

# 22S1 SC2002 Object Oriented Design and Programming MOBLIMA Report

#### **SS3 Assignment Group 5**

#### **Declaration of Original Work for SC/CE/CZ2002 Assignment**

We hereby declare that the attached group assignment has been researched, undertaken, completed and submitted as a collective effort by the group members listed below. We have honoured the principles of academic integrity and have upheld Student Code of Academic Conduct in the completion of this work.

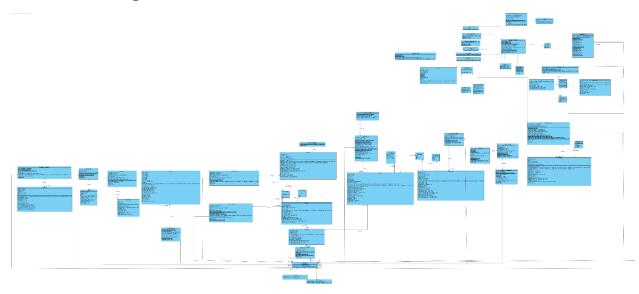
We understand that if plagiarism is found in the assignment, then lower marks or no marks will be awarded for the assessed work. In addition, disciplinary actions may be taken.

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## **Table of Content:**

UML Class Diagram	3
Approach Taken	4
Design Consideration	6
Moblima Functions	8
Testings	X
Two New Features	y

## **UML Class Diagram:**



A clear diagram is attached in the zip file.

#### **Approach Taken:**

During the planning of the MOBLIMA application, we wanted the system to be user friendly and simple to upgrade. As our application aims to be flexible and with intuitive inputs. Unlike the existing real life movie booking system which already has an existing database of customers and movies, we had to allow admin users to create movies, movie time slots as well as user creation for the system.

The system also allows registered movie-goers to see the various movie showtimes and see what movies are currently available. If the user has a specific movie in mind, they can search for it. If not, they can view the rankings of the movie ranked by either ticket sales or movie-goer ratings. When the users want to book a movie ticket for a certain movie at a certain time slot, they will be brought to the cineplex layout. From the cineplex layout, users will be able to view the seating plan and see which seats are vacant. Users will also receive a 2 dollar discount (except on public holidays and weekends) when they buy seats from the first 2 rows. Once they want to purchase the ticket, users will be prompted if they want to use a promo code. Users then can choose to pay via credit/debit card or through PayLah. Once payment has been confirmed, movie-goers can check booking history to confirm that the purchase has been made.

As for users who do not want to be registered with the application, they will still be able to access the same features as registered movie-goers. However, they would need to key in their email address, so that the confirmation of payment can be sent to their email instead.

Admin users of the system have access to more features. Admin users are able to add, remove and update movies in the cinema's movie database. They should include the movie title, director, cast, rating (PG13, NC16 etc) as well as the synopsis into the system. They are able to also view the top 5 movies, either in terms of ticket sales or movie-goer rating. Admin users can also add or remove showtimes to specific movies at specific cineplexes. Additionally, they are able to add in promo-codes. They are able to set the name of the promo codes, the start/end date, quantity of the promo code as well as the discount offered. Admin users are also allowed to edit the system configuration. Firstly, they are able to input which dates of the year are public holidays or special events. This is important as it will affect the pricing of the ticket (Public Holidays dates will not provide any discount). They are also able to view a list of holidays as well as remove any if they wanted to. Secondly, they are able to modify the base price of the tickets as well as the different price modifiers for the different cinema classes. They can also view the current multipliers for each class of cinemas. Lastly, Admin users are able to add in more cinemas into a specific cineplex or add more cineplexes For the cinemas, they are able to input which branch it belongs to, cinemaID, class

of cinema, number of seats and which layout type they want. As for the cineplex, admin users can key in the location of where the cineplex is located.

The MOBLIMA application aims to provide a pleasant user experience to both admin staff and movie goers. Should any features need to be updated or implemented, MOBLIMA will be able to do so seamlessly.

### **Design Consideration:**

Design principles have been considered in every possible aspect in the project. Developing the project with the SOLID principles in mind help us to achieve loose coupling and high cohesion, increasing the reusability and extensibility of the whole project.

