Travel Advisor Website

System Design Document

Revision History

Version	Date	Reason For Changes	Owner
Version 1	24/4	Initial fill	Sahar Hamdy

Table of Contents

1. Introduction

This application provides a window for the different places and tours a visitor can view before travelling to a specific country. This site guides him/her through from the start to the end of the journey.

1.1 Purpose of the SDD

The System Design Document (SDD) tracks the necessary information required to effectively define the architecture and system design to give the development team guidance on the architecture of the system to be developed. Design documents are incrementally and iteratively produced during the system development life cycle, based on the particular circumstances of the information technology (IT) project and the system development methodology used for developing the system. Its intended audience is the project manager, project team, and development team. Some portions of this document, such as the user interface (UI), may be shared with the client/user, and other stakeholders whose input/approval into the UI is needed.

1.2 Terms and Definitions

SD_HL	High-Level Design
SD_HL_USD	Use Case Diagram
SD_HL_HLD	High-Level Decomposition
SD_HL_ERD	Entity Relation Diagram
SD_LL	Low-Level Design

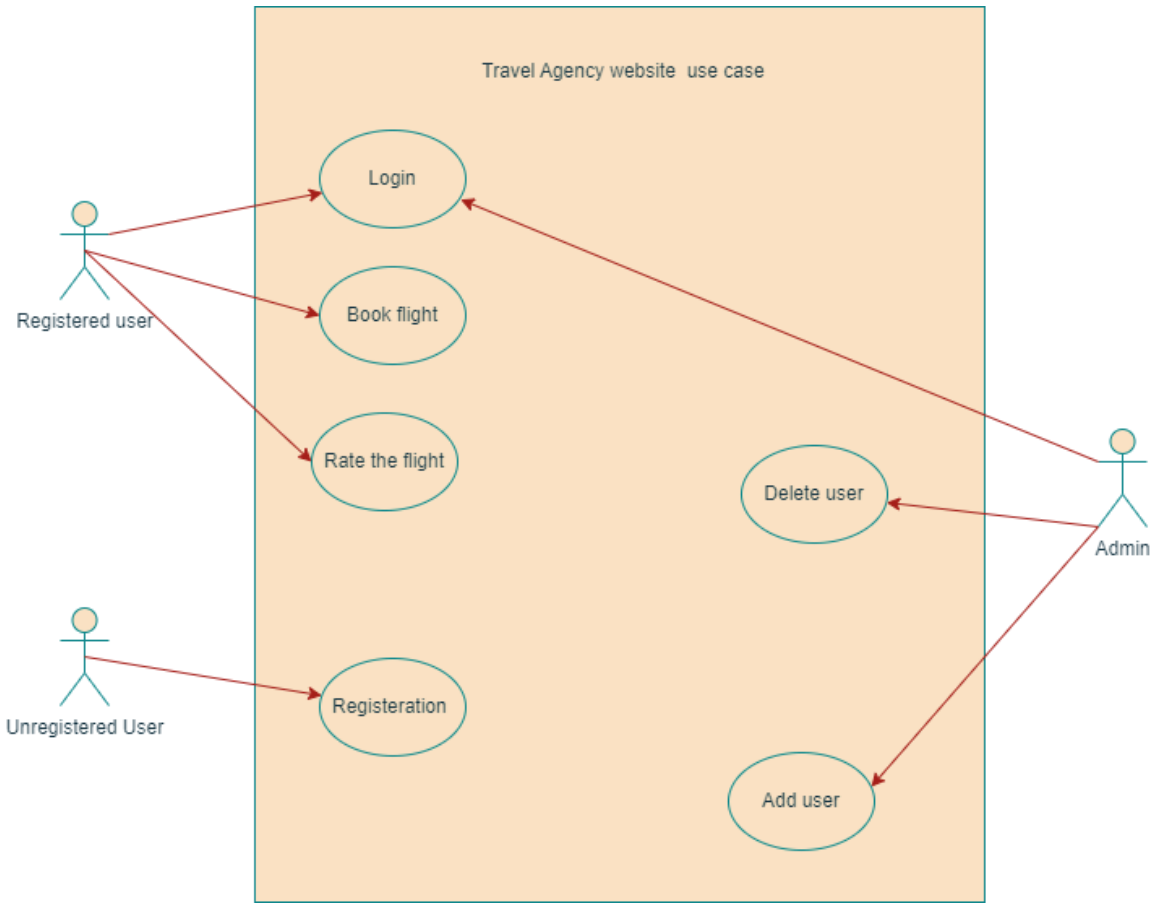
SD_LL_WF	Wireframes
SD_LL_CD	Class Diagram
SD_LL_FC	Flowchart
SD_LL_SEQD	Sequence Diagram

2. High-Level Design

This section describes the high-level design diagrams for the system.

2.1 Use Case Diagram

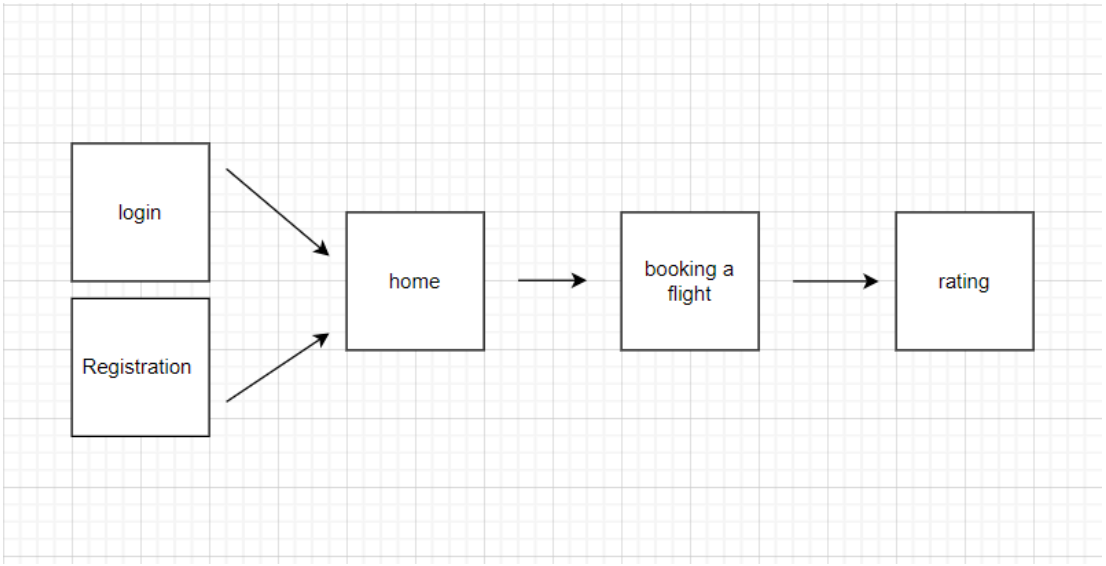
- A use case diagram provides a high-level view of how different actors interact with the Travel Advisor Web Application, it illustrates the system’s functionality from the user’s perspective.
- Three actors interact with the system (Registered user, Unregistered user, Admin).
- The use case represents the system's specific functionalities or actions (Register, Login, Booking flight, Rating the system) for users and (Add user, Delete user) for Admin.
- Arrows connecting actors to use cases show the interactions.



SD_HL_USD_01

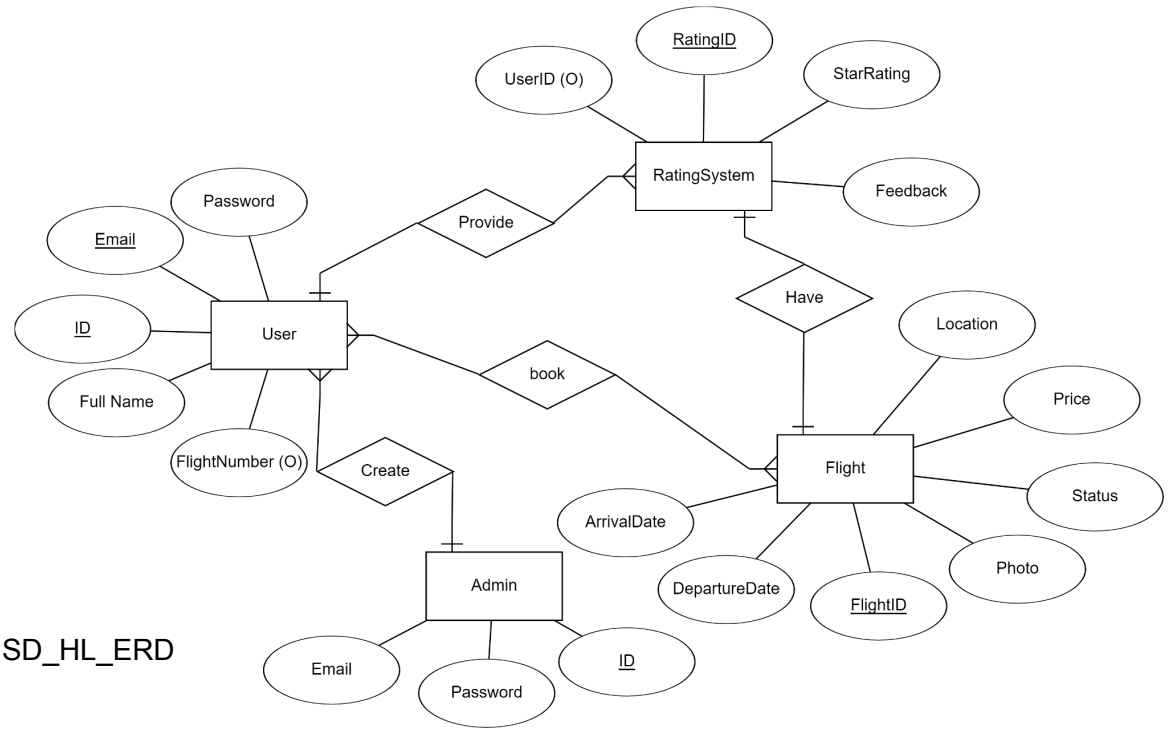
2.2 High-Level Decomposition

The system is broken down into smaller parts (modules) that are easier to understand, program, and maintain.



SD_HL_HLD_01

2.3 Entity Relation Diagram



SD_HL_ERD

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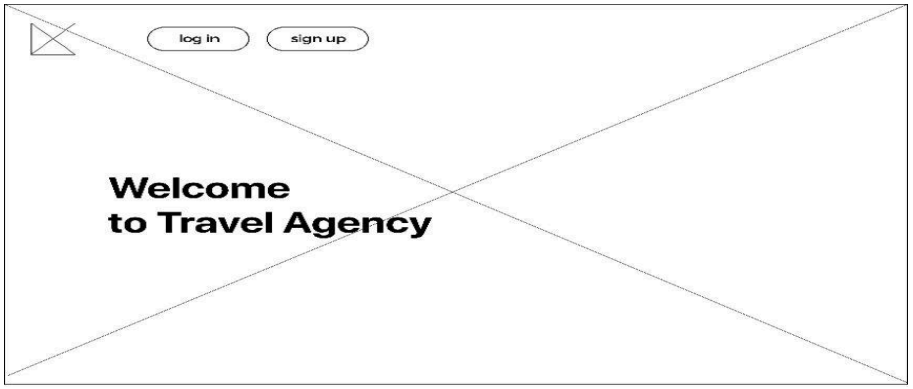
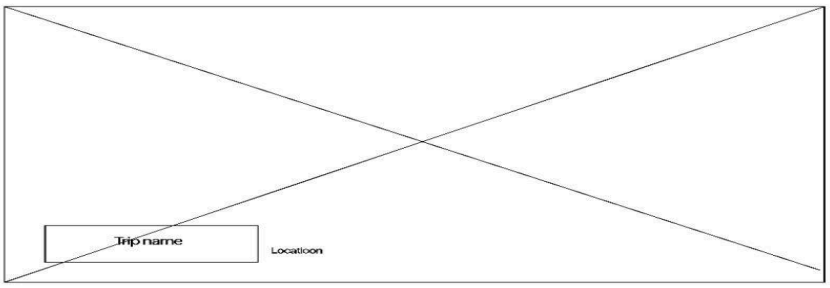
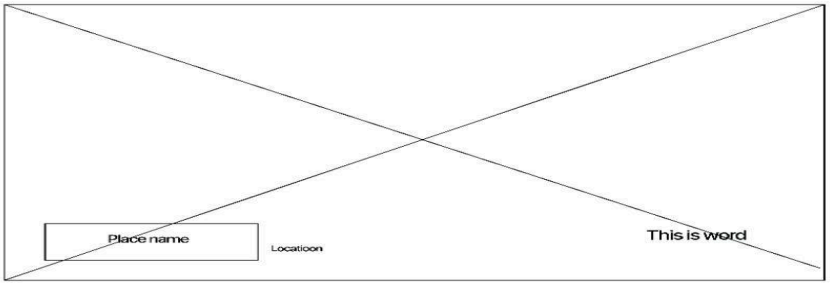
3. Low Level Diagram

