Full Stack Development with MERN

1. Introduction

• Project Title: Flight booking

• **Team Members:** (Team id: NM2024TMID00128)

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2. Project Overview

➤ **Purpose:** The purpose of the flight booking application is to provide users with a convenient, efficient, and user-friendly platform to search for, compare, and book flights. It aims to simplify the travel planning process by offering real-time flight availability, pricing, and customization options to meet diverse customer needs.

➢ Goals:

1. Enhanced User Experience:

- o Deliver a seamless and intuitive interface for searching and booking flights.
- o Minimize the time and effort required for flight selection and payment.

2. Cost Efficiency and Transparency:

- o Provide transparent pricing, including all taxes and fees.
- o Offer promotional deals, discounts, and loyalty program integration.

3. Accessibility and Convenience:

- o Ensure the platform is accessible via web and mobile devices.
- o Support multiple languages and currencies for a global audience.

4. Secure Transactions:

- o Implement secure payment gateways for a variety of payment methods.
- o Protect user data with robust security protocols.

5. Customer Support:

- o Provide 24/7 assistance for queries, changes, or cancellations.
- o Offer real-time updates on flight statuses and booking confirmations.

• Features:

- 1. **Search Flights**: Users can search for one-way, round-trip, or multi-city flights by entering their origin, destination, travel dates, and passenger details.
- 2. Advanced Filters: Filter results by:
 - ✓ Price range
 - ✓ Airlines
 - ✓ Departure and arrival times
 - ✓ Layovers and direct flights
 - ✓ Class (economy, premium economy, business, first-class)

3. Architecture

A robust and scalable architecture for a flight booking application must efficiently handle complex operations like real-time search, booking, secure transactions, and integrations with external systems. Below is an overview of a layered architecture:

a) Front-End

This layer interacts directly with the users.

Web Application: Built using frameworks like React, Angular, or Vue.js for a responsive and interactive user interface.

Features:

- o User-friendly interface for flight search, booking, and payment.
- o Localization for multi-language and multi-currency support.
- o Notifications for booking updates, flight status, and offers.

b) Back-End

The core business logic and functionality reside in this layer.

I. Microservices:

- a. **Flight Search Service**: Manages search requests and retrieves flight data from external APIs or databases.
- b. Booking Service: Handles seat selection, reservation, and payment integration.
- c. User Management Service: Manages user profiles, preferences, and travel history.
- d. Notifications Service: Sends emails, SMS, and push notifications.

II. Real-Time Services:

- a. Manages live updates on seat availability, prices, and flight status.
- b. Technologies like WebSockets or Server-Sent Events (SSE).

c) Database:

- Relational Database (RDBMS): For structured data like user profiles, bookings, and payment records. (e.g., MySQL, PostgreSQL)
- NoSQL Database: For unstructured data like search logs and real-time analytics. (e.g., MongoDB, DynamoDB)

Diagram Overview:

- 1. Clients:
 - Users interact via web or mobile applications.
- 2. API Gateway:
 - o Directs requests to respective microservices.
- 3. Databases:
 - Stores structured and unstructured data.
- 4. External Integrations:
 - o Communicates with GDS, payment gateways, and third-party APIs.
- 5. Infrastructure:
 - Deployed on a cloud platform with monitoring and scaling capabilities.

This architecture ensures modularity, scalability, and fault tolerance, making it ideal for a flight booking application.

4. Setup Instructions

- a) **Prerequisites:** To develop a full-stack flight booking app using React JS, Node.js, and MongoDB, there are several prerequisites you should consider. Here are the key prerequisites for developing such an application
- b) **Installation of MongoDB**: Set up a MongoDB database to store hotel and booking information. Install MongoDB locally using a cloud-based MongoDB service.
- c) **React.js:** React.js is a popular JavaScript library for building user interfaces. It enables developers to create interactive and reusable UI components, making it easier to build dynamic and responsive web applications.
- d) **HTML, CSS, and JavaScript**: Basic knowledge of HTML for creating the structure of your app, CSS for styling, and JavaScript for client-side interactivity is essential.

5 Folder Structure:

Static files like index.html, favicon, and manifest files.

Src:

The primary source folder containing all application logic and resources.

Assets:

- i. **Purpose**: Store static resources.
- ii. Subfolders:

- o /images: Icons, logos, or general images.
- o /icons: SVGs or other icons.
- o /styles: Global CSS, SCSS, or theme file

Components:

- a) **Purpose**: Reusable UI components, further subdivided by type or functionality.
- b) Subfolders:
 - o /common: Generic components like buttons, modals, dropdowns.
 - o /layout: Navigation bars, footers, and header components.
 - o /search: Components for flight search and filters.
 - o /booking: Components for seat selection, summary, and booking details.
 - o /user: User profile and account-related components.
 - o /notifications: Toasts, alerts, or messages.

