# **Travel Advisor Website**

# **System Design Document**

**Revision History**

| **Version** | **Date** | **Reason For Changes** | **Owner** |
| --- | --- | --- | --- |
| Version 1 | 24/4 | Initial fill | Sahar Hamdy |
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**Table of Contents**

**1.**  **Introduction**

1.1 Purpose of the SDD

1.2 Terms and Definitions

**2.** **High-Level Design**

2.1 Use Case Diagram

2.2 High-Level Decomposition

2.3 Entity Relation Diagram

**3.** **Low Level Diagram**

3.1 Wireframe

3.2 Class Diagrams

3.3 Flowcharts

3.4 Sequence Diagrams

## **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**

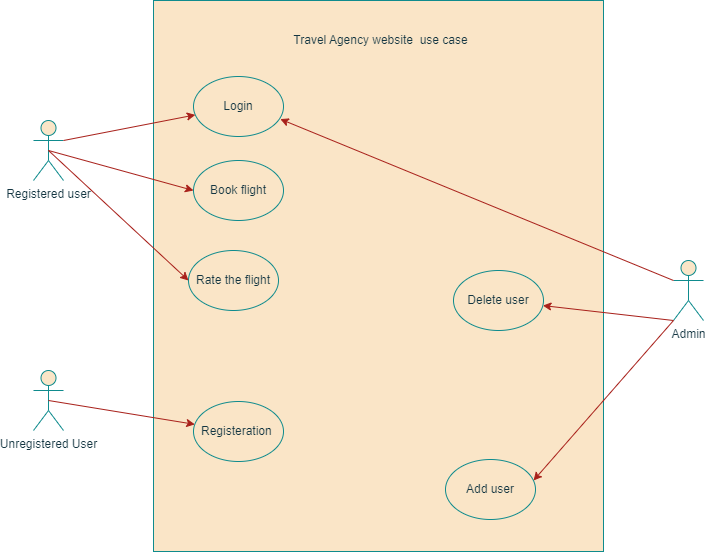
| SD\_HL | High-Level Design |
| --- | --- |
| SD\_HL\_USD | Use Case Diagram |
| SD\_HL\_HLD | High-Level Decomposition |
| SD\_HL\_ERD | Entity Relation Diagram |
| SD\_LL | Low-Level Design |
| SD\_LL\_WF | Wireframes |
| SD\_LL\_CD | Class Diagram |
| SD\_LL\_FC | Flowchart |
| SD\_LL\_SEQD | Sequence Diagram |

## **2.** **High-Level Design**

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

**2.1 Use Case Diagram**

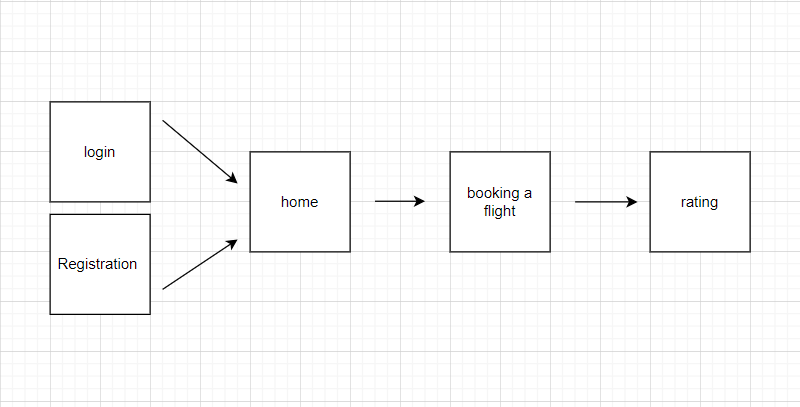
* A use case diagram provides a high-level view of how different actors interact with the Travel Advisor Web Application,it illustrates the system’s functionality from the user’s perspective.
* Three actors interact with the system (Registered user, Unregistered user, Admin).
* The use case represents 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.

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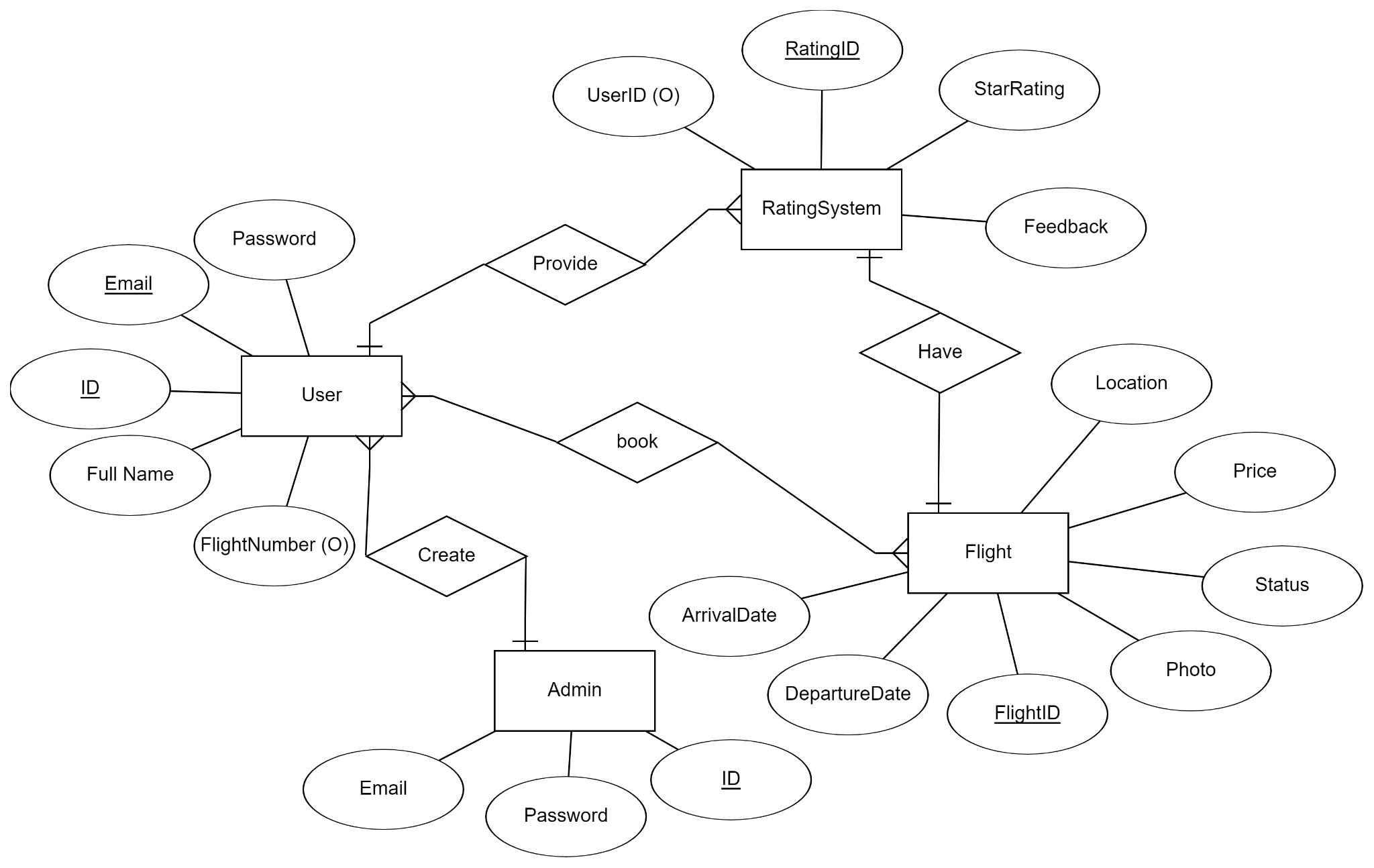
SD\_HL\_USD\_01

