预定类面向对象设计

文泰来 老师



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Restaurant



Can you design a restaurant?







- What
- How





- What





- What

关键字: Restaurant

In / Out: ?



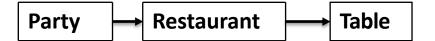


What

关键字: Restaurant

In / Out:

Party / Table







- What

关键字: Restaurant, Party, Table





关键字: Restaurant

属性:?





















- 大堂



-包间











- 桌子的规格不一样,能坐的人数区别
- 吧台里,party的区分
- 收费?





- 针对本题

大堂, 所有桌子都一样, 暂不考虑人数限制





- How

规则?





- How



- 是否能够预约?





- How



- 是否能够送外卖?





- How



- 每个Order需要区分是Dine-in还是Dine-out





- 针对本题

没有Reservation 没有Dine-out





思考模式1:

Party 进入餐馆 -> Host指引到空桌 (find table) -> 一个waiter负责这桌客人 (assign waiter) -> 客人点菜 (ta Chief 拿到order, 按顺序做菜 (cook by order) -> Order似 (serve order) -> 客人吃完后付钱 (check out)





思考模式2:

Input → BLACK BOX → Output

- 1. 客人进入餐馆,餐馆返回一个Table
- 2. 客人点菜,餐馆返回一桌菜
- 3. 客人付账,餐馆清空Table





思考模式1:







思考模式2:







Restaurant

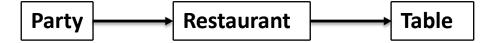






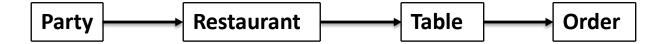






















Party

Restaurant

- List<Table> tables

Table

Order





Party

Restaurant

- List<Table> tables
- List<Meal> menu

Table

Order





Party

Restaurant

- List<Table> tables
- List<Meal> menu

Table

- Party p

Order





Party

Restaurant

- List<Table> tables
- List<Meal> menu

Table

Order





Party

Restaurant

- List<Table> tables
- List<Meal> menu

Table

Order

- List<Meal> meals





Party





Party

- Make order ?





Restaurant





Restaurant

- Find table





Restaurant

- Find table
- Take Order





Restaurant

- Find table
- Take Order
- Checkout





Table

- N/A





Order

- N/A





Meal

- N/A





Mangement 类常见use case

Reserve: Serve: Checkout:





Mangement 类常见use case

Reserve: 暂不考虑





Mangement 类常见use case

Reserve: 暂不考虑

Serve: Find table, Take order





Mangement 类常见use case

Reserve: 暂不考虑

Serve: Find table, Take order

Checkout: checkout





Party

Restaurant

- List<Table> tables
- List<Meal> menu

Table

Order

- List<Meal> meals





Use case: Find table

 Restaurant find an available table, an change the table to be unavailable





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()

Table

Order

- List<Meal> meals





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()

Table

- Boolean available

Order

- List<Meal> meals





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()

Table

- Boolean available
- + boolean isAvailable()

Order

- List<Meal> meals





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()

Table

- Boolean available
- + boolean isAvailable()
- + void changeStatus()

Order

- List<Meal> meals



Best practice



Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()

Table

- Boolean available
- + boolean isAvailable()
- + void changeStatus()

Order

- List<Meal> meals



Best practice



Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()

Table

- Boolean available
- + boolean isAvailable()
- + void markUnavailable()

Order

- List<Meal> meals





Use case: Take order

- Restaurant takes an order





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()
- + void takeOrder(Order o)

Table

- Boolean available
- + boolean isAvailable()
- + void markUnavailable()

Order

- List<Meal> meals





Use case: Check out

- Restaurant checks out a table/order, mark the table available again
- Calculate order price





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()
- + void takeOrder(Order o)

Table

- Boolean available
- + boolean isAvailable()
- + void markUnavailable()

Order

- List<Meal> meals





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()
- + void takeOrder(Order o)

Table

- Boolean available
- + boolean isAvailable()
- + void markUnavailable()

Order

- List<Meal> meals
- Table t





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)

Table

- Boolean available
- + boolean isAvailable()
- + void markUnavailable()

Order

- List<Meal> meals
- Table t





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)

Table

- Boolean available
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()

Order

- List<Meal> meals
- Table t





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)

Table

- Boolean available
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()

Order

- List<Meal> meals
- Table t

- Float price
- + float getPrice()





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)

Table

- Boolean available
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()

Order

- List<Meal> meals
- Table t
- + float getPrice()

- Float price
- + float getPrice()





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)

Table

- Boolean available
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

- Float price
- + float getPrice()



Challenge



Share table?





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)

Table

- Boolean available
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

- Float price
- + float getPrice()





Party

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)

Table

- Boolean available
- Int availableSeats
- + boolean isAvailable()

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

- Float price
- + float getPrice()





Party

- Int size

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)

Table

- Boolean available
- Int availableSeats
- + boolean isAvailable()

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

- Float price
- + float getPrice()





Party

- Int size

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable(Party p)
- + void takeOrder(Order o)
- + void checkout(Order o)

Table

- Boolean available
- Int availableSeats
- + boolean isAvailable()

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

- Float price
- + float getPrice()



Correctness



Party

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)

Table

- Boolean available
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

Meal

- Float price
- + float getPrice()

NoTableException



Challenge



 How can you change your design to support reservation in your restaurant?





