

Tharun Mukka

## 202: Individual Project

1. Detailed instructions of building the project and steps to execute the same.

Clone the repo: [https://github.com/gopinathsjsu/IndividualProject\\_TharunMukka](https://github.com/gopinathsjsu/IndividualProject_TharunMukka)

Navigate to the folder where pom.xml file exists, then follow the below command one after another

- mvn compile



```
(base) tharunmukka@Tharuns-MBP indproject % mvn compile
[INFO] Scanning for projects...
[INFO]
[INFO] -----< com.example:indproject >-----
[INFO] Building indproject 0.0.1-SNAPSHOT
[INFO] -----[ jar ]-----
[INFO]
[INFO] --- maven-resources-plugin:3.2.0:resources (default-resources) @ indproject ---
[INFO] Using 'UTF-8' encoding to copy filtered resources.
[INFO] Using 'UTF-8' encoding to copy filtered properties files.
[INFO] Copying 1 resource
[INFO] Copying 0 resource
[INFO]
[INFO] --- maven-compiler-plugin:3.8.1:compile (default-compile) @ indproject ---
[INFO] Nothing to compile - all classes are up to date
[INFO]
[INFO] BUILD SUCCESS
[INFO]
[INFO] Total time: 0.569 s
[INFO] Finished at: 2022-05-03T19:50:21-07:00
[INFO]
(base) tharunmukka@Tharuns-MBP indproject %
```

- mvn clean install



### Sample.csv

```
1 BookingName, flightNumber, seatCategory, numberOfSeats, paymentCardNumber
2 Sam,SJ456,Economy,2,5410000000000000
3 Richard,BY110,Premium Economy,2,3410000000000000
4 Anna,SJ456,Economy,1,41200000000000
5 John,KL908,Economy,1,6011000000000000
6 Sierra,BY110,Business,1,1234561323130
```

### Flights.csv

```
1 Category(Economy,PremiumEconomy,Business),FlightNumber,AvailableSeats,Price,Arrival,Departure
2 Economy,SJ456,5,250,Seattle,San Jose
3 Premium Economy,BY110,5,500,San Francisco,New York
4 Business,BY110,5,2000,San Francisco,New York
5 Economy,CA453,5,300,Seattle,San Jose
6 Business,CA453,5,1500,Seattle,San Jose
```

### Output.csv

```
1 BookingName, FlightNumber, Category, number of seats, total price
2 Sam,SJ456,Economy,2,500.0,
3 Richard,BY110,Premium Economy,2,1000.0,
4 Anna,SJ456,Economy,1,250.0,
5
```

### Output.txt

```
1 Please enter correct booking details for John: Invalid Flight Number
2 Please enter correct booking details for Sierra: Invalid Card Details
3 |
```

## 2. Answers to the following questions:

1. Describe what is the primary problem you try to solve

Build a flight booking application that should maintain an internal, static database (inventory of flight details) (this may be developed using HashMap's and/or other built-in Java Data structures). This means once we re-run the program, the changes to the data would not persist. We will provide the data that has to be maintained

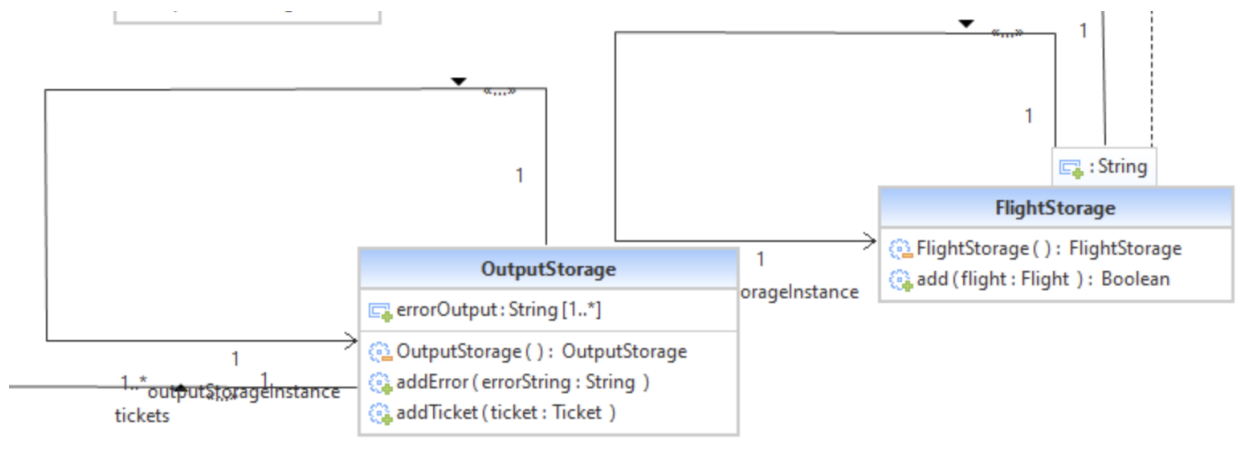
2. Describe what are the secondary problems you try to solve

By follow coding standards and best design patterns using at least three design patterns.