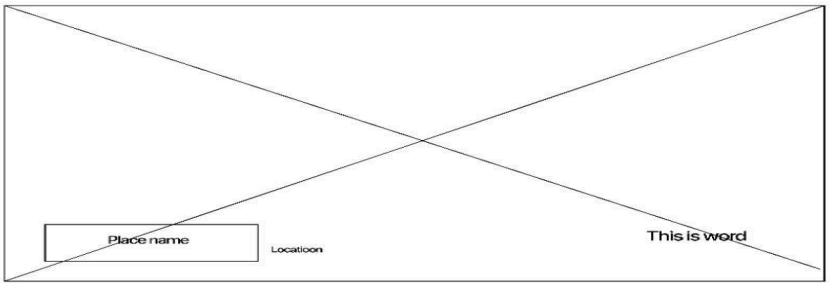
3.1 Wireframe

SD_LL_WF_01









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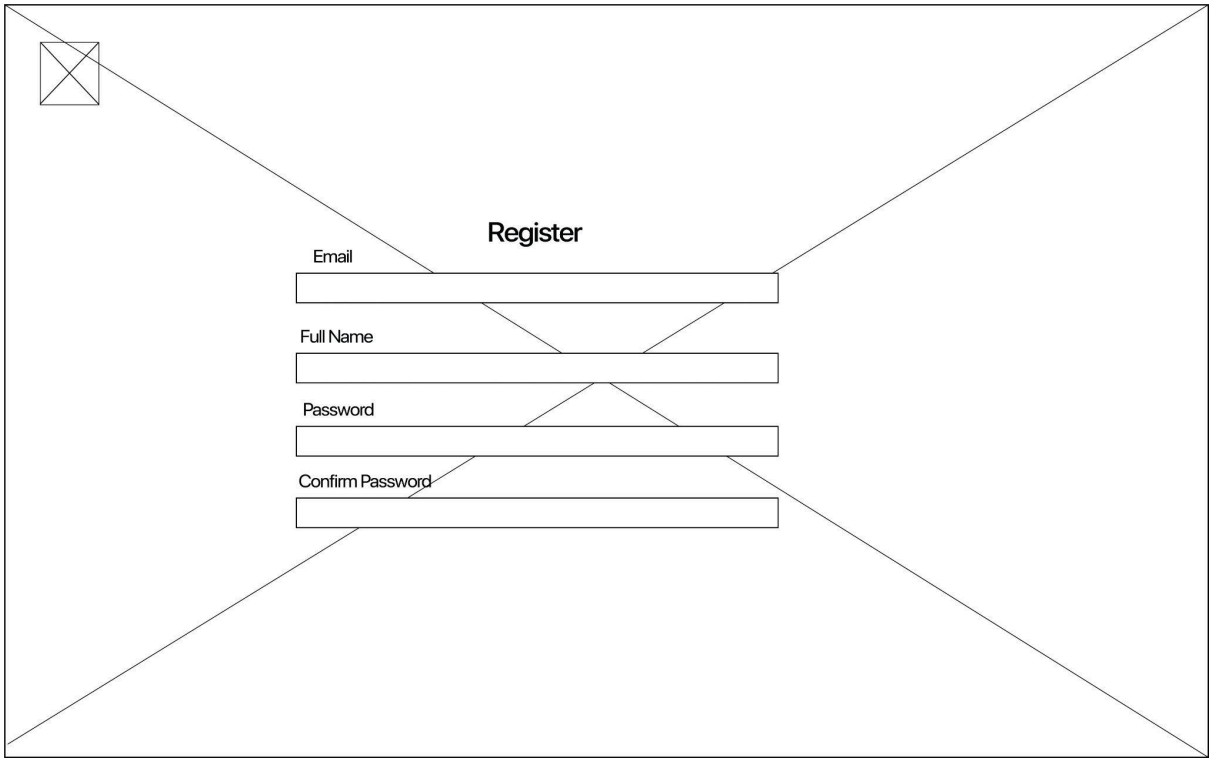

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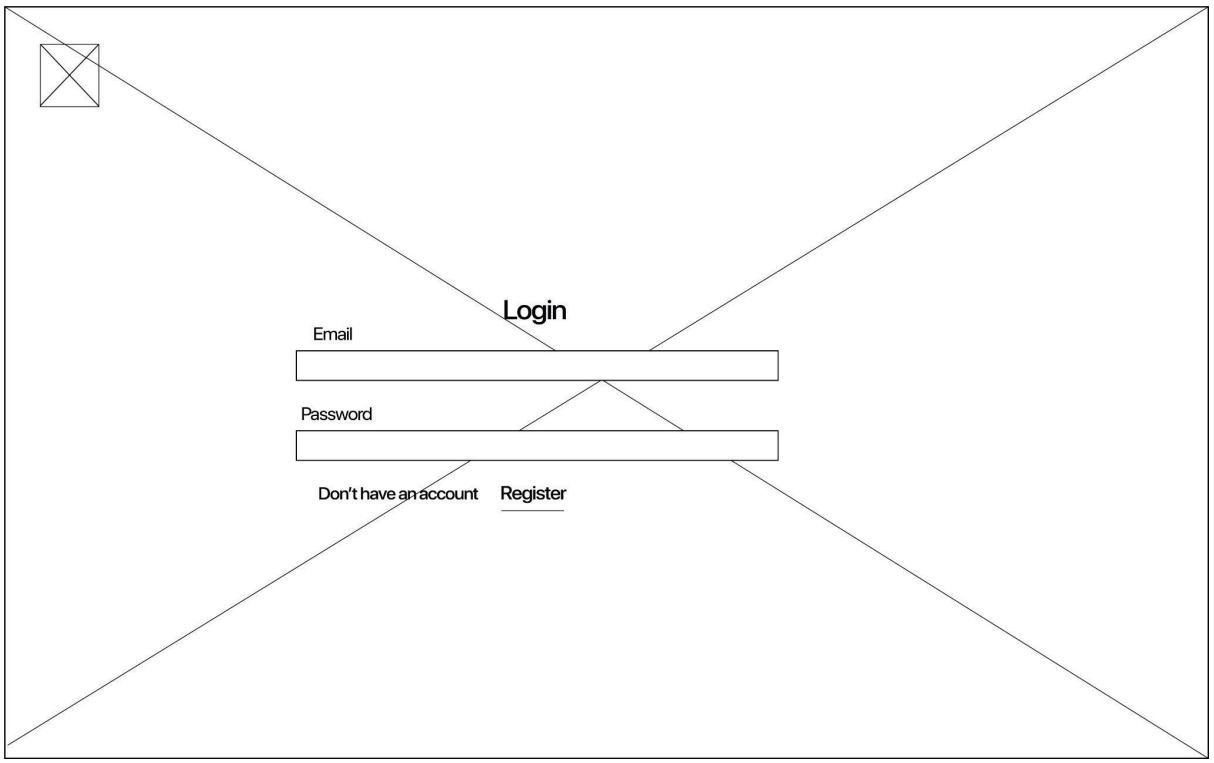

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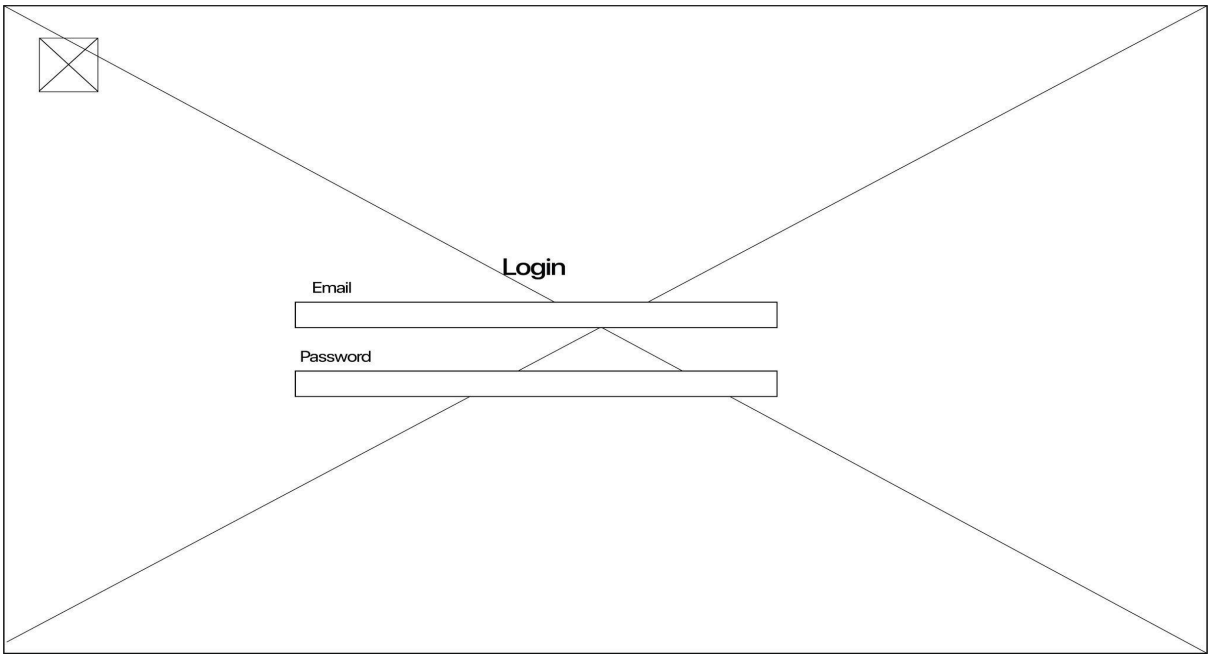

