**COEN-6312 -MODEL DRIVEN SOFTWARE ENGINEERING**

Text

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**DELIVARABLE -3**

**AIRLINE RESERVATION SYSTEM**

**PRESENTED TO**

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**STATE DIAGRAMS:**

State diagram depicts the behaviour of an object of a class in response to any stimuli such as a state or an event. Following some of the state diagrams shows the behaviour of the objects of the classes created for the Flight reservation system.

**STATE DIAGRAM FOR FLIGHT**

1. A Traveller when he books a flight. A flight object is created in flight schedule class.
2. When it departs, he can track the flight in Tracking class, and it redirects to transit class at present location it will shows you. If it is not landed it redirects back to in transit.
3. If the flight reaches the destination, it shows the landed and the flight object is deleted.
4. If traveller wants to cancel the flight it moves to cancel flight class, there you can request to cancel the flight.

Diagram

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Fig 1: State diagram for flight

**STATE DIAGRAM FOR BOOKING FLIGHT**

1. When a traveller wants to book a flight a booking object is created in booking class.
2. If he wants to change any details like name, phone number, age, email etc..., he can request for change so a modifying booking object will be created.
3. If they don’t want to change any details, they can cancel so that a booking object will be deleted or if traveller wants to delete his booking details, he can delete in cancel class.

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Fig 1: State diagram for booking flight