Advance Software Development

Hotel Booking System - Project Proposal

Professor: HanHong Lu

April 2017

# Members:

1. Hieu Ho
2. Hoang Nguyen
3. Huy Le
4. Thanh Le

# Project Features

## Customer Room Screen

- Input Customer information

- Room selection

- Choose Checkin/out date

- Add room

- Book Room

- Book room and checkin

## Room & Service Screen

- Chose service used for a room

- Update and delete service

## Checkin screen

- Search customer.

- Checkin rooms

- Cancel booking

## Checkout screen

- Search customer.

- Checkout rooms

- Payment \*

## Room information screen

- Add/Update/Delete rooms

## Service information screen

- Add/Update/Delete services

## Report - Room information

- Report status of rooms

## Report - Booking information

- Report status of booking of rooms/customer in the range of dates

## Report - Cash flow

- Report the profit in the range of dates

## Admin \* (Option)

. Add, Delete customer

. Add, Delete room

. Add, Delete user ()

. Report (csv, Text)

# Design patterns

1. Singleton - Maintain DB connection: Hieu
2. Builder - Build Booking object which gather information from Customer, Room: Thanh
3. Factory Method - Return DAO class based on table name: Huy
4. Remote/Protection Proxy - Modify/Add/Delete room just can perform with Admin right: Hoang
5. Prototype - Cloning Booking information (booking for multiple users at same time) / Add new user from Admin: Hieu
6. Template method - Booking business: Huy
7. Adapter - : Hoang
8. Observer - When booking amount > 1000$ ==> Notify admin or trigger some action for VIP: Hieu
9. Composite - Employee/User/Admin: Thanh
10. Facade - client interact with Customer, Room, Booking system: Hoang
11. Iterator –
12. Strategy: Thanh (ConsoleTrace, FileTrace: lab 5.1 day 4)
13. Visitor: Huy