

Design Parking Lot

Agenda

- Req gathering
- class diagram

HW: 1) Schema design
2) Code Models.

Step 0 :

Overview

↙ ↘
do know not aware.

- ① parking lot management system.
- ② persist data ? No
- ③ input : Hardcode.

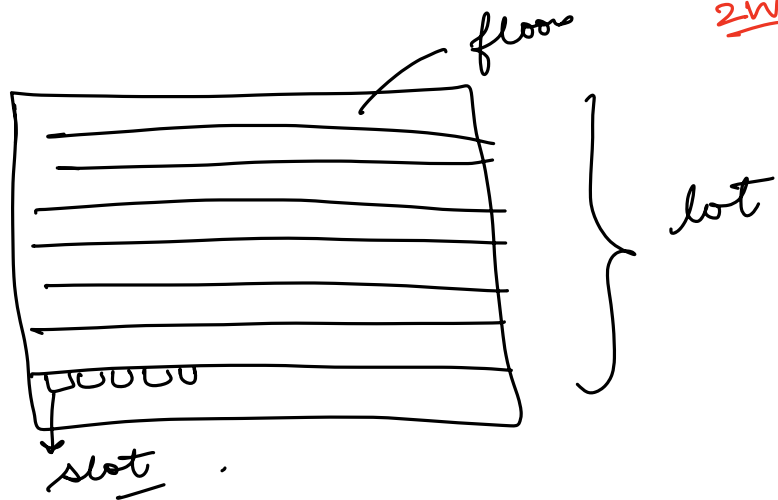
Req. gathering

Structure + User Journey

- ① multiple levels / floors
- ② different entry & exit gates
- ③ different parking slots on floors -
for diff types of vehicles

Vehicle Type

Vehicle Type
2W.



- ④ A ticket is going to be generated at the entry gate.

- ⑤ slot is assigned at the time of entry.

configurable
↔

nearest slot

farthest slot

random slot allocation -

Builder

Payment will happen at the exit gate
 Fee calculation is dynamic -
 Weekend Fee Week Day Fee Festival Fee -

⑧ different modes of payment
 cash / card / online

↓
 Assume that a
 3P vendor will be
 used, just need to
 store the ref numbers.

Additional Features

① Frontend ← Admin
Operator

② pre-booking

③ Real db

④ Rest API

⑤ weekly / monthly plans : subscription

⑥ Reserved parking.

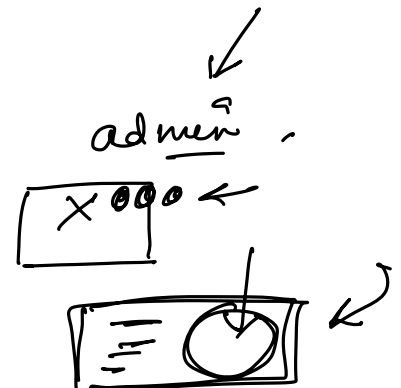
⑦ Car service -

⑧ Advertisement

⑨ Discount Coupon

⑩ support feature.

Amazon
 Microsoft }



class diagram

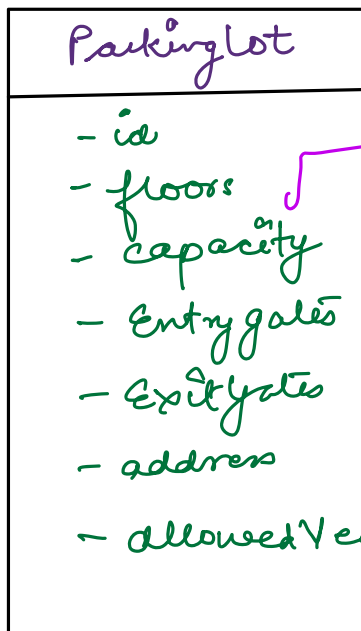
15 mins
↑

(10:11)