#### **Single Responsibility Principle:**

SRP states that a single class should only have a single responsibility and a single reason to change. In our project, for the case of 'Movie' class, instead of having all the functions (adding of movie, updating of movie etc) inside the 'Movie.java' file, we create separate controllers to handle those functions. Hence classes that link to 'Movie.java' file does not have to be edited and recompiled when changes are made to the 'Movie.java'

#### **Open-Closed Principle:**

OCP advocates that a module should be closed for modification but open for extension. In our project, we have various Controller Classes responsible for different functions (i.e addMovie(), removeMovie()). But what if in the future there's a class that requires more interactions with the Movie Class but we do not want to alter existing codes as it might affect current users of the controller (i.e Staff Class uses Movie Controller to add movies)? We can use the Open-Closed Principle and let the new Controller Class inherit the functions of the current Movie Controller Class and give it new functions such as selecting some movies to be featured. By doing this, we not only maintain the functions of the Staff Class but we also introduced a new Controller Class that can select movies to be featured

#### **Liskov Substitution Principle:**

LSP states that if arguments meant for a base class is instead passed to a subclass of the bass class, it should be able to perform normally or even better. In our project we have a Staff Class. If we need to implement a new class such as a Supervisor Class, this can be easily done by inheriting from the Staff Class as the Supervisor Class should have the same features as the Staff Class or even more features.

#### **Interface Segregation Principle:**

ISP states that having multiple specific interfaces is better than having one general interface that does all the work. In our project, for our PaymentMethodInterface. We have two abstract methods: pay() and validation(). Hence we can implement various payment methods that do payment differently and validate the transaction differently.

#### **Dependency Injection Principle:**

DIP states that high level modules should not depend upon low level modules. Rather, both should depend upon abstractions. In our project, to access different file types, we have File\_IOInterface which all other file mutators and readers would inherit from. Such as JSONFile\_IO and CSVFile\_IO. Hence, allowing different file types input and output to be used based upon abstraction and not fixate on a particular file type allowing for dependency injection.

#### **MOBLIMA Functions:**

- : Basic Features
- → : Additional Features

#### Admin Module:

- Login
  - → Hashed Password (Demonstrated in video)
  - → Automatically differentiate Staff from MovieGoer (Demonstrated in video)
- Create/Update/Remove movie listing (Demonstrated in video)
  - → Create/Update/Remove movie details (Demonstrated in video)
  - → Movie status is automatically updated (Pg. (YJ / BH))
- Create/Update/Remove cinema showtimes and the movies (Demonstrated in Video)
- Create/Update/Remove cinema (Demonstrated in Video)
  - → Create/Update/Remove cineplex (Pg. xyz (YaoXian))
- Configure system settings (Demonstrated in Video)
  - → Update Public Holiday dates(Demonstrated in Video)
  - → Change Base Price of Tickets (Demonstrated in Video)
  - → Change Price difference between cinema class (Demonstrated in Video)
  - → Supports promotion code/ discount coupons with automatic updates (Pg. (YJ / BH))

#### Movie-goer Module:

- Search/List movie (Demonstrated in video)
  - → Search by movie title (Demonstrated in video)
- View movie details including reviews and ratings (Demonstrated in video)
- Check seat availability and selection of seat/s (Demonstrated in video)
  - → Seat Selection layout print (Demonstrated in video)
  - → Prevention of duplicate bookings (Demonstrated in video)
- Book and purchase ticket (Demonstrated in video)
  - → Supports multiple payment systems (Demonstrated in video)
  - → Automatic price calculation based on multiple factors (Pg. xyz (Lester))
  - → Price deduction by inputting promotion code (Demonstrated in video)
- View booking history (Demonstrated in video)
  - $\rightarrow$  Individual booking history for every user (Pg. xyz (Y))
  - → Able to categorised the booking history into 'Upcoming' or 'Past' based on current dateTime and the showTime stated on the movieTicket (Demonstrated in video)

- List the Top 5 ranking by ticket sales OR by overall ratings (Demonstrated in video)
  - → Supports guest booking (Demonstrated in video)
  - → Exception handling, error input will be prompted for correct input. (Pg. xyz (YJ/BH

#### **How we handle the data from CSV**

With the OOP concept in mind, we decided to stay away from reading and editing the CSV directly, as it will defeat the purpose of this project - that is to practise the concept of OOP. Hence our choice of implementation in this project is by extracting the data from the CSV and using them to create instances for the classes that we have made. In this way, we are able to practise inheritance, abstraction, polymorphism etc.