课程大纲



- 预定类OOD题型
- 预定类OOD解题思路
- Hotel reservation system
- Booking.com





Restaurant reservation system



预定类题库



- Restaurant reservation system
- Hotel reservation system



预定类题库



- Restaurant reservation system
- Hotel reservation system
- Flight/Bus/Train reservation system



预定类题目特点



• 频率: 中



预定类题目特点



• 频率: 中

• 难度: 高





What

- 考虑预定的东西





What

- 考虑预定的东西

例子: 机票





What

- 考虑预定的东西

例子: 机票

机舱/座位号/...





Use case

- Search
- Select

- Cancel





Use case

Search criteria -> Search() -> List<Result> -> Select() -> Receipt





• 有哪些需要和面试官统一的contract?





• 有哪些需要和面试官统一的contract?

Search criteria -> Search() -> List<Result> -> Select() -> Receipt



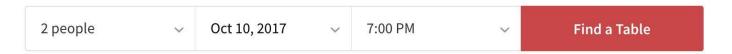


Search criteria





Search criteria

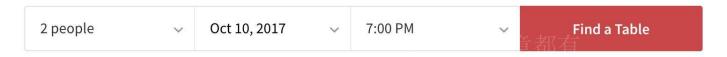






Search criteria

Make a reservation

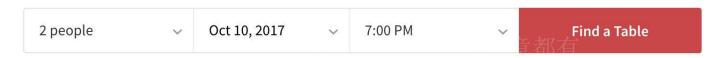


- 人数: 无拼桌,每张桌子大小相同,不会有超过桌子大小的人数





Search criteria

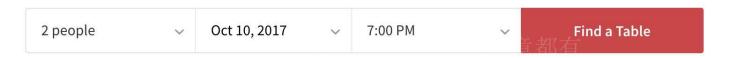


- 人数:无拼桌,每张桌子大小相同,不会有超过桌子大小的人数
- 日期:是否允许预定多日以后的?





Search criteria

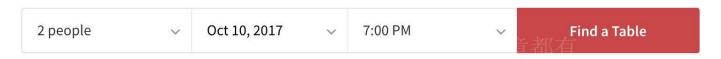


- 人数:无拼桌,每张桌子大小相同,不会有超过桌子大小的人数
- 日期:是否允许预定多日以后的?
- 时间: 是否所有时间都允许预定?





Search criteria

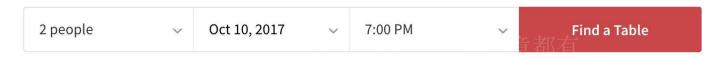


- 人数:无拼桌,每张桌子大小相同,不会有超过桌子大小的人数
- 日期:是否允许预定多日以后的?-允许
- 时间: 是否所有时间都允许预定? 24/7





Search criteria

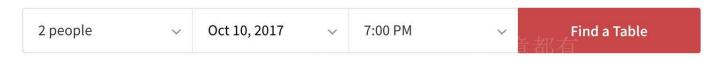


- 人数:无拼桌,每张桌子大小相同,不会有超过桌子大小的人数
- 日期:是否允许预定多日以后的?-允许
- 时间: 是否所有时间都允许预定? 24/7
- Design: FindTableForReservation(Timeslot t)





Search criteria



- 人数:无拼桌,每张桌子大小相同,不会有超过桌子大小的人数
- 日期:是否允许预定多日以后的?-允许
- 时间: 是否所有时间都允许预定? 24/7
- Design: FindTableForReservation(Timeslot t)
- Timeslot contains Date and time





List<Result>





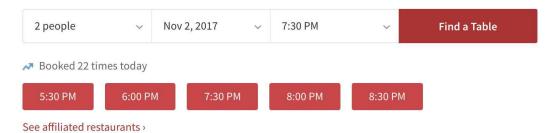
- List<Result>
- -当选择的时间段可以/不行时,系统应该给出什么反馈?

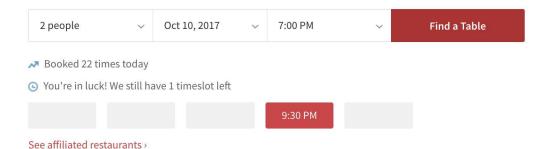




• 做法一:

Make a reservation









List<Result>

Result == Timeslot





List<Result>

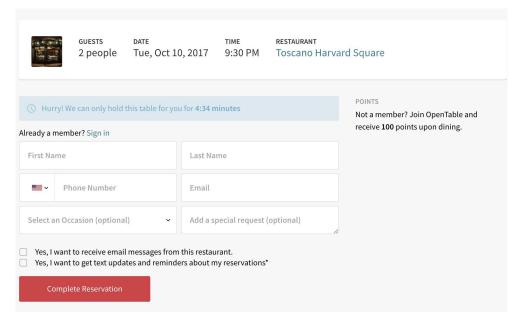
Result == Timeslot

- Design: List<Timeslot> findTableForReservation(Timeslot t)
- Possible Challenge: 跟面试官讨论如何获得这个List





- 做法二:
- 可以预定: 直接进入Confirm阶段
- 不能预定: Throw exception / Show message







• 做法二:

- 可以预定:直接进入Confirm阶段

- 不能预定: Throw exception / Show message

Design: Pair<Table, Timeslot> findTableForReservation(Time slot)
 throws NoTableForReservationException





• 做法二:

- 可以预定:直接进入Confirm阶段

- 不能预定: Throw exception / Show message

-Design: Pair<Table, Timeslot> findTableForReservation(Time slot)throws NoTableForReservationException

Design: void confirmReservation(Pair<Table, Timeslot> reservation)





- 为什么我们可以跳过List<Result>这个步骤?