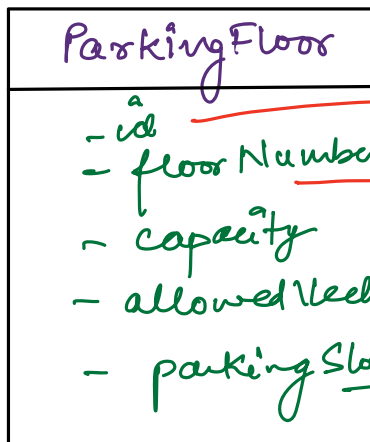
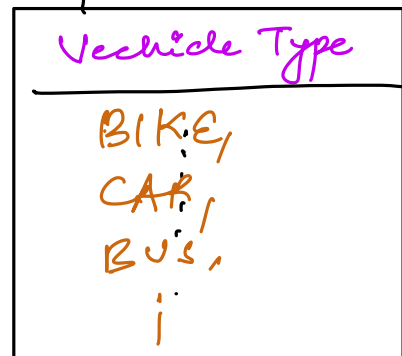
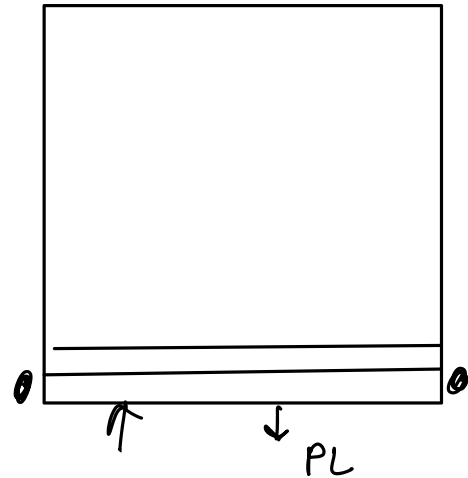
visualise

Structure

User Journey



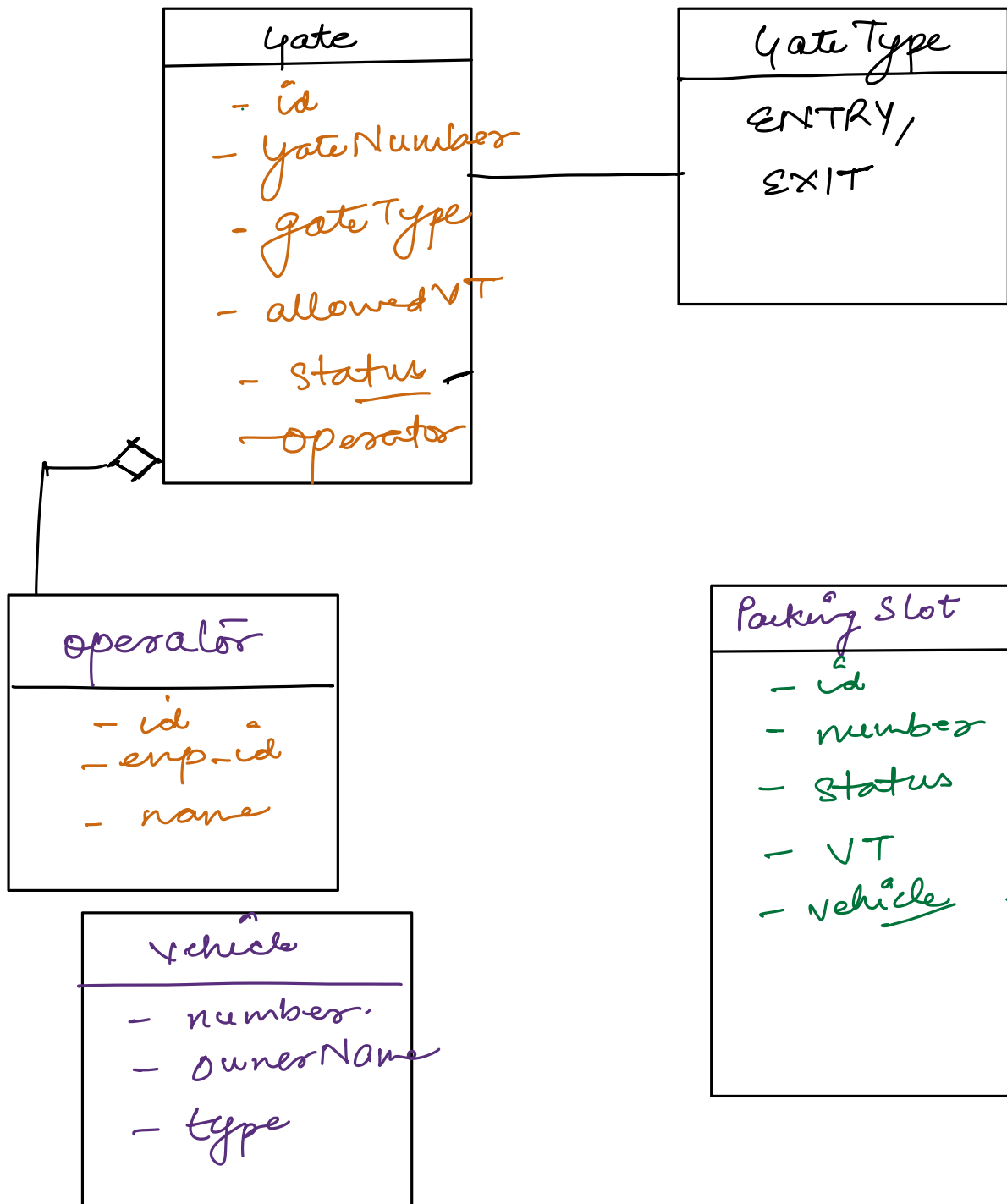
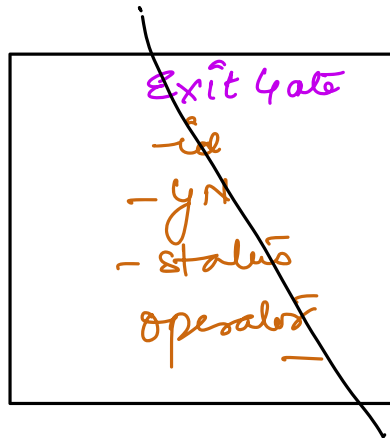
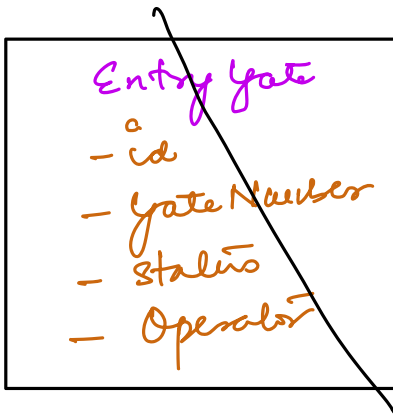
type vehicle cap

