# CMP5332 OBJECT ORIENTED PROGRAMMING IN JAVA



# FLIGHT BOOKING SYSTEM

**Submitted By** 

Nabin Oli

Student id: 23189629

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# Flight Booking System

# Introduction

The file that you are reading in your screen is the report of Flight Booking System developed by me, Nabin Oli using Java. I have followed Object Oriented Paradigm using Java for making this program. This program utilizes several OOP concepts including interface, Abstraction, encapsulation, classes, object and more. Except OOP, it also has utilized other features like file handling, several data structures and other. For knowing about how I utilized these concepts for making Flight Booking System, You have to follow me on this report, I'll show you aesthetic GUI(Graphical User Interface), code, and files, images.

#### Entities/Classes involved

For making this system possible, I have used five classes

- 1. Customer
- 2. Flight
- 3. Booking
- 4. Feedback
- 5. FlightBookingSystem

Customer class is the blueprint or template for generating object customers in this system. Whenever new data are given to the system, It first takes to command package where is addcustomer package which helps in making new object of customer, later this new object is stored in the FlightBookingSystem object. There is one FlightBookingSystem object storing/operating on information about Customer, Flight, Booking, Feedback and related to these classes.

This was the small story of my system. Lets start the report of my Flight Booking System in detail.

## Main.java

As other program, My file also starts with Main.java. In general, it has three functions

#### code

- 1. Load the data for flight booking system which is previously stored in computer
- 2. Take inputs for which operation users wats to run
- Initialize and run CommandParser which parses the command and validate which input is user giving

#### Output

```
Flight Booking System
Enter 'help' to see a list of prilable commands.
Commands:
        listflights
                                                  print all flights
                                                  print all customers
        listcustomers
        addflight
                                                  add a new flight
        addcustomer
                                                  add a new customer
        showflight [flight id]
                                                  show flight details
        showcustomer [customer id]
                                                  show customer details
        addbooking [customer id] [flight id]
                                                  add a new booking
        cancelbooking [customer id] [flight id] cancel a booking
        editbooking [booking id] [flight id]
                                                  update a booking
        showflights
                                                                            shows details of flight
        deleteflight [flightId]
                                                           Delete flight
        deletecustomer [CustomerId]
                                                           Delete customer
```

When entered help as a input it showed me available options/Commands.

So, this is the place where you will go if you would like to run my program. As I was mentioning about Command package above, Now I'll shift my gear towards describing and touring the functionalities of my commands package one by one.

# Commands package

Commnds package contains total of 19 commnds for Command Line Interface. Those commands are listed below:

- 1. AddBooking
- 2. AddCustomer
- 3. AddFeedback
- 4. AddFlight
- 5. ApplyPromocode
- 6. BookingWithName
- 7. CancelBooking
- 8. Command
- 9. DeleteCustomer
- 10. DeleteFlight
- 11. Help
- 12. ListCustomer
- 13. ListFlights
- 14. LoadGUI
- 15. ShowCustomer
- 16. ShowFlight
- 17. ShowFlights
- 18. UpdateBooking
- 19. VIPSeatAllocation

# AddBooking.java

The AddBooking class in the flight booking system implements a command to add a new booking for a customer on a specified flight and date. When the command is executed, it retrieves the customer and flight details based on provided IDs and checks if the flight has available capacity. If the flight is full, an exception is thrown; otherwise, the booking is issued and the system data is updated accordingly. The class ensures the booking process adheres to system constraints and persists the changes by saving the updated data. This command encapsulates the logic necessary for adding bookings in a structured and error-checked manner. Additionally, the class provides clear documentation and an example usage scenario, highlighting how to create and execute the AddBooking command. By implementing the Command interface, it integrates seamlessly with the rest of the flight booking system's command architecture. This design promotes modularity and ease of maintenance, allowing for future extensions or modifications to the booking process. Furthermore, the use of exceptions for error handling ensures that users receive immediate feedback if their booking cannot be processed.

```
public class AddBooking implements Command {
             rivate final int customerId;
rivate final int outboundFlightId;
          private final LocalDate bookingDate;

    * @param customerId The ID of the customer making the booking
    * @param outboundFlightId The ID of the <u>outbound</u> flight to be booked
    * @param bookingDate The date on which the booking is made

140
                this.bookingDate = bookingDate;
ae
           * @throws FlightBookingSystemException If the customer or flight does not exist, or if the flight is at full capacity * @throws IOException If there is an error storing data using FlightBookingSystemData
          public void execute(FlightBookingSystem flightBookingSystem) throws FlightBookingSystemException, IOException {
    Customer customer = flightBookingSystem.getCustomerByID(this.customerId);
    Flight outboundFlight = flightBookingSystem.getFlightByID(this.outboundFlightId);
    LocalDate bookingDate = this.bookingDate;
                if (outboundFlight.getPassengerCount() >= outboundFlight.getCapacity()) {
                       throw new FlightBookingSystemException("Flight is at full capacity. Cannot issue booking.");
                flight Booking System. is sue Booking ({\it customer}, {\it outboundFlight}, {\it bookingDate});
                System.out.println("Booking added successfully.");
                flight Booking System. is sue Booking (customer, outbound Flight, booking Date);\\
```

#### Output

```
> addbooking
Customer ID: 1
outbound Flight ID: 24
inbound Flight ID: 24
bookDate: Departure Date ("YYYY-MM-DD" format): 2004-12-12
Booking date must be in the future.
> addbooking
Customer ID: 1
outbound Flight ID: 24
inbound Flight ID: 24
bookDate: Departure Date ("YYYY-MM-DD" format): 2024-12-12
Booking added successfully.
>
```

