

**Hotel Reservation Android
Analysis and Design Document**

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Group:

Revision History

Date	Version	Description	Author
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I. Project Specification

[Present the project specification]

This application allows users to book hotel rooms from their Android phones. The user can view and check the various rooms available and book them using online payment. The application also allows users to select additional facilities like jacuzzi, swimming, and meals. The app then calculates the total cost of the booking. Once the user makes the payment, the app provides an online receipt to the user in the form of an email. When selecting rooms, only the rooms that are available will be shown to the user. Once the user completes the payment of their booking, and admin is notified with the details of the booking. When the user visits the hotel, they must show their receipt for the booking. This application requires a smartphone connected to the Internet.

II. Elaboration – Iteration 1.1

1.Domain Model

[Define the domain model and create the conceptual class diagrams]

2.Architectural Design

2.1.Conceptual Architecture

[Define the system's conceptual architecture; use an architectural style and pattern - highlight its use and motivate your choice.]

2.2.Package Design

[Create a package diagram]

2.3.Component and Deployment Diagrams

[Create the component and deployment diagrams.]

III. Elaboration – Iteration 1.2

1. Design Model

1.1. Dynamic Behavior

[Create the interaction diagrams (1 sequence, 1 communication diagrams) for 2 relevant scenarios]

1.2. Class Design

[Create the UML class diagram; apply GoF patterns and motivate your choice]

2. Data Model

[Create the data model for the system.]

3. Unit Testing

[Present the used testing methods and the associated test case scenarios.]

IV. Elaboration – Iteration 2

1. Architectural Design Refinement

[Refine the architectural design: conceptual architecture, package design (consider package design principles), component and deployment diagrams. Motivate the changes that have been made.]

2. Design Model Refinement

*[Refine the UML class diagram by applying class design principles and GRASP; motivate your choices.
Deliver the updated class diagrams.]*

V. Construction and Transition

1. System Testing

[Describe how you applied integration testing and present the associated test case scenarios.]

2. Future improvements

[Present future improvements for the system]

VI. Bibliography