

College of Electrical & Mechanical Engineering (CEME), NUST- Pakistan

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Department of Electrical Engineering

OBJECT-ORIENTED PROGRAMMING (CS-212)

PROJECT REPORT

HOTEL MANAGEMENT

Submitted To:

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Submitted By:

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❖ GitHub Repository:

All the code of this project is committed to GitHub. To view the repository, click this link: https://github.com/mamushtaq/Hotel management

❖ Project Abstract:

Hotel Management is a specially designed software for adding, overwriting, and viewing details a hotel may need to store, or view later.

- This software needed a way to add and view correct Customer details. Which included his personal information, the number of days staying, or starting date.
- One of the main requirements of the software was to allow the user/customer to order room service or food automatically. To provide maximum comfort to the user.
- This software should allow the user to view the rooms, check-in, and check out from rooms.
- This software also needed a way to change the items available in the cafeteria, rooms, or even add new floors to the system.
- Overwriting the current data stored in the files is also an important feature this software should introduce.

Project Problems, Features & Approach Detail:

One of the <u>main problems</u> this software idea needed to solve was storing the unknown amount of data somewhere that can be accessed later. To tackle this problem, most of this software is based on File Handling and exception handling for storing the data. Abstract classes to create an easy way to create rooms of different kinds. Inheritance to ensure data members are used in all classes.

```
## WELCOME TO Servena Note1 **

** WELCOME TO Servena Note1 **

** We provide the best accomodation services **

** We provide the best accomodation services **

** When Page **

***

** His there! This is the welcome lobby of the Hote1. It's our pleasure to have you with us. You can:

1. Register as a new customer

2. Log into, your account:

3. Log into, your account:

4. Visit Hote1 Website

5. Display all rooms

6. Quit

Please enter the serial number of the option you want to choose:
```

To store all the Customers, we <u>allowed the user to enter its data</u>, made sure it was error-free, and then recommend a username for the user. This username plays a very important role in identifying the user's specific account, in case of multiple accounts with the same name, as there cannot be two users with the same usernames. To make sure there cannot be two accounts of the same person, this software checks the first name, last name, and email address of the customer and if all three of these are the same, the user cannot create another account. Then the user will be asked to enter his/her username and password, if the username is not used by any other accounts before and is greater than 3 letters, then the user's account is created and stored in the customers.dat file. After this, the user is asked to log into his/her account to continue.

The log-in account asks the user to enter his username and password, then checks whether both username and password exist in the file or not. If they exist and both are correct, then the user is allowed to log into the account and sent it to the main page.

```
** Ide provide the best accommodation services **

** Log in to your Account **

** Please Enter your username and Id to log in.

Your password: flname

Your password: flname
```

On the main page user can:

```
** NECOME TO Serena Notel **

** NECOME TO Serena Notel **

** We provide the best accommodation services **

** User Menu **

** User Menu **

** User Menu **

2. Check In

2. Check Cost

3. View All Rooms

4. Account settings

5. View your Room details

6. Quit of services

8. Quit

Enter the serial number of option you want to choose; 

Enter the serial number of option you want to choose; 

** User Menu **

** User Menu **
```

• Check into a Room of Customers' Choice: If the user has not checked into any room, then the user has displayed all the rooms, then asked to enter the room number of the room customer wants to check into. If the room is not available, then the display function shows that the room is not available and if by chance the customer enters the room no of the room which is not available then the programs also give the error that the room is not available and sends the user back to selecting a room. The user can also not enter the room number of a room which does not exist. If the user enters the room number correctly, the user is asked to enter today's date and the number of nights he wants to stay. While making sure the data entered is logically correct, the user is then shown the amount of money he will have to pay before checking out and after confirming from the user, the user is checked into the room and that room is set to not available. Then the user is not allowed to check into any other room before checking out.

• Check-Out of the Room: If the user has checked in to a room, then the user is taken to the check-out function. In this function, the user is asked to enter today's date and the program calculates the number of nights the user has stayed in that room and charges accordingly. If the customer checks out the day the user was supposed to check out, then there is no message and the user simply pays and checks out. But if the user is checking out early or late, he/she is informed but is charged according to the nights he/she has stayed. Then file handling is used to overwrite the edited changes to customer and room files.

```
** MELORITO Server Note: ***

** We provide the last accondition service: **

** We provide the last accondition service: **

** Chest and of Room Rot: 188 **

** Chest and of Room Rot: 188 **

** Please Enter the following data to check ion:

Today's Alles

** What to a 202

** Word Today of Alles

** Wor stail price is 253 **

** Wo
```

