# Design Phase

## Part - One System Analysis

### 1.System’s description

### 2.System’s Use-case diagram

### 3.System’s Scenarios for each Use-Case, having all candidate objects underlined.

### 4.System’s Conceptual Model

## Part Two–Domain Diagrams

### 1.Highlights of the system’s architecture.

### 2.Updated use case diagram

### 3.Systems activity diagram

### 4.Sequence diagram for at least four or five use cases (one per each member of the group)

### 5.State transition diagram for at least four or five GUI objects ordomain objects such as ticket, payment, (one per each member of the group)

### 6. System’s Domain class diagram: without attributes and functionalities (only relationships and multiplicities). In one page

## 

## 

## 

## Part Three – System’s Detailed Design - Class Diagram

### Domain classes

### Boundary classes

### Controller classes

## Part Four– High - Level System’s Architecture

### A Package Diagram

### A Deployment Diagram

## Requirements)

Logging in

1. Different User Type
   1. Tourism agent
   2. Airline agent
   3. Admin

Flight booking

1. Browse flight to a specified destination
2. Select Flight
3. Seat amp (graph)
4. Ticket selection

Reponse

1. Payment
2. Ticket via email
3. Receipt via email
4. Cancel flight

Agents

1. Browse the list of passengers on flight

Admins

1. Browse flights (origin destination)
2. Browse / list crews
3. Air craft that companies own
4. Add crew
5. Remove crew
6. Remove aircraft
7. Add aircraft
8. Add flight
9. Remove flight
10. Modify flight
11. List of user with registered airline company

Additional Info

* Single airline company
* 3 types of seat selections
  + Ordinary
  + Comfort = ordinary \*1.4
  + Business class = ordinary \* 2
* Registered user / Rewards user