B.M.S COLLEGE OF ENGINEERING BENGALURU

Autonomous Institute, Affiliated to VTU



AAT

22CS1ESPOP

Movie Ticket Booking System

Submitted in partial fulfillment of the requirements for AAT

Bachelor of Engineering Computer Science and Engineering

Submitted by:

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B.M.S COLLEGE OF ENGINEERING

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



DECLARATION

We, Kathasagaram Aishwarya (1BM22CS123) and Mahika D (1BM22CS142), students of 2nd Semester, B.E, Department of Computer Science and Engineering, BMS College of Engineering, Bangalore, hereby declare that this AAT Project entitled "Movie Ticket Booking System" has been carried out in Department of CSE, BMS College of Engineering, Bangalore during the academic semester June - August 2023. We also declare that to the best of our knowledge and belief, the AAT Project report is not part of any other report by any other students.

Signature of the Candidate

Kathasagaram Aishwarya (1BM22CS123)

Signature of the Candidate

Mahika D (1BM22CS142)

BMS COLLEGE OF ENGINEERING DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



CERTIFICATE

This is to certify that the AAT Project titled "Movie Ticket Booking System" has been carried out by

Kathasagaram Aishwarya (1BM22CS123) and Mahika D (1BM22CS142) during the academic year 2022-202	23.
Signature of the Faculty in Charge	

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THE MOVIE TICKET BOOKING SYSTEM.

1. Introduction

The Movie Ticket Booking System is designed to streamline the process of booking movie tickets, enhancing user convenience and reducing manual efforts. This project aims to provide users with an interactive user-friendly interface for selecting movies, formats, show timings, and number of seats, and printing the movie ticket details. By automating the ticket booking process, this system aims to simplify the overall movie-going experience.

1.1 Problem Definition

The project addresses the need for a user-friendly platform that enables users to easily view available movies, select showtimes and book tickets. The system aims to simplify the movie ticket booking process by providing a user interface to interact with the available options. Easy-to-understand features simplify the process, making it quick and efficient.

1.2 Scope

The system's primary scope is the creation of an interactive user-friendly application that allows users to view a list of available movies, select a movie, choose a showtime, and book tickets for that show. Additionally, the system calculates and displays the total amount payable, including tax, ensuring transparency and convenience for users.

1.3 Motivation

The motivation behind developing the Movie Ticket Booking System is to modernize, digitalize and simplify the Traditional ticket booking process with a convenient and efficient way for users to book movie tickets. Traditional ticket booking methods can be time-consuming and involve manual intervention. By providing an online platform, users can avoid long queues and enjoy a hassle-free experience when booking movie tickets. This project aims to automate the process, reducing human errors and providing a more enjoyable user experience.

1.4 Abstract

The Movie Ticket Booking System is a software application designed to provide an efficient and user-friendly solution for booking movie tickets. It enables users to select movies, formats, timings, and seats in a convenient and streamlined manner. The system calculates the total amount payable, including tax, and provides users with ticket details for a seamless movie-going experience.

2. Hardware and Software Requirements

2.1 Hardware Requirements

- 1. Computer or Laptop
- 2. Qwerty keyboard
- 3. Internet Connection
- 4. Display Screen
- 5. Graphics Card

