Project Report

Airline Reservation System

**Heterogeneous System**

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# Introduction (Karrtiigehyen and Nicolas Popal)

## Background Description (Karrtiigehyen and Nicolas Popal)

Aviation has allowed mankind to visit other countries and continents in a matter of hours. Once, aviation was only available to people of power and money, but nowadays, commercial airlines provide flights to the public. Not only that, airlines provide extra services such as hotels, car rentals and insurance to the public as well. Tickets to these flights are mainly booked online through a website.

An airline reservation system (ARS) should be simple to use and easy to understand from the customer’s point of view. Unfortunately, this is not the case. A survey conducted on the satisfaction of customers using ARSs indicate that a big group of customers are more than unhappy with the ARSs that they have used.

Aviation is an unpredictable business due to the scale, weather patterns and most importantly, fuel prices (CAPA, 2017). Due to this, customers can often have unpleasant surprises such as delays and cancellation of flights, and many flight booking websites warn customers when it is too late, which leads to frustration among customers. Refunds can also take a long time to process, which often leads to customers wasting their time contacting the airlines for refunds. This entire process leaves customers confused and irritated (Blessing, Umar and Opeyemi A., 2017).

The people operating the flight booking systems, operators, have a complicated job coordinating and organizing the flights (Aviation Job Search, 2012). The last thing an operator would want to do is input or edit the wrong data in the ARS. So, easing this job with an improved ARS on the operator side will lead to less mistakes and a more efficient workflow.

In a nutshell, customers experiences with the current airline reservation systems are unsavory. ARS should be easily navigable by customers, and simple to use. Poor notification of cancellations and delays of flights to customers leads to low customer satisfaction, which will lead the customers to switch to another ARS or reserve directly at the airport, which is less efficient and more time consuming.

## Definition of Purpose (Karrtiigehyen and Nicolas Popal)

The purpose is to help customers book flight tickets and operators to manage the flight booking system, so that the customers can manage and keep track of the status of their flight tickets, and operators can manage and update flights with ease.

## Delimitations (Karrtiigehyen and Nicolas Popal)

1. We will not include anything regarding insurance.

2. We will not include anything beyond the flight, for example cars and hotels at the destination.

3. We will not include rebooking services.

The methodology used, time schedule, and risk assessment can be found in the Project Description, which can be found in Appendix A.

# Analysis (Everybody)

In the analysis, the problem domain will be further defined by elaborating upon the contents from the previous section. Firstly, the requirements will be explored in the shape of user stories. Then, use case diagram and descriptions are presented to show the different actors and scenarios involved, from which System Sequence Diagrams can be erected. A section will also be devoted to security, where a threat model and a risk assessment table will be made. The conclusion of this section will be with the presentation of the domain model of the system, which will be used as the groundwork for the 3rd section, Design.

## Requirements (Everybody)

SMART principles were used as the framework for the requirements, so that the requirements are testable.

### Functional Requirements (Everybody)

**Critical priority**

1. As a customer, I want to book flights, so that I can fly to my destination.
2. As a customer, I want reserve seats on flights, so that I can sit on the favoured seat in the flight.
3. As a customer, I want to view available flights, so that I can book my preferred flights.
4. As a customer, I want to choose the date of the flights, so that I can reach my destination in my desired date.
5. As a customer, I want to be notified when my booked flights get delayed or cancelled, so that I will be aware of it.
6. As a customer, I want to be able to view the status of my booked flights, so that I will know the status of my booked flights.
7. As a customer, I want to register myself as a customer, so that I can use the airline reservation system.
8. As a customer, I want to be able to log in as a customer, so that I can access the airline reservation system.
9. As a customer, I want to view my booked flights, so that I know which flights I have booked.
10. As a customer, I want to cancel a booked flight, so that the flight is not booked to me anymore.
11. As a customer, I want to get a code from booked flights, so that I can use that information to check in at the airport.
12. As an operator, I want to create flights, so that the customers can view them.
13. As an operator, I want to edit the flight information on existing flights, so that the customers can have the latest flight information.
14. As an operator, I want to cancel flights, so that the cancelled flights will be removed and customers who have booked the cancelled flights will be notified.
15. As an operator, I want to log in as an operator, so that I can access the airline reservation system.

**High priority**

1. As a customer, I want to be able to refund booked flights, so that I can refund flights that are cancelled.
2. As a customer, I want to search for specific flights by their destination, so that I can narrow my flight search.
3. As a customer, I want to view the details of the flights such as the destination, time taken and date, so that I know the details of the flight I am about to book.
4. As a customer, I want the option to buy additional luggage, so that I can bring more luggage to the flight.
5. As an operator, I want to delay flights, so that customers will be able to check whether their flights are delayed.
6. As an operator, I want to view information about the customers, so that I can view which flights are booked by who.

**Low priority**

1. As a customer, I want to edit my user info, so that it is updated.
2. As a customer, I want to view my name when I log in, so that I can identify if I have logged into my account.
3. As a customer, I want to view the previous flights that I have taken, so that I can look up which flights I have taken.

### Non-Functional Requirements (Everybody)

1. The airline reservation system should be a heterogeneous system, using Java and C#.
2. The airline reservation system should be a distributed system.
3. The airline reservation system should use sockets and web services.
4. Customers cannot modify the flight information.
5. Customers cannot view other users’ information.
6. The system must be usability tested by end users.
7. The airline reservation system should work on separate computers over the internet.
8. There will only one type of seat offered by the system to customers.

## Use Case Diagram (Everybody)



Diagram 1: Use case diagram of airline reservation system

As seen from Diagram 1, there are three actors – *Visitor, Customer* and *Operator*. When a user has not performed login or register, the actor is then a *Visitor.* Once the *Visitor* has logged in or registered, the actor is then either *Customer* or an *Operator* based on their account type*.*

*Customer* can book flights, which are not fully booked. While booking flights, *Customer* can reserve their seat position, provided that the chosen seat is not already reserved by another *Customer*. The *Customer* can view available flights to book and view already booked flights. The *Customer* can also cancel flights that are booked, and edit their account information. The *Customer* will receive notifications if any of their booked flights are delayed or cancelled.

The relationship between the *Customer* and *Operator* is generalized, which means that the *Operator* has all of the use cases of *Customer,* while its own use cases. The additional use cases of *Operator* are create flights, cancel flights, edit flight information, view customer information and delay flights.

## Use Case Descriptions (Everybody)

The use case descriptions show how each scenario will play out. The use case descriptions are based on the use case diagram that was just shown.

The use case descriptions below are for Create Flights and View Available Flights. These two cases will serve as the main examples throughout this report and will be referred to frequently. These use cases are chosen because the view available flights use case is from the *Customer’s* point of view, and the create flights use case is from the *Operator’s* point of view.

Rest of the use case descriptions can be found in Appendix B.

**Create Flights**

|  |  |
| --- | --- |
| **Use case** | Create flights |
| **Summary** | The operator creates a new flight |
| **Actor** | Operator |
| **Precondition** | Operator must have all details about new flight |
| **Postcondition** | The flight is created |
| **Main scenarios** | 1. The operator chooses to create new flight  2. The operator needs to insert information about flight  3. The system validates data of the new flight  4. The flight is created and stored in the database |
| **Alternative scenarios** | 2a The flight information is invalid   1. System informs operator, that information is invalid |

Table 1: Use case description for Create Flights

**View Available Flights**

|  |  |
| --- | --- |
| **Use case** | View available flights |
| **Summary** | View flights available for customer |
| **Actor** | Customer |
| **Precondition** | Flights must be added by operator into the system and dates of the flights are in the future |
| **Postcondition** | Flights are viewed to the customer |
| **Main scenario** | 1. Customer inputs departure from 2. Customer inputs flight destination 3. Customer inputs departure date 4. System shows a list of all available flights with those constraints |
| **Alternate Scenario** | At any time during step 1 customer cancels  1. The use case ends  If there are no data stored  1. Continue from Step 1  4a If the system cannot find item with specific attribute  1. System will show an error message. |

Table 2: Use case description for View Available Flights

## System Sequence Diagram (Nicolas Popal and Patrik Horny)

The examples shown here are for the System Sequence Diagrams of create flights and view available flights. All the system sequence diagrams can be found in Appendix C.

System sequence diagram (SSD) is based on use case description. In SSD the system is treated as a black box, which means that the inner workings of the system are not displayed or known. For an example, the system sequence diagrams used for booking, creating, and delaying flights in the airline reservation system shows the input and output events of the system.

**Create Flights**

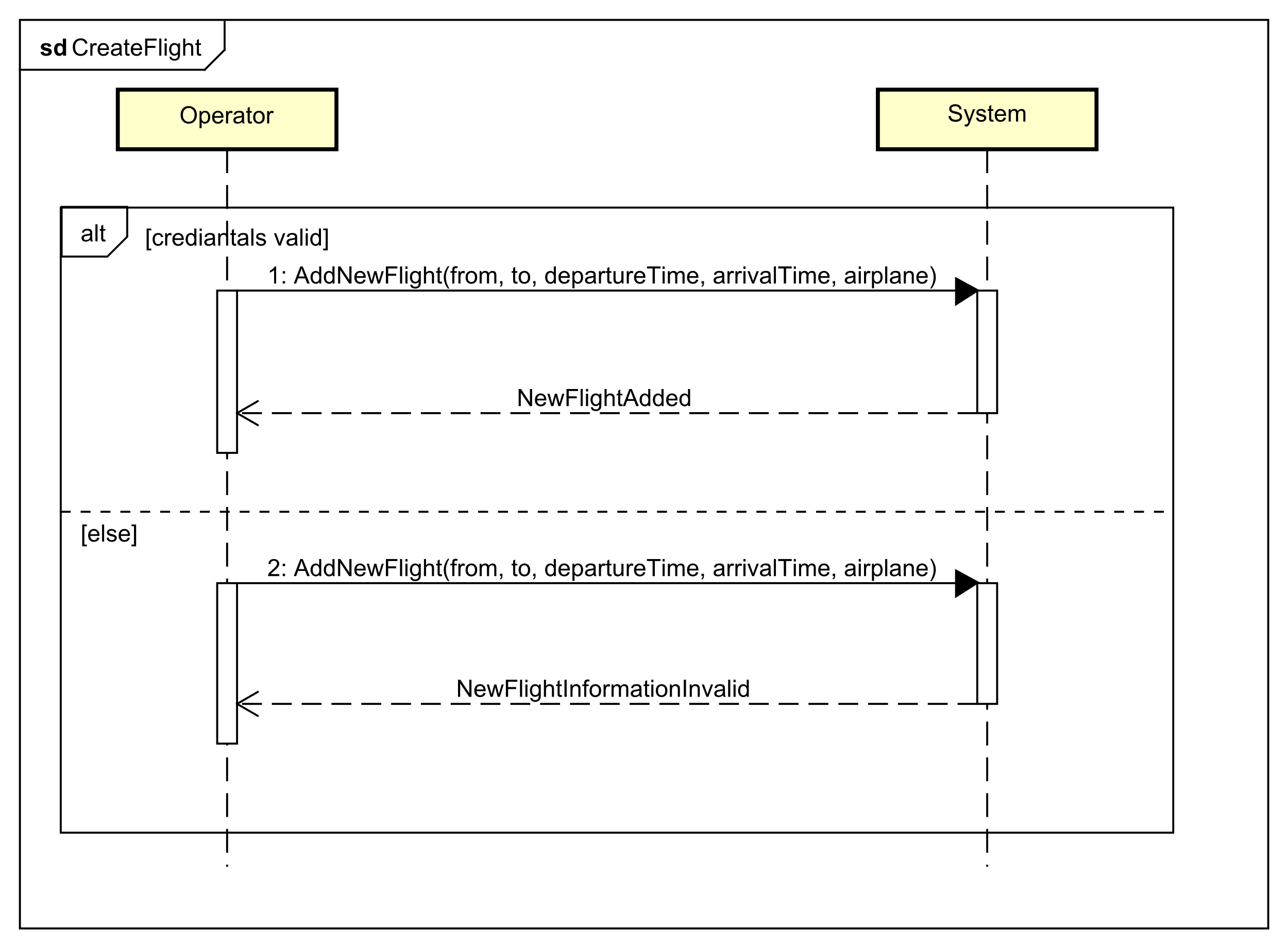


Diagram 2: System sequence diagram for creating flights

This system sequence diagram is from the *Operator’s* point of view. There are two lifelines, *Operator* and *System.*

If the credentials of the *Operator* are correct, then the *Operator* can create flights with parameters origin airport, destination airport, departure and arrival times, dates, and the airplane. Else, the *Operator* would be informed that a new flight cannot be created.

