

Add new session

## Add new session

*Step 1-7 happens in FRONT END*

*Step 8-13 happens on EACH receiver*

1. Make sure the data received from admin/session creator is valid
  2. Insert into local db (without UUID)
  3. Receive 'localEntityId'
  4. Post HttpRequest:\*
- ==> get UUID from UUID manager  
==> save UUID to UUID manager

### createUuidRecord

+localEntityId  
+Entity\_type  
+Source

5. Receive sessionUUID => update local DB

### New session in FE

+idSession  
+EntityVersion  
+Status  
+Timestamp  
+sessionUUID  
+eventUUID  
+sessionName  
+maxAttendees  
+description  
+summary  
+location  
+contactPerson  
+dateTimeStart  
+dateTimeEnd

6. Form XML message from the new session object
7. Send it to 'rabbitexchange'

New session added  
(locally)



1. Session is added on the Front-End and on the UUID master now
2. Front-End has send an xml sessionmessage to the exchange containing the new session's info

8. Receivers interested catch the sessionmessage
  9. Transform the xmlMessage into a session object
  10. Insert the object into the local database on the receiver's server
  11. Receive 'localEntityId'
12. Post HttpRequest: \*\*\*

### insertUuidRecord

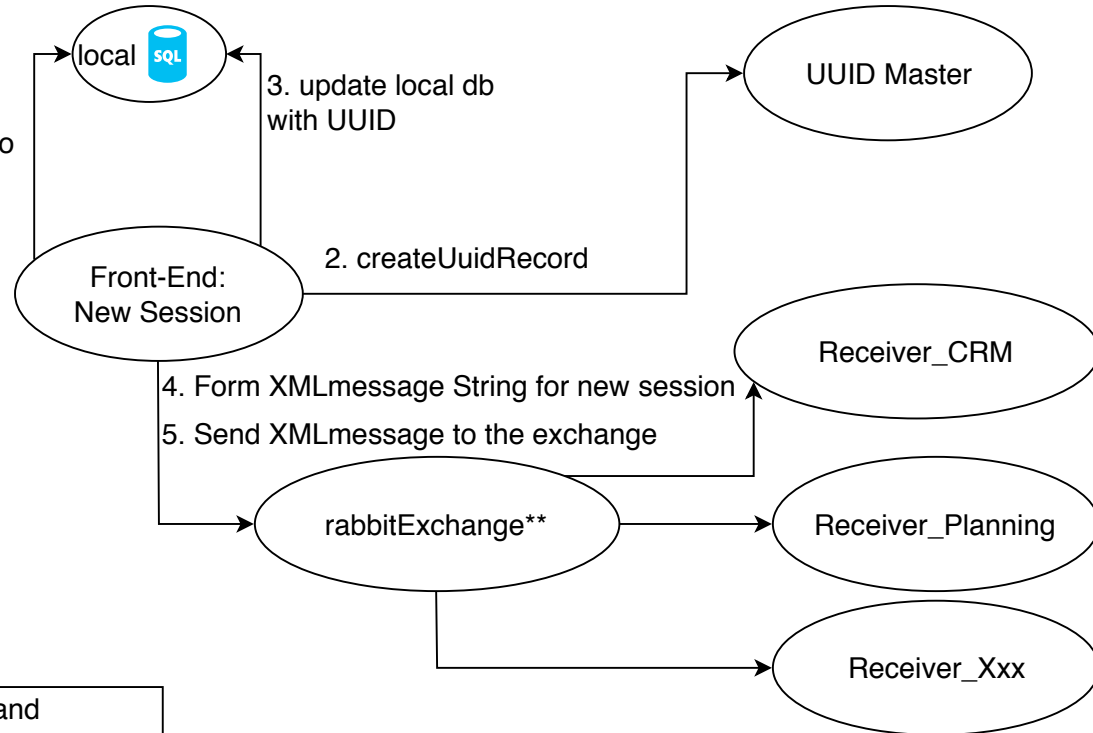
+(session)UUID  
+localEntityId  
+Entity\_type  
+Entity\_version  
+Source

13. ... Team specific actions

UUID Master + others:  
up-to-date

\*: 'localEntityId' is the id from the record you insert for this new Entity,  
'Entity\_type' is the type of user (entity?) inserting the new record,  
'Source' is the team where the message is coming from (Front-End in this case)

1.Insert into



\*\*: this is the exchange on our RabbitMQ server  
<http://10.3.50.38:5672/>

\*\*\*: 'sessionUUID' is received from Front-End's XmlMessage  
'localEntityId' is the id from the record you insert for this new Entity,  
'Entity\_type' is the type of user (entity?) inserting the new record,  
'Entity\_version' is the version of this record  
'Source' is your Team's Source\_type

