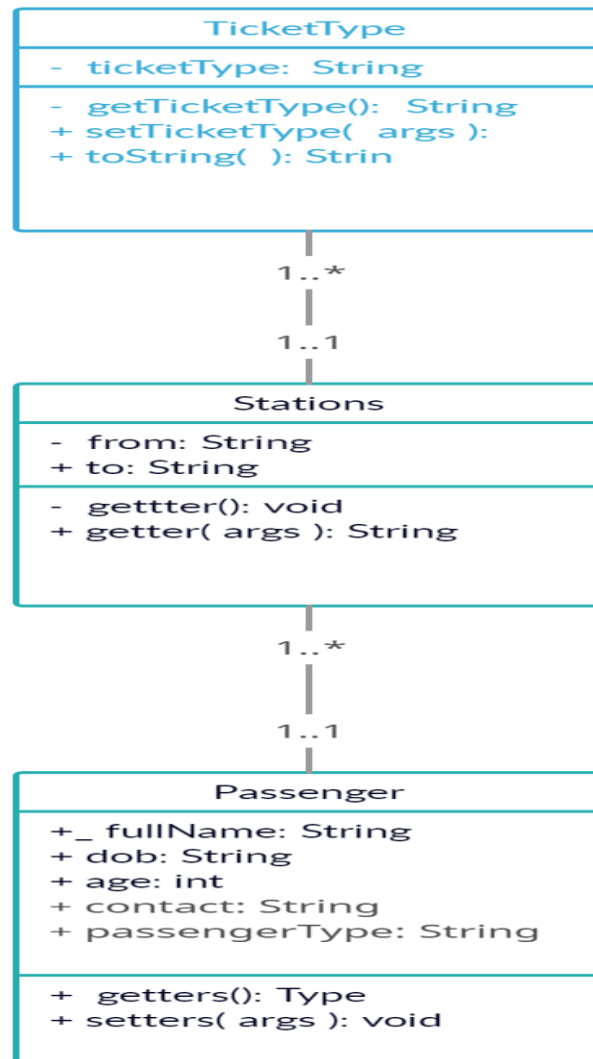


South Coast Line Ticketing System

UML of the System

System contains the different classes like Ticket-Type, Stations, Passenger I had implemented by using the inheritance concept.



Interface of the System:

Ticket Booking

From To

Ticket Type Passenger Type

Personal Information

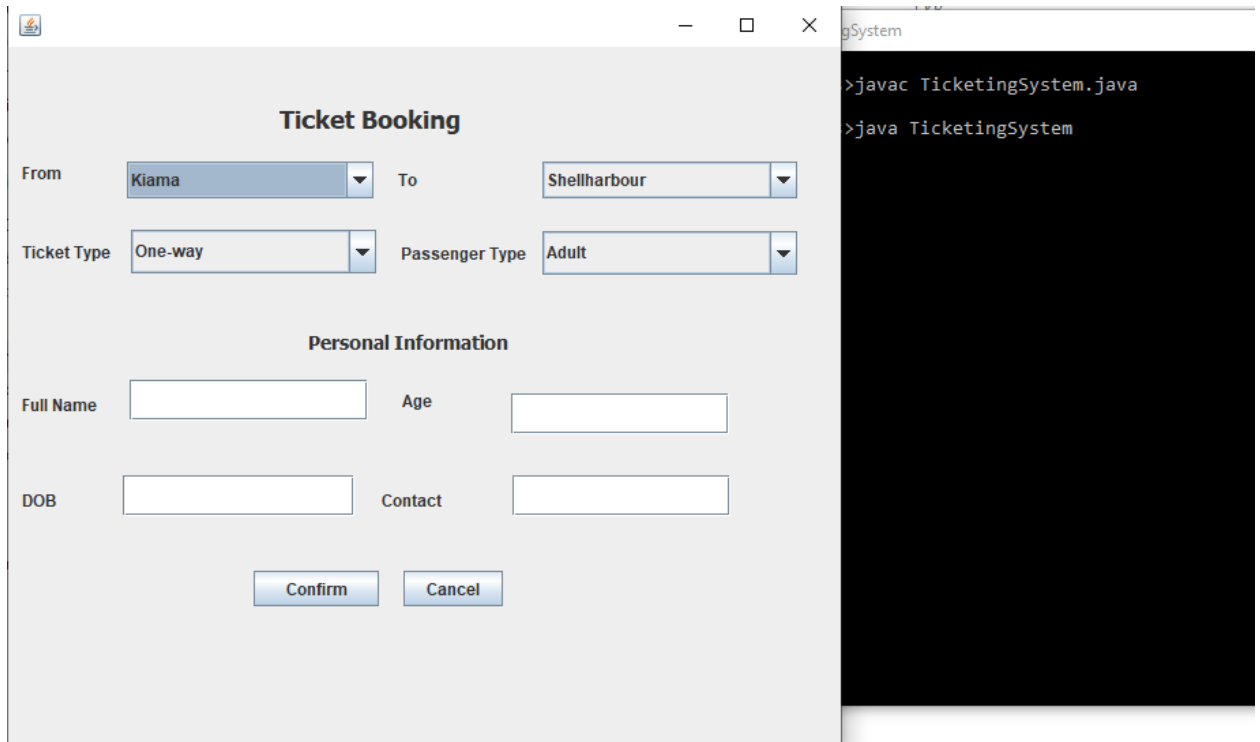
Full Name Age

DOB Contact

Components used for designing the interface:

- JFrame, JcomboBox, Jtextfield, JButton, JLabel
- Combo boxes are used filling the locations, ticket types and passenger types
- Frame is used for placing all the components
- Text Field is used for input from the user
- Labels are used to indicate the relevant field name.

Console output with running commands:



The image shows a Java Swing window titled "Ticket Booking" and a terminal window. The Swing window has a light gray background and contains the following elements:

- Title Bar:** Standard Windows-style title bar with minimize, maximize, and close buttons.
- Section Header:** "Ticket Booking" in bold black text, centered at the top.
- Form Fields:**
 - From:** A dropdown menu with "Kiama" selected.
 - To:** A dropdown menu with "Shellharbour" selected.
 - Ticket Type:** A dropdown menu with "One-way" selected.
 - Passenger Type:** A dropdown menu with "Adult" selected.
- Section Header:** "Personal Information" in bold black text, centered below the ticket selection fields.
- Form Fields:**
 - Full Name:** A text input field.
 - Age:** A text input field.
 - DOB:** A text input field.
 - Contact:** A text input field.
- Buttons:** Two buttons, "Confirm" and "Cancel", are located at the bottom center of the window.

The terminal window, titled "gSystem", is positioned to the right of the Swing window. It shows the following commands and output:

```
>javac TicketingSystem.java
>java TicketingSystem
```