

com.booking

Class FleetController

java.lang.Object
com.booking.FleetController

```
public class FleetController  
extends java.lang.Object
```

This class provides methods pertaining to any required functionality and processing that is related to the planes/fleet.

Field Summary

Fields

Modifier and Type	Field and Description
private FleetEntity	fe FleetController requires the FleetEntity class to write/read data to the database.
private java.util.Scanner	in Scanner object to use the standard in from the console.

Constructor Summary

Constructors

Constructor and Description
FleetController() Default constructor.

Method Summary

Methods

Modifier and Type	Method and Description
private void	addPlane() Method called by the manageFleetOption() method when the Flight Manager chooses to add a plane.
private void	deletePlane() Method called by the manageFleetOption() method when the Flight Manager chooses to delete a plane.
boolean	doesModelExist (java.lang.String model) Checks whether a particular plane model exists.
private void	editPlane()

```
private int
```

Method called by the `manageFleetOption()` method when the Flight Manager chooses to edit a plane.

```
Plane
```

```
enterSeats(int seat_class)
```

UI method for user to enter the seats for a plane.

```
java.lang.String
```

```
getPlane(java.lang.String model)
```

Gets a Plane object based on the given model.

```
int[]
```

```
getPlaneModel(int plane_id)
```

Gets the plane model based on the given ID.

```
void
```

```
getSeatsForPlane(int planeId)
```

Gets the number of seats in a plane based on the given plane ID.

```
manageFleetOption()
```

Provides an interface for the Flight Manager to choose whether to add, edit or delete planes.

Methods inherited from class java.lang.Object

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

Field Detail

fe

```
private FleetEntity fe
```

FleetController requires the FleetEntity class to write/read data to the database.

in

```
private java.util.Scanner in
```

Scanner object to use the standard in from the console.

Constructor Detail

FleetController

```
public FleetController()
```

Default constructor.

Method Detail

manageFleetOption

```
public void manageFleetOption()
```