



SOFTWARE DESIGN

ASSIGNMENT 1

Booking Advisor

Student: Man Rareș-Ioan

Group: 30431

Table of Contents:

1. Assignment Objective:.....	2
2. Use case Diagram	3
3. Database diagram:.....	4
4. Class diagram:.....	5

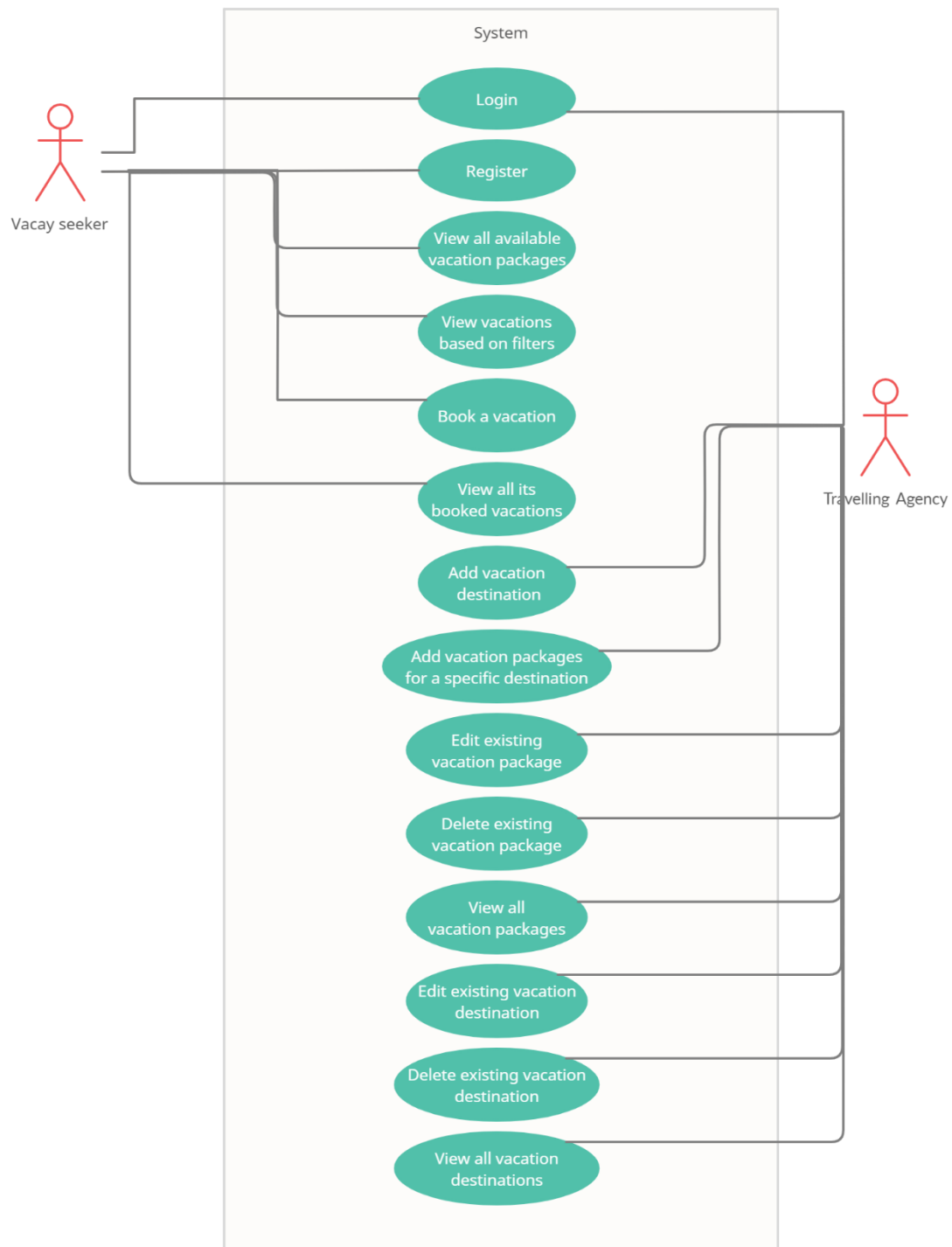
1. Assignment Objective:

The main objective of this assignment is represented by the designing and implementing of a travelling agency management system, its quintessential role being given by the fact that the agencies are desperately in need of such application with which vacation packages are better handled.