Features:

- a) **Purpose**: Modular organization of app features.
- b) Subfolders:
 - o /auth: Login, signup, and authentication logic.
 - o /flightSearch: Components and logic for flight search and filters.
 - o /flightDetails: Handles flight details and itineraries.
 - o /payment: Payment gateway integration and confirmation.
 - o /profile: User profile management.

Pages:

- a) **Purpose**: Full-page views rendered via routing.
- b) Subfolders:
 - o /home: Landing page.
 - o /searchResults: Results displayed after flight search.
 - o /booking: Flight booking page.
 - o /profile: User profile and history.
 - o /error: Custom error pages like 404 or server errors.

6. Running the Application

- Provide commands to start the frontend and backend servers locally.
 - o **Frontend:** npm start in the client directory.
 - o **Backend:** npm start in the server directory.

7. API Documentation

This document provides an overview of the endpoints exposed by the backend. Each endpoint includes the HTTP method, parameters, and example responses.

```
{
  "name": "John Doe",
  "email": "johndoe@example.com",
  "password": "securepassword"
}
Response:
{
  "message": "Signup successful",
  "userId": "12345"
}
```

8. Authentication

Authentication verifies the identity of users. In this project, it is implemented using **JSON Web Tokens (JWT)**.

1. User Signup:

- o Endpoint:/api/auth/signup
- o Users provide their details (e.g., name, email, and password).
- o Passwords are securely hashed using a library like **bcrypt** and stored in the database.
- o After successful registration, the user is notified (but no token is issued yet).

2. User Login:

- o Endpoint:/api/auth/login
- o Users provide their credentials (email and password).
- The password is verified against the hashed version stored in the database.
- Upon successful authentication:
 - A **JWT** is generated and returned to the user.
 - This token contains the user's ID, email, and other claims (e.g., roles) in its payload.
 - The token is signed using a secret key to ensure its integrity.

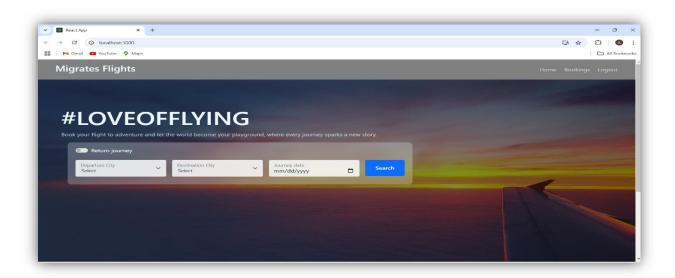
3. Token Generation:

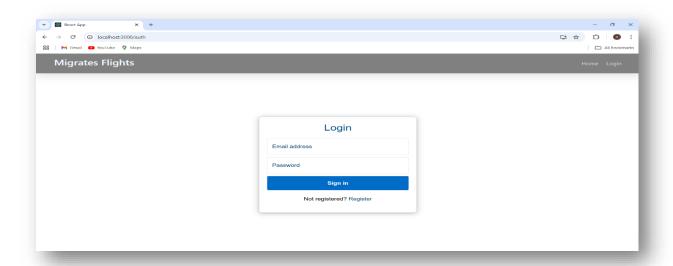
- o The JWT is generated using libraries like **jsonwebtoken**.
- Claims include:
 - sub (subject): User ID.
 - iat (issued at): Timestamp of token issuance.
 - exp (expiration): Token expiry time .

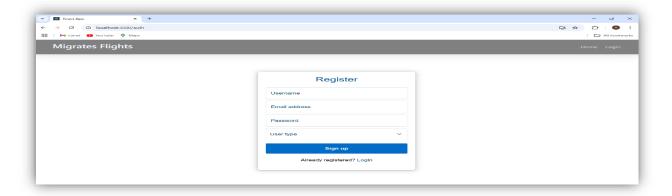
4. Storing the Token:

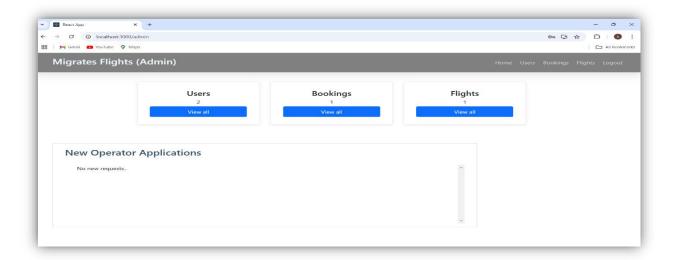
- o The client stores the JWT in localStorage or cookies (with HttpOnly for security).
- For mobile apps, secure storage mechanisms like **Keychain** (iOS) or **Keystore** (Android) are used

