



# Event Registration Platform: A Scalable Ticketing System

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# Agenda

## Topics Covered

Problem

Solution

Results

Conclusions



# Problem

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Event organizers face complex, fragmented tools.



Buyers often experience unreliable transactions.



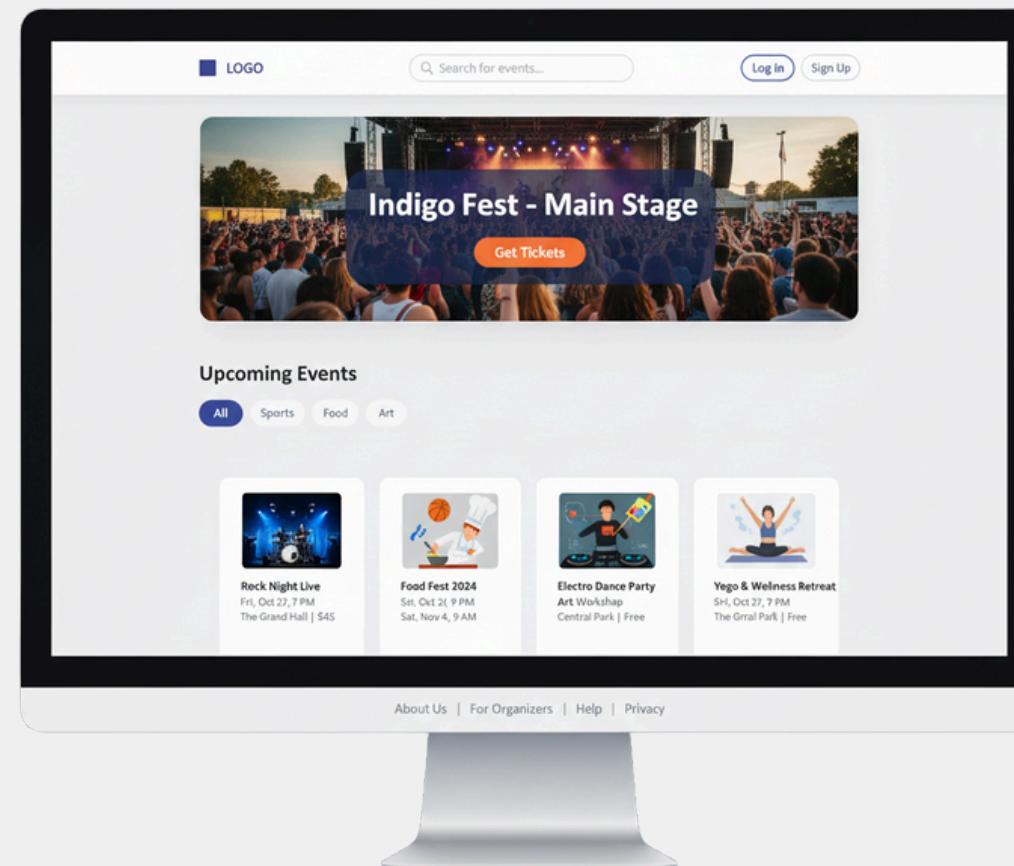
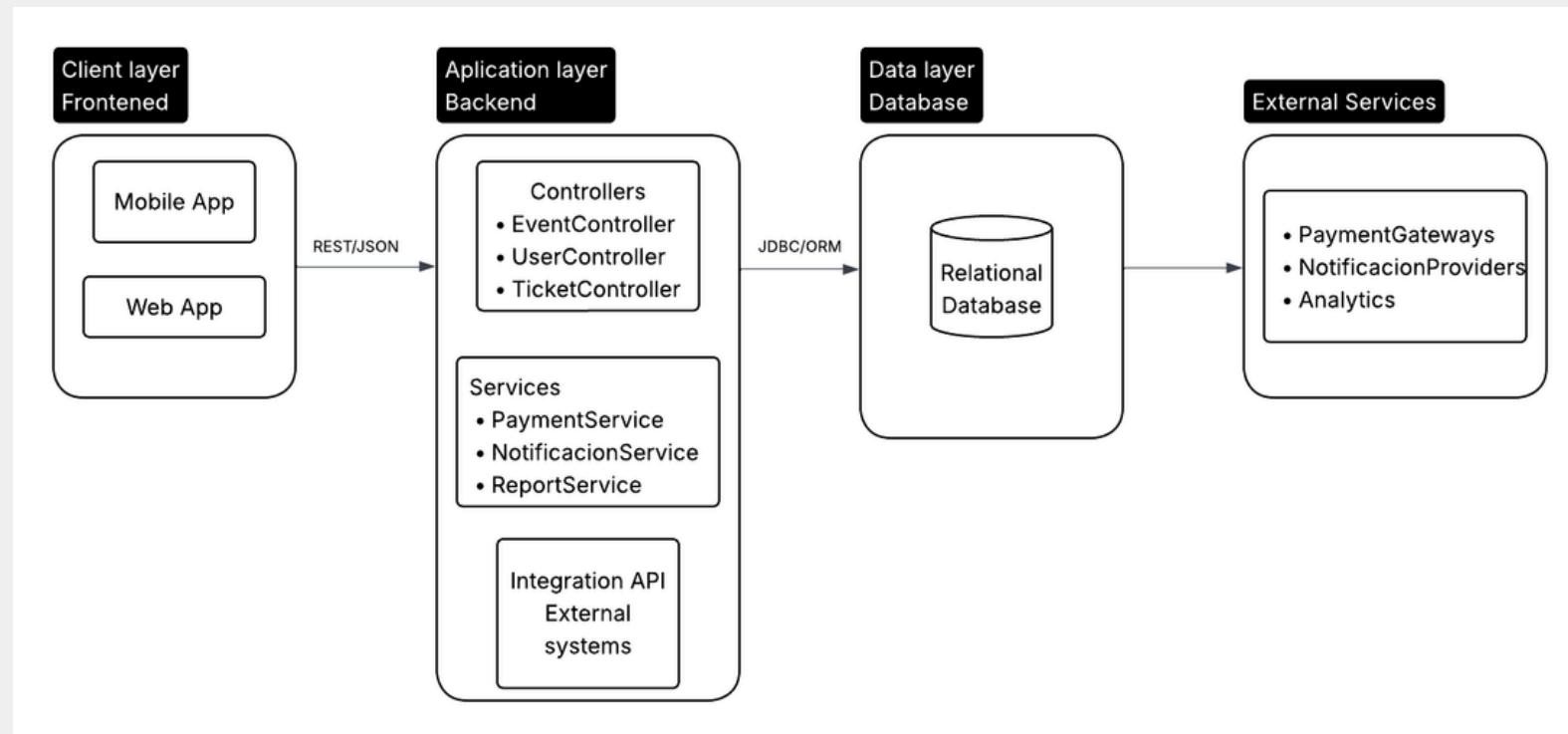
Most current platforms are closed-source and hard to scale



