**OOP-PROJECT**

**Based on the information, here is the list of entities:**

1. Passenger
2. Flight
3. Airport
4. Ticket
5. Baggage
6. Meal
7. Crew (includes pilots, co-pilots, attendants, chefs, etc.)
8. Booking
9. Frequent Flyer Program
10. Fare Basis
11. Boarding Pass
12. Flight Number
13. Gate
14. Aircraft

## **Relationships between the entities in the UML diagram:**

* **Passenger**:
  + Has a **Ticket**
  + May be a member of a **FrequentFlyerProgram**
  + Can have **Baggage**
* **Flight**:
  + Depart from and arrive at an **Airport**
  + May have multiple **Passengers**
  + Has a **FlightNumber**
* **Airport**:
  + Can be the departure or arrival point for **Flights**
* **Ticket**:
  + Belongs to a **Passenger**
  + Has a **FareBasis**
* **Baggage**:
  + Belongs to a **Passenger**
  + Has a destination **Airport**
* **Meal**:
  + May be prepared for a **Flight**
* **Crew**:
  + May be assigned to a **Flight**
* **Booking**:
  + Consists of one or more **Tickets**
* **FrequentFlyerProgram**:
  + May have many **Passengers**
* **FareBasis**:
  + Associated with a **Ticket**
* **BoardingPass**:
  + Belongs to a **Passenger**
  + Contains a **FlightNumber**
* **FlightNumber**:
  + Identifies a **Flight**
  + Associated with a **BoardingPass**
* **Gate**:
  + Associated with an **Airport**
* **Aircraft**:
  + Operates **Flights**
  + Identified by a registration number