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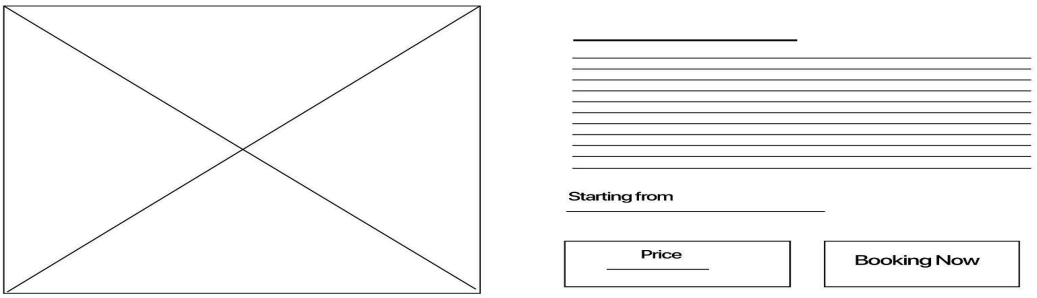

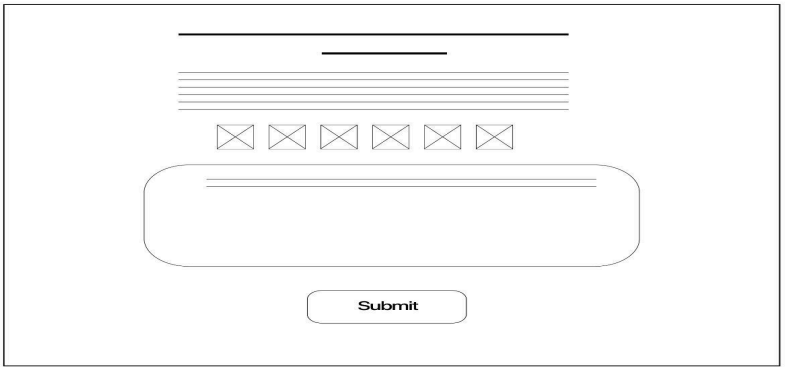

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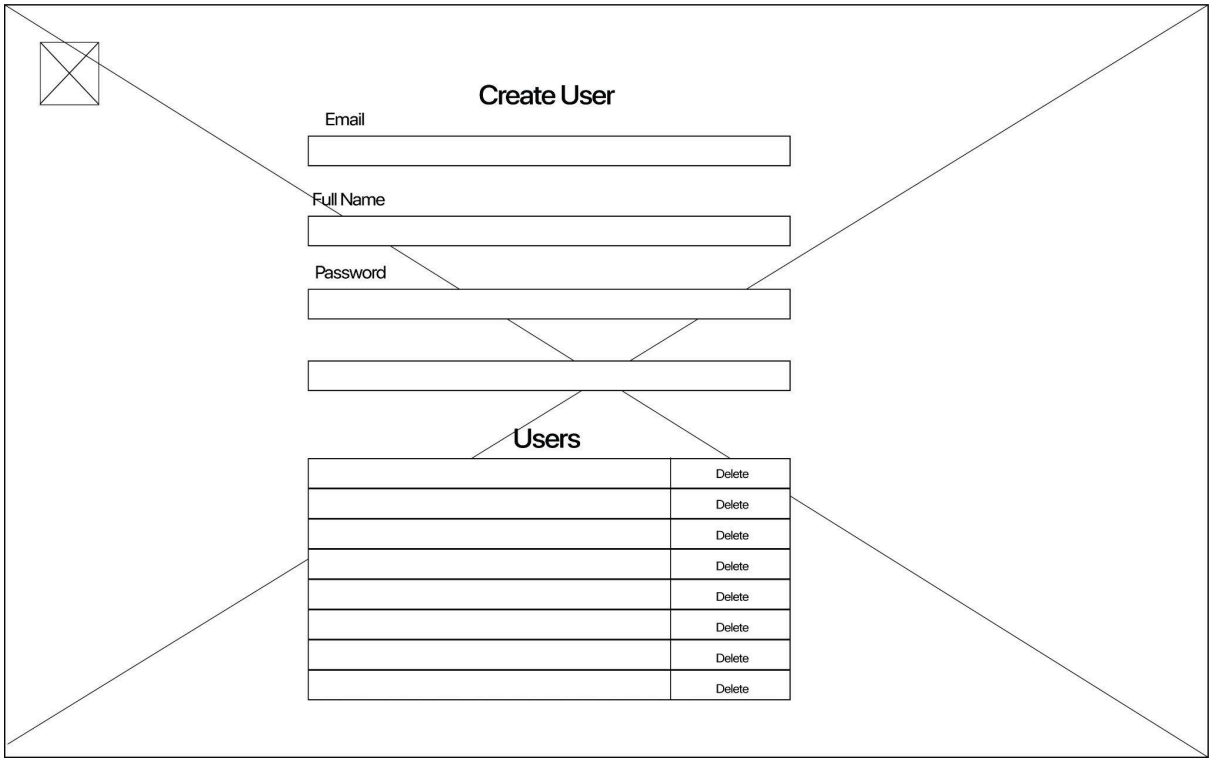
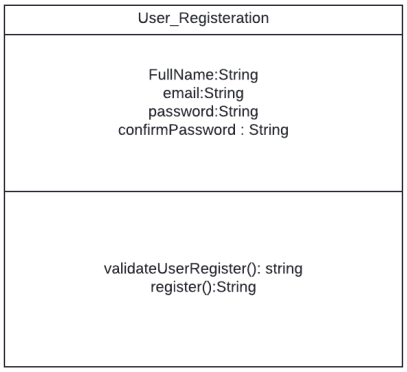


3.2 Class Diagrams

SD_LL_CD_01



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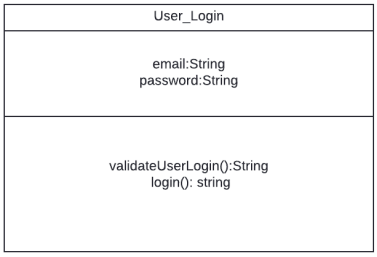

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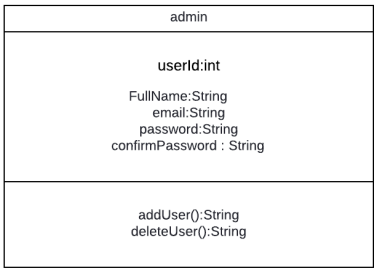

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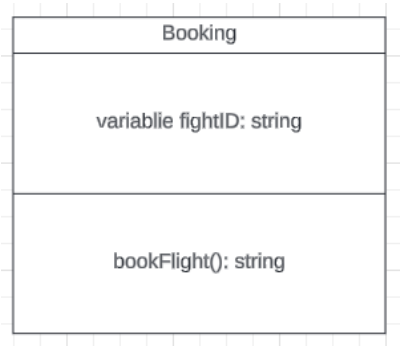