**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

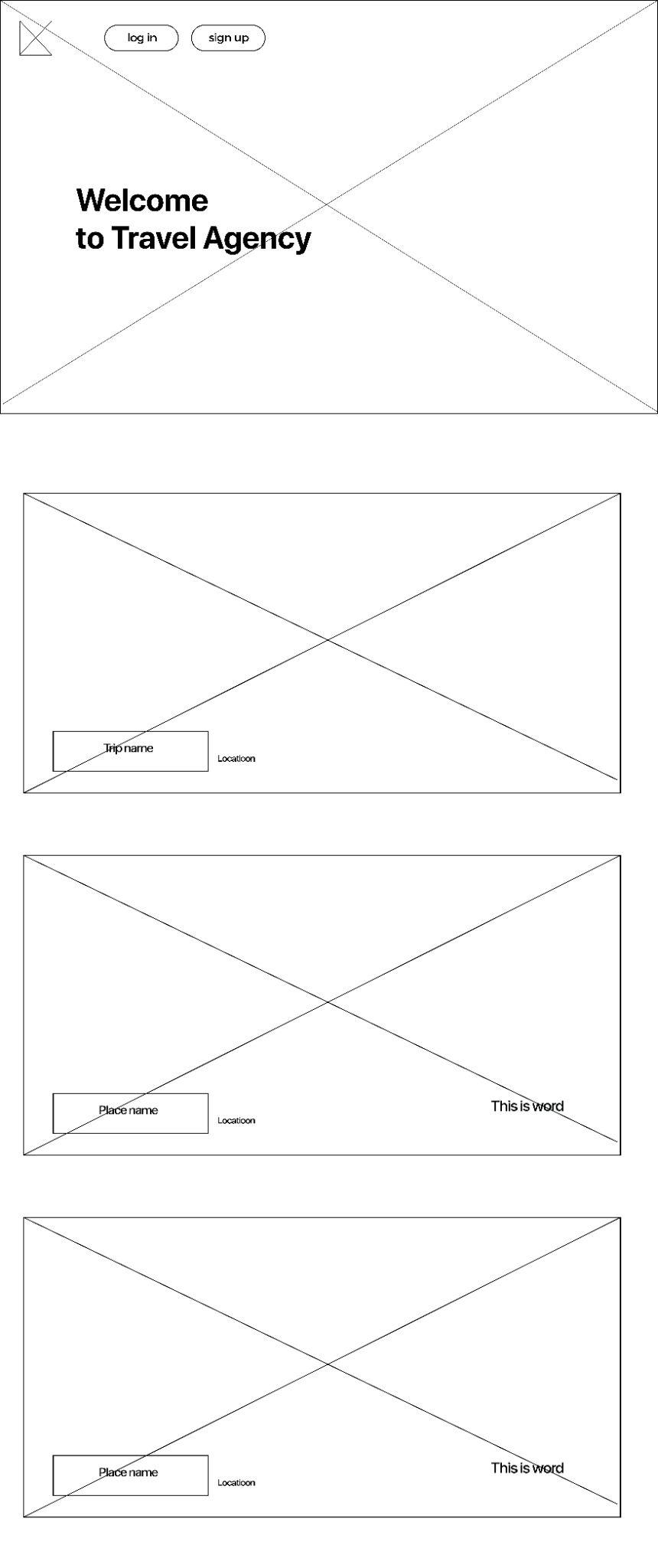
**2.3 Entity Relation Diagram**

SD\_HL\_ERD

