THEATER MAINTENANCE REQUEST SYSTEM

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ABSTRACT

Theater maintenance is essential for providing a safe and healthful entertainment and working environment for staff, students, and patrons. Theater maintenance involves personnel from a variety of departments who are involved in the inspection, repair, and scheduled maintenance of the campus's theater facilities.

OBJECTIVE OF THE PROJECT

The objective of the Theater Maintenance Request System is to streamline the process of submitting maintenance requests.It aims to enhance communication between staff and maintenance teams for efficient issue resolution.

DOMAIN

APPLICATION

PROBLEM STATEMENT

To address the problem statement of a Theater Maintenance Request System using Object-Oriented Programming (OOP) and Data Structures & Algorithms (DSA), I will create a simple yet effective implementation. Below, I will develop the requisite classes along with CRUD operations for maintenance requests, strategies to log maintenance issues, and handle issue resolutions.

SOLUTION

The Theater Maintenance Request System uses two classes: Maintenance Request and Theater Maintenance System. Maintenance Request has attributes id, description, and status. Theater Maintenance System manages requests through CRUD operations and logging/resolving methods.

PROJECT OVERVIEW

1.**Identify Needs**: Gather requirements from theater staff to understand maintenance challenges.

2.**Develop System**: Create a user-friendly web application for submitting and tracking maintenance requests.

3.**Implement Features**: Include request forms, status tracking, and communication tools for staff and maintenance teams.

KEY FEATURES OF PROJECT

→**Run the Program**: Start the Maintenance Request System.

→**Submit a Request:** Choose option 1 and enter a description.

→**View Requests:** Choose option 2 to see all requests.

→**Complete a Request**: Choose option 3 and enter the request ID.Exit the System:

Choose option 4 to close the program.

TECHNOLOGIES USED

→**FRONT-END**: Not directly applicable to this project as focuses on server-side

→**LOGICBACK-END**: The provided code represents the processing, and communication with the back-end, handling data storage, ADEPLOYMENT

→**CLUDE**:The process of making your program accessible to users. OptionsRunning it locally on your machine TOOLS Text editor/IDE (e. g., Visual Studio Code)

→**DATA VISUALIZATION**: Not directly applicable here, but libraries like Matplotlib or Seaborn can create charts/graphs from program data

SYSTEM WORKFLOW

SUBMIT MAINTENANCE REQUEST

BROKEN PROJECTOR IN ROOM

ASSIGN TO MAINTENANCE TEAM

INITIAL REVIEW BY THEATER STAFF

CONTINUE WORK

QUALITY CHECK

NOTIFY REQUEST OF COMPLITATION

CODE SNIPPETS

→**Algorithm Name** : Point Accumulation

→**Purpose of the algorithm** : This structure provides a clear way to manage maintenance requests in a theater setting, with methods for creating, reading, updating, and deleting requests, along with logging and resolving functionalities.

CONCLUSION

This project provide the **Theater Maintenance Request System** that allows users to submit, view, and complete maintenance requests. Users can submit new requests view all pending or completed ones, and mark a request as completed by its unique ID. The system provides a simple, interactive interface, allowing users to manage maintenance tasks efficiently.


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YOU