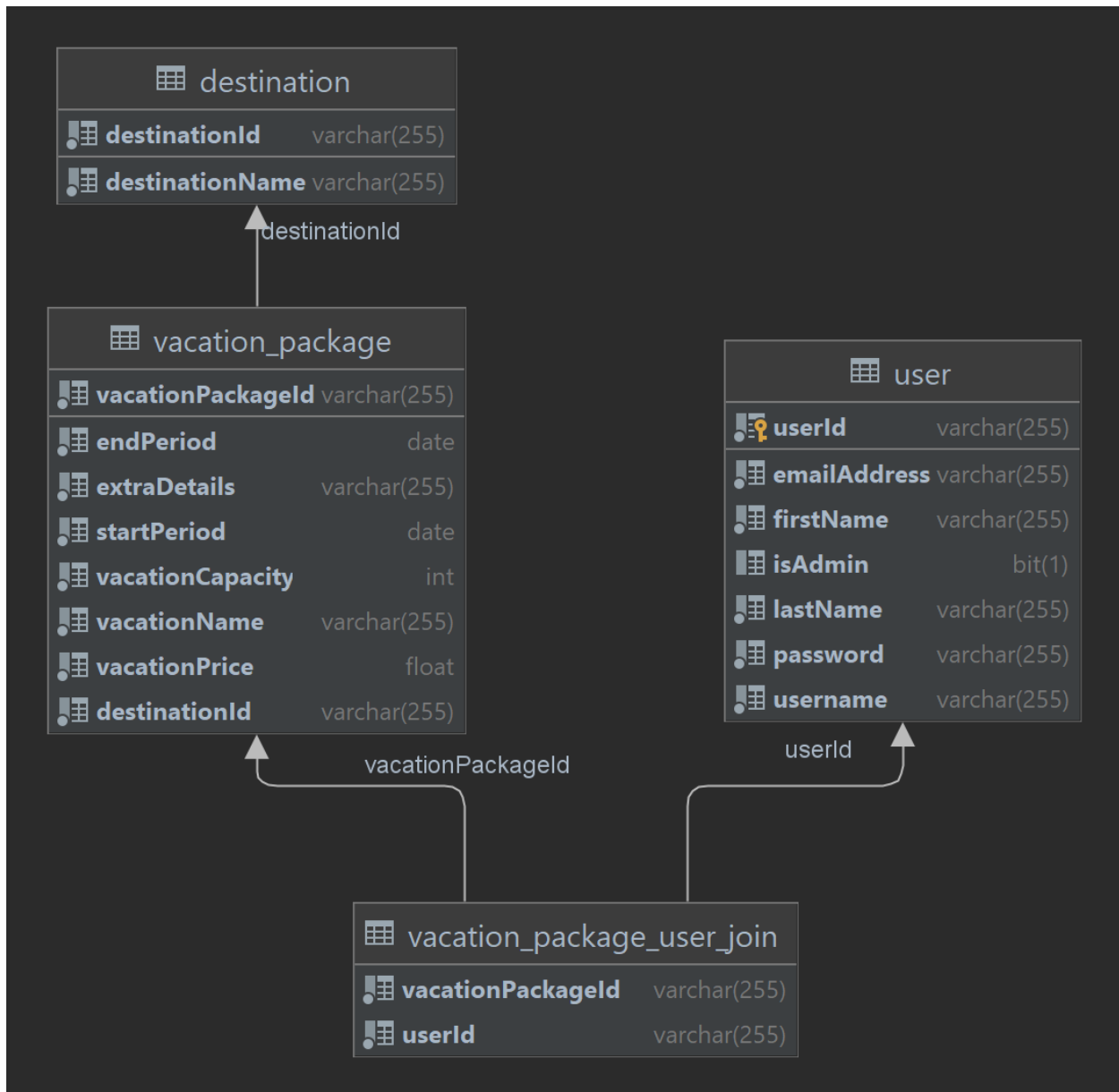
Another objective that must be considered is given by the fact that a Graphical User Interface should be added, such that the user has a better understanding of what is going on with the orders and how they behave. Furthermore, the parameters of the destination filtering options that need to be inserted should be easily understood by the user to get a pleasant experience with the interface and not get into many issues. Moreover, there needs to be taken into consideration also the fact that the program should be also implemented for an administrator that keeps track of the destinations and vacation packages, and a vacation seeker, its main role being the booking of available vacation packages.

The sub-objectives constitute the analysis of the problem and the identification of the requirements, the final design of the management system as well as its implementation and, last but not least, the analysis of the destinations and vacation packages that are created and viewed.

2. Use case Diagram



3. Database diagram:



4. Class diagram:

Regarding the class diagram, the following 2 will be presented: the reduced class diagram (To put an emphasis on the fact that the layer architecture was used in this implementation), as the dependencies between the controllers are unbearably high, and the full one:

