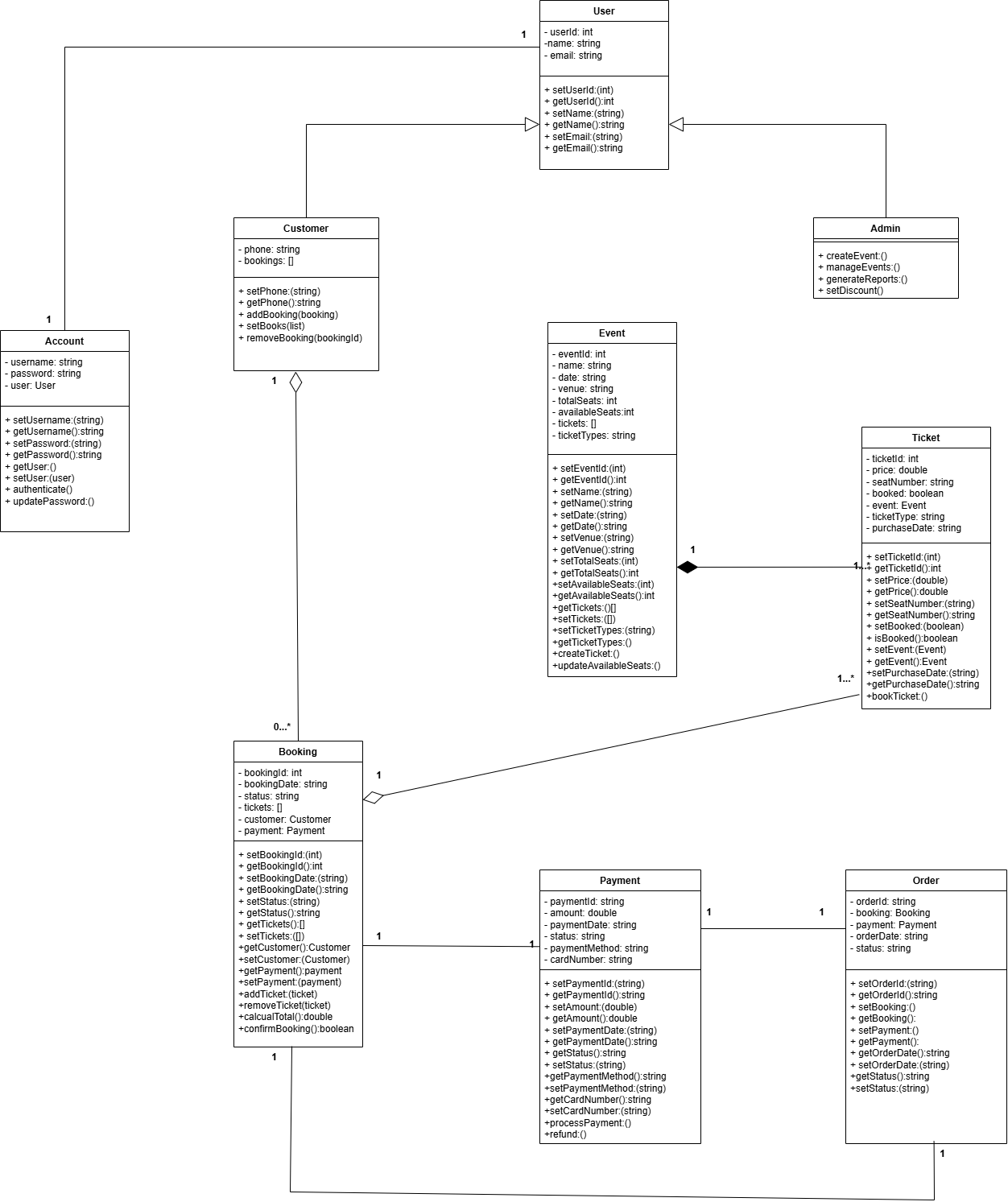
Grand Prix Experience

**UML Class Diagram:**



**Description:**

This is a UML class diagram for an event ticketing system that allows customers to book tickets for events, make payments, and create orders. Here's a breakdown of the classes and their relationships:

**Classes and Their Attributes/Methods:**

1. User
   * Base class with basic user information
   * Attributes: userid, name, email
   * Methods: getters and setters for all attributes
2. Customer (extends User)
   * Represents a customer who can make bookings
   * Additional attributes: phone, bookings (array)
   * Methods: getters/setters for phone, methods to add/set bookings
3. Event
   * Represents an event that has tickets
   * Attributes: eventid, name, date, venue, totalSeats, availableSeats, tickets (array), ticketTypes
   * Methods: various getters/setters, createTicket(), updateAvailableSeats()
4. Ticket
   * Represents a ticket for an event
   * Attributes: ticketId, price, seatNumber, booked (boolean), event (reference to Event), ticketType, purchaseDate
   * Methods: getters/setters, bookTicket()
5. Booking
   * Represents a booking made by a customer
   * Attributes: bookingId, bookingDate, status, tickets (array), customer (reference to Customer), payment (reference to Payment)
   * Methods: getters/setters, addTicket(), removeTicket(), confirmBooking(), calculateTotal()
6. Payment
   * Handles payment information
   * Attributes: paymentid, paymentMethod, cardNumber, paymentDate, status, amount
   * Methods: getters/setters, processPayment(), refund()
7. Order
   * Represents an order created from a booking
   * Attributes: orderid, booking (reference to Booking), payment (reference to Payment), orderDate, status
   * Methods: getters/setters
8. Admin (likely extends User, though not explicitly shown)
   * Administrative user with special privileges
   * Methods: createEvent(), manageEvents(), generateReports(), setDiscount()
9. Account
   * Manages user authentication
   * Attributes: username, password, user (reference to User)
   * Methods: getters/setters, authenticate(), updatePassword()

**Complete Code:**

**GUI Screenshots**

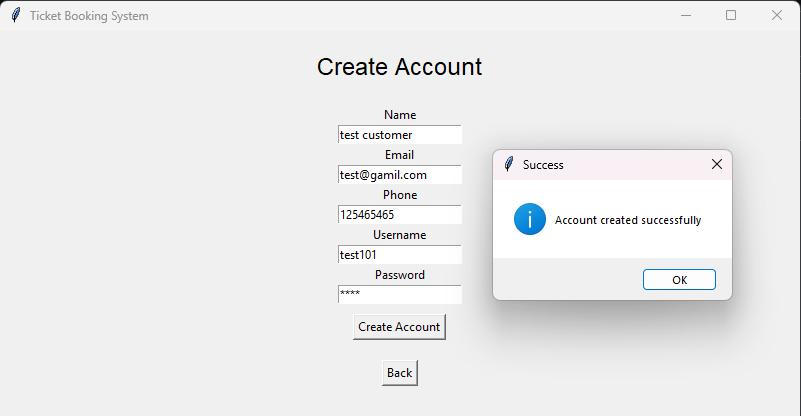
**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a login screen

AI-generated content may be incorrect.**

**Customer Side:**

****

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screen shot of a computer

AI-generated content may be incorrect.**

**A screen shot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer screen

AI-generated content may be incorrect.A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**Admin Side:**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer screen

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer

AI-generated content may be incorrect.**

**A screenshot of a computer screen

AI-generated content may be incorrect.**