Application for Item Booking

Website Vision:

The application will be a simple tool for booking various items available in specific locations. It will be an intuitive platform that allows users to easily book items without the need to register an account.

Functionality Description:

1. **Displaying Available Items:** The homepage will feature a list of available items for booking along with their details.
2. **Booking Items:** Users will be able to select the item they are interested in from the list and make a reservation. During the reservation process, users will need to provide their first name and last name in a form.
3. **Displaying Confirmation:** After making a reservation, users will receive a confirmation containing the reservation details and a unique reservation identifier.
4. **Browsing Reservation History:** Users will have the ability to browse through their reservation history. The history will be accessible to all users.
5. **Canceling Reservations:** Users will have the option to cancel a specific reservation by providing the unique reservation identifier of the item.

Data Processing Structure:

The website will utilize a simple SQLite database to store information about available items for booking and reservation history. The database structure may include at least two tables:

1. **Items:** This table will contain information about items available for booking, such as the item's name, location, and availability status.
   Example structure:
   a. ID (primary key)
   b. Item name
   c. Location
   d. Availability status (e.g., available/unavailable)
2. **Reservations:** This table will store information about made reservations, such as the user's ID (first name and last name), item ID, reservation date, and unique reservation identifier.
   Example structure:
   a. ID (primary key)
   b. User ID
   c. Item ID
   d. Reservation date
   e. Unique reservation identifier