**View Available Flights**

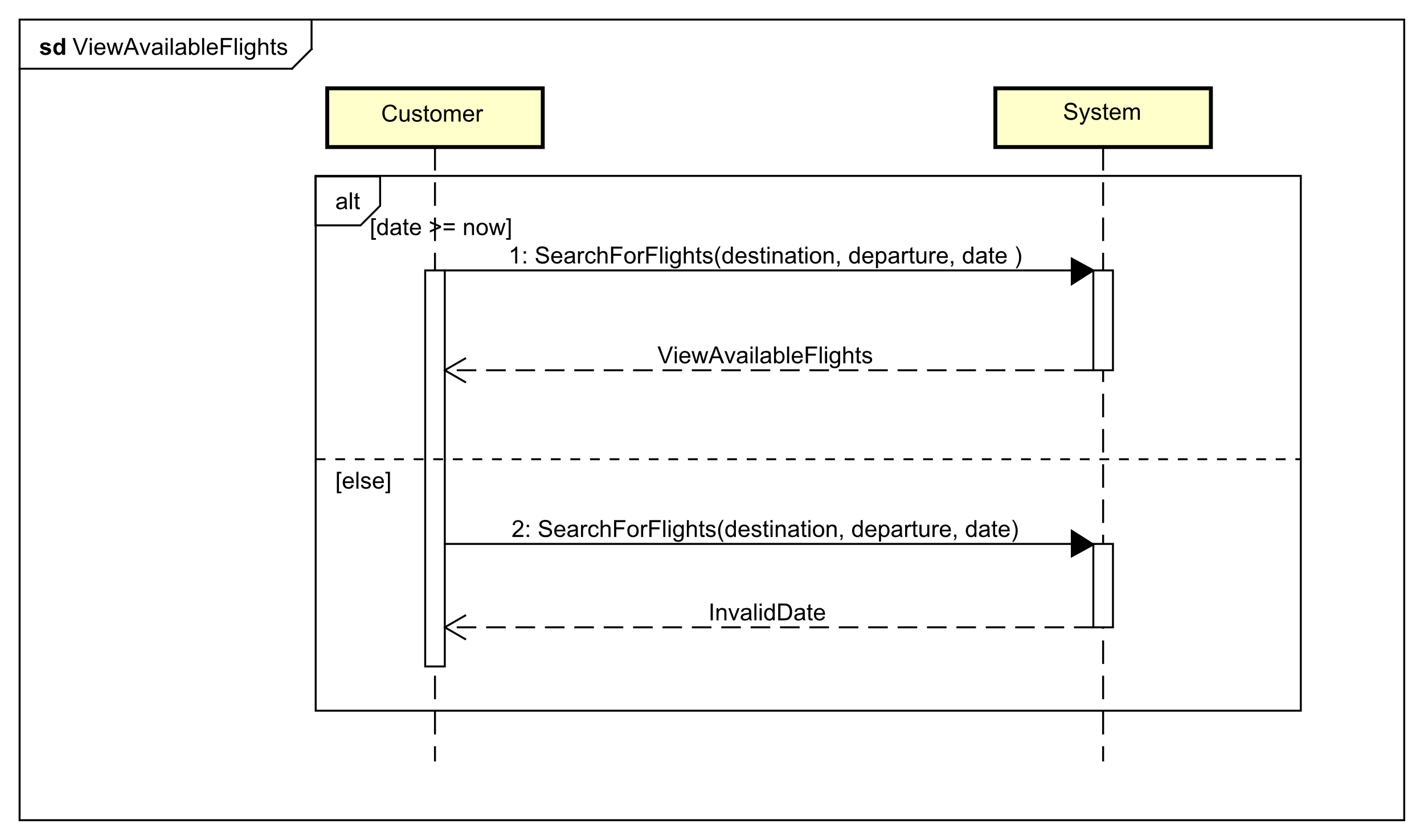


Diagram 3: System sequence diagram for viewing available flights

In this sequence diagram, the actor is *Customer,* and the lifelines are *Customer* and *System.*

The *Customer* can search for flights with the arguments *destination, departure* and *date.* If the date inputted by the *Customer* is bigger than or equal to the current date, the available flights are returned to the *Customer*. If the date is in the past, an error will occur

## Security (Karrtiigehyen and Nicolas)

In this subsection, potential threats to the airline reservation system will be discussed. A threat model for the airline reservation system will be made, using the STRIDE methodology to categorize attacks. The information garnered from the threat model can be summarized in a risk assessment table, which will conclude this subsection.

Security mechanisms that can be constructed to prevent the threats discussed in this subsection can be found in the Design section.

### Threat Model (Karrtiigehyen and Nicolas Popal)

Only one threat will be discussed in this subsubsection. The rest of the threats will be included in the risk assessment table, which can be found in the next subsubsection.

The potential threats are categorized by using the STRIDE methodology. One example will be shown here on how the threats are analyzed.

In the airline reservation system, there are two types of users (actors): *Customer* and *Operator*. *Operator* has special privileges that the *Customer* does not possess such as creating, delaying, and cancelling flights (for more details, check the use case diagram and descriptions in subsections 2.2 and 2.3). So, it is important that the *Customer* is not given the privileges that the *Operator* possesses. But this can be over come using an SQL injection. To showcase this attack, a data flow diagram for a *Customer* performing login is shown below.

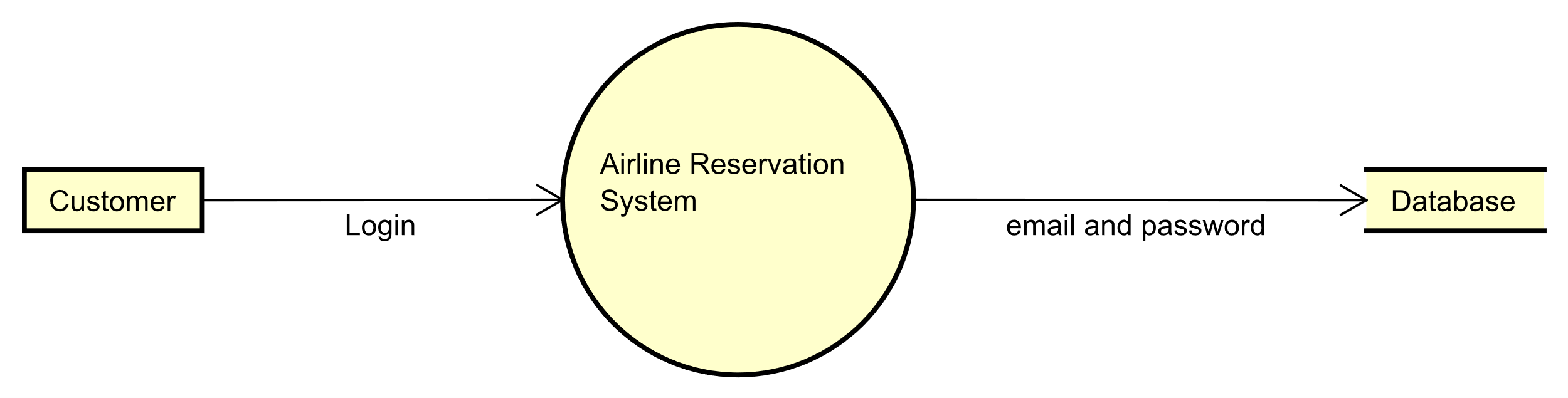


Diagram 4: Data flow diagram for login

While the diagram above is not an accurate representation of the architecture of the airline reservation system, it does provide a visualization of the data flow for the login operation.

The *Customer* (threat agent)performs login with their email and password, and it is checked whether the inputted credentials match in the database. However, an SQL injection can be performed in to elevate one’s privileges. The data flow diagram below shows this.

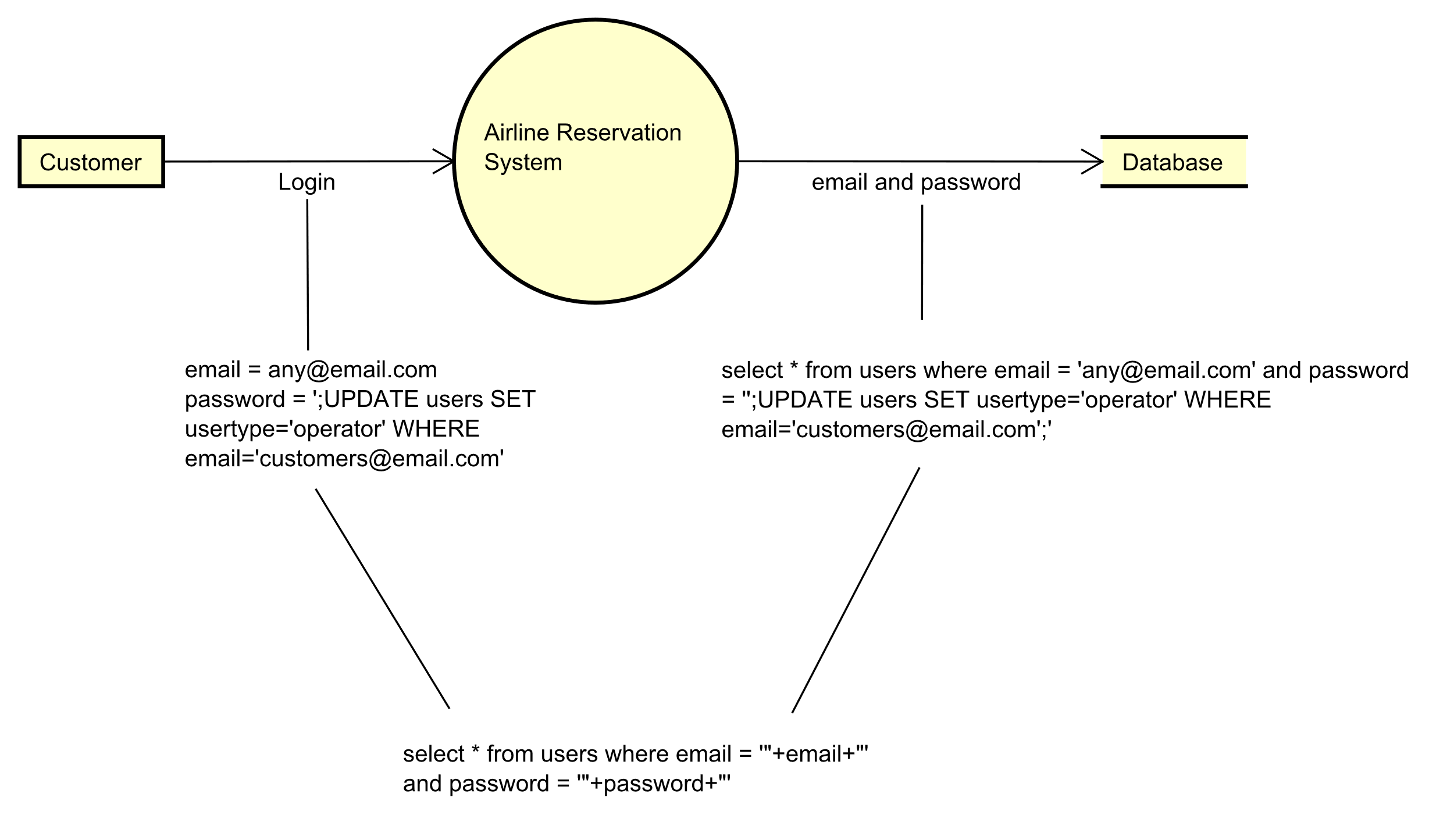


Diagram 5: Data flow diagram for login with SQL Injection

By doing this, the threat agent will now have the privileges of the *Operator.* This can be devastating for a myriad of reason. Some of them being that the threat agent can now cancel flights, delay flights, and create non existing flights. (This example does make an assumption that the threat agent is aware of the construction and terms used in the database though).