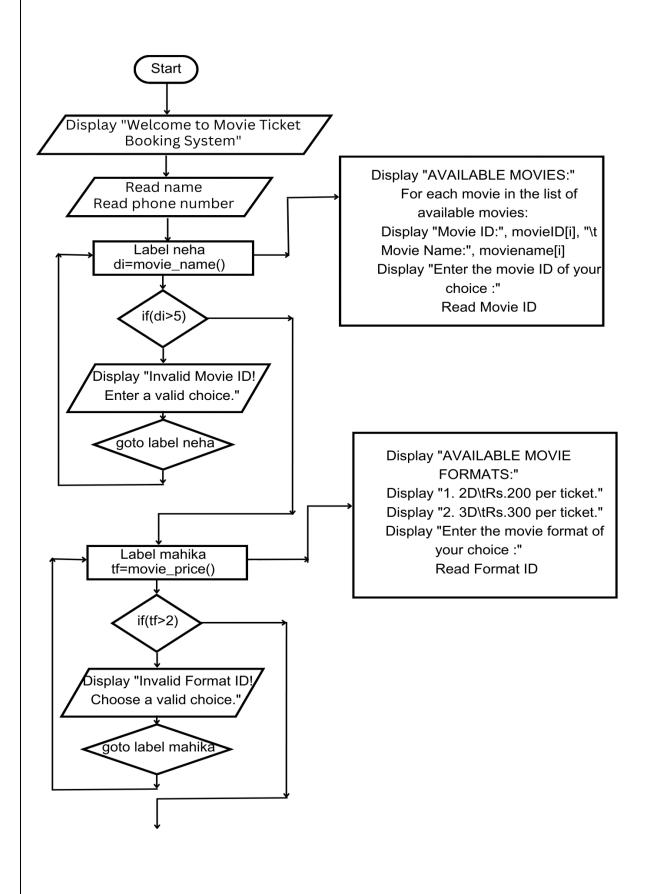
2.3 Software Requirements

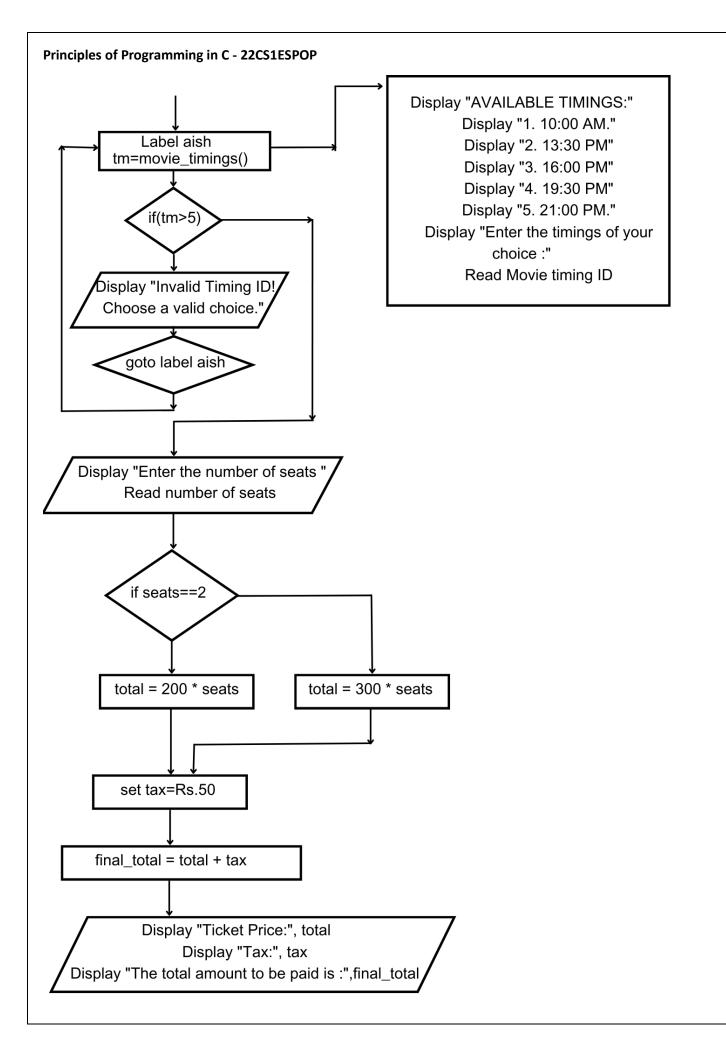
- 1. C Compiler (e.g., GCC GNU Compiler Collection)
- 2. Integrated Development Environment (IDE) for writing and executing C code (e.g., Code::Blocks, Dev-C++, Visual Studio Code (with C/C++ extension), Eclipse IDE (with C/C++ Development Tools))
- 3. Text Editor for editing and storing code
- 4. Operating System (e.g., Windows, macOS, and Linux)

