Travel

int travelID,

String Name,

int passengerCapacity,

List<Destination> destinationLlst,

List<Passenger> passengerList,

Destination

int destinationID,

String name,

List<Activity> activityList

Activity

int activityID,

int destinationID,

String name,

String description,

Int cost,

Int activityCapacity,

```
Enum PassengerType {
    standard,
    gold,
    premium
}

Passenger
    int passengerID,
    PassengerType passengerType,
    String name,
    int balance,
```

Functional requirement:

Passenger can sign up for 0 or more activity

If activityCapacity == 0, no further subscription

PassengerType.standard:

If balance == 0, no further subscription

has a balance and each time a passenger signs up for an activity cost is deducted from their balance.

PassengerType.gold:

If balance == 0, no further subscription

has a balance and each time a passenger signs up for an activity 10% discount is applied on activity cost and discounted amount deducted from their balance.

PassengerType.premium:

Can sign up for any activity for FREE.

AppRequirement ::

The app should display

1. Travel package details like

Travel package name

Destinations

and details of the activities available

At each destination like name, cost, capacity and description

2. Passenger list of travel package including

Travel package name passengerCapacity
Number of passengers currently enrolled
Name and passenger number of each passenger

3. Passenger details like

Name

Passenger number

Balance if non-premium user

List of activity signed up for including Destination at which activity is taking place And the price paid for that activity.

4. Details of each activity that have spaces available including count of spaces

SUB_TASKS:

Use Java prog lang

High level diagram:

A block diagram indicating interaction between different sub-blocks

Low level diagram:

A UML class diagram of all the classes that needs to implemented.

The classes must be designed with suitable attributes and methods to represent the requirement asked out.

Implementation:

Java prog lang to be used for implementation

For every class unit test is to be written, JUnit framework is to be used for unit testing the classes

TODO :: Dependency Injection (If time is left)