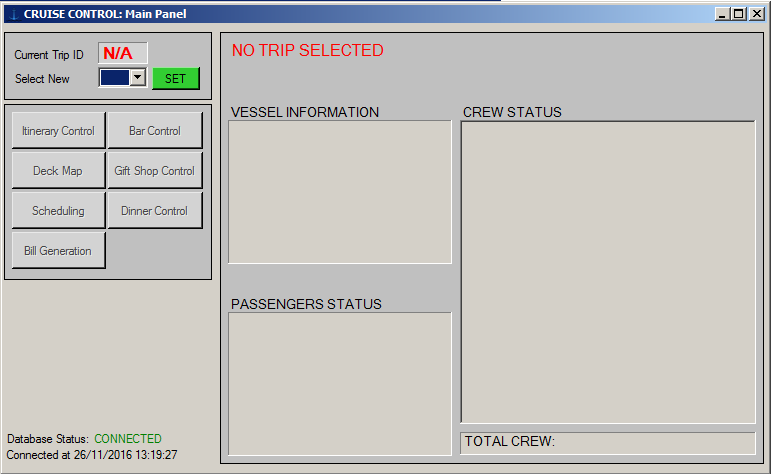
Our system consists of two programs: a reservation program intended for customers/passengers, and a CRUISE CONTROL which is a shipboard control program intended for the crew.

**Reservation Program**

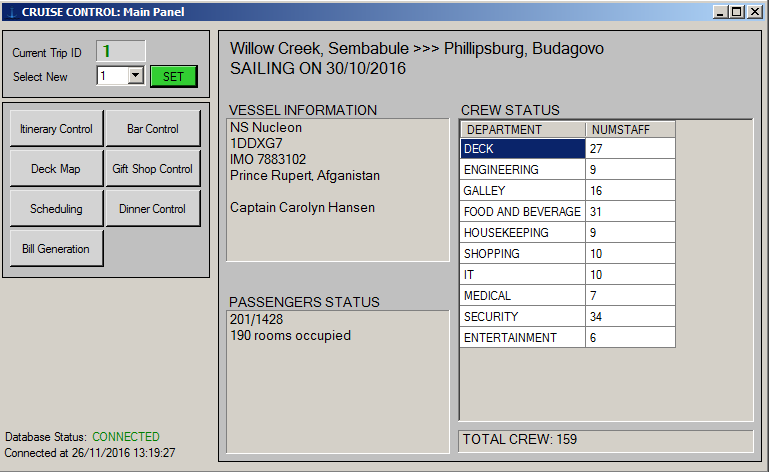
This program allows the user (in this case a customer) to book a room aboard a cruise. They are able to select a trip from a menu, and then will be prompted to enter their details.

**CRUISE CONTROL Program**

This program is intended for crew members of the ship to manage the functions of several areas of the ship. When the program first starts up, they will see the main control form. Note the lack of trip information.

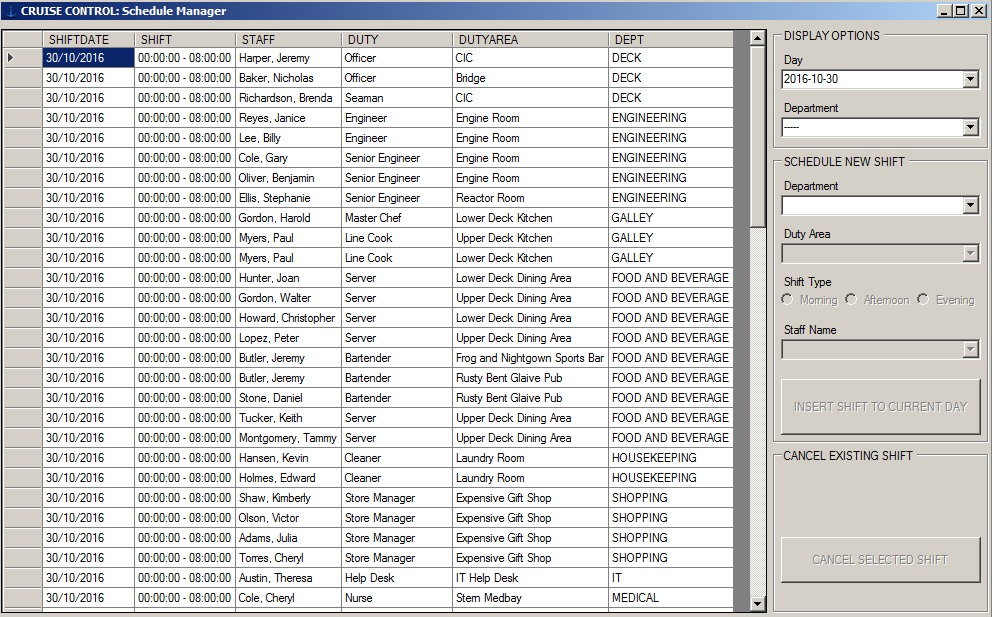


The user then uses the upper left controls to select a trip by its identification number. Information about the trip will then show itself on the right side, and the button controls on the left will become enabled.

