



Workspace Seat Booking System

A concise technical review of a React + Node.js solution for reserving desks, preventing conflicts, and enforcing attendance policies. Designed for technical interviewers and engineering peers.



Problem Statement

Manual processes

People reserve seats via email/spreadsheet → error-prone and slow.

Double bookings

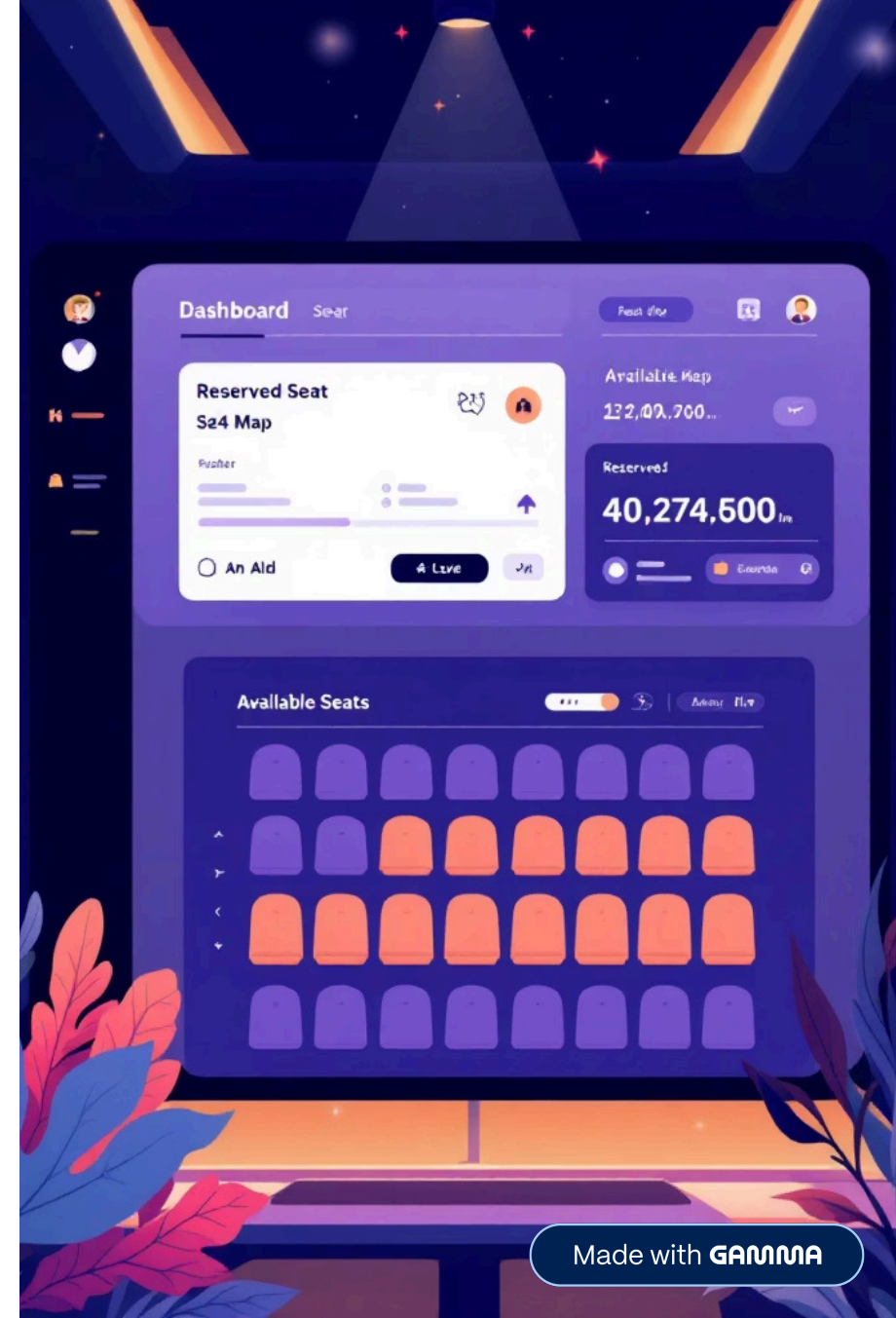
Simultaneous requests create conflicts and wasted space.

No attendance enforcement

Seats left unused due to no-shows, reducing fairness.

