**Assignment 5**

In this assignment, you implement the design you have done in assignment 4 (although you may likely modify your design as design is generally an iterative process). More specifically, you implement the following features:

1. To make a seating request, customer(s) must provide travel information (traveler’s name, flight number and travel date)
2. A customer can request for a seat with no preference, or based on these preferences: business or economy class, an aisle seat or a window seat.
3. Multiple consecutive seats can also be requested within the limit of the row capacity (for example, if each side of the aisle has only three seats, then the requested number of consecutive seats cannot be more than three).
4. If no seating assignments can be made based on the preference, appropriate message would be displayed (and no seating assignments are made).
5. Making a seating assignment means: 1) to change the availability status of the seat(s), and the seat(s) would then be displayed differently when seating display is updated, and 2) to associate seating information with the customer’s flight reservation data.

*Notes on implementation:*

* You can use a data structure (as opposed to a database in real time) to store customer information.
* You choose between a console application and a GUI application.
* As you implement various methods, make sure you apply the guidelines we discussed about methods design whenever applicable.

*Requirements:*

* A working program with screen capture of execution
* Sequence diagrams about seating assignments
* Prepare for a presentation: You will present (next week) your design and describe your design ideas in about 5 minutes (describing design idea – 2 minutes, explaining diagrams – 2 minutes, and showing the program – 1 minute).