#### AddCustomer.java

The AddCustomer class is a command within the flight booking system that facilitates adding a new customer. It implements the Command interface, requiring execution within a FlightBookingSystem instance. When executed, the command creates a new customer identified by their name, phone number, and email address. It assigns a unique ID to the customer by finding the maximum existing ID in the system and incrementing it. The new customer is then added to the system, and the updated data is stored using FlightBookingSystemData. This command ensures that new customers are integrated into the system seamlessly, and any issues during the process are handled with appropriate exceptions. The class's design promotes modularity and ease of use, allowing for straightforward integration and future expansion of customer management functionalities.

```
private final String name;

private final String mane;

garam name in the name of the customer

garam mane in the mane of the customer

garam mane in the mane of the customer

garam mane in the mane;

this, name = name;

this, nam
```

```
Customer customer = new Customer(++maxId, name, phone, email, false,false);
flightBookingSystem.addCustomer(customer);
System.out.println("Customer #" + customer.getId() + " added.");

FlightBookingSystemData.store(flightBookingSystem);

FlightBookingSystemData.store(flightBookingSystem);
```

#### **OUTPUT**

```
> addcustomer
Customer name: Nabin Kripa Oli
Customer phone: 9809090
Customer email:
nabin@gmail.com
Customer #27 added.
```

## AddFeedback.java

The AddFeedback class is a command designed to add feedback to a booking within the flight booking system. Implementing the Command interface, it operates within a FlightBookingSystem instance, where it associates feedback with a specific booking and customer ID, along with a message. Upon execution, the command adds the feedback to the system and updates the data storage using FlightBookingSystemData. This ensures that feedback is captured and persisted accurately, allowing the system to maintain up-to-date customer reviews and comments. The class's design provides a straightforward mechanism for integrating user feedback into the flight booking system, promoting better customer service and data management.

#### **OUTPUT**

```
> givefeedback
Enter your feedback message: Worse service
Enter your booking ID: 12
Enter your flight ID: 12
Feedback added for booking #12 by customer #12.
```

# AddFlight.java

The AddFlight class is a command designed to add a new flight to the flight booking system, implementing the Command interface and requiring execution within a FlightBookingSystem instance. The command is instantiated with detailed flight information, including flight number,

origin, destination, departure date, capacity, and price. When executed, it generates a unique ID for the flight, creates a Flight object with the provided details, and adds it to the system. The flight data is then stored using FlightBookingSystemData, ensuring the system is updated with the new flight. This class facilitates the addition of flights by managing ID generation and data storage, promoting efficient and accurate flight management within the system. It also includes example usage to illustrate how to create and execute the command, enhancing usability and clarity.

```
> addflight
Flight Number: 123
Origin: RKKM
Destination: MKKR
Enter Date (yyyy-MM-dd): 2027-12-12
Enter capacity: 120
Enter price: 22000
Flight #50 added.
>
```

## ApplyPromocode.java

The ApplyPromocode class is a command designed to apply a promotional code to a flight booking within the flight booking system, implementing the Command interface. This command, instantiated with a booking ID and a promotional code, retrieves the specified booking, applies the promo code to its associated flight, and updates the system data using FlightBookingSystemData. Upon execution, it ensures that the promotional discount is correctly applied to the booking's flight details and then stores the updated system state. The class provides clear functionality for modifying bookings with promotions, enhancing the system's capability to manage discounts efficiently and accurately. The example usage illustrates how to create and execute the command, making it easy for users to integrate promotional code applications into their booking processes.

```
Enter 'help' to see a list of available commands.

> applypromocode
Enter booking ID:

12
Enter promocode:
nabinOpensFlightCompany20
Applying the promocode....
Promocode 'nabinOpensFlightCompany20' applied to booking #12

>
```

## CancelBooking.java

The CancelBooking class is a command designed to cancel a specific booking for a customer on a specified flight within the flight booking system, implementing the Command interface. It requires execution within a FlightBookingSystem instance, where it uses the cancelBooking method to remove the booking based on the provided customer ID and flight ID. Upon execution, the system updates the booking data to reflect the cancellation and then stores the modified data using FlightBookingSystemData. This class facilitates the orderly cancellation of bookings, ensuring the system's state remains accurate and up-to-date. Example usage demonstrates how to create and execute the command, making it straightforward for users to manage booking cancellations within the system.

```
> cancelbooking
Enter customer id:
12
Enter flight id:
24
Canceling the booking....
Booking has been cancelled successfully.
>
```

#### Command.java

The Command interface defines a blueprint for commands that can be executed within a flight booking system, encapsulating various operations such as adding flights, managing bookings, and displaying customer details. Implementations of this interface must provide an execute method, which performs the specific action within the context of a FlightBookingSystem instance and can throw FlightBookingSystemException and IOException for execution and data storage issues, respectively. The interface also includes a HELP\_MESSAGE constant, summarizing all available commands and their functionalities to guide users in interacting with the system. Example usage illustrates how a command, like AddFlight, can be instantiated and executed to modify the system's state, enhancing the system's functionality and usability.

#### DeleteCustomer.java

The DeleteCustomer class implements the Command interface and is designed to delete a customer from the flight booking system by marking them as deleted, rather than physically removing them from the system. Upon execution, the command identifies the customer by their ID, sets the 'deleted' flag to true, and updates the system's data. If the customer ID does not exist, a FlightBookingSystemException is thrown. After marking the customer as deleted, the system's data is stored using FlightBookingSystemData. This approach ensures that the customer's data remains accessible for historical purposes, while indicating their deletion status. Example usage demonstrates creating and executing the command to remove a customer from the system.