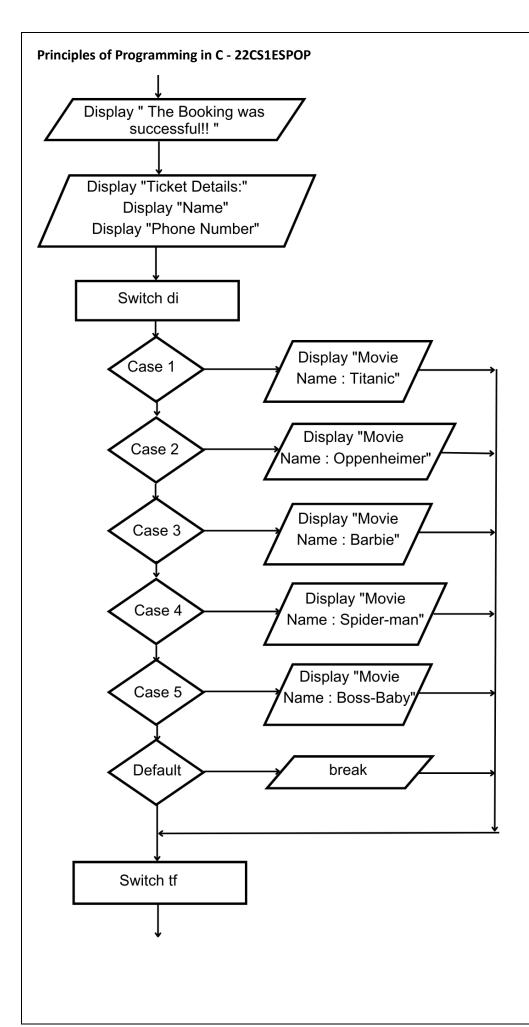
3. Design

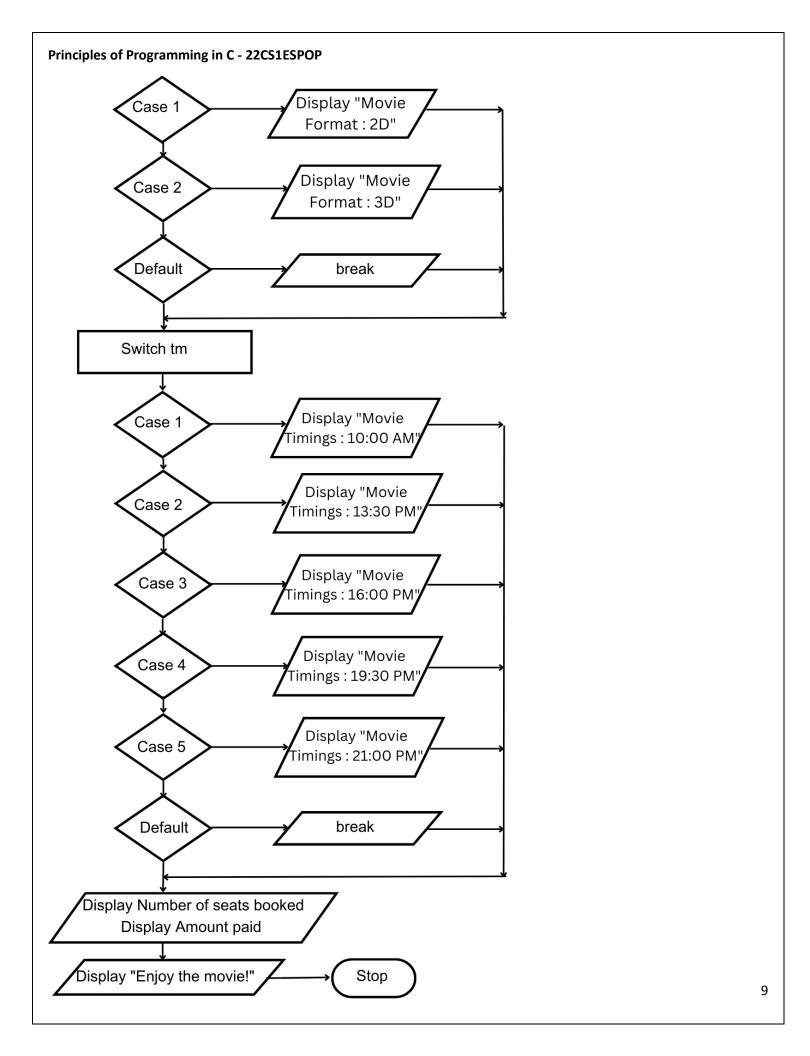
The system consists of several functions for displaying movies, showtimes, and booking tickets and these functions are called by the main function to store the return values. It uses arrays to store movie names. Users can choose the movie, showtime and movie format of their choice. The user interface is implemented using text-based prompts and inputs. The application calculates and displays the total payable amount including tax. Finally, after payment is done by the user, the ticket details are displayed with the user information.