To do this, we have 'loadAllClass' and 'saveAllClass' functions.

- 'loadAllClass' will be called when starting the application and is responsible for creating the instances from the data in respective CSV
- 'saveAllClass' will be called when exiting the application and is responsible for saving all the instances edited back to the respective CSV

(\*we have included 'class'.save() in some parts of the projects to reflect the real time changes for the purpose of the demo video)

```
public static void loadAllClass() {
                                       public static void saveAllClass() {
   MovieListing.load();
                                           MovieListing.save();
   ReviewList.load();
                                           ReviewList.save();
   ShowTimeList.load();
                                           ShowTimeList.save();
    SeatBooked Controller.load();
                                           SeatBooked_Controller.save();
   MovieTicketController.load():
                                           MovieTicketController.save():
    SalesManager.load();
                                           SalesManager.save();
   Holiday.load();
                                           Holiday.save();
    CinemaController.load();
                                           CinemaController.save();
    SystemConfigController.load();
                                           SystemConfigController.save();
    PromoCodeList.load();
                                           PromoCodeList.save();
    CineplexController.load();
                                           CineplexController.save();
```

## **Exception Handling**

To have a tidy way of dealing with exception handling, we have developed a java file called 'ExceptionHandling' which is responsible for handling all the data inputs. Whenever we want to get inputs from the user, we will do 'String input = ExceptionHandling.StringScanner()'.

Some of the examples are as follows:

```
public static int IntegerScannerRangeOfFunction(int upperBound) {
   Scanner scanner = new Scanner(System.in);
   int num = 0;
   try {
       num = scanner.nextInt();
   } catch (InputMismatchException e) {
       System.out.println(x: "You did not enter an integer.");
   while (num <= 0 || num > upperBound) {
       System.out.println("Please enter a number between 1 and " + upperBound);
       num = ExceptionHandling.IntegerScannerRangeOfFunction(upperBound);
   return num;
 public static String StringScanner() {
     Scanner scanner = new Scanner(System.in);
     String str = "";
     try {
          str = scanner.nextLine();
          if(str.equals(anObject: "")){
              throw new InputMismatchException();
     } catch (InputMismatchException e) {
          System.out.println(x: "You did not enter a string.");
     return str;
```

```
public static LocalDateTime checkDateTime() {
    Scanner sc = new Scanner(System.in);
    String temp = "";
    LocalDateTime dateTime;
    try {
        temp = sc.nextLine();
        // convert string to datetime
        dateTime = LocalDateTime.parse(temp, _DateTimeFormatter.formatter);
    } catch (Exception e) {
        System.out.println(x: "Please enter according to the format 'yyyy-MM-dd HH:mm'!");
        dateTime = ExceptionHandling.checkDateTime();
    }
    return dateTime;
}
```

Apart from having exception handling for input such as integer, string and DateTime we have also done exception handling for each of our enumeration classes.

Some of the examples are:

```
public static Layout checkLayout() {
    Scanner scanner = new Scanner(System.in);
    Layout layout;
    try {
        layout = Layout.valueOf(scanner.nextLine());
    } catch (IllegalArgumentException e) {
        System.out.println(x: "Please enter one of the following: ");
        System.out.println(x: "small, medium, large");
        layout = ExceptionHandling.checkLayout();
    }
    return layout;
}
```

```
public static ShowingStatus checkShowingStatus() {
    Scanner scanner = new Scanner(System.in);
    ShowingStatus showingStatus = null;
    try {
        showingStatus = ShowingStatus.valueOf(scanner.nextLine());
        // System.out.println("You entered: " + num);
    } catch (IllegalArgumentException e) {
        System.out.println(x: "Please enter one of the following: ");
        System.out.println(x: "COMING_SOON, PREVIEW, NOW_SHOWING, END_OF_SHOWING");
        showingStatus = ExceptionHandling.checkShowingStatus();
    }
    return showingStatus;
}
```

### **Promotion Code Auto Refresh**

The promo code is automatically sets to available when the two condition is reached:

- PromoCodeStatus is not blocked
  - Blocked: The promo code will not be available until admin change its status to ready/ available
- Current time past promo code start time

The invalid promo code is automatically deleted when the following condition is reached:

• Current time past promo code end time

The promo code status is updated when the program starts or when other classes try to get the info of the promocode by invoking functions(e.g. getAvailableCodeList, checkPromoCode).