While this example only shows the threat agent elevating their status from *Customer* to *Operator*, the SQL injection can be used for different causes as well such as deleting tables from the database and so on.

This particular SQL injection attack can be categorized as Tampering, Information Disclosure and Elevation of Privilege according to STRIDE. The SQL injection itself is Tampering, but the result of the SQL injection gives the threat agent *Operator* level privileges and access to data that the threat agent should not meddle with, which leads to Information Disclosure and Elevation of Privilege. The type of privilege escalation in this attack is horizontal, meaning that the threat agent desires to escalate their privileges to that of an *Operator.* This type of an attack is an active attack, namely modification of messages.

The security objectives compromised because of this SQL injection are Integrity Confidentiality, and Authorization. Data integrity is compromised since the SQL injection manipulates date in the database. The threat agent having Operator privileges leads to an authorization problem.

Where the attack is coming from, and by whom is useful to know. For this, the EINOO method is used. SQL injections can be performed by external (*Visitor*) and internal *(Customer* and *Operator)* attackers, but this particular type of SQL injection can only be performed by *Customer*, which means that the threat agent must have already registered into the system, making them an internal attacker. It is an online attack, as opposed to offline or network attacks.

To prevent SQL injections, the query will be performed using a prepared statement separate from the database. This means that the additional query that the threat agent performs will not be executed.

There are other potential threats such as man-in-the-middle attack and so on, but they are all modelled in the same way as the SQL injection example above.

### Risk Assessment (Karrtiigehyen and Nicolas Popal)

In this subsubsection, a risk assessment table can be created based on the threat modelling from the previous subsubsection. Before making the risk assessment table itself, the meaning of risk and the way it is calculated must be declared.

Risk is calculated by following the equation below:

Incident likelihood is how likely a potential threat is to happen, described by the following equation (the plus sign is more of a metaphorical plus):

The threat frequency is how often the threat can occur. The preventive measures are what measure can be taken to prevent the threat. The threat frequency cannot be controlled, but the preventive measures can be. This means that the incident likelihood can only be lowered by controlling the preventive measures.

In incident consequence, it is assumed that threat has occurred, and is described by the following equation (the plus sign is more of a metaphorical plus):

Threat effect is the magnitude of effect that the threat had, and the corrective measures are the measures taken to nullify the threat effect. The way to lower the incident consequence is by controlling the corrective measures, since the threat effect cannot be controlled.

Together, the incident likelihood and incident consequence make up risk. The lower the incident likelihood and incident consequence, the lower the risk will be.

Now that the risk is defined, the information gathered while modelling the threats can be compiled into a risk assessment table below. The *Threat* column represents which of the STRIDE categories are involved. The *Impact* column says what the attack is. *Security Policies Compromised* is regarding which of the security objectives are violated. *Vulnerability* is regarding of which vulnerabilities the attack will be possible. *Asset and Consequences* is about which assets will be attacked and what are the consequences of the attack. *Risk* is discussed above, but it has a rating from Low to High. Finally, the *Counter Measure* column represents what counter measures can be taken to circumvent the threats.

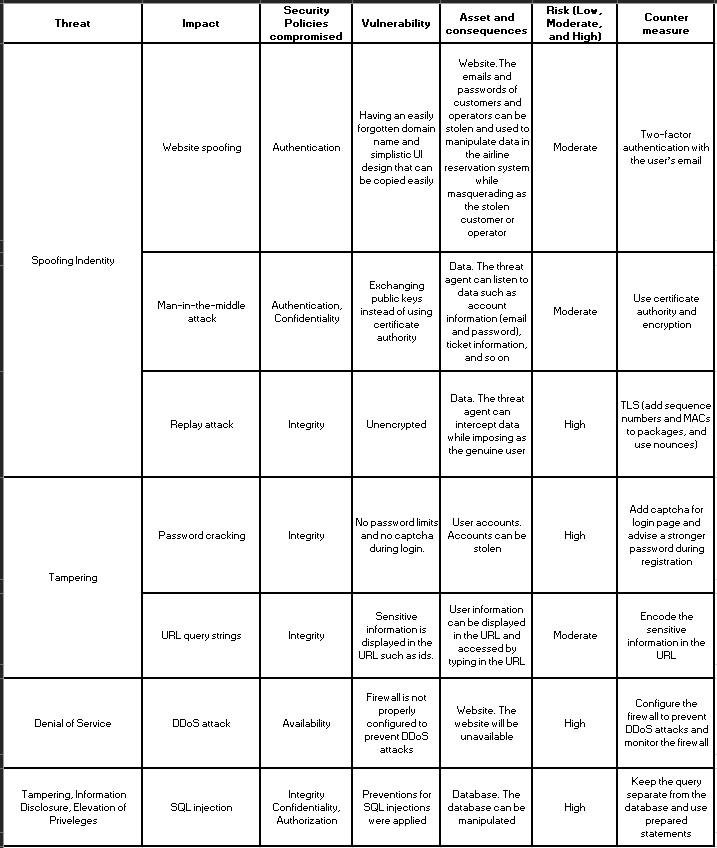


Table 3: Risk assessment table

## Domain Model (Karrtiigehyen and Nicolas Popal)

The domain model is used as a visual guide for the problem domain. The development of the domain model was influenced by the user stories from the Requirements subsection.

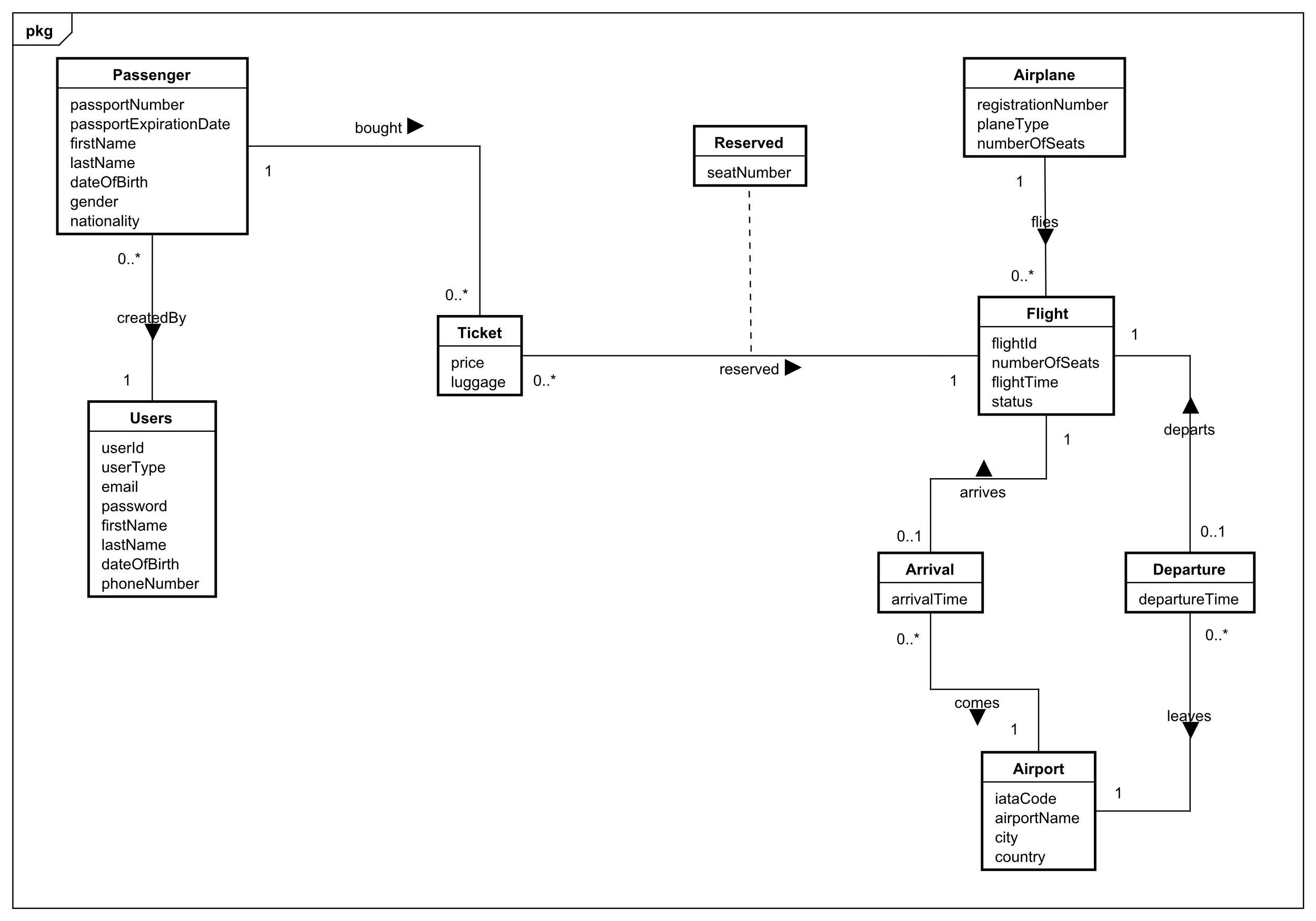


Diagram 6: Domain model

For more explanation on the domain model, please refer to subsubsection 3.3.1 since the conceptual model of the database is explained there, and the conceptual model of the database is heavily influenced by the domain model.

# Design (Everybody)

In this section, the software will be designed more in-depth. The topics that will be discussed are the architecture of the system, design patterns, technologies used, and UI design choices. A section discussing security mechanisms is also included. The outcome of this section will contain the necessary knowledge and diagrams that will be used for the implementation of the system.

## Architecture (Karrtiigehyen and Nicolas Popal)

The architecture chosen for the airline reservation system is the three-tier architecture. The three-tier architecture is a client-server architecture pattern where the presentation, application and data tiers are separated. This has many benefits. For example, there is a separation of concerns. This reduces coupling and dependencies, while improving cohesion and increasing reusability of code. Another advantage to using the three-tier architecture is that any tier can be replaced or modified independently.