3.1 Project Flow:









Step 7:Label neha:

```
3.2 Algorithm:
Step 1:Start
Step 2:Function movie_name():
    Display "AVAILABLE MOVIES:"
    For each movie in the list of available movies:
    Display "Movie ID:", movieID[i], "\t Movie Name:", moviename[i]
    Display "Enter the movie ID of your choice:"
    Read Movie ID
Step 3:Function movie_price():
    Display "AVAILABLE MOVIE FORMATS:"
    Display "1. 2D\tRs.200 per ticket."
    Display "2. 3D\tRs.300 per ticket."
    Display "Enter the movie format of your choice:"
    Read Format ID
Step 4: Function movie_timings():
    Display "AVAILABLE TIMINGS:"
    Display "1. 10:00 AM."
    Display "2. 13:30 PM"
    Display "3. 16:00 PM"
    Display "4. 19:30 PM"
    Display "5. 21:00 PM."
    Display "Enter the timings of your choice:"
    Read Movie timing ID
Step 5:Display "Welcome to Movie Ticket Booking System"
Step 6:Display "Enter your name: "
    Read user's name
    Display "Enter your phone number: "
    Read user's phone number:
```

```
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     calling of function
     di=movie_name()
Step 8:if(di>5)
     Display "Invalid Movie ID! Enter a valid choice."
     goto Step 7
Step 9:Label mahika:
     calling of function
     tf=movie_price()
Step 10:if(tf>2)
     Display "Invalid Format ID! Choose a valid choice."
     goto Step 9
Step 11:Label aish:
     calling of function
     tm=movie_timings()
Step 12:if(tm>5)
     Display "Invalid timing ID! Choose a valid choice."
     goto Step 11
Step 13:Display "Enter the number of seats:"
     Read user's number of seats choice
Step 14:If format is 1:
      total = 200 * seats
     Else:
      total = 300 * seats
Step 15:Set tax = 50
Step 16:final\_total = total + tax
Step 17:Display "Ticket Price:", total
     Display "Tax:", tax
     Display "The total amount to be paid is:",final_total
Step 18:Display "The booking was successful!!"
```

```
Principles of Programming in C - 22CS1ESPOP
Step 19:Display "Ticket Details:"
    Display "Name:", user's name
    Display "Phone Number:", user's phone number
Step 20:Switch di:
      Case 1:
             Display "Movie Name: Titanic"
              Break
        Case 2:
             Display "Movie Name: Oppenheimer"
              Break
      Case 3:
             Display "Movie Name: Barbie"
             Break
      Case 4:
             Display "Movie Name: Spider-Man"
              Break
      Case 5:
             Display "Movie Name: Boss Baby"
              Break
      Default:
             // Do nothing
             Break
Step 21:Switch tf:
      Case 1:
             Display "Movie Format: 2D"
              Break
      Case 2:
             Display "Movie Format: 3D"
              Break
```

```
Principles of Programming in C - 22CS1ESPOP
     Default:
             // Do nothing
              Break
Step 22:Switch tm:
      Case 1:
             Display "Movie Timings: 10:00 AM"
              Break
        Case 2:
              Display "Movie Timings: 13:30 PM"
              Break
        Case 3:
              Display "Movie Timings: 16:00 PM"
              Break
        Case 4:
              Display "Movie Timings: 19:30 PM"
              Break
        Case 5:
              Display "Movie Timings: 21:00 PM"
              Break
        Default:
             // Do nothing
              Break
Step 23:Display "Number of seats booked:", user's number of seats choice
    Display "Amount paid:",final_total
Step 24:Display "Enjoy the movie!"
Step 25:End
```

