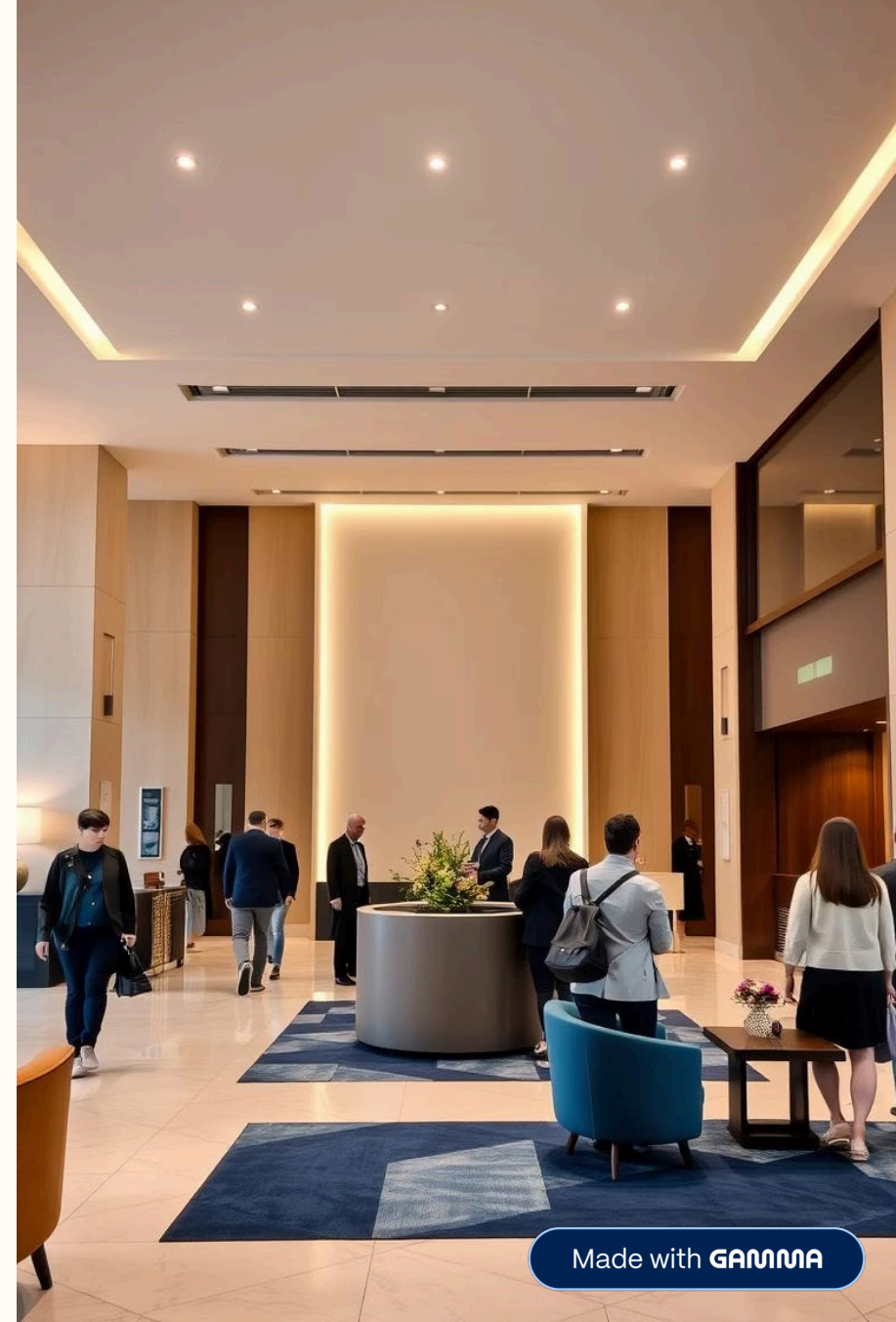


Hotel Booking System

System Analysis & OOP Implementation



by Salma Elmaghawry



Made with GAMMA



System Entities



Hotel

Stores details of the hotel.



Room

Represents individual rooms with availability.



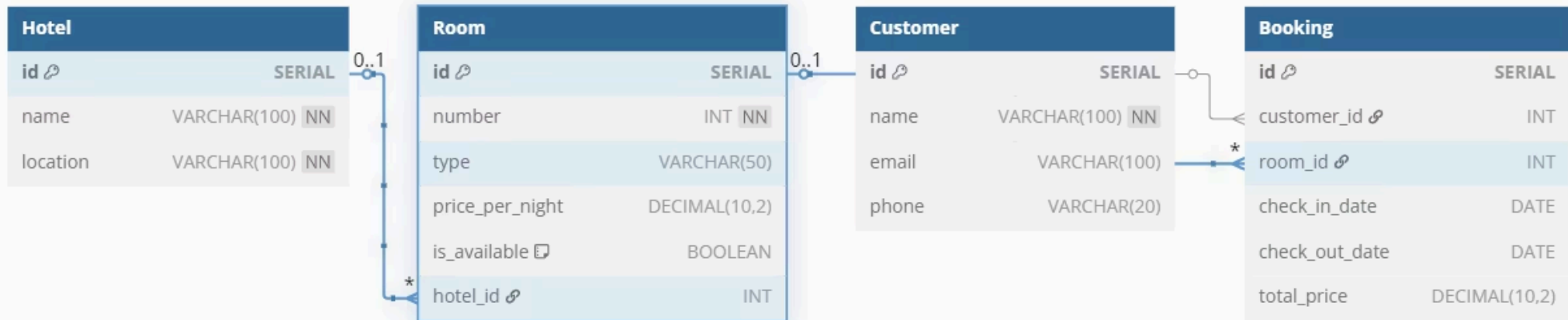
Customer

Manages customer information and booking history.



Booking

Tracks booking details and status.



Hotel Class

```
import 'room_class.dart';

class Hotel {
  String name;
  String location;
  List<Room> rooms;

  Hotel(this.name, this.location, this.rooms);

  List<Room> availableRooms() {
    return rooms.where((room) => room.isAvailable).toList();
  }
}
```

Customer Class

```
class Customer {  
    String name;  
    String email;  
    String phone;  
  
    Customer(this.name, this.email, this.phone);  
}
```

Room Class

```
class Room {  
    int number;  
    String type;  
    double pricePerNight;  
    bool isAvailable;  
  
    Room(this.number, this.type, this.pricePerNight, {this.isAvailable = true});  
}
```

Booking Class

```
✓ import 'customer_class.dart';  
import 'room_class.dart';  
  
✓ class Booking {  
    static int _bookingCounter = 0;  
  
    int id;  
    Customer customer;  
    Room room;  
    DateTime checkInDate;  
    DateTime checkOutDate;  
    double totalPrice;  
  
    Booking(this.customer, this.room, this.checkInDate, this.checkOutDate)  
        : id = ++_bookingCounter,  
          totalPrice = _calculateTotalPrice(room, checkInDate, checkOutDate) {  
        room.isAvailable = false;  
    }  
  
    static double _calculateTotalPrice(Room room, DateTime inDate, DateTime outDate) {  
        int nights = outDate.difference(inDate).inDays;  
        return nights * room.pricePerNight;  
    }  
}
```

Thank You

We appreciate your time and interest in this presentation.



Thank You!