- 为什么我们可以跳过List<Result>这个步骤?

因为Table是一样的,用户不用选择也不会知道是订1号桌还是2号桌





- Int capacity

+ int getCapacity()

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)

Table

- Boolean available
- Int capacity
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()
- + get capacity()

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

Meal

- Float price
- + float getPrice()

NoTableException





- Int capacity

+ int getCapacity()

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)

Table

- Boolean available
- Int capacity
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()
- + get capacity()

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

Meal

- Float price
- + float getPrice()

NoTableException

Reservation

- Table table
- Timeslot timeslot





Party

+ int getCapacity()

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)
- + Reservation findTableForReservation(Timeslot t)

Table

- Boolean available
- Int capacity
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()
- + get capacity()

Reservation

- Table table
- Timeslot timeslot

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

Meal

- Float price
- + float getPrice()

NoTableException





Party

+ int getCapacity()

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)
- + Reservation findTableForReservation(Timeslot t)

Table

- Boolean available
- Int capacity
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()
- + get capacity()

Reservation

- Table table
- Timeslot timeslot

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

Meal

- Float price
- + float getPrice()

NoTableException

NoTableForReservationExceptio n





Party

+ int getCapacity()

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)
- + Reservation findTableForReservation(Timeslot t)
- + void confirmReservation(Reservation r)

Table

- Boolean available
- Int capacity
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()
- + get capacity()

Reservation

- Table table
- Timeslot timeslot

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

Meal

- Float price
- + float getPrice()

NoTableException

NoTableForReservationExceptio n



Any problems?





Any problems?



- How to know if a table is open for reservation for a timeslot?



Any problems?



- How to know if a table is open for reservation for a timeslot?

要知道每张桌子的预定情况

Table

- Boolean available
- Int capacity
- List<Timeslot> reservations
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()
- + get capacity()



Any problems?



- How to know if a table is open for reservation for a timeslot?

把时间点转换为时间段

Table

- Boolean available
- Int capacity
- List<TimePeriod> reservations
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()
- + get capacity()





Party

+ int getCapacity()

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)
- + Reservation findTableForReservation(Timeslot t)
- + void confirmReservation(Reservation r)

Table

- Boolean available
- Int capacity
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()
- + get capacity()

Reservation

- Table table
- Timeslot timeslot

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

Meal

- Float price
- + float getPrice()

NoTableException

 $No Table For Reservation Exceptio\ n$





Party

+ int getCapacity()

TimePeroid

- Time start
- Time end

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)
- + Reservation findTableForReservation(Timeslot t)
- + void confirmReservation(Reservation r)

Table

- Boolean available
- Int capacity
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()
- + get capacity()

Reservation

- Table table
- Timeslot timeslot

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

Meal

- Float price
- + float getPrice()

NoTableException

NoTableForReservationExceptio n





Party

+ int getCapacity()

TimePeroid

- Time start
- Time end

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)
- + Reservation findTableForReservation(Timeslot t)
- + void confirmReservation(Reservation r)

Table

- Boolean available
- Int capacity
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()
- + get capacity()

Reservation

- Table table
- TimePeroid timePeriod

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

Meal

- Float price
- + float getPrice()

NoTableException

 $No Table For Reservation Exceptio\ n$





Party

+ int getCapacity()

TimePeroid

- Time start
- Time end

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)
- + Reservation findTableForReservation(Timeslot t)
- + void confirmReservation(Reservation r)

Table

- Boolean available
- Int capacity
- List<TimePeroid> reservations
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()
- + get capacity()

Reservation

- Table table
- TimePeroid timePeriod

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

Meal

- Float price
- + float getPrice()

NoTableException

NoTableForReservationExceptio n





Party

+ int getCapacity()

TimePeroid

- Time start
- Time end

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- Map<Table, List<TimePeroid>> reservation
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)
- + Reservation findTableForReservation(Timeslot t)
- + void confirmReservation(Reservation r)

Table

- Boolean available
- Int capacity
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()
- + get capacity()

Reservation

- Table table
- TimePeroid timePeroid

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

Meal

- Float price
- + float getPrice()

NoTableException

NoTableForReservationExceptio n



Cancel reservation



 Restaurant takes a cancel reservation request, and ask the table to free that timeslot.





Party

+ int getCapacity()

TimePeroid

- · Time start
- Time end

Restaurant

- List<Table> tables
- List<Meal> menu
- Map<Table, List<Order>> orders
- Map<Table, List<TimePeroid>> reservation
- + Table findTable()
- + void takeOrder(Order o)
- + void checkout(Order o)
- + Reservation findTableForReservation(Timeslot t)
- + void confirmReservation(Reservation r)
- + void cancelReservation(Reservation r)

Table

- Boolean available
- Int capacity
- + boolean isAvailable()
- + void markUnavailable()
- + void markAvailable()
- + get capacity()

Reservation

- Table table
- TimePeroid timePeroid

Order

- List<Meal> meals
- Table t
- Party p
- + float getPrice()

Meal

- Float price
- + float getPrice()

NoTableException

NoTableForReservationExceptio n



Hotel reservation system



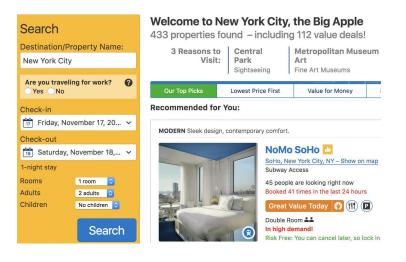
Can you design a hotel reservation system?