#### OUTPUT

```
> deletecustomer
Enter customer id: 12
Customer #12 marked as deleted.
>
```

## DeleteFlight.java

The DeleteFlight class is a command that removes a flight from the flight booking system. It implements the Command interface, enabling its execution within a FlightBookingSystem instance. When executed, the command searches for the flight by its flight number and, if found, removes it from the system, then updates the data store via FlightBookingSystemData. If the flight does not exist in the system, a FlightBookingSystemException is thrown. The command also prints a confirmation message indicating the deletion of the flight. Example usage demonstrates how to create and execute this command to remove a flight identified by its flight number.

```
> listflights
Flight #24 - FL024 - RUKUM to LUKUM on 12/12/2024
Flight #41 - 200 - DDL to LDD on 12/12/2024
Flight #42 - 2004 - KMT to RMK on 09/09/2024
Flight #44 - 44 - MTV to BKP on 06/06/2025
Flight #45 - 2022 - LMK to KML on 01/12/2024
Flight #46 - 12 - KTM to MKT on 12/12/2025
Flight #47 - 1222 - KTR to RTK on 12/12/2029
Flight #48 - 1200 - KTTTM to RKKKM on 12/12/2025
Flight #49 - 1400 - TMK to MTK on 12/12/2029
Flight #50 - 123 - RKKM to MKKR on 12/12/2027
10 flight(s)
> deleteflight
Enter flight ID: 41
Flight #41 deleted.
>
```

# Help.java

The Help class is a command designed to display the help message containing a list of available commands and their descriptions within the flight booking system. It implements the Command interface, allowing it to be executed within the context of a FlightBookingSystem instance. When the execute method is called, it prints the predefined HELP\_MESSAGE from the Command interface to the console, providing users with guidance on how to interact with the system. Example usage illustrates creating and executing the command to view the help message, assisting users in navigating and utilizing the flight booking system's features effectively.

```
package bcu.cmp5332.bookingsystem.commands;

import bcu.cmp5332.bookingsystem.model.FlightBookingSystem;

* The Help class represents a command to print the help message of available commands in the flight booking system.

* The Help class represents a command to print the help message of available commands in the flight booking system.

* The Help class represents a command to print the help message of available commands in the flight bookingSystem instance.

* The Help class represents a command to print to be executed within the context of a FlightBookingSystem instance.

* Prints message includes a list of available commands and their descriptions for user reference.

* This message includes a list of available commands and their descriptions for user reference.

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* This message includes a list of available commands and their descriptions for user reference.

* This message includes a list of available commands and their descriptions for user reference.

* This message includes a list of available command interface.

* This message includes a list of availa
```

## ListCustomer.java

The ListCustomer class is a command designed to list all customers within the flight booking system. It implements the Command interface, making it executable within a FlightBookingSystem instance. Upon execution, the command retrieves all customers from the system and iterates through them, printing short details of each customer to the console, while excluding those marked as deleted. It also outputs the total count of customers listed. This functionality helps users to view all active customer details in the system. Example usage shows how to instantiate and execute the command to display customer information.

```
Enter 'help' to see a list of available commands.
Customer #1 - Nabin Oli - 980000
Customer #2 - Nabraj Kripa - 9800010
Customer #3 - Nabu Khadka - 980800
Customer #4 - Rabu Oli - 9809990
Customer #5 - Rina Shah - 980002
Customer #6 - Rajan Singh - 980003
Customer #7 - Sita Thapa - 980004
Customer #9 - Shyam Acharya - 980006
Customer #10 - Gita Lama - 980007
Customer #11 - Bibek Sharma - 980008
Customer #14 - Saraswoti Pokhrel - 980011
Customer #15 - Bikash Adhikari - 980012
Customer #16 - Shova Shrestha - 980013
Customer #17 - Prakash Maharjan - 980014
Customer #18 - Nisha Tamang - 980015
Customer #19 - Dinesh Shrestha - 980016
Customer #20 - Kamal Pandey - 980017
Customer #21 - Sunita Bhandari - 980018
```

### ListFlights.java

The ListFlights class is a command designed to list all flights in the flight booking system, implementing the Command interface to be executable within a FlightBookingSystem instance. Upon execution, this command retrieves all flights from the system, iterates through them, and prints the short details of each flight to the console, excluding those marked as deleted. It also prints the total number of flights listed, providing a summary of all active flights. Example usage illustrates how to instantiate and execute the command to display flight information. This functionality ensures users can view all available flight details in the system.

```
> listflights
Flight #24 - FL024 - RUKUM to LUKUM on 12/12/2024
Flight #41 - 200 - DDL to LDD on 12/12/2024
Flight #42 - 2004 - KMT to RMK on 09/09/2024
Flight #44 - 44 - MTV to BKP on 06/06/2025
Flight #45 - 2022 - LMK to KML on 01/12/2024
Flight #46 - 12 - KTM to MKT on 12/12/2025
Flight #47 - 1222 - KTR to RTK on 12/12/2029
Flight #48 - 1200 - KTTTM to RKKKM on 12/12/2025
Flight #49 - 1400 - TMK to MTK on 12/12/2029
9 flight(s)
```

#### LoadGUI.java

The LoadGUI class is designed to display the graphical user interface (GUI) for the Flight Booking System, implementing the Command interface to execute within a FlightBookingSystem instance. Upon execution, this command sets up a JFrame with a white background and specific layout to accommodate GUI elements. It includes loading images from specified paths and placing them into JLabels. A JProgressBar is also created to show loading progress, updating incrementally via a Timer. The command organizes components into two panels, panelNorth and panelSouth, and uses a Timer to simulate the loading process, updating the progress bar at intervals. Once the progress reaches 100%, the JFrame is disposed, and a new MainWindow is instantiated to continue with the main application. Example usage demonstrates how to instantiate and execute this command to show the loading interface before the main application window appears.

### ShowCustomer.java

The ShowCustomer class is a command that retrieves and displays the details of a specific customer from the Flight Booking System, implementing the Command interface to function within a FlightBookingSystem instance. Upon execution, the command takes the customer ID provided during its construction and uses the getCustomerByID method of the FlightBookingSystem to retrieve the relevant customer object. It then calls the showDetails method on this customer object to display their detailed information. This command is straightforward, designed to provide a detailed view of a customer's information based on their ID. Example usage demonstrates how to create and execute this command to view customer details within the system.

```
public class ShowCustomer implements Command {

private int id;

power int id;

power int id;

power int id;

power int id int id;

power int id id int id i
```

```
Enter 'help' to see a list of available commands.

> showcustomer
Enter customer id: 12
Customer ID: 12
Name: Anita Maharjan
Phone Number: 980009
Bookings:
Booking ID: 12
Outbound Flight: FL024 From: RUKUM To: LUKUM Date: 2024-12-12 Price: 400.0
```

# ShowFlight.java

The ShowFlight class is designed to retrieve and display detailed information about a specific flight within the Flight Booking System, implementing the Command interface to be executed in the context of a FlightBookingSystem instance. When executed, the command takes the flight ID provided during its construction and uses the getFlightByID method of the FlightBookingSystem to fetch the flight object. It then prints the long details of the flight using the getDetailsLong method from the Flight class. This command is useful for displaying comprehensive information about a flight, making it easier to view detailed flight specifics based on its ID. Example usage shows how to instantiate and run this command to view flight details.