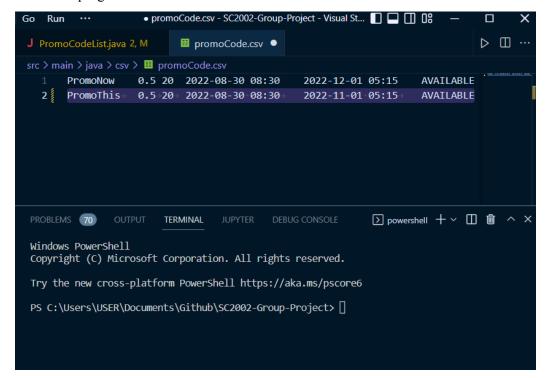
The refresh function is shown below:

```
public static void refresh(){
    //get current time
    LocalDateTime now = LocalDateTime.now();

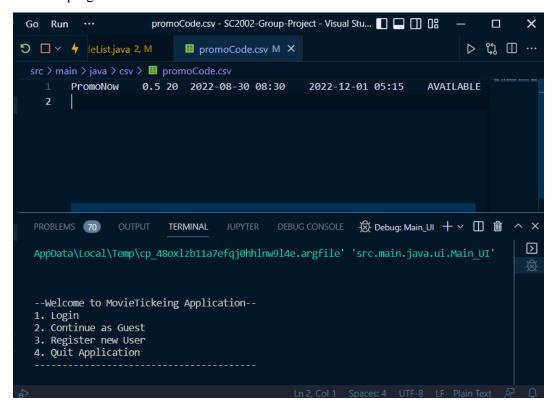
for(int i = 0; i < promoCodeList.size();i++){
    //set to valid for incoming promocode
    if(now.isAfter(promoCodeList.get(i).getStartTime()) &&
        (promoCodeList.get(i).getPromoCodeStatus() != PromoCodeStatus.BLOCKED)){
        promoCodeList.get(i).setPromoCodeStatus(PromoCodeStatus.AVAILABLE);
    }
    //remove outdated promocode
    if(now.isAfter(promoCodeList.get(i).getEndTime())
        | | promoCodeList.get(i).getCount() <= 0){
        promoCodeList.remove(i);
        i--;
    }
}
save();</pre>
```

#### **Screenshots:**

Before the program starts:



After the program starts:



## **Movie Status Auto Refresh**

The movie is automatically sets to NOW SHOWING through the following sequences:

- Check through the entire show time list
- If there exist an entries where current time is later than the **start** time of the showing,
- The movie status is automatically updated to NOW SHOWING

The movie is automatically sets to END OF SHOWING through the following sequences:

- Check through the entire show time list
- If there exist an entries where current time is later than the end time of the showing,
- The showtime is removed
- After removing the showtime, if there exist no showtime for the corresponding movie
- The movie status is automatically updated to END OF SHOWING

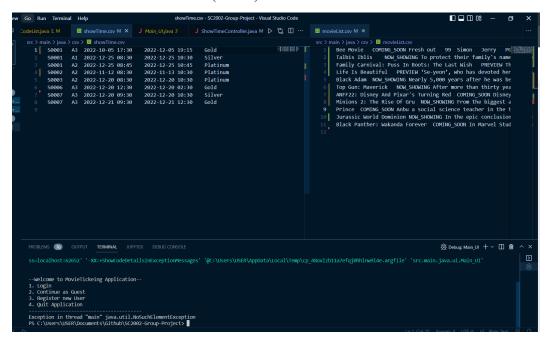
The movie status is updated when the program starts.