# Solution

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Web-based platform with three roles: Organizer, Buyer, Admin.



Modular architecture ensuring scalability and data integrity.

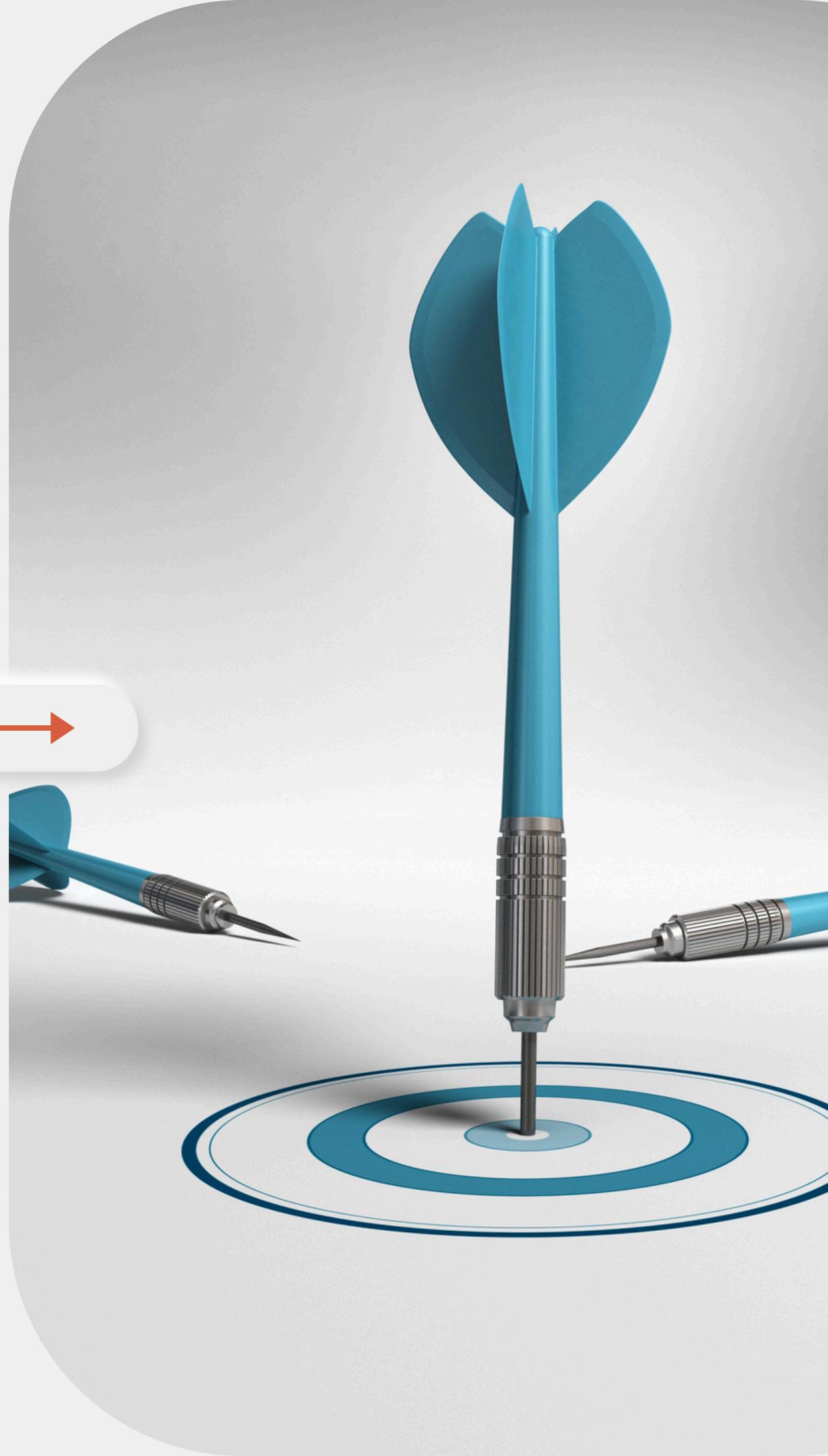


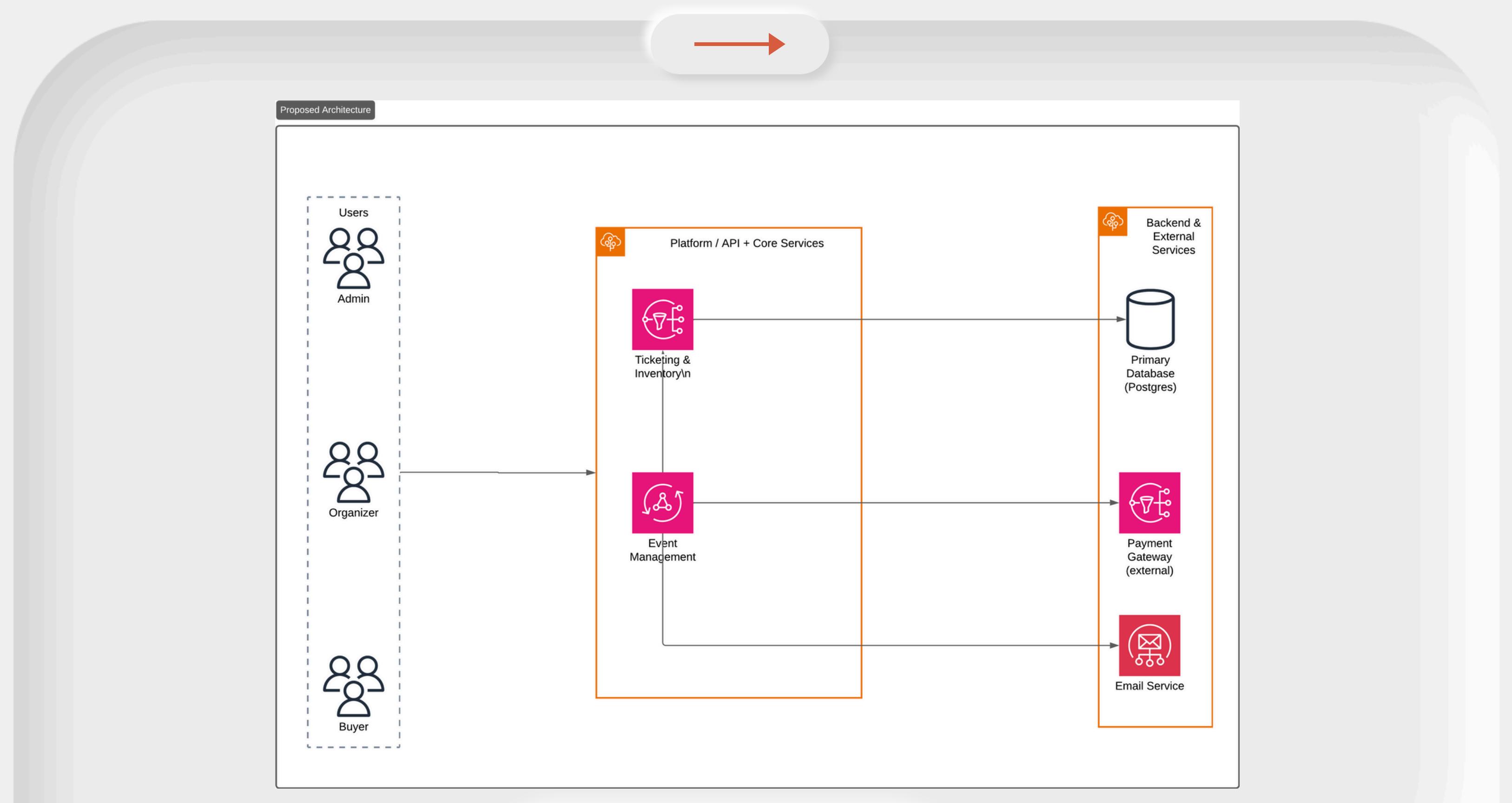
Secure purchase flow with ticket reservation and audit logging.



