

Full Stack Development with MERN

1. Introduction

- **Project Title:** Flight booking
- **Team Members:** (Team id:NM2024TMID00136)

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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:**
 - Deliver a seamless and intuitive interface for searching and booking flights.
 - Minimize the time and effort required for flight selection and payment.
 2. **Cost Efficiency and Transparency:**
 - Provide transparent pricing, including all taxes and fees.
 - Offer promotional deals, discounts, and loyalty program integration.
 3. **Accessibility and Convenience:**
 - Ensure the platform is accessible via web and mobile devices.
 - Support multiple languages and currencies for a global audience.
 4. **Secure Transactions:**
 - Implement secure payment gateways for a variety of payment methods.
 - Protect user data with robust security protocols.
 5. **Customer Support:**
 - Provide 24/7 assistance for queries, changes, or cancellations.
 - 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:**

- User-friendly interface for flight search, booking, and payment.
- Localization for multi-language and multi-currency support.
- 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:**
 - Directs requests to respective microservices.
3. **Databases:**
 - Stores structured and unstructured data.
4. **External Integrations:**
 - 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:**

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

Components:

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

Features :

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

Pages :

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

6. Running the Application

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

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

2. User Login:

- Endpoint: `/api/auth/login`
- 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.

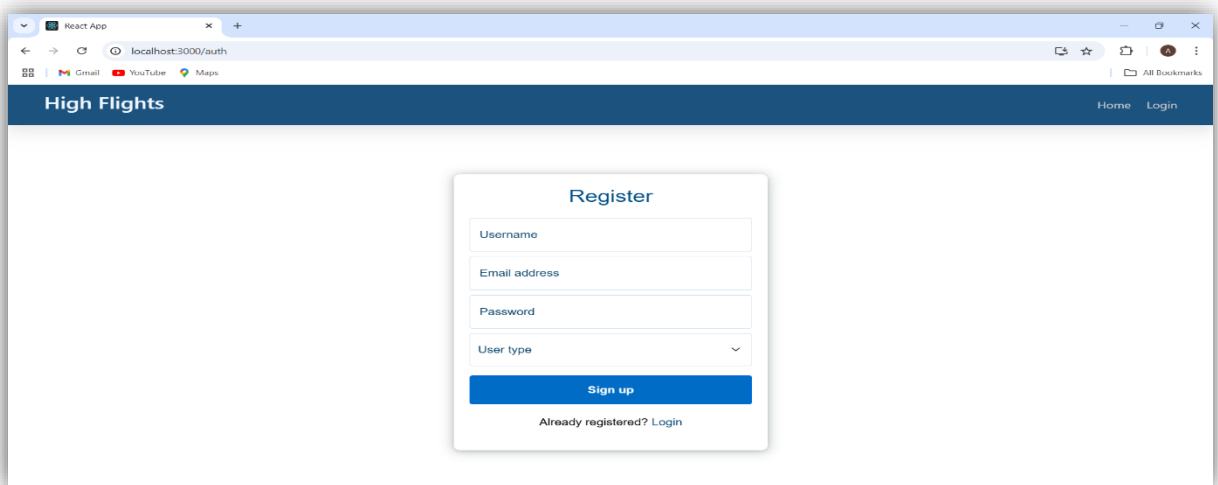
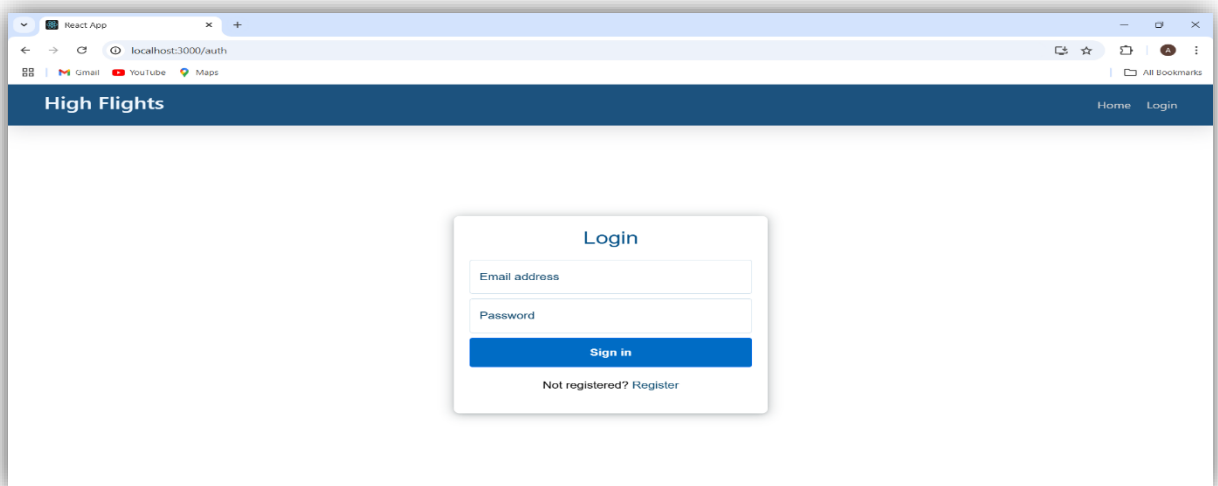
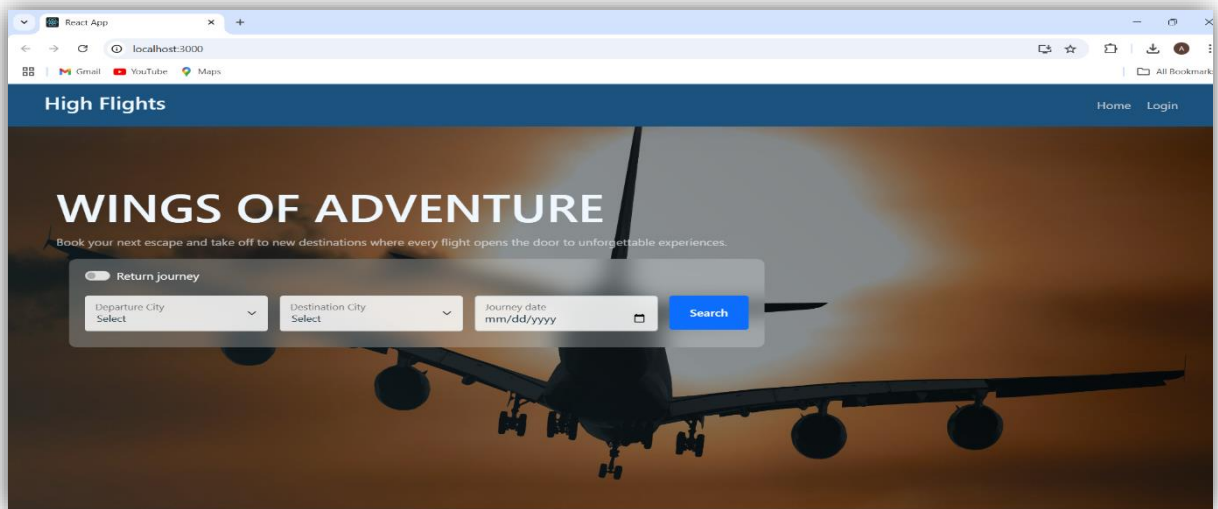
3. Token Generation:

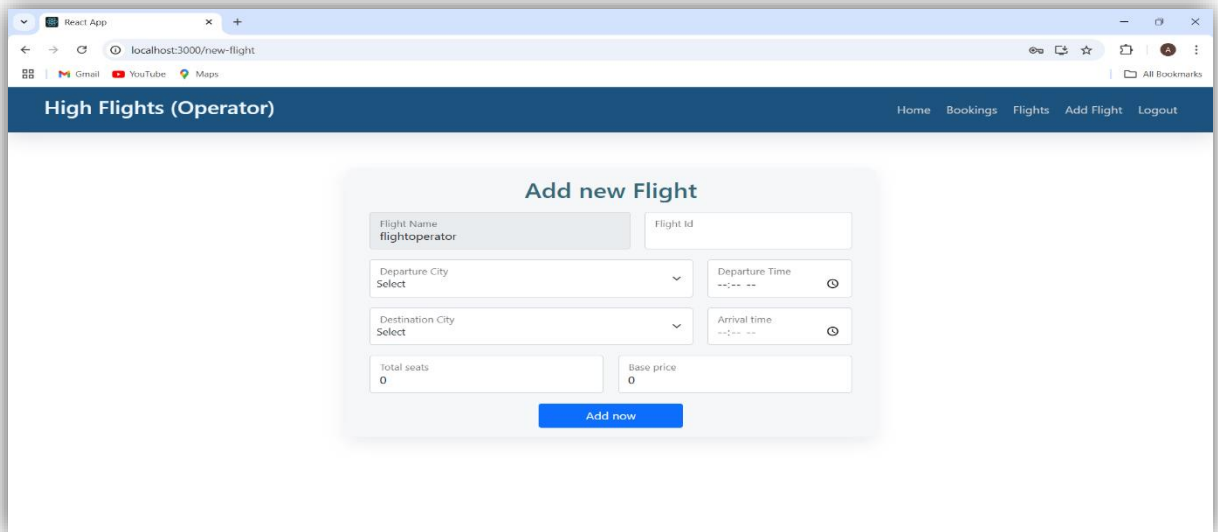
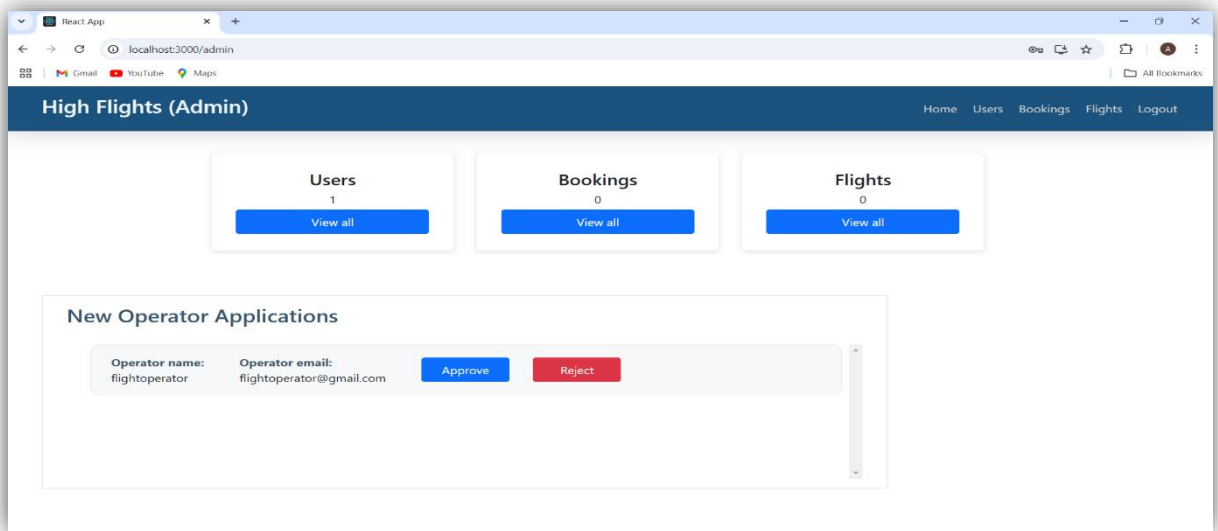
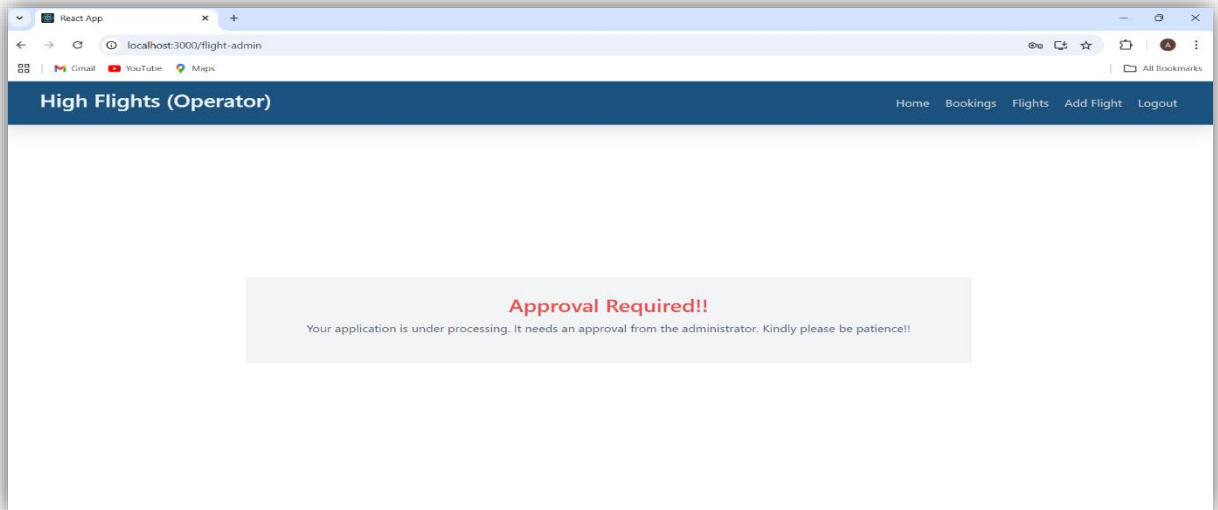
- The JWT is generated using libraries like **jsonwebtoken**.
- Claims include:
 - `sub` (subject): User ID.
 - `iat` (issued at): Timestamp of token issuance.
 - `exp` (expiration): Token expiry time .

