

# Design a Smart Parking Lot System

## 1. Data Model

### Database Schema

- **ParkingSpots:** Contains information about each parking spot, including spot ID, size (e.g., motorcycle, car, bus), floor level, and availability status.
- **Vehicles:** Stores details of vehicles, like vehicle ID, size, and owner information.
- **ParkingTransactions:** Records each parking transaction with details such as transaction ID, vehicle ID, spot ID, entry time, exit time, and parking fee.

#### 1. Parking Spot:

- `spotID` (Primary Key)
- `floorNumber`
- `spotSize` (e.g., small, medium, large)
- `isOccupied` (Boolean)

#### 2. Vehicle:

- `vehicleID` (Primary Key)
- `vehicleType` (e.g., motorcycle, car, bus)
- `ownerID`

#### 3. Parking Session (Optional, depending on the need for tracking active sessions):

- `sessionID` (Primary Key)
- `vehicleID` (Foreign Key, references Vehicle)
- `spotID` (Foreign Key, references Parking Spot)
- `entryTime`

#### 4. ParkingTransactions:

- **transactionID** (Primary Key)
- **vehicleID** (Foreign Key, references Vehicle)
- **spotID** (Foreign Key, references Parking Spot)
- **entryTime**
- **exitTime**
- **parkingFee**

## 5. Fee Structure:

- **vehicleType**
- **duration**
- **rate**

## Relationships

- Each **ParkingTransaction** is associated with one **Vehicle** and one **ParkingSpot**.
- **ParkingSpots** are updated in real-time to reflect availability.
- **During Check-In:**
  - Create a new record in the **ParkingTransactions** table when a vehicle enters, recording the **VehicleID**, **SpotID**, and **EntryTime**.
- **During Check-Out:**
  - Update the relevant **ParkingTransactions** record with **ExitTime** and **ParkingFee** when the vehicle exits.

## 2. Algorithm for Spot Allocation

### Steps

1. **Vehicle Entry:** Detect vehicle size upon entry.
2. **Spot Search:** Search for an available spot that matches the vehicle size.
3. **Spot Assignment:** Assign the nearest available spot to the vehicle.
4. **Update Database:** Mark the spot as occupied in the database.

## Optimization

- Use a priority queue for quick retrieval of nearest available spots.
- Cache frequently accessed data for faster performance.

## 3. Fee Calculation Logic

### Components

- **Base Rate:** Defined for each vehicle type.
- **Time-Based Rate:** Additional charges based on the duration of stay.
- **Special Rates:** Discounts or surcharges for peak hours or special events.

### Calculation

- Calculate the total time of stay from entry and exit timestamps.
- Apply the base rate and time-based rate according to vehicle type and parking duration.

## 4. Concurrency Handling

### Strategies

- **Locking Mechanisms:** Implement locks to prevent simultaneous access to the same parking spot record.
- **Transaction Management:** Use database transactions to ensure data integrity during simultaneous check-ins and check-outs.
- **Real-Time Updates:** Employ a publish-subscribe model or websockets for real-time updates of parking spot availability.

### Scalability

- Design the system to be horizontally scalable to handle increased load.
- Use load balancers to distribute requests evenly across servers.

## 5. Reporting and Analytics

- The `ParkingTransactions` table serves as a rich data source for generating reports and analytics, such as:
  - Daily or monthly revenue from parking fees.
  - Average parking duration.
  - Usage patterns of parking spots.

## Component Design with Design Patterns

### Entry/Exit Management Module

- **Design Pattern:** Observer Pattern for sensor event handling.
- **Implementation:** Listeners for vehicle entry and exit events.
- **Data Structure:** Queue for managing entry and exit requests to handle peak time traffic.

### Spot Allocation Engine

- **Design Pattern:** Strategy Pattern for different allocation strategies based on vehicle type.
- **Implementation:** Algorithms for nearest available spot allocation.
- **Data Structure:** Min-heap or balanced tree for efficient spot lookup.

### Fee Calculation Module

- **Design Pattern:** Factory Method for different fee calculation strategies.
- **Implementation:** Classes for each vehicle type fee calculation.
- **Data Structure:** Hash table for storing base rates and time-based rates.

### Database

- **Design Pattern:** DAO (Data Access Object) for data abstraction and encapsulation.
- **Implementation:** Separate DAOs for ParkingSpot, Vehicle, and ParkingTransaction.

- **Data Structure:** Relational tables with appropriate indexing for performance.

## User Interface

- **Design Pattern:** MVC (Model-View-Controller) for separation of concerns.
- **Implementation:** Views for parking spot availability, transaction details; Controllers for handling user requests.

## Security Module

- **Design Pattern:** Singleton for global security configurations.
- **Implementation:** Encryption and decryption services, authentication, and authorization checks.

## API Gateway

- **Design Pattern:** API Gateway Pattern for request routing, composition, and protocol translation.
- **Implementation:** Routing requests to appropriate components, load balancing.

## Connections:

- Sensors at entry/exit points connect to the Entry/Exit Management Module.
- Spot Allocation Engine communicates with the Database to update spot status.
- Fee Calculation Module interacts with the Database for transaction data and with payment systems for processing fees.
- User Interface retrieves and displays data from the Database and interacts with other modules for user actions.
- All components connect to the Security Module for secure operations.
- API Gateway acts as an intermediary for all inter-component communications.

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