

# Documentation



*Flight agency*

Web applications course (DAT076)

Chalmers University of Technology

**Group 11 - Dreamteam**

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## Group information

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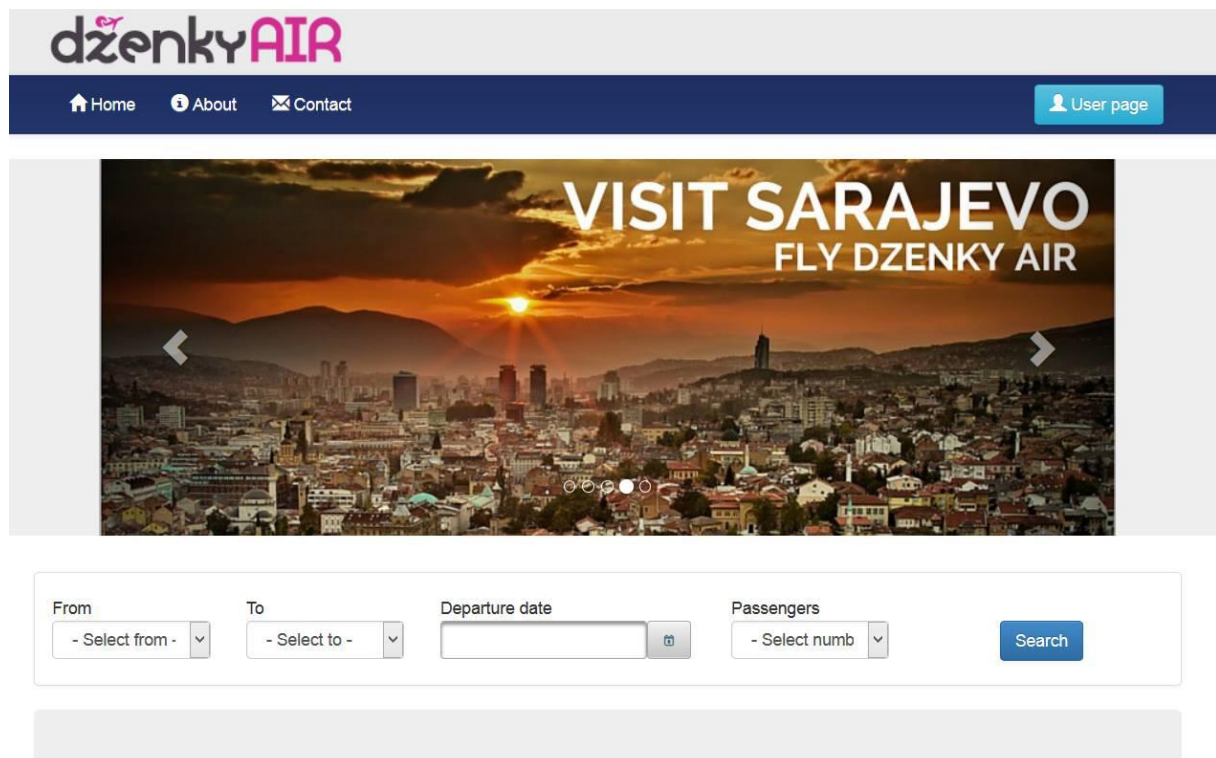
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# 1. General overview

## 1.1 Introduction

DzenkyAir is a website created for the fictional European airline DzenkyAir. The site will allow the user to search for available flights, to book available flight, to create an account, to log in and get access to *My Pages*. The site will also allow the user to view general information about the airline, their rules and destinations. Users can also view contact information, and may then contact the airline.



[Home](#) [About](#) [Contact](#) [User page](#)



From

- Select from -

To

- Select to -

Departure date

Passengers

- Select numb

Search

## 1.2 Roles

We developed the application to be as realistic as possible. As such it has three user roles with specific permissions for each.

### 1. Unregistered user:

- able to search flights and browse through the webpage

### 2. Registered user:

- able to search and book flights
- edit their user profile (email and password)

### 3. Administrator:

- able to access the flights and change flights departure and arrival dates
- change the status of the flight ( Ok, Canceled or Delayed )
- access user orders and change order details

## 1.3 Use cases

### Search flight

1: User can select from which airport he/she will travel from, destination, departure time, arrival time and number of passengers.

Outcome:

2: If success user will be redirected to select flight.

3: If Error, go back to 1 and correct them!

### Select flight

1: User can see all flight available. The user can select only one flight and press button select.

Outcome:

2: If success user will be redirected to add passenger page.

3: If error, go back to 1 and correct them.

### Add passengers

1: User can add passengers, he/she must enter first name, last name and baggage type. User must add the amount of passenger he/she chose in search flight (index). When done the user can continue to next page.

Outcome:

2: If success user will be redirected to register or to submit order if he/she is already online.

3: If Error, go back to 1 and correct them.

## Register

1: User can register, he/she must fill in first name, last name, address, city, number, email and password.

Outcome:

2: If success user will be redirected to submit order.

3: If error, go back to 1 and correct them.