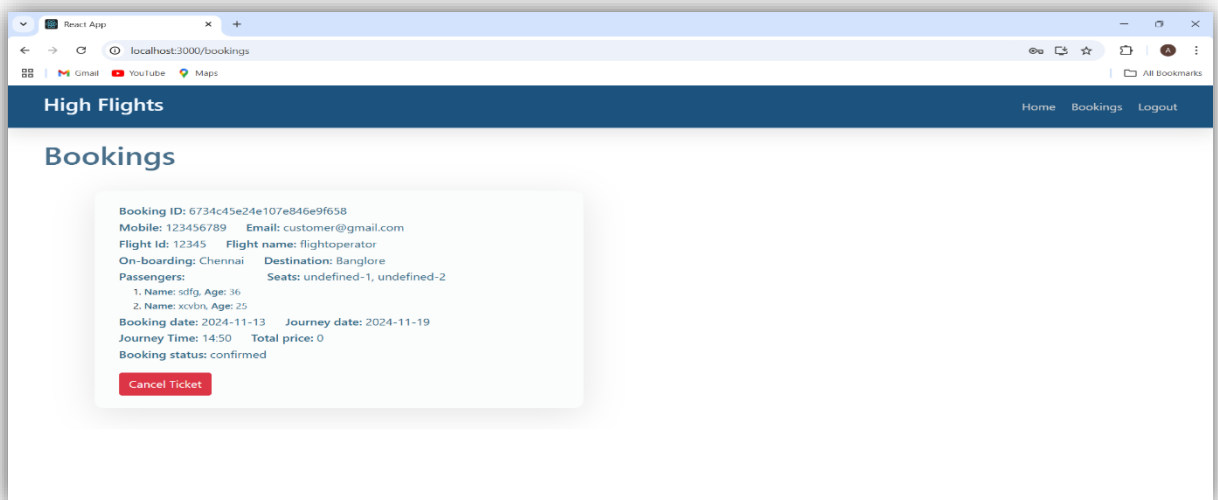
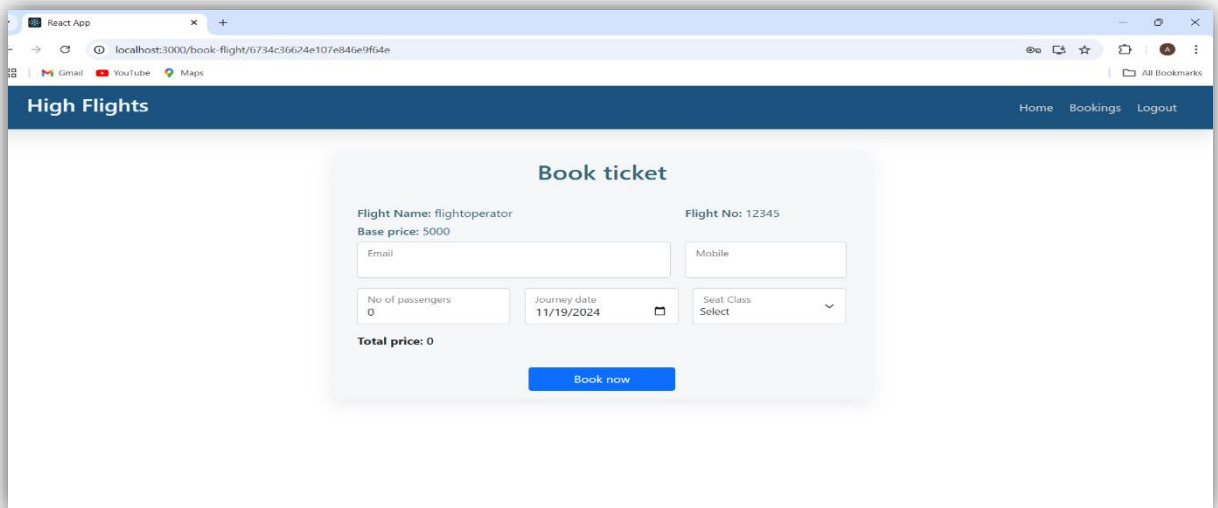
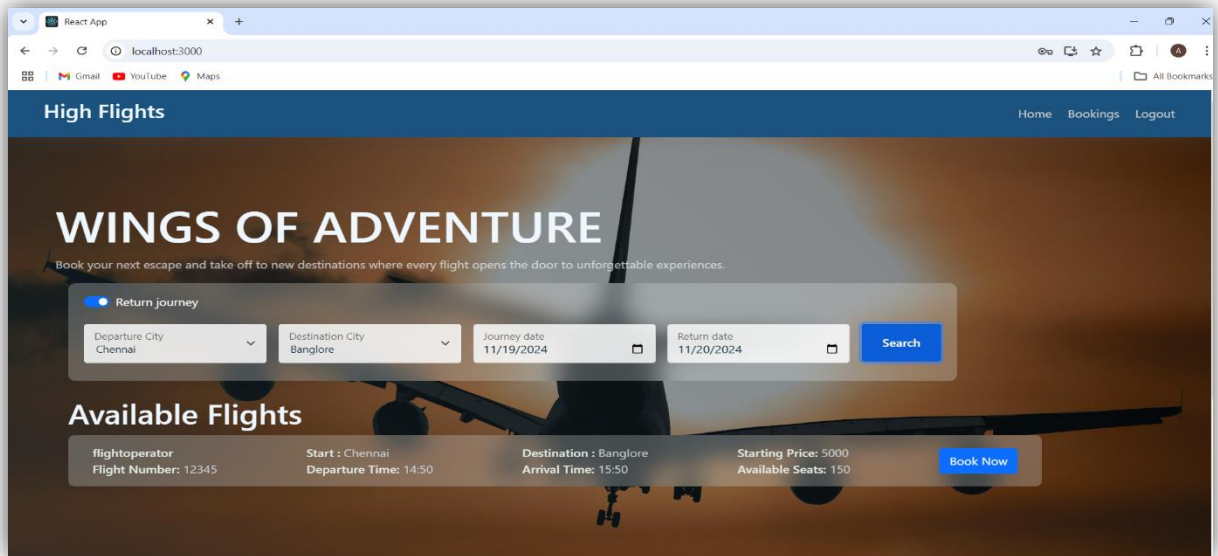
4. Storing the Token:

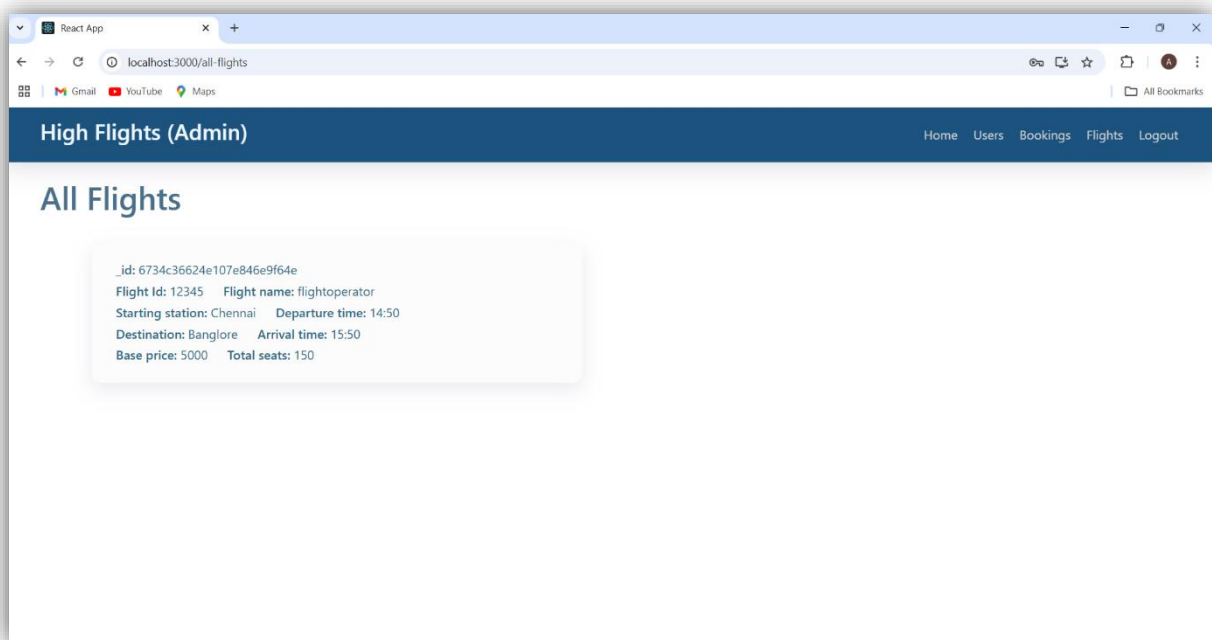
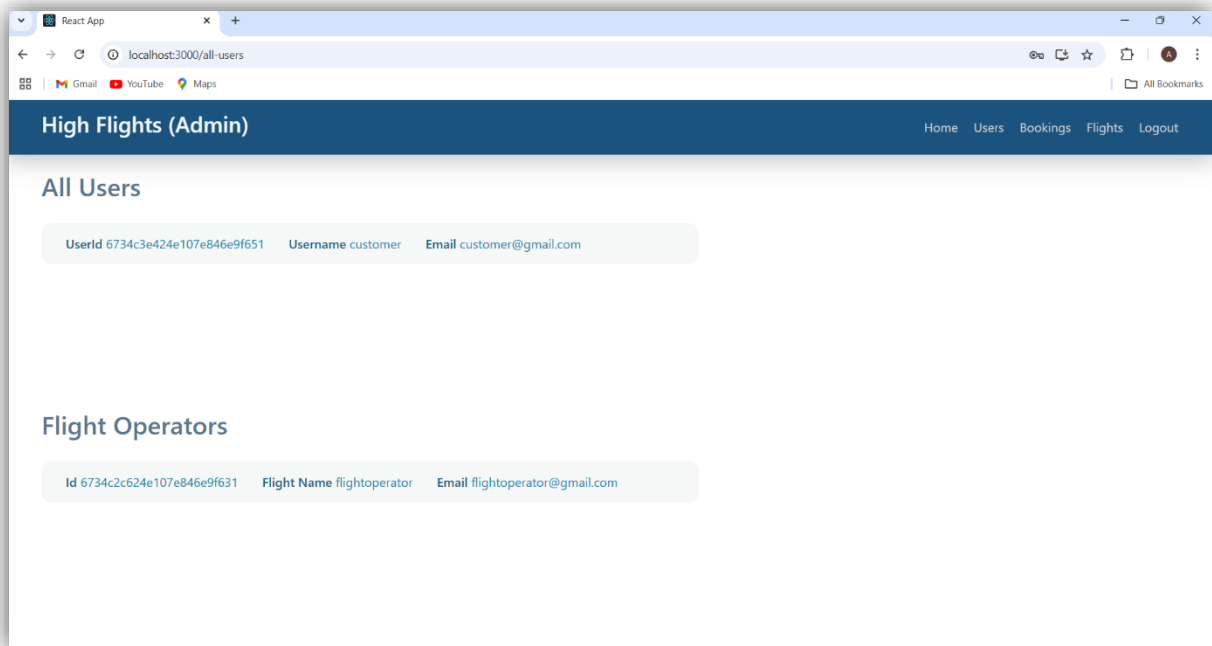
- The client stores the JWT in **localStorage** or **cookies** (with `HttpOnly` for security).
- For mobile apps, secure storage mechanisms like **Keychain** (iOS) or **Keystore** (Android) are used

9. User Interface:









10. Testing

- Manual Testing

11. Screenshots or Demo

- Screenshot and demo video link:
https://github.com/ezhilmahi/NM2024TMID00136_ezhilarasi.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.