#### **OUTPUT**

```
> showflight
Enter flight no. :41
Flight ID: 41
Flight Number: 200
Origin: DDL
Destination: LDD
Departure Date: 12/12/2024
Passenger Details:
>
```

### ShowFlights.java

The ShowFlights class is a command designed to display a list of flights with their brief details from the Flight Booking System. By implementing the Command interface, it is able to be executed within the context of a FlightBookingSystem instance. When executed, the command retrieves all flights using the getFlights() method of the FlightBookingSystem instance. It iterates through each flight, checking if the flight is not marked as deleted via the getDeleteStatusFlight() method. For each flight that is not deleted, it prints the flight's short details using the getDetailsShort() method. After listing all the non-deleted flights, the command prints the total number of flights displayed, providing a comprehensive overview of the current flight status in the system. Example usage demonstrates how to create and execute this command to view flight information.

```
> showflights
Flight #24 - FL024 - RUKUM to LUKUM on 12/12/2024
Flight #42 - 2004 - KMT to RMK on 09/09/2024
Flight #44 - 44 - MTV to BKP on 06/06/2025
Flight #45 - 2022 - LMK to KML on 01/12/2024
Flight #46 - 12 - KTM to MKT on 12/12/2025
Flight #47 - 1222 - KTR to RTK on 12/12/2029
Flight #48 - 1200 - KTTTM to RKKKM on 12/12/2025
Flight #49 - 1400 - TMK to MTK on 12/12/2029
Flight #50 - 123 - RKKM to MKKR on 12/12/2027
10 flight(s)
```

### UpdateBooking.java

The UpdateBooking class is a command designed to update the flight number and booking date of an existing booking within a Flight Booking System. By implementing the Command interface, it is executable within a FlightBookingSystem instance. Upon execution, the command retrieves the booking using its ID with the getBookingByID() method. If the booking is not found, a FlightBookingSystemException is thrown. If the booking exists, the command updates its flight number and booking date to the new values specified during the object's construction. The class constructor requires the booking ID, the new flight number, and the new booking date. Example usage demonstrates how to create and execute this command to update booking details. This command is essential for maintaining accurate and current booking information within the system.

```
Enter 'help' to see a list of available commands.
> editbooking
Enter bookingID:
12
Enter newFlightNumber:
41
Enter new booking date (YYYY-MM-DD):
2024-12-12
Updated Successfully!
>
```

## VIPSeatAllocation.java

The VIPSeatAllocation class is a command designed to allocate a VIP seat to a customer on a flight, even if the flight is fully booked. If the flight's capacity is reached, this command will cancel a regular booking to make space for the VIP booking. The constructor initializes the command with the customer's ID, flight ID, booking ID, and booking date. When executed, the command retrieves the customer, flight, and booking details using their respective IDs. It checks the flight's current passenger count against its capacity. If the flight is full and the specified booking is not a VIP booking, it cancels the regular booking. It then issues the VIP booking and stores the updated flight booking system data using FlightBookingSystemData.store(). The command throws exceptions if any of the entities do not exist or if there is an issue during the booking process. The example usage illustrates how to create and execute this command to allocate a VIP seat.

```
> allocatevipseat
Enter customerId:
12
Enter flightId:
41
Enter bookingId:
21
VIPSeatAllocation object created:
```

# Models package

This package consists of the classes used in the Flight booking system which are also given and explain below:

### Booking.java

```
public class Booking {
       private Flight outboundFlight; // The outbound flight of the booking
private Flight returnFlight; // The return flight of the booking (optional)
       private LocalDate bookingDate; // The date when the booking was made
        private boolean cancelled; // Indicates whether the booking is cancelled or not
189
         * @param customer
           @param outboundFlight The <u>outbound</u> flight to be booked
240
       public Booking(Customer customer, Flight outboundFlight) {
            this.customer = customer;
            this.outboundFlight = outboundFlight;
            this.bookingDate = outboundFlight.getDepartureDate();
             this.cancelled = false; // By default, booking is not cancelled
            this.price = outboundFlight.getPrice();
320
         * @param customer
          @param outboundFlight The outbound flight to be booked
@param returnFlight The return flight to be booked
390
             this.customer = customer;
            this.outboundFlight = outboundFlight;
            this.returnFlight = returnFlight;
             this.bookingDate = outboundFlight.getDepartureDate();
```

Important code section(constructor) of Booking class

The Booking class models a booking within a flight booking system, encapsulating details such as the customer, flight(s), booking date, price, and cancellation status. The class provides two constructors: one for creating a booking with only an outbound flight, and another for bookings that include both outbound and return flights. This class has getter and setter methods to access and modify booking details such as the customer, flights, booking date, and price. It also includes methods to check the cancellation status and to cancel the booking, applying a cancellation fee if the booking is canceled. The class ensures that the price can be adjusted, including the ability to apply a promotional code that offers a discount, specifically a 20% reduction for the promo code "nabinOpensFlightCompany20".

Additionally, the Booking class includes utility methods such as getId() which generates an ID based on the customer's ID, and toString() for providing a string representation of the booking object. The class also supports modifying the flight number of the outbound flight and maintains the booking's overall details in a structured format. This design allows for flexible and comprehensive management of bookings, accommodating both outbound and return flights and facilitating operations such as booking modification, cancellation, and price adjustments. The

class is designed to integrate smoothly with other components of the flight booking system, ensuring consistency and ease of use in managing booking details.