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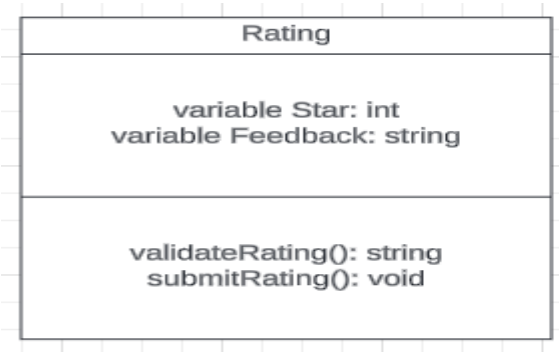
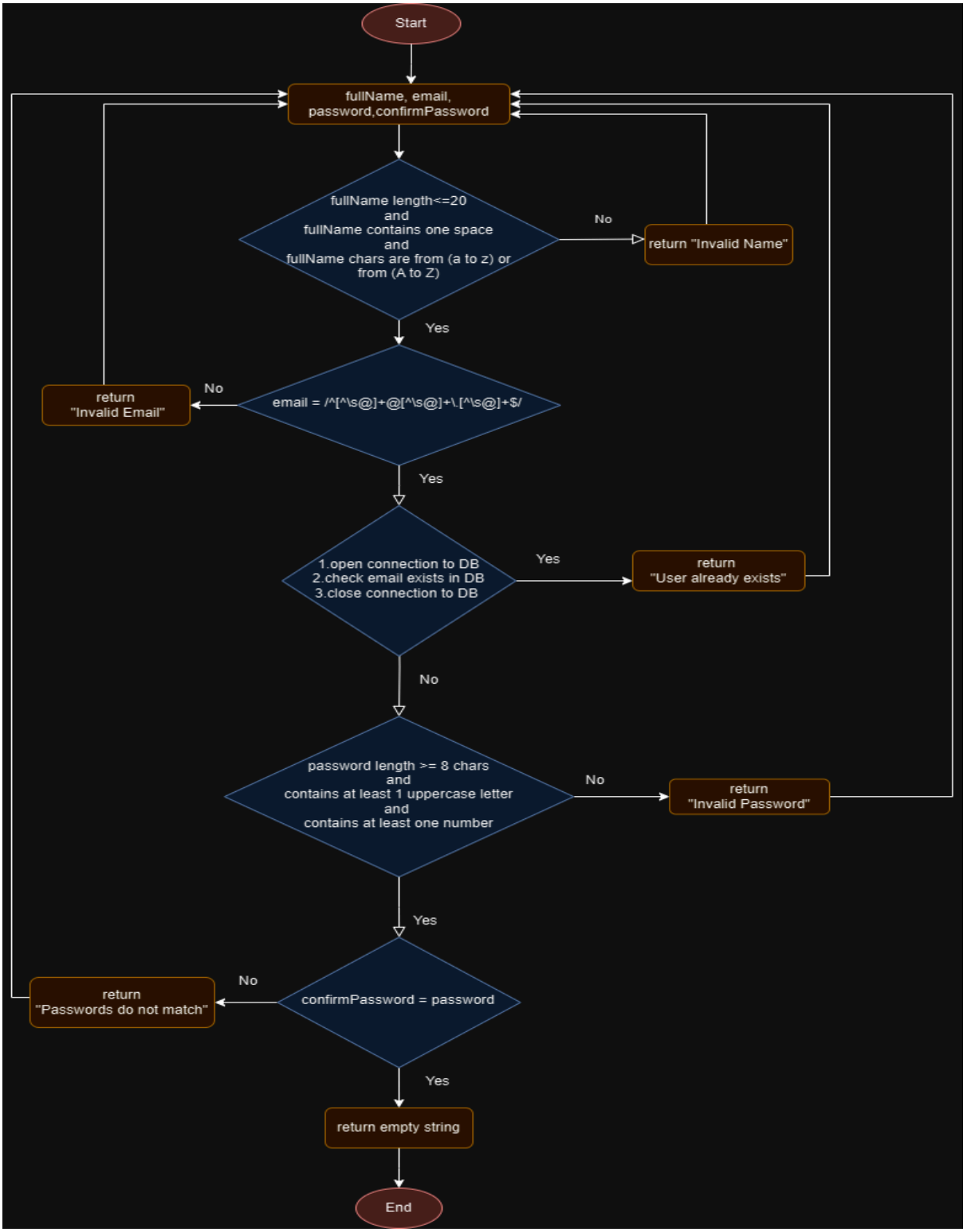


