

**A PROJECT REPORT
ON
TRAVEL RESERVATION SERVICE**

**Submitted to
UNIVERSITY BORDEAUX 1**

BY

NGUYEN Quang Anh	Team Leader
TRAN Thanh Phu	Member

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

2014-2015

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

1	INTRODUCTION	1
2	PROGRAM 'S SPECIFICATION OVERVIEW	2
2.1	Brief Introduction	2
2.2	Software Usage	2
3	CREATIONAL PATTERNS	4
3.1	Singleton	4
3.2	Abstract Factory	4
3.3	Builder	4

List of Figures

1 INTRODUCTION

In this project, we immitated a system that work for a travel agency. This system can book two main types of travel for the clients: travels without service and travels with services. Travel without service, means that the reservation is made only for the flight, where as travel with services allow a demand for checking in an hotel an renting a car.

For the purpose of simplify the input process, we prepared some input in advance. Below is the tables that present the flights available between the cities.

Departure	Destination				
	Paris	Bordeaux	Canberra	Tokyo	Delhi
Hanoi	x	x	x	x	x
Hochiminh	x			x	x
Hue	x		x	x	
Haiphong		x	x		
Paris		x	x	x	
Bordeaux	x			x	x
Canberra	x	x		x	x
Tokyo	x		x		x
Delhi	x		x	x	

Between Hanoi, Hochiminh, Hue and Haiphong, there are flights between each other.

2 PROGRAM 'S SPECIFICATION OVERVIEW

2.1 Brief Introduction

Our project 's purpose is to help a travel agency make a booking for clients. There're two kinds of service package supported

- Travel without service: consist of only flight's reservation
- Travel with services: apart from flight's reservation, hotel's reservation and car renting could also be added

There're three kinds of flight's reservation

```
public enum FlightTicketType {  
    VIP, Normal, Pool  
}
```

The *Pool* ticket is the type of ticket proposed to the travel agency by a flight agency. The only difference between *Pool* and *Normal* is that *Pool*'s price is cheaper than the other.

There're also three kinds of hotel's reservation

```
public enum HotelServiceType {  
    Cheap, Normal, Lux  
}
```

2.2 Software Usage

The creation of a Travel's object could be done using class *TravelBuilder*. In this class, there're two methods that can create a travel without service

```
public Travel buildTravelNoServiceForOneClient(Client c, FlightTicketType  
    type, CityName destination)  
public Travel buildTravelNoServiceForGroup(Client c, FlightTicketType type,  
    CityName destination)
```

When a client register a service, if there isn't any direct flight between the client's current city and the destination city, a transit flight will be added.

For creating a travel with services, consist of only one trip, we could use

```
public Travel buildTravelSimpleService(Client c, CityName destination,  
    FlightTicketType f, HotelServiceType h)
```

For a touring service, a trip through many cities, we need two functions

```
public Travel buildTravelTouringService(Client c, CityName destination,  
    FlightTicketType f, HotelServiceType h)  
public void addNextTour(TravelTouringService t, CityName destination,  
    FlightTicketType f, HotelServiceType h)
```

The first method is for building the first trip of the travel service. After that, anymore trip will be added using the second one. There's one problem in this setup, that's starting from the second trip, a trip to a new city must be a direct flight.

In this project, I have used in total eleven design patterns. These patterns could be divided into three groups

- Creational: Singleton, Abstract Factory, Builder
- Structural: Proxy, Composite, Decorator
- Behavioral: Strategy, Observer, Iterator, Visitor, Template

Each of these patterns will be presented throughly in the next parts.

3 CREATIONAL PATTERNS

3.1 Singleton

The Singleton pattern assure that the number of objects of the classes implementing this pattern are limited to one. The reason for this restriction is that, the object of this class would hold the global resource, and the creation of new object could be meaningless.

I have implemented this pattern in a lot of classes. Some of them are CityFactory, FlightFactory, CheapHotelStrategy, PoolTicketStrategy, TravelBuilder.

Below is a piece of code from class TravelBuilder, which implement Singleton

```
private static TravelBuilder instance;

private TravelBuilder() {

}

public static TravelBuilder getInstance() {
    if (instance == null)
        instance = new TravelBuilder();
    return instance;
}
```

The constructor is set to private, so no other class can use this constructor to create new object of this class. Instead, we could call the static function *getInstance* to get the only instance of TravelBuilder.

3.2 Abstract Factory

3.3 Builder