### Customer.java

The Customer class models a customer in the flight booking system, containing personal details such as ID, name, phone number, email, and a list of bookings. It includes flags to indicate if the customer is marked as deleted or is a VIP. The class provides methods to retrieve and set these details, as well as to manage the list of bookings, including adding a new booking and retrieving a copy of the bookings list. It also includes utility methods for obtaining short and detailed string representations of the customer's details and bookings. For instance, showDetails() prints detailed information about the customer's bookings to the console, while getShowDetails() returns a formatted string of all details, making it useful for generating reports or displaying customer information in a user interface.

The Customer class ensures encapsulation and proper management of customer data, offering functionality to mark the customer as deleted and to check if the customer is VIP. This design supports the operational needs of the booking system by allowing easy tracking of customer information, booking details, and status flags, facilitating efficient data handling and user interaction within the system.

### Feedback.java

The Feedback class represents customer feedback related to a booking in a flight booking system. Each feedback entry is uniquely identified by an ID, which is automatically incremented with each new instance, ensuring uniqueness. The class includes attributes for the feedback ID, the associated booking ID, the customer ID, and the feedback message. The constructor initializes these attributes, setting the feedback ID to the next available value and assigning the provided booking and customer IDs along with the feedback message. Getter methods are provided to retrieve the values of these attributes, enabling access to the feedback details within the system. This class is essential for capturing and managing customer feedback to improve the service quality.

# Flight.java

The Flight class models a flight within a flight booking system, encapsulating attributes such as a unique ID, flight number, origin, destination, departure date, seating capacity, and price per seat. It also manages a set of passengers, ensuring that the flight can accommodate only up to its full capacity and tracking whether it has been marked as deleted. The class provides methods to add and remove passengers, check flight deletion status, and retrieve detailed information about the flight and its passengers. Additionally, it includes methods to calculate the flight price based on the days remaining until departure and the current capacity, and to check if the flight has already departed. The class is designed to handle both short and detailed representations of flight information, facilitating easy access and display of flight data.

## FlightBookingSystem.java

The FlightBookingSystem class is designed to manage the operations of a flight booking system, encompassing a range of functionalities to handle customers, flights, bookings, and feedback. It maintains the current system date and collections for customers, flights, bookings, and feedback. Key methods include adding and retrieving customers and flights, issuing and canceling bookings, and retrieving specific bookings by ID. The system ensures that flights have a maximum capacity and that bookings are handled only if the flight is not full. Additionally, it allows feedback to be added for bookings and retrieves all feedback given by customers.

The class also includes methods to handle specific customer queries by name, managing scenarios where multiple customers may share the same name by prompting the user to select the correct customer via email. Furthermore, it includes functionality to fetch future flights, both to display available options to users and to manage flight operations effectively. Error handling is integrated throughout, throwing exceptions if attempts are made to add duplicate flights or customers, or if bookings are attempted on non-existent flights or customers. This design ensures robustness and user-friendly management of the flight booking system.

## Data

This package consists of data handled in this software. The glimpse of data from each class are given below:

## Bookings.txt

```
12::2::47::2029-12-12::
 25::5::24::2024-12-12::
 3 10::10::24::2024-12-12::
412::12::24::2024-12-12::
 5 13::13::24::2024-12-12::
613::13::45::2024-12-01::
 713::13::46::2025-12-12::
814::14::24::2024-12-12::
 9 18::18::45::2024-12-01::
10 18::18::45::2024-12-01::
11 19::19::45::2024-12-01::
12 19::19::45::2024-12-01::
13 20::20::45::2024-12-01::
14 21::21::47::2029-12-12::
15 23::23::47::2029-12-12::
16 24::24::47::2029-12-12::
17 24::24::49::2029-12-12::
```

#### customers.txt

```
11::Nabin Oli::980000::nabin@gmail.com::false::false::
22::Nabraj Kripa::9800010::n@gmail.com::false::false::
33::Nabu Khadka::980800::na@gmail.com::false::false::
44::Rabu Oli::9809990::ba@gmail.com::false::false::
55::Rina Shah::980002::rinashah@gmail.com::false::false::
66::Rajan Singh::980003::rajan@gmail.com::false::false::
77::Sita Thapa::980004::sita.thapa@gmail.com::false::false::
88::Ram Karki::980005::ramkarki@gmail.com::true::false::
99::Shyam Acharya::980006::shyam.acharya@gmail.com::false::false::
1010::Gita Lama::980007::gita.lama@gmail.com::false::false::
11 11::Bibek Sharma::980008::bibek.sharma@gmail.com::false::false::
1212::Anita Maharjan::980009::anita.maharjan@gmail.com::true::false::
1313::Ramesh Chhetri::980010::ramesh.chhetri@gmail.com::true::false::
1414::Saraswoti Pokhrel::980011::saraswoti.pokhrel@gmail.com::false::false::
1515::Bikash Adhikari::980012::bikash.adhikari@gmail.com::false::false::
16 16::Shova Shrestha::980013::shova.shrestha@gmail.com::false::false::
1717::<u>Prakash Maharjan</u>::980014::prakash.maharjan@gmail.com::false::false::
1818::Nisha Tamang::980015::nisha.tamang@gmail.com::false::false::
1919::<u>Dinesh Shrestha</u>::980016::dinesh.shrestha@gmail.com::false::false::
20 20::Kamal Pandey::980017::kamal.pandey@gmail.com::false::false::
21 21::Sunita Bhandari::980018::sunita.bhandari@gmail.com::false::false::
22 22::Roshan Khatri::980019::roshan.khatri@gmail.com::false::false::
23 23::Sarita Sharma::980020::sarita.sharma@gmail.com::false::false::
2424::Nabin Olivia::9800000::oliv@gmail.com::false::false::
25 25::Nabin Oli::9848185797::nabinoli2004@gmail.com::false::false::
26 26::Rameshwor Yaday::9848000000::nab@gmail.com::true::false::
```

