



isango! Platform Architecture

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REVISION HISTORY

Version	Date	Description	Author(s)	Reviewer(s)
V.1	22/04/2008	Initial Version	Prashant Kumar	Hara Prasad, Saurabh Chowdhury
V.2	16/10/2011	Updated For LOT family websites	Prashant Kumar	Hara Prasad, Saurabh Chowdhury

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INTRODUCTION

This document describes all the architectural components and high level design decisions for the isango! platform.

This document is intended to highlight high level architecture, system components integration workflows.

DESIGN PRINCIPLES

Service-Oriented Architectural approach has been followed in constructing the services exposed to the consumer based delivery channels. Following design principles and best practices have been kept in mind while creating the system design –

LAYERED DESIGN

The isango family of websites have been built using the classical three layered design principle. The layers are divided into Presentation, Business Services and Persistence. All the ASP.NET pages, images, css and scripts are present in the Presentation Layer. All the business logic and the respective workflows are contained in the business services layer. It also does the job of connecting with multiple external systems of Suppliers to aggregate data to abstract data as a service to the presentation layer. In the course of data aggregation and potential transformation, it will also manage any transactions that might be involved. All the logic of interacting with the database to load, find or save is contained in the Persistence layer.

RESPONSIVENESS A.K.A PERFORMANCE

All the system components are built by keeping in mind the responsiveness of the system. The components strive to find the right balance between flexibility and performance. isango.com and other websites employ data caching techniques to make the system more responsive. Cache building employs both reactive and proactive schemes. For example, master data like Countries etc. are built using the proactive scheme where they would only be cached at the start of the application whereas reactive schemes are used to cache all the activities that have been viewed.

COARSE GRAINED A.K.A. CHUNKY INTERFACES

All the services expose coarse grained calls to persist or load data from the persistent store. This avoids chattiness between system boundaries and systems would have to make fewer invocations to realize the desired functionality.

LOOSE COUPLING

All the component interactions are done through interfaces thus promoting loose coupling between system boundaries. This gives us enough flexibility in future to swap in different business implementations of a specific interface. When we developed the justlondontheatrebreaks.com website we had to integrate products sourced from a 3rd party supplier with realtime availability and pricing to minimize the impact on our existing system & code we used the inversion of control pattern through dependency injection.

WELL ENCAPSULATED INTERFACES

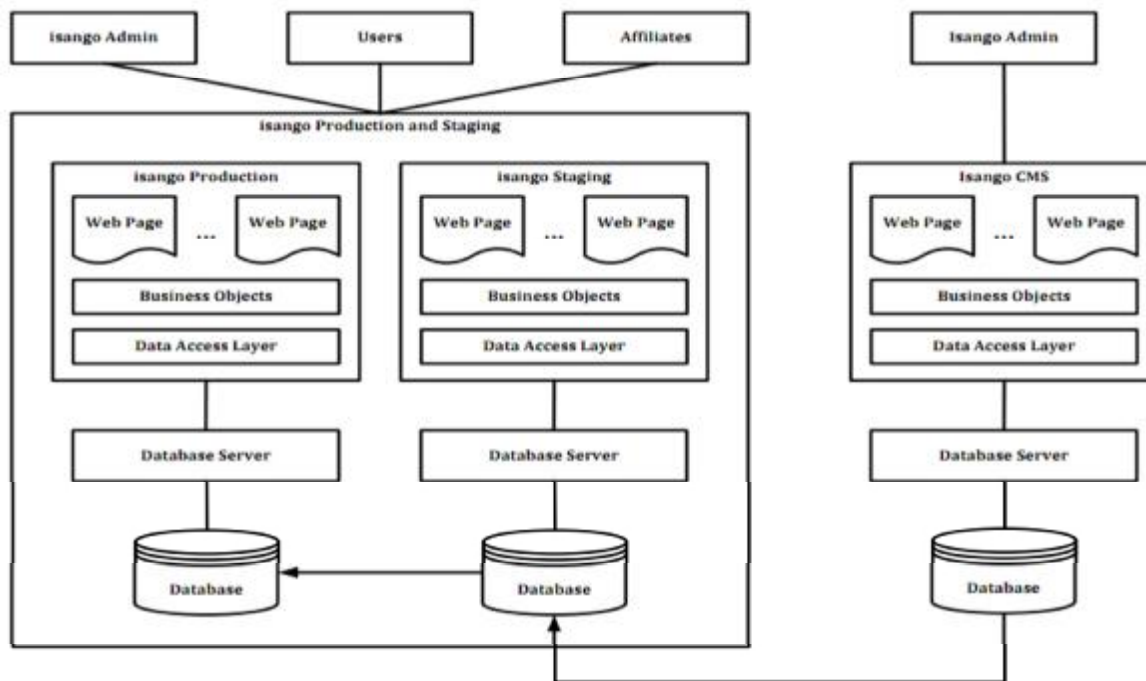
All the service interfaces help the clients realize all their functionality in totality. This makes sure that the clients don't have to consume multiple interfaces to realize a business use case. Furthermore, this approach reduces the number of entry points into the services layer to a minimum, thus making the code more maintainable and easier to debug.

For example, **IManageActivitiesService** exposes all the methods needed for tours and activities and the callers won't have to consume another interface to load tours and activities.

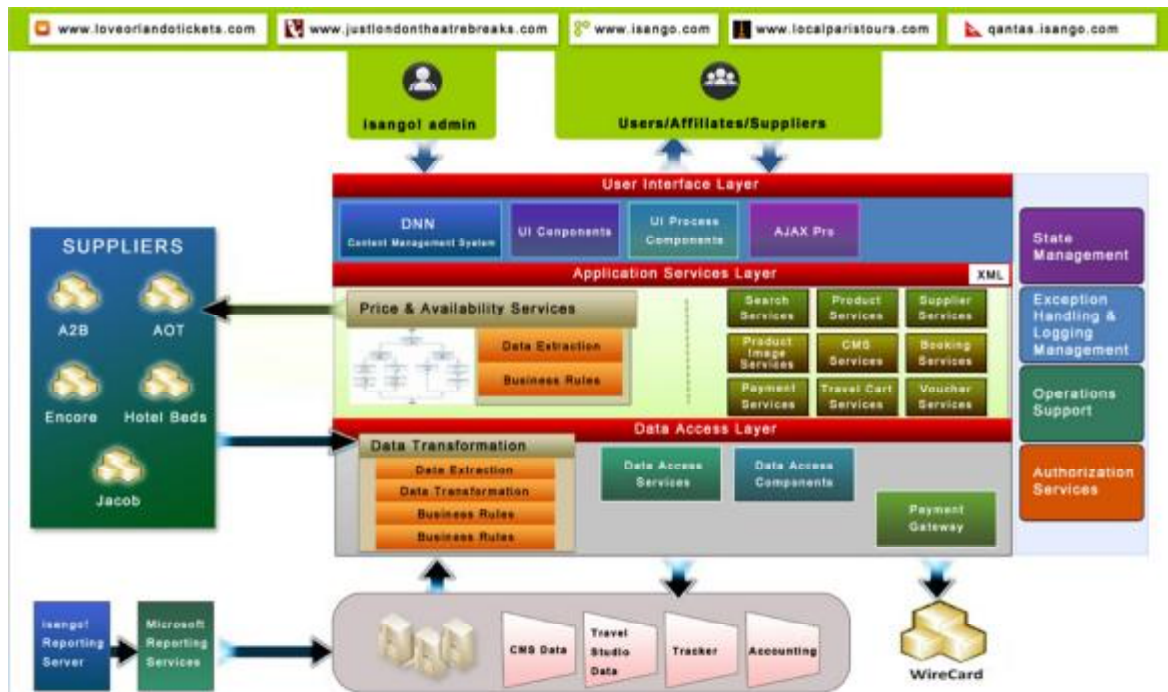
ROBUSTNESS

The design of the system is robust so that it can recover from any type of system exception. All the layers or the sub-systems would employ standard and best practices for exception handling.

