In order for the app to run smoothly it need a database and it was decided to create an UML diagram to show how to database should work and how the data is going to flow. The huge advantage of UML diagram is that it is the most-used software engineering diagram in the world hence any programmer would be able to code a database based on it.

* Journey is a bit that consists of its own id, the departure and destination, the price and the amount of tickets needed. Departure and destination are strings and user inputs them himself then with checkJourney method they are checked and if these stations exist, journey\_price is being set. When the user is asked to enter the amount of people he is buying the tickets to, journey\_amount is updated and the price is multiplied by it.
* Order consists of its id that might be needed in future for billing, array of journey id`s an email and billing address. It also has getTotalPrice method that sums the prices based on all the journey id`s.
* Payment takes card information, checks it and then charges the card and sends all the tickets on email that is kept in Order using chargeTotalPrice method.