

The ticket management program is designed to allow different users to access ticket data according to their needs. Customers can purchase tickets or view available concerts, while administrators have the ability to manage existing concerts or add new ones. This project was developed by William and Robin as a console-based application, utilizing Object-Oriented Programming (OOP) principles to structure the system into multiple classes.

William initiated the project by choosing the ticket management system as the primary focus, bringing forward initial concepts and ideas. Robin then advanced these ideas by creating UML diagrams, which would facilitate the later stages of development. Afterward, William reviewed the diagrams and concentrated primarily on system creation. The final system emerged as more detailed and transparent, adhering closely to OOP principles.

Robin subsequently revised the UML diagrams, adding significant detail to reinforce their accuracy by aligning program flow with execution and designated sequence diagrams. Once the system was complete, William and Robin both conducted thorough checks of the code and UML diagrams to ensure consistency.

For documentation, William created the GitHub repository for code uploads, while Robin prepared the required documentation to explain the program. The final submission will consist of two files: one containing the code and the other containing the UML diagrams. The code file is divided into two sections: an asset file that includes tables of various objects and related documentation, and a 'src' file with several classes, including the main function '*TicketManagementEngine.java*'. The UML diagram file includes a use case diagram, all sequence diagrams, and the class diagram.

GitHub Link: <https://github.com/will666will/Project.git>