Display All Rooms: This option allows the user to display all the rooms. Available rooms will
only display the room number, room price per night, and room type. Otherwise, there will be a
room not available written between price and room type.

```
## All Single Rooms of floor; 1 **

Room no:100 Price: 155 per night Room not available Room pp: 52

Room no:101 Price: 155 per night Room not available Room pp: 52

** All Double Rooms of floor; 1 **

Room no:101 Price: 255 per night Room not available Room pp: 52

** All Double Rooms of floor; 1 **

Room no:110 Price: 255 per night Room not available Room pp: 52

** Room no:111 Price: 255 per night Room no:112 Price: 255 per night Room no:112 Price: 255 per night Room no:113 Price: 255 per night Room no:113 Price: 255 per night Room no:114 Price: 255 per night Room no:115 Price: 255 per night Room no:116 Price: 255 per night Room no:117 Price: 255 per night Room no:118 Price: 255 per night Room no:118 Price: 255 per night Room no:119 Price: 255 per night Room no:110 Price: 255 pe
```

• Accounts Settings: If the user wants to change its previous data i.e., name, age, or even username and password, the user can enter the serial number of that attribute and change the value. This change will be overwritten into the file when the user will enter 0 to return to the home page.

```
** MELCOME TO Serena Hotel **

** WELCOME TO Serena Hotel **

** Me provide the best accommodation services **

** Account Settings **

** Account Set
```

View Room Details: If the user is already checked into a room, then it can view the room details.

```
## Room no: 110 **

** Price per night: 258

** Room no: 110 **

** Room no: 110 **

** Room no: 110 **

** Price per night: 259

** Room no: 110 **

** Room no: 110 **

** Price per night: 259

** Room no: 110 **

** Price per night: 259

** Room no: 110 **

** Roo
```

• <u>Visit Cafeteria and Order Food:</u> The user has the option to view the cafeteria and order food and drink from the cafeteria. At first, the software displays all the available items of the cafeteria and asks the user to select whether he/she wants to order food or drink.

```
** WELCOME TO Serena Hotel **

** We provide the best accommodation services **

** Cafeteria **

** Food **

1. Food Name: Simple Bryani Price: 1.55

** Drinks

** Drinks

**

** Order the Item **

1. Food 2. Drink Hame: Sprite 500ml Price: 0.5$

** Order the Item **

1. Food 2. Drink Item **

1. Food 3. Drink Item **

1. Food 4. Drink Item **

1. Food 5. Drink Item **

1. Food 6. Drink Item **

1. Food 6. Drink Item **

1. Food 6. Drink Item **

1. Food 7. Drink Item **

1. Food 9. Drink Item **

1. Food 9. Drink Item $*

1. Drink Item $*

1. Food 9. Drink Item $*

1. Drink Item $*

1. Food 9. Drink Item $*
```

• Then the software asks the user to enter the serial number of the item the user wants to order, the quantity, and confirmation whether the user wants to order or not.

• In all these functions, file handling plays a major role in displaying, storing, and overwriting data. For room services one Floor class is created which controls the functions of abstract class Room with two derived classes, Single_room and Double_room. For cafeteria services, there is a Cafeteria class that handles the Food and Drinks classes.

• Manager class, similar to log in of Customer, allows the manager to log in. If there is no manager.dat file, then the default username and password are admin and admin respectively.

After logging in successfully manager can:

```
## Log in to your Account **

Please Enter your username and Id to log in.

Your password: abc
```

Create a New Floor: Every floor contains a total of 7 rooms, neither less nor more. At first, a new floor object is saved into floors.dat then the program asks the user to enter the filename of the file in which all objects of rooms will be created. Each file represents rooms on a specific floor. Then every room object is created and saved into the file. The manager class can view all the rooms also.

```
** MALCOME TO Servens Notes ...

** We provide the best accommodation services **

** The floor number is 2 **

Enter the number of rooms of each type on these floors;

**Single Mondat;

** Double Mondat and **

** The floor number is 2 **

** Enter Floor file name: floor2.dds_

** MALCOME TO Servens Notes ...

** The floor number is 2 **

** The floor is accommodation service ...

** The floor is accommodation service ...

** Ricommodation service ...

** Floor substruction service ...

** Floor substructi
```

Viewing Specific Room: Manager class allows the user to view the room details of every room by entering the room number.

```
** MCLORE TO Serema Note:

** We provide the best accommodation services *

** Add a New Floor **

** The floor number is 2 **

Enter the number of rooms of each type on these floors:

Single Nooms:

Double Nooms:

4

Enter Floor file name: floor2.dat_
```

Changing Username and Password: Similar to customer class, the manager can change its username and password. These changes are overwritten into the file when the user returns to the manager menu by entering 0.

```
## Account Settings ##

Enter the serial number of attribute you want to change:

1. Parameter

Please Enter your data to change:

1. Task Completed !!

Press any key to continue . . .

## Account Settings ##

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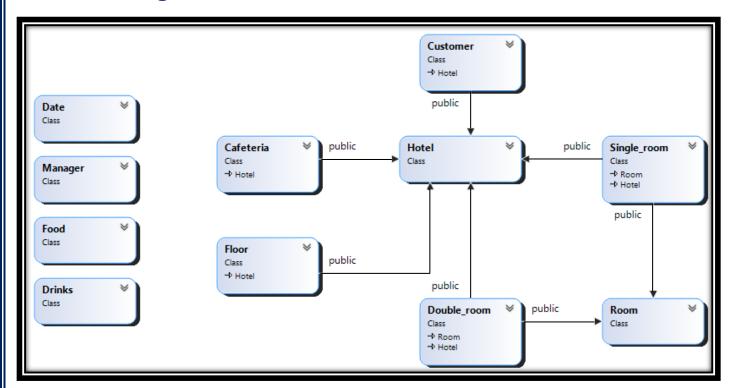
## Account Settings #
```

