Questions

What they want:

* Different client for every user
* Login system
* Data communicating
* Client/server (sockets)
* Big database

Ideas:

* Schools
* Hospital
* Fire department
* Warehouses

An electronic shop in Denmark. You have two different shops that needs to communicate with each other. One coded with java the C#.

Fresh fitness with different types of membership. Multiple fitness centers they communicate with each other

Our project proposal is a fitness chain called fresh fitness. Fresh fitness has multiple centers spread around Denmark. There are two registration options. One for the local center in the user’s home city and one for every center in Denmark. The fitness chain has different events for each center. To register for all events, the users need the membership for all centers. On the other hand, the user with the membership of the local center is only able to register for events, at that center. The users should be able to see all open events and if there is room for participating. The system should show the number of active members for each event. Lastly, there should be an admin who is able to create events.

We would have to make a big database and figure out how the data will communicate. Fx. What will happen if to users register at the same time? How will the system be made heterogeneous?

How will the data communicate?

What are the expected features/scale of the system?