Booking System Exercise

- You are working on a project to develop a booking system for a hotel franchise
- Some parts were already designed
- Your job is to validate the designed Class Diagram
- Your predecessor left an Object Diagram before they 'left'. **You have to fix it before you'll also 'leave'**.
- Luckily you are not alone in this situation and maybe your colleagues might help you.

Exercise

1. Take a look on Activity and Class Diagram look to get familiar with the design
2. Start taking notes regarding mistakes in Object Diagram
3. Create a group of 3 people, present your finding to the others
4. Together in the group propose fixes to make the diagrams consistent
5. Present your proposals to others

Notes and Tips

- There are a lot of mistakes (syntactical and semantical) in the Object Diagram, so focus on it
- The Activity and Class Diagram should be OK. Propose a change only if you got a good reason to. Still, it is not forbidden.
- The note in the Class Diagram is OCL (Object Constraint Language) expression. It is used to define constraints in UML.
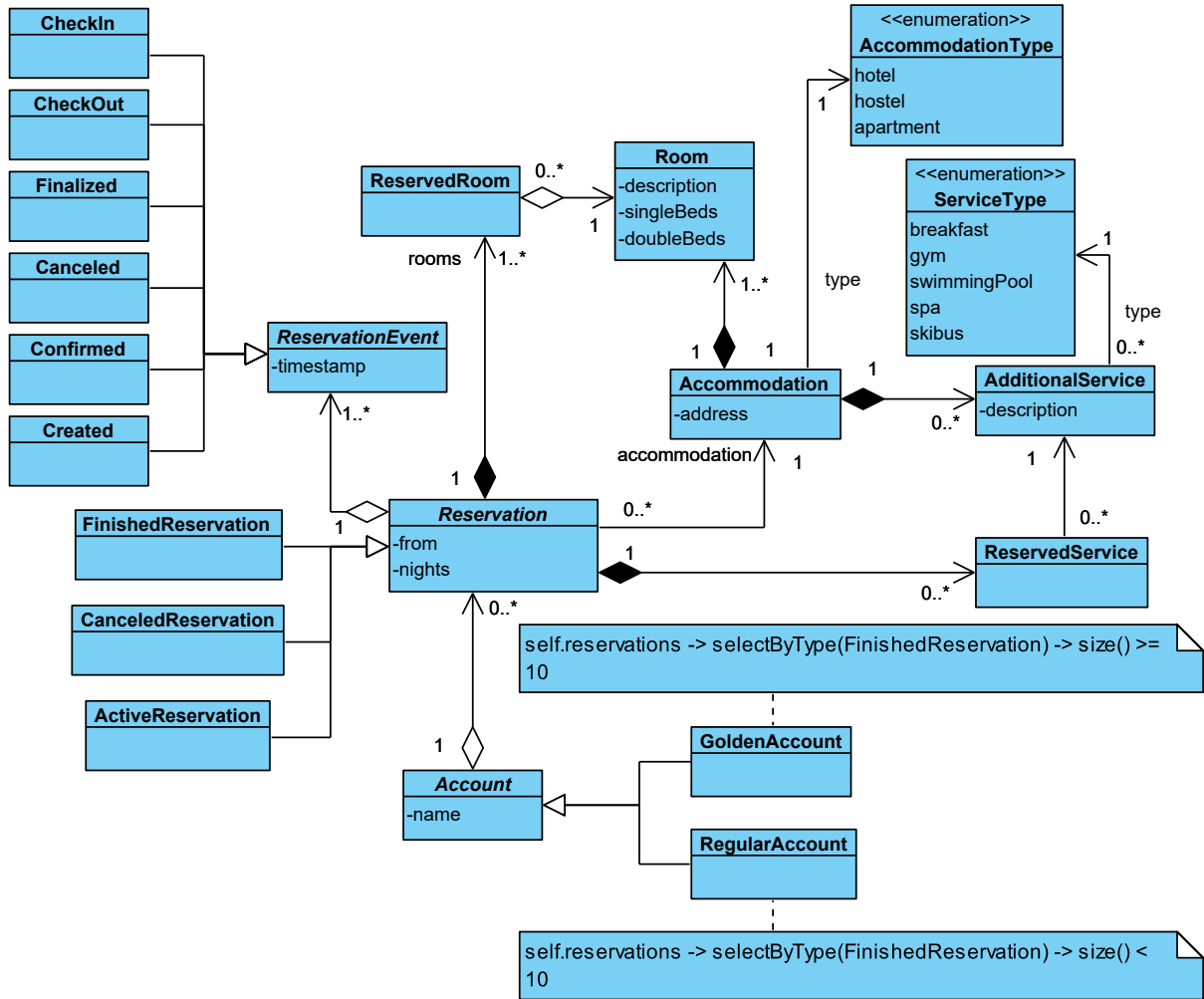
Booking Activity Diagram

- Describes the process of booking a room
- The system should support this functionality
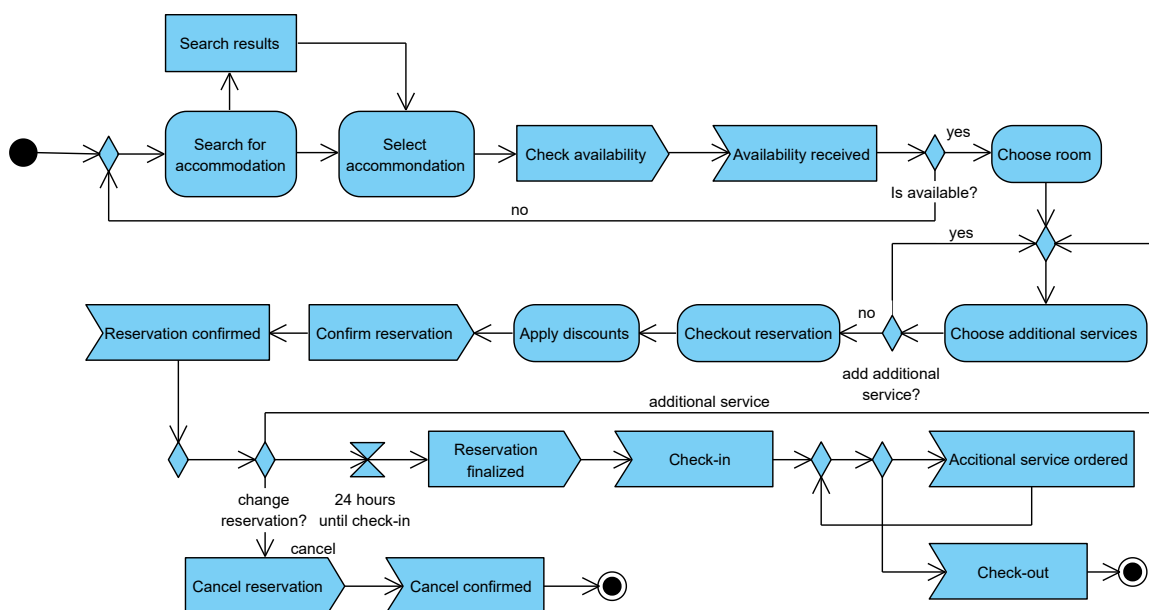
Booking System Class Diagram

- Describes the structure of the system
- You shouldn't change it without a good reason

Golden-CheckIn Object Diagram

- It describes the following a case:
  - User with a golden account booked a room
  - They ordered three additional services
  - They checked-in to the accommodation