

## **Hacettepe University: Computer Science and Engineering Department**

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**Course:** BBM104

**Experiment:** Airport Transportation System By Java

**Subject:** Inheritance And Polymorphism OOP Concepts

**Data Due:** 30.04.2020 – (12:00)

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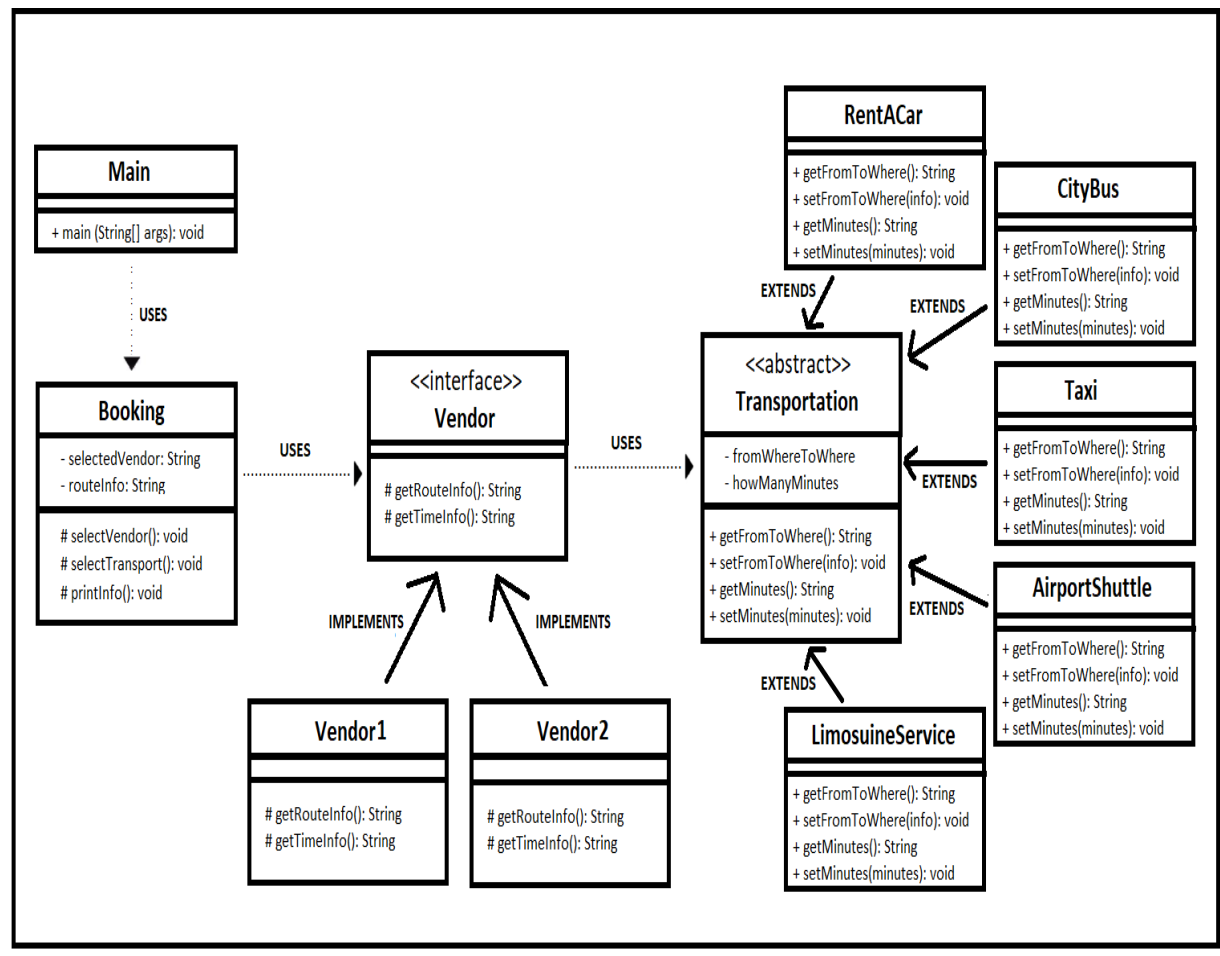
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**Main Program:** HU\_CENG Submit System > b21946606 > Report.Pdf

## 1. Table Of Contents

1. Table Of Contents
2. UML Class Diagram
3. Class Design Notes
  - 3.1. Description Of Class
  - 3.2. A Few Notes For Understandability of UML Diagram
4. References

## 2. UML Class Diagram



## 3. Class Design Notes

### 3.1 Description Of Class

**3.1.1 Problem:** We need to design a UML class diagram for a booking system for airport transportation. But this program must be with less complexity and more code reuse.

**3.1.2 Solution:** For that we will use encapsulation, inheritance and polymorphism.

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### 3.2 A Few Notes For Understandability Of UML Diagram:

- User selects vendor first, then selects transportation method.
- When user selected a vendor, selected vendor accesses its own private transportation information with using its overridden get and set methods. (**polymorphism**) With these methods vendors communicate with extended classes of **abstract** transportation class.
- Also these extended and implemented transportation methods have their own **overridden** get and set methods, which we call **polymorphism** again. It makes easily mutate and access information.

## 4. References

### <Problem Definition Reference>

By BBM 104 Team

Quiz3.pdf

Published On Piazza Platform

### <Format Of Report Reference>

By Hacettepe University Computer Science & Engineering Team

<ftp://ftp.cs.hacettepe.edu.tr/pub/dersler/genel/FormatForLabReports.doc>

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