3.3 Flow Charts

3.3.1 User_Registration

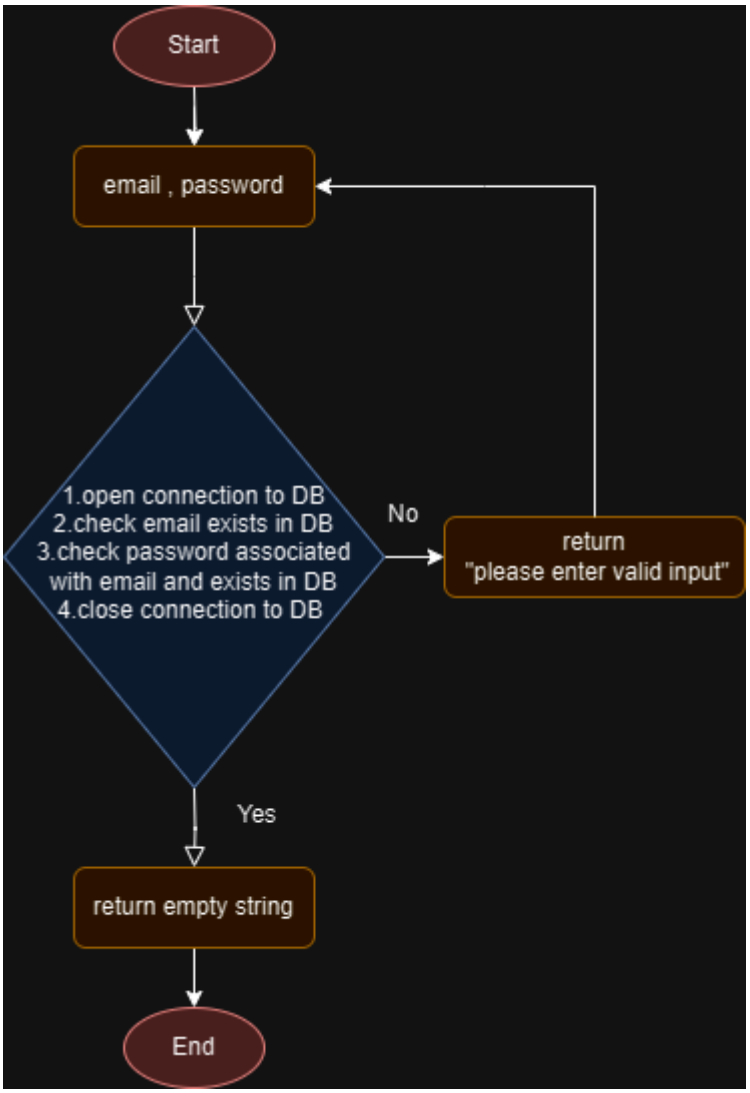
3.3.1.1 validateUserRegister



SD_LL_FC_01

3.3.2 User_Login

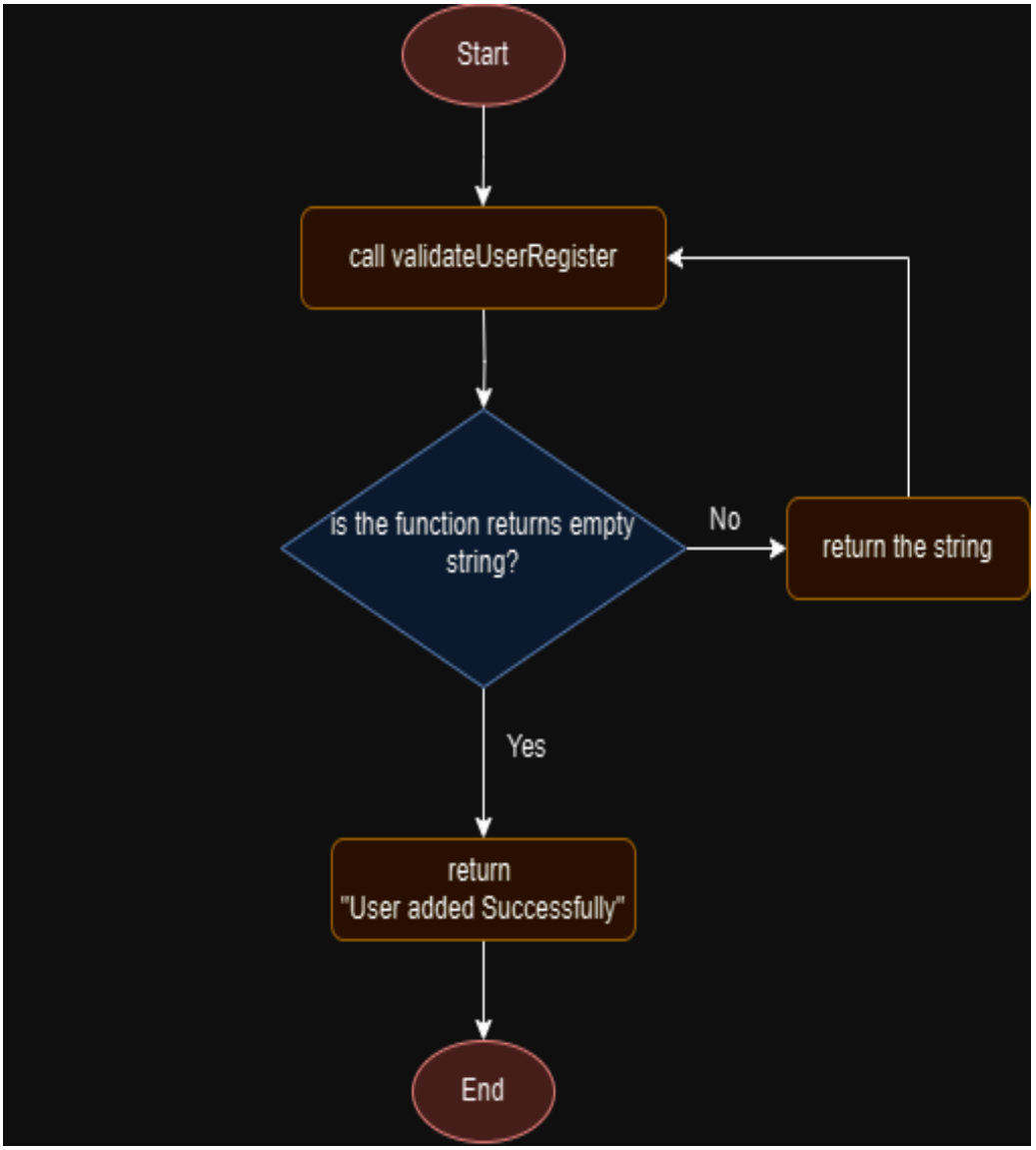
3.3.2.1 validateUserLogin