The refresh function is shown below:

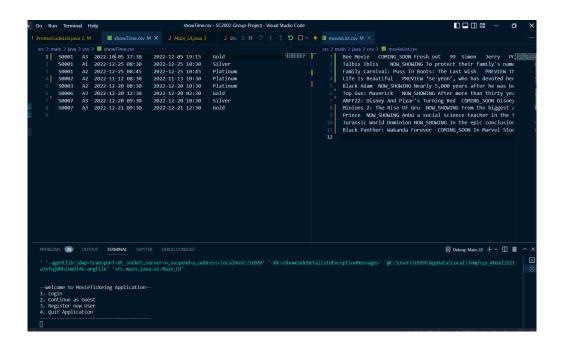
#### **Screenshots:**

Notice the following entries:

- movieList.csv MovieTitle: Prince (Line 9) ShowingStatus: COMING\_SOON
- showTime.csv MovieID : S0001(Line 1)

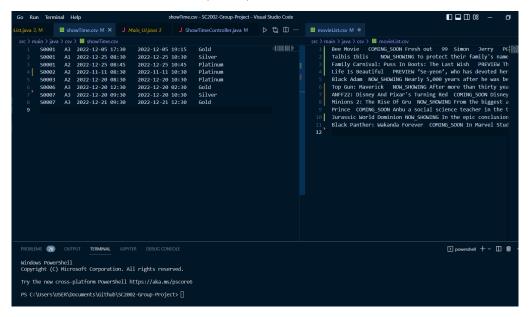


As there exist entrie(s) where the current time is later than the **start** time of the showing, the movie status of Prince will be set to NOW\_SHOWING.



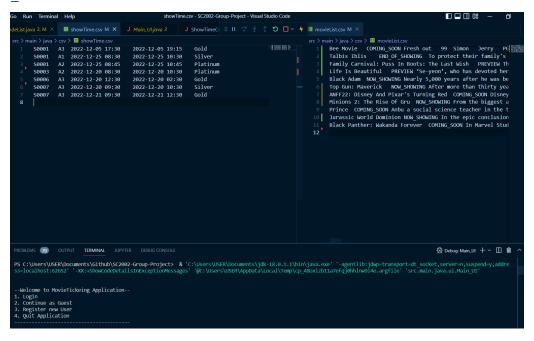
Notice the following entries:

- movieList.csv MovieTitle: Talbis Iblis (Line 2)
- showTime.csv MovieID : S0002 (Line 4)



As there exists an entry where the current time is later than the **end** time of the showing, the entry (Line 4 in showTime.csv) is removed.

As there exist no entries for after deleting the showtime, the movie status of Talbis Iblis will be set to END\_OF\_SHOWING.



## **Automatic Price Calculation**

Platinum (20 Dec 22), Adult: \$50.

Platinum (20 Dec 22), Senior: \$ 34.00.

Gold (20 Dec 22), Adult: \$25.

Gold (20 Dec 22), Senior: \$15.00 (Second row, less premium seats)

```
Enter movie title:
Minions 2: The Rise Of Gru

Showtimes

1. A3 2022-12-20712:30

Select your preferred cinema and timing

1

Cinema layout

col: 1 2 3 4 5

row: 1 | X | 9 | 9 | 0 | 9

row: 2 | 9 | 9 | 9 | 9

row: 3 | 9 | 9 | 9 | 9

row: 4 | 9 | 9 | 9 | 9

row: 4 | 9 | 9 | 9 | 9

row: 5 | 9 | 9 | 9 | 9

row: 5 | 9 | 9 | 9 | 9

row: 5 | 9 | 9 | 9 | 9

row: 5 | 9 | 9 | 9 | 9

row: 5 | 9 | 9 | 9 | 9

Pose the the First 2 rows will have a price deduction of $2

Select the row of your preferred seat

5

Select the column of your preferred seat

5

From: 6

From: 6

From: 6

From: 7

From: 9

Fro
```

Showtimes

1. A3 2022-12-20112:30
Select your preferred cinema and timing

1
Cinema layout

col: 1 2 3 4 5
row: 1 | X | 0 | 0 | 0 |
row: 2 | 0 | 0 | 0 | 0 |
row: 2 | 0 | 0 | 0 | 0 |
row: 3 | 0 | 0 | 0 | X |
row: 4 | 0 | 0 | 0 | 0 |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 5 | 0 | 0 | 0 | 0 | X |
row: 1

Silver(20 Dec 22), Adult: \$12.50.

