Tourism Agency

Analysis and Design Document

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1. Requirements Analysis

# Assignment Specification

The objective of this project is to design and implement an application for a tourism agency. The application is going to facilitate the way that a tourism agent handles his clients, reservations and all the data regarding them.

Beside the agent, the application will have another user, named administrator. This will have the possibility to manage the agents’ information.

The application should help agents and their supervisors (administrator) to manage the data more easily and to make the company that will use more efficiently and organized.

# Functional Requirements

Using this application, an agent can do:

* Add/update/view client information
* Add/update/view/delete a holiday reservation for a client
* Accept partial payments from a client before final payment date
* View all the clients who missed the final payment deadline and have the possibility to cancel their holiday

All the data will be stored in a database, and the next information will be needed about:

*Client:*

* name,
* identity card number,
* personal numerical code,
* address
* any other information that may be important.

*Reservation:*

* destination,
* hotel name,
* number of persons who are going on holiday,
* details about each member going on holiday,
* total price,
* final payment date,
* any other information that may be important.

The administrator can perform CRUD operation on agents’ information and generate reports containing the activities performed by an agent in a particular period of time.

Both users have to use a username and a password in order to access the application.

# Non-functional Requirements

*[Discuss the non-functional requirements for the system]*

2. Use-Case Model

*[Create the use-case diagrams and provide one use-case description (according to the format below).*

*Use-Case description format:*

*Use case: <use case goal>*

*Level: <one of: summary level, user-goal level, sub-function>*

*Primary actor: <a role name for the actor who initiates the use case>*

*Main success scenario: <the steps of the main success scenario from trigger to goal delivery>*

*Extensions: <alternate scenarios of success or failure>*

*]*

3. System Architectural Design

**3.1 Architectural Pattern Description**

*[Describe briefly the used architectural patterns.]*

**3.2 Diagrams**

*[Create the system’s conceptual architecture; use architectural patterns and describe how they are applied. Create package, component and deployment diagrams]*

4. UML Sequence Diagrams

*[Create a sequence diagram for a relevant scenario.]*

5. Class Design

**5.1 Design Patterns Description**

*[Describe briefly the used design patterns.]*

**5.2 UML Class Diagram**

*[Create the UML Class Diagram and highlight and motivate how the design patterns are used.]*

6. Data Model

*[Present the data models used in the system’s implementation.]*

7. System Testing

*[Present the used testing strategies (unit testing, integration testing, validation testing) and testing methods (data-flow, partitioning, boundary analysis, etc.).]*

8. Bibliography