### ChoosingFeturePanel Class

#### Attributes:

**private JLabel price:** This label shows the specified room price and while customer is determining features of the room, price change.

**private JCheckBox laundry :** This check box is to get the user input to determine feature of the room whether there is laundry service for customer.

**private JCheckBox mini bar :** This check box is to get the user input to determine feature of the room whether there will be tv in the room or not.

**private JCheckBox breakfast :** This check box is to get the user input to determine feature of the room whether hotel will offer breakfast for the customer or not.

**private JCheckBox tv :** This check box is to get the user input to determine feature of the room whether there will be tv in the room or not.

**private JButton confirm:** This button confirms features and provide customer to pass the other page.

#### Constructors:

**public choosingFeaturePanel:**This is to initialize and add attributes to panel.

#### Methods:

**public void actionPerformed(ActionEvent e):**  This method determine what will happen when customer selects “confirm” button.

### DetailsOfRoomPanel Class

#### Attributes:

**private JLabel ınfo:** This label shows the specified room features before make reservation.

**private JButton makePayment:** If customer wants to make payment of the reservation, customer selects this button, his or her reservation is registered and payment page is opened.

**private JButton makeReservation:** If customer wants to make reservation without making payment of the reservation, customer selects this button, his or her reservation is registered and system shows the reservation code.

#### Constructors:

**public detailsOfRoomPanel:**This is to initialize and add attributes to panel.

#### Methods:

**public void actionPerformed(ActionEvent e):**  This method determine which button is selected and what will happen.

### ManagerMainPanel Class

#### Attributes:

**private JLabel 1st Floor(single rooms) :** This label give information about floor of the room to make clear interface.

**private JLabel 2nd Floor(double rooms) :** This label give information about floor of the room to make clear interface.

**private JLabel 3rd Floor(triple rooms) :** This label give information about floor of the room to make clear interface.

**private JLabel 4th Floor(quadruple rooms) :** This label give information about floor of the room to make clear interface.

**private JLabel 5th Floor(quintet rooms) :** This label give information about floor of the room to make clear interface.

**private JButton 101,102,103,104,105,106,201,202,203,204,205,206,301,302,303,304,305,306,401,402,403,404,405,406,501,502,503,504,505,506 :** If manager selects this button, the other page is opened where all reservations of the specified room with its all details are showed..

#### Constructors:

**public managerMainPanel :**This is to initialize and add attributes to panel.

#### Methods:

**public void actionPerformed(ActionEvent e):**  This method determine which button is selected and what will happen.

### ReservationsOfRoomPanel Class

#### Attributes:

**private JLabel informationOfReservations:** This label shows all reservations with its all details which are belong to specified room.

#### Constructors:

**public reservationOfRoomPanel:**This is to initialize and add attributes to panel.

### GUİManager Class

#### Attributes:

**private JFrame frame:** This is the main frame where we display specified panel

**private ChoosingFeaturePanel featurePanel:** This JPanel is to show choosing feature menu on the screen .

**private DetailsOfRoomPanel detailsPanel:** This JPanel is to show details of specified room details menu on the screen .

**private ManagerMainPanel managerMainPanel:** This JPanel is to show rooms menu on the screen .

**private ReservationsOfRoomPanel reservationsOfRoomPanel:** This JPanel is to show rooms’ reservations on the screen .

#### Constructors:

**public guiManager:**This is to initialize and add attributes to panel.

#### Methods:

**public void changePanel(newPanel,removedPanel):** It changes the panel on frame according to commands of controllers.