

Yalla! - User Manual

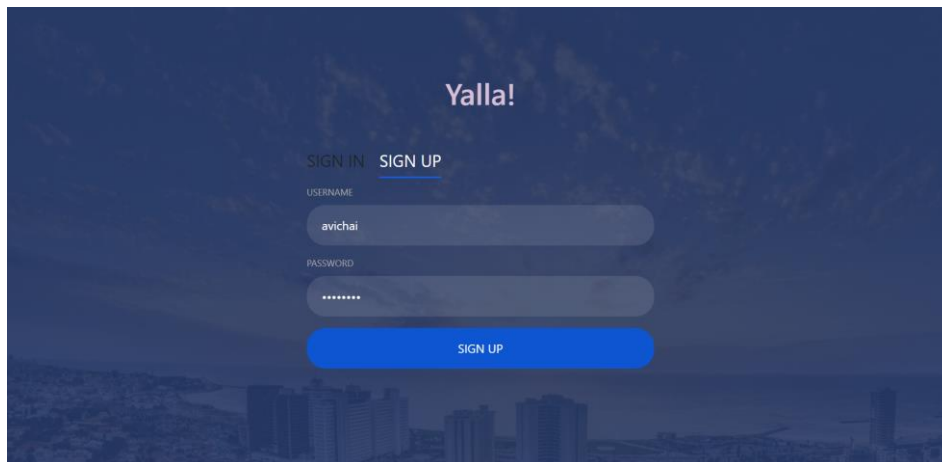
Welcome to the Yalla! User Manual.

Yalla! is a trip planner web app for spontaneous people, in the United States. The user inputs only where they are flying from, and how many people will take part in the trip, and Yalla! does the rest. It gives the user Flights back and forth, hotel, and even attractions in the area.

How to run:

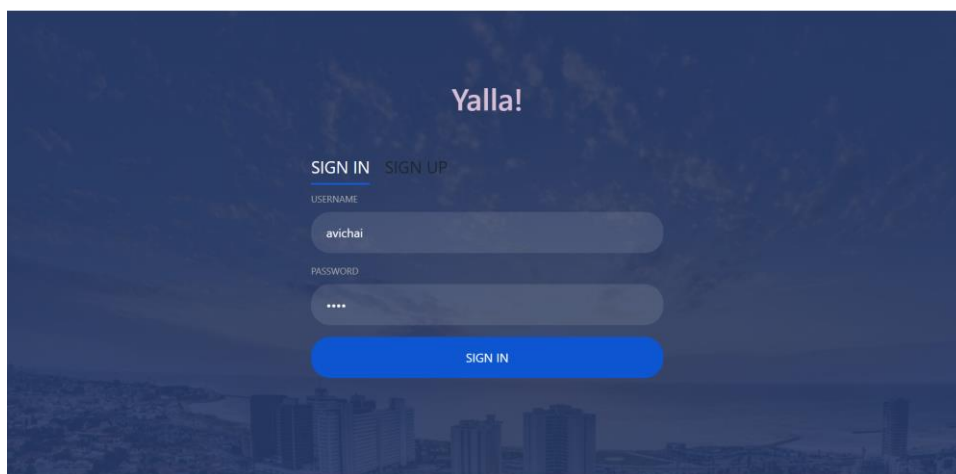
1. Open command line from the directory of main.py.
2. Type "python main.py" (**important:** make sure to write **python** and NOT python3)
3. Copy the address in the last line (<http://localhost:8080>) to the browser.

Landing Page: Sign Up

A screenshot of the Yalla! web application's sign-up page. The background is a dark blue image of a city skyline at night. At the top center, the word "Yalla!" is displayed in white. Below it, there are two links: "SIGN IN" and "SIGN UP", with "SIGN UP" being underlined. Under the "SIGN UP" link, there are two input fields: "USERNAME" with the text "avichai" and "PASSWORD" with a masked password "*****". At the bottom of the form is a blue button labeled "SIGN UP".