#### feedbacks.txt

```
112::12::Poor::
2
```

### Flights.txt

```
1 24::FL024::RUKUM::LUKUM::2024-12-12::300::400.0::false::
2 41::200::DDL::LDD::2024-12-12::34000::1200.0::false::
3 42::2004::KMT::RMK::2024-09-09::20000::200.0::false::
4 44::44::MTV::BKP::2025-06-06::50::49.0::false::
5 45::2022::LMK::KML::2024-12-01::13::49.0::false::
6 46::12::KTM::MKT::2025-12-12::1::51.0::false::
7 47::1222::KTR::RTK::2029-12-12::4::2.0::false::
8 48::1200::KTTTM::RKKKM::2025-12-12::12000::122.0::false::
9 49::1400::TMK::MTK::2029-12-12::1220::1200.0::false::
```

# Data Manager

There is a package named Data which is all about managing (loading and storing data). It consists of

## BookingDataManager.java

The BookingDataManager class is designed to manage the loading and storing of booking data within a flight booking system, implementing the DataManager interface. This class handles the interaction with a text file specified by the RESOURCE constant, where booking records are stored and retrieved. Each booking record is formatted using the SEPARATOR constant ("::") to distinguish between different fields. The loadData method reads from the file line by line, parsing each line to extract booking details such as booking ID, customer ID, and flight ID. It adds the parsed bookings to the FlightBookingSystem instance, ensuring that the appropriate customers and flights are linked to each booking. This method also includes error handling for parsing errors, throwing exceptions if there are issues with data format or file reading.

The storeData method writes the current bookings from the FlightBookingSystem instance back to the text file. It formats each booking's details into a string, separating fields with the defined SEPARATOR, and writes them line by line to the file. This method ensures that all bookings are accurately recorded and updated in the file, ready for future loading. Both methods are wrapped in try-with-resources statements to manage file resources efficiently, ensuring that files are properly closed after operations. The class provides a clear interface for persisting and retrieving booking data, crucial for maintaining the integrity and continuity of the flight booking system's state across sessions.

### CustomerDataManager.java

The CustomerDataManager class implements the DataManager interface to facilitate the loading and storing of customer data between a text file and a FlightBookingSystem instance. This class uses the RESOURCE constant to locate the text file, where each customer record is stored with fields separated by the SEPARATOR ("::"). The loadData method reads from the file, parsing each line to extract customer details such as ID, name, phone, email, deletion status, and VIP status, and then adds these customers to the FlightBookingSystem. Error handling is included to manage parsing issues, throwing exceptions if the data format is incorrect. The storeData method retrieves all customers from the FlightBookingSystem, formats their details into a string, and writes them to the file. Both methods ensure data integrity and continuity between the file and the in-memory system state, supporting essential operations like adding and updating customer records.

```
33     }
34     }
35     }
36     *
37     /**
38     * Stores current customer data from the provided FlightBookingSystem instance into the customers data file.
39     * Each customer's details are formatted and written to the file, separated by the SEPARATOR.
30     *
30     *
4     *
4     * Chrows IOException If there is an error writing data to the file
30     */
31     */
32     *
34     *
35     *
36     *
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```

# DataManager.java

The DataManager interface defines a blueprint for managing data operations between a data source and a FlightBookingSystem instance. It specifies two primary methods: loadData and storeData. The SEPARATOR constant, set to "::", is used as a delimiter to separate fields in the data

source, ensuring consistency in data formatting. The loadData method is intended for reading data from a source, parsing it, and populating the FlightBookingSystem with this data. Implementing classes are expected to handle any exceptions related to reading and parsing data, encapsulating logic specific to the data source format. Conversely, the storeData method is designed to retrieve data from the FlightBookingSystem, format it correctly, and write it to the specified data source. Implementers must handle any exceptions that arise during the writing process. This interface provides a clear contract for data management, allowing for flexibility in how different data sources are handled while maintaining a consistent approach to data loading and storage.

# FeedbackDataManager.java

The Feedback Data Manager class implements the Data Manager interface to handle the loading and storing of feedback data for a Flight Booking System instance. It manages feedback records stored in a text file specified by the RESOURCE constant. The load Data method reads each line from the feedback file, splits the line into fields using the SEPARATOR, and creates Feedback objects which are then added to the Flight Booking System. It handles parsing errors by throwing Flight Booking System Exception if the data format is incorrect. The store Data method writes the feedback data from the Flight Booking System to the file, formatting each feedback record with the specified separator. This class ensures that feedback data is consistently read from and written to the file, facilitating persistent storage and retrieval of feedback information for the booking system.

```
public class FeedbackDataManager implements DataManager {

private final String RESOURCE = "./resources/data/feedbacks.txt";
private final String SEPARATOR = ":";

* Retrieves the path to the feedback data file.

* ereturn The path to the feedback data file

* /*

protected String getResourcePath() {

return RESOURCE;

}

* Loads existing feedback data from the feedback data file into the provided FlightBookingSystem instance.

* Each line in the file represents a feedback record with fields separated by the SEPARATOR.

* @param fibs The FlightBookingSystem instance to load feedback data into

* @param fibs The FlightBookingSystem instance to load feedback data into

* @param fibs The FlightBookingSystem fire is an error practing the data file

* @param fibs The FlightBookingSystem fire is an error parsing the feedback data

* /*

* @param fibs The FlightBookingSystem fire is an error parsing the feedback data

* /*

* @param fibs The FlightBookingSystem fire is an error parsing the feedback data

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* @param fibs The FlightBookingSystem fire is an error parsing the feedback data

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* @param fibs The FlightBookingSystem fire is an error parsing the feedback data

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* @param fibs The FlightBookingSystem fire is an error parsing the feedback data

* /*

* @param fibs The FlightBookingSystem fire is an error parsing the feedback data

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* @param fibs The FlightBookingSystem fire is an error parsing the feedback data

