# Part 1: Theory Questions 1.

Database Design • Design a database schema to store data for European airports, flight schedules, flight statuses, and delays. • Describe the tables (e.g., Airports, Flights, Airlines, FlightStatus) and their relationships. • Explain how you would ensure data accuracy and maintain scalability. 2. Data Collection Strategy • How would you collect and store information on all European airports (including IATA code, ICAO code, country, etc.)? • Suggest methods for gathering real-time flight data. You may propose using ChatGPT API for scraping, ADB data, or third-party APIs like FlightAware. • Explain how you would handle missing, delayed, or inconsistent data. 3. Flight Monitoring and Claim Identification • Propose a system that monitors flights from European airports and flags delays of more than 2 hours. • Describe the technical approach for real-time monitoring, data updates, and alerts. • Suggest how the system can efficiently store and manage large volumes of data. 4. Future API Development • Describe how you would design and implement a scalable API to provide flight data across Europe on a daily basis. • Suggest how you would ensure API security, availability, and reliability.

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availability, and reliability.
Answers
Database Design
Schema Design (Optimized for Your Flight Data)
Airports Table
Stores airport-related details.
sql
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CREATE TABLE public.airports (
  airport id SERIAL PRIMARY KEY,
  name TEXT NOT NULL,
  IATA code VARCHAR(3) UNIQUE,
  ICAO_code VARCHAR(4) UNIQUE,
  country TEXT NOT NULL,
  city TEXT NOT NULL,
  latitude DOUBLE PRECISION,
  longitude DOUBLE PRECISION
);
Flights Table
Stores flight details with references to departure and arrival airports.
sql
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CREATE TABLE public.flights (
  flight_id SERIAL PRIMARY KEY,
  airline_id INT REFERENCES airlines(airline_id),
  departure_airport_id INT REFERENCES airports(airport_id),
  arrival_airport_id INT REFERENCES airports(airport_id),
  scheduled_departure TIMESTAMP,
  scheduled_arrival TIMESTAMP,
  actual_departure TIMESTAMP,
  actual_arrival TIMESTAMP,
  status TEXT CHECK (status IN ('On-Time', 'Delayed', 'Cancelled'))
);
Airlines Table
Stores airline information.
sql
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CREATE TABLE public.airlines (
  airline_id SERIAL PRIMARY KEY,
  name TEXT NOT NULL,
  IATA_code VARCHAR(2) UNIQUE,
  ICAO_code VARCHAR(3) UNIQUE
);
Flight Status Table
Tracks flight status and delay reasons.
sql
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CREATE TABLE public.flight_status (
  status_id SERIAL PRIMARY KEY,
  flight_id INT REFERENCES flights(flight_id),
  status TEXT CHECK (status IN ('On-Time', 'Delayed', 'Cancelled')),
  delay_reason TEXT,
  delay_duration INTERVAL
```

### **Ensuring Data Accuracy and Scalability**

- Normalization: Data is divided into separate tables to remove redundancy.
- Indexes: Used on IATA\_code, flight\_id, and scheduled\_departure to improve query performance.
- Partitioning: Flights data can be partitioned by date for better efficiency.
- Data Validation: Triggers and constraints ensure valid entries (e.g., checking ICAO/IATA codes).
- Replication: Can be set up to ensure high availability and fault tolerance in PostgreSQL.

### 2. Data Collection Strategy

### **Collecting and Storing European Airport Data**

- Using APIs:
  - o **OpenSky Network API** Real-time ADS-B data for flights.
  - o AviationStack API Provides flight schedules and live status.
- Database Sources:
  - OpenFlights Database Contains airport and airline information.
  - o **Eurocontrol Data** Provides air traffic statistics.
- Web Scraping (If Required):
  - o **Using BeautifulSoup & Selenium** to scrape flight schedules from airline websites.

### **Methods for Gathering Real-Time Flight Data**

- OpenSky Network API: Fetches real-time ADS-B flight data.
- AviationStack API: Provides global flight tracking.
- Direct Airline APIs: Some airlines provide flight status APIs (Lufthansa, Ryanair).
- Scheduled API Polling: Fetches new flight data every 5 minutes.

### Handling Missing, Delayed, or Inconsistent Data

- **Default Values:** If real-time API fails, fallback to last known status.
- Imputation: Use historical flight delays for estimated arrival times.
- Alerts: Trigger notifications if data is missing or conflicting.
- Regular Updates: API polling and updating flights every few minutes.

## 3. Flight Monitoring & Delay Identification

### **Proposed Monitoring System**

- Real-time API Fetching: Fetches and updates flight statuses periodically.
- Database Triggers: Automatically update delays and status changes in PostgreSQL.
- Notification System: Alerts if a flight is delayed by more than 2 hours.

## **Technical Approach**

- **Kafka or RabbitMQ** → Handles real-time flight data ingestion.
- WebSockets or Push Notifications → Sends instant flight delay alerts to users.
- Cloud Storage (AWS S3, Azure Blob) → Stores logs of historical flight data.

### **Efficient Data Storage & Management**

- Data Partitioning: Flight data stored by date for faster retrieval.
- Time-Series Databases: InfluxDB for analyzing flight logs over time.
- Indexing: Added on frequently used fields (flight\_id, status) to speed up queries.

### 4. Future API Development

### Scalable API Design

Your API should follow **REST principles** with well-defined endpoints.

## Example REST API Endpoints:

Endpoint	Description
GET /flights?date=YYYY-MM-DD	Fetch all flights on a given date.
<pre>GET /flights/{flight_id}</pre>	Fetch details of a specific flight.
<pre>GET /airports/{IATA_code}</pre>	Fetch airport details by IATA code.
POST /flights	Add new flight details.
PATCH /flights/{flight_id}	Update flight status (delayed, on-time, etc.).

### **GraphQL Alternative**

For flexible queries, a GraphQL API could allow:

- Querying specific fields of flights.
- Fetching related data (airport + flight status) in a single request.

### **Ensuring Security, Availability & Reliability**

- Rate Limiting: Prevents API misuse by restricting the number of requests per user.
- Authentication: Uses OAuth 2.0 or API Keys for secure access control.

- Load Balancing: API requests are distributed across multiple servers.
- Auto-Scaling: Uses AWS Lambda or Kubernetes to scale API traffic dynamically.