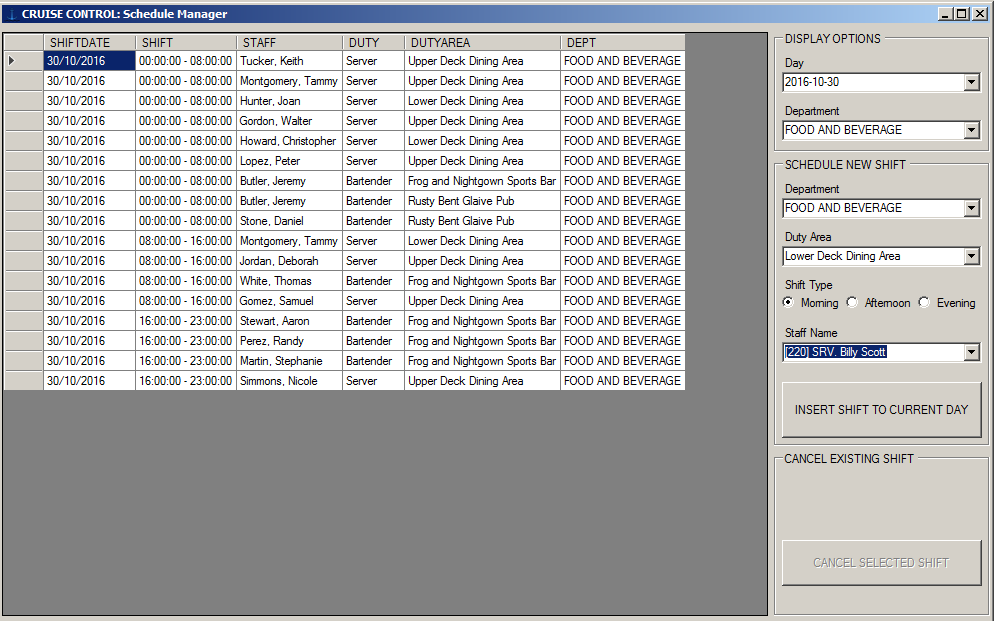


**CRUISE CONTROL: Scheduling Management**

This control is accessed from the main control program by pressing the ‘Scheduling’ button. From this control, the user is able to view the trip’s schedule by day, and filter it by departments. They are able to see information such as the shift times, the worker with their job, which area they’re assigned to, and more.



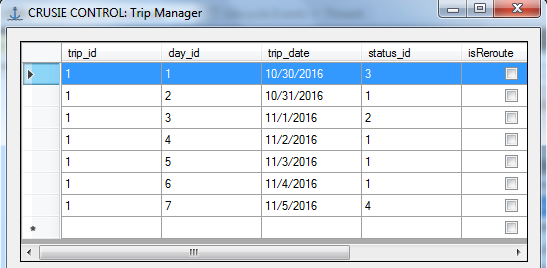
Using the controls grouped under ‘SCHEDULE NEW SHIFT’, the user is able to create new shifts and assigned them to the relevant employees.



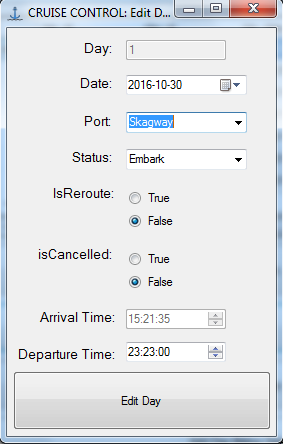
Finally, should the user wish to cancel a shift, the simply need to select the shift (row) they wish to cancel and hit the ‘CANCEL SELECTED SHIFT’ button.

**CRUISE CONTROL: Trip Manager**

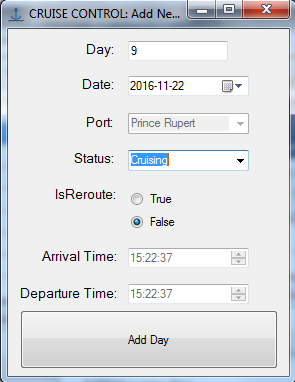
This control is accessed from the main control program by pressing the ‘Itinerary Control’ button. From this interface the user is able the edit the trip plan by adding more days and editing the contents of existing ones. To edit a day, the user selects a row from the display in the main GUI:



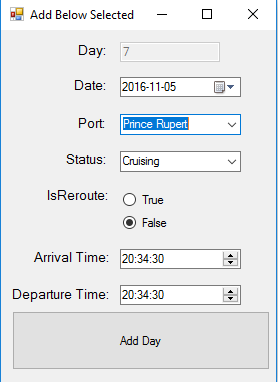
And then clicks the ‘Edit Day’ button. A new form will then appear on which they can edit the day’s details. When they are satisfied with the changes, the user clicks the ‘Edit Day’ button at the bottom of the form to save. The user then clicks the ‘Reload Days’ button on the main Trip Manager form to refresh the display.