Silver (20 Dec 22), Adult: \$10.50 (second row, less premium seats)

```
Showtimes

1. A3 2022-12-20199:30
2. A3 2022-12-21199:30
Select your preferred cinema and timing
1

Cinema layout

col: 1 2 3 4 5
row: 1 | 0 | | X | 0 | 0 | 0 |
row: 2 | 0 | | X | 0 | 0 | 0 |
row: 3 | 0 | 0 | 0 | 0 | 0 |
row: 4 | 0 | 0 | 0 | 0 |
row: 5 | 0 | 0 | 0 | 0 | 0 |
row: 5 | 0 | 0 | 0 | 0 | 0 |
**Note that the first 2 rows will have a price deduction of $2
Select the row of your preferred seat
1
Select the column of your preferred seat
5

row: 1
col: 5
Please enter the age of the movieGoer
22
Your price for the movie is: 10.50
```

→ The Ticket price takes into consideration, **Age** of MovieGoer, Premium of **Seat**, **Time** of the day, **Class** of Cinema, **Type** of movie, **Day** of the week and eve/**public holiday** to calculate the price of a particular movie screening. As seen in Appendix.

## **Individual Booking History**

Booking History of Yu Xuan

**Booking History of Robin** 

```
-Welcome to MovieTickeing Application--
 -Welcome to MovieTickeing Application-
                                                                                                 2. Continue as Guest
  Continue as Guest
Register new User
                                                                                                 3. Register new User
                                                                                                 4. Quit Application
Enter your Username:
Enter your Password:
ogin successful...
                                                                                                 1. List the Movies
  -Welcome to Our User application---
List the Movies
                                                                                                 3. View Booking History
  Book Tickets
View Booking History
                                                                                                 Your upcoming booking:
You have a movie: Prince at 2022-12-25T08:30 and your seat number
You have a movie: Prince at 2022-12-25T08:45 and your seat number
our upcoming booking:
Ou have a movie: Black Adam at 2022-12-20T08:30 and your seat number is
                                                                                                 You have no past booking
```

→ Every user has their own dedicated booking history. They will only be able to view their own booking history and no one else can view it. We have also separated the bookings into upcoming bookings and past bookings. Allowing the user to differentiate bookings that are already older and upcoming bookings

## **Create/Remove cineplex**

Create a new cineplex

Please enter your option  1) Add Movie  2) Remove Movie  3) Update Movie  4) List top 5 movie  5) Add ShowTime  6) Remove ShowTime  7) View Promo Codes  8) Add Promo Codes  9) Edit System Configuration  10) Add new cinema  11) Remove cinema  12) Add new cineplex  13) Remove cineplex  14) Log out of staff account  12  Please enter the name of the new cineplex that you wish to add: Cathay Cineplex  Cineplex has been added successfully!	<pre>1  JurongPointBranch 2  ChangiBranch 3  King 4  Cathay Cineplex 5</pre>
---	--

### Remove cineplex

Please enter your option 1) Add Movie 2) Remove Movie 3) Update Movie	1	JurongPointBranch
4) List top 5 movie 5) Add ShowTime 6) Remove ShowTime 7) View Promo Codes 8) Add Promo Codes	2	ChangiBranch
9) Edit System Configuration 10) Add new cinema 11) Remove cinema 12) Add new cineplex 13) Remove cineplex	3	King
14) Log out of staff account 13 Enter the cineplex name that you want to remove: Cathay Cineplex Cineplex deleted!	4	

→ Administrator will be able to add or remove any cineplex.

