

Add new reservation

Add new reservation

Step 1-7 happens in FRONT END

Step 8-13 happens on EACH receiver

1. Make sure the data received from admin/user/reservation 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 reservationUUID => update local DB

new reservation_event in Front-End

+idReservation
+EntityVersion
+Status
+Timestamp
+reservationUUID
+userUUID
+eventUUID
+type

new reservation_session in Front-End

+idReservation
+EntityVersion
+Status
+Timestamp
+reservationUUID
+userUUID
+sessionUUID
+type

- 1(2).Insert into



- 3(5). update local db with UUID

- 2(4). createUuidRecord

Front-End:
New reservation

- 4(6). Form XMLmessage String for new reservation
5. Send XMLmessage to the exchange

rabbitExchange**

UUID Master

Receiver_CRM

Receiver_Planning

Receiver_Xxx

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

New reservation
added (locally)



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

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

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

insertUuidRecord

+(reservation)UUID
+localEntityId
+Entity_type
+Entity_version
+Source

13. ... Team specific actions



- 1(10).Insert into

- 2(12). insertUuidRecord

UUID Master

- 3(13). ...

...Team Specific Actions...

***: '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

UUID Master + others:
up-to-date