Solution Overview

Web-based booking app with batch allocation, temporary seat locks to prevent races, and eligibility rules enforcing fair use. Lightweight REST API backend and responsive React frontend.



Key Features



User Authentication

Secure sign-in, role-based access, single account per employee.



Seat Availability

Real-time availability state with clear visual indicators.



Locking Mechanism

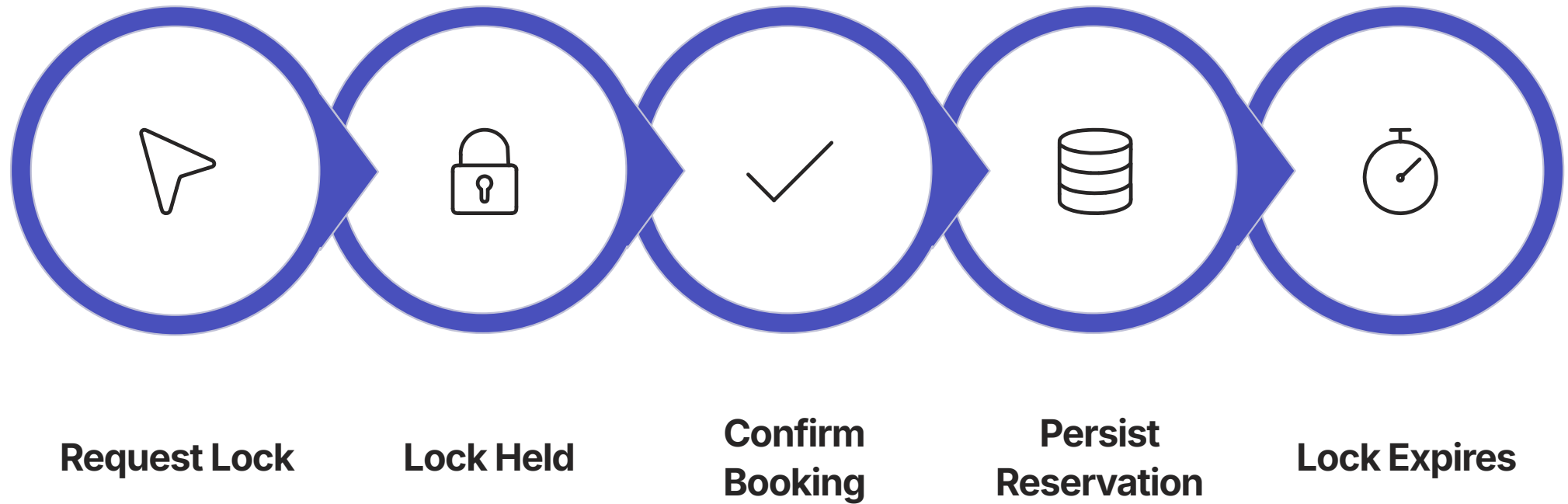
Short-lived locks prevent race conditions during selection.



Attendance Policies

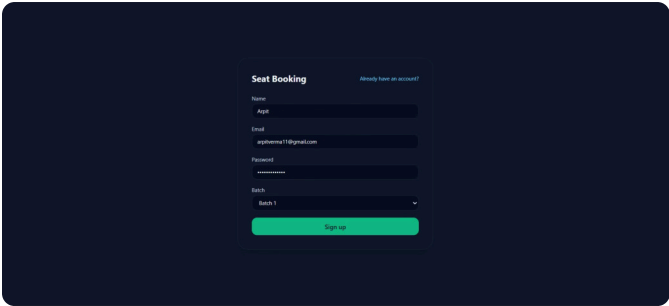
Enforce eligibility and reclaim unused bookings automatically.

Seat Locking Mechanism



The frontend requests a lock via the API. Backend creates a TTL lock record in the database and returns a lock token. The client confirms within the TTL to convert the lock into a booked reservation. Expired locks are garbage-collected to restore availability.

User Workflow



01

1. Signup

Create account, verify employee eligibility (policy checks).

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2. Select

Pick a date and seat; UI requests a lock from backend.