4. Implementation

The Movie Ticket Booking System is implemented using C programming language. The code includes functions to display movie information, format choices, timing options, and seat selection. It calculates the total amount and displays ticket details. User inputs are collected using the "Read" command.

4.1 Source Code

```
#include <stdio.h>
#include <conio.h>
int movie_name()
{
  int i,id;
  int movieID[5]=\{1,2,3,4,5\};
  char moviename[][20]={"Titanic", "Oppenheimer", "Barbie", "Spider-Man", "Boss Baby"};
  printf("\nAVAILABLE MOVIES :");
  printf("\n\n -----");
  printf("\nMovie ID \t Movie Name");
  printf("\n -----");
  for(i=0;i<5;i++)
    printf("\n %d \t\t %s ", movieID[i], moviename[i]);
  printf("\n----");
  printf("\nEnter the Movie ID of your choice : ");
  scanf("%d",&id);
  return id;
int movie_price()
  int mf;
  printf("\nAVAILABLE MOVIE FORMATS :");
```

```
Principles of Programming in C - 22CS1ESPOP
  printf("\n\n1. 2D\tRs.200 per ticket .");
  printf("\n2. 3D\tRs.300 per ticket .");
  printf("\nEnter the movie format of your choice :");
  scanf("%d",&mf);
  return mf;
}
int movie_timings()
{
  int mt;
  printf("\nAVAILABLE TIMINGS :");
  printf("\n\n1. 10:00 AM.");
  printf("\n2. 13:30 PM");
  printf("\n3. 16:00 PM");
  printf("\n4. 19:30 PM");
  printf("\n5. 21:00 PM");
  printf("\nEnter the timings of your choice :");
  scanf("%d",&mt);
  return mt;
}
void main()
{
    int i,id,tf,tm,di,ns,total;
    char name[25];double num;
);
                                                    ||");
    printf("\n|)
    printf("\n||
                      Welcome to Movie Ticket Booking System
                                                                     ||");
```

```
Principles of Programming in C - 22CS1ESPOP
                               ||");
  printf("\n|)
);
  printf("\nEnter your name :");
  scanf("%s",&name);
  printf("Enter your phone number :");
  scanf("%lf",&num);
  /*int j;
  for(j=0;j<10;j++)
    scanf("%d",&num[j]);
  }*/
);
  neha:
  {
    di=movie_name();
  if(di>5)
    printf("Invalid Movie ID!! Enter a valid choice.");
    goto neha;
);
  mahika:
    tf=movie_price();
  if(tf>2)
                                                          16
```

```
Principles of Programming in C - 22CS1ESPOP
      printf("Invalid Format ID!! Choose valid choice .");
      goto mahika;
printf("\n=========\n"
);
   aish:
      tm=movie_timings();
    }
    if(tm>5)
      printf("Invalid timing ID!! Choose valid choice .");
      goto aish;
printf("\n========\n"
);
   printf("\nEnter the number of seats :");
   scanf("%d",&ns);
printf("\n======\n"
);
   if(tf==1)
    total=200*ns;
   }
   else
    total=300*ns;
   int tax=50;
```

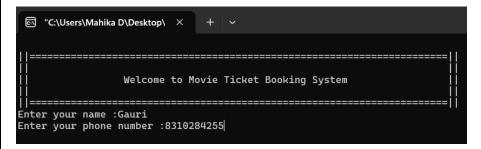
```
Principles of Programming in C - 22CS1ESPOP
   int final_total=tax+total;
   printf("\nTicket Price = Rs.%d",total);
   printf("\nTax Price = Rs.%d",tax);
   printf("\n----");
   printf("\nTotal Amount to be paid = Rs.%d",final_total);
);
  printf("\nThe booking was successful!!");
n");
   printf("\nTicket details :");
   printf("\n----");
   printf("\nName : %s",name);
   int k;
   printf("\nPhone number : %0.0lf",num);
   switch(di)
      case 1:printf("\nMovie Name : Titanic");break;
      case 2:printf("\nMovie Name : Oppenheimer");break;
      case 3:printf("\nMovie Name : Barbie");break;
      case 4:printf("\nMovie Name : Spider-Man");break;
      case 5:printf("\nMovie Name : Boss Baby");break;
      deafult:break;
     }
   switch(tf)
      case 1:printf("\nMovie Format : 2D");break;
```

```
Principles of Programming in C - 22CS1ESPOP
       case 2:printf("\nMovie Format: 3D");break;
       default:break;
      }
   switch(tm)
      {
       case 1:printf("\nMovie Timings : 10:00 AM");break;
       case 2:printf("\nMovie Timings : 13:30 PM");break;
       case 3:printf("\nMovie Timings : 16:00 PM");break;
       case 4:printf("\nMovie Timings : 19:30 PM");break;
       case 5:printf("\nMovie Timings : 21:00 PM");break;
       default:break;
      }
   printf("\nNumber of seats booked : %d",ns);
   printf("\nAmount paid : %d\n\n\n",final_total);
);
   printf("\n||
                                               ||");
                       Enjoy the movie!!
                                                     ||");
   printf("\n||
   printf("|n||
                                               ||");
);
   printf("\langle n \rangle n \langle n \rangle");
}
```

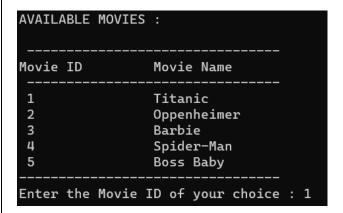
4.2 Experimental Analysis and Results

The system was tested with various user inputs to ensure its functionality and accuracy. The program successfully displays movie choices, format options, timing selections, and calculates the total amount. The ticket details are accurately displayed, providing a seamless ticket booking experience.

1. Introduction and user details



2.1 Available movies



3.1 Available movie formats

```
AVAILABLE MOVIE FORMATS:

1. 2D Rs.200 per ticket.

2. 3D Rs.300 per ticket.

Enter the movie format of your choice:2
```

4.1 Available timings

```
AVAILABLE TIMINGS :

1. 10:00 AM.
2. 13:30 PM
3. 16:00 PM
4. 19:30 PM
5. 21:00 PM
```

Enter the timings of your choice :5

2.2 Invalid input for available movies

```
AVAILABLE MOVIES:

Movie ID Movie Name

Titanic

Oppenheimer

Barbie

Spider-Man

Some Baby

Enter the Movie ID of your choice: 6

Invalid Movie ID!! Enter a valid choice.
```

3.2 Invalid input for available movie formats

```
AVAILABLE MOVIE FORMATS:

1. 2D Rs.200 per ticket.
2. 3D Rs.300 per ticket.
Enter the movie format of your choice:3
Invalid Format ID!! Choose valid choice.
```

4.2 Invalid input for available timings

```
AVAILABLE TIMINGS:

1. 10:00 AM.
2. 13:30 PM
3. 16:00 PM
4. 19:30 PM
5. 21:00 PM
Enter the timings of your choice:7
Invalid timing ID!! Choose valid choice
```

5. Selection of seats and payment of tickets

6. Final ticket details

5. Conclusion

The Movie Ticket Booking System offers an efficient and user-friendly solution for booking movie tickets. By automating the process, it eliminates manual efforts and enhances user convenience. The system's successful implementation demonstrates its potential to improve the movie-going experience.

Principles of Programming in C - 22CS1ESPOP 6. References 1. "Introduction to C Programming" by Reema Thareja 2. "Let Us C" by Yashavant Kanetkar 3. "Programming in Ansi C" by E. Balagurusamy 4. https://github.com 5. https://www.w3schools.com