Hotel reservation system



Can you design a hotel reservation system?



VS.







What

是为一间酒店设计预定房间系统,还是先选择酒店的系统?

Design上会有哪些区别?





What

是为一间酒店设计预定房间系统,还是先选择酒店的系统?

- 搜索条件区别

人数+时间 VS. 人数+时间+地址





What

是为一间酒店设计预定房间系统,还是先选择酒店的系统?

- 返回结果区别

Rooms VS. Hotels





What

是为一间酒店设计预定房间系统,还是先选择酒店的系统?

- 针对本题:

先设计一间酒店,再设计选择酒店的系统





What

Search criteria -> Search() -> List<Result> -> Select() -> Receipt





What

Search criteria -> Search() -> List<Result> -> Select() -> Receipt

除了考虑题目中的名词之外,还需要从上述的三处考虑,What类型的提问主要针对List<Result>





What

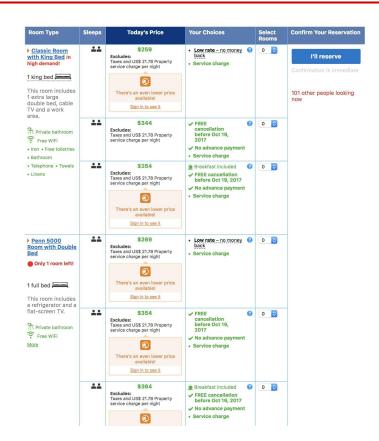
关键字: Room





What

关键字: Room







What

针对本题:房间的人数和价格可能会不同





针对本题:房间的人数和价格可能会不同。

如何设计房间类?





如何设计房间类?

- int capacity
- float price





如何设计房间类?

Room

- int capacity
- float price

List<Result> -> List<Room>

Room	1

Capacity: 2 Price: 198

Room_2

Capacity: 2 Price: 198

Room_3

Capacity: 2 Price: 198

Room_4

Capacity: 2 Price: 198

Room_5

Capacity: 1 Price: 128

Room_6

Capacity: 1 Price: 128





101 other people looking

如何设计房间类?

Room

- int capacity
- float price

List<Result> -> List<Room>

 $Room_1$

Capacity: 2 Price: 198 Room 2

Capacity: 2

Price: 198

Room_3

Capacity: 2 Price: 198 Room_4

Capacity: 2 Price: 198 Capacity: 1

Price: 128

Room 5

Room_6

Classic Room with King Bed In

1 king bed

TV and a work

Free WIFI
From Free tolletrie

1 full bed

Excludes: Taxes and US\$ 21.78 Property

There's an even lower price available!

Sign in to see it

cludes: xes and US\$ 21.78 Property

There's an even lower price available!

\$354 Excludes: Taxes and US\$ 21.78 Property rendos charge per night

②

Sign in to see it

Capacity: 1 Price: 128

KOOM_6



Low rate - no money 0 0 0

Service charge



How

规则?





• 预定类规则:

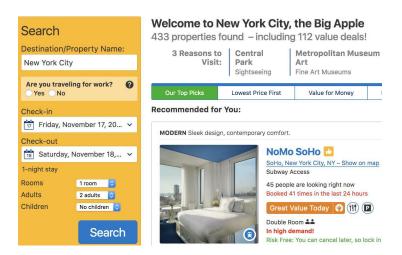
Search criteria





• 预定类规则:

Search criteria











Hotel





Request

Hotel





Request

Hotel

RoomType





Request

Hotel

RoomType





Request

Hotel

RoomType

Reservation





Request

Hotel

- List<Room> rooms

RoomType

Reservation





Request

Hotel

- List<Room> rooms
- List<Reservation> reservations

Reservation

Room

RoomType





Request

Hotel

- List<Room> rooms
- List<Reservation> reservations

Reservation

Room

- RoomType type

RoomType





Request

Hotel

- List<Room> rooms
- List<Reservation> reservations

Reservation

- List<Room> rooms

RoomType

Room

- RoomType type





Hotel





Hotel:

- Search for available rooms





Hotel:

- Search for available rooms
- Make reservation





Hotel:

- Search for available rooms
- Make reservation
- Cancel reservation





Request

Hotel

- List<Room> rooms
- List<Reservation> reservations

RoomType

Room

- RoomType type

Reservation





Search for available rooms

- 1: Based on search criteria
- 2: Go through rooms to check availability
- 3: list available room types and available count





Search for available rooms

1: Based on search criteria





Request

- Date startDate

Hotel

- List<Room> rooms
- List<Reservation> reservations

RoomType

Room

- RoomType type

Reservation





Request

- Date startDate
- Date endDate

Hotel

- List<Room> rooms
- List<Reservation> reservations

RoomType

Room

- RoomType type

Reservation





Request

- Date startDate
- Date endDate

Hotel

List<Room> rooms

List<Reservation> reservations

+ Map<RoomType, int> handleSearchRequest(Request r)

RoomType

Room

- RoomType type

Reservation





Search for available rooms

2: Go through rooms to check availability





Request

- Date startDate
- Date endDate

Hotel

- List<Room> rooms
- List<Reservation> reservations
- + Map<RoomType, int> handleSearchRequest(Request r)

RoomType

Room

- RoomType type
- List<Date> reservations

Reservation





Request

- Date startDate
- Date endDate

Hotel

- List<Room> rooms
- List<Reservation> reservations
- Map<Room, List<Date>> roomReservations
- + Map<RoomType, int> handleSearchRequest(Request r)