3. Describe what design pattern(s) you use how (use plain text and diagrams)

### 1. Singleton

Since there is only one common FlightStorage for all bookings, it's better to make the FlightStorage a singleton to make sure that only one instance of it is accessed in all the places. Similarly, OutputStorage which is used to store outputs(Tickets, errors) information is also made singleton.

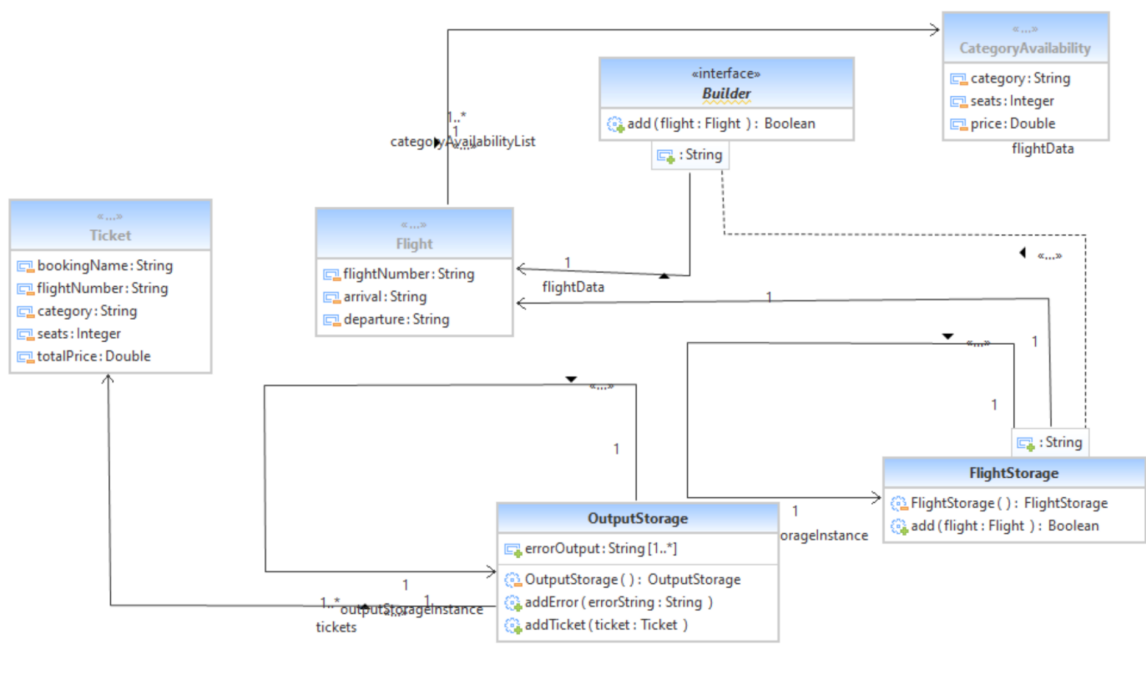


### 2. Builder

Builder is a creational design pattern that lets us construct complex objects step by step. It is used to build complex objects. The builder pattern is used to build and store data in flight storage. This involved several sub-tasks like reading data from file, creating objects of item class, and building flight database. It consists of:

Builder

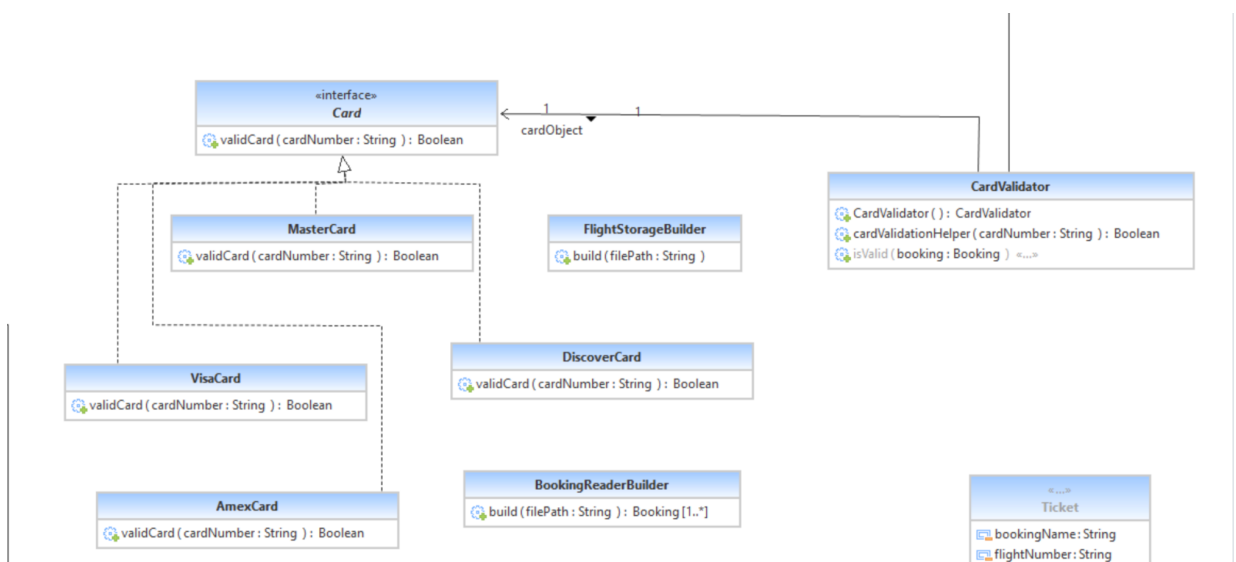
- FlightStorageBuilder
- BookingsStorageBuilder



### 3. Strategy

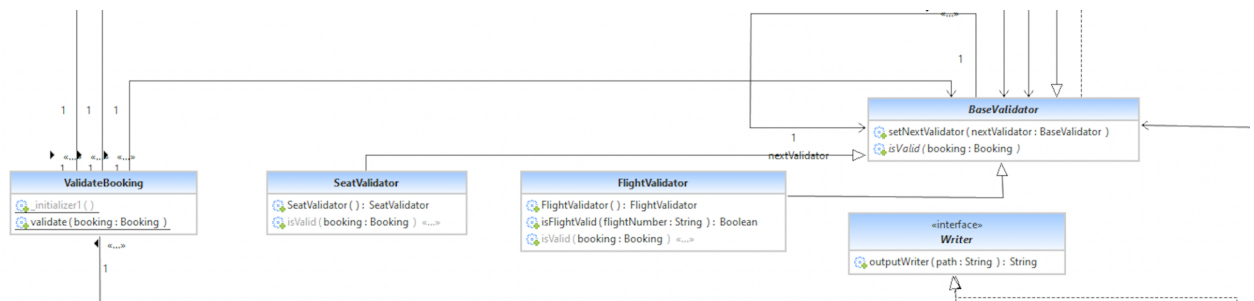
Strategy is a behavioral design pattern that lets you define a family of algorithms, put each of them into a separate class, and make their objects interchangeable.

I am creating amex, discover, visa and mastercard validation objects using strategy



## 4. Chain of responsibility

It is a behavioral design pattern that lets us pass requests along a chain of handlers. This design pattern is used to validate if the given order can be processed to give an output file. The implementation involves a main handler with abstract methods and three validation handlers implementing these abstract methods. Each handler validates the order against given conditions and decides whether to give it for further processing or reject it with a suitable error message. Validation handlers include code for validating Flight availability, seats existence in requested category and card validation.



### 4. Describe the consequences of using this/these pattern(s).

#### Singleton:

Singletons don't scale. No matter what you think should be a singleton, when your system gets bigger, it turns out you needed more than one.

Singletons are merely another way to say "global". It's not bad, but generally, it's not a good idea for systems that evolve and grow in complexity.

#### Strategy:

Client must be aware of different Strategies. The pattern has a potential drawback in that a client must understand how Strategies differ before it can select the appropriate one. Clients might be exposed to implementation issues.

#### Builder:

It does create more code (and could introduce more complexity) in the DTO than if you had for example constructor arguments and/or setters/getters.

#### Chain of responsibility:

The request must be received not guarantee.

The performance of the system will be affected, but also in the code debugging is not easy may cause cycle call.

## 5. Class diagram.





3. Junit test cases should be written for all the design pattern classes/methods. Screenshots of test execution and result should be included.