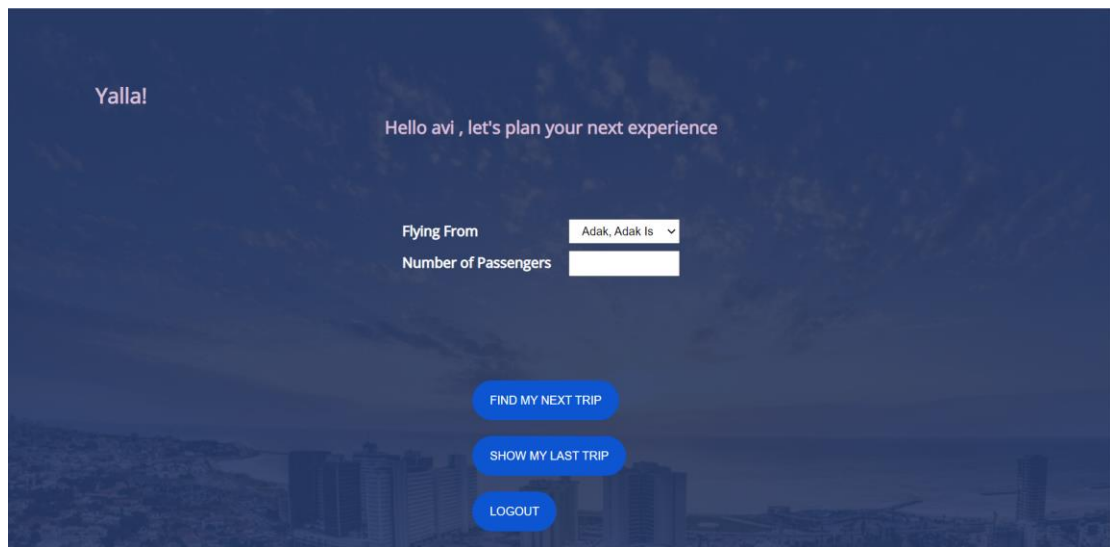
Upon opening the Yalla! web app you will land in a "sign in" page, assuming most of the time the user will need to sign in, rather than sign up. In order to sign up you can click on "SIGN UP" below the Yalla! title, fill in your username and password and click on the SIGN UP button in the bottom of the page.

Landing Page: Sign In

A screenshot of the Yalla! web application's sign-in page. The background is a dark blue image of a city skyline at night. At the top center, the word "Yalla!" is displayed in white. Below it, there are two links: "SIGN IN" and "SIGN UP", with "SIGN IN" being underlined. Under the "SIGN IN" link, there are two input fields: "USERNAME" with the text "avichai" and "PASSWORD" with a masked password "****". At the bottom of the form is a blue button labeled "SIGN IN".

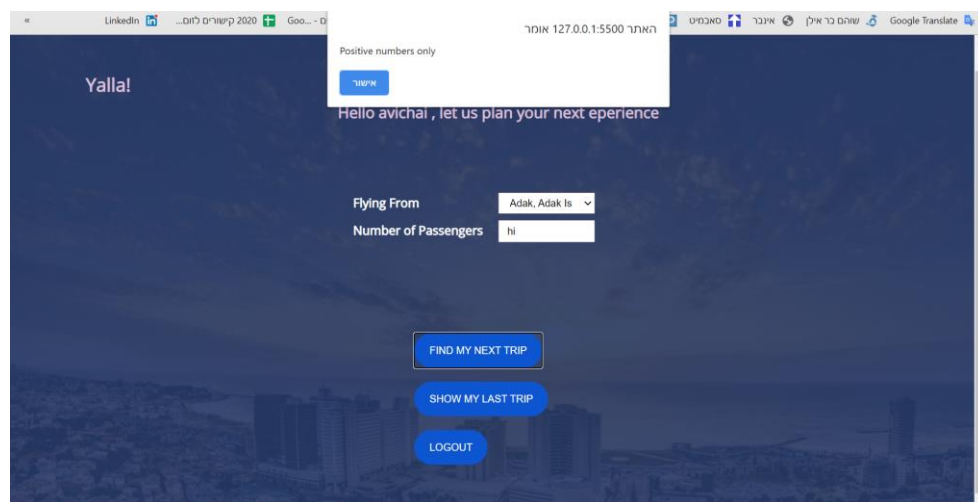
If you are already signed up, you may want to simply sign in.

Homepage



You will find the home page very simplistic and minimal. This is in order to give the user the experience of an easy-to-use app. All you will need to do is input:

- Where you are flying from, within the United States. Here we used both our airports dataset and our flights dataset, and wrote a script to give us only the airports which we have departure flights from. These are the airports you can choose from in the "Flying From" section.
- Number of passengers that will take part in the trip. Only positive integers will be accepted. If any other character will be inserted, or if left empty, you will be alerted, and will not be able to proceed to the Trip Plan page. Example:



There are three buttons in this page:

1. Find My Next Trip
2. Show My Last Trip
3. Logout

We will start by explaining the first one: Find My Next Trip. This button will take you to a page in which you will see all the details about your trip.

Trip Plan Page



In the Trip Plan page, you have the outgoing flight, after that the return flight, with details like departure and arrival time, price per person, and price in total for all passengers, then total price of all flights for all passengers.

Next you have the hotel chosen for you, with name, location, average rating from several real reviews and ratings, and then another real review from our database. Finally there is the price per person and in total, and then total trip price, which includes total flights price and total hotel price.

At the bottom you will have up to three attractions in the area, with name, location and picture, all taken from our database.

Special algorithms involved in the Trip Plan page:

Randomness: We choose a random destination airport, then we look for a hotel in the same city. If there isn't such, we look for one in the same state. The hotel is chosen either by the lowest price, or by the highest average rating. The decision whether to search by lowest price or highest rating is also random.

Previously Liked: Once a user clicks on "Like Trip", the trip is saved in our database, and will influence the future results they would get. For instance: we will give them some of the previous attractions they attended, if they are close to them.

