.NET CORE

Flight Booking System

Document Revision History

Date	Revision No.	Author	Summary of Changes

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1.0 INTRODUCTION

This document outlines a project for the .NET Core . The project is to develop Web API for Flight Booking System. This document contains the requirements, workflow of the system and gives guidelines on how to build the functionality gradually in each of the course modules of the .NET core.

1.1 DOCUMENT PURPOSE

Purpose of the Flight booking sys is to eliminate the many difficulties/problems that occur to the people in the Flight booking sys and as well as make it easy for the customers that save the flights and they will able to utilize the project to make their reservations modify reserve seat and cancel that reserved seat

1.2 Scope

Flight Booking System is one the modifications that were carried out in the Passenger Service System so that the working and availability of Service area can be broadened. On one hand, it helps the customers and on the other, it also makes the life of the airline service companies easier by keeping all the records of the passengers and if there is any change in the flight due to some reason, the passengers are promptly informed. This system is also used by companies to keep track of user preferences of regular travelers so that they can provide better service and give offers to customers

1.3 Software Requirement

- Windows 2010.
- Internet Explorer 11.0 or higher / Chrome
- SQL Server 2019
- SSMS.
- Visual Studio 2019
- Visual Studio Code.

2.0 PROBLEM STATEMENT

2.1 OBJECTIVE

In this application we will create a Flight Booking System web Application with the dotnet core web API backend and Angular frontend .The entities that we will be working with the users,flights,Booking, notification these entities will have their own access limits in the web app.

2.2. Assumptions

It is assumed that the details of the flight are already known to the customer. Future changes like providing different types of flights with different classes like business class, economic class will allow the customers to benefit from one facility.

2.3 Requirement

Entities-Users, Flights, Booking

1. Functional requirements

2. Non-Functional requirements

2.3 Process of the project:

1.Users should be able to login to the application.

2.. User should be able to search flights based on arrival + destination

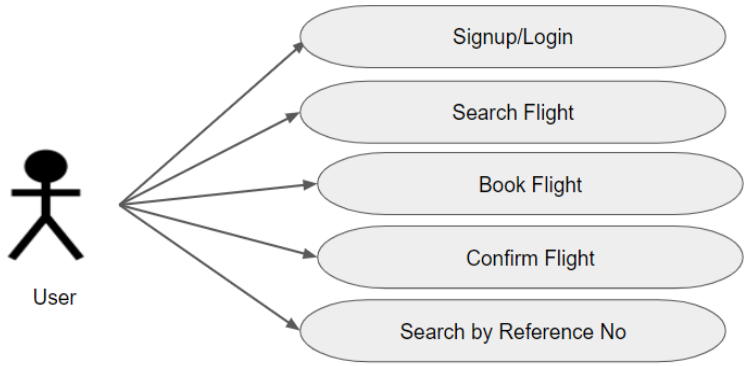
3. Select the flight based on time/preference

4. Enter personal details

5. Book a flight.

3.0 Use Case Diagram

Actor of the System will be: User



3.1 Role of Actor:

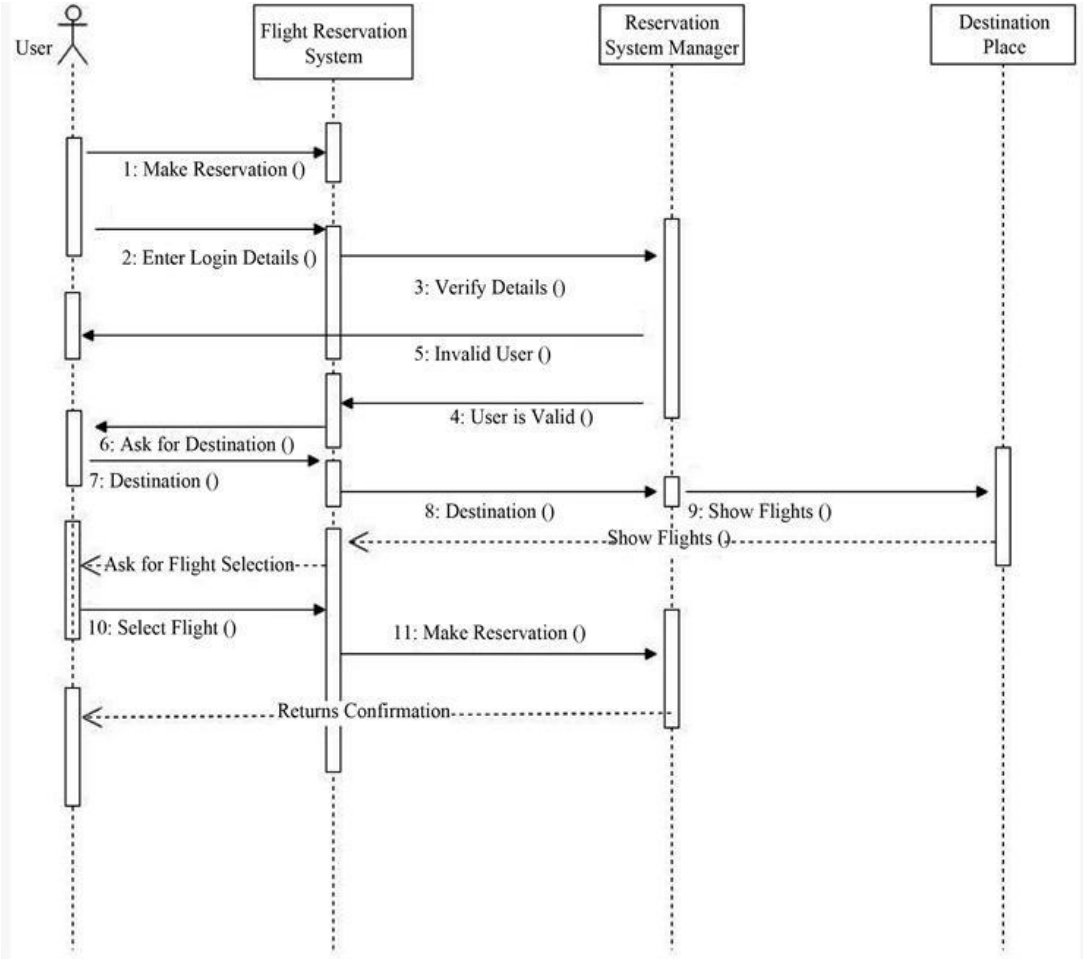
The User can:

- Create his user account.
- Login into the application.
- Search for available flights.
- Make a booking.
- View the bookings made.

4.0 Design Pattern:

#	Name	Description
1	API	Using HTTP Request, We Will use the respective action to trigger various operations

5.0 Solution Diagram :



6.0 ER DIAGRAM

7.0 Database Schema:

Flight Details Table:

FBS_User

Field	Type	Length
Id(pk)	Int	20
Name	nvarchar	50
Username	nvarchar	50
Password	nvarchar	50

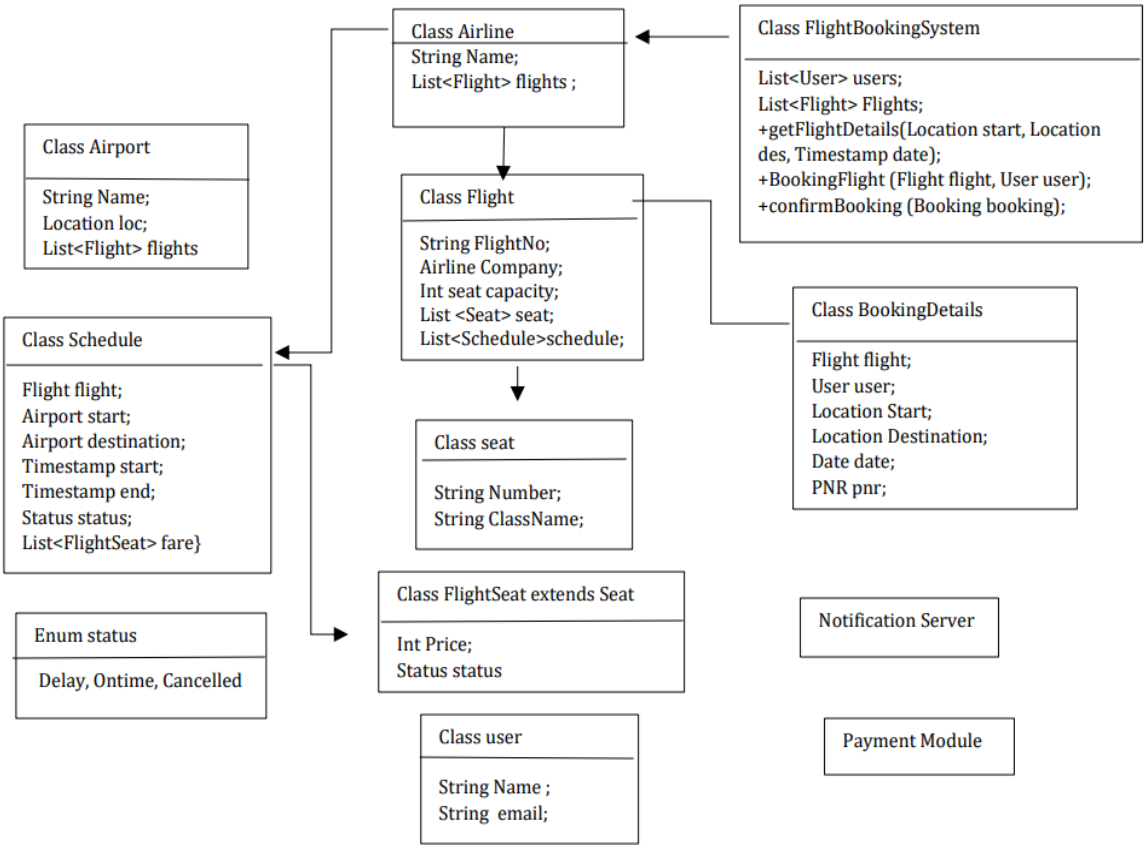
FBS_Flight_Master

Field	Type	Length
FBS_Flight_Id(pk)	Int	20
FBS_Flight_Origin(fk)	Varchar	50
FBS_Flight_Destination(fk)	Varchar	50
FBS_Flight_Date	date	50
FBS_Flight_Fare	Int	20

FBS_Booking_Transaction

Field	Type	Length
FBS_Reference_Id(pk)	Int	20
FBS_Flight_Id(fk)	Int	20
FBS_Flight_Fare	Int	50
Cust_FirstName	Varchar	50
Cust_LastName	Varchar	50
Cust_EmailId	Varchar	50
Cust_ContactNo	nvarchar	10

8.0 CLASS DIAGRAM



9.0 Flowchart