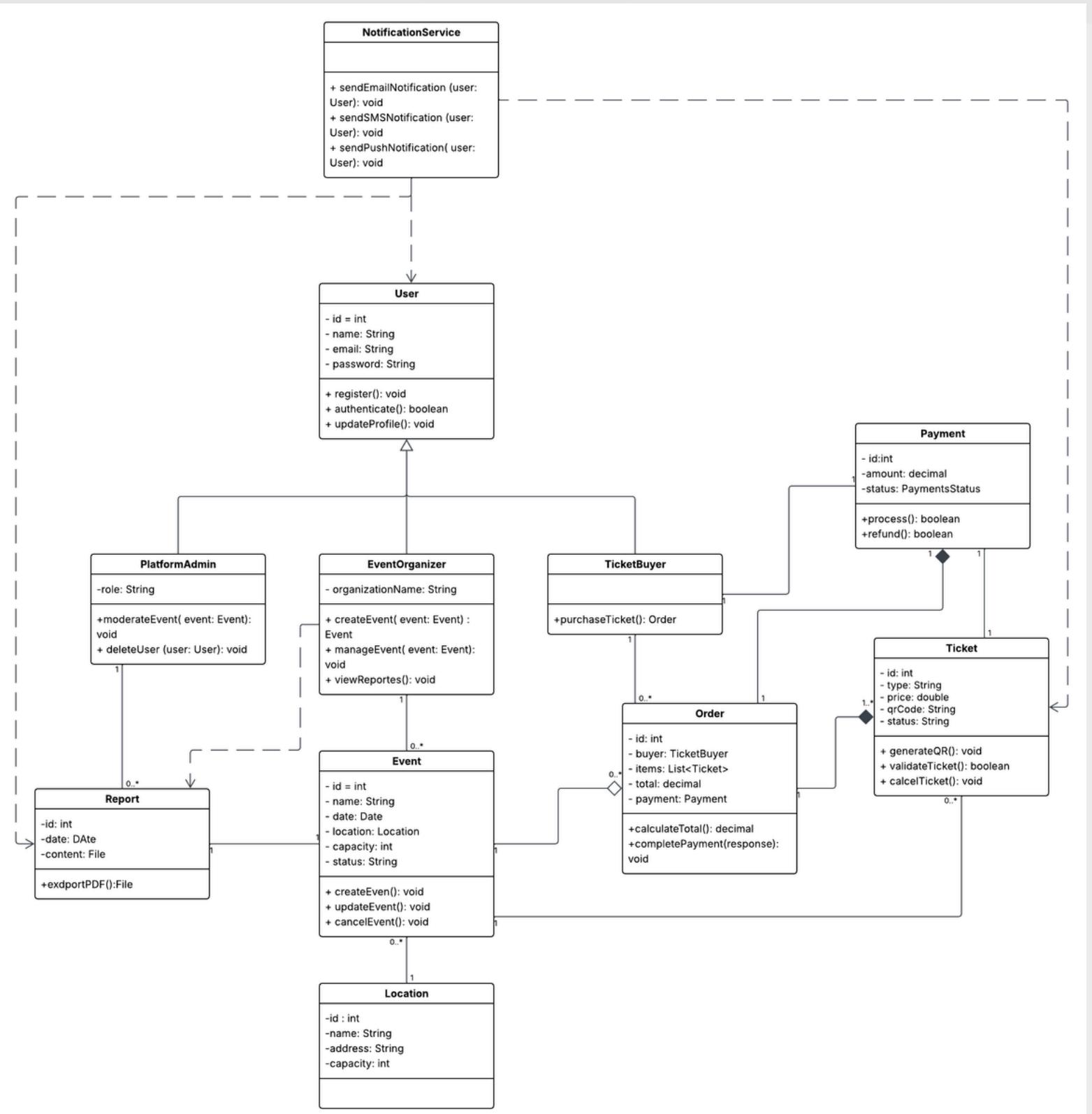
# Results

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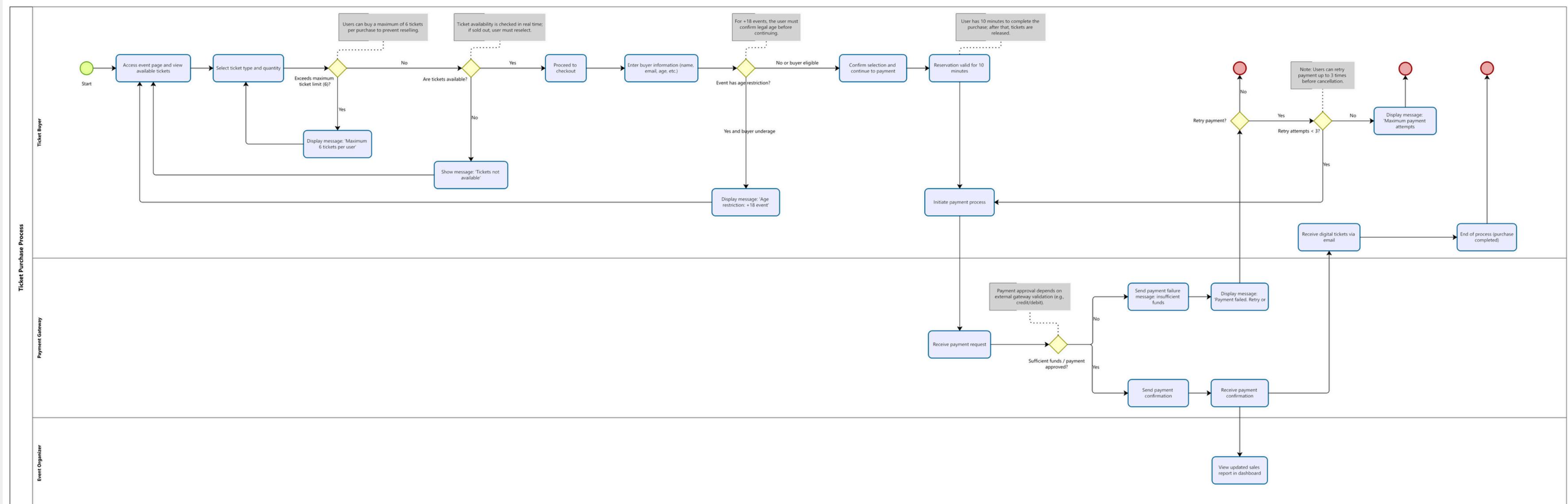
Architecture