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```

### FlightBookingSystemData.java

The FlightBookingSystemData class manages the loading and storing of data for the FlightBookingSystem by coordinating multiple DataManager instances. This class uses a static list to hold references to various data managers such as FlightDataManager, CustomerDataManager, BookingDataManager, and FeedbackDataManager. Upon loading, the class initializes these data managers, and the load method creates a new FlightBookingSystem instance, populating it by invoking the loadData method on each registered data manager. Conversely, the store method saves the current state of the FlightBookingSystem by calling the storeData method on all registered data managers. This design allows for modular and organized handling of different aspects of the flight booking system's data, although the loadData and storeData methods for CustomerDataManager and BookingDataManager need to be implemented.

```
private static final List(DataManagers dataManagers = new ArrayList();

// runs only once when the object gets loaded to memory

static {
    dataManagers.add(new FlightDataManager());

/* Uncomment the two lines below when the implementation of their loadData() and storeData() methods is complete */
    dataManagers.add(new CustomerDataManager());

dataManagers.add(new CustomerDataManager());

dataManagers.add(new SookingDataManager());

dataManagers.add(new SookingDataManager());

dataManagers.add(new FeedbackDataManager());

/**

Loads the flight booking system data.

* cppThis method creates a new instance of (@link FlightBookingSystem) and populates it with data from all registered (@link DataManager) instances.

* ereturn a fully populated (@link FlightBookingSystem) instance

* ethrows FlightBookingSystemException if there is an issue with loading the data

* ethrows IOException if there is an I/O error during the loading process

// public static FlightBookingSystem load() throws FlightBookingSystemException, IOException {

FlightBookingSystem fbs = new FlightBookingSystem();

for (DataManager dm : dataManagers) {

dataManager dm : dataManagers) {

dataManager dm : dataManagers) {

stores the flight booking system data.

* cprThis method takes a (@link FlightBookingSystem) instance and saves its data

* stores the flight booking system data.

* stores the flight booking system data.

* cprThis method takes a (@link FlightBookingSystem) instance and saves its data
```

## FlightDataManager.java

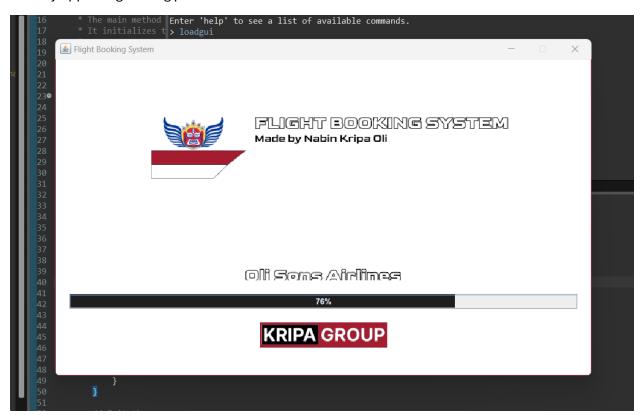
The FlightDataManager class is designed to handle the loading and storing of flight data for the flight booking system. It implements the DataManager interface and operates on a text file located at ./resources/data/flights.txt. The loadData method reads each line from the file, splits the line into properties using a separator, and parses these properties into a Flight object, which is then added to the FlightBookingSystem instance. It handles errors in parsing by throwing a FlightBookingSystemException if any data format issues arise. The storeData method iterates over all flights in the FlightBookingSystem, formats their details into a string, and writes each flight's information to the file, separated by a defined separator. This class ensures that flight data is accurately persisted and loaded from the file system, maintaining the integrity and state of the flight booking system.

```
65●
        * Stores the flight data from the {@link FlightBookingSystem} to the resource file.
        * @param fbs the {@link FlightBookingSystem} containing flight data to be stored
         * @throws IOException if there is an I/O error during the storing process
-72
           try (PrintWriter out = new PrintWriter(new FileWriter(RESOURCE))) {
                for (Flight flight : fbs.getFlights()) {
                    out.print(flight.getId() + SEPARATOR);
                    out.print(flight.getFlightNumber() + SEPARATOR);
                    out.print(flight.getOrigin() + SEPARATOR);
                    out.print(flight.getDestination() + SEPARATOR);
                    out.print(flight.getDepartureDate() + SEPARATOR);
                    out.print(flight.getCapacity() + SEPARATOR);
                    out.print(flight.getPrice() + SEPARATOR);
                    out.print(flight.getDeleteStatusFlight() + SEPARATOR);
                   out.println();
```

# Graphical User Interface(GUI)

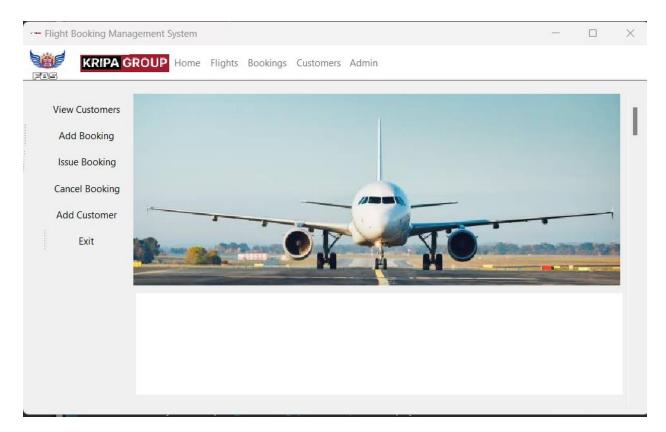
# **Loading Screen**

I have designed and implemented a loading screen that prominently displays the company's brand, including its logo, allowing customers to see and engage with the company's branding while they wait. This feature enhances the user experience by reinforcing brand identity and providing a visually appealing waiting period.

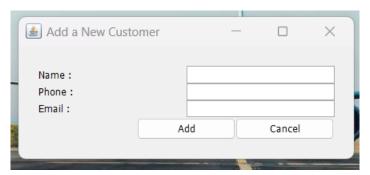


# **Landing Frame**

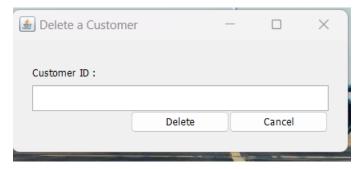
After loading is completed, Now is the time for displaying a landing frame, where you'll get to explore almost all the features of flight booking system. It has cool looking picture of aero plane which attracts the eyeballs of user, it also has logo of Brand on top of window, with logo of the airline company too. It also has menu bar which has commands for using Flight Booking System.