03

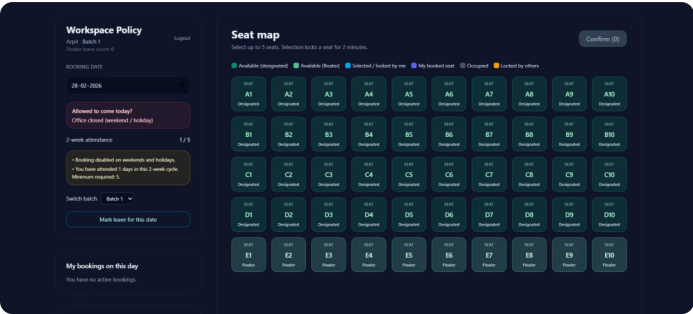
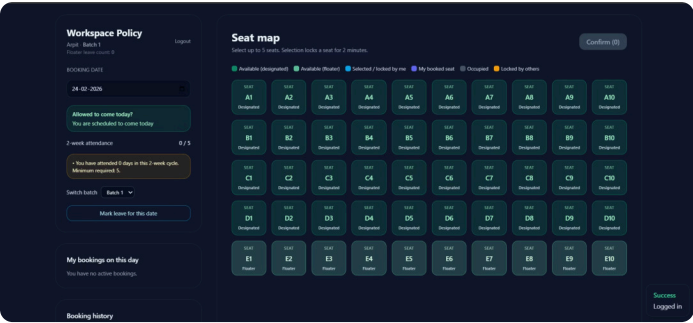
3. Lock

Seat locked for short TTL to allow confirmation.

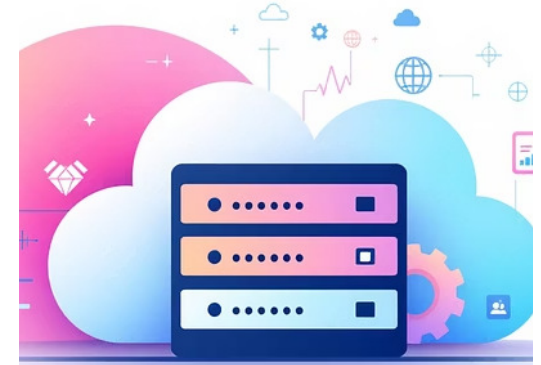
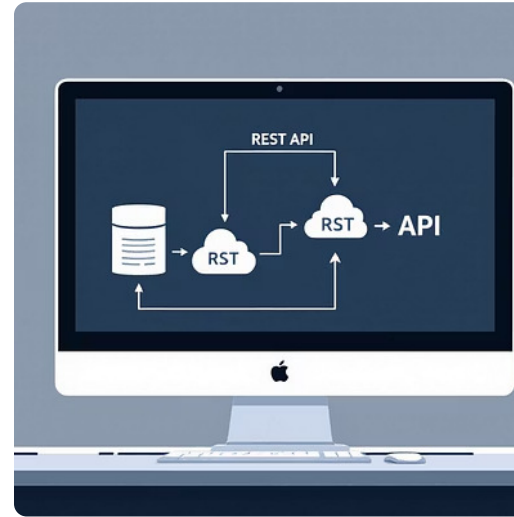
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4. Confirm

Client confirms; backend persists booking and releases the lock token.

