**App Activity wise Server side details**

This document contains the all post requests that will come from app , and how to handle it.

Also mentioned will be the modules to be created.

**1.Splash**

Server will check if user is logged in or not.

If yes-

Server checks if user is on an ongoing ride.

If yes –

Server opens 10.Ongoing with relevant details

If no –

Server opens 9.Main activity with relevant details

If no –

Server opens 2.Sign in

**2.Sign In**

App opens 6.Forgot password activity or 3.Sign up if respective button is pressed.

If app sends 10 digit phone number and a password >8 as json to server,

Server checks if phone number exists in Database

If yes –

Server hashes password with salt in the respective entry.  
 Server checks if password if correct.

If yes –

Server returns token and logs user in.

If no –

Server returns error and app prompts user that Phone number of pass is incorrect.

If no –

Server returns error and app prompts user that Phone number of pass is incorrect.

**3.Sign Up**

App send phone number , Server checks if phone number exists.

If yes –

Server returns error and app informs user that phone number exists.

If no –

Server generates OTP and send OTP via messaging service to the phone number  
App saves phone number in a variable for display in next activity  
Server sends signal to change activity to 4.Sign up OTP

**4.Sign up OTP**

App sends OTP entered by user to server

Server checks if OTP entered is same as OTP generated.

If yes –

Server sends signal to proceed to 5.Sign up Details

If no –

Server sends error and app informs user that OTP is incorrect.

**5.Sign up Details**

App sends Email , Full name , D.O.B. and password to server as json after verifying conditions

Server inserts Email , Full name and D.O.B into database.

Server hashes password with generated salt and inserts into database.

Server creates token and saves into database.

Server tells app to proceed to 2.Sign in

**6.Forgot Password**

App sends phone number to server.

Server checks if phone number exists in database.

If yes –

Server generates OTP and send OTP via messaging service to the phone number  
App saves phone number in a variable for display in next activity  
Server sends signal to change activity to 7.Forgot password OTP

If no –

Server returns error and app informs user that the phone number does not exist.

**7.Forgot password OTP**

App sends OTP entered by user to server

Server checks if OTP entered is same as OTP generated.

If yes –

Server sends signal to proceed to 8.Forgot Password password

If no –

Server sends error and app informs user that OTP is incorrect.

**8.Forgot Password password**

App sends password to server after verifying conditions

Server hashes password with new generated salt and stores salt and hashed password in database

Server sends signal to proceed to 2.Sign in

**9.Main Activity**

Server sends details number of vehicles available currently for the next two hours using server side algo.

App sets limit of vehicles using this info.

If user chooses ride now with at least one vehicle –

App proceeds to 15.Result activity with vehicles chosen , pick up date as today pick up time as now + 30 mins

If user chooses ride later –

App proceeds to 13.Ride later main

**10.Ongoing ride**

Server sends number of hours left of current ride , and current cost of ride to the app

If user presses Extend button –

App proceeds to 11.Extend

**11.Extend**

App sends hours chosen by user to extend

Server changes return time of that booking to amount chosen

Server Delays all subsequent bookings accordingly

Server sends notifications to all relevant devices about delay and asks them to cancel their booking if it suits them.\*Notifications

Server sends signal to proceed to 10.Ongoing ride

**12.Ride later Main**

Server sets limits of number of vehicles that can be chosen to fleet size.

User selects number and type of vehicles.

**14.Ride later Pickup**

App sends pick up date and pick up time to Server

Server sends signal to proceed to 15.Result with pick up date and pick up time and the vehicles chosen in last activity.

**15. Result**

On the basis of inputs received , Server runs algo and returns which vehicles are available and till what time .

App proceeds to 16.Drop time activity with limit set by server in this activity

**16.Drop time**

User chooses drop date and time , which is limited to what server returned in last activity.

App sends drop date and time to server

**17.Confirmation**

App displays details of booking to be made by user and cost

If user confirms –

Booking is inserted into relevant database.

**18.End**

No server side input

**19.My profile**

Server displays info based on relevant token sent by app.

All fields are editable.

**20.Change Password**

App sends old password , and new password after verifying all conditions

Server hashes old password with salt in database and checks if password matches

If yes –

Server hashes new password with new salt and stores password and salt in database.

If no –

Server returns error and user is informed that password is incorrect.

**21.Rate card**

Server sends rates from object or DB (Dynamic rates)

**22.Contact us**

Server sends contact details from object or DB

**23.SWA**

Server sends details of availability based on option chosen by user. \*Format

**24.Location**

No server side input

**25.My orders**

App sends token and request to server

Server sends booking ids and booking details to app.

**26.Order Details**

App sends request and token  
Server sends details about the booking.