Airport

Airport

- name: string
- location:string

- check_in_counter(list):void

Seat

seat_number: string

class: string

Arrives

Departs

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Flights

#date: Date
#flight_number: string
#source: string
destination: string
#boarding_gate:int
#boarding_time: Time
#departure_time: Time
#arrival_time: Time
#flight_status: string

+Departures(list):void
+ Arrivals(list):void

Aircraft

- airline: string
- model_number: string
- capacity: int
-pilot_name: string

- airline: string
- model_number: string
- capacity: int
-pilot_name: string

-get_details(string):Aircraft
- update_details(string,string):void
- add_new_aircraft():Aircraft
- remove_aircraft(string)

Staff

- employee_name: string
- employee_ID: number
- designation: string
- salary: number

- update_emp_details(string):void
- add_new_emp():Staff
- fire_emp(string):void

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Board

Boarding

-boarding_status: string

-get_passenger_list():char*
-check_BP(structure):boolean
-boarding_comp(string):boolean

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Passenger

#full_name: string
#DOB: date
#ticket_ref: string
#identity_proof: structure

+board_flight(string):void

Check-In

-counter_no: int
-airline: string

-check_passngr_details(structure):boolean
-check_ticket(string):boolean
-check luggage weight(float):boolean
-check-in():boolean
- issue_BP(string,Flights):structure

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checks in

Issue BP

Boarding Pass

#issue_time: Time
#seat_no: String

Issued BP

Goes to