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For project 2, I want to simulate a hotel or dorm security system. My idea as it stands is most conducive to an application project, however it may also have functionality that can work with a large data set. The basic structure will involve designations for different types of people, and methods for them to interface with the security systems of the hotel. This will involve a mastered lock system for various rooms, and potentially other measures as well. I plan on having a superclass Person that is the parent for Guest and Employee. Every Person will have a name, and a Key, employees will have occupations, and guests will have room numbers. Each Key will have a brand, keyway type, and a bitting code that corresponds to a Lock. Locks will have both a standard and a mastered bitting code. Keys must have the proper code to open a given lock. I will base the mastered system off of actual working systems, which I will have to learn about during my research. This lends itself well to an object-oriented approach, so I think that java is appropriate.

Good ✓