E-Hotel

E-Hotel is an information system for booking and hiring rooms in the hotels of a holiday resort. The holiday resort contains more than one hotel, each one with a name, number of stars, address and number of rooms. Each hotel offers rooms that can be of two kinds: single and double, according to the number of beds.

A tourist can book one or more rooms at the hotel by making a phone call to the front desk. A cashier answers and asks the tourist for information: period, number of rooms, desired quality and personal information such as the name and CNP. The system should show the booking situation at any moment so the cashier checks if the request can be satisfied. If not, the cashier can offer alternatives such as a hotel with a different number of stars of a double room instead of a single room. The client can also choose additional services such as breakfast, dinner or internet (if applicable).

Once the client has decided he will communicate a credit card number and the cashier will mark the room as booked and release a booking number to the client. The cashier also communicates the period in which the client can cancel the reservation without penalization. The money is not extracted from the credit card unless the client cancels the booking after the grace period.

When the tourist presents at the front office he must present the booking code. If he does not have it, he must present his ID card to retrieve his booking. He can also choose to extend the stay period if the room is not booked.

When leaving the hotel the tourist can pay for his services either with cash or credit card and he receives a bill and also a coupon which he can use for discount when making other reservations at the same holiday resort.

The system has to generate a monthly statistic: earnings from rooms, what type of rooms were mostly booked, how many bookings were canceled.

For the documentation use the project deliverables table of contents on the site.

Propose to the professor what parts of the system should be automatized and, following his input, implement the computer system