

## Web and Database Group Project Milestone 3

### Features that need to work between refreshes:

- Hotels favoured
  - o Either client or server
  - o Stored in the form of a hotel object
  - o Client needs to send a request to view the favourites page if on the server
  - o Information is not sent to the server if the client has it, instead the favourites page will link to the respective hotel's overview page
  - o None of the information *needs* to be on the server, the client can take the name as cookies. The only thing that could be (though not necessary for a simple favourite page) is the hotel booking prices.
- Language selected
  - o Either client or server
  - o Stored in a variable
  - o Client sends a parameter to the server detailing what language they should receive
  - o Server processes the language to send back to client to make it useful
- Currency selected
  - o Stored in client
  - o Stored in a variable
  - o Clients sends a parameter to the server detailing what currency the web page should display
  - o Server processes all the costs and converts it to the currency selected
- Bookings made on account
  - o Stored on the server
  - o It should take the form of a booking object
  - o The client needs to send a request to book a hotel and save this booking on the server, to view the booking the client must make a request to manage their bookings
  - o All the information should be stored on the server so that the booking cannot be lost due to switching machines or other local issues
  - o The server needs to process the authentication of the user and match it with the bookings they have made
- Hotels managed on account
  - o Stored on the server
  - o Take the form of a hotel object
  - o The client should send a request to manage their hotels (or create a hotel listing) and the server will send back the list of hotels they currently manage
  - o This information should be stored on the server so that the hotel information is not lost due to a local fault
  - o The server needs to process the authentication of the user and match it with the hotels they can manage to make the data useful
- Login session
  - o Stored on the client
  - o Take the form of a unique ID that identifies the login session
  - o It will send this ID to the server to determine the login session and thus all the things they have access to
  - o The information stored on the server should be the account details to login

- The server needs to process a login by the client by crosschecking the authentication with details stored on the server. Once this has been done, the web page should store a cookie containing the login session so that the client doesn't need to login each time they want to access a new page.
- Account information
  - Stored on the server
  - Takes the form of an account object
  - The client needs to send correct login details to get access to the account
  - All the information should be stored on the server to prevent any mismatch between account details
- Reviews/comments made on overview page
  - Stored on the server
  - Takes the form of a review object
  - The clients need to send a request to view a hotel overview page to retrieve that data
  - All this information should be stored on the server since multiple clients need to be able to see the reviews
  - The review object should be parsed and put onto the overview web page as a review to make it useful
- Search parameters
  - Stored on the client
  - Takes the form of many variables
  - It is sent to the server on a form after clicking the search button
  - To make the data useful, the server should process the data and filter out any results from the search that do not match those parameters