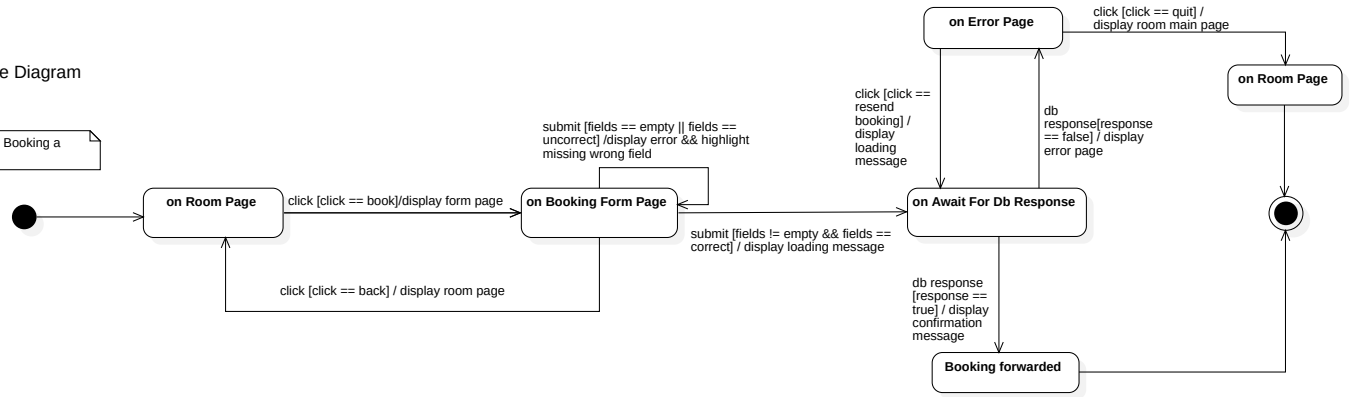


# State Diagram

Use case: Booking a Room





interaction SequenceDiagram1