RoomType

Room

RoomType type

Reservation





Request

- Date startDate
- Date endDate

Hotel

- List<Room> rooms
- List<Reservation> reservations
- Map<Room, List<Date>> roomReservations
- + Map<RoomType, int> handleSearchRequest(Request r)
- boolean isRequestAvailable(Request r, List<Date> dates)

RoomType

Room

- RoomType type

Reservation





Request

- Date startDate
- Date endDate

Hotel

- List<Room> rooms
- List<Reservation> reservations
- Map<Room, List<Date>> roomReservations
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RoomType

Room

- RoomType type
- Boolean available

Reservation





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- Date startDate
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- Map<Room, List<Date>> roomReservations
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- boolean isRequestAvailable(Request r, List<Date> dates)

RoomType

Room

- RoomType type
- Boolean available
- + boolean isAvailable()

Reservation





Search for available rooms

3: list available room types and counts





Request

- Date startDate
- Date endDate

Hotel

- List<Room> rooms
- List<Reservation> reservations
- Map<Room, List<Date>> roomReservations
- + Map<RoomType, int> handleSearchRequest(Request r)
- boolean isRequestAvailable(Request r, List<Date> dates)

RoomType

SINGLE DOUBLE

Room

- RoomType type
- Boolean available
- + boolean isAvailable()

Reservation





Request

- Date startDate
- Date endDate

<<Enumeration>> RoomType

SINGLE DOUBLE

Room

- RoomType type
- Boolean available
- + boolean isAvailable()

Reservation





Make reservation

1: Add RoomType and number of rooms in a request 2: Send request to Hotel

3: If there is enough room left, confirm the reservation

4: If there isn't enough room left, throw exception





Make reservation

1: Add RoomType and number of rooms in a request





Request

- Date startDate
- Date endDate

<<Enumeration>> RoomType

SINGLE DOUBLE

Room

- RoomType type
- Boolean available
- + boolean isAvailable()

Reservation





Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms

ReservationRequest

<<Enumeration>>
RoomType

SINGLE DOUBLE

- RoomType type
- Boolean available
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Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms

ReservationRequest

- Date startDate
- Date endDate

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- RoomType type
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- Date startDate
- Date endDate

Reservation

- List<Room> rooms

Reservation Request

- Date startDate
- Date endDate
- Map<RoomType, int> roomsNeeded

<<Enumeration>> RoomType

SINGLE DOUBLE

- RoomType type
- Boolean available
- + boolean isAvailable()





Make reservation

2: Send request to Hotel





Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms

Reservation Request

- Date startDate
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- Map<RoomType, int> roomsNeeded

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SINGLE DOUBLE

- RoomType type
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Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms

Reservation Request

- Date startDate
- Date endDate
- Map<RoomType, int> roomsNeeded

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- RoomType type
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Make reservation

3: If there is enough room left, confirm the reservation





Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms
- Date startDate
- Date endDate

ReservationRequest

- Date startDate
- Date endDate
- Map<RoomType, int> roomsNeeded

<<Enumeration>> RoomType

SINGLE DOUBLE

- RoomType type
- Boolean available
- + boolean isAvailable()





Make reservation

4: If there isn't enough room left, throw exception





Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms
- Date startDate
- Date endDate

ReservationRequest

- Date startDate
- Date endDate
- Map<RoomType, int> roomsNeeded

NotEnoughRoomForReservationException

<<Enumeration>> RoomType

SINGLE DOUBLE

- RoomType type
- Boolean available
- + boolean isAvailable()





Search for available rooms

1: Based on search criteria

2: Go through rooms to check availability

3: list available room types and room count

Make reservation

1: Add RoomType and number of rooms in a request

2: Send request to Hotel 3: If there is enough room left, confirm the reservation.

4: If there isn't enou left, throw exception



```
Map<RoomType, List<Room>> map = new HashMap<>();
for(Entry<Room, List<Date>> entry : roomReservations.entrySet())
   Room r = entry.getKey();
   List<Date> roomBooked = entry.getValue();
   if(isRequestAvailable(roomBooked))—手微信study322
        if(map.containsKey(r.getRoomType()))
           List<Room> roomList = map.get(r.getRoomType());
           roomList.add(r);
           map.put(r.getRoomType(), roomList);
       else
           List<Room> roomList = new ArrayList<>();
           roomList.add(r);
           map.put(r.getRoomType(), roomList);
```





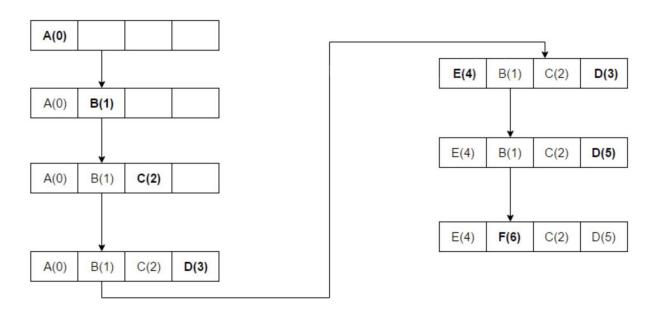
- Map<RoomType, List<Room>> map
- Go through rooms to check availability
- If there is enough room left, confirm the reservation
- If there isn't enough room left, throw exception





- LRU Cache

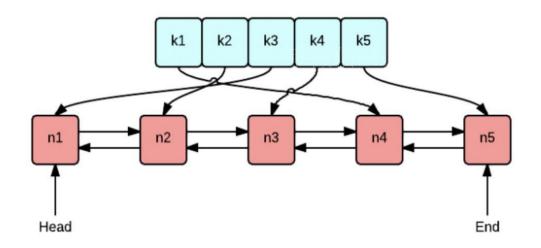
The access sequence for the below example is A B C D E D F.







