

Documentation

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1 Introduction

In this work, we have been developing a desktop application that will allow the user to book and pay for a Cruise.

The application is suppose to read the information from a set of files and, at the end of the process, store the result in a text file, including all the necessary booking information, such us the user contact data and the cruise data.

2 Prototype

Our team's prototype did not change much between the initial design and the final one, just an issue relating with cash payment.

3 Application

3.1 Design

3.2 Logic