

Online Travel Agency

This file helps you understand and implement the Online Travel Agency project. The development of the Online Travel Agency has been divided into different stages. The development of all the stages and its implementation are according to the different needs of the customers. You can find the description of the different stages included in the project in Chapter 34 of the book: *Online Travel Agency*.

Before developing any stage of the Online Travel Agency, the first step is to design the database. In this case, the database designing requires designing the different tables to store information about the users, cars, buses, and their related information. The details of the tables are:

- ☐ The BusDetails table is designed to store details of the bus, such as the source and destination of the bus and the number of seats that are available in the bus.
- □ The CarDetails table is designed to store the details of car, such as rent that is charged, which can be on a full day basis or half day basis and the capacity of the car.
- The Feedback table stores the feedback and experiences of the users who have used the services of Online Travel Agency.
- ☐ The TrainDetails table is designed to store information about trains, such as departure and arrival station and the fares that is charged for different classes.
- □ The UserInfo table is designed to store the details of the registered users of Online Travel Agency, such as the name and contact number of the user.

NOTE

The ASPNETDB database also contains some other tables prefixed with aspnet_ keyword. These tables are automatically created by the login controls.

After designing the database, the next step is to design the various forms of the Online Travel Agency and connect the forms to the database.

The Online Travel Agency manages a large set of data, which is very important for the company and must be protected from being accessed and manipulated by unauthorized users. Hence, we must implement some security checks when some user accesses the service. For this purpose, the Login module is designed. The main purpose of the Login module is to authenticate a registered user trying to access the service. The Home Page of the Online Travel Agency comprises of the Login module, which is used by the user to provide the user name and password to authenticate that particular user to access the different functionalities of Online Travel Agency. The details of the user are stored in the database in the UserInfo table. The user name and password that a user provides are also validated from the UserInfo and aspnet_Membership table.

In addition to the Login module, the Home Page also contains some facilities for its Guest users. The Guest user can see the car, train, or bus details without entering user name and password. However, to book the ticket(s), the user needs to register himself to the Online Travel Agency.

If the user is a registered user, he/she can enter the user name and password to access user related privileges. If the user enters the correct user name and password, the Online Travel Agency moves to the Home page. On the Home page the user can book the train tickets, car, or bus tickets.

In addition to these, there are some more facilities provided to the registered user. The registered user can also change their password with the help of the Change Password link provided on the Welcome Page. To change the password, the registered user can click on the Change Password link. The user has to provide the valid information, which is retrieved and matched from the aspnet_Membership table of the database. Once the user changes the password, the new password is updated.

In case, the registered users forget its password, they can also retrieve their old password with the help of the Forgot Password link provided on the Home Page, where the registered user can click on the link and retrieve the password. When the registered user clicks on the Forgot Password link, the user can retrieve their old password from the aspnet_Membership table of the database.

You can register yourself by clicking on the Register Here link. If a Guest user clicks on the Register Here link on the Home Page, the user is redirected to the RegisterUser page where the Guest user can enter their details and register to avail the facilities of a registered user.

There are some facilities, which both a Guest user as well as registered user can avail. These are provided as links on the Home Page. You can send your feedback or experience by clicking on the Feedback link. The data that a user enters on the Feedback page is entered in the Feedback table of the database.

Deploying and Running the Online Travel Agency Project

After designing the database and understanding the structure of the project, you need to understand the steps to deploy and run this project. Let's learn how you can conveniently deploy and run the Online Travel Agency project:

- 1. The first step for making the project work on your machine is to copy the project from the CD on your system in the [WinDir]→inetpub→wwwroot directory.
- 2. Create a data connection for connecting to the Travel database. Travel database is already saved in the Project folder in the CD. To create a new data connection, refer Chapter 10 of the book: Working with Database Controls.
- Change the data source in all the pages according to the connection path of the Travel Database.
- 4. To use the extended functionalities of the ASP.NET controls used in the project, download and install the ASP.NET AJAX Control Toolkit manually. You can get more information and download the latest release of ASP.NET AJAX Control Toolkit at the following location: http://www.asp.net/AJAX/AjaxControlToolkit. ASP.NET AJAX Control Toolkit along with its installation process has been discussed in Chapter 15: Developing ASP.NET AJAX Applications and Chapter 16: ASP.NET AJAX Control Toolkit.
- 5. After making the required changes and installing the software, you can build and run the project successfully on your system and other users can also access the Online Travel Agency project by browsing the address of the system where this project is deployed.

After developing all the stages, execute the application in real world environment to find that it is functioning properly and all the desired results are achieved. You can improve the functionalities of the application by adding more features according to your requirements.