SD_LL_FC_02

3.3.3 Admin

3.3.3.1 addUser



SD_LL_FC_03

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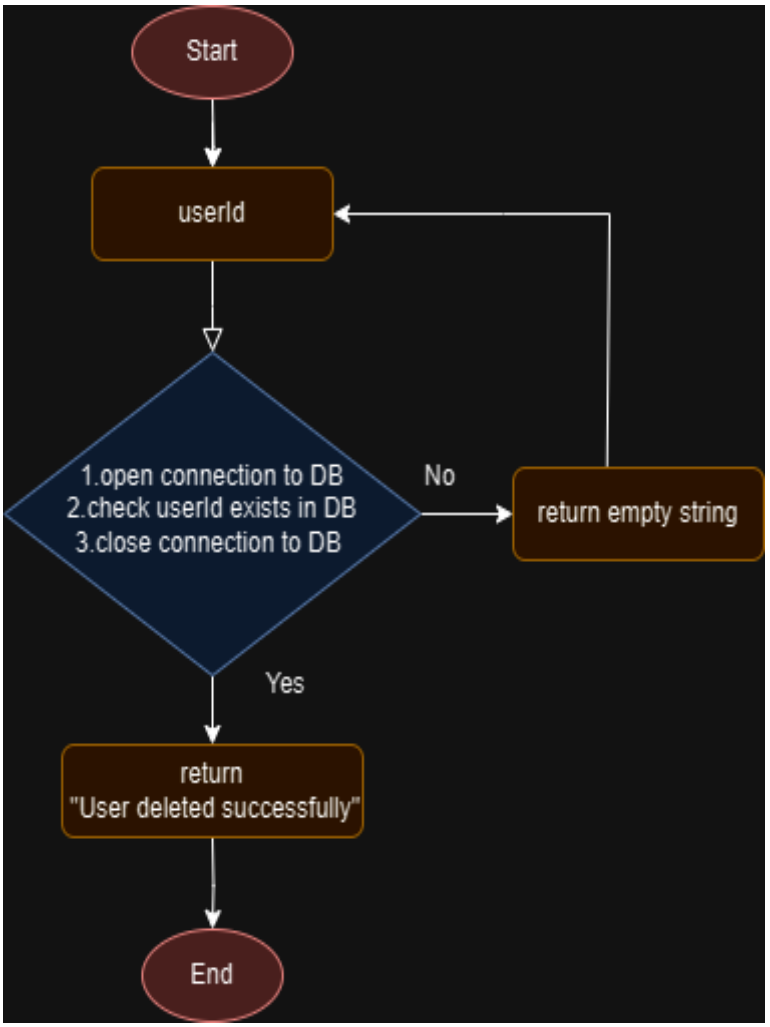
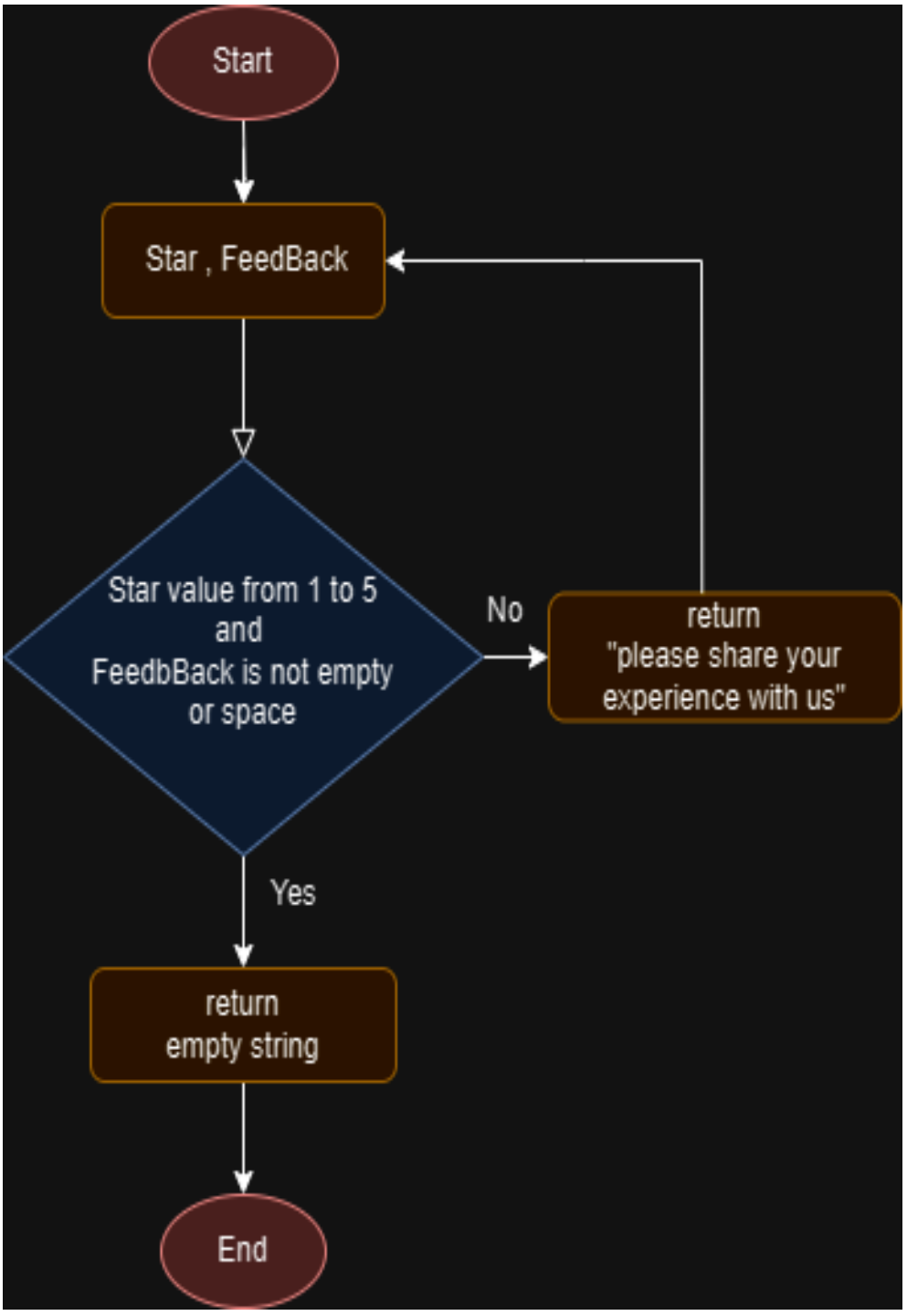


