

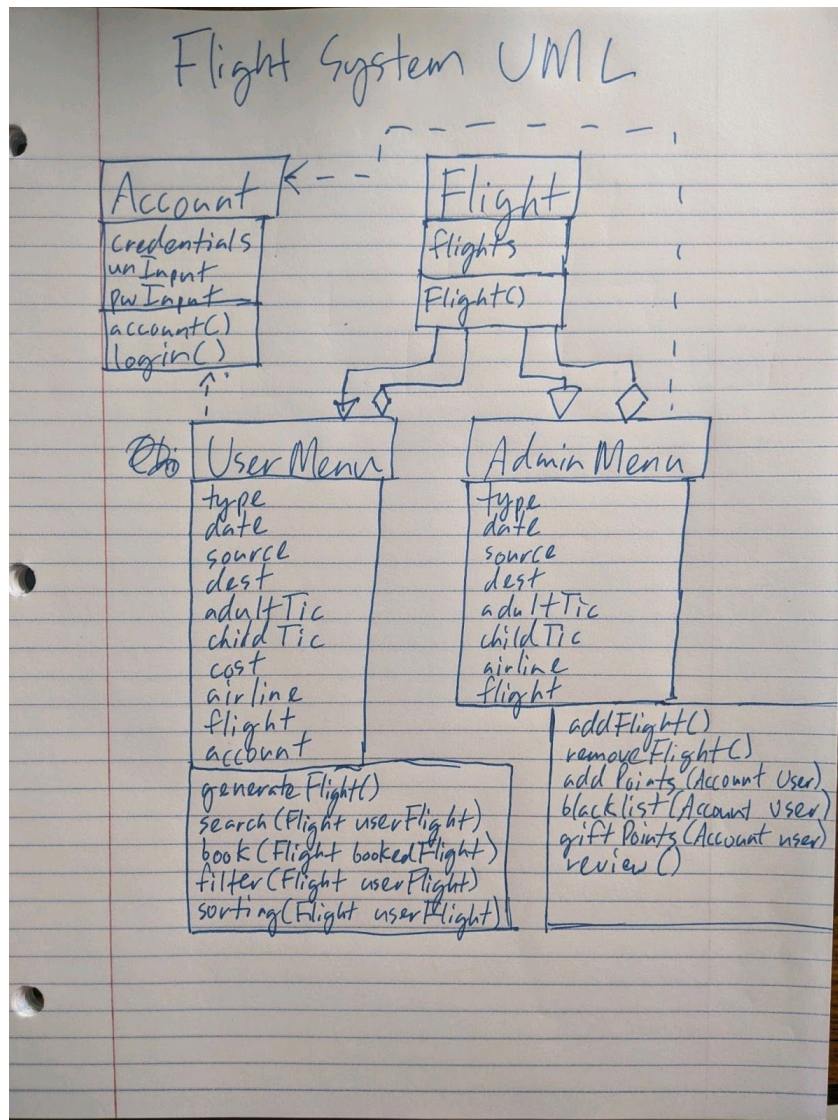
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|| Final Report ||

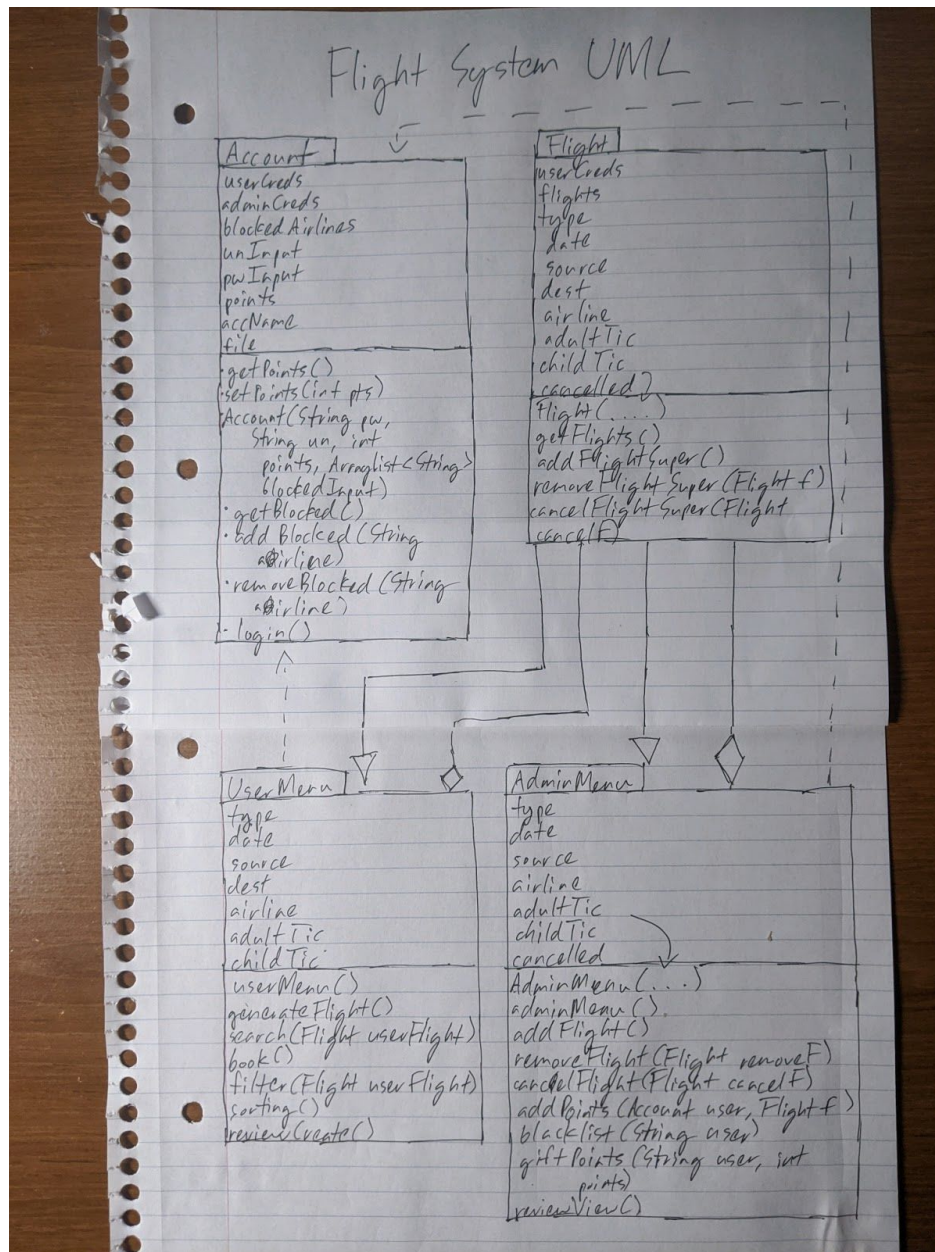
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During the design phase of this project, we severely underestimated the amount of functions and variables needed to flesh out the project. We generally didn't have issues with the methods and variables we already had from the design phase, we simply needed to add more to accommodate our needs.

This was our initial UML diagram:



Whereas this was our final UML diagram:



We had significant changes in the Account class - we needed additional variables to keep track of user input, and we needed getters and setters for point variables. In the Flight class we added getters and setters, but also provided methods to add and remove flights from our flights ArrayList. Our UserMenu and AdminMenu for the most part stayed the same - we accounted for the majority of the methods and variables from the beginning. The lesson that we learned from this exercise is to be mindful of how our programs will have access to the data we need. When we started development, we quickly realized that getters and setters were needed to easily access and modify data from other classes.