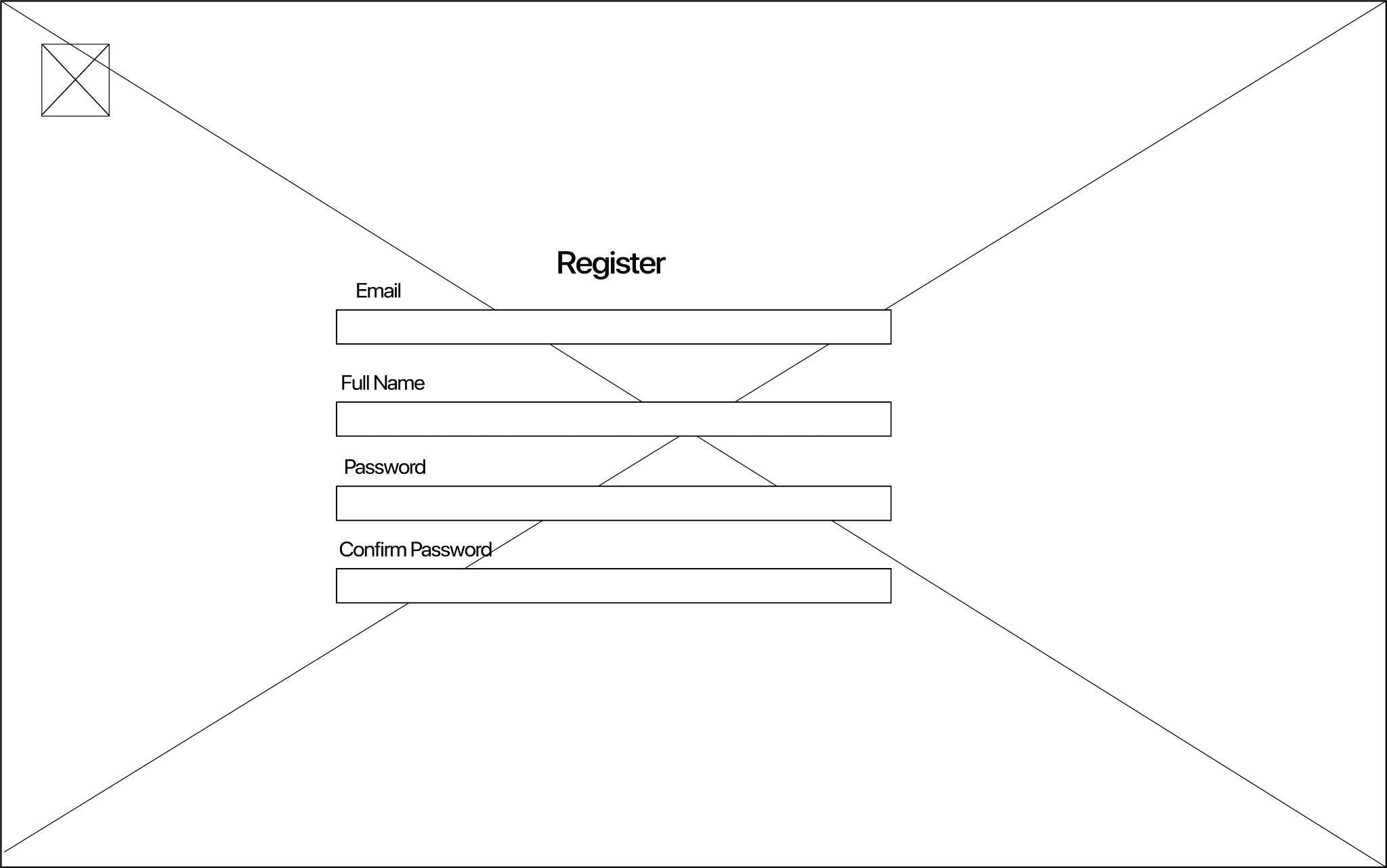
**3.** **Low Level Diagram**

3.1 Wireframe

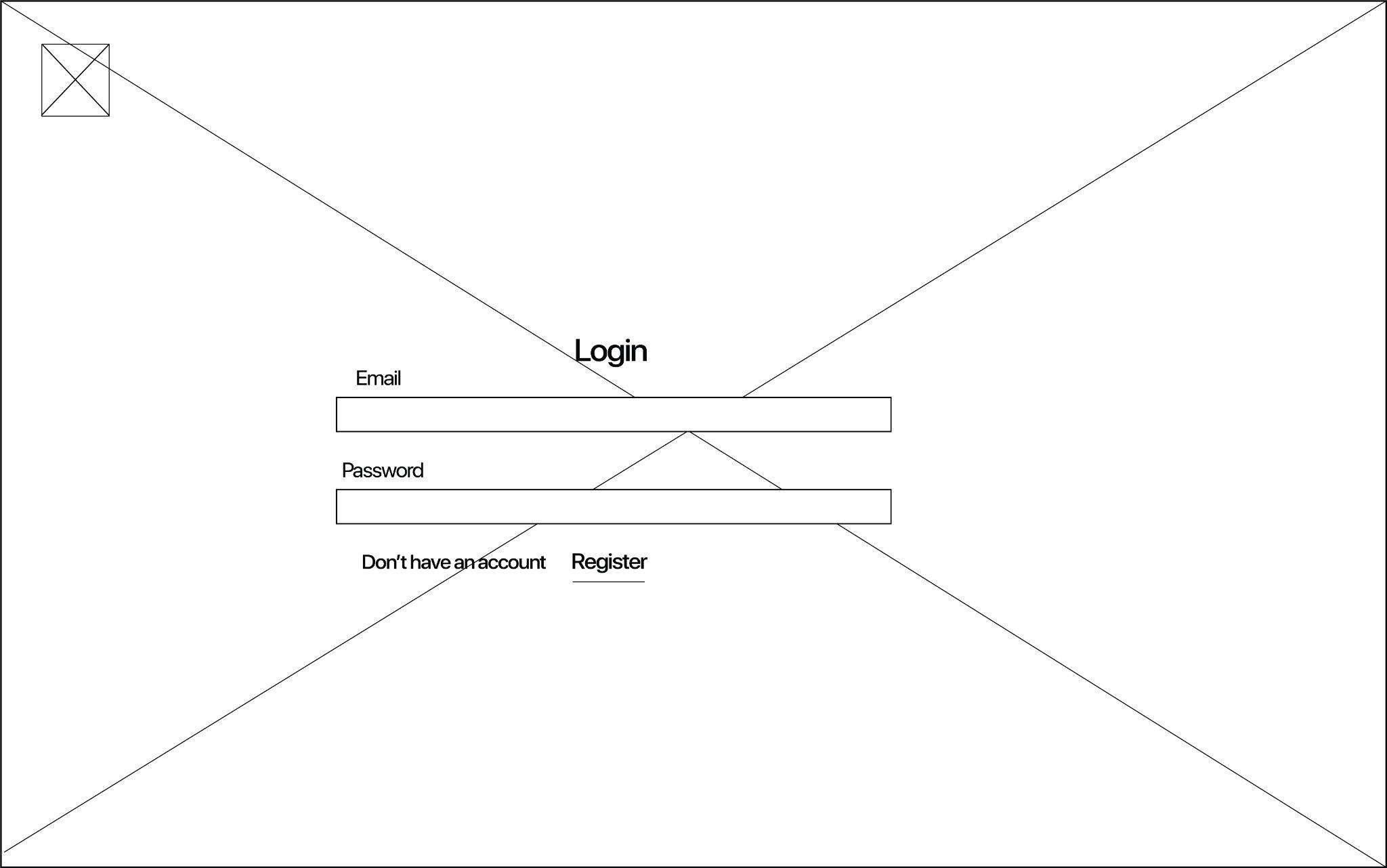
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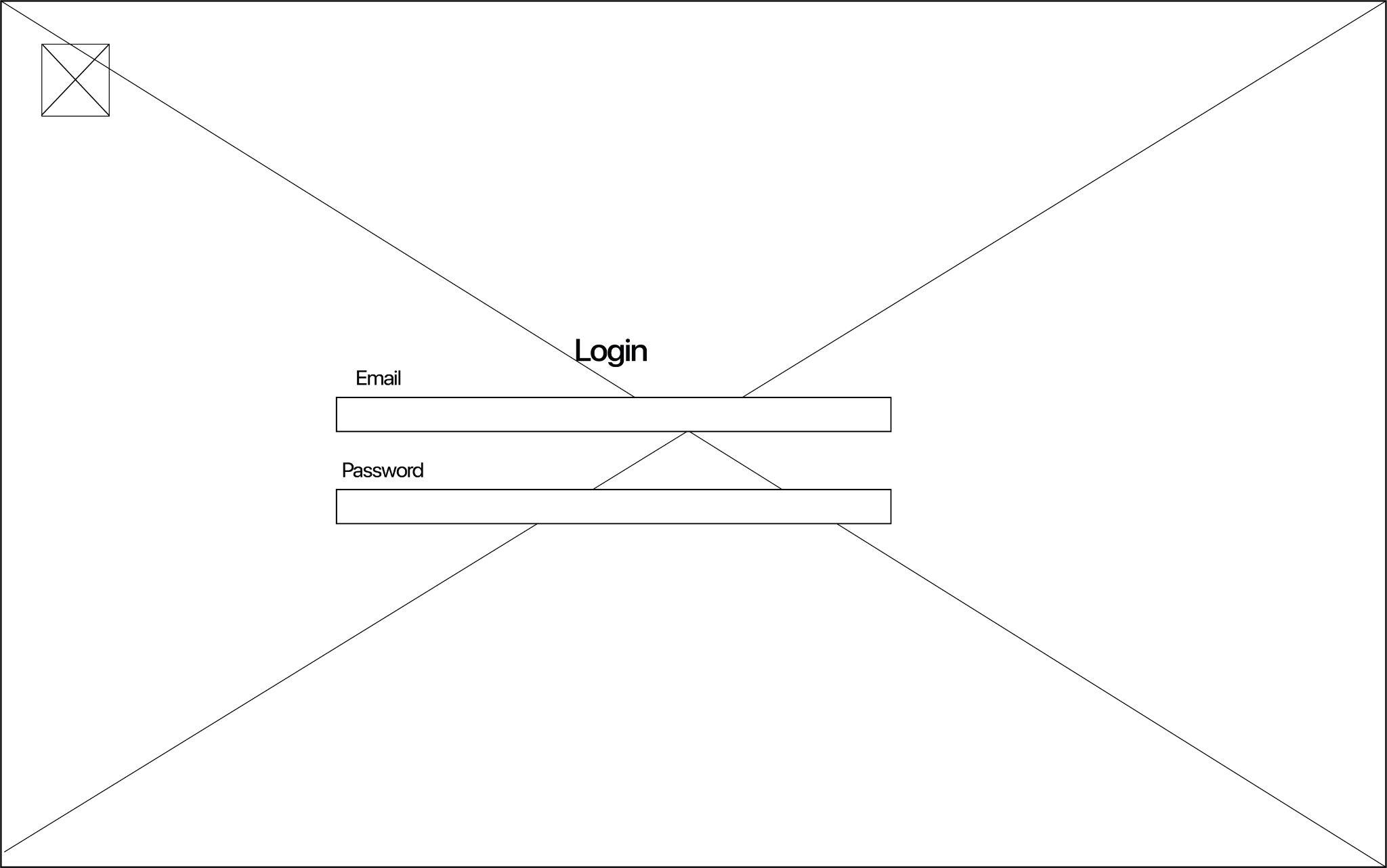
SD\_LL\_WF\_02



