OOP PROJECT

Airport Management System

A C++ program with OOP Concepts

PRESENTED BY:

Rabeesha Ijaz (24P-0015)
Khansa Malik (24P-0019)
Warda Shahid (24P-0007)

Introduction to Our Airport Management System

In our project we have designed an airport management system that works on the principles of Object Oriented Programming. The program works on 6 classes i-e:

- class Airport (base class)
- class Flight (derived from class Airport)
- class Airline
- class Staff (derived from class Airport)
- class Baggage
- class Passenger (derived from class Airport)
- class Ticket (derived from class Passenger)

Functionalities Of
Our Airport Management System

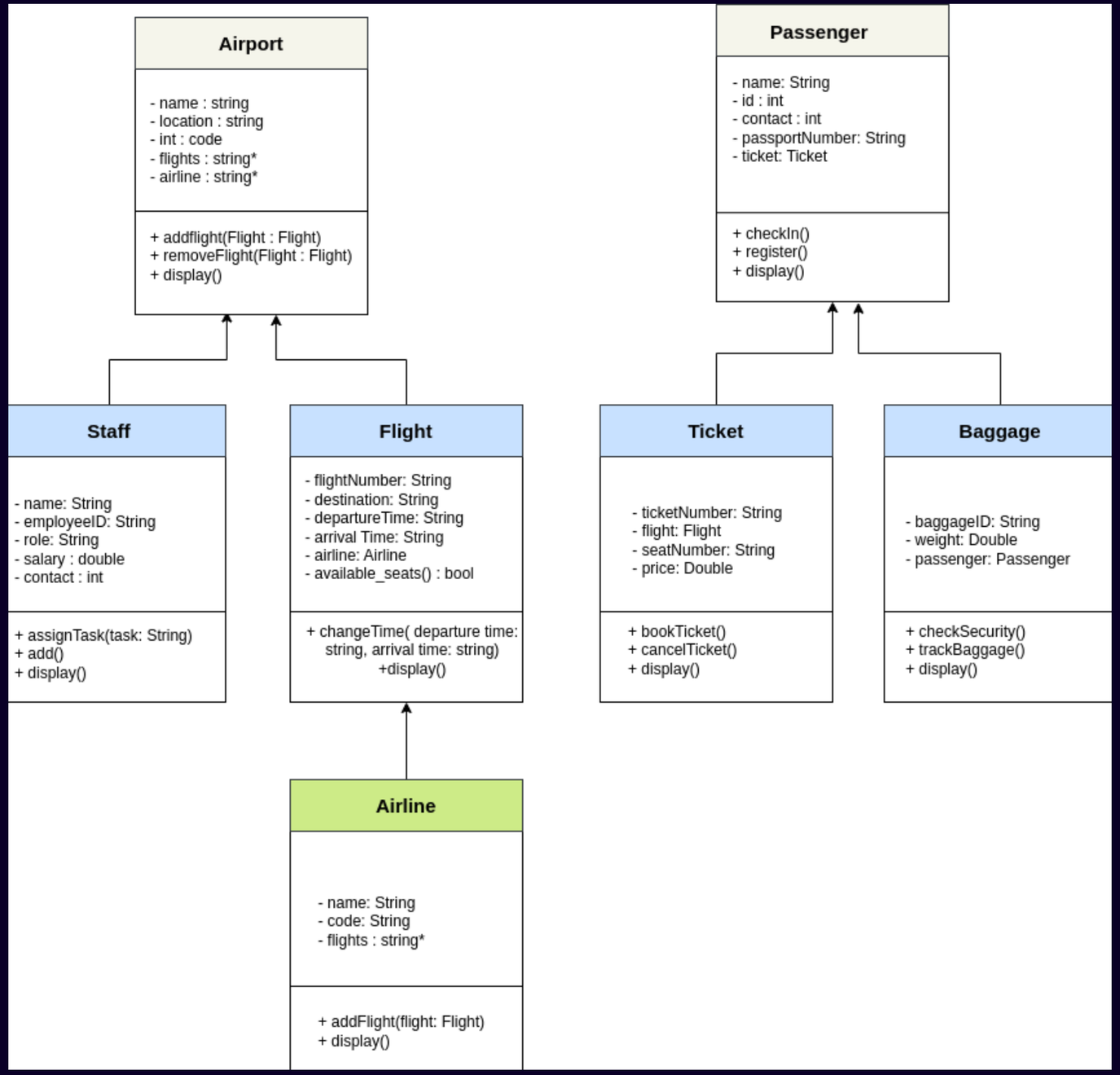
In this Project the program has the following Functionalities on which it works and operates as a Airport Management System:

- Storing the details of Airport .
- Having all Flight details such as destination, departure and arrival timings etc.
- Airline details and the flights of respective airlines and the number of flights each airline has.
- Managing all details of the staff of the airport and having the functionality to assign them tasks and keeping a track of them.
- Having track of the passengers of the Airport and their details.
- Keeping note of the Baggage of each passenger.
- Managing tickets of the passengers.
- Booking and Cancelling Tickets.
- Registering Passengers , checking in , checking available seats.

Concepts Of OOP Used

The following complex concepts of Object Oriented Programming are used in Our Airport Management System Project

- Inheritence
- Aggregation
- Composition
- Polymorphism
- Friend Class



Class Daigram

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Thank You

For Your Attention