## Submit order

1: User can check all the values he/she entered. A price of the order is shown. User can buy it by clicking on submit button

Outcome:

2: If success: User will be redirected to the user page.

3: If Error: Something went wrong, user will be redirected to main page and have to start over!

## User page

User:

User can see all orders and open them. Also links to edit profile and edit contact info are displayed on the site.

Admin:

Do not have a order list and a contact info link however admins have a link to admin center.

Actions:

1: If a user clicks on a order he/she will be redirected to view order

2: If user clicks on the edit profile link he/she will be redirected to profile edit.

3: If a user clicks on the contact info link he/she will be redirected to contact-info-edit page.

4: If a admin clicks on the admin-center-link he/she will be redirected to admin center page.

## View order

Users can see the purchased order. The order number is displayed, also flight information and passengers

information. Users can upgrade the passengers baggage. Baggage can not be downgraded.

Actions:

1: User may click on upgrade and will be redirected to update passenger page.

2: Admin can click on edit link and can be redirected to edit order page.

## Update passenger

1: Users can select a new baggage type from a dropdown. The price of the upgrade is displayed on the page.

Outcome:

2: If clicked on change:

2a: If success user will be redirected to view order.

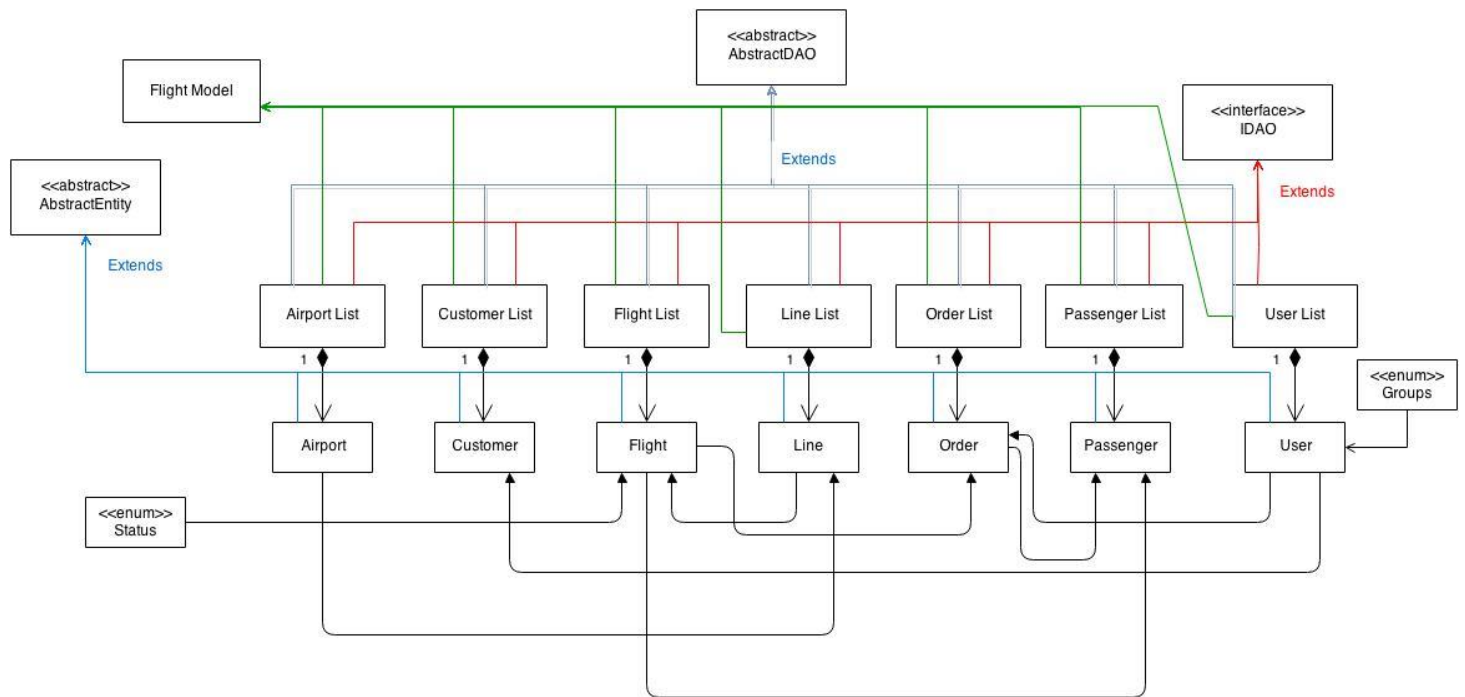
2b: If error, go back to 1 and correct them.

3: If pressed on cancel user will be redirected to view order.

## 2. Technical overview

### 2.1 Object oriented model

Our projects model is based on the model used through courses workshops.



## 2.2 Presentation tier

### **Presentation tier**

Client – Web browser, JSF, XHTML

### **Logic tier**

Server – Web app, GlassFish server 4.1, Java 1.7, CDI beans, EJB

### **Data tier**

Database server - Derby (JavaDB)

