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**Lab 4**

**Github Link:** https://github.com/aminrashid/Software-Construction

**Introduction:** A persistent storage mechanism is to be created to make sure the reservations made are not lost by the restaurant. The system should have an authentication mechanism that makes sure people who are registered can make the reservations but only the management can view the reservations.

**Approach:** The approach I took was create a new database with two tables one for staff and one for customers, each with its own attributes. After which a connection was created between my application and the database to update, add and delete info from the tables.

**Design:** The two new tables Customer and Staff have different attributes such as first name, email, last name, IDs etc. Connection was created in the main of the ReservationSystem class.

**How to Run and Analysis:** Simply Open NetBeans and go to open projects to open the project for this lab after which F6 has to be clicked to run the project and input information related to the reservation.