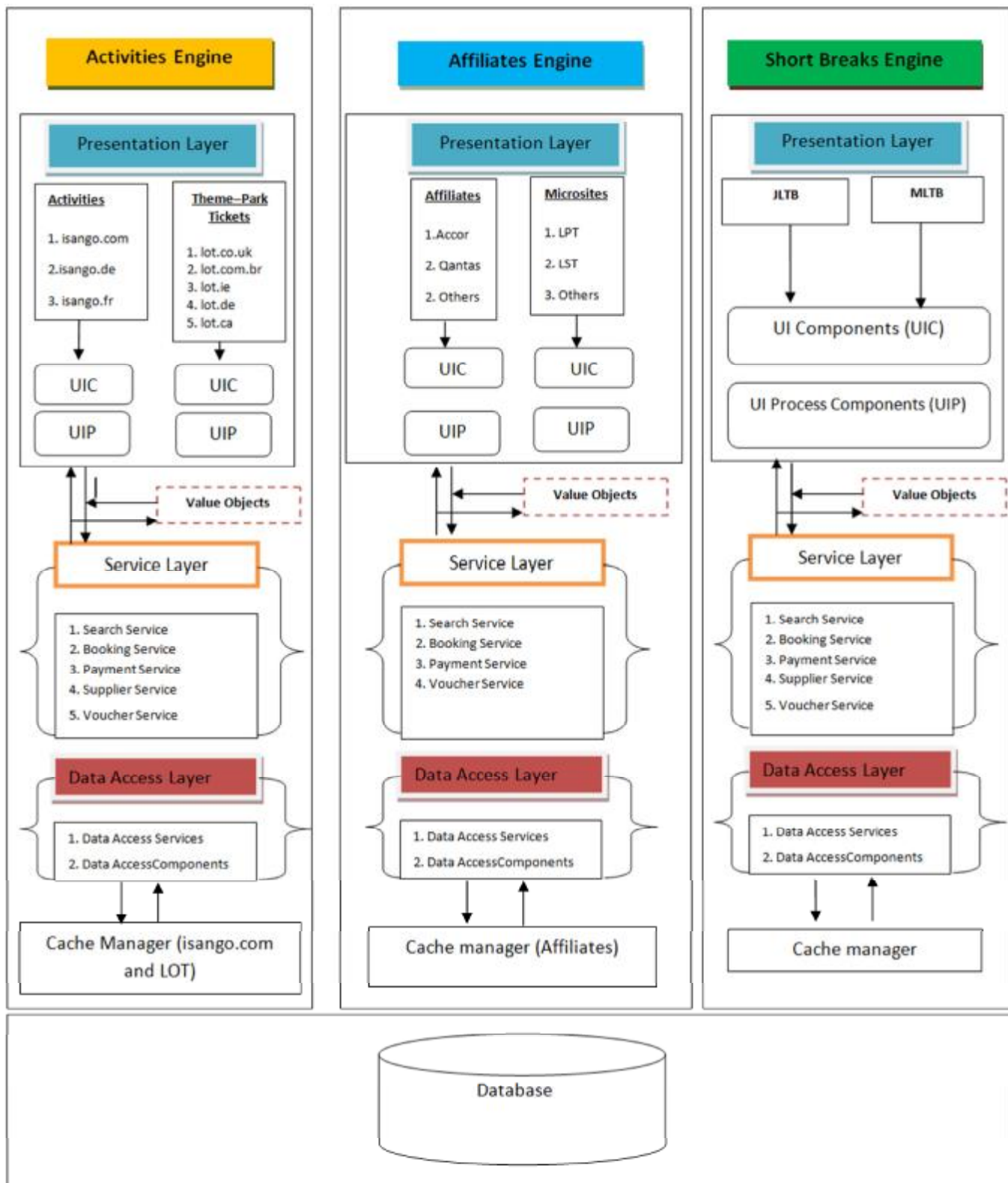
SOLUTION ARCHITECTURE AT A GLANCE



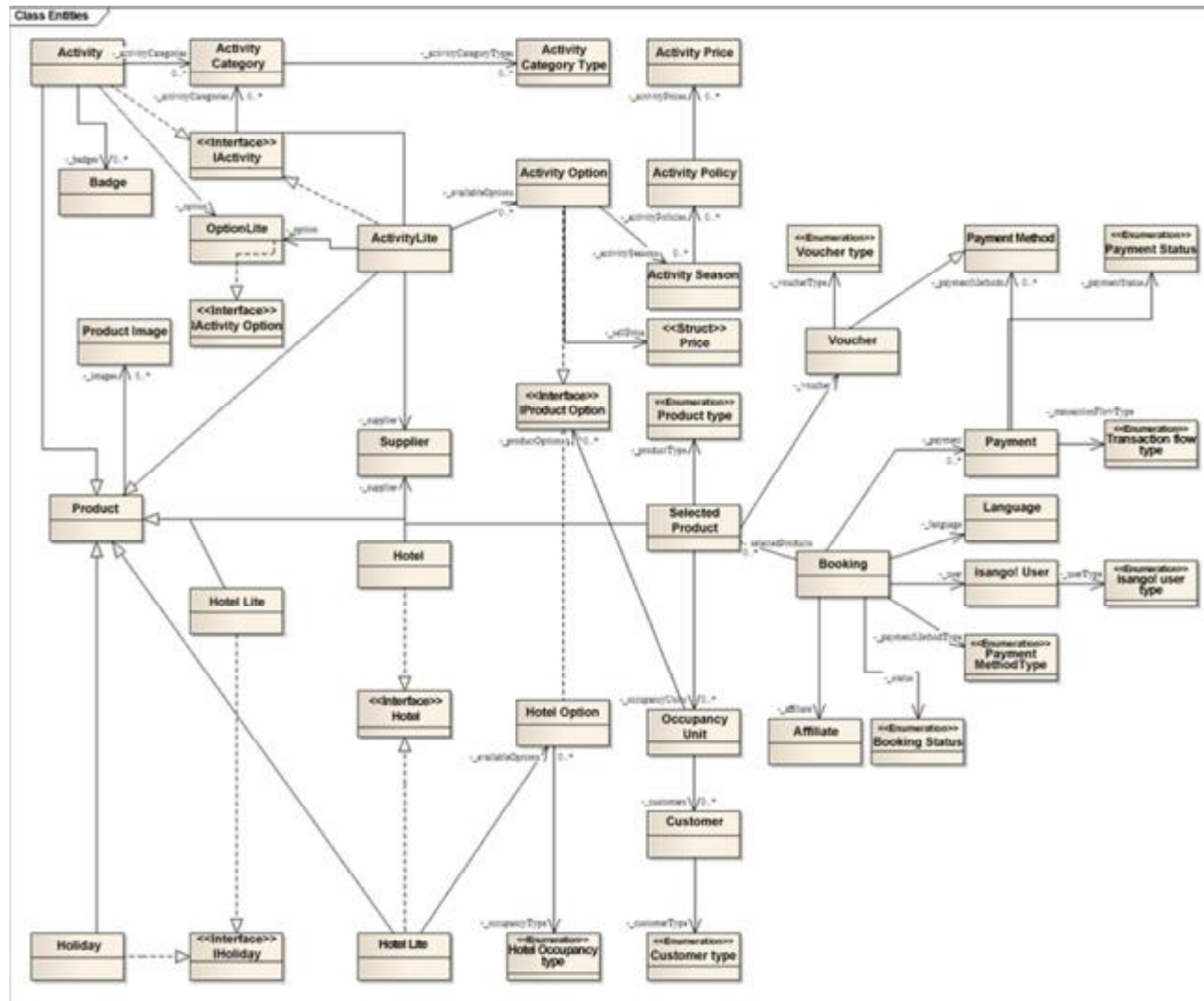
CONCEPTUAL ARCHITECTURE



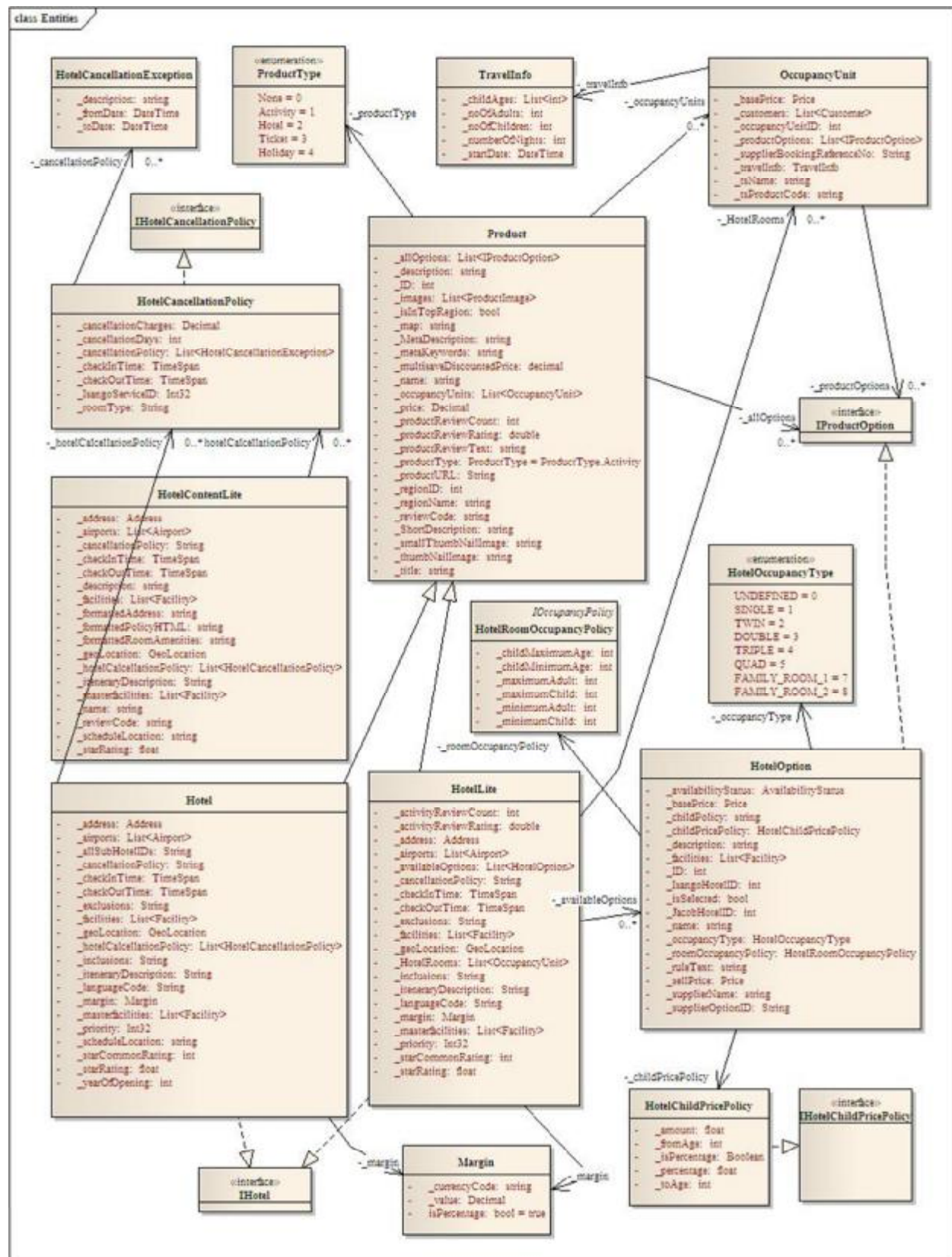
HIGH LEVEL WEBSITE ARCHITECTURE (BY LINE OF BUSINESS)