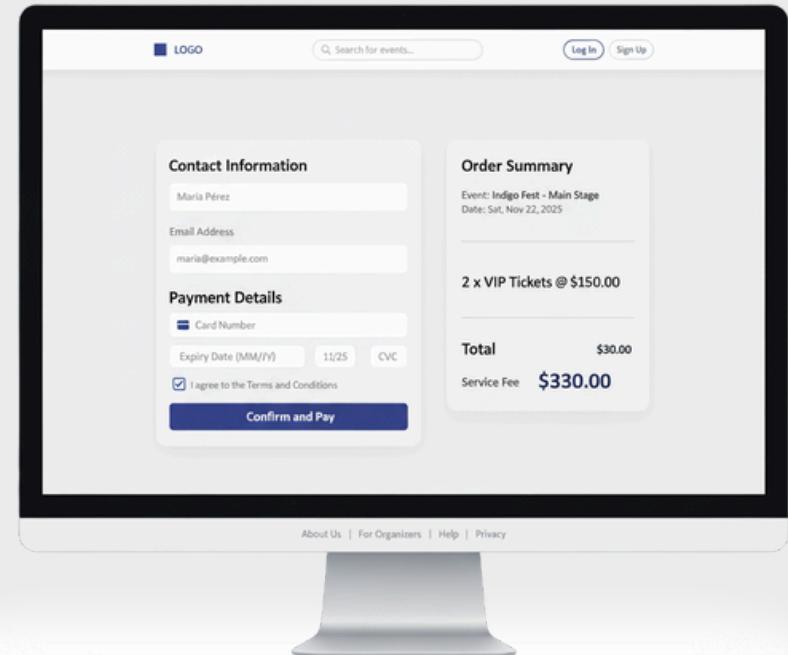
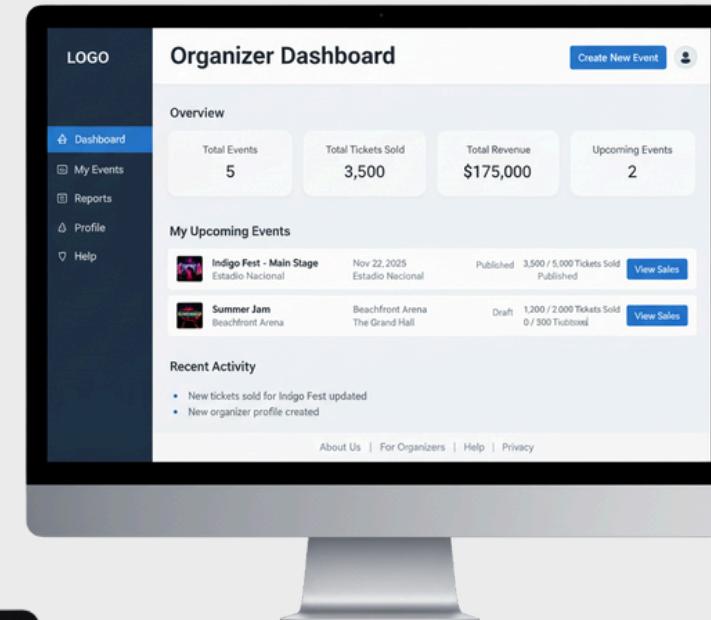
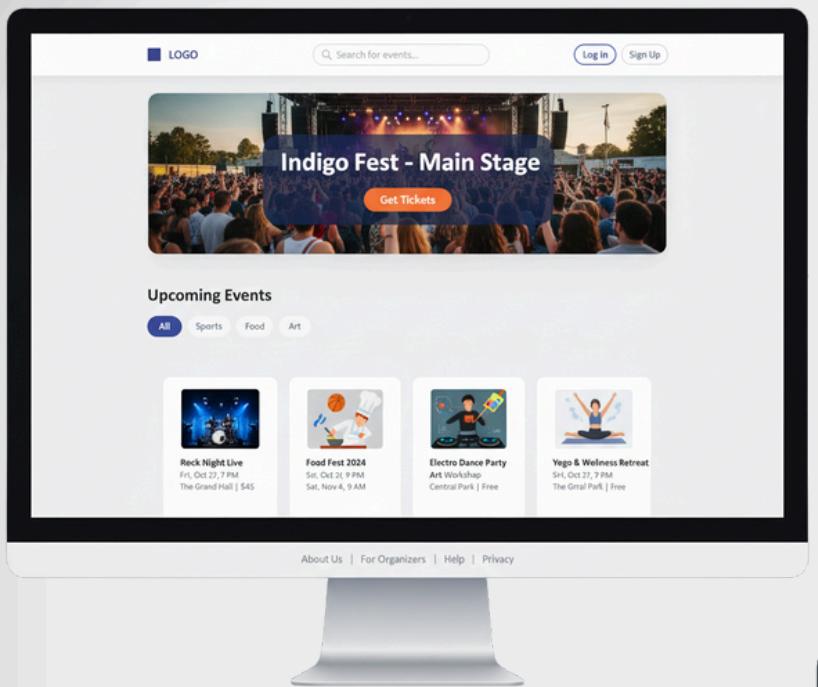


