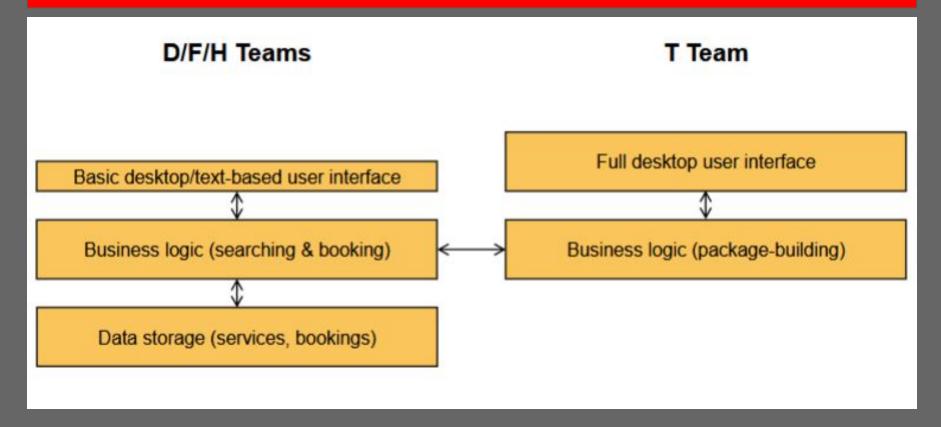


Demonstration of the Travel planner application

Let us switch windows real quick.

Overview of the system architectures

Project Architecture that we followed



Core Architecture

Frontend

- Javafx: Application and UI
- Maven: Structure

Backend

- SQLite3: Database
- Java: BusinessLogic and connecting databases



Group D - Daytour Search



Daytour System architecture pt. 1

- One database
- Four controllers:
- HomeController
- TourController
- CheckoutController
- ReceiptController
- Four model components:
- User
- Tour
- Tourlisti
- Receipt

Daytour System architecture pt. 2

- Four visual components:
- Heima-view
- Tour-view
- Checkout-view
- Receipt-view
- Each controller is responsive to user input in a visual component
- Model components have classes that store information
- That information is stored in the database

Group F - Flight search



Integrated Product

Project Goal:

- Build a simple flight booking system with:
 - Flight search
 - Booking and cancellation
 - Seat tracking (increment/decrement)
 - SQLite database integration

Overall Structure

MainApp: Terminal-based UI

FlightRepo / BookingRepo: Database layer (SQLite)

FlightService / BookingService: Logic/controllers

Flight / Booking / User: Data models

Menu:

- 1. Create a Flight
- 2. Delete a Flight
- 3. Search Flights
- 4. Create a Booking
- 5. Delete a Booking
- 6. List Bookings
- 7. List Flights
- 8. populate DataBase
- 10. Exit

Enter your choice:

Database (SQLite)

Two database files:

- flights.db: stores flight information
- bookings.db: stores user bookings
- Tables created if they don't exist (CREATE TABLE IF NOT EXISTS)
- Database actions like addFlight, confirmBooking, deleteBooking, etc.

Flights

Each flight has:

flightID, date, destination, status, availableSeats

Users can:

- Add, delete, and search flights
- Book seats (decrement), cancel bookings (increment)

Bookings

Bookings use a unique ID: flightID-userID

Safety check to prevent duplicate or overbooked seats

Integration with seat count in flight database

Edge cases handled:

- Two users trying to book the last seat
- Booking a flight that doesn't exist
- Canceling a booking that doesn't exist

Group H - Hotel search



Functionality

- Simple command line interface
- Enter location, number of guests,
 check-in- and check-out date to search
- Enter name of hotel, number of guests,
 check-in- and check-out date to book

```
=== Hotel Booking Portal ===
```

- 1. Search Hotels
- 2. Book a Hotel
- 3. View Bookings
- 4. Exit

Choose option:

Available Hotels:

- Hilton Nordica | 15000 ISK/night
- Hotel Exeter | 15000 ISK/night
- 22 Hill Hotel | 15000 ISK/night
- Hotel Natura | 15000 ISK/night
- CityHub Reykjavik | 15000 ISK/night
- Hotel Cabin | 15000 ISK/night
- Fosshotel Lind | 15000 ISK/night

<u>Hotel</u>

Constructor:

Hotel(int id, String name, String location, int totalBeds, int pricePerNight)

Booking

Constructor:

Booking(int hotelld, String hotelName, int guests, LocalDate checkIn, LocalDate checkOut)

Hotel repo

- List<Hotel> searchHotels(String location)
- Hotel getHotelByName(String name)

Booking repo

- int createBooking(int hotelld, int guests, LocalDate checkIn, LocalDate checkOut)
- void countBookedbeds(int hotelld, LocalDate checkIn, LocalDate checkOut)
- List<Booking> getAllBookings()

DBHelper

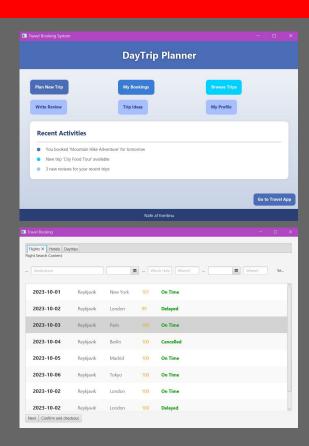
- private static void initializeDatabase(Connection conn)
- private static void createTables(Connection conn)
- private static void seedDataIfEmpty(Connection conn)
- private static void seedHotelsData(Connection conn)

Team T

Combined the data and functionality from flights, hotels and day tours and created a uniform standard service wrapper to ease the use inside of our module.

Implemented a custom meta-search engine which uses modular functionality to accurately search the representing data set.

Presented with a usable user interface.



Retrospective

Did we reach our goal?



What went well

Implementation of features

Facing challenges, finding solutions

What could been improved

Time management

Communication

 Better documentation during development

Main takeaway and biggest lessons

- Start ASAP
- Communication is KEY
- Make realistic plans and schedules
- Think from different perspectives
- Teamwork makes the dream work

Q&A