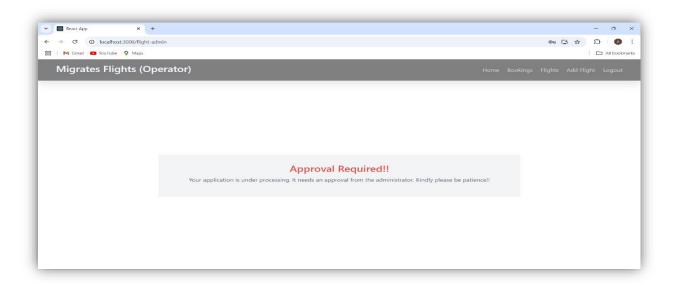
9. User Interface

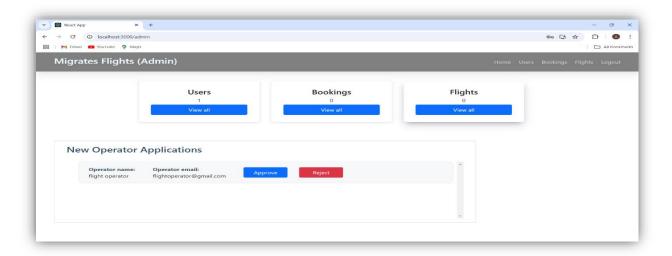


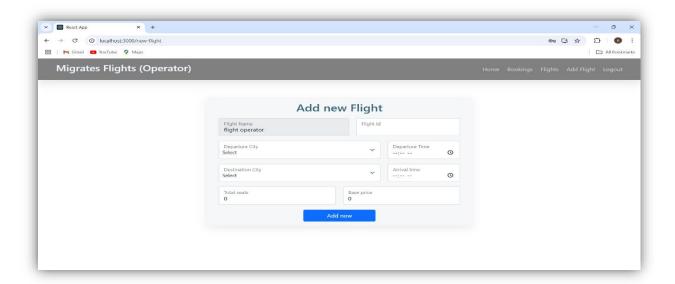


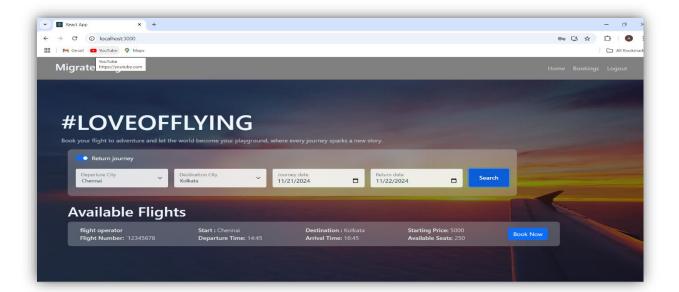


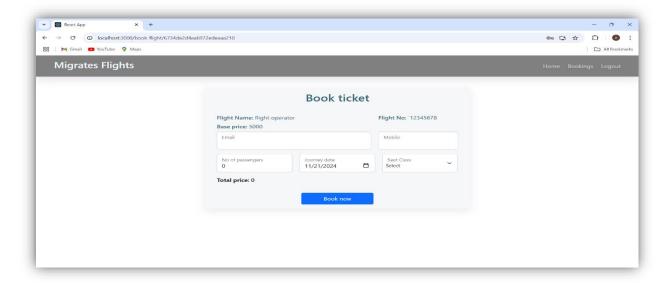




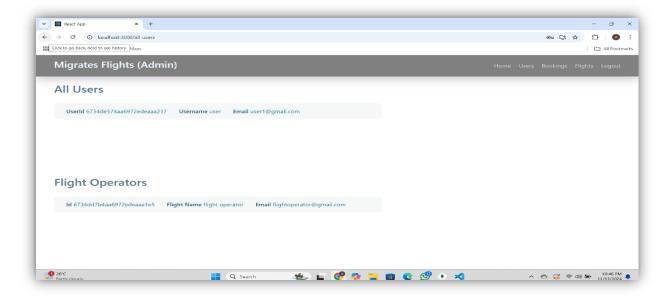


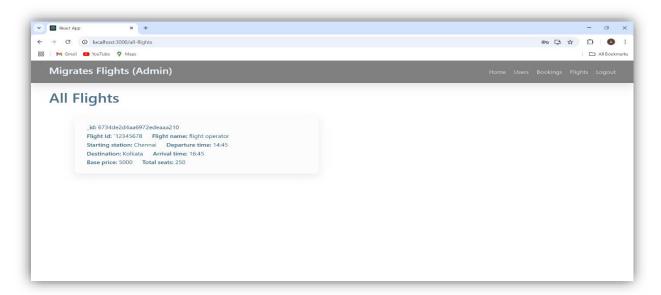












10. Testing

• Manual Testing

11. Screenshots or Demo

 Screenshot and demo video link: https://github.com/abitha0712/NM2024TMID00128_Abitha.git

12. Known Issues

- Initially, if we book a certain number of seats, it will be treated as an unlimited number of seats.
- The page is not fully responsive on some mobile devices, causing some form fields to overlap or appear off-screen.

13. Future Enhancements

- Expand the application to support multiple currencies and languages to accommodate international users.
- Expand the app to allow users to book hotels and car rentals along with their flights in one seamless transaction.