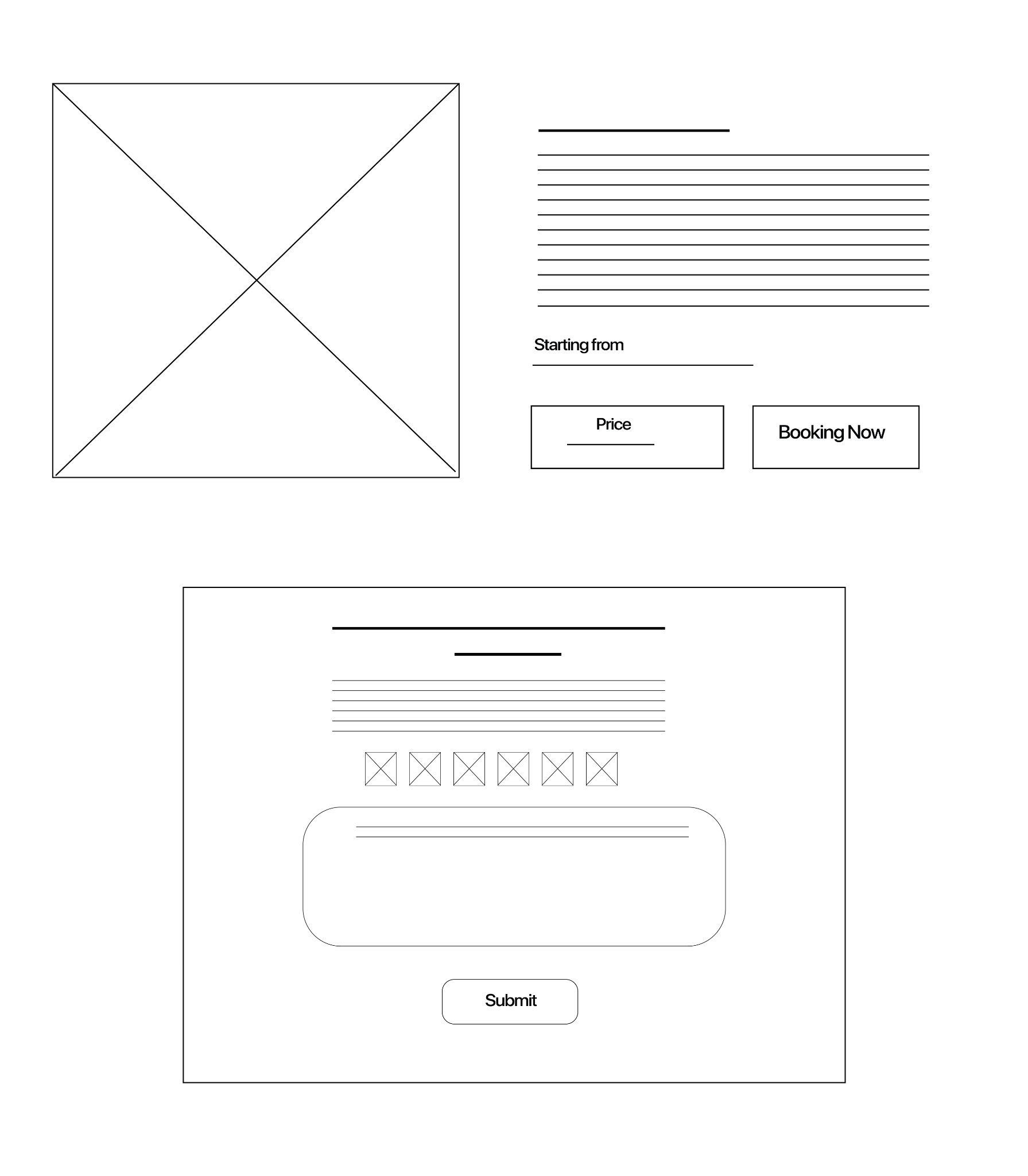
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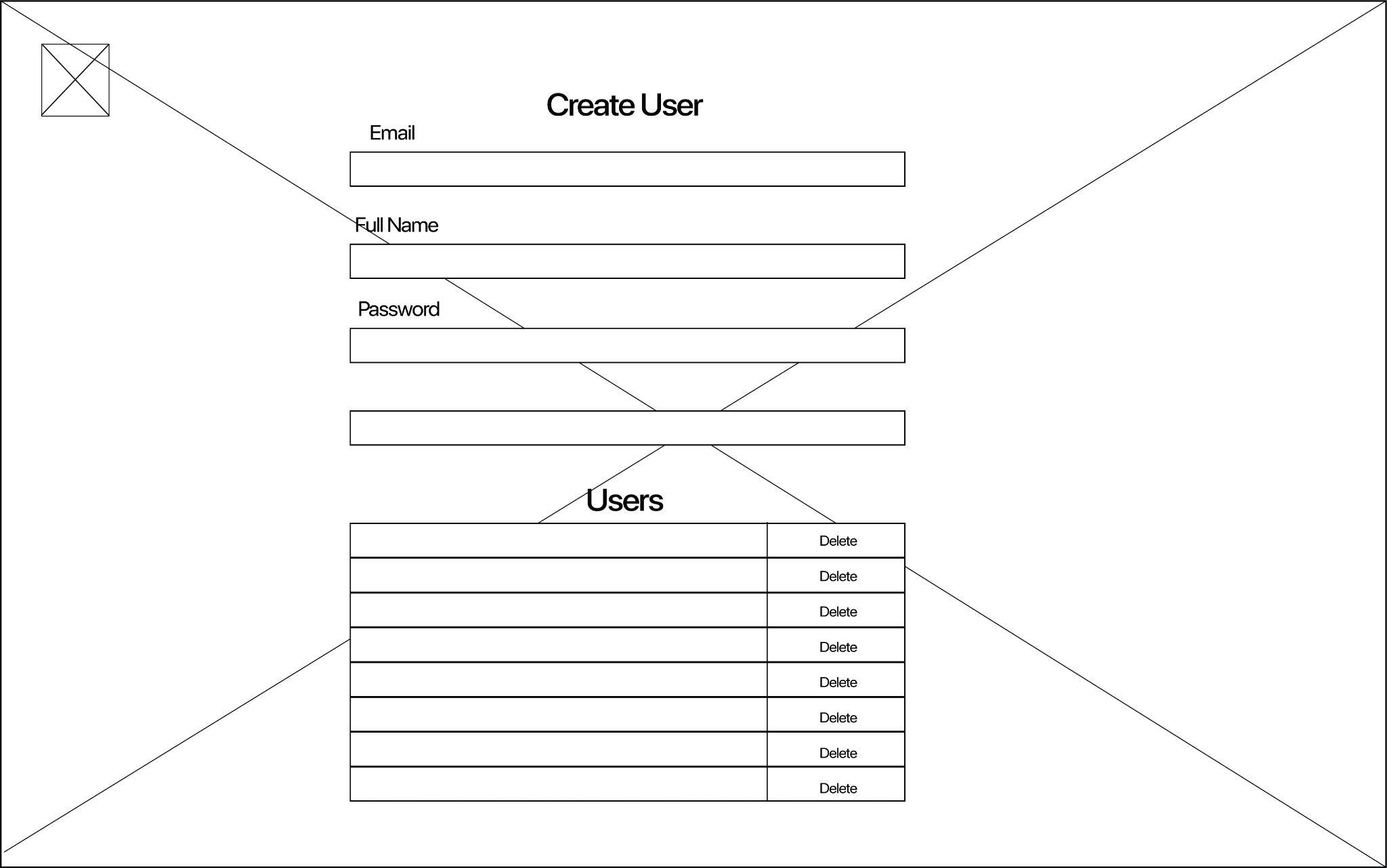
SD\_LL\_WF\_04



