

Brookstone B&B V3 Pseudo Code

Class Brookstonev3

Create global variables (bedTypes, roomTypes, mealTypes, numRooms, etc.)

Method Brookstonev3

Call initUI()

Method initUI

Create a menu bar, make with height and width of box and set title

Method createMenuBar

Declare menu bar and menu items for:

File (load, save, quit)

Bookings (find room, view status)

Guest (prepare breakfast, guest list, checkout)

Help (how to, about)

Add addActionListener objects to each menu item.

Method actionPerformed

Call the method that corresponds to the menu item selected.

Method prepareBreakfast

Loop through all the rooms in the roomList

 If room isn't vacant

 Get guest firstname and lastname

 Get guest meal type

 Put guest name and meal into table

Put headings on table

Create JScrollPane for table

Put labels and JScrollPane in panel

Call JOptionPane.showConfirmDialog to show panel

Method findRoom

Create JPanel with 5 labels

Create a JComboBox to make a mull down bar for 3 berd types and 3 room types

Add them to the table

Create a JSpinner for the date (checkin)

Create JSpinner for the date (checkout)

 If user presses ok then get value of the spinner dates

 If the checkin date is after checkout tell the user it's invalid

Call searchrooms

Method bookRoom

Create a combo box with 5 meal types

Create a JPanel with 7 lables (name, number, meal option, credit card etc)

 If user presses okay than add guests information into Jtable

 If the credit card is valid tell the user the checkin was succesfull

Else tell the user invalid card number
Call saveReservations

Method searchRooms

Loop through the rooms
Set dateAvailable to true
 If a room with the right room type and bed type then
 Loop through the checkin and checkout index
 If room is not available then set dateAvailable to false
 If dateAvailable is true then save the index of the available room
If availRoomIndex is 0 then no rooms are available and give message to user
Set up a table of available rooms
Add a mouseclick handler to remember room selected by user
Display table
When the user clicks on the “Book Room” button the bookRoom method will be called and the selectedRoom object will be booked

Method viewStatus

Loop through all the rooms to find ones booked
 If a room is not booked then leave room null
 Else add the guests name into room
Create headings for table
Create a layout for the table

Method guestList

Loop through all the rooms to find ones booked
 If a room is not booked then leave room null
 Else add the guests name into room
Create a table with just guest name and room
Create a layout for the table

Method checkOut

Create a Jpanel and Jlabel
Ask user for room number
 If they select okay loop through the rooms to find that one
 If the room is not vacant then call checkout code
 Else tell the user the room is vacant
Call saveReservations

Method saveReservations

Create a file so information can be saved
Use the objectoutputsteam to save the data to the file
Flush the file

Method loadReservations

Use the objectinputsteam to take the data from the file
Flush the file
View all the entries

Method initializeRooms

Open configuration file and read number of rooms

Loops through the rooms and creates a room object that has all the things written in the config file

Set the price for room types (standard, premium, deluxe)

Put each of the room objects into the roomList

Method Main

Run initialize rooms

Class Room

Define global variables for room object (roomType, beds, roomNumber etc)

Define class methods for getting and setting roomtype and number of beds

Method isVacant

Call currentGuest

 If currentGuest is null then return true

 Else return false

Method currentGuest

Set index to current date

 If available dates (at that index) is null, return null

 Else return the guest

Method checkout

Set index to current date

Set checkoutGuest=currentGuest

Start for loop, going backwards looking for the currentGuest

 Increment totalDays for every day the guest spent in the hotel

Calculate total bill (totalDays*roomRate)

Display message to user

Return true

Class Guest

Define global variables for the guest object