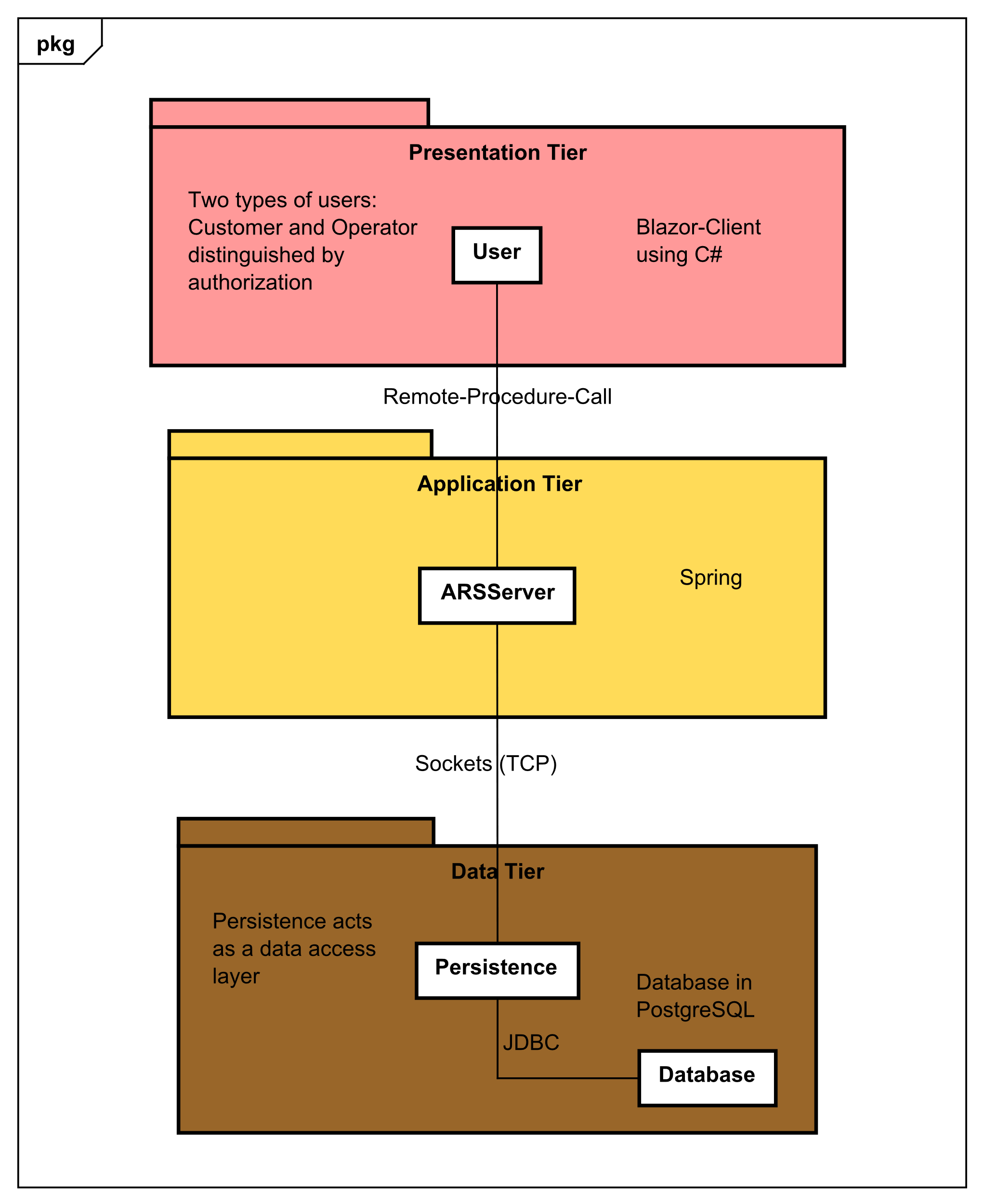


Diagram 7: System architecture diagram

### Tiers (Karrtiigehyen and Nicolas Popal)

In the presentation tier, the topmost level of the application, displays information regarding services such as booking flights, viewing available flights, and creating flights. The result will be displayed on a web page in the form of a GUI. This is achieved by using *Blazor*, namely *Blazor WebAssembly*. The reason for choosing to work with *Blazor* is that it offers more flexibility and options compared to other GUIs. The entire presentation tier is programmed in *C#.* As shown in the use case diagram in the Analysis section, the two actors, *Customer* and *Operator.* These actors are distinguished by authorization in the presentation tier. For more on how this is achieved, look in the Implementation section.

The application tier holds the business rules of the system. This tier is also the middleware of the system. This is a component-based middleware instead of an object-based middleware. This is so that the dependencies will be made explicit and will provide a more complete contract for system construction. The middleware is create using the *Spring Boot* framework. *Spring Boot* is used since it gives a flexible way to database transactions and *XML* configurations. It also manages *REST* endpoints. The middleware is programmed in *Java*.

The data tier houses the persistence layer and the database. The persistence layer consists of the Data Access Objects (DAO), and data can be stored and retrieved from the database. The persistence layer is programmed in *Java*, while the *PostgreSQL* is used for the database. This tier depends on no other tiers, while the application tier is dependent on the data tier, and the presentation tier is dependent on the application tier. For more on the *DAO*, look in the subsubsubsection Persistence Layer.

### Communications Between the Tiers (Karrtiigehyen and Nicolas Popal)

The communication used between the presentation tier and application tier is Remote Procedure Call.

Sockets are used for the communication between the middleware (application tier) and the persistence layer in the data tier. The socket protocol used for this is *TCP* since *TCP* ensures that there will be a lossless and reliable data transmission, which is needed for this system. *UDP* would be incompatible since reliability of the data transmission is of a higher importance than performance.

The persistence layer in the data tier can perform *CRUD* operations on the database via *JDBC*.

## Design of Airline System (Jan Vasilcenko and Karrtiigehyen)

In this sub-section, the package diagram will be shown first in order to get a bird’s eye view of the system. Then, the package diagram will be discussed further into details with the help of some class diagrams (class diagrams with no variables and methods), highlighting the design patterns. At the end, some sequence diagrams will be shown and discussed to illustrate the flow of the system.

The SOLID principles were used as a guideline while designing the classes so that dependencies are reduced, meaning that the code should be loosely coupled, highly cohesive, context independent, and easy to divide into separate standalone components. This also makes testing the system much easier.

### Package Diagram (Jan Vasilcenko and Karrtiigehyen)

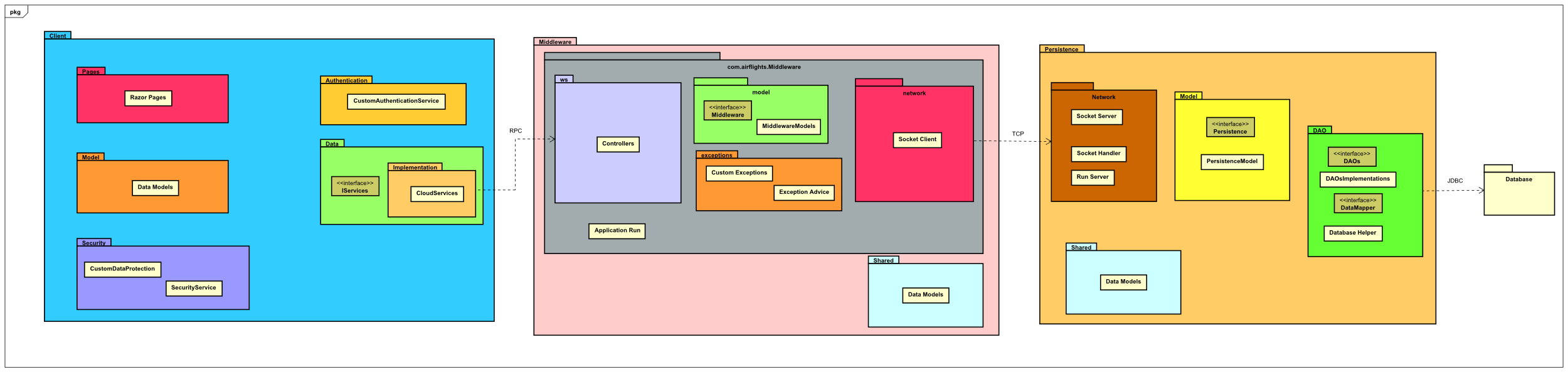
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Diagram 8: Package diagram of the system

The package diagram is similar to the System Architecture Diagram seen in Diagram 7. Each of the three packages represents a tier, with the corresponding communications between them. The leftmost package (blue) called *Client* is the presentation tier, the middle package (pink) called *Middleware* is the application tier, the orange package, *Persistence*, and the database package represent the data tier.

The communications between *Client* and *Middleware* is handled by web services, RPC. *TCP* is used between *Middleware* and *Persistence,* while *JDBC* is used between *Persistence* and the database.

The package diagram can be found in Appendix D.

### Client (Jan Vasilcenko)

The full class diagram can be located in Appendix E.

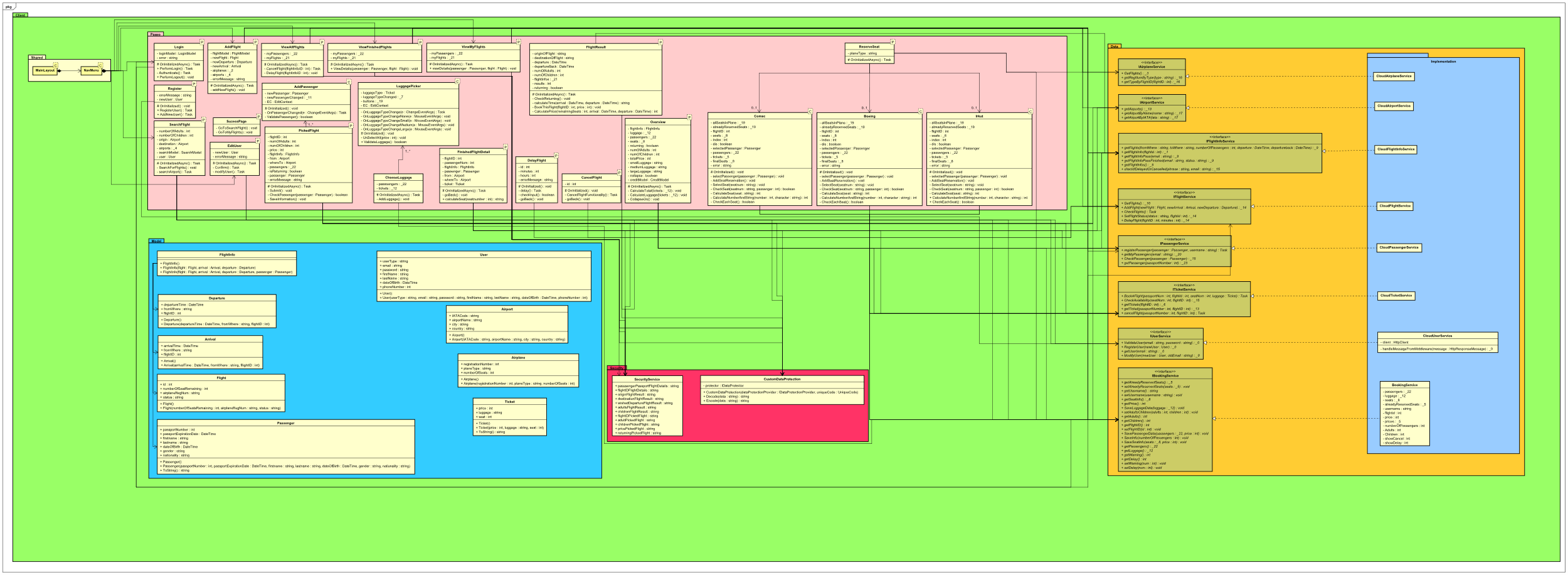


Diagram 9: shows the Client package

The *Client* is implemented in *Blazor*, programmed in *C#*. The *GUI* is implemented in the form of Razor pages, which are divided into two parts: *HTML* and *C#* code. The values from the *HTML* are bound to the code, and various operations are performed on them by services.

Services are classes that perform operations on data inputted. These services can be found in the *Security* and *Data* packages. These services are divided into two, local services and cloud services. Local services perform actions on local scale, for example saving and getting data, and encryption and decryption. On the other hand, cloud services contact the *Middleware*.

The dark pink package, *Security,* contains two local services. The first is used to encrypt and decrypt the URL (because of security reasons, and for more on the matter refer to subsections 2.5 and 3.4). The second one is used for storing and getting those URLs. Both of these services make use of the **singleton pattern** so the same instance can be called in various pages.