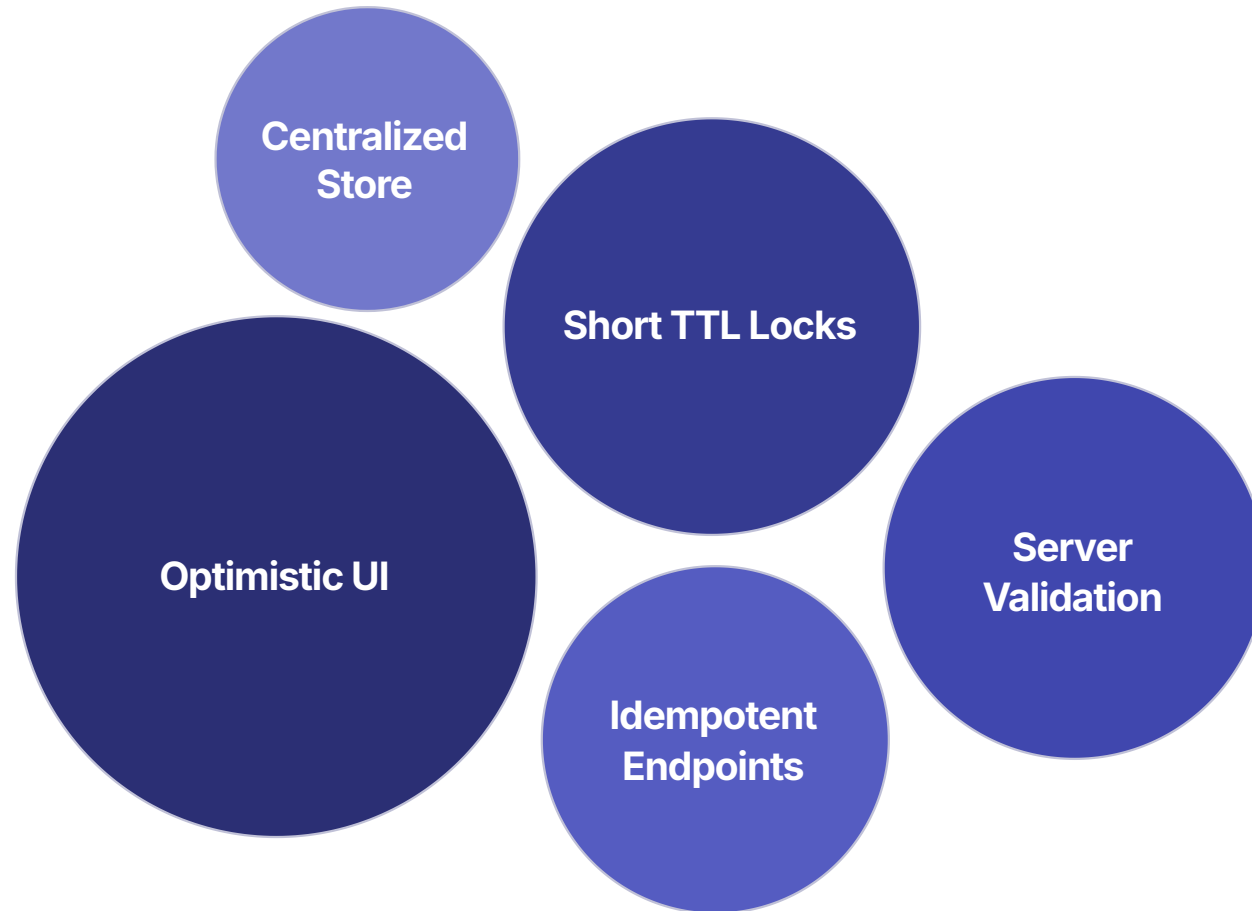


Technical Stack



Frontend: React (hooks, context, optimistic UI). Backend: Node.js + Express. API: REST endpoints for locks, bookings, and policies. DB: transactional store (Postgres) with advisory locks.

System Design Thinking



1

Fairness

Batch allocation & eligibility rules to prioritize access.

2

Consistency

Authoritative server validation prevents stale client state.

3

Scalability

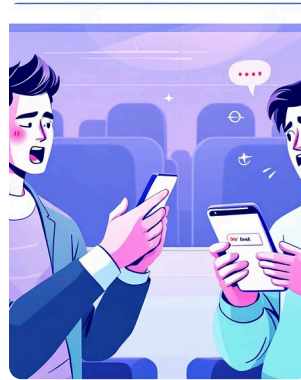
Stateless API servers + central DB for locks support horizontal scaling.

Challenges Faced



Managing Seat State

Ensuring availability status is accurate across many clients and rapid changes.



Preventing Conflicts

Race conditions required tight lock TTLs, retry strategies, and server-side checks.



Synchronization

Balancing speed with correctness (DB transactions) and eventual consistency.

Future Improvements & Conclusion



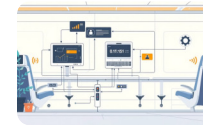
Real-time UX

Upgrade to WebSockets for push updates and zero-latency seat changes.



Admin Analytics

Add reports for utilization, no-shows, and policy compliance to optimize capacity.



Automation

Auto-release unused bookings, smart reallocation, and adaptive TTLs for fairness.

Impact: reduced double bookings, fairer seat distribution, and a scalable foundation. Key learnings: design for concurrency, validate on the server, and make UX forgiving. Ready for production-grade scaling.