RESOURCE MANAGER

1 AUTHORITY 🡪 WILL BE GIVING THE PERMISSION

2. USERS ( CLUBS AND OTHER USERS ) 🡪 WILL BE ASKING FOR PERMISSION

3. ADMIN ( ALL AUTHORITIES OF DATABASE )

4. RESOURCES ( CLASSROOMS , HALLS , LABS )

5. UTILITY CLASS FOR MANAGEMENT

GUI , OOPS , MESSAGE PASSING , DATABASE AND ITS CONNECTION

CLASSES AND THEIR OBJECTS

1. AUTHORITY 🡪 Prathmesh

* USERNAME AND PASSWORD
* NAME AND ID
* POSITION
* ACCESSIBLE RESOURCES ( WHICH ARE ACCESSIBLE AND WHICH ARE NOT)
* BRANCH

1. USERS 🡪 Aniket

* NAME
* CLUB
* BRANCH
* PRN
* REQUIREMENTS
* REASON
* DATE
* RESPONSIBLE PERSON

1. RESOURCES 🡪Saurab

* TYPE
* LOCATION
* ID
* SIZE
* IS AVAILABLE
* IS APPROVED ( FROM AUTHORITY)
* UTILITIES AVAILABLE THERE
* Date (yyyy-mm-dd)

1. ADMIN

* CAN ADD THE RESOURCES
* USERNAME
* PASSWORD
* CAN ADD AND REMOVE ALL THE USERS OR AUTHORITIES.
* PRIVILEGES

Window 1

User

Authority

Admin

Exit

Window 2

Login

Signup

Winow 3

Username

Password

Window 4

Appropriate data is taken (according to the user)

Window