### Middleware (Jan Vasilcenko)

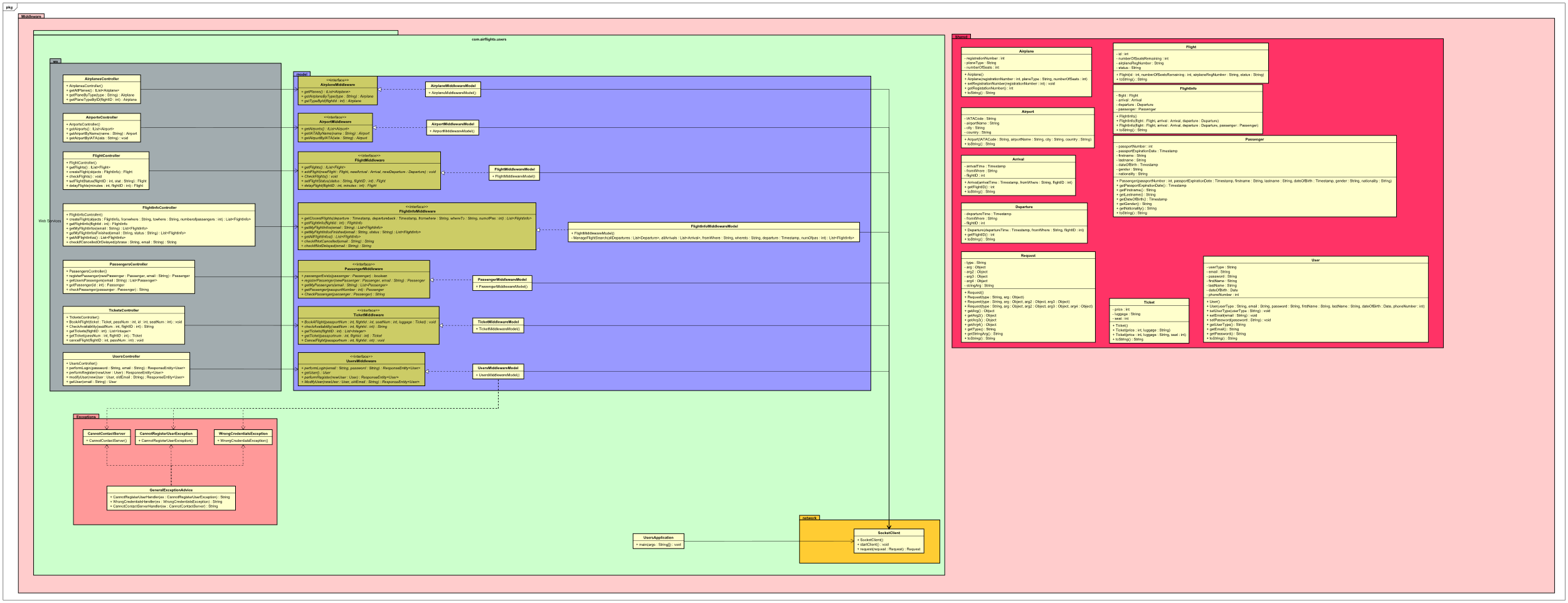


Diagram 10: shows the Middleware package

In the *Middleware*, the business logic is located. It is programmed in *Java* using the *Spring* framework. The middleware is a server-side web service, which is exposing itself to the *Client* for use.

In the package *ws*, there are many controllers which contain HTTP methods which are called by the client to be consumed. Controllers are implemented mainly by Spring annotations, specifying methods, requests and parameters. Each controller has its own instance of the middleware model, which can be found in the *Model* package.

The *Model* package contains all of the middleware models and their interfaces. They are divided so that they comply with the SOLID principles. The business logic of the program can be found here. Custom exceptions are used here. Finally, each one of them have an instance of *SocketClient* to communicate with the *Persistence.*

The *Exceptions* package (light pink) contains all of the custom-made exceptions, and general exception advice to return throw those exceptions to the *Client.*

In the *Network* package, the *SocketClient* can be found. *SocketClient* sends a *Request* object to *Persistence* and awaits a response in form of another *Request* object.

The *Request* object is a DTO, with a String type which is used to implement the custom protocol for sockets. DTO can also store other objects, that can be send or received in the form of object arguments.

### Persistence (Jan Vasilcenko)

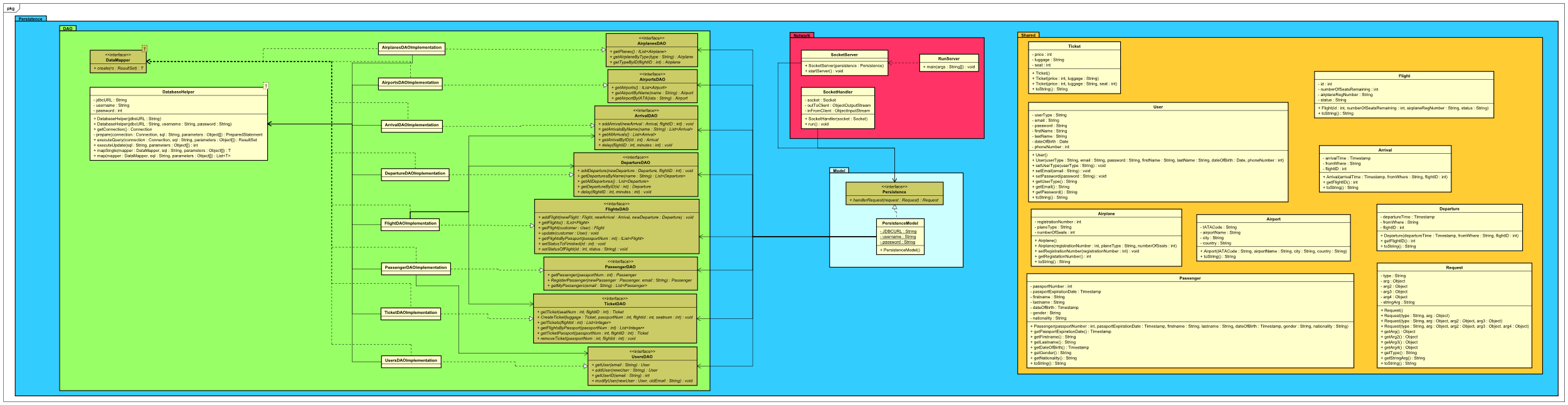


Diagram 11: shows the Persistence package

The *Persistence* package is a data access layer, with an access to the database. It is programmed in *Java*. It also has a *Network* package, which houses *SocketServer*. It is responsible for accepting connections from *SocketClient*. There is also a *SocketHandler*, which receives requests and passes it to the persistence model.

*PersistenceModel* has instances of the DAOs. It handles the requests by reading its types and calls the proper DAO, and sends a response in the form of *Request* object.

A connection to the database must be made in order to read or manipulate data from the database. This is done by using an API called Java Database Connectivity (JDBC), which will be explained further in the Technologies Used sub-section. A class called *DatabaseHelper* is used here so that the DAOs can get access to the database.

**Data Access Object pattern** is a design pattern that is used in separating low level data accessing API or operations from high level business services (Tutorialspoint, 2020). DAO interfaces are used to define the methods to be performed on the ServerModelManager. DAO concrete classes are classes that implement the DAO interfaces, where it can get data from the database. The DAOs are mainly designed using CRUD (Create, Read, Update, Delete) as a guideline, but there are some classes where it is not used. For example, some classes will only need to read data from the database. The DAOs are also designed using the SOLID principles, which is why there are many DAO interfaces and concrete classes, to comply with the Single Responsibility Principle. Examples of how the SOLID principles are used in the DAOs can be found in the Implementation section.

An **adapter pattern** is used so that the *PersistenceModel* can call methods from the DAOs. In this case, the *DatabaseHelper* is the Adaptee, the DAO concrete classes are the Adapter, the DAO interfaces are the Target, and *PersistenceModel* is the Client.

There is a problem with the *Persistence* however. Firstly, the DAOs violate the DRY (Don’t Repeat Yourself) rule. There are several lines of code that will repeat in the DAOs. The command pattern could have been used to avoid this problem. The command pattern turns a request into a stand-alone object that contains all information about the request (Refactoring Guru, 2020). This same problem can also be found in the *Client* package, where pages *Boeing, Comac* and *Irkut* contain a lot of the same duplicate code.

### Sequence Diagram (Nicolas Popal)

Sequence diagram are based on the methods in the actual code and are drawn so that it can be seen what methods and classes are used sequentially in the system.

## Database (Karrtiigehyen and Nicolas Popal)

### Conceptual Model (Karrtiigehyen and Nicolas Popal)

The conceptual model is heavily influenced by the domain model, the only change being *Users* is a superclass to *Operator* and *Customer* subclasses.

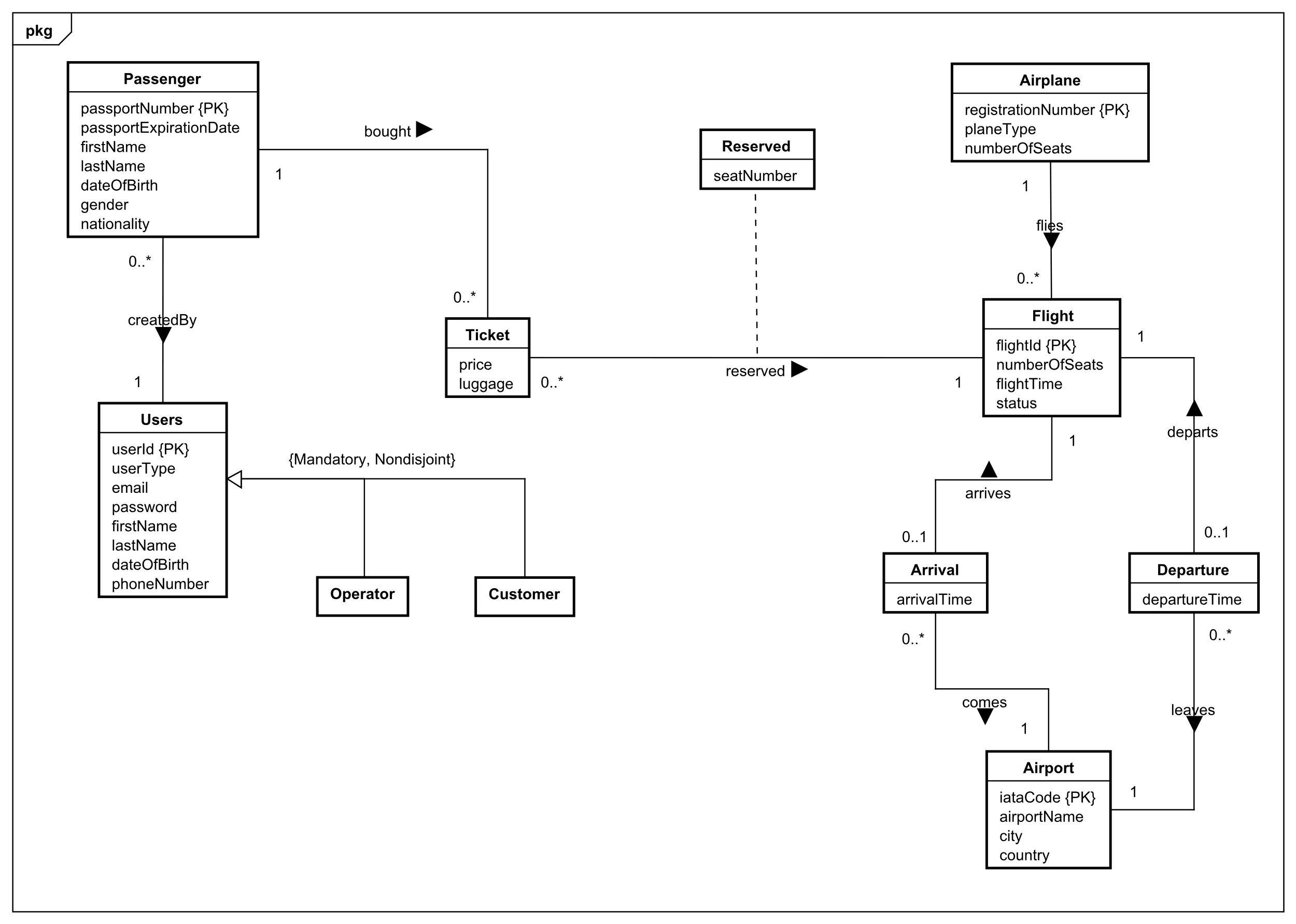


Diagram 12: EE/R diagram of the database

Entity/Relationship modelling models a business situation by describing the relevant entities and their relationships. For example, *Passenger* and *Ticket* are entities, and *boughtBy* describes the relationship between the entities.

This conceptual model is in third normal form. Normalization is a technique for producing a set of relations with desirable properties, given the data requirements of an enterprise (Connolly and Begg, 2015). It is in third normal form since it satisfies the first and second normal form, and no non-primary key attribute are transitively dependent on the primary key.

To better explain the conceptual model, it will be separated into three sections - Section 1, Section 2 and Section 3.