- LRU Cache







```
class LRUCache extends LinkedHashMap<Request, Map<RoomType, List<Room>>>
   private int capacity;
   public LRUCache(int capacity) 手微信study322 九章都有
       super(capacity);
       this.capacity = capacity;
   @Override
   protected boolean removeEldestEntry(Map.Entry<Request, Map<RoomType, List<Room>>> eldest){
      return size() > this.capacity;
```

Classes



Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms
- Date startDate
- Date endDate

ReservationRequest

- Date startDate
- Date endDate
- Map<RoomType, int> roomsNeeded

NotEnoughRoomForReservationException

<<Enumeration>> RoomType

SINGLE DOUBLE

Room

- RoomType type
- Boolean available
- + boolean isAvailable()



Use cases



Cancel reservation

1: Hotel system takes a reservation, and cancel it.



Classes



Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms
- Date startDate
- Date endDate

ReservationRequest

- Date startDate
- Date endDate
- Map<RoomType, int> roomsNeeded

NotEnoughRoomForReservationException

<<Enumeration>> RoomType

SINGLE DOUBLE

Room

- RoomType type
- Boolean available
- + boolean isAvailable()



Classes - Final view



Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms
- Date startDate
- Date endDate

ReservationRequest

- Date startDate
- Date endDate
- Map<RoomType, int> roomsNeeded

Not Enough Room For Reservation Exception

<<Enumeration>> RoomType

SINGLE DOUBLE

Room

- RoomType type
- Boolean available
- + boolean isAvailable()





16九建算法 e5d850

Hotel Reservation in Action





```
5 // Search for available rooms
7 // - Gather search criteria
     - Go through rooms to get available rooms
     - Return in:
         Single Room : 20
         Double Room : 10
 Map<RoomType, Integer> handleSearchRequest(Request request)
   Map<RoomType, Integer> searchResult = new HashMap<>();
    for (Room room : rooms)
      List<Date> schedule = roomReservations.get(room);
      if (isRequestAvailable(request, schedule))
        RoomType roomType = room.getType();
        if(searchResult.containsKey(roomType))
          int availableCount = searchResult.get(roomType);
          searchResult.put(roomType, availableCount + 1);
          searchResult.put(roomType, 1);
    return searchResult;
```





```
// - Go through rooms to get available rooms
// - If there are available rooms, confirm reservation and update rooms
// - If not, throw exception
Reservation makeReservation(ReservationRequest request) throws NotEnoughRoomException
  HashMap<RoomType, Integer> roomsNeeded = request.getRoomsNeeded();
  Reservation reservation = n Reservation(request);
  for (Room room : rooms)
    RoomType type = room.getType();
    int count = roomsNeeded.get(type);
    if(roomsNeeded.containsKey(type) && count > 0)
      List<Date> schedule = roomReservations.get(room);
      if (isRequestAvailable(request, room))
        reservation.addRoom(room);
        roomsNeeded.put(type, count);
  for (Map.Entry<RoomType, Integer> entry : roomsNeeded.entrySet())
    if (entry.getValue() > 0)
      throw new NotEnoughRoomException("For type: " + entry.getKey() +
        ", need " + entry.getValue() + " more rooms.");
```





```
// Cancel reservation
73 // Steps:
  // - Make sure the reservation is valid
  // - Cancel it, and update rooms
76 void cancelReservation(Reservation reservation) throws InvalidReservationException
     if (!validReservation(reservation))
      throw new InvalidReservationException("some reason why it's invalid.");
     for(Room room : reservation.getRooms())
      List<Date> schedule = roomReservations.get(room);
       for(Date date = request.getStartDate(); date < request.getEndDate(); data++)</pre>
        schedule.remove(date);
       roomReservations.put(room, schedule);
```



```
5 // Search for available rooms
6 // Steps:
7 // - Gather search criteria
8 // - Go through rooms to get available rooms
9 // - Return in:
10 // Single Room : 20
11 // Double Room: 10 一手微信study322 九章都有
12 Map<RoomType, Integer> handleSearchRequest(Request request)
13 {
    Map<RoomType, Set<Room>> cachedResult = cache.get(request);
    Map<RoomType, Integer> result = new HashMap<>();
    for (Map.Entry<RoomType, Set<Room>> entry : cachedResult.entrySet())
       result.put(entry.getKey(), entry.getValue().size());
    return result;
```





```
Reservation makeReservation(ReservationRequest request) throws NotEnoughRoomException
 Map<RoomType, Integer> roomsNeeded = request.getRoomsNeeded();
 Reservation reservation;
  if(cache.containsKey(request))
    Map<RoomType, Set<Room>> cachedResult = cache.get(request);
    reservation = new Reservation(request);
    for (Map.Entry<RoomType, Integer> entry : roomsNeeded.entrySet())
      RoomType type = entry.getKey();
      Integer count = entry.getValue();
       throw new NotEnoughRoomException("Not enough rooms");
        while(count > 0)
         Room room = cachedResult.get(type).remove();
         updateSchedule(request, room);
         reservation.addRoom(room);
    cache.update(reservation);
    // find result and update cache...
  return reservation;
```





面试官:

Can you extend your design to a booking.com like system?