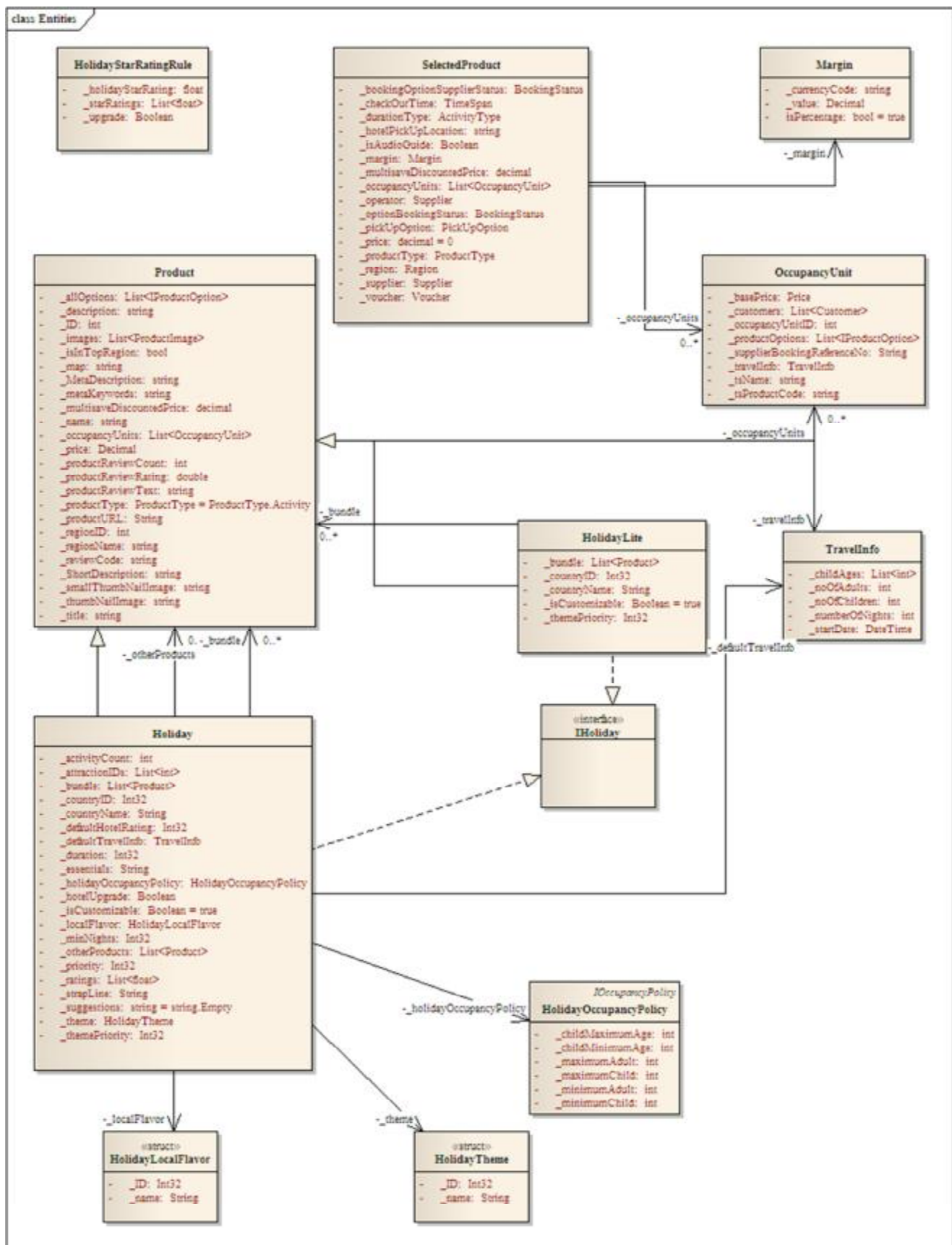
DOMAIN MODEL



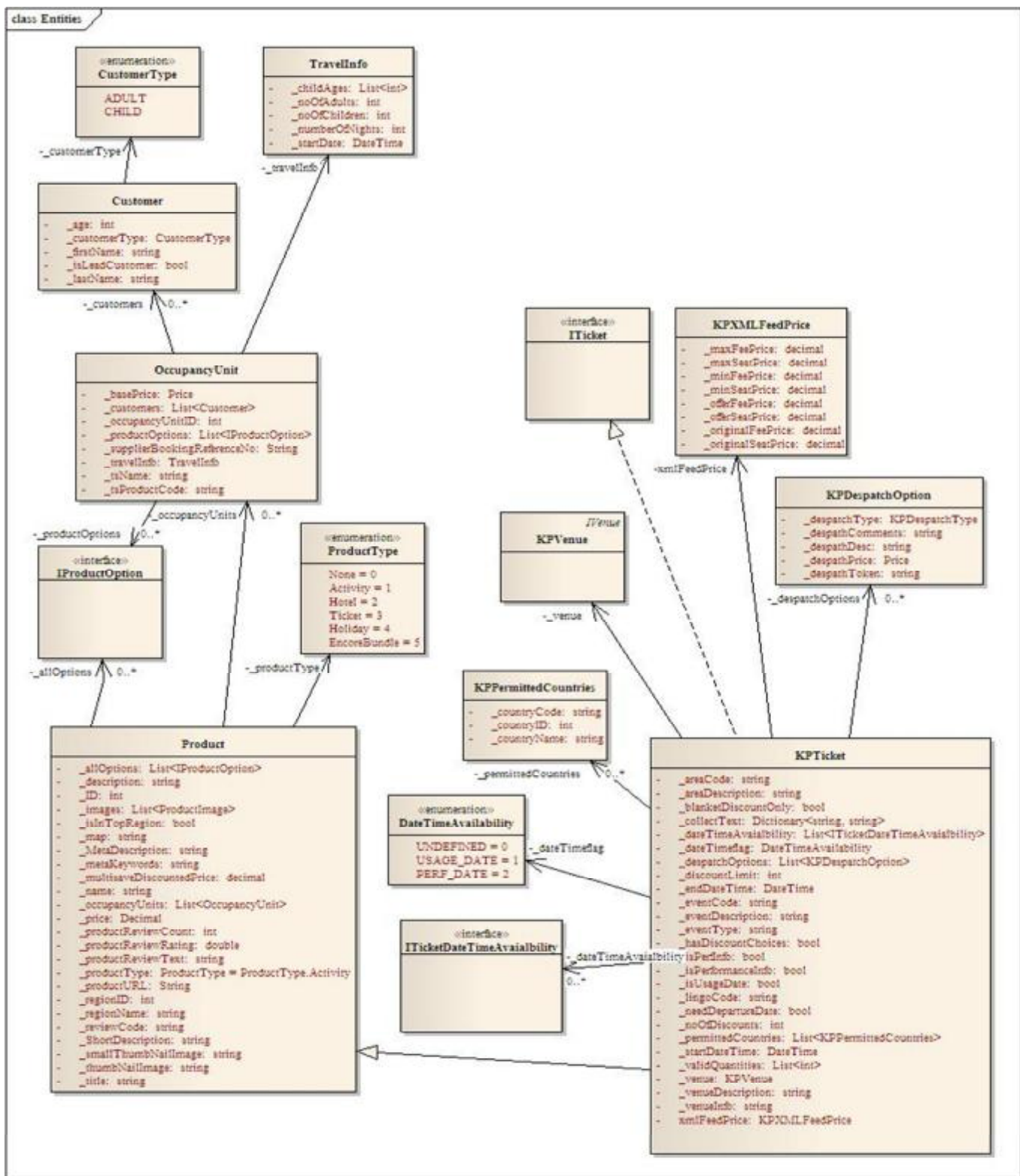
HOTEL DETAILED CLASS DIAGRAMS



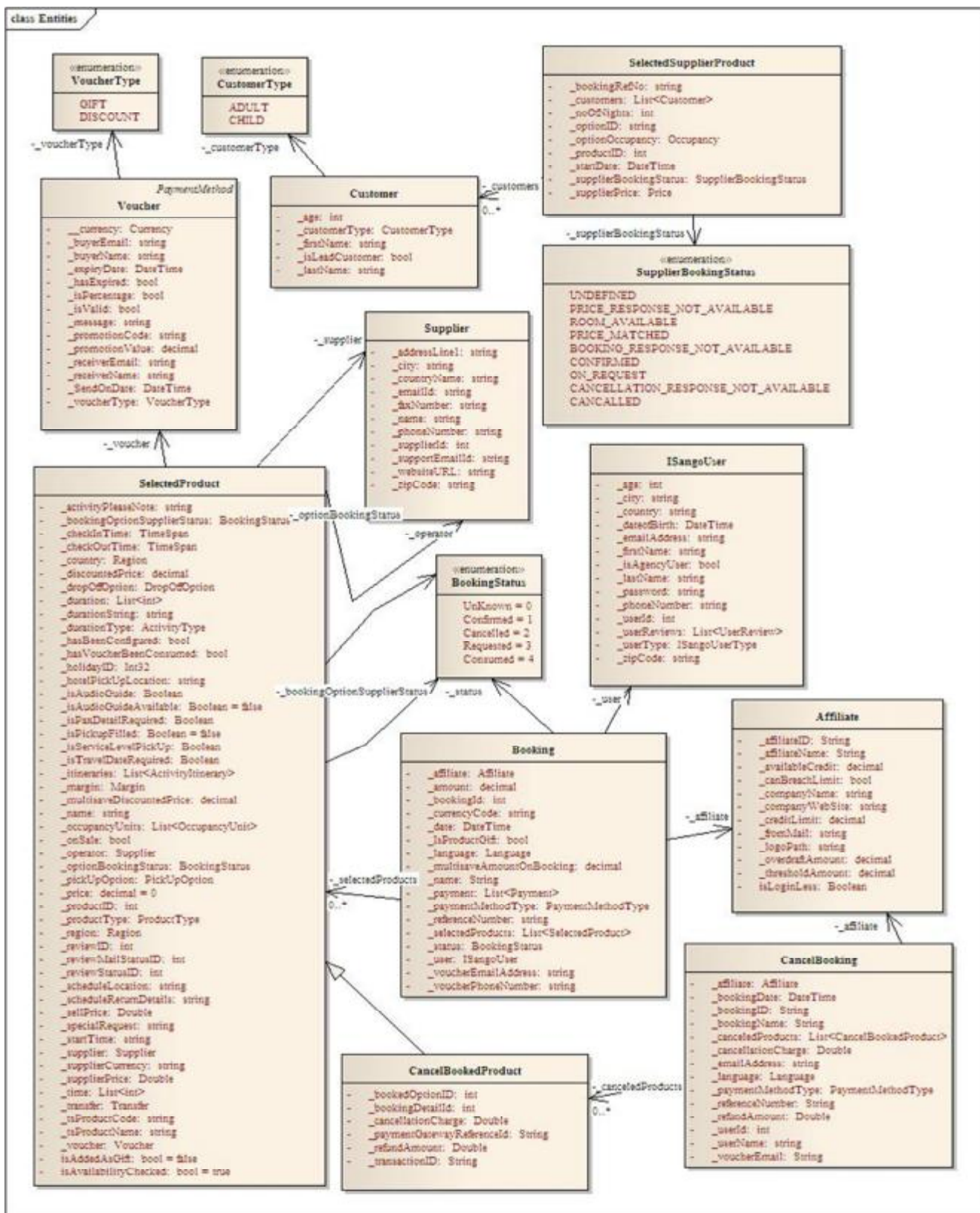
HOLIDAY DETAILED CLASS DIAGRAMS



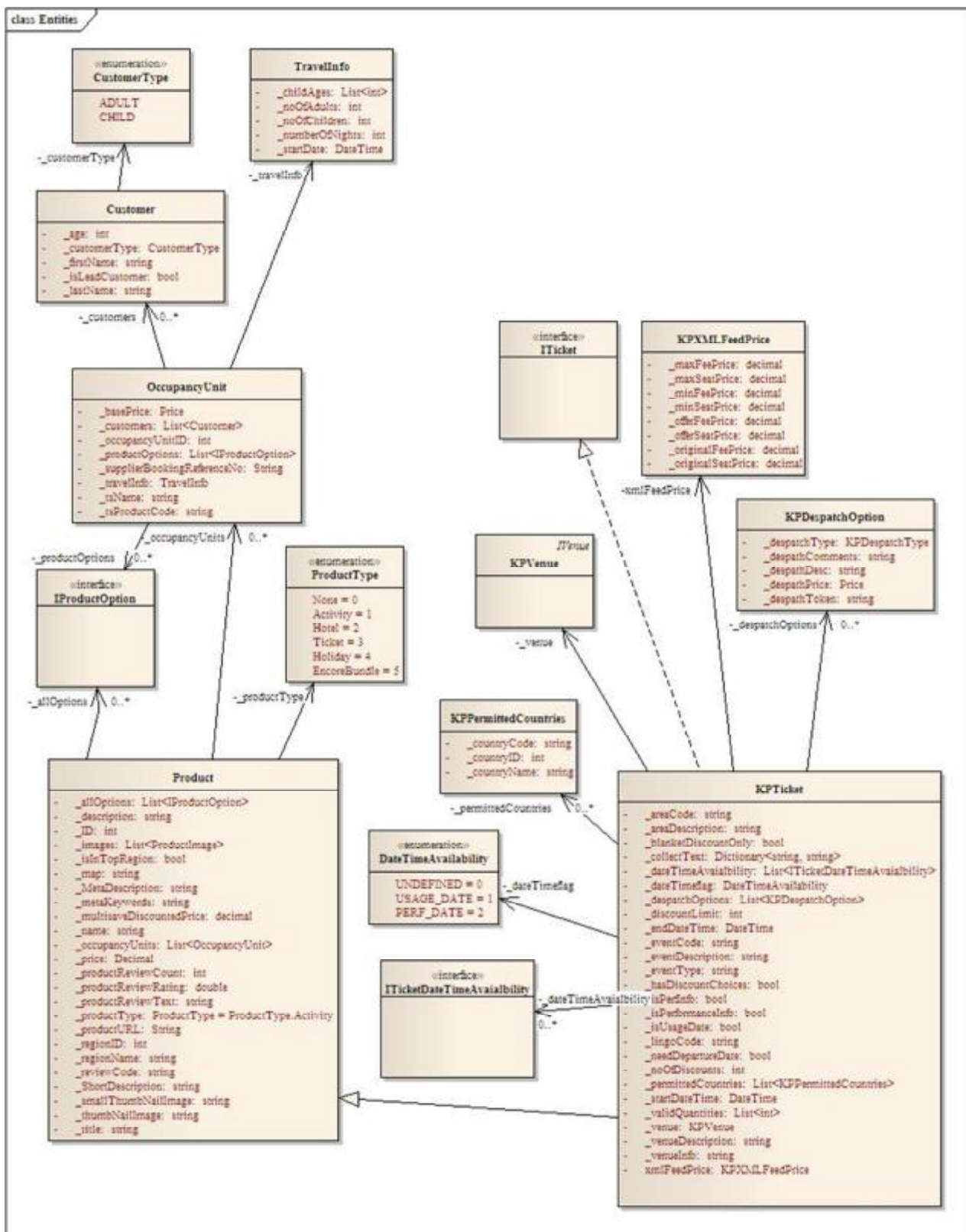
THEATE TICKET DETAILED CLASS DIAGRAMS



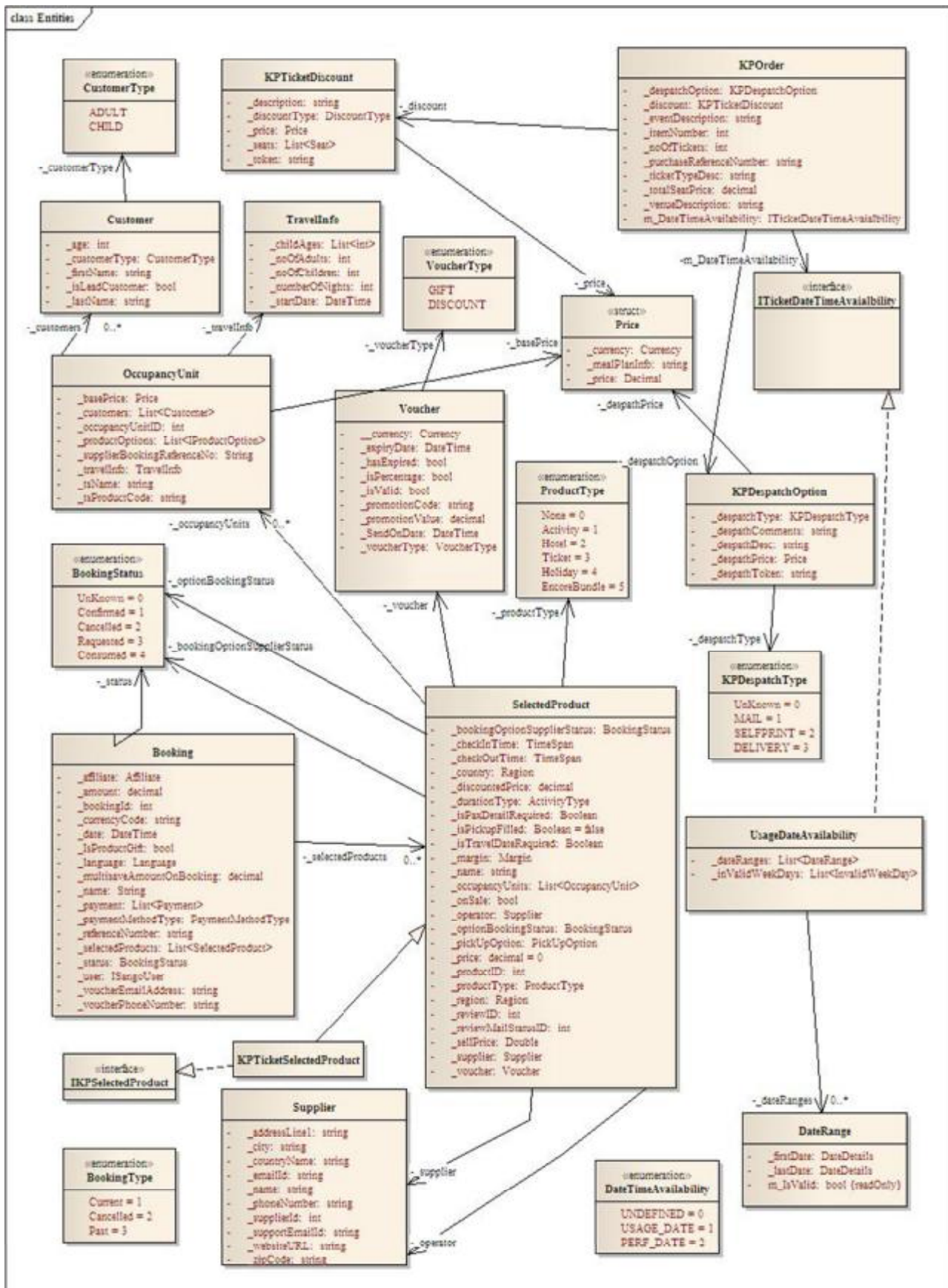
BOOKING DETAILED CLASS DIAGRAMS



THEATE TICKET BOOKING

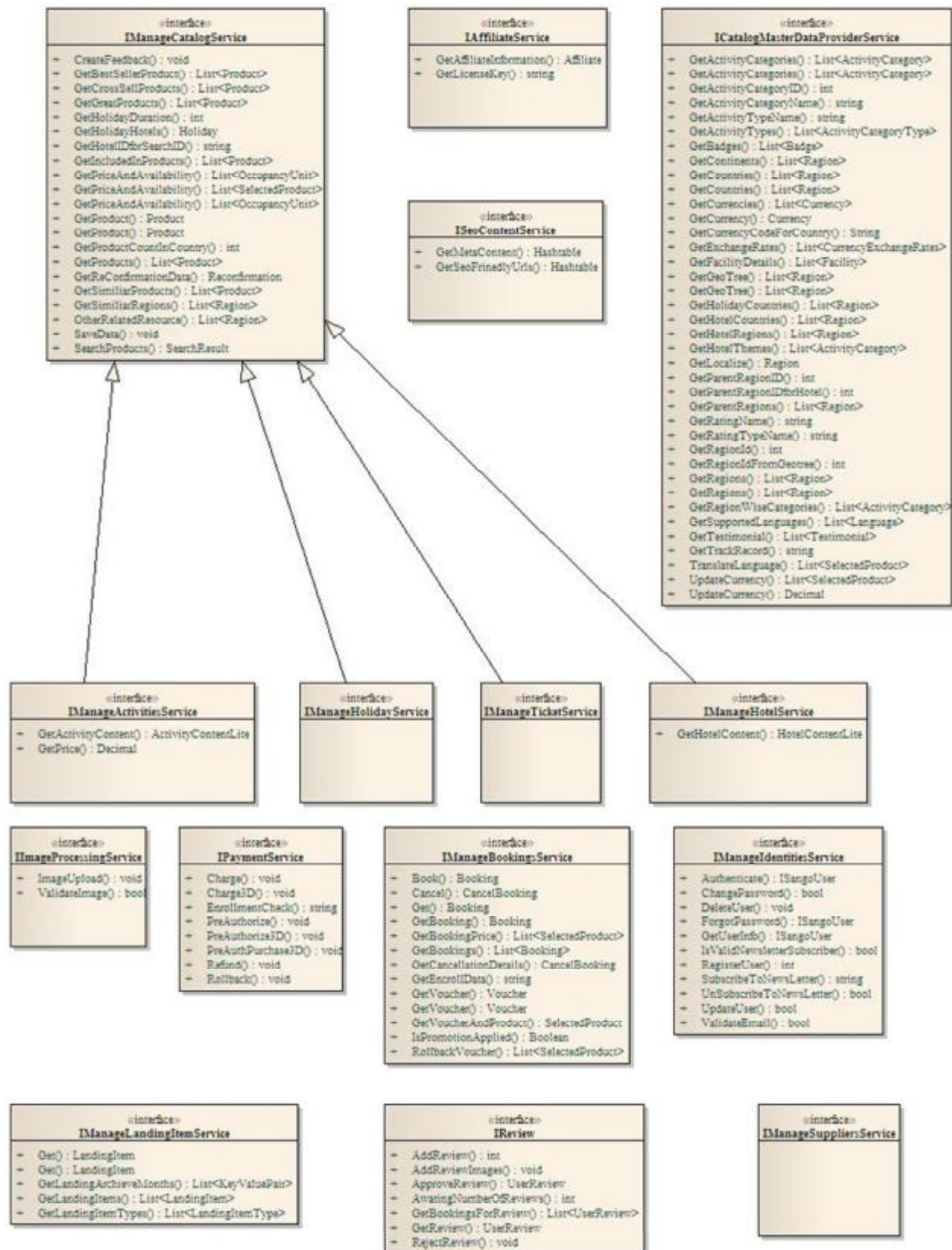


THEATRE TICKET BOOKING – SUPPLIER

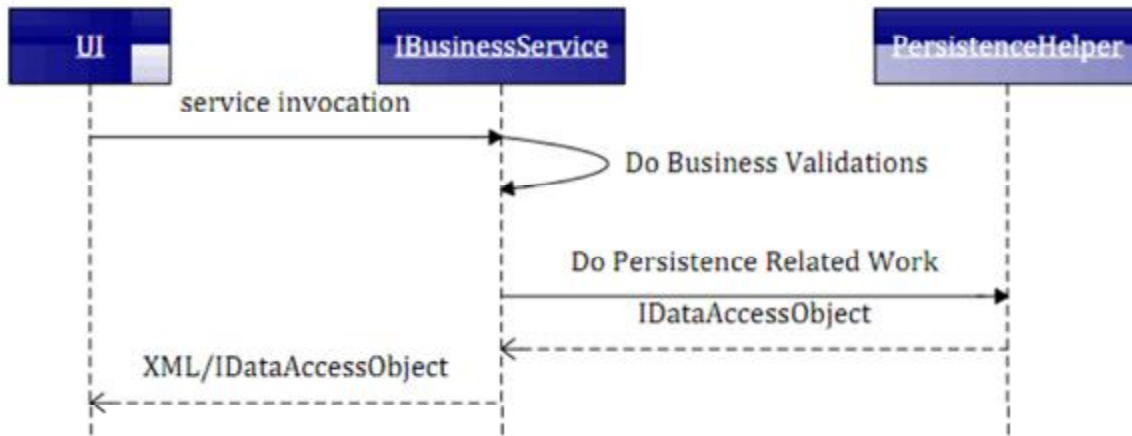


BUSINESS SERVICES

class Service

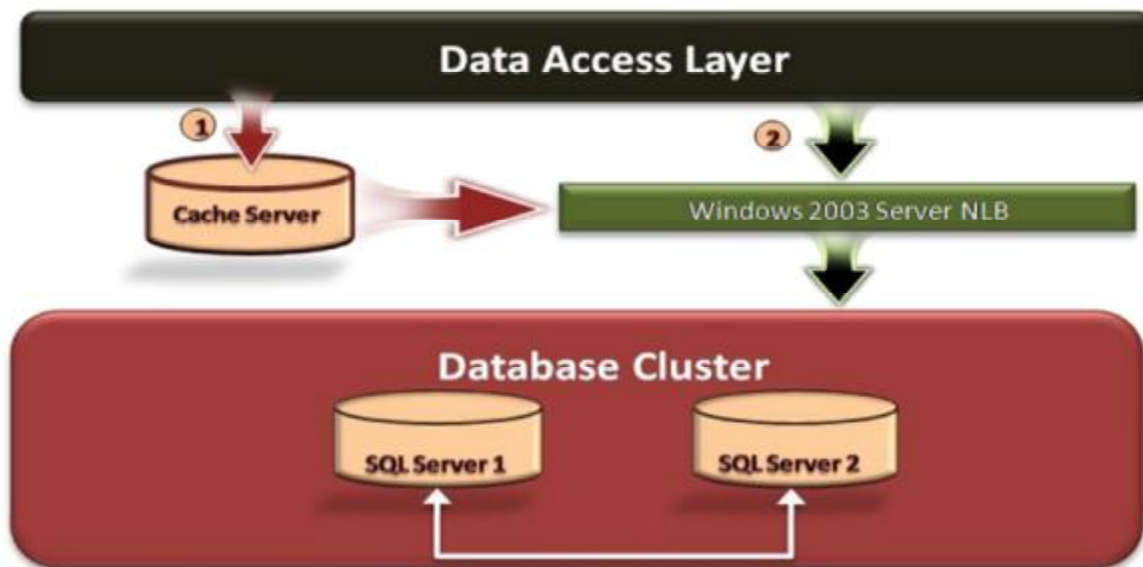


The services would follow the principles of Well-Encapsulated Interfaces. The UI would invoke the business services through .NET API or HTTP-GET/POST verbs to realize a user scenario. Following sequence diagram depicts the overall design paradigm which would be used for the entire system



PERSISTENCE LAYER

PRODUCT CATALOG CACHING+CLUSTERING



Since the isango DB interaction is more read intensive, we have decided to pursue a caching option considering the immense performance boost it would provide to the overall system. So, we leveraged an out of process product catalogue cache. This product catalogue cache would store all the products in the memory so that the system doesn't have to invoke expensive database calls to retrieve the product information from TravelStudio and CMS database. The updates would still be invoked on the database directly.

Pros –

High Performance Retrieval: The data access layer would save on making two expensive calls to load the product information. Cache Server would periodically retrieve changes from the product databases. Thus, in effect, the data access layer would only deal with in-memory data for product.

Cons –

Increased Complexity: The data access layer would have to deal with two data sources – cache and the database. But, it's insignificant when compared to overall system efficiency.

PRODUCT CACHE SERVER

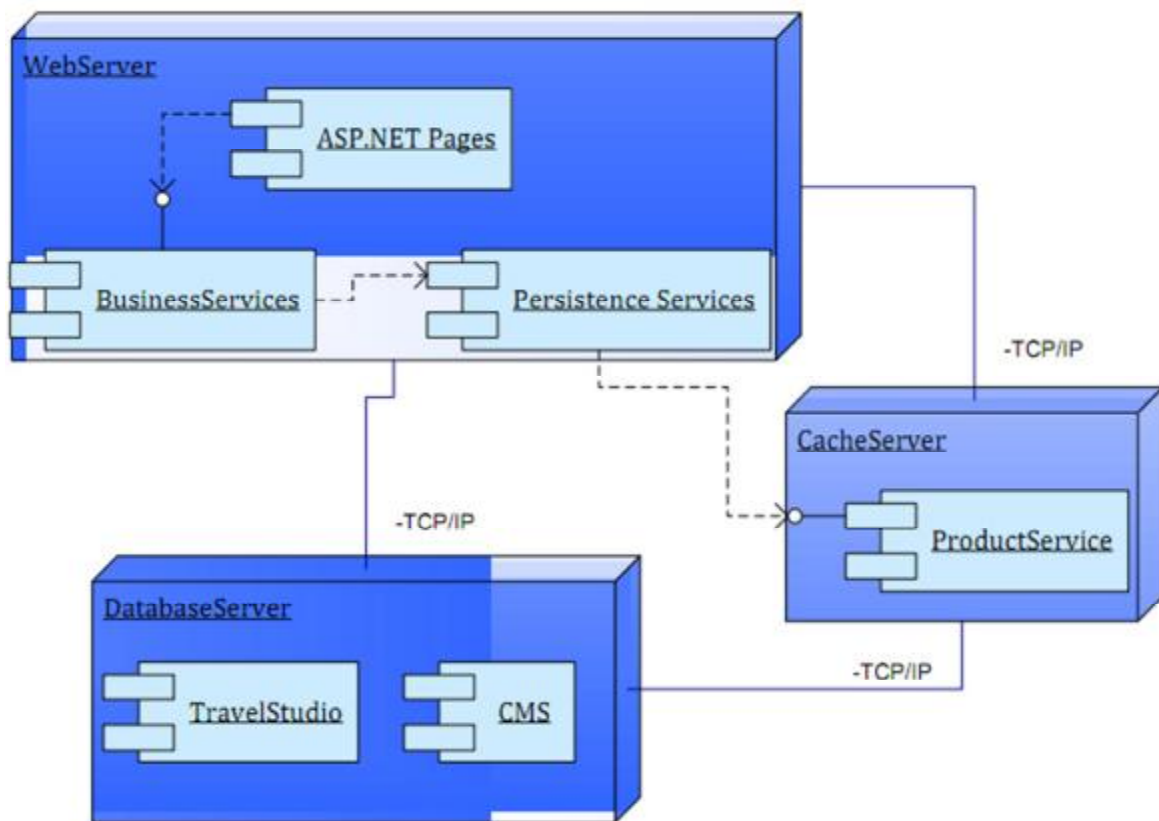
The client applications always look at the product cache and retrieve it from the database if it is not able to find the product in the cache. It also saves the product in the product cache after retrieving it from the database.

The cache would have an upper bound of the products that it could cache thus it would always remove the least used products from the cache.

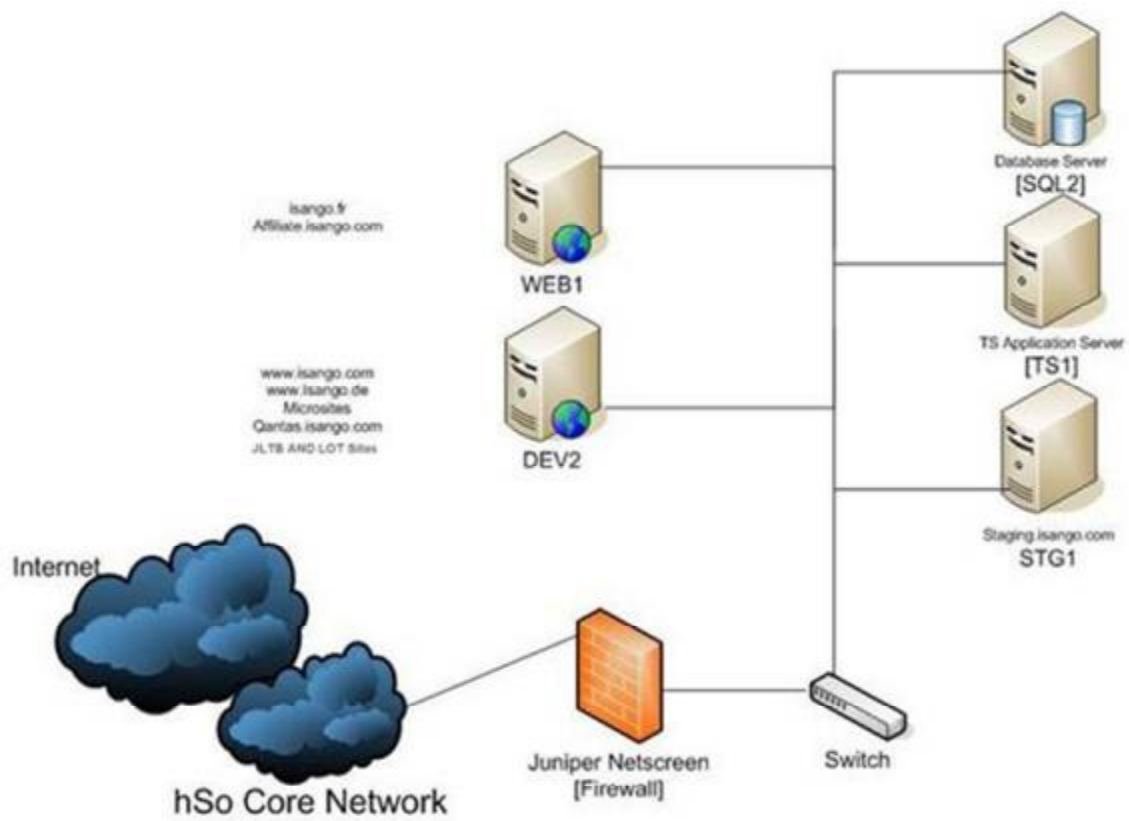
Every time the isango operations team makes a change to the product catalog, we would log the product id and the change operation, like Insert, Update or Delete, that was performed on it.

A windows service would pick up the changes and re-inject the new modified product into the cache.

SOFTWARE DEPLOYMENT



NETWORK DIAGRAM



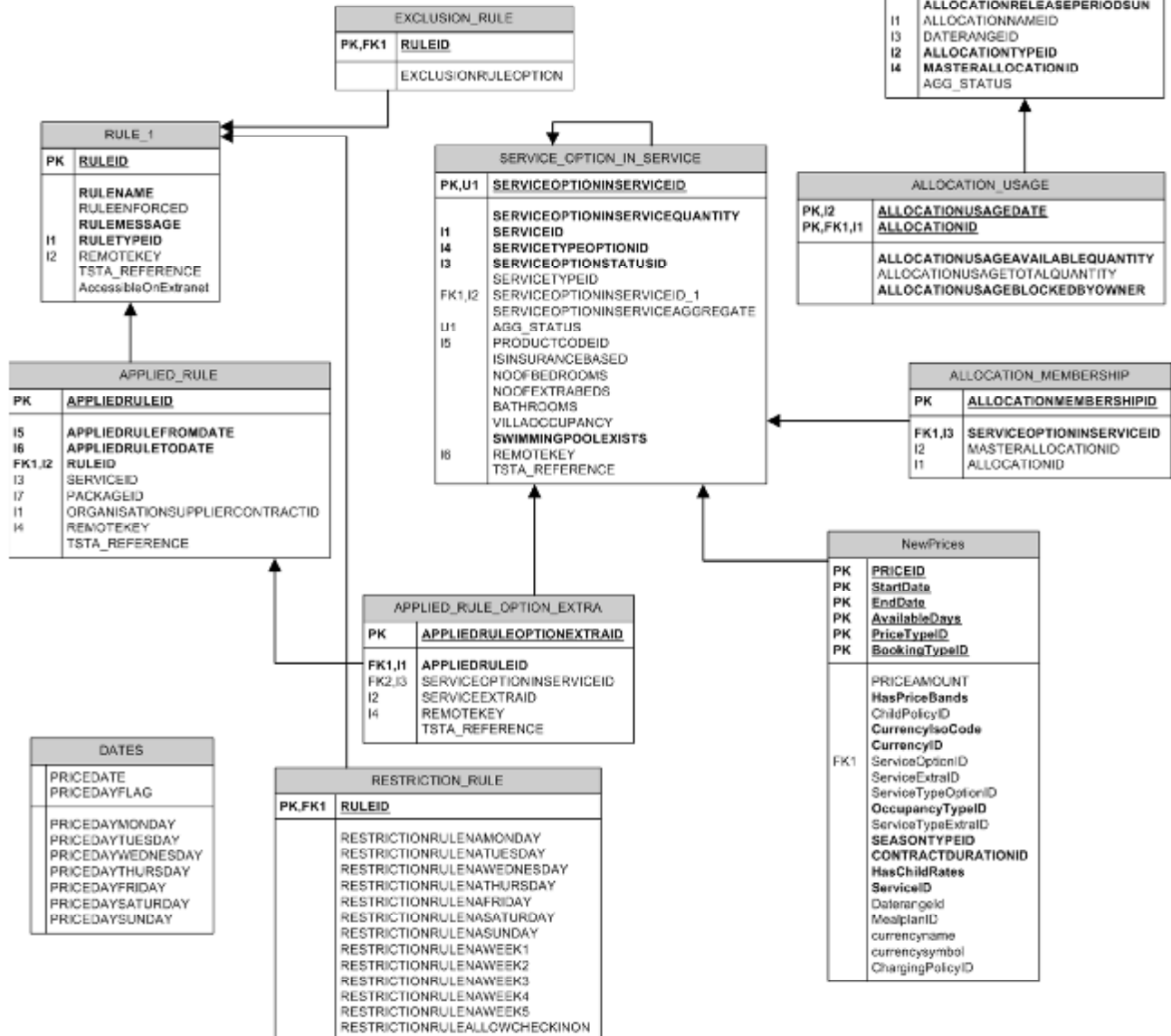
ER DIAGRAMS

PRODUCT AVAILABILITY

Allocation TABLES

PROCEDURE

1 usp_Service_Option_Availability



BOOKING

BOOKING TABLES

PROCEDURE

CREATE BOOKING

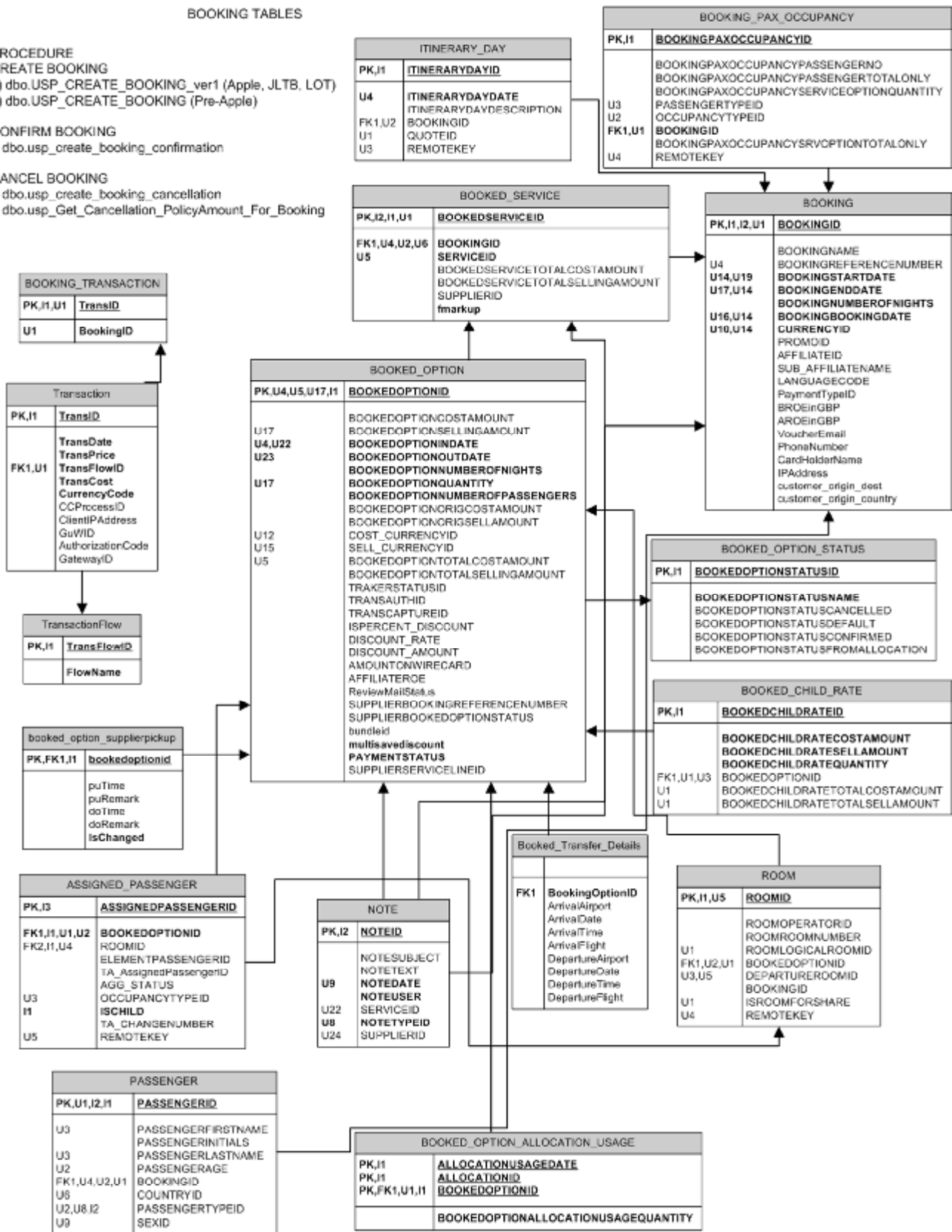
- 1) dbo.USB_CREATE_BOOKING_ver1 (Apple, JLTB, LOT)
2) dbo.USB_CREATE_BOOKING (Pre-Apple)

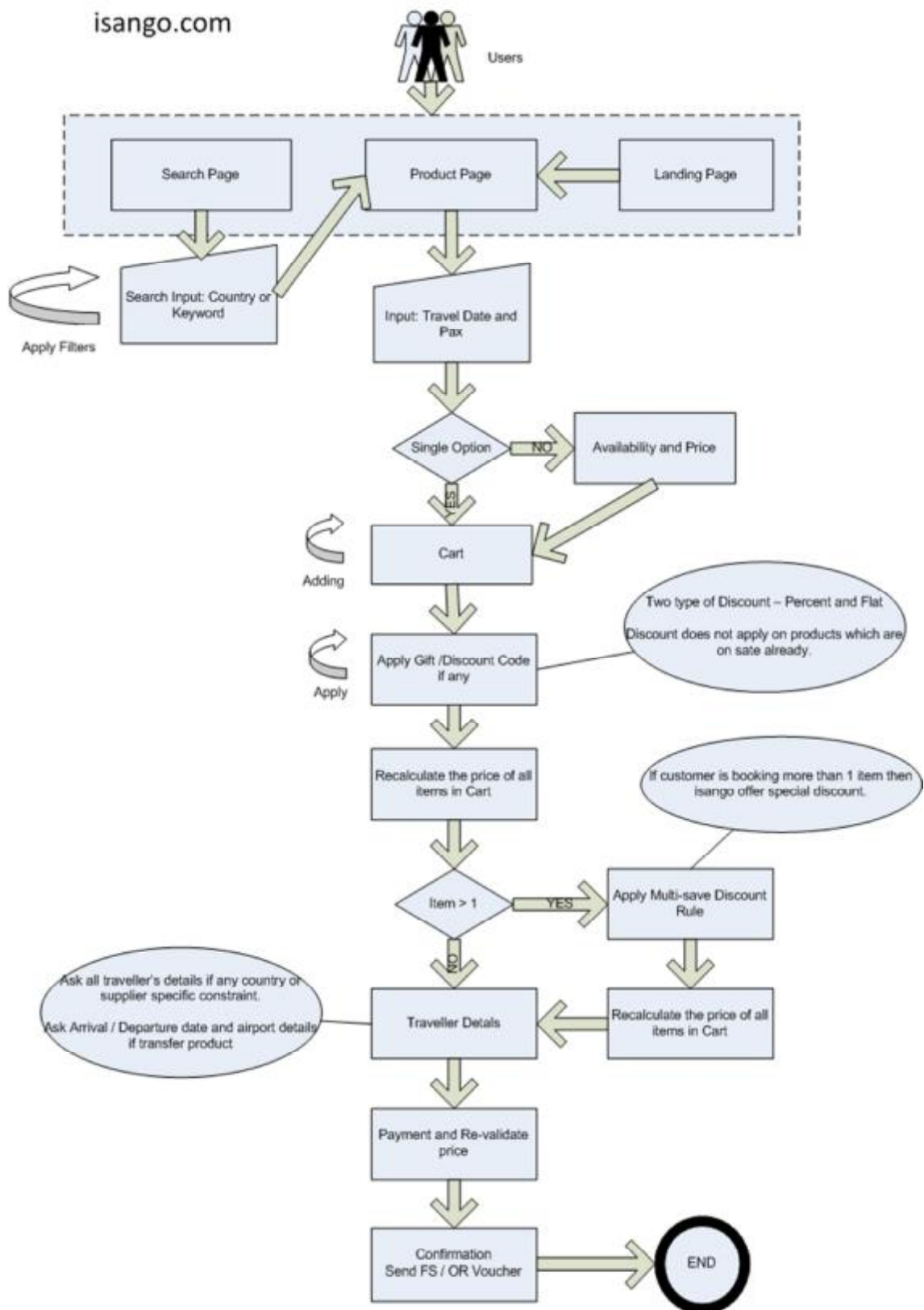
CONFIRM BOOKING

- dbo.usp_create_booking_confirmation

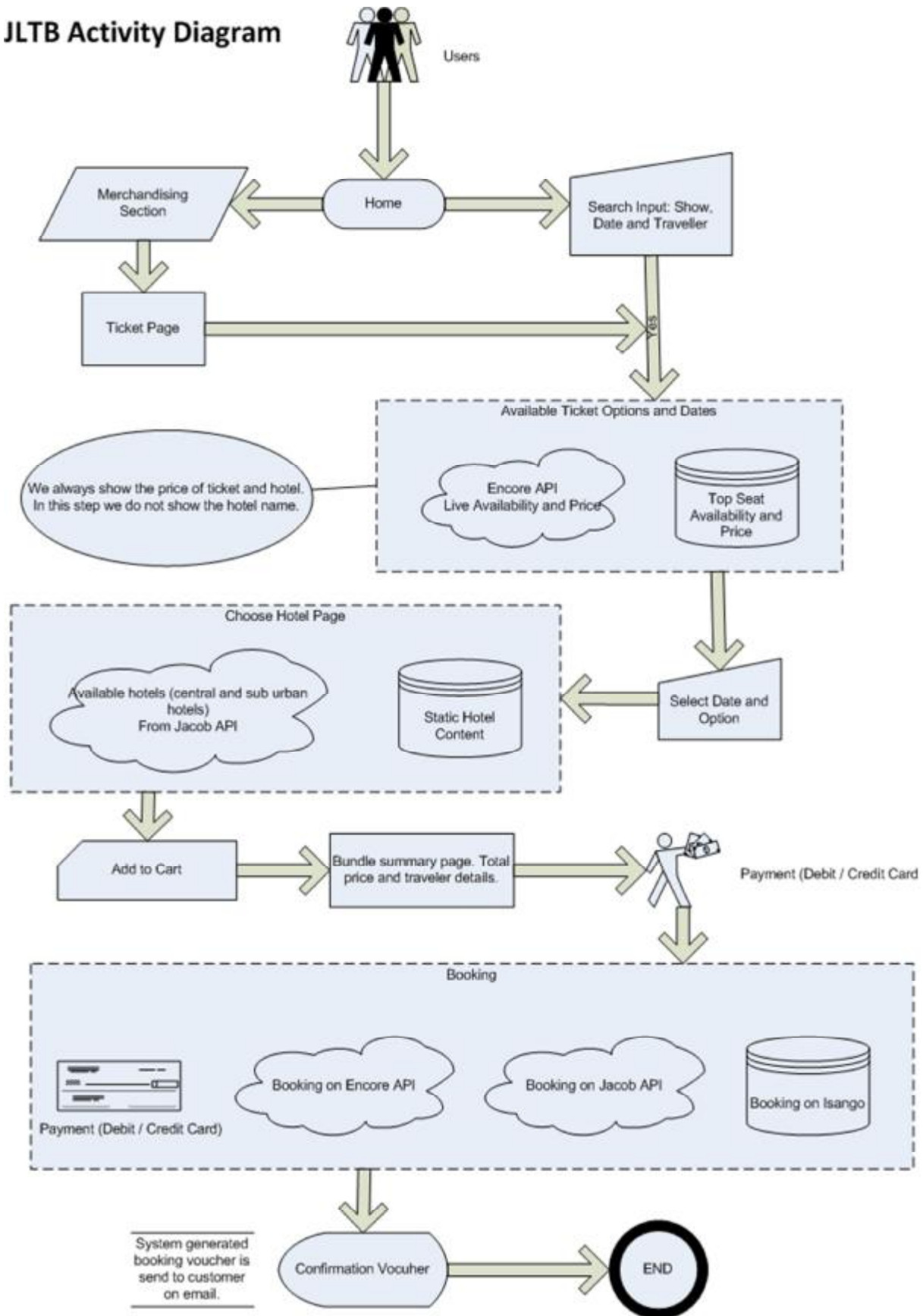
CANCEL BOOKING

- dbo.usp_create_booking_cancellation
- dbo.usp_Get_Cancellation_PolicyAmount_For_Booking

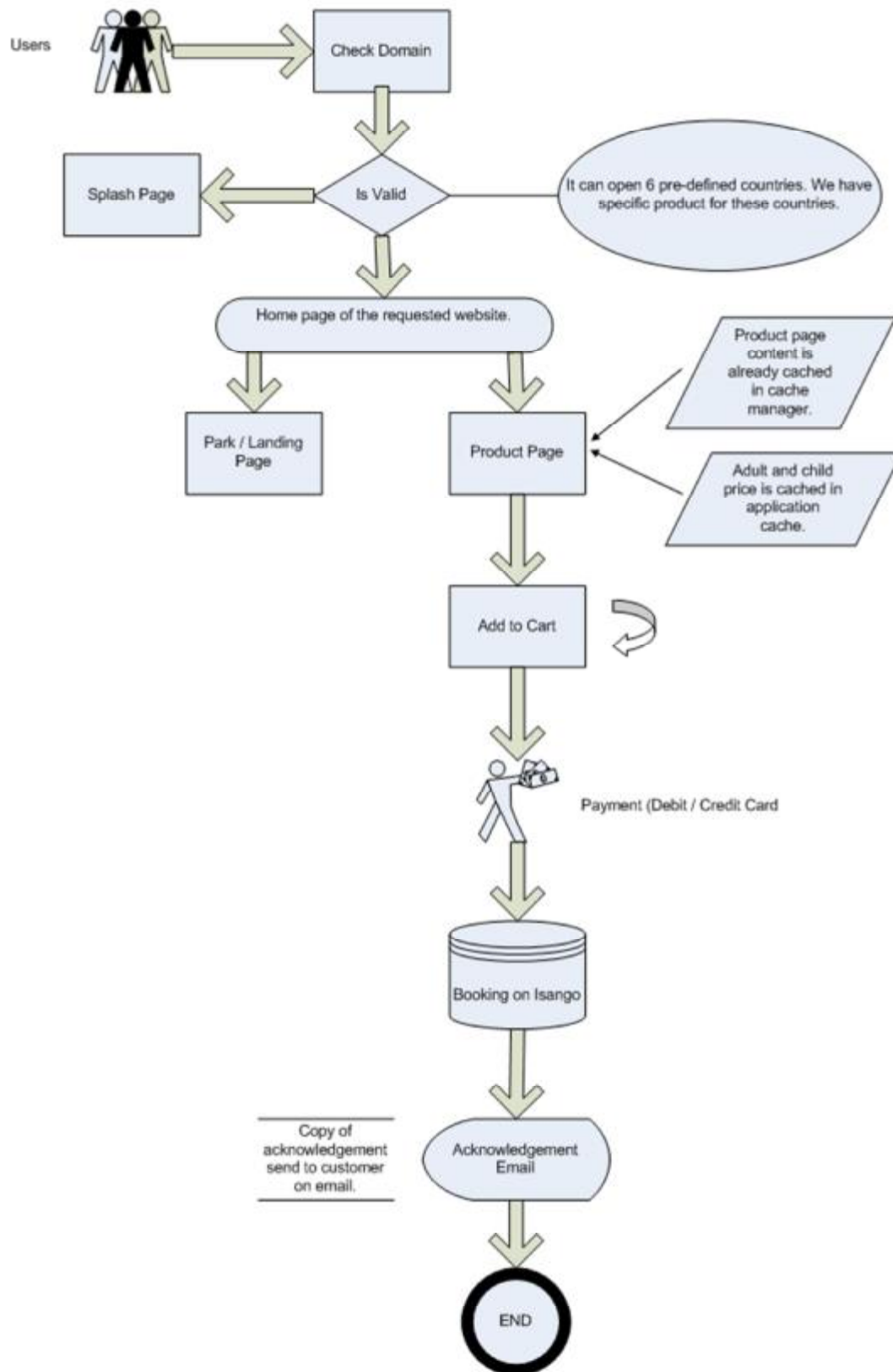




JLTB Activity Diagram



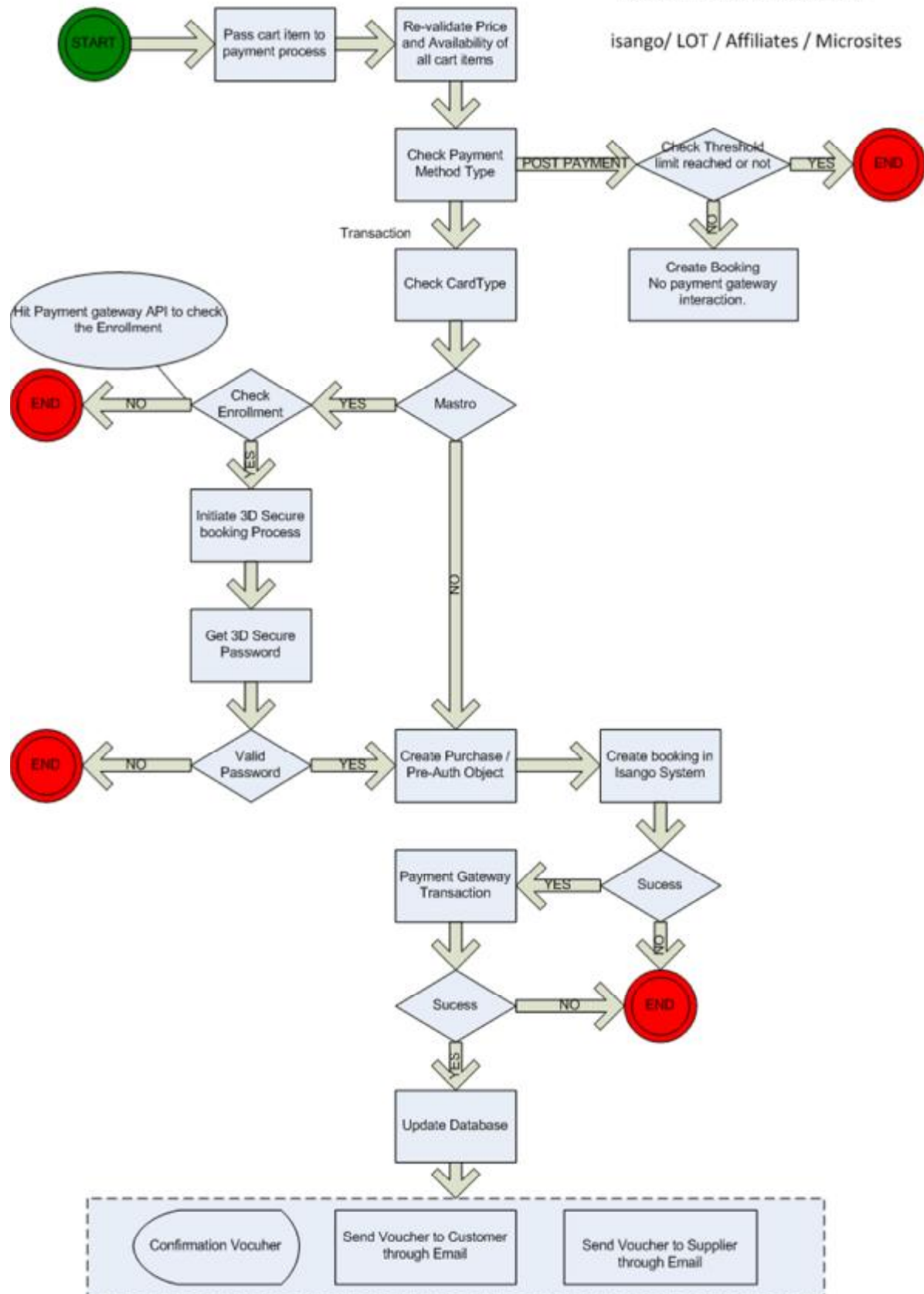
LOVE ORLANDO TICKETS



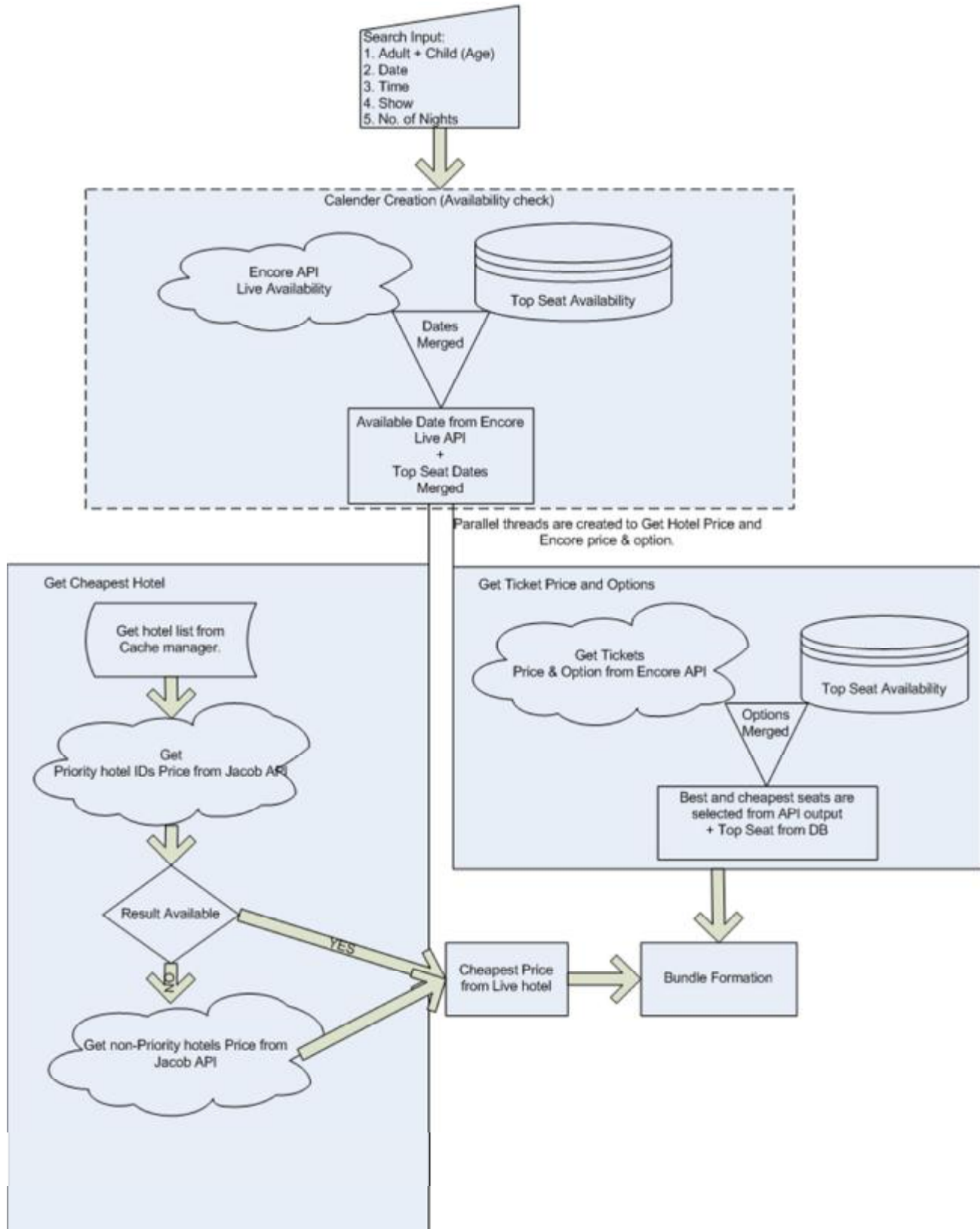
BOOKING

BOOKING PROCESS

isango/ LOT / Affiliates / Microsites



RUNTIME BUNDLE CREATION



HOTEL SEARCH