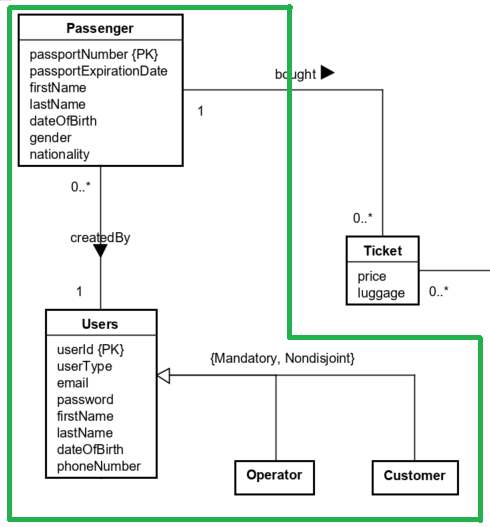


Diagram 13: Section 1 of the EE/R diagram

In Section 1, the strong entities present are the *Users* and *Passenger* entities. The *Users* entity holds the account information of users that use the system. The extended entity/relationship modelling is used between *Users*, *Customer* and *Operator*. *Users* acts as the superclass to the subclasses *Customer* and *Operator.* The participation constraint is mandatory and nondisjoint, which means it has a single relation with one or more discriminators to distinguish the type of each tuple (Connolly and Begg, 2015).

The other strong entity in this section is the *Passenger* entity. The *Passengers* entity has the information of passengers, with the *passportNumber* as the primary key The *Passenger* entity is created for the handling of creating multiple tickets by one customer. For example, if one customer decides to buy tickets for 3 people for one flight, each of the 3 people will be regarded as individual passengers, with their own *passportNumber,* names and so on. The relationship, *createdBy*, describes the one-to-many relationship, since multiple passengers can be created by a user, but a passenger can only be created by one user.

The Section 2 primarily deals with the handling of passengers who buy tickets.

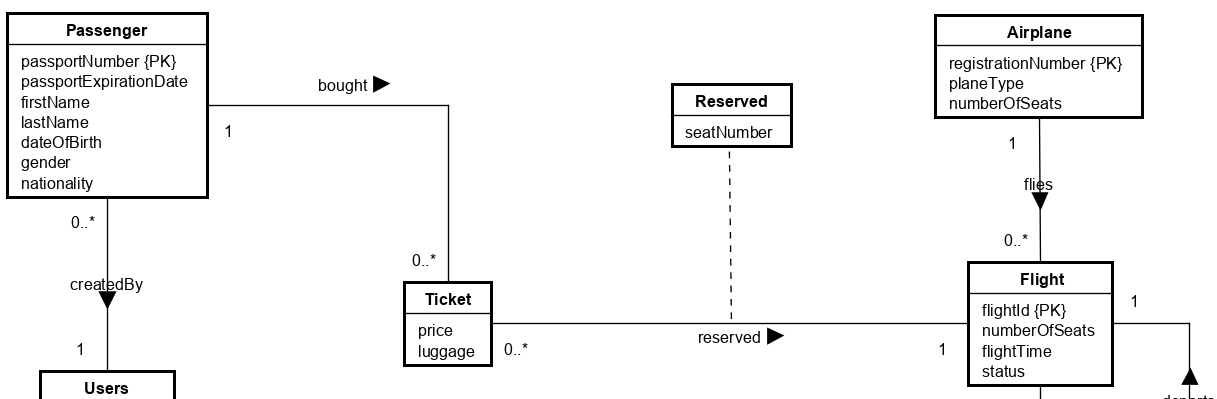


Diagram 14: Section 2 of the EE/R diagram

The new strong entities in this are *Airplane* and *Flight.* The *Airplane* entity describes the airplane, *Flight* describes the flight information. The status in *Flight* refers to whether the flight is on time, delayed or cancelled. The relationship between *Airplane* and *Flight*, flies, is a one-to-many relationship because a flight can only have one airplane flying and an airplane can fly zero to many flights.

The *Ticket* is a weak entity. *Ticket* is a weak entity becausepassengers’ *passportNumber* can be stored alongside *flightId* from the *Flight* entity. The *passportNumber* and *flightId* will act as the primary keys, which then prevents passengers with the same *passportNumber* to buy more than one ticket for the same flight. *Ticket* and *Passenger* are related by the relationship *boughtBy*, which is a one-to-many relationship. It is a one-to-many relationship since a passenger can buy multiple tickets, but a ticket must belong to only one passenger.

How the reservation of seats is handled can be seen in this section as well. Each airplane has a fixed number of seats. The attribute, *numberOfSeats,* in the *Flight* entity shows how many seats are left that are unreserved in the airplane. The relationship, *reserved,* describes the reservation of seats. The attribute, *seatNumber,* indicates the seat number belonging to a particular flight reserved by a passenger. As seats are reserved, the attribute *numberOfSeats* in *Flight* should decrease.

In section 3 are 3 strong entities and 2 weak entities. Strong entities present are *Airplane*, *Flight* and *Airport* and weak entities are *Departure* and *Arrival*.

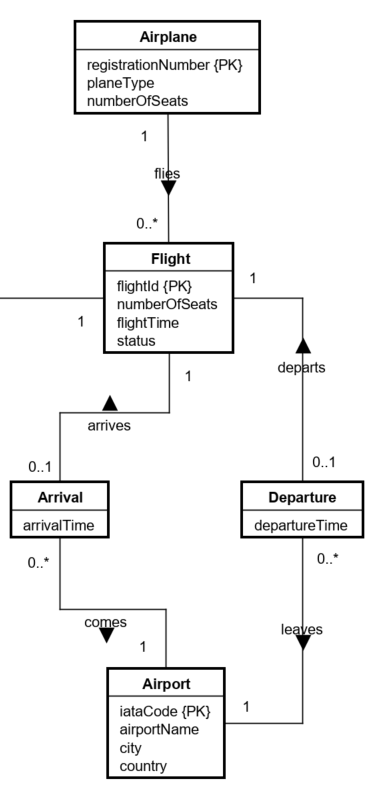


Diagram 15: Section 3 of the EE/R diagram

The *Flight* entity holds the information of flights that use the system, while *Airplane* holds information about airplanes. The relationship between these strong entities is called *flies*, and it is a one-to-many relationship. The reason, why it is a one-to-many relationship, is because *Flight* can store only one airplane (as the one flight will be done with one airplane) and *Airplane* can store multiple flights (as the airplane can be used for many flights). One-to-many relationship is also used between *Airport*-*Arrival* and *Airport*-*Departure.*

*Arrival* and *Departure* are weak entities, because there is no need for primary keys. There is a one-to-one relationship between strong entity *Flight* and weak entities *Arrival* and *Departure*. These one-to-one relationships are called *arrives* and *departs*. This relationship is used, because each flight can have only one departure and one arrival, and that Arrival/Departure can belong to only one *Flight*.

The conceptual model of the database can also be found in Appendix G.

### Logical Model (Karrtiigehyen and Nicolas Popal)

The logical model will be used as the basis for the creation of the physical database. Deriving relations for logical data model was done by following the following steps (Connolly and Begg, 2015):

1. strong entity types
2. weak entity types
3. one-to-many (1:\*) binary relationship types
4. one-to-one (1:1) binary relationship types
5. one-to-one (1:1) recursive relationship types
6. superclass/subclass relationship types
7. many-to-many (\*:\*) binary relationship types
8. complex relationship types
9. multi-valued attributes

An example for each of the steps will be showcased, but since there were no one-to-one (1:1) recursive relationship types, many-to-many (\*:\*) binary relationship types, complex relationship types, and multi-valued attributes in the conceptual model, steps 5, 7, 8, and 9 are skipped.

The full logical model can be found in Appendix H.

Only one example for each step will be shown.

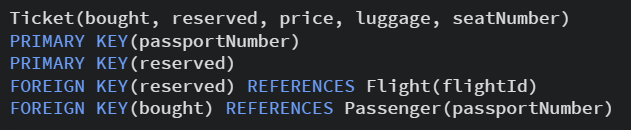
**Step 1:** Strong entity types.



An entity *Users* has attributes *userId, userType, email, password, firstName, lastName, dateOfBirth, phoneNumber,* with the *userId* being the primary key.

**Step 2:** Weak entity types AND **Step 3:** One-to-many (1:\*) binary relationship types

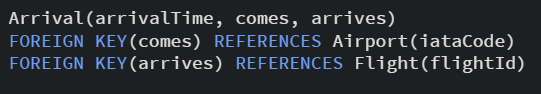
An interesting weak entity is the *Ticket.*



The *Ticket* entity only had the price. But since its relationships with the *Passenger* and *Flight* entities are one-to-many, the *Passenger* and *Flight* entities are designated as the parent entities (which is Step 3). This makes the *Ticket* the child entity. This means that the *fligthId* and *passportNumber* will be foreign keys in the *Ticket* entity. The relationship attribute, *seatNumber,* is also added as an attribute.

**Step 4:** One-to-one (1:1) binary relationship types

The relationship between *Flight* and *Arrival* is a one-to-one type.



The *arrivalTime* will still be an attribute, but the *flightId* will be added as a foreign key. The other foreign showed in the code above comes from the one-to-many relationship with *Airport.*

**Step 6:** Superclass/subclass relationship types



Since the constraint is mandatory and nondisjoint, just one table, *Users,* will be needed.

## Security Mechanisms (Karrtiigehyen and Nicolas Popal)

In the Analysis section, potential security threats were discussed, and a risk assessment was created. In this subsection, the security mechanisms that can be implemented to prevent the analysed potential threats will be discussed here.

For this system, a symmetric key exchange and public key cryptography. The reason for choosing both symmetric and asymmetric encryption is because of efficiency and the ability to get both confidentiality and authentication security objectives. If only the symmetric encryption is used, the solution to key exchange would be to meet, which is impractical. Asymmetric encryption is more inefficient compared to symmetric encryption.

The way symmetric and asymmetric encryption can be combined is by using symmetric key exchange and public key cryptography. The public key system to be used is Diffie-Hellman key exchange. Alternatively, RSA could have also been used as well, but Diffie-Hellman is chosen because its better efficiency. Diffie-Hellman key exchange is secure because of the discrete log problem. Diffie-Hellman does have one problem though. It is vulnerable to a man-in-the-middle attack. This issue can be solved with the use of Certificate Authority. The Certificate Authority needs only to be sent from the airline reservation system to the users and the users can authenticate themselves with email and password. The reason why the users do not need to send Certificate Authority to the airline reservation system is because it would be inefficient and impractical.

The user authentication, like stated above, will include an email, which is the ID of the user, and a password. To address the password cracking threat stated in the risk assessment, some measures can be taken to nullify the threat. Firstly, instead of focusing on password length, more emphasize should be placed upon using different keystrokes for the password. Secondly, instead of transmitting the password in plaintext, it should be instead be a hash value. Users should be aware how their password is stored, and the password should only be stored as a hash value in the database.

Speaking of hash functions, the hash functions used should be resistant to preimage, second preimage and collision attacks. An example of a hash algorithm that can be used is SHA-3 since no collisions have been found yet in the algorithm.

So far, using symmetric key exchange and public key cryptography using Diffie-Hellman and Certificate Authority, will guarantee confidentiality, and message authenticity and integrity. But nonrepudiation would also be a nice security objective to have. This cannot be achieved using hash functions or MACs, but it can be achieved using Digital Signatures. Digital Signatures grants two factor authentications, which was the counter measure needed for the website spoofing threat. Plus, using Digital Signature alongside Certificate Authority will make sure that nonrepudiation is achieved. Elgamal can be used can be used as the digital signature scheme

But so far, encryption itself has not been discussed yet. This is because encryption of anything should be the last step. After all the above-mentioned systems have happened, it should be encrypted. Advanced Encryption Standard (AES) would be a good choice for encryption since it is one of the most widely used encryption system.

All of the cryptographic systems discussed above can be summarized by using SSL/TLS. Since the Certificate Authority will only need to be sent one way, a one-way TLS would be best suited. The TLS protocol implements all of the discussed subjects above, making it a prime candidate to implement. It uses symmetric and asymmetric encryption, with Diffie-Hellman key exchange. Certificate Authority can also be used with TLS. In the Record Protocol in TLS, sequence numbers and MACs will be added to the raw data before being encrypted, which will prevent replay attacks (replaying packages during ongoing sessions). And nounces are also used during the TLS Handshake, which also prevent replay attacks (connection replay). TLS also ensures that denial of service attacks cannot be performed efficiently.