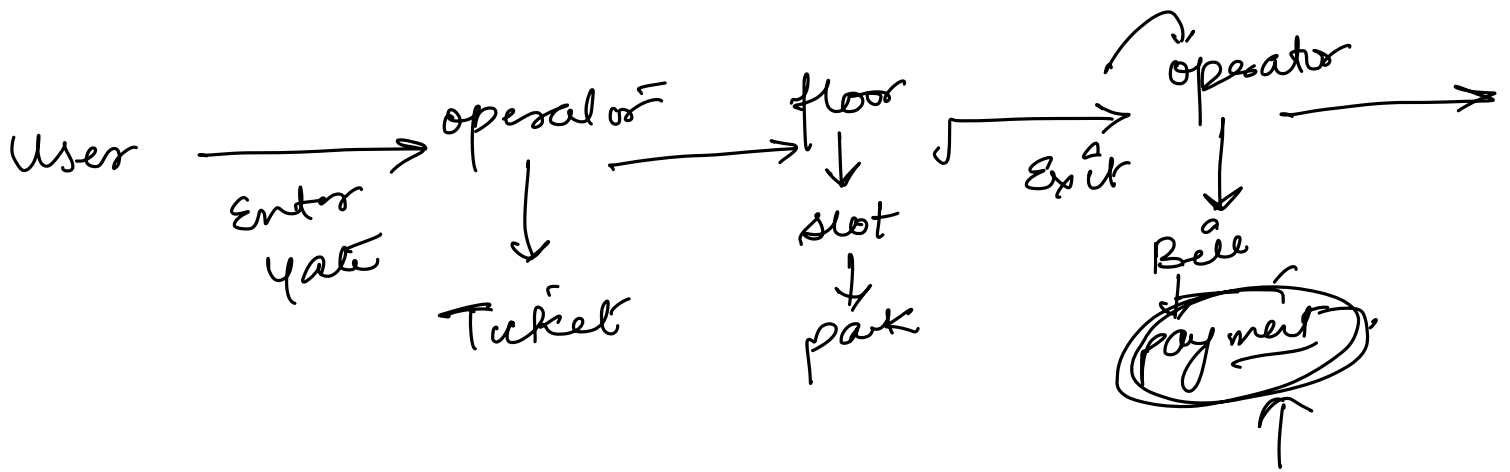


db

1A, 1B

list < VehicleType >



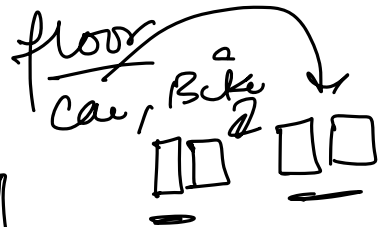


Ticket
- id
- Entry Time
- Gate
- Operator
- Parking Slot
- Vehicle
- Floor

Bill
- id
- Ticket
- Exit Time
- Gate
- Operator
- amt
- <u>payment</u>

Payment
- mode
- amt
- time
- status
- <u>ref Number</u>

Parking lot
 Parking Floor
 Gate
 Parking slot
 Vehicle
 Token
 Bill
 Payment
Operator



HW: ① schema design
 ② code Models

[LLD 2: Mock → LLD 1]

8-10
 oops
MT
 stream

1) Parking lot class dia ✓
 2) schema design ✓
 3) restraint - class diagram
 ↑