SD\_LL\_WF\_05

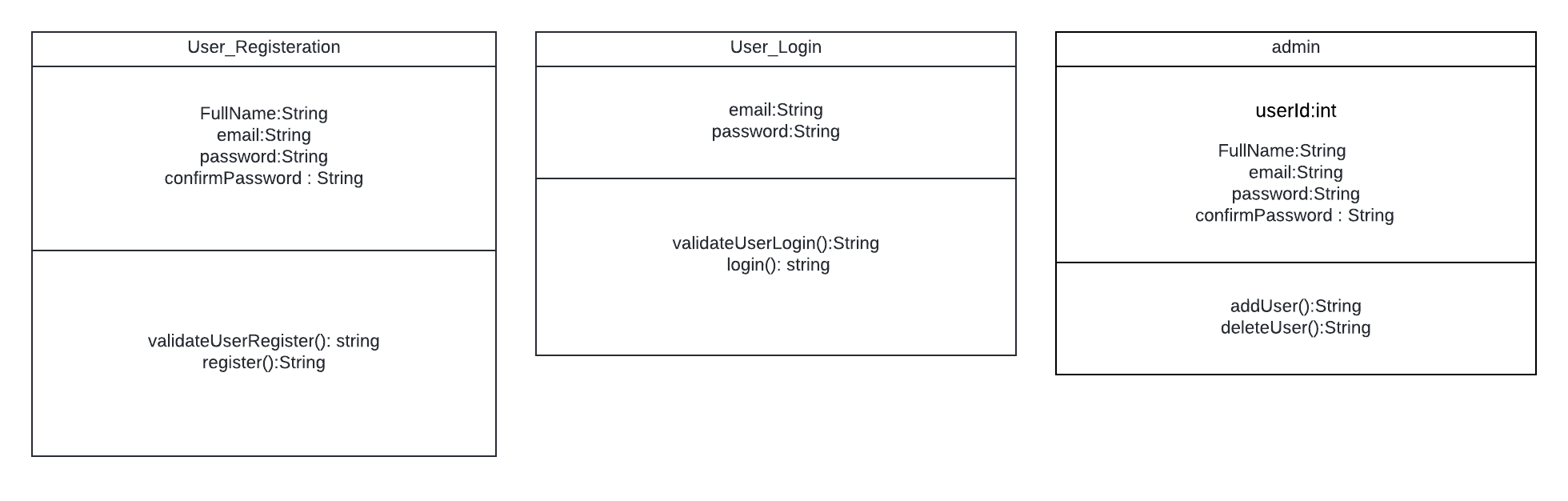


SD\_LL\_WF\_06

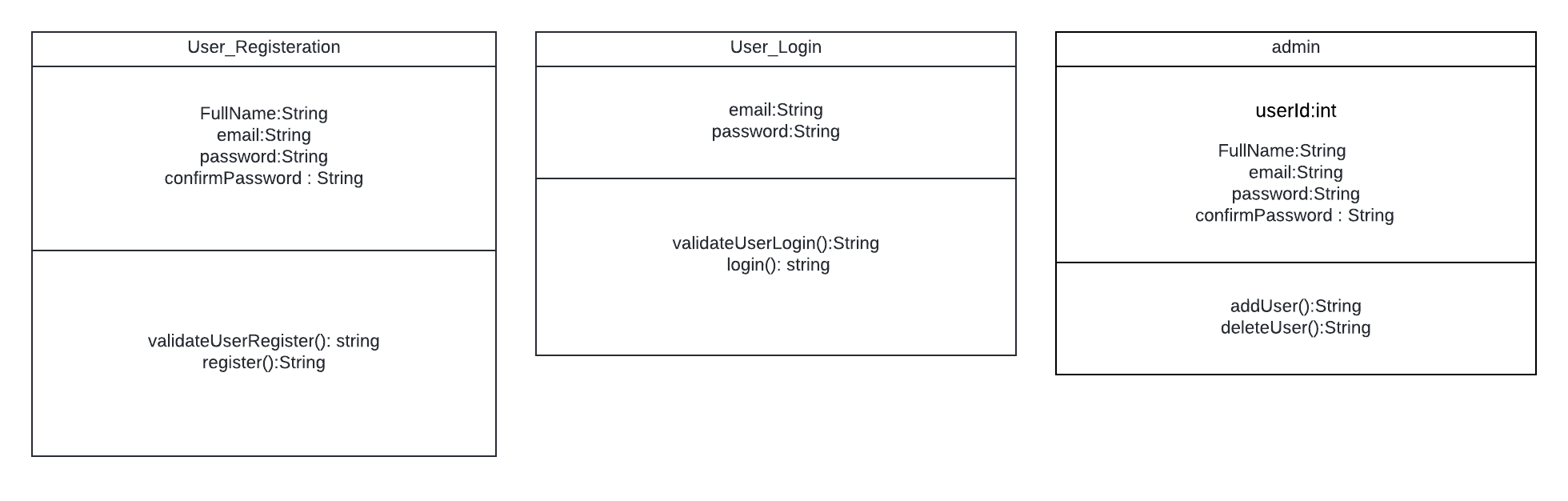


3.2 Class Diagrams

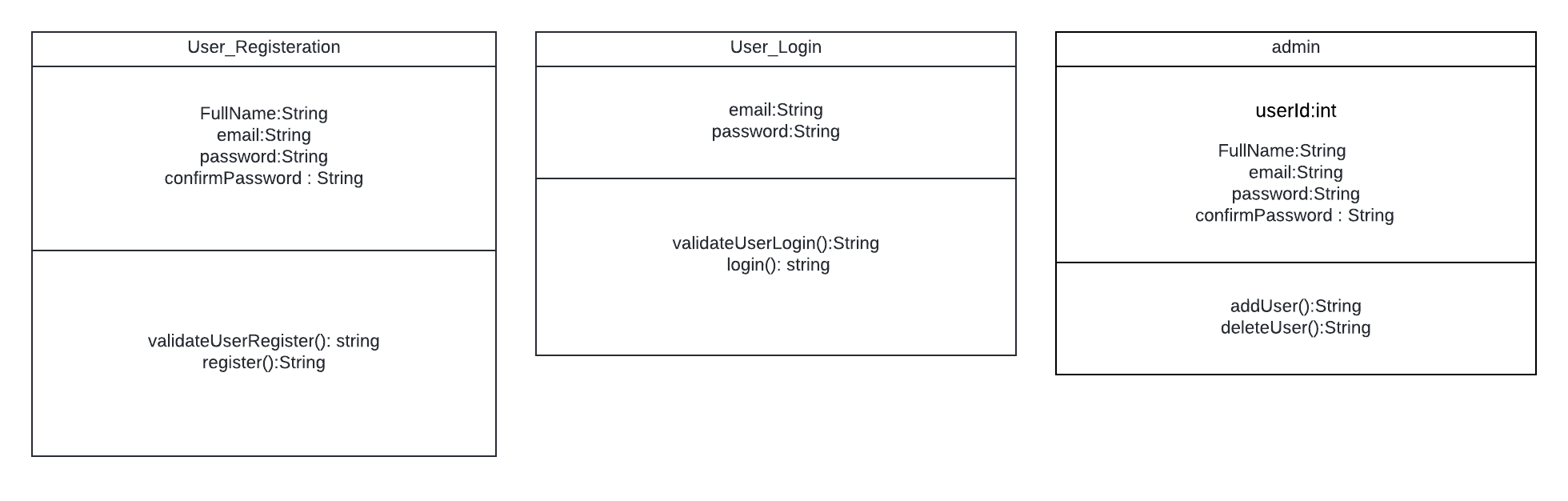
SD\_LL\_CD\_01



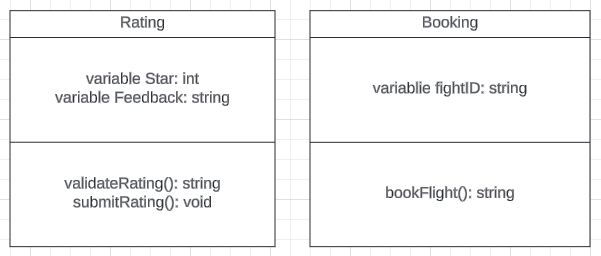
SD\_LL\_CD\_02



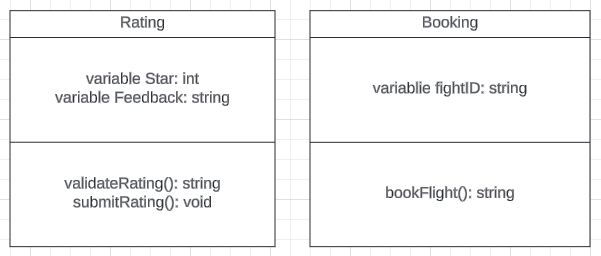
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SD\_LL\_CD\_04



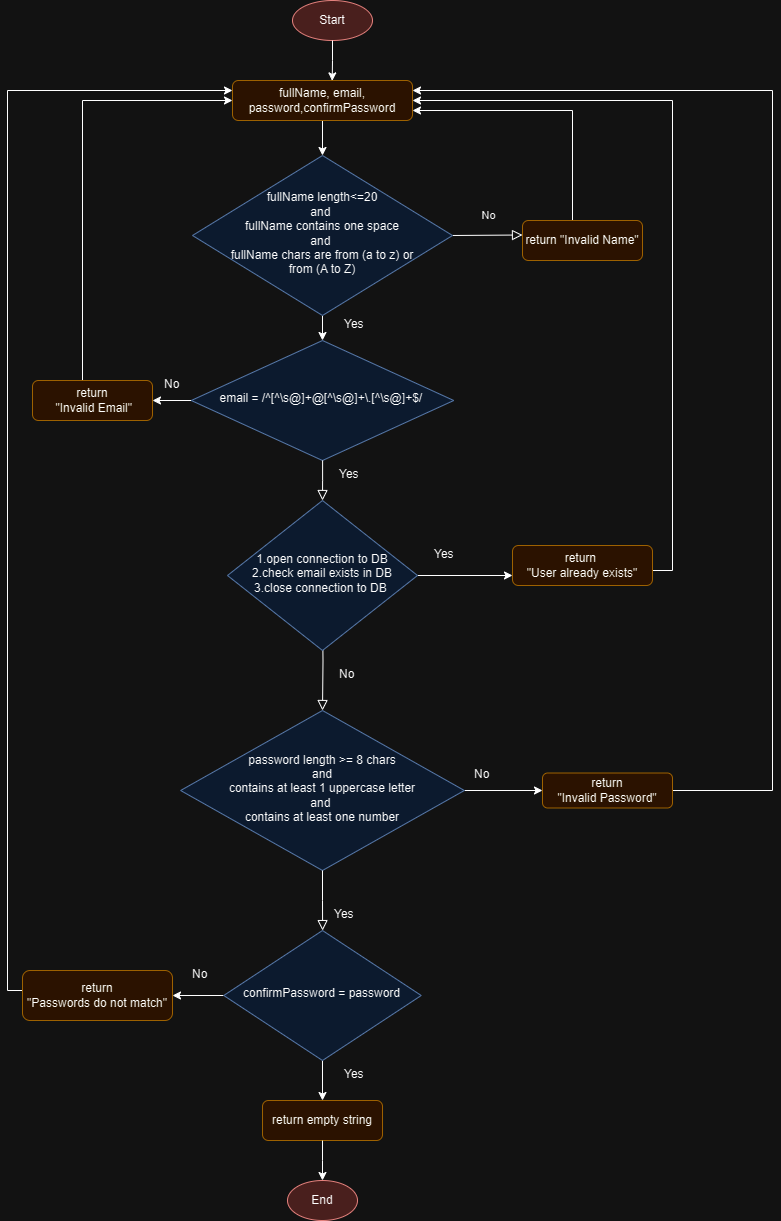
SD\_LL\_CD\_05



3.3 Flow Charts

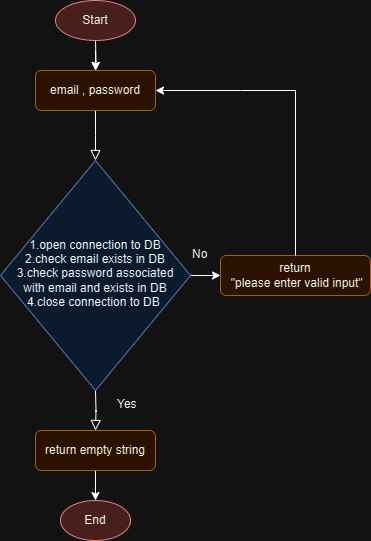
3.3.1 User\_Registration

3.3.1.1 validateUserRegister

 SD\_LL\_FC\_01

3.3.2 User\_Login

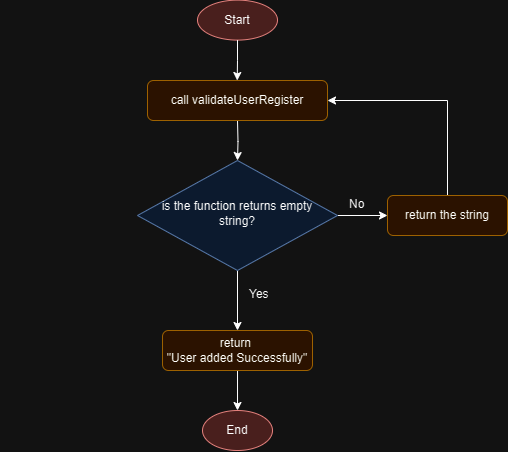
3.3.2.1 validateUserLogin



SD\_LL\_FC\_02

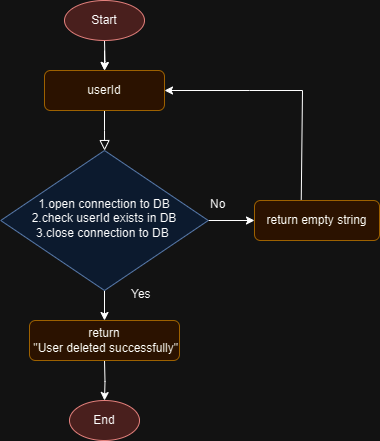
3.3.3 Admin

3.3.3.1 addUser



SD\_LL\_FC\_03

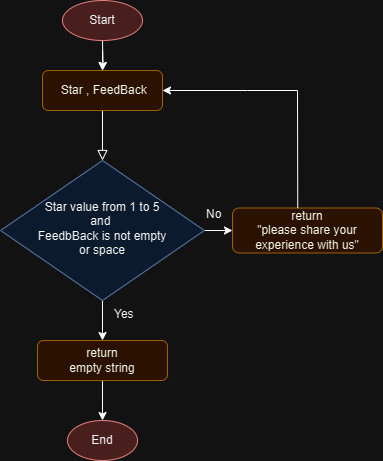
3.3.3.2 deleteUser



SD\_LL\_FC\_04

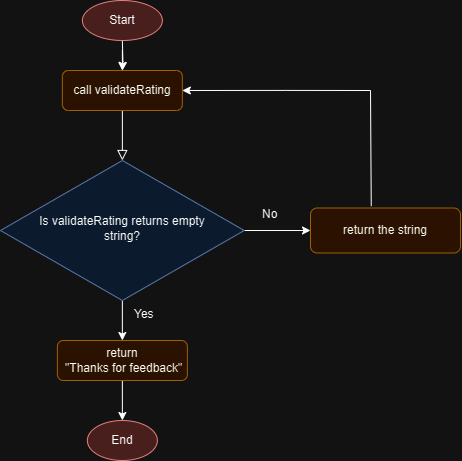
3.3.4 Rating

3.3.4.1 validateRating



SD\_LL\_FC\_05

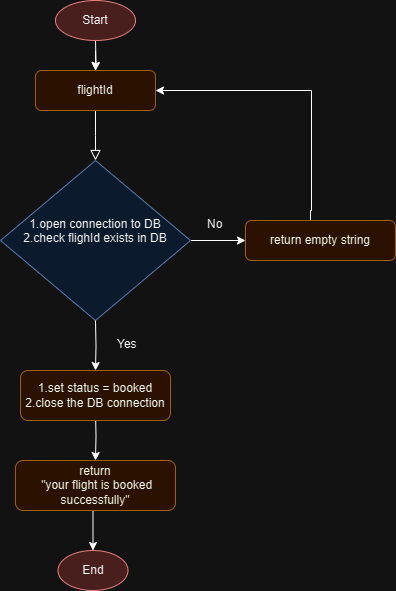
3.3.4.2 submitRating



SD\_LL\_FC\_06

3.3.5 Booking

3.3.5.1 bookingFlight

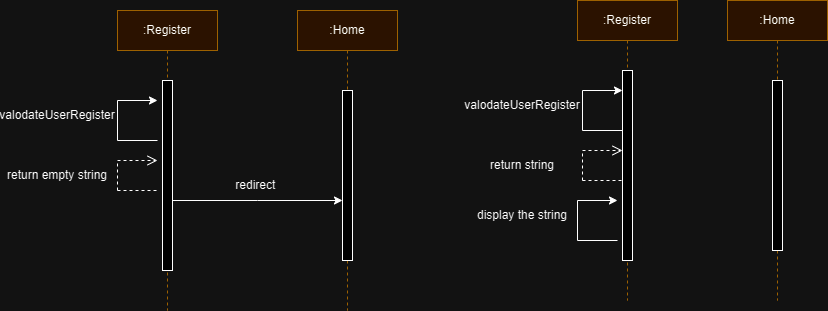


SD\_LL\_FC\_07

3.4 Sequence Diagrams

3.4.1 User\_Registration

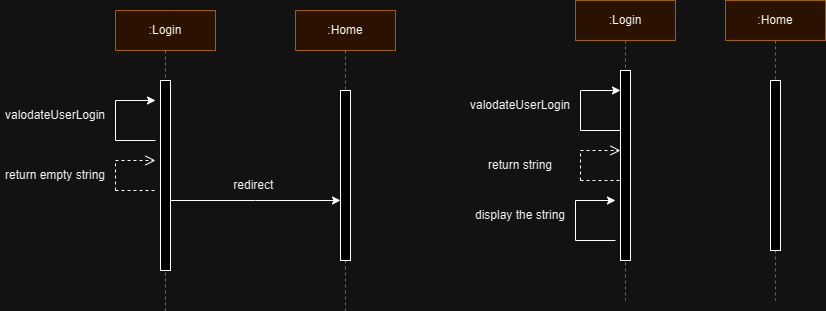
3.4.1.1 register



SD\_LL\_SEQD\_01

3.4.2 User\_Login

3.4.2.1 login



SD\_LL\_SEQD\_02