

JAVA PROJECT

Project Name: Air Line Management System

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Submitted to

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Acknowledgement

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INTRODUCTION:

An airline management system is a software application designed to streamline and automate various operational tasks of an airline company. This system typically encompasses various modules that integrate several aspects of airline management such as ticketing, reservations, scheduling, inventory management, aircraft maintenance, crew management, and accounting.

The system also provides real-time information to airline management, enabling them to make informed decisions about flight schedules, crew management, pricing, and other critical areas of airline operations. This information can help airlines respond quickly to any changes in demand or market conditions, ensuring that they remain competitive in the highly dynamic and competitive airline industry.

Overall, an airline management system is an essential tool for any airline company looking to improve their operations, enhance customer satisfaction, and maximize profitability.

OBJECTIVE:

The objective of the airline management system project is to develop a comprehensive and efficient software solution that can help airline companies manage their day-to-day operations, including flight scheduling, reservations, ticketing, passenger information, and aircraft maintenance. The system aims to increase operational efficiency, reduce costs, and improve customer satisfaction by providing a user-friendly interface for managing the airline's operations. Additionally, the system should allow for easy integration with other airline management systems, such as revenue management and crew scheduling, to create a seamless end-to-end solution.

Individual Roles in the Project:

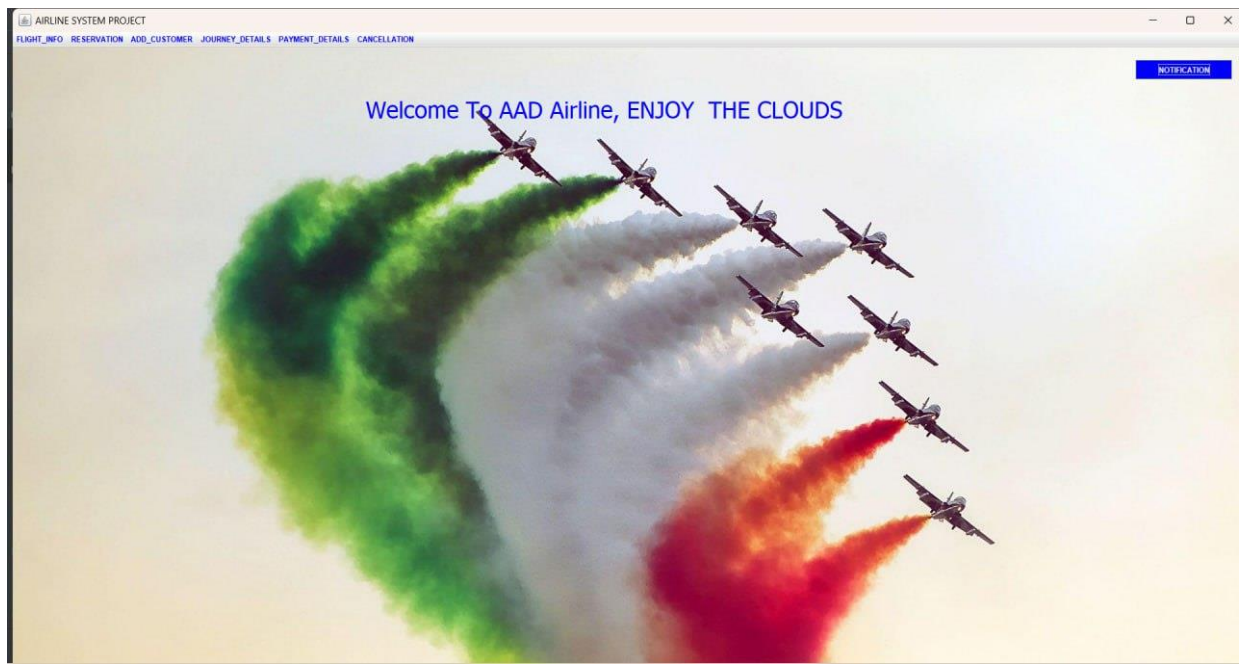
Abhishek Rana – Worked in front end and backend on working process of Reservation, adding customer and Payment details

Ankur Gupta – Worked in front end and backed on working process of Flight Information and journey details