Search criteria -> Search() -> List<Result> -> Select() -> Receipt





Search criteria -> Search() -> List<Result> -> Select() -> Receipt

Search criteria A -> Search() -> List<Result_A> -> Select() -> Search criteria B -> Search() -> List<Result_B> -> Select() -> Receipt





Search criteria -> Search() -> List<Result> -> Select() -> Receipt

Search criteria A -> Search() -> List<Result_A> -> Select() -> Search criteria B -> Search() -> List<Result_B> -> Select() -> Receipt

Search criteria A: 10/30 -11/5 Boston





Search criteria -> Search() -> List<Result> -> Select() -> Receipt

Search criteria A -> Search() -> List<Result_A> -> Select() -> Search criteria B -> Search() -> List<Result_B> -> Select() -> Receipt

Search criteria A: 10/30 -11/5 Boston

BookingSystem.Search()





Search criteria -> Search() -> List<Result> -> Select() -> Receipt

Search criteria A -> Search() -> List<Result_A> -> Select() -> Search criteria B -> Search() -> List<Result_B> -> Select() -> Receipt

Search criteria A: 10/30 -11/5 Boston

BookingSystem.Search()

List<Result_A>: Hotel_1, Hotel_2,...





Search criteria -> Search() -> List<Result> -> Select() -> Receipt

Search criteria A -> Search() -> List<Result_A> -> Select() -> Search criteria B -> Search() -> List<Result_B> -> Select() -> Receipt

Search criteria A: 10/30-11/5 Boston BookingSystem.Search() List<Result_A>:

Hotel_1, Hotel_2,...





Search criteria -> Search() -> List<Result> -> Select() -> Receipt

Search criteria A -> Search() -> List<Result_A> -> Select() -> Search criteria B -> Search() -> List<Result_B> -> Select() -> Receipt

Search criteria A: 10/30-11/5 Boston Search criteria B: 10/30-11/5

BookingSystem.Search()

List<Result_A>: Hotel_1, Hotel_2,...





Search criteria -> Search() -> List<Result> -> Select() -> Receipt

Search criteria A -> Search() -> List<Result_A> -> Select() -> Search criteria B -> Search() -> List<Result_B> -> Select() -> Receipt

Search criteria A: 10/30-11/5 Boston Search criteria B: 10/30-11/5

BookingSystem.Search() Hotel_1.Search()

List<Result_A>: Hotel_1, Hotel_2,...





Search criteria -> Search() -> List<Result> -> Select() -> Receipt

Search criteria A -> Search() -> List<Result_A> -> Select() -> Search criteria B -> Search() -> List<Result_B> -> Select() -> Receipt

Search criteria A: 10/30-11/5 Boston Search criteria B: 10/30-11/5

BookingSystem.Search() Hotel 1.Search()

List<Result_A>: Hotel_1, Hotel_2,... List<Result_A>: RoomTyr



Search criteria -> Search() -> List<Result> -> Select() -> Receipt

Search criteria A -> Search() -> List<Result_A> -> Select() -> Search criteria B -> Search() -> List<Result_B> -> Select() -> Receipt

Search criteria A: 10/30-11/5 Boston Search criteria B: 10/30-11/5

BookingSystem.Search() Hotel 1.Search()

List<Result_A>: Hotel_1, Hotel_2,... List<Result_A>: RoomTyr

BookingSystem.Select() BookingSystem.Select()



What





What

Search criteria A
List<Result_A>
Search criteria B
List<Result_B>
Receipt





What

Search criteria A

List<Result_A>

Search criteria B

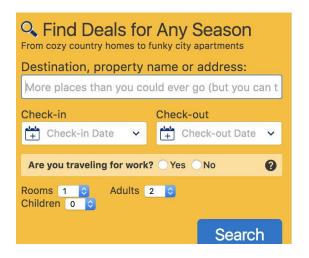
List<Result_B>

Receipt





What





What are the search criteria for booking system?





针对本题:

用Start Date, End Date, Group size, City





How

Search()

Select()

Search()

Select()





How

Search()

Select()

Search()

Select()

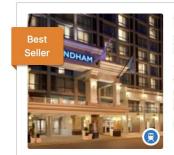




How

Our Top Picks Lowest Price First Stars y Distance From Downtown Review Score

Recommended for You:



Wyndham Boston Beacon Hill

Subway Access

The Museum of Science and TD Bank Garden are located 900 metres from this Boston city centre hotel, featuring completely non-smoking rooms, an on-site restaurant and many modern amenities.

In high demand! Booked 64 times in the last 24 hours



(B)



Show prices

Good 7.8

1.830 reviews



- 按照什么顺序排序?



Financial District, Boston, MA – Show on map • (1,000 feet from center) - Subway Access

Located in Financial District of Boston, Oakwood Boston offers a fitness centre and free WiFi. The property is 100 metres from Faneuil Hall, 100 metres from Quincy Market and 4 km from Fenway Park. Booked 2 times in the last 48 hours

Excellent 8.7

73 reviews

Location 9.5

Show prices





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How

针对本题:

- 在同样的City就能放进List里
- Hotel在List里的顺序不重要



Core Object



How

针对本题:

- 在同样的City就能放进List里
- Hotel在List里的顺序不重要



Core object



Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms
- Date startDate
- Date endDate

ReservationRequest

- Date startDate
- Date endDate
- Map<RoomType, int> roomsNeeded

Not Enough Room For Reservation Exception

<<Enumeration>> RoomType

SINGLE DOUBLE

Room

- RoomType type
- Boolean available
- + boolean isAvailable()



