**Airline Ticket Booking System**

***Custom Header File***

Reason: We used a custom header file to make things look simple in the main file and for data abstraction.

**#**include<Function.h>

***Variables***

struct **node** //Structure to store bookings

char **src[Size];** //source of the flight

char **dest[Size**]; // destination of the flight

char **time[5];** //block time of the flight

int **fare;** //fare of the particular flight

struct **node\* link;** //pointer reference used in Linked List

***Functions***

Structnode addNode(struct node param1. Struct node param2);

// function of return node type which returns the linked list, it adds the nodes in the program

void putData(char \*file,sn s)

// function to put data in a TEXT file

struct node getData(char \*file,struct node s)//function to retrieve data from file

void displayList(struct node s)//function to display data directly from the Text File

struct node delete\_nth\_node(int n, struct node s) //to delete a particular flight

int getSize(sn s)//needed to delete a particular flight, used in the above function

void addFlight()//Administrator function to add new flight in the database/file

void deleteFlight() //to delete a particular flight using the delete nth node function

struct node search(char \*s, char \*d) // to search for a particular flight

void displayBookings()// to display the bookings to the administrator/user

void newBooking()//to add new booking

void deleteBooking() //to delete a particular booking