SD_LL_FC_04

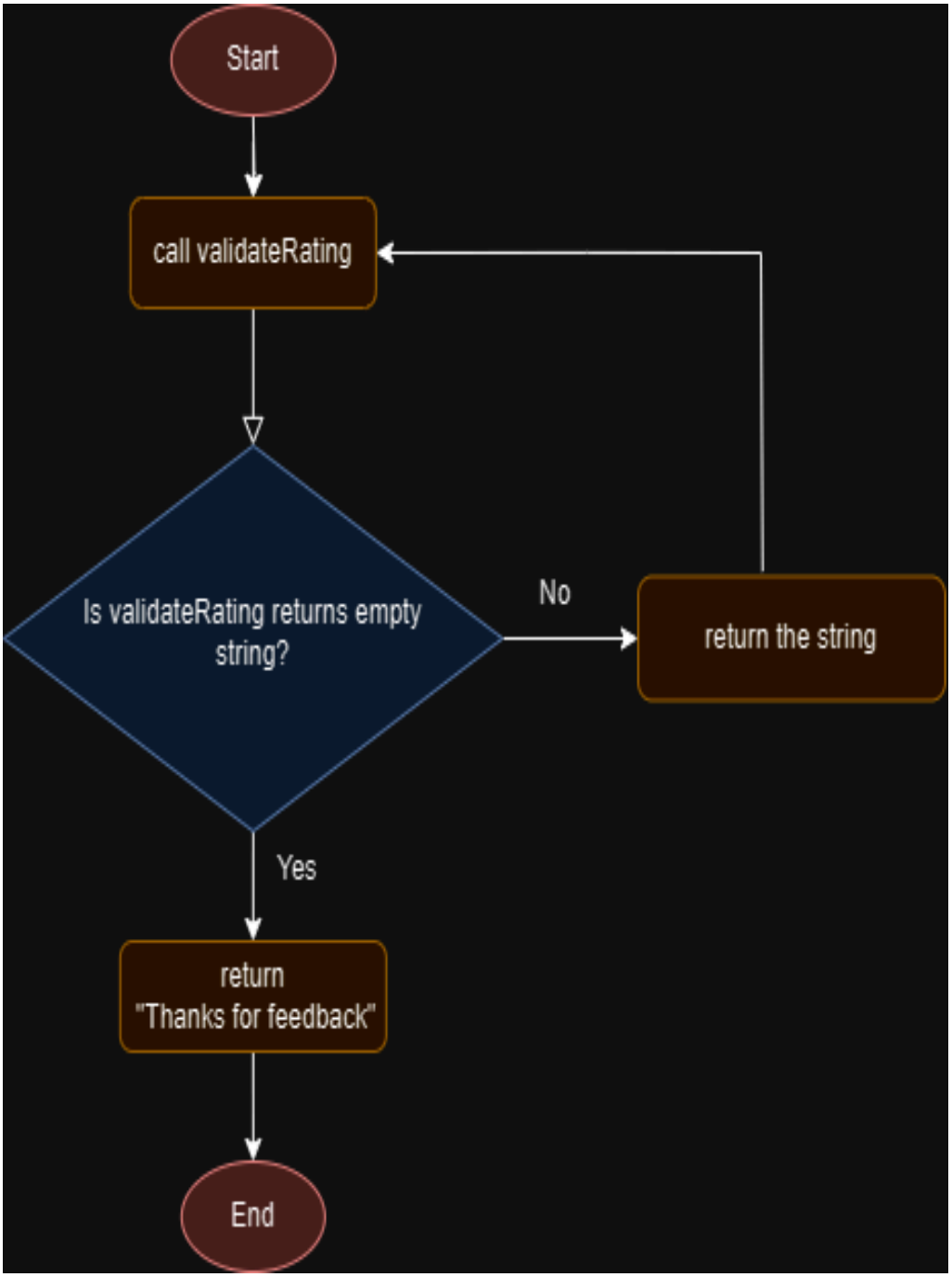
3.3.4 Rating

3.3.4.1 validateRating



SD_LL_FC_05

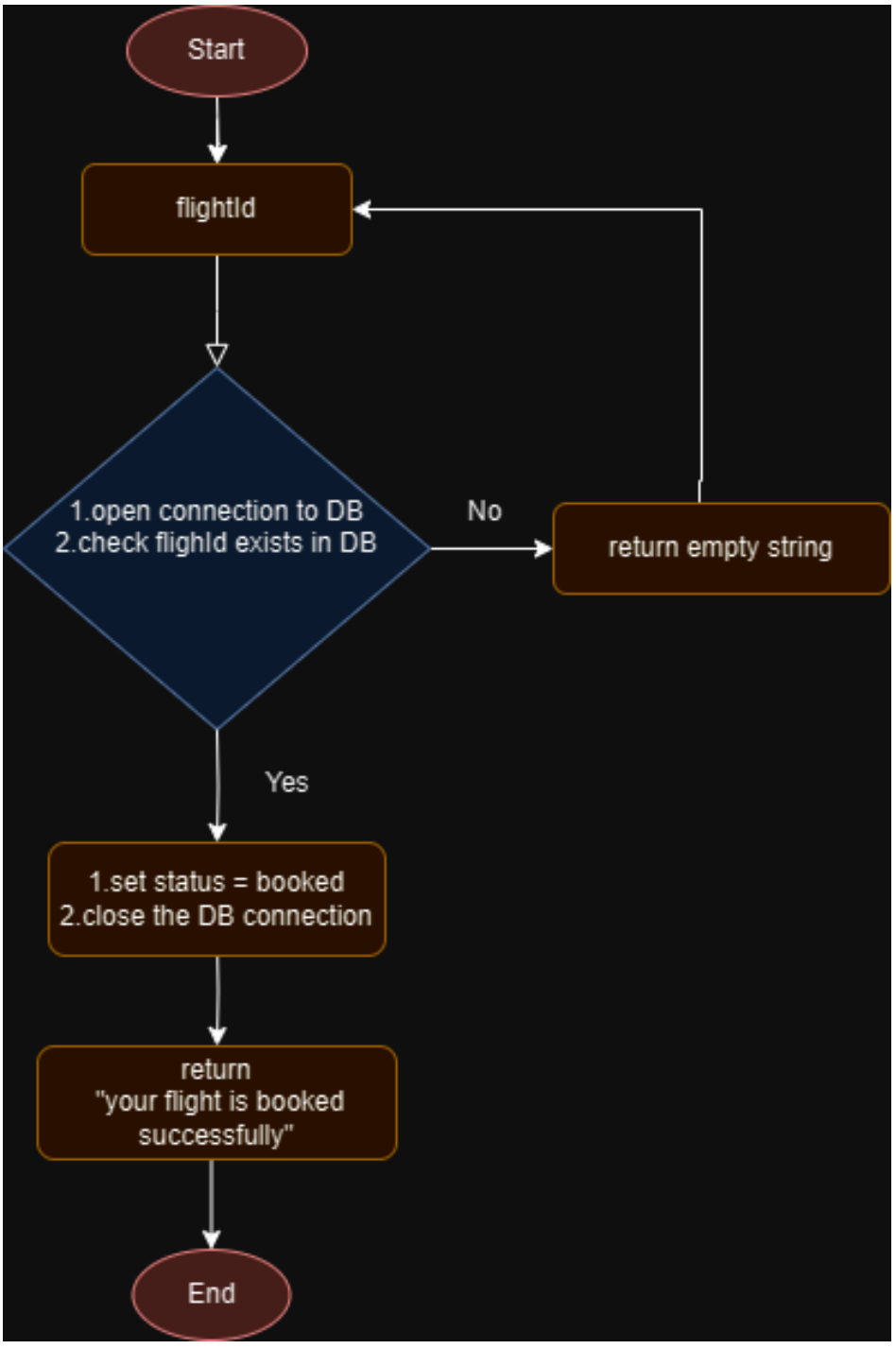
3.3.4.2 submitRating



SD_LL_FC_06

3.3.5 Booking

3.3.5.1 bookingFlight

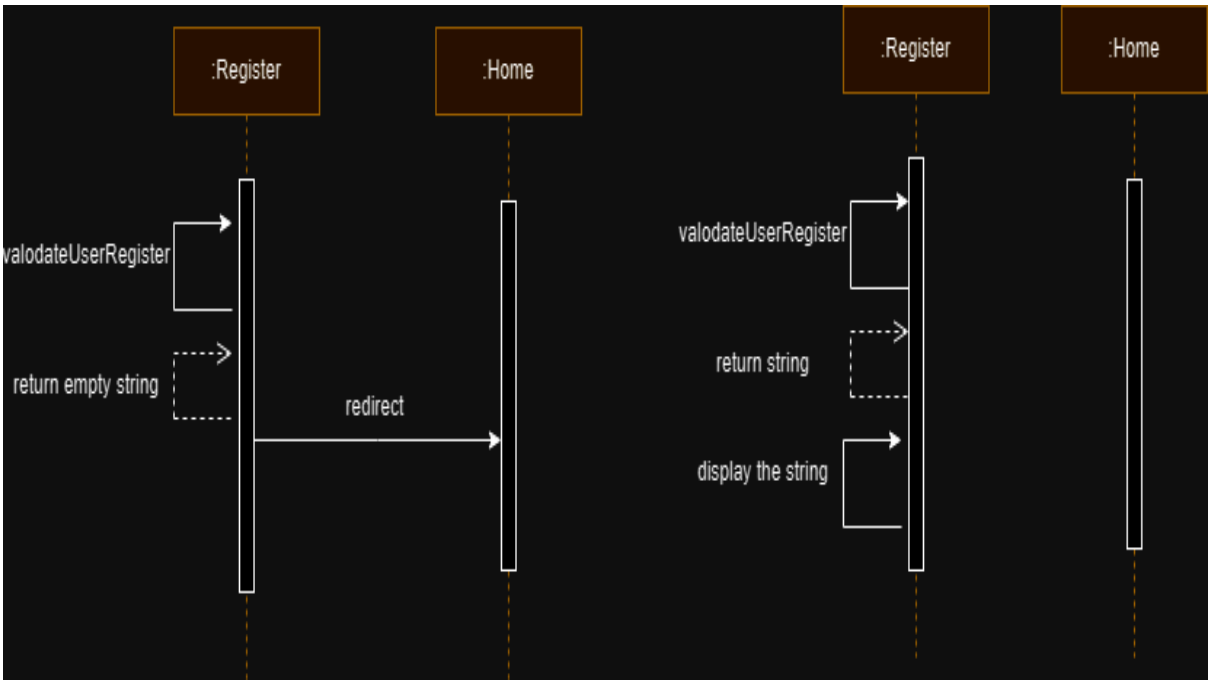


SD_LL_FC_07

3.4 Sequence Diagrams

3.4.1 User_Registration

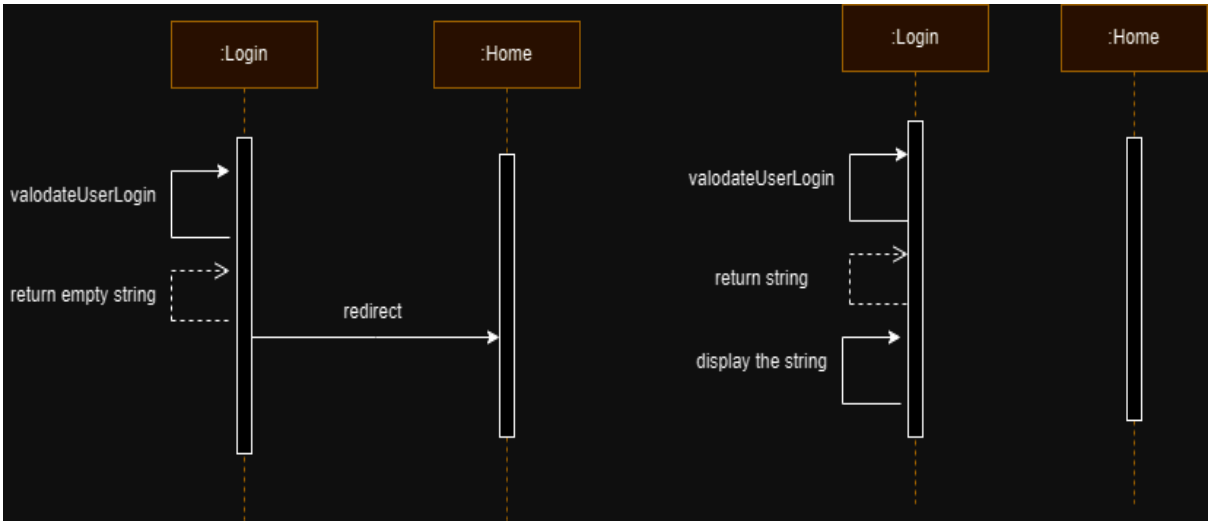
3.4.1.1 register



SD_LL_SEQD_01

3.4.2 User_Login

3.4.2.1 login



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