Almost all of the threats stated in the risk assessment table is addressed in the discussion above. The only threats that are not addressed are URL query string attack and SQL injection. The URL query string attack can be prevented by encoding the URL and SQL injections can be avoided by using prepared statements and doing the query in the Persistence tier.

The table below shows which security mechanisms can be used to address which threats.

|  |  |
| --- | --- |
| **Threat** | **Security Mechanism** |
| Website spoofing | Digital Signatures |
| Man-in-the-middle attack | Certificate Authority |
| Replay attack | TLS |
| Password cracking | Use stronger passwords, transmit and store the hash value of the password |
| URL query strings | Encode the URL |
| DDoS attack | TLS |
| SQL injection | Prepared statements |

Table 4: Security mechanisms for the potential threats

## Technologies Used (Karrtiigehyen and Nicolas Popal)

The programming languages used are *Java* and *C#.* This mixture of programming languages leads to the system being heterogeneous. *C#* is used in *Blazor*, alongside *HTML* and *CSS* for construction of the web application. Alternatively, JavaFX could have been used for constructing a GUI, but since building a heterogeneous system using *Java* and *C#* was a requirement, *Blazor* was chosen for the presentation tier. *Java* is used in the middleware (application tier) and in the persistence layer (data tier). In the middleware, *Java* is using the *Spring Boot* framework.

Remote Procedure Call protocol is used for the communication between the presentation and application tiers.

Sockets are used to establish a connection between the middleware and the persistence layer. The protocol used was TCP, since it is lossless and reliable, meaning if a segment is dropped, TCP will resend it. While TCP might not be as fast as UDP, a reliable data transfer is more important than better performance in this system. Alternatively, RMI could have been used instead of sockets, but sockets are chosen since they are part of the requirement.

As the requirement was that the system needs to use a database, *PostgreSQL* is used. *PostgreSQL* is an open-source object-relational database system (PostgreSQL, 2020). All the relevant data is stored and can be fetched in the database.

The persistence layer in the data tier and database must be connected as well. For this connection *PostgreSQL JDBC Driver API* is used. It is an open-source *JDBC* driver written in pure java (PostgreSQL JDBC, 2020). It is necessary to use this to establish a connection between database and persistence layer, so that the DAOs will function.

In the testing part, Mockito and JUnit 5 are used. Mockito framework is used because then system is not dependant on the database existence. Mockito can simulate database existence without having to access database or create data in there. JUnit is a testing tool used for testing class methods in order to check the functionality of the code. It is usually used in parts of the code that involve logic to verify code integrity.

The last used technology is the Maven repository. Maven is an automation tool used in Java to help with managing file structure, tools, and plugins. It was decided to use Maven during Server testing as one of our testing tools (Mockito) required many dependencies that were difficult to manage without a proper tool.

## UI Design Choices (Patrik Horny)

This semester project the UI of the whole system could be made much more appealing thanks to using HTML/CSS. UI of the system is designed to be intuitive for customer, as well as for operator. No fancy transitions or animations had been implemented, but instead the focus was put more on the functionality and consistency of the UI.

After logging in to the system as a user, user can search for desired flight with his preferences for passengers and date.

In the list of flights available flights will appear based on previous search of the customer, if the criteria are met. Customer can see the details of the flight, such as the length of the flight and its price.

When the customer is ready with his deciding, he books a flight and is prompted to fill out his personal information, as well as other passengers information, if he chose to travel with somebody. On top of the page customer has an overview how many passengers are going with him and if his destination is the right one he has chosen.

Then he can choose an additional luggage based on his preferences or to choose no luggage at all.

In reserving a seat section customer has to choose a seat where he wants to sit. Customer can only choose a seat where with red color. Reserved seats are filled out in grey color with an X-mark as an indication that the seat was reserved by somebody else. Customer has no option to choose already reserved seats by somebody else since they won’t be able to click on it.

On the right side, customer can see the seat he had chosen, as well as his name if more passengers are coming with him.

After seat selection, overview of the flight is showed to customer with the whole information of the flight and the price. When everything is checked, customer is prompted to pay for the flight with his credit card.

If there’s no error in the reservation, success page will appear, and customer can check his flight or to continue in booking another flight.

Overview page consists of upcoming flights by customer. Customer can clearly see whether his flight is on time, delayed or if by any chance was cancelled. If customer changes his mind, he can easily cancel the flight. Details of the flight are available as well with all necessary information.

Finished flight page is just a simple page with history of passenger flight.

The operator has an option to create a new flight with the destination option, departure time and date as well as choosing which plane is going to partake on the flight. Time inputs are included in date for the sake of saving space and less objects to focus on the screen.

Overview page has the same layout as the layout of the customer. There operator has an option to cancel to flight from which he’s asked second time by the system if the decision is final to prevent accidents. Status and details of the flight are present as well in the table.

# Implementation (Jan Vasilcenko)

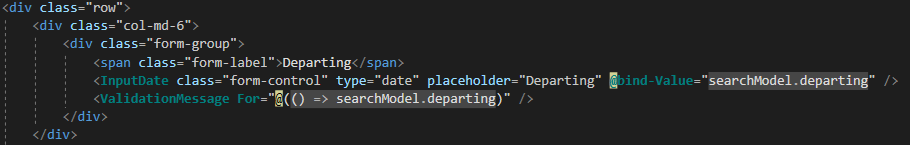
In this section, only interesting and significant parts of the code will be shown and explained. The code for the database is not shown in this section since it is simply the creation of tables according to the logical model shown in the subsubsection 3.3.2 and populating them with data.

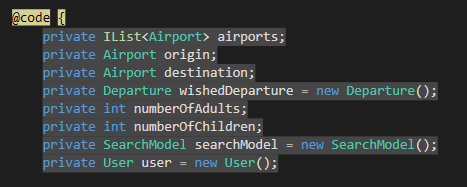
The interesting code snippets will be shown by explaining how the flow of logic is done through the three-tier architecture using the View Available Flights and Create Flight use cases, with particular focus on the communications between the tiers. This way, all of the important part of the three-tier architecture will be touched upon.

The source code for the database and the airline reservation system can be found in Appendix I.

## Presentation Tier (Jan Vasilcenko)

To communicate with user, Blazor implements UI which is in form of razor pages, which hold HTML content and C# code.





Code 1: shows the code and HTML part of a razor page and binding in SearchFlight

For getting input for user, Blazor form is used with validation. Values from those forms are bound onto C# objects and then used to perform some action, usually communicating with rest of the system.

## Web Services (Jan Vasilcenko)

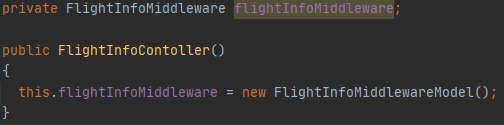
To establish the web service communication, there must be a client and server, and both of these need to be connected to the internet, so that they can communicate over it. Server, running on some port, is exposing the services to the client, so that the client can invoke and call the service. The platform for our web service is HTTP protocol, meaning that mainly methods like GET, DELETE, PUT and POST are used. For security, HTTPS or SSL was introduced, so that data are encrypted and decrypted, so that only sender and receiver can see it.

### Server-side (Jan Vasilcenko)



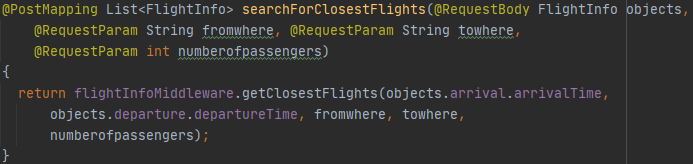
Code 2: shows the annotation of a controller in Spring

Classes on the server-side, which is in the Middleware (implemented in Java), are responsible for handling clients requests are called controllers, and are mapped, so that when there are more controllers, you can easily distinguish between them and call the right one.



Code 3: shows that the controller implements an instance of the middleware

Each controller holds and implements in constructor instance of middleware interface, so that they can call methods and perform logic.



Code 4: shows the web services method in Spring

Example of controller method will be *searchForClosestFlights()* method. With beginning annotation, it is set as a Post method, which returns a list of Flights. In argument section it requests body from http message, and three parameters from URI (Uniform resource identifier). Finally, controller calls middleware interface, which holds all the logic and returns list of desired flights.

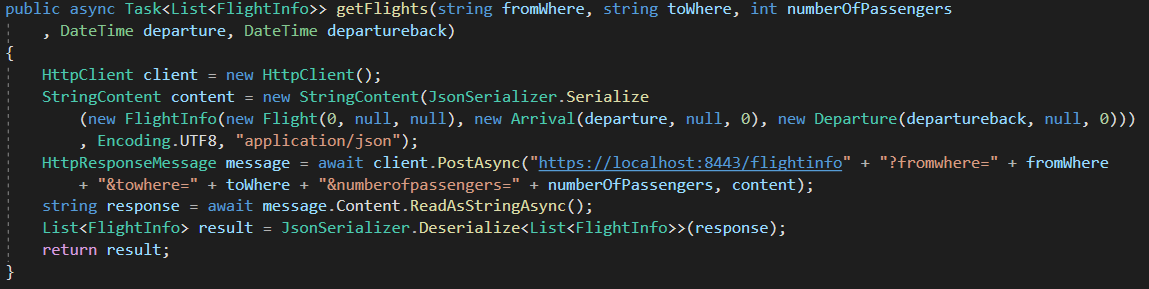
### Client-side (Jan Vasilcenko)

Client is implemented in C#. It calls HTTP methods to be performed in Server and awaits answer.



Code 5: shows the service call for showing flights

Somewhere in the code, method for searching flights is called and the result from server is awaited.

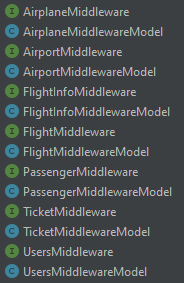


Code 6: shows the implementation of service for calling flights

Then, requested service is called and method invoked. *HttpClient* is created, content of http message serialized into *JSON* and send as a content in invoked POST method. It is supplied with full URI, which contains port and controller mapping plus arguments. Then a response is awaited, deserialized from *JSON* and returned to the client.

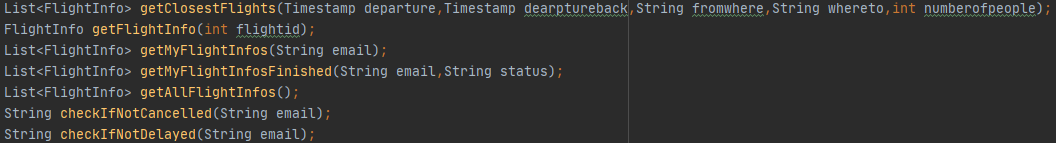
## Middleware Model (Jan Vasilcenko)

Models (Middleware) are interfaces, which hold all the logic for the program. They are implemented by models and divided into fields, by objects they are working with.



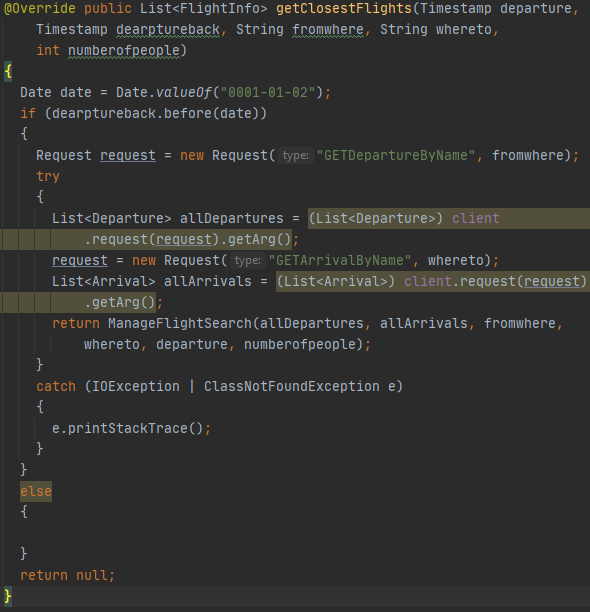
Code 7: shows all of the middleware models

For example, *FlightInfoMiddleware* holds these methods.