Core object



Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms
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BookingSystem



Core object



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BookingSystem

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SearchHotelRequest

Not Enough Room For Reservation Exception



Core object



Request

- Date startDate
- Date endDate

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- List<Room> rooms
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ReservationRequest

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SearchHotelRequest

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SINGLE DOUBLE

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- RoomType type
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BookingSystem

- List<Hotel> hotels

Not Enough Room For Reservation Exception





BookingSystem





BookingSystem

- Search for hotels





- BookingSystem
- Search for hotels
- Make reservation





- BookingSystem
- Search for hotels
- Make reservation
- Cancel reservation





Request

- Date startDate
- Date endDate

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- List<Room> rooms
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- Date startDate
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- Map<RoomType, int> roomsNeeded

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- RoomType type
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BookingSystem

- List<Hotel> hotels

Not Enough Room For Reservation Exception



Classes



Search for hotels

- Based on request (start date + end date + city + group size)
- Check for all hotels in this city
- For such hotels, if this is enough capacity for group size during dates
- List all hotels that satisfy above criteria



Classes



Search for hotels

- Based on request (start date + end date + city + group size)





Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms
- Date startDate
- Date endDate

ReservationRequest

- Date startDate
- Date endDate
- Map<RoomType, int> roomsNeeded

Not Enough Room For Reservation Exception

SearchHotelRequest

- Date startDate
- Date endDate
- String city
- Int groupSize

<<Enumeration>> RoomType

SINGLE DOUBLE

Room

- RoomType type
- Boolean available
- + boolean isAvailable()

BookingSystem

- List<Hotel> hotels



Classes



Search for hotels

- Based on request (start date + end date + city + group size)
- Check for all hotels in this city





Request

- Date startDate
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Reservation

- List<Room> rooms
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SearchHotelRequest

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- String city
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Not Enough Room For Reservation Exception

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BookingSystem

- List<Hotel> hotels





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- List<Hotel> hotels

SearchHotelRequest

- Date startDate
- Date endDate
- String city
- Int groupSize



Classes



Search for hotels

- Based on request (start date + end date + city + group size)
- Check for all hotels in this city
- For such hotels, if this is enough capacity for group size during dates





Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms
- Date startDate
- Date endDate

ReservationRequest

- Date startDate
- Date endDate
- Map<RoomType, int> roomsNeeded

NotEnoughRoomForReservationException

<<Enumeration>> RoomType

SINGLE DOUBLE

- Int capacity

Room

- RoomType type
- Boolean available
- + boolean isAvailable()

BookingSystem

- List<Hotel> hotels

SearchHotelRequest

- Date startDate
- Date endDate
- String city
- Int groupSize





Request

- Date startDate
- Date endDate

Reservation

- List<Room> rooms
- Date startDate
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Classes



Search for hotels

- Based on request (start date + end date + city + group size)
- Check for all hotels in this city
- For such hotels, if this is enough capacity for group size during dates
- List all hotels that satisfy above criteria





Request

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Reservation

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- Make reservation
- Pick a hotel
- Send reservation request to that hotel





Request

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Reservation

- List<Room> rooms
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Classes



- Cancel reservation
- Cancel reservation for a hotel





Request

- Date startDate
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Reservation

- Hotel hotel
- List<Room> rooms
- Date startDate
- Date endDate

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Class - Final view



Request

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Reservation

- Hotel hotel
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NotEnoughRoomForReservationException

Challenge



Can you add payment in your system?



Challenge



- Can you add payment in your system?
- Need to get price for each reservation
- Need to take a payment method



Challenge



- Can you add payment in your system?
- Need to get price for each reservation





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- + void cancelReservation(Reservation r)



Enum code sample



```
public enum RoomType
   SINGLE(1, 129),
   DOUBLE(2, 199);
   private int capacity;
   private float price;
   RoomType(int capacity, float price)
       this.capacity = capacity;
       this.price = price;
   public int getCapacity()
       return capacity;
   public float getPrice()
       return price;
```





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- + void payByPaypal (Reservation r)



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- + void cancelReservation(Reservation r)
- + void payByPaypal (Reservation r)
- + void payByCreditCard (Reservation r)



Good practice:



Strategy Pattern





Request

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- Hotel hotel
- List<Room> rooms
- Date startDate
- Date endDate

ReservationRequest

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- + void payByCreditCard (Reservation r)





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<<interface>>
PaymentStrategy





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<<interface>>
PaymentStrategy

+ void pay(Reservation r)





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- List<Hotel> hotels
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- + List<Hotel> searchHotel(SearchHotelRequest r)
- + Reservation makeReservation(Hotel h, ReservationRequest r)

BookingSystem

+ void cancelReservation(Reservation r)

SearchHotelRequest

- Date startDate
- Date endDate
- String city
- Int groupSize

<<interface>>
PaymentStrategy

+ void pay(Reservation r)





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Reservation

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- PaymentStrategy strategy
- + List<Hotel> searchHotel(SearchHotelRequest r)
- + Reservation makeReservation(Hotel h, ReservationRequest r)
- + void cancelReservation(Reservation r)
- + void setStrategy(Payment strategy)

<<interface>> PaymentStrategy

+ void pay(Reservation r)



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- + void cancelReservation(Reservation r)
- + void setStrategy(Payment strategy)
- + void makePayment(Reservation r)

SearchHotelRequest

- Date startDate
- Date endDate
- String city
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<<interface>>
PaymentStrategy

+ void pay(Reservation r)







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