



AirlineDriver Instance Variables: private List<Customer> customers; private List<Airline> airlines; private List<Review> reviews; private List<Flight> flights; private List<Ticket> tickets: Responabilities: - Import data from file structure - Manage the User Input - Handle the manu system/navigation Methods: public AirlineDriver(); -retireves saved data and updates instance variables accordingly public static void main(args String[]); - handles user input, where the program is run

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User implements Saveable
 Instance Variables:
   private String username;
   private String password;
 Responabilities:
        - Parent Class for Customer & Airline
       - Saving User Data
       - Look at all avaliable Flights
 Methods:
  public User(String username, String pass);
        - creates a new user with the specified
        username and password
  public void save();
        - saves the User's information in .txt file
        in data/Customer or data/Airline
   Airline extends User implements Saveable
Instance Variables:
     private String name:
     private List<Flight> availableFlights;
     private List<Flight> pastFlights;
     private List<Review> reviews;
Responabilities:
```

- Store/Display All Past Flights

- Store/Display All Reviews

- Manage Airline Blacklist

public void bookFlight(Flight f);

- from Saveable

- adds the booked flight

Methods:

public Airline():

public save();

- Store/Display All Current Flights

- super(); then creates a new Airline

and adds it to the file system

```
Customer extends User implements Saveable
Instance Variables:
  private List<Flight> flights;
  private List<Review> reviews;
  private int milePoints;
Responabilities:
      - Holds information about the Customer
      - Add reviews
      - Add Flights to bookedFlights
      - Get Reviews
      - Get Old Flights
      - Update Booked Flights into Old Flights
Methods:
 public Customer();
      - super(); then creates a new Customer
       and adds it to the file system
 public void bookFlight(Flight f);
      - adds the booked flight
 public save();
      - from Saveable
```

```
Methods:
```

```
Flight implements Saveable
Instance Variables:
  private Map<Integer, Ticket> seats;
  private String date;
      // format = "mmddyyy"
  private String time:
      // format = "hr:min"
  private String startingLocation;
  private String endingLocation;
  private double cost;
  private String[] lavovers:
  private int flightTime;
  private Airline airline;
  private int miles;
Responabilities:
      - Contains all information about a Flight
      - Generates tickets for the flight
 public Flight();
      - generates a new Flight
      - from Saveable
           Ticket implements Saveable
```

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Instance Variables:
  private String message;
  private int rating;
      //rating 0-5
  private Airline airline;
  private Ticket ticket;
  private Customer customer;
Responabilities:
      - Hold information for a review including
        who its from, what Airlne its for, rating and
        message
Methods:
 public Review():
       - generates a new Review
 public save();
      - from Saveable
```

Review implements Saveable

```
public save();
Instance Variables:
  private Flight flight;
  private int seat:
  private double cost;
  private boolean available;
  private Airline airline;
  private Customer customer;
      //null if not purchased
Responabilities:
      - Holds all ticket information
      - Updates customers milePoints when
       purchased
      - Updates avaliablility when
       purchased/canceled
Methods:
 public Ticket();
      - creates a new Ticket
        and adds it to the file system
 public void updateMilePoints(Flight f);
      - called whenever a Ticket is purchased or
       canceled, adds or subtracts the miles from
       the custommer's milePoints
 public save();
      - from Saveable
```

Saveable<> Instance Variables: N/A Responabilities: - Allows for a Class to be saved into the each time the program is terminated

file structure so that information is not lost

Methods:

public save();

- Unique for each Class, inside it will describe how the object will be saved into a text file