



# Computer History Museum Management System

CSE-2112: Object Oriented Programming Lab

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## Overview

The management of a computer history museum involves a wide range of activities such as selling tickets, managing the entrance and exit of the visitors, providing necessary information to the visitors and taking care of the museum's important things. To make these tasks easier, we are here with our project named "Computer History Museum Management System" based on the Java programming language with the help of Object Oriented Programming principles.

In this project, we are trying to build a system that is not only scalable, but also modular and efficient. Each and every functionalities that happen in such a museum everyday are kept here so that this project can be used for a larger purpose.

To implement the management system of a computer history museum using Java it requires to know and understand the functionalities and workflow of a real museum. The system is necessary to be user-friendly, secure as well as able to implement all the different jobs of people of different posts of the museum.

## Goals

1. To apply Object Oriented programming principles in a real-life situation.
2. To make a helpful project that will contain every managerial part of a computer history museum.
3. To understand the departments of a museum and implement them in codes.

## Requirement Analysis

Computer History Museum Management System software can be used by a real computer museum to maintain their functions properly. This software has some features like adding or changing people in different posts of the museum, selling tickets for the museum (both on spot ticket and pre-booked ticket), going with the Governing body of the museum. The main objective of Computer History Museum Management System software is to allow the administrator of the museum to edit and find out the personal details of the visitors and the employees of the museum. It keeps necessary data of the visitors so that they can be traced down later for any purpose.

Without a nice and user-friendly management system software, managing the whole tasks of the museum is very much tedious and tiresome. This software will definitely help perform those tasks very easily.

## Project Features

### I. Administration Section

The admin of the whole system is in charge of adding, editing or removing an employee. They can see the list of current employees and visitors. Usually, the whole project will remain under one admin's control. They save the data and information of all the employees including the governing body, curators, educators, ticket sellers, cleaners etc. They are also in charge of securing the data of the visitors.

### II. Internals Section

Internals of a museum are the people who usually work in the BOD, the students coming from different institutes to gain knowledge from the museum and the employees.

### III. Employee Section


Every employee in the museum has their dedicated task to do. They have some common information. This section contains that information. Employees include curators, educators, developers, ticket sellers and they are divided according to the departments they belong to.

### IV. Visitors Section

Every visitor visiting the museum gives their information in the ticket selling desk. This information includes their name, email, phone number, photo, dob/age etc. Visitors may get the ticket pricing according to their age and their occupation.

### V. Ticketing Section

Ticketing section of the museum has some major tasks to do. When a visitor comes to visit the museum, the ticket seller first takes some necessary data from the visitor. Then, according to the data, they calculate



the pricing of the ticket for each visitor. Then, they collect money from the visitor and add the money to the cash-section. An option of pre-booking of tickets is also available here that works almost the same as the normal booking.

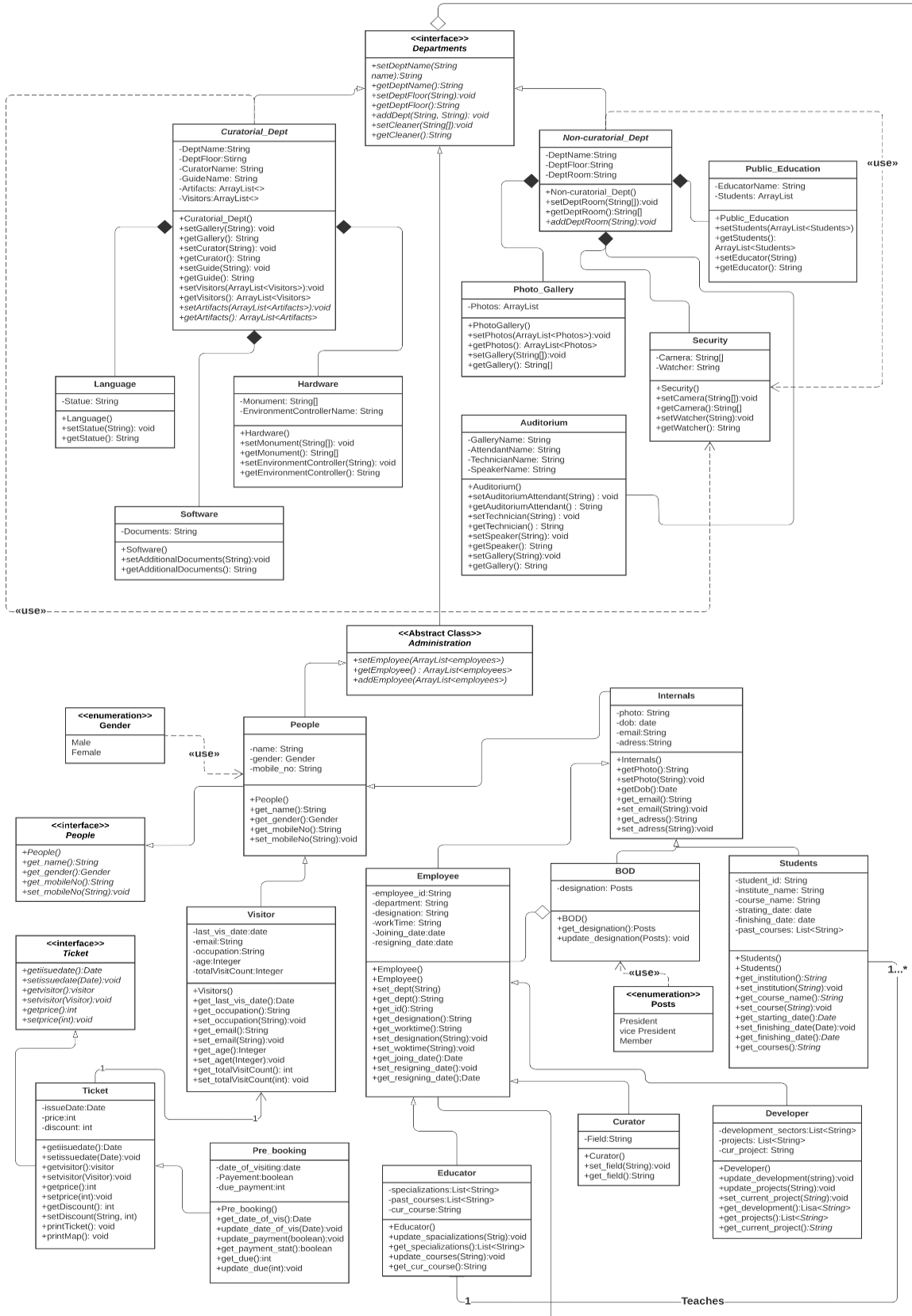
## VI. Curatorial Section

Curators of each department of the computer history museum are accountable for maintaining every work in their department (hardware, software and language). There are some educators helping visitors to get information about the particular topics present in the museum.

## VII. Non-curatorial Section

There are some non-curatorial departments in the museum too. This includes Photo Gallery, Security, Auditorium and Public\_education. Some employees of non-curatorial departments look after these works.

# A UML Diagram of A Computer History Museum Management System



## Use-Case Diagram