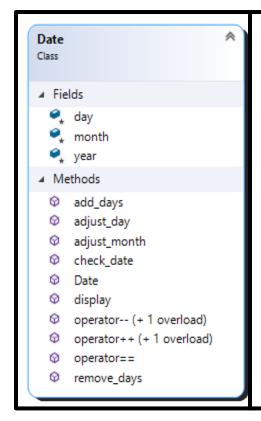
Change or Add to Cafeteria Menu: The manager class has the authority to view, change or add new items to the cafeteria menu. Both food and drinks are added by the manager.

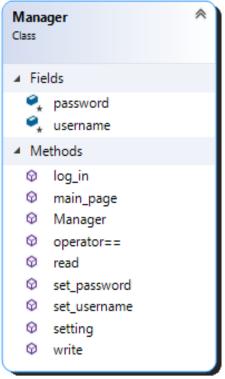
```
This is the menu of Cafeteria:
           1. Food Name: Simple Biryani Price: 1.5$
Enter the serial number of item you want to order (Enter -1 to exit): _
```

- Similar to the Customer class, the Manager class calls the functions of Floor class which then calls the functions of Room classes. Similarly, the Manager class calls the Cafeteria class which then calls the functions of Food and Drinks classes.
- Main also has an option to view the website. This option opens up a website on the user's browser using shellapi. The website which it opens is: https://www.serenahotels.com/islamabad
- There are a total of 11 classes.
- Whose UML diagrams are represented below:

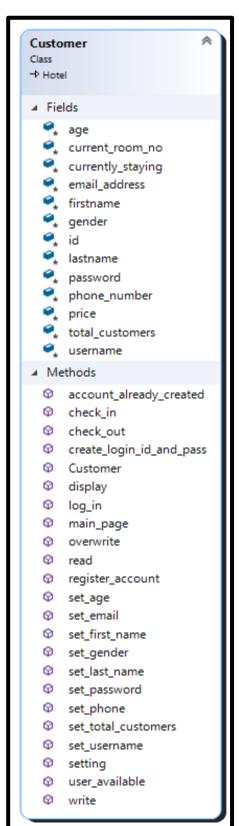
❖ UML Diagrams:

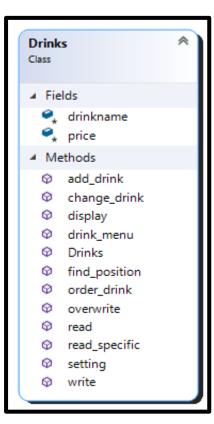


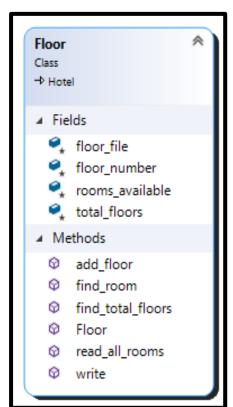


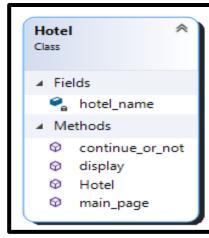




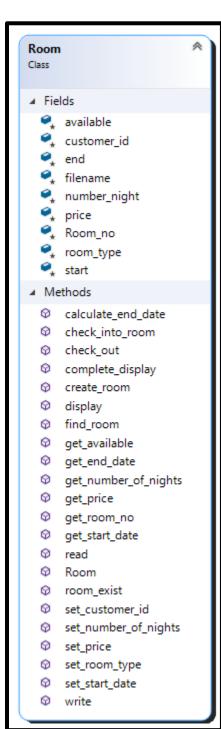


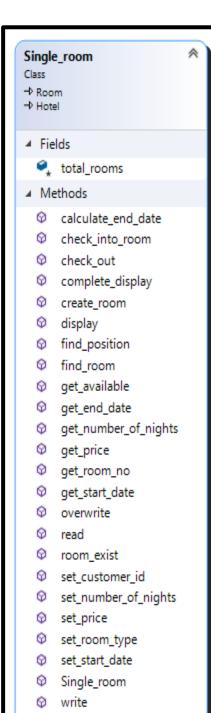


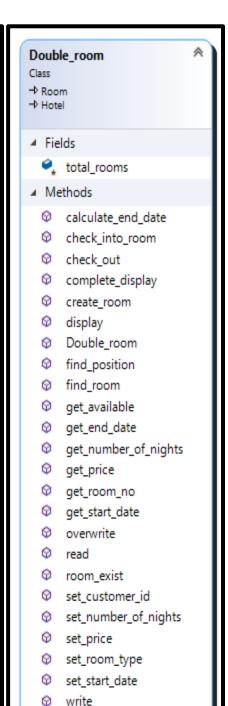












THANK YOU