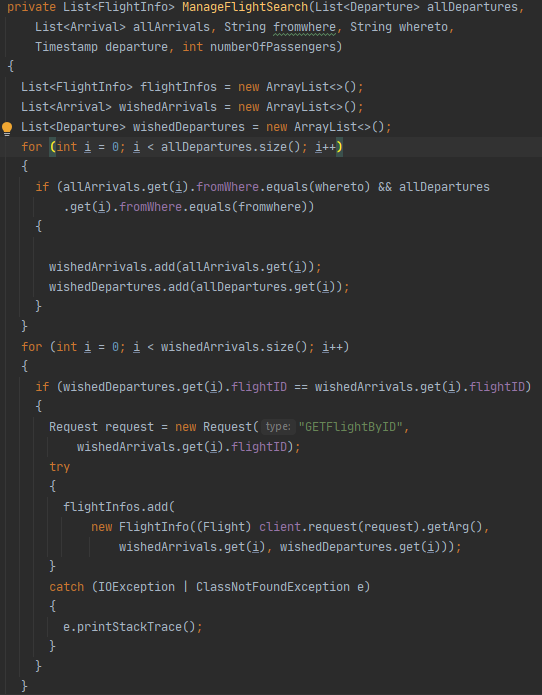
Code 8: shows the middleware interface

They are implemented in *FlightInfoMiddlewareModel*, so that method *getClosestFlights* look like this.



Code 9: shows the implementation of viewFlights method in middleware model

In this method, it is checked that the flight is one-way and then the Departures and Arrival are obtained from the persistence layer. Finally, there is returned a result from *ManageFlightSearch()* method.



Code 10: shows the ManageFlightSearch() method part 1

*ManageFlightSearch()* method has two parts in first part only those flights that match departure location and arrival location are chosen.

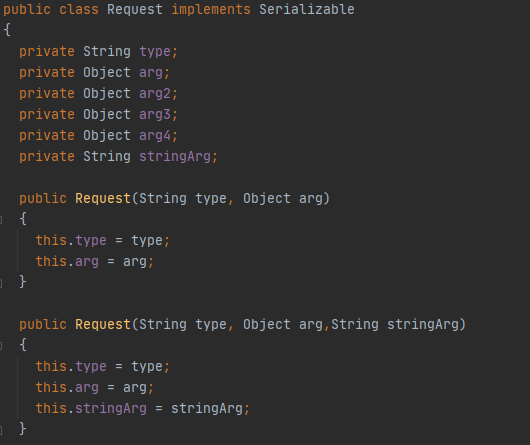


Code 11: shows the part 2 of ManageFlightSearch() method

Then dates are checked, with tolerance of three days around clients chosen date. The result is then returned and displayed on client side.

## Socket Communication (Jan Vasilcenko)

This communication occurs in our system between middleware (client) and persistence (server) layer. They communicate over *TCP*, to ensure that the data is safely transferred between those two and that both sides understand each other. To communicate *DTO* is used, in this case it is *Request* class.

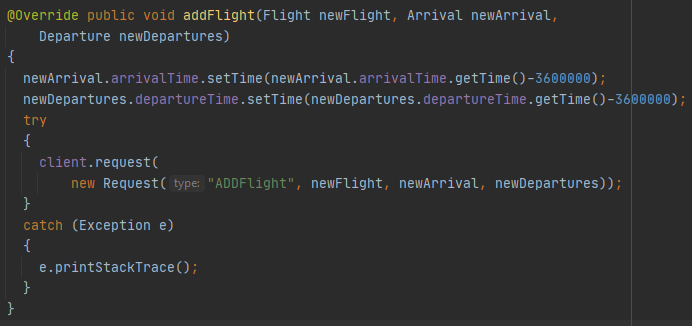


Code 12: shows the Request class

This class has String type which determines, what action is requested and many arguments, in which objects can be inputted. It of course implements serializable so that it could be converted to bytes and send over network.

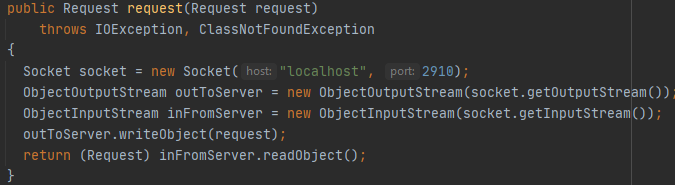
### Client-side (Jan Vasilcenko)

In middleware requests are created, with wished type and objects.



Code 13: shows the addFlight() implementation in middleware model

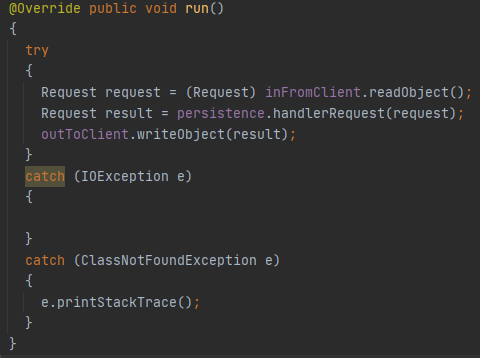
For example, in method *addFligth()* request with type “ADDFlight” is created and then is supplied with three objects, *newFlight, newArrival* and *newDeparture*. Then client is called and request method is invoked with request argument.



Code 14: shows initializing client socket and writing the request out to the server socket

The client socket is then sending the request to persistence and then is waiting for an answer in shape of another request.

### Server-side (Jan Vasilcenko)



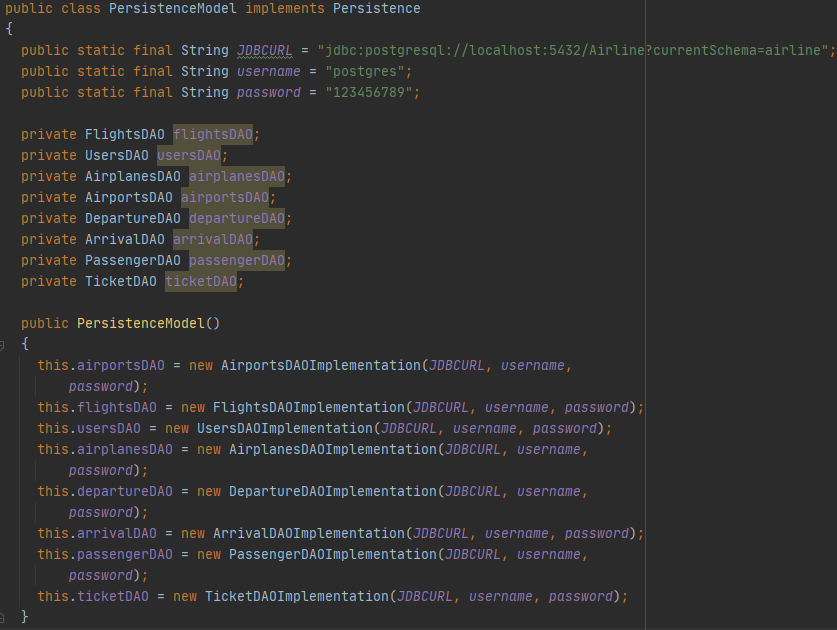
Code 15: shows the run() method for receiving request and calling persistence to handle it

On server side (persistence), the socket is waiting and accepting client sockets. Then if the request arrives persistence is called with method *handlerRequest()*.



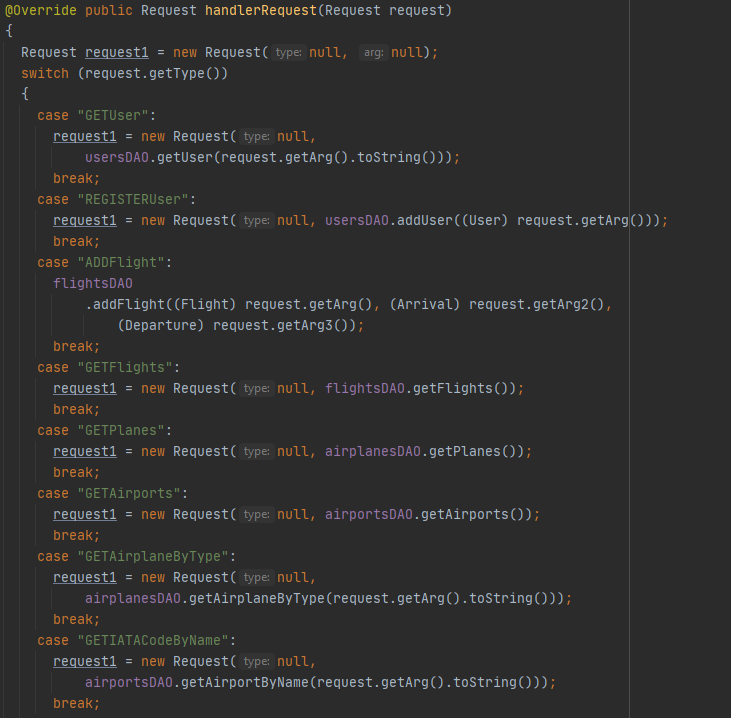
Code 16: shows the Persistence interface and PersistenceModel class

Persistence is an interface with one method, which is implemented in Persistence Model.



Code 17: shows the PersistenceModel class

In *PersistenceModel,* JDBCURL for database is set, same for username and password. Then it has instances of all the Data Access Objects, initializing them with all the information.



Code 18: shows the handlerRequest() method in the PersistenceModel

The final part of custom-made protocol is the method *handlerRequest()*, which reads all request types and does things invoked by client. Calling proper DAO and performing action. In some cases, returning something in form of Request.

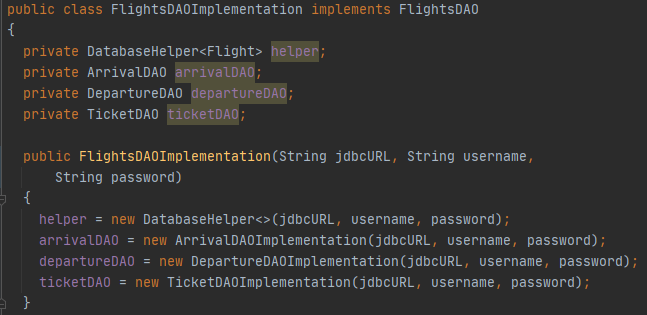
## Database Access (Jan Vasilcenko)

*JDBC* is used for access to the database. There are two important objects. First is *DatabaseHelper*, which prepares statements and holds general logic to map object from database to java objects and *DataMapper*, which is used to map these objects. For access to database Data Access Objects are used, divided by each table of database.



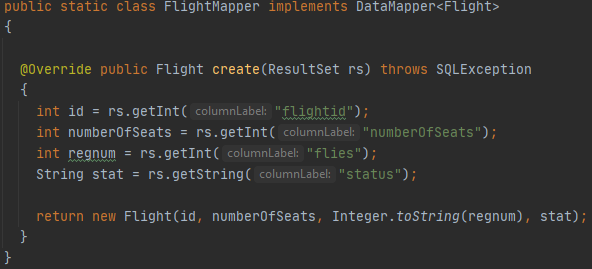
Code 19: shows the DAO interfaces and classes

Each DAO holds methods, to be called by *PersistenceModel*.



Code 20: shows a DAO implementation with DatabaseHelper

For example, *FlightsDAOImplementation* has *DatabaseHelper* instance and some other DAO instances, which are initialized in constructor and is implementing its interface *FlightsDAO*.



Code 21: shows create() method in FlightMapper

In each DAO there is also a class which is implementing *DataMapper* and code to map that object properly.



Code 22: shows addFlight() method

Then, the methods are implemented with *DatabaseHelper* being called, sql command written and parameters supplied. In this example biggest id already in database is calculated and new flight with the biggest id plus one is inserted into *Flight* table and also departure and arrival are inserted into their respective tables.