Vanier College Computer Science Department

420-301-VA Programming Patterns Fall 2024

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Project Scenario

Scenario: Creating a travel agency management system that allows users/customers to:

- Search for available travel packages (flights, hotels, tours)
- Book travel packages

- Manage bookings (registration, updating details)
- Manage customer accounts (registration, updating details)

Admin functionality:

- Add, update, and remove travel packages
- View all customer bookings and manage inventory

Desing Paradigm

The travel agency system will demonstrate the following key functionalities:

- User Authentication: Register and login functionality
- **Search & Book**: Users can search for travel packages based on destination, price, and availability
- Booking Management: View, update, or cancel bookings
- Admin Features: Add or manage travel packages, view user activity

The project will follow the MVC (Model-View-Controller) pattern:

- **Model**: Represents the data structure and interacts with the database (e.g., TravelPackage, User, Booking)
- **View**: Graphical User Interface (GUI) for users and admins (with internationalization)
- **Controller**: Manages user requests, performs CRUD operations using JDBC, and updates the view

Expected Output

The user will be able to:

- Search travel packages based on filters such as price, destination, and date
- Book a travel package and receive booking details
- Manage their bookings (view, modify, or cancel)
- Admins will be able to add, update, and remove travel packages and manage customer bookings

Design Requirements

- Database Design: We will use SQLite to store travel packages, user accounts, and bookings
- Class Design: Two hierarchies of classes:
- User hierarchy: User (abstract) -> Customer, Admin
- TravelPackage hierarchy: TravelPackage -> Flight, Hotel, Tour
- Data Structures: Lists or Maps to store travel packages and bookings in memory for efficient access

 Design Patterns: We will Implement the Factory pattern for creating travel packages (Flight, Hotel, Tour) and Singleton pattern for database connectivity

ER (Entity-Relationship) Diagram

The ER diagram will represent the relationships between the database entities such as User, TravelPackage, Booking, etc.

Entities:

- User: Attributes → userID, name, email, password, role (Customer/Admin)
- TravelPackage: Attributes → packageID, destination, price, availability, type (Flight/Hotel/Tour)
- Booking: Attributes → bookingID, userID, packageID, date, status

Relationships:

• A **User** can have multiple **Bookings** (one-to-many relationship)

A Booking refers to one TravelPackage (many-to-one relationship)

ER Diagram Visualization:

• User (1) \leftarrow ——— (N) Booking (N) ——— \Rightarrow (1) TravelPackage

Class Diagram

The class diagram will represent the structure of our Java classes and their relationships, showing inheritance and composition where relevant.

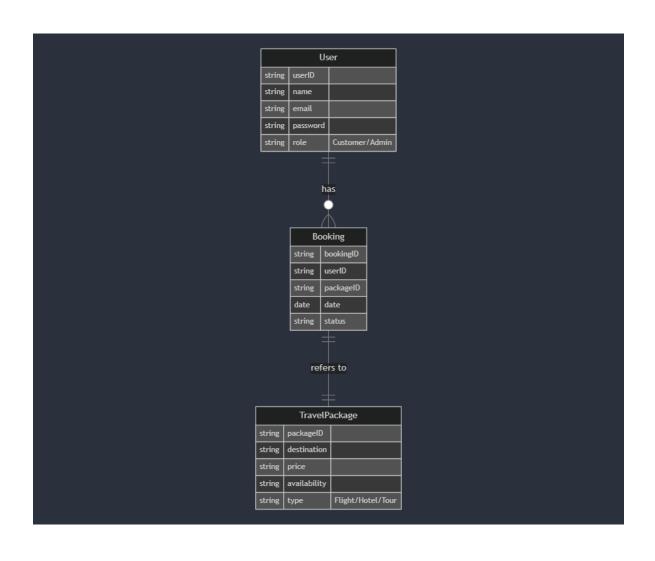
Key Classes:

- User (abstract class):
 - o Attributes: userID, name, email, password
 - Methods: login(), logout()
 - o Inheritance: Customer and Admin classes extend User.
- **Customer** (inherits User):

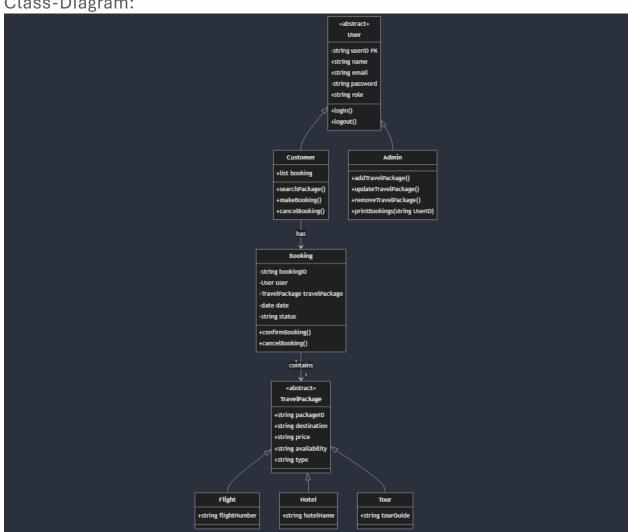
- Attributes: bookings (list of Booking)
- Methods: searchPackage(), makeBooking(), cancelBooking()
- Admin (inherits User):
 - Methods: addTravelPackage(), updateTravelPackage(), removeTravelPackage(), printBookings(String UserID)
- TravelPackage (abstract class):
 - Attributes: packageID, destination, price, availability
 - Inheritance: Flight, Hotel, and Tour extend TravelPackage
- Flight, Hotel, Tour (concrete classes):
 - Additional specific attributes like flightNumber (for Flight), hotelName (for Hotel), tourGuide (for Tour)
- Booking:
 - Attributes: bookingID, user, travelPackage, date, status
 - Methods: confirmBooking(), cancelBooking()

<u>Diagrams:</u>

Er-Diagram:



Class-Diagram:



Activity-Diagram:

