

**A PROJECT REPORT**  
**ON**  
**“TRAVEL RESERVATION SERVICE”**

**Submitted to**  
**UNIVERSITY BORDEAUX 1**

**BY**

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**MASTER INFORMATIC - SOFTWARE ENGINEERING**  
**UNIVERSITY BORDEAUX 1**

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# **ABSTRACT**

Design pattern is a strong tool in Object Oriented Programming. The purpose of this project is to test the ability of understanding and implementing the design patterns.

In this project, I have implemented 11 design patterns. They are Singleton, Abstract Factory, Builder, Proxy, Composite, Decorator, Observer, Iterator, Visitor, Template

# Contents

<b>1</b>	<b>INTRODUCTION</b>	<b>2</b>
1.1	SECTION NAME . . . . .	2
1.1.1	SUBSECTION NAME 1 . . . . .	2
1.1.2	SUBSECTION NAME 2 . . . . .	2
<b>2</b>	<b>Literature Survey</b>	<b>3</b>
2.1	SECTION NAME . . . . .	3
<b>3</b>	<b>Software Requirements Specification</b>	<b>4</b>
3.1	SECTION NAME . . . . .	4
3.1.1	SUBSECTION NAME . . . . .	4
<b>4</b>	<b>Requirement Analysis</b>	<b>5</b>
4.1	SECTION NAME . . . . .	5
<b>5</b>	<b>System Design</b>	<b>6</b>
5.1	SECTION NAME . . . . .	6
<b>6</b>	<b>System Testing</b>	<b>7</b>
6.1	Test Cases and Test Results . . . . .	7
<b>7</b>	<b>Project Planning</b>	<b>8</b>
7.1	SECTION 1 . . . . .	8
<b>8</b>	<b>Implementation</b>	<b>9</b>
<b>9</b>	<b>Screenshots of Project</b>	<b>10</b>
9.1	SECTION NAME . . . . .	10
<b>10</b>	<b>Conclusion and Future Scope</b>	<b>12</b>
10.1	Conclusion . . . . .	12
10.2	Future Scope . . . . .	12

# List of Figures

1.1	IMAGE CAPTION . . . . .	2
8.1	IMAGE CAPTION . . . . .	9

# Chapter 1

## INTRODUCTION

### 1.1 SECTION NAME

#### 1.1.1 SUBSECTION NAME 1

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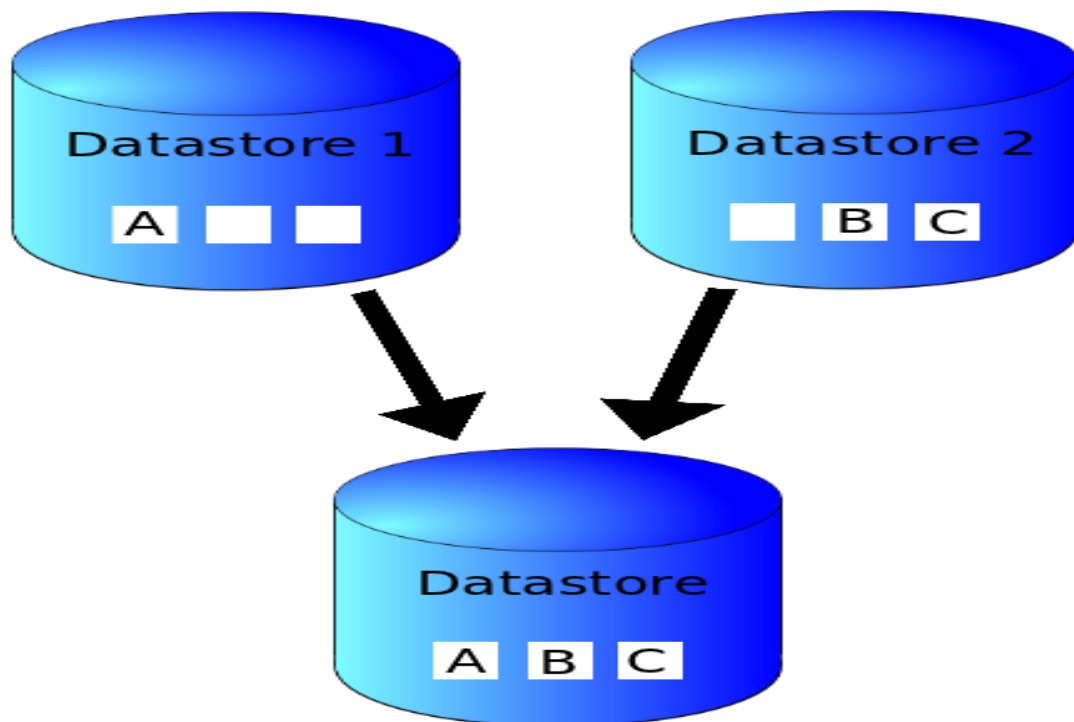


Figure 1.1: IMAGE CAPTION

#### 1.1.2 SUBSECTION NAME 2

WRITE HERE

## Chapter 2

# Literature Survey

### 2.1 SECTION NAME

WRITE HERE

- a. ITEM 1
- b. ITEM 2
- c. ITEM 3

## **Chapter 3**

# **Software Requirements Specification**

### **3.1 SECTION NAME**

#### **3.1.1 SUBSECTION NAME**

WRITE HERE.

## **Chapter 4**

# **Requirement Analysis**

### **4.1 SECTION NAME**

WRITE HERE.



# **Chapter 5**

## **System Design**

### **5.1 SECTION NAME**

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# Chapter 6

## System Testing

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### 6.1 Test Cases and Test Results

Test ID	Test Case Title	Test Condition	System Behavior	Expected Result
T01	AAAA	BBBB	CCCC	DDDD
T02	AAAA	BBBB	CCCC	DDDD
T03	AAAA	BBBB	CCCC	DDDD

**Note:** Testing should be performed manually

# **Chapter 7**

## **Project Planning**

### **7.1 SECTION 1**

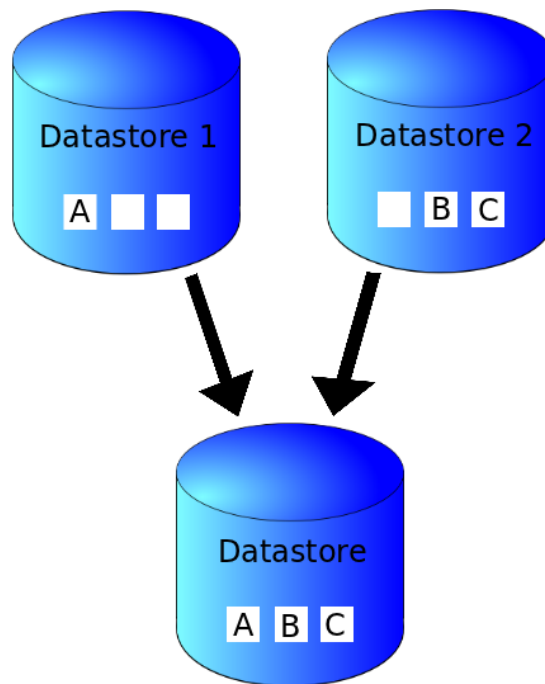
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## Chapter 8

### Implementation

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WRITE HERE, PARAGRAPH 2.



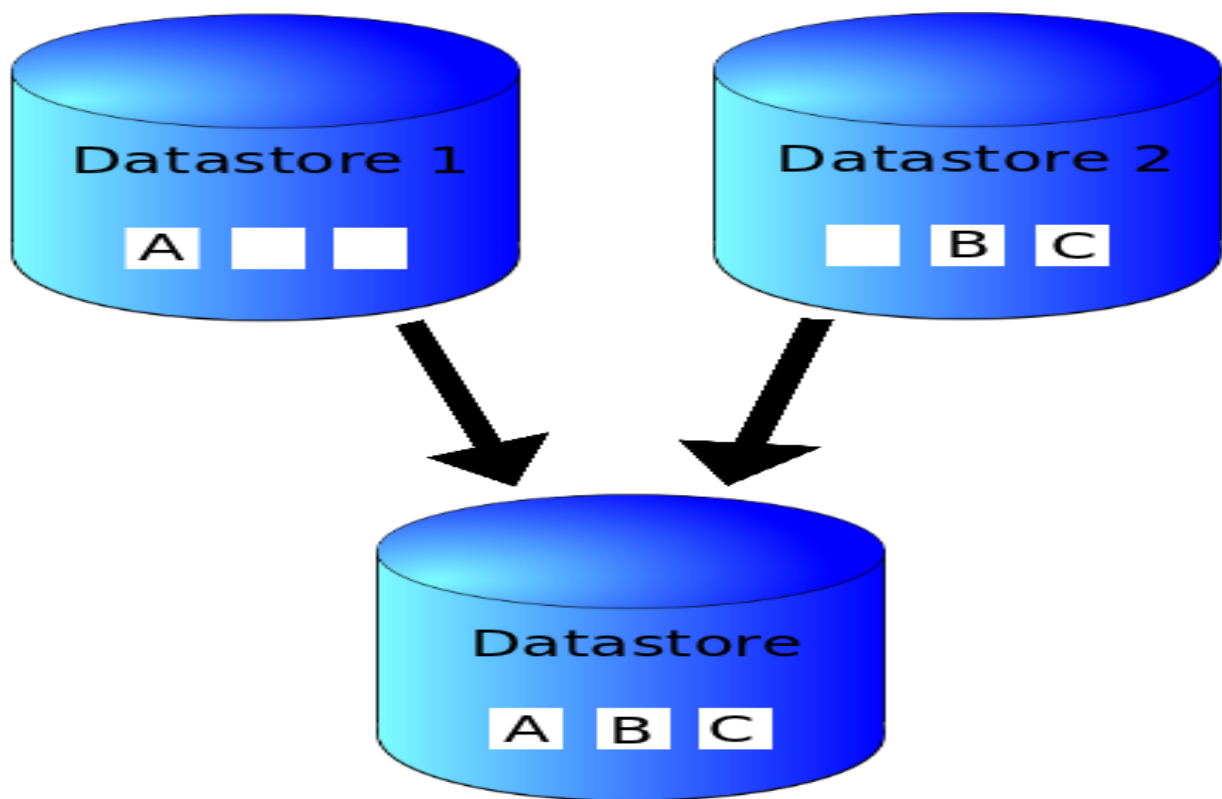
**Figure 8.1: IMAGE CAPTION**

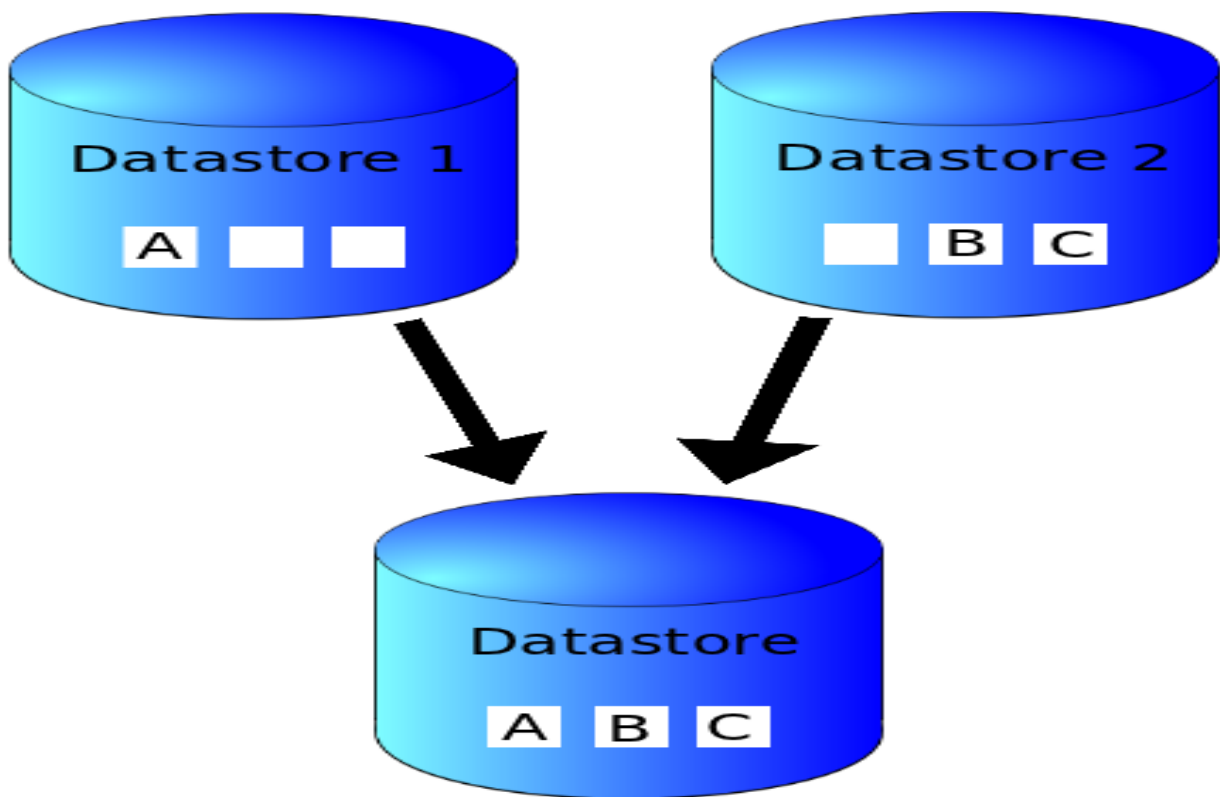
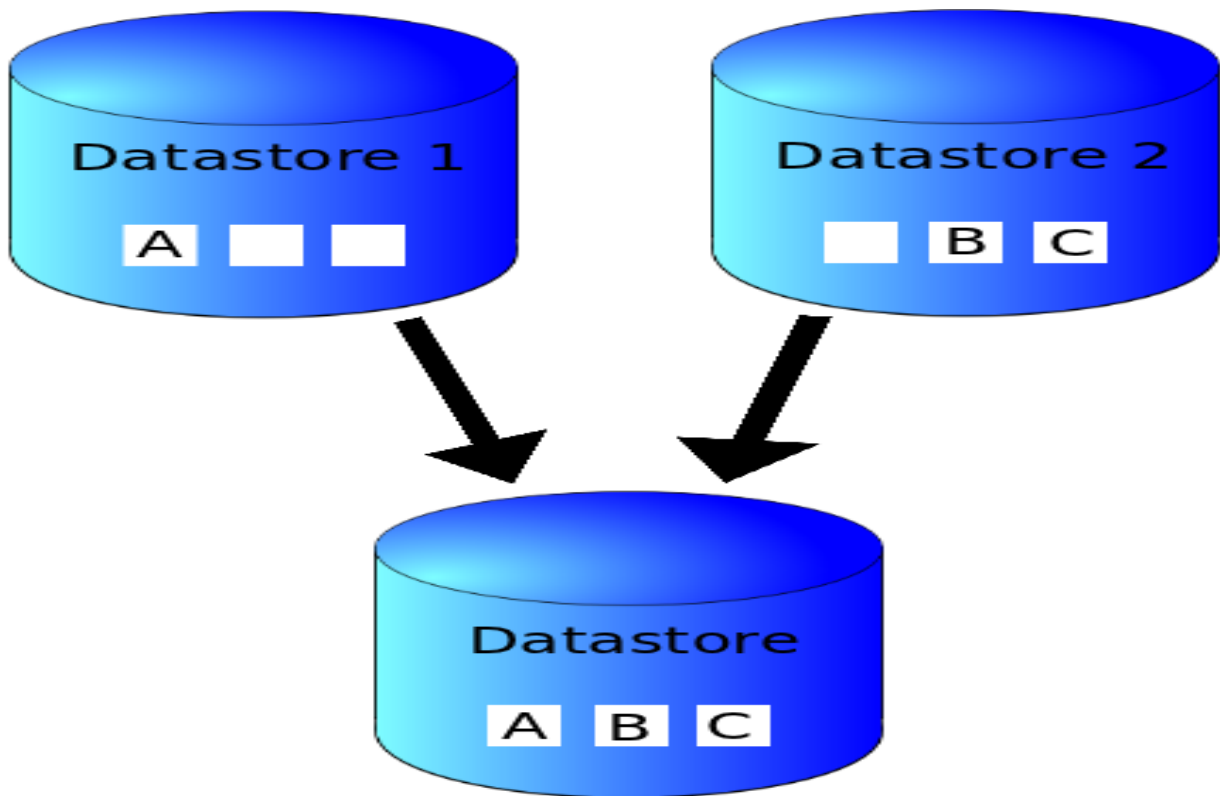
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## Chapter 9

### Screenshots of Project

#### 9.1 SECTION NAME





# Chapter 10

## Conclusion and Future Scope

### 10.1 Conclusion

WRITE HERE.

### 10.2 Future Scope

WRITE HERE.

- ITEM 1
- ITEM 2
- ITEM 3