To add a new day to the trip, the user clicks the ‘Add New Day’ button the main Trip Manager Form. A new form will then appear on which the user will be able to enter the details of the new day. When they are satisfied, they will click the ‘Add Day’ button at the bottom and the data will be saved. On the main Trip Manager form, the user will then click the ‘Reload Days’ button to refresh the display. Note: this function adds days to the end of the trip plan.



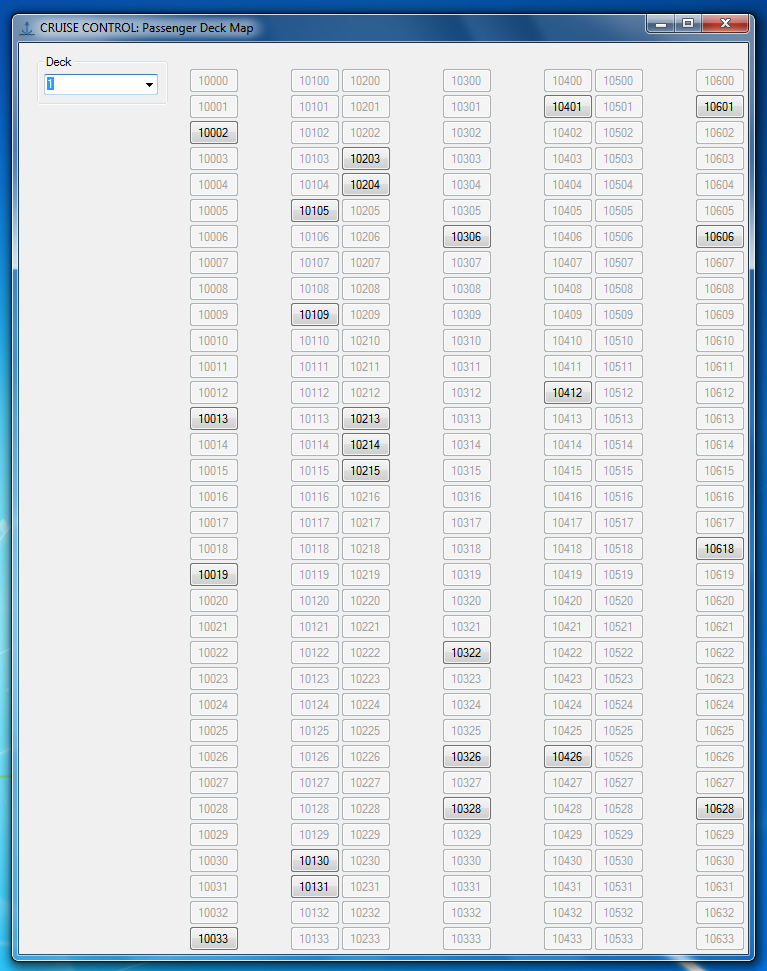
In order to add a new day between two existing days, the user must select a day on the display on the main Trip Manager form and hit ‘Add Day Below Selected’. A new form will then appear which will be very similar to the Add New Day sub-form.



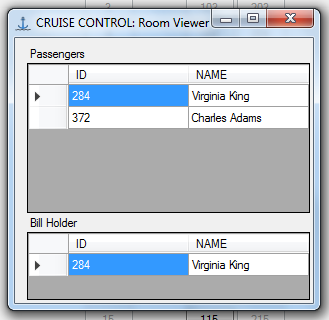
After entering the new data, the user will click the ‘Add Day’ button to save the inserted day. The user will then hit the ‘Reload Days’ button the main Trip Manager form to refresh the display. Note: it is highly recommended that the user at this point utilize the Edit Days function to cancel the inevitable duplicated day so that the newly insert day can take its place.

**CRUISE CONTROL: Deck Map**

This control is access from the main control program by clicking the ‘Deck Map’ button. This interface displays the floor plan of the ship and allows the user to view what passengers are in the selected room.



On launching the customer ship map, the user is presented with a combobox in which they choose the deck they wish view. On selecting a deck in the combobox, a map of the selected deck is generated with. Unlike the customer ship map, empty rooms are disabled and filled rooms are enabled.



Clicking on a room brings up a form that lists the passengers residing in the room and the passenger whom is the bill holder for that room.

CRUISE CONTROL: Dinner Control