Buttons in this page:

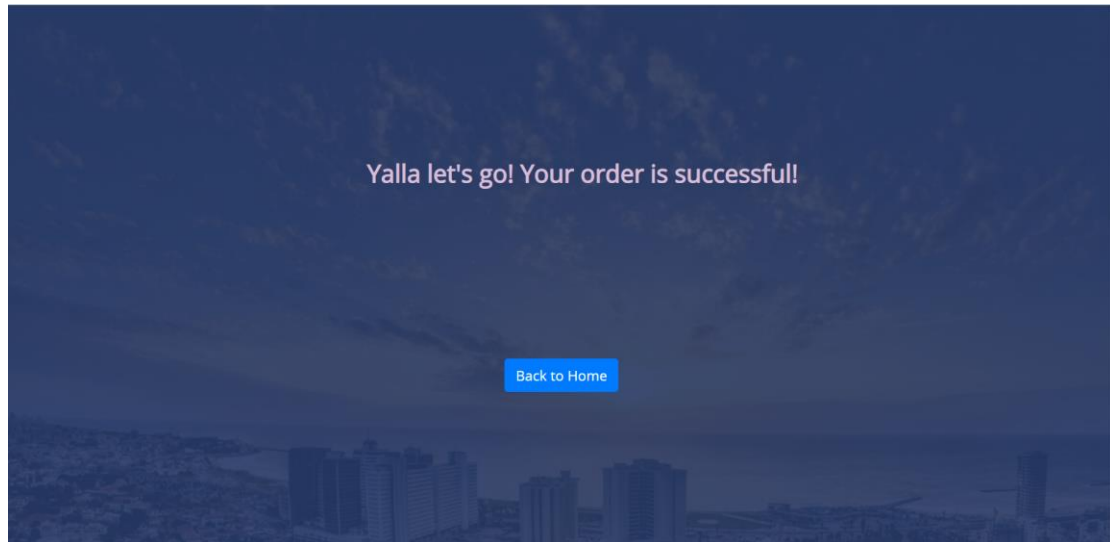
New Trip: This button refreshes the page, and gives the user a new trip plan, considering the same information we got from the user in the homepage (where they are flying from, and passengers number).

Like Trip: Saves the current trip in our database, and will effect the future results the user will get, as explained above. The user will be alerted that this trip was saved into his liked trips.

Home: Redirects the user to the homepage, while keeping them signed in.

Order Trip: Redirects the user to a "order successful" page, as will be shown and explained below.

Order Successful

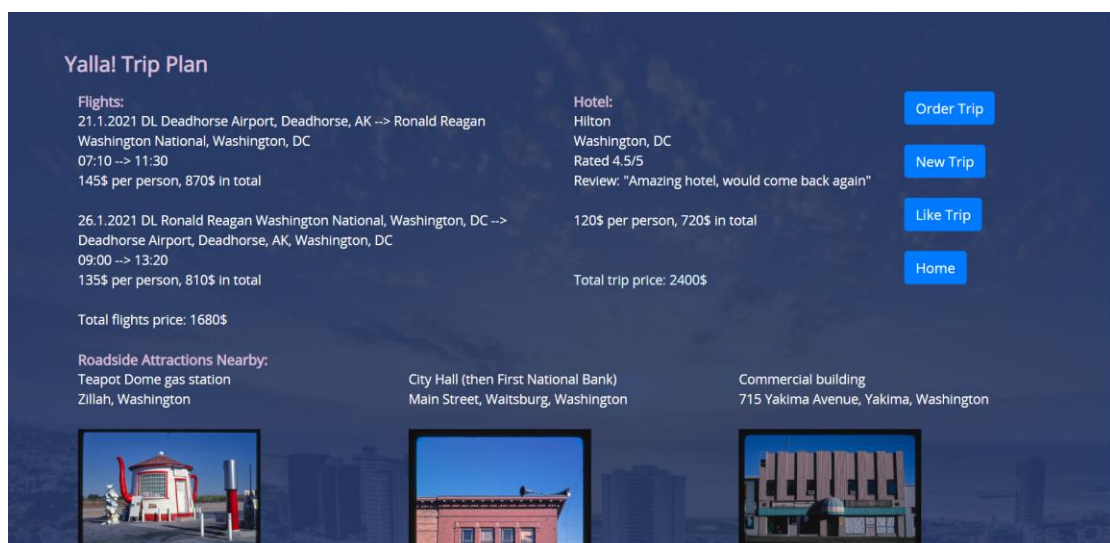


This page simulates an order taking place. Since we are using data from the past, not necessarily all of it applies for nowadays, hence we only show this simulator. In a real life web app such as this, you would be able to actually order the flight tickets and hotel rooms before seeing such a window.

The button "Back to Home" takes the user back to the homepage, while keeping them signed in.

Going back to the homepage buttons, we will now explain the rest of the buttons:

Show My Last Trip button:



This button shows the user the last trip they got, which is updated in the database every time they ask for a new trip.

Logout: Takes the user back to the Sign In window, and logs them out.