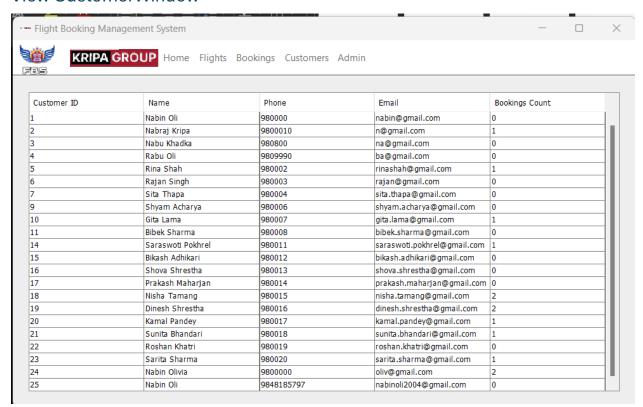
# AddCustomerWindow



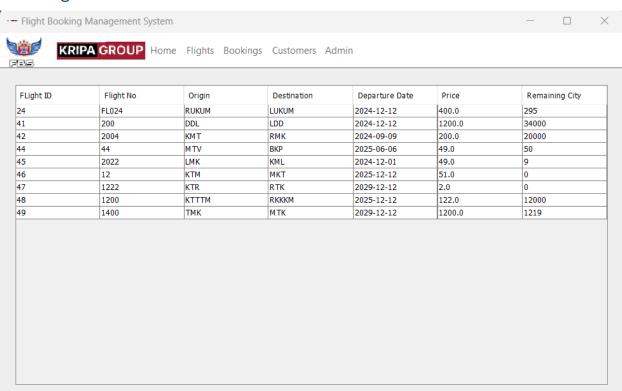
## DeleteCustomerWindow



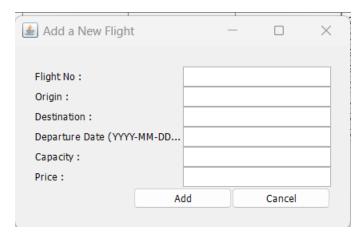
#### View CustomerWindow



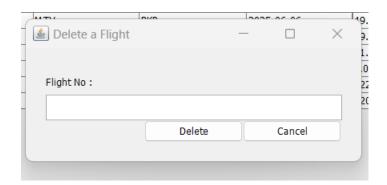
# View Flights



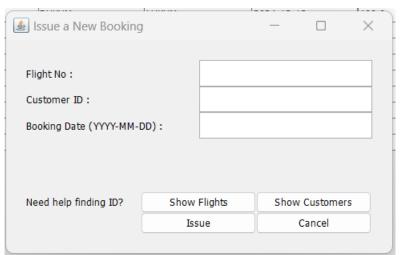
# AddFlightWindow



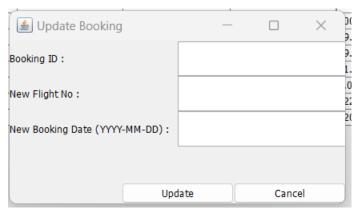
# Deleteflight



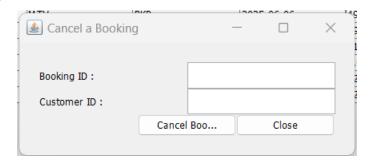
# IssueBookingWindow



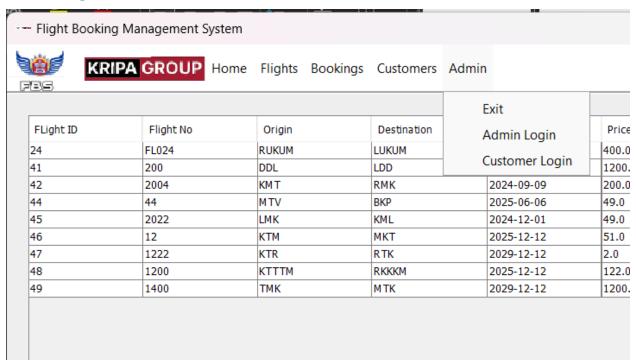
# UpdateBookingWindow



# **Cancel Booking**



# AdminLoginExitWindow



# **Testing**

I have through testing for the code written in this flight booking system. These are files structure

```
    ✓ № test
    → № BookingTest.java
    → № CustomerTest.java
    → № FlightBookingSystemTest.java
    → № FlightTest.java
```

# Bookingtest.java

# CustomerTest.java

## FlightBookingSystemTest.java

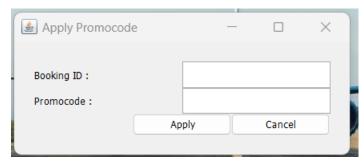
# FlightTest.java

These are the test files that I created for testing this system. In addition to it, I have also created a testing that are mentioned in assessment brief.

# Additional Features and Enhancement

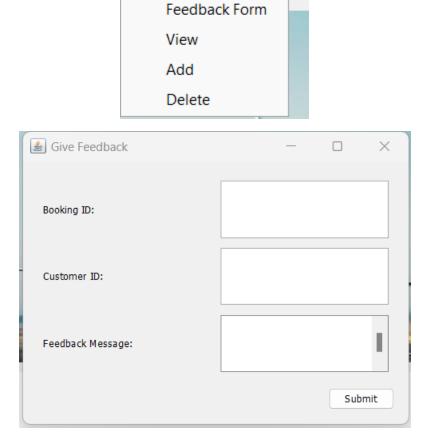
VIP Seat Allocation

# **Apply Promocode**



Customers Admin

## Feedback form



# Conclusion

In summary, the flight booking system offers a user-friendly interface with an aesthetic GUI, making interaction with the booking system both intuitive and visually appealing, thereby enhancing the overall user experience and simplifying the booking process. This can be used for handling

operations in flight booking management company. By the use of OOP principes, this flight booking will play crucial role in digitalizing the transactions and flight schedule and other operations