

✓ \* Requirement Clarification  
How many entrances?

\* How many entrances?  $\rightarrow 1$  entrance

→ 1 exit

but our code should be scalable.

\* Different Types of Spot

◇ → Two wheeler  
 → Four wheeler

• Four wheels

but our code should be extensible

- 3wheeler

- Heavy Utility (etc.)

\* Payment

Hourly based / Minute based

let's say it's mix,

for some parking spot

it's hourly,

for some, it's mix.

→ Nearest Parking Spot

→ Floors? No

but we should  
be able to accommodate.

✓ Objects link No.  $\rightarrow$  From (2 wheeler)  
4 wheeler

Vehicle

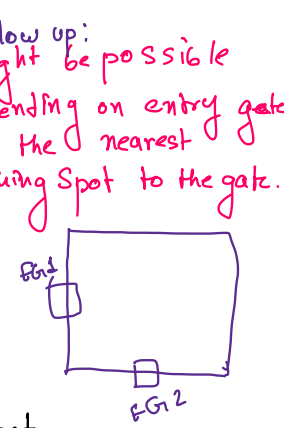
- Ticket  $\rightarrow$  Entry time, Parking spot

— Entrance → find Parking Space, update Parking Space, generate Ticket.

- Parking Spot → id, is empty, vehicle, price, type

- Exit Gate  $\rightarrow$  cost calculation, payment, update parking spot.

- Payment  $\rightarrow$



follow up:  
might be possible  
depending on entry gate.  
find the nearest  
parking spot to the gate.

## Approaches

↳ Top Down [Entrance, (start, end)]

↳ Bottom Up [Small modules, Combining]

### Bottom Up Approach

What's the basic thing?

Parking Spot