# Class Diagram



# Ticket Purchase Process





Mockups

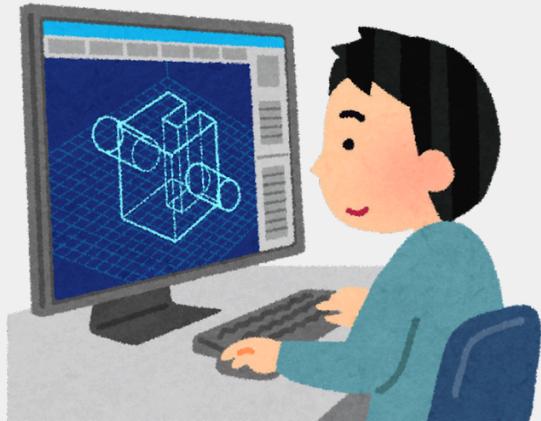


# Conclusions

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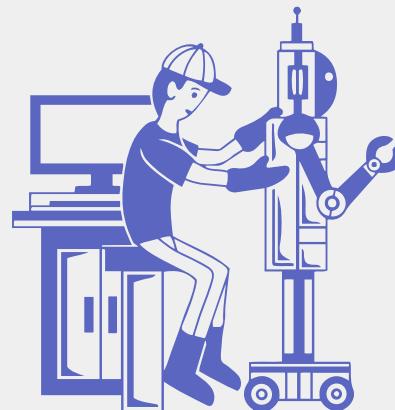


- The platform design ensures reliability, transparency, and scalability.
- It provides a solid foundation for future implementation.
- Next steps: prototype, integrate real payments, deploy on cloud.



01

Design



02

Prototype



03

Integration



04

Deployment



# References

- Sommerville, I. Software Engineering. Pearson, 2015.
- Patton, J. User Story Mapping: Discover the Whole Story. O'Reilly, 2014.
- TuBoleta.com – UI and process reference.



Thank  
you!