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KLUE UNIVERSITY
DIPARTIMEN TO ECE
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MOVIE TICKET BOOKING

Your Thesis title

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PROJECT

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ABSTARCT

The Movie Ticket Booking System is a console-based application developed in C that allows users to view available movies, check showtimes, and book tickets conveniently. The system features a user-friendly interface where customers can select movies based on genre, date, and time. It handles seat selection, calculates total prices, and generates booking confirmations. The application employs file handling to store movie data and booking records, ensuring data persistence. This project enhances user experience by streamlining the ticket booking process and minimizing wait times at the theatre.

1 AIM

The aim of the Movie Ticket Booking System project is to develop a simple, console-based application that automates the process of booking movie tickets, allowing users to select a movie, choose the number of tickets, and calculate the total cost of the booking. The primary goal is to implement an interactive and user-friendly system that mimics the core functionalities of real-world movie ticket booking systems using the C programming language. Through this project, the objective is to reinforce key programming concepts such as control structures (loops, conditionals), functions, and user input handling, while ensuring the program is both functional and efficient. Additionally, the project seeks to provide a foundation for future enhancements, such as dynamic pricing, seat selection, or even the integration of a database to store bookings, thus offering a scalable framework for understanding and building more complex ticketing systems. Ultimately, this project aims to equip developers with a practical, hands-on understanding of how to create a simple but effective application that simulates a real-world scenario, fostering problem-solving skills and deepening understanding of programming techniques in C.

2 Advantages Disadvantages

ADVANTAGES: - 1.Simple and Easy to Use: The system provides a straightforward, text-based interface that is easy for users to navigate. Even individuals with little technical experience can easily interact with the system, select movies, and book tickets. 2.Cost Calculation: The program automatically calculates the total cost based on the number of tickets selected, reducing errors that might occur in manual calculations. 3.Modular Design: The program uses functions to modularize tasks (e.g., displaying movies, calculating costs), which makes it easier to maintain and modify in the future.

DISADVANTAGES: - 1.Limited User Interface: The text-based interface may feel outdated and lacks the graphical appeal and user interactivity found in modern movie booking systems, which typically use a GUI (Graphical User

Interface). 2.No Real-Time Seat Selection: The system does not allow users to choose specific seats or view seat availability, which is a common feature in more advanced movie booking systems. 3.No Database Integration: There is no back-end database to store user bookings, making it impossible to track past bookings or manage user data. Each session is independent, and once the program ends, the data is lost.

3 ALGORITHM OF PROJECT

DETAILED ALGORITHM: 1.Start the program. 2.Display the following options to the user: 1.Movie A - 102.*MovieB*—12 3.Movie C - 84.*MovieD*—15 5.Exit 3.Repeat until the user selects "Exit": oInput the user's movie choice. oIf the user selects option 5 (Exit), display a message and terminate the program. oIf the user selects a valid movie (1 to 4), Input the number of tickets the user wishes to book. oCheck if the number of tickets is greater than 0. If valid, proceed to calculate the total cost: Movie A: 10*per ticket* *MovieB* :12 per ticket Movie C: 8*per ticket* *MovieD* :15 per ticket oCalculate the total cost by multiplying the number of tickets by the price of the selected movie. oDisplay the total cost to the user. 4.Ask the user if they want to book more tickets. If yes, go back to step 2. If no, exit the program and display "Thank you for using the system." End the program.

4 Conclusion

The Movie Ticket Booking System project successfully demonstrates the development of a simple yet functional ticket booking application using the C programming language. It allows users to select a movie, input the number of tickets, and calculate the total cost, simulating a real-world movie booking system. Through this project, key programming concepts such as loops, conditionals, functions, and user input validation have been effectively implemented. While the system is basic, it serves as a solid foundation for future enhancements, such as dynamic pricing, seat selection, and database integration. The

project not only showcases essential C programming skills but also provides a practical example of how to structure and develop an interactive user-driven application.