## **Test Cases**

## Admin Login Function

Username	Password	Output
staff1	staffpass	Login successful
staff	staff1	Login Fail, Please try again

#### Admin UI

Input	Output
1	addMovie()
2	removeMovie()
3	updateMovie()
4	topFiveMovie()
5	addShowTime()
6	removeShowTime()
7	viewPromoCodes()
8	addPromoCodes()
9	editSysCon()
10	Logging out
11	Error, Logging out

#### Add Movie

Name	Synopsis	Туре	Director	Cast	Rating	MovieID	Output
Bee Movie	Fresh out of college, Barry	Cartoon	Simon J. Smith	Jerry Seinfeld, Renée Zellweger,	PG	542	Success
Bee Movie	Fresh out of college,	67483	Simon J. Smith	Jerry Seinfeld,	PG	542	Movie type is not

	Barry			Renée Zellweger,			a number!
Bee Movie	Fresh out of college, Barry	Cartoon	23498	Jerry Seinfeld, Renée Zellweger,	PG	542	Director is not a number!
Bee Movie	Fresh out of college, Barry	Cartoon	Simon J. Smith	Jerry Seinfeld, Renée Zellweger,	4.5	542	Please enter the correct rating!
Bee Movie	Fresh out of college, Barry	Cartoon	Simon J. Smith	Jerry Seinfeld, Renée Zellweger,	PG	movieID	MovieID must be a number!

#### Remove Movie

Input	Output
1	deleteMovieByTitle
2	deleteMovieByID
3	Thank you for using our application! Quit
a	You did not enter an integer. Wrong option. Quit

## Update Movie

Input	Output
1	updateMovieByTitle
2	updateMovieByID
3	Thank you for using our application! Quit
a	You did not enter an integer. Wrong option. Quit

## List top 5 movie

Input	Output
1	rankedByTicketSales()
2	rankedByReviewersRating()
3	Please choose one of the option

## Add ShowTime

Movie ID	Cinema ID	startTime	endTime	Cinema Class	Output
S0001	A1	2022-11-08 10:30	2022-11-08 12:00	Platinum	ShowTime successfully added
00001	A1	2022-11-08 10:30	2022-11-08 12:00	Platinum	Invalid MovieID
S0001	11	2022-11-08 10:30	2022-11-08 12:00	Platinum	Invalid CinemaID
S0001	A1	2022-11-09	2022-11-08 12:00	Platinum	Invalid startTime
S0001	A1	2022-11-08 10:30	2022-11-09	Platinum	Invalid startTime
S0001	A1	2022-11-08 10:30	2022-11-08 12:00	Bronze	Invalid Cinema Class

Remove ShowTime

Input	Output
1	removeShowTimeByMovieIndex()
2	removeShowTImeByMovieInfo()
3	Error, Exit process

## remove Show Time By Movie Index ()

Input	Output
1	Success
S	Please enter in integer!

## remove Show TIme By Movie Info()

Movie ID	Cinema ID	startTime	endTime	Cinema Class	Output
S0001	A1	2022-11-08 10:30	2022-11-08 12:00	Platinum	ShowTime successfully removed
00001	A1	2022-11-08 10:30	2022-11-08 12:00	Platinum	Invalid MovieID
S0001	11	2022-11-08 10:30	2022-11-08 12:00	Platinum	Invalid CinemaID
S0001	A1	2022-11-09	2022-11-08 12:00	Platinum	Invalid startTime
S0001	A1	2022-11-08 10:30	2022-11-09	Platinum	Invalid endTime
S0001	A1	2022-11-08 10:30	2022-11-08 12:00	Bronze	Invalid Cinema Class

## addPromoCodes()

Promo	Count	startTime	endTime	Status	Offer	Output
S0001	5	2022-11-08 10:30	2022-11-08 12:00	Ready	0.50	Promo Code Successfully Added
464564	5	2022-11-08 10:30	2022-11-08 12:00	Ready	0.50	Please enter only words
S0001	sggs	2022-11-08 10:30	2022-11-08 12:00	Ready	0.50	Please enter integer
S0001	5	2022-11-09	2022-11-08 12:00	Ready	0.50	Invalid startTime
S0001	5	2022-11-08 10:30	2022-11-09	Ready	0.50	Invalid endTime
S0001	5	2022-11-08 10:30	2022-11-08 12:00	Not Ready	0.50	Invalid Status
S0001	5	2022-11-08 10:30	2022-11-08 12:00	Ready	dfgfdg	Please enter number

## addCinema()

CinemaID	Branch	No of seats	Class of cinema	Layout Type	Output
SC2002	OODP	500	Gold	Medium	Cinema has been added successfully!
SC2002	OODP	Five Hundred	Gold	Medium	Please enter an integer.
SC2002	OODP	500	ffff	Medium	Please enter one of the followings:  Platinum,Gold,Si lver
SC2002	OODP	500	Gold	ggg	Please enter one of the following: small, medium, large

removeCinema()

CinemaID	Output
SC2002	Cinema deleted!
С	Cinema not found!

## addCineplex()

Name of Cineplex	Output
Cathay	Cinema has been added successfully!
Cathay Village	Cinema has been added successfully!

## removeCineplex()

Name of Cineplex	Output
Cathay	Cinema deleted!
Hi	Cineplex not found!

## **Movie Goers Login Function**

Username	Password	Output
yj	1234	Login successful
yj1234	1234	Login Fail, Please try again

## MovieGoers UI

Input	Output
1	DisplayMovie_UI.displayInformation(userName)
2	DisplayMovieBooking_UI.displayInformation(use rName)
3	BookingManager.getBookingHistory();

28

4	exit
5	Please enter a number between 1 and 4

#### List the movies

Input	Output
1	listBySales();
2	listByRating()
3	MovieListing.getMovieID(movieTitle)
4	Please enter a number between 1 and 3

## **Book Tickets**

Input	Output
1	listBySales();
2	listByRating()
3	MovieListing.getAvailableMovieID(movieTitle)
4	Please enter a number between 1 and 3

## List top 5 movies by sales

Input	Output
1	listBySales();
ccc	Please enter a number between 1 and 3

### Choose showTime

Input	Output
1	Success
ccc	Please enter a number between 1 and 3

Choose Row & Column

Row	Column	Output
1	1	SeatBooked_Controller.updateS eatBooked(row, col, cinemaID, time)
1	2	Seat is taken, please choose another seat.

## Enter Age

Age	Output
10	new Price(time, age, 1, SystemConfigController.getClassMulti(tmp.get(ch oice).getClassOfCinema().toString()), row)
fff	You did not enter numerical number. Please enter it again.

#### Enter Promo Code

Promo Code	Output
PromoNow	Success
ff	The promo code is invalid!

## Payment

Payment Method	Output
1. Paylah	Success
2. Credit Card	Success
3	Please enter a number between 1 and 2

## List top 5 movies by rating

30

Input	Output
1	Success
ccc	Please enter a number between 1 and 3

## Search by movie title

Input	Output
Black Adam	Success
Bee	Movie not found

## **Propose of New Features:**

#### New feature 1:

To enhance functionality of MOBLIMA, the application should be able to cater for purchases other than movie tickets, such as food and beverages sold in the cinema. Hence, users can purchase food and beverage as a set with movie tickets which is often seen in real world scenarios.

#### → Single Responsibility Principle:

Every class is singly responsible, such as File\_IO is only responsible for reading and writing of the files. Hence, to load and save data into a particular file, File\_IO is called instead of having a read-write method for every class.

#### → Open-Closed Principle:

Items sold have individual classes. To expand the number of items sold, our design can easily be expanded to include more items to be sold such as having a popcorn class to be inherited by an item superclass.

#### → Reusability:

To process the payment, Payment UI can be called and reused to process the payment.

Thereby, achieving reusability of code and extensibility with low coupling to increase the number of items sold readily.

#### New feature 2:

With the hastening of the finTech industry, it is inevitable that more payment functions will be developed beyond conventional visa, nets or cash payment. One such example is the use of cryptocurrency. Hence expandability to accept newer payment methods should be allowed with minimal changes.

#### → Liskov's Substitution Principle:

With implementation of a new payment method, procedure of payment remains largely unchanged as pre-conditions are no stronger, while post-conditions are no weaker than base class.

### → Dependency Injection Principle:

Our current payment method is invoked using a payment interface, such that a new payment method can be easily supported with a new payment class inheriting from PaymentMethodInterface which is both dependent upon abstraction.

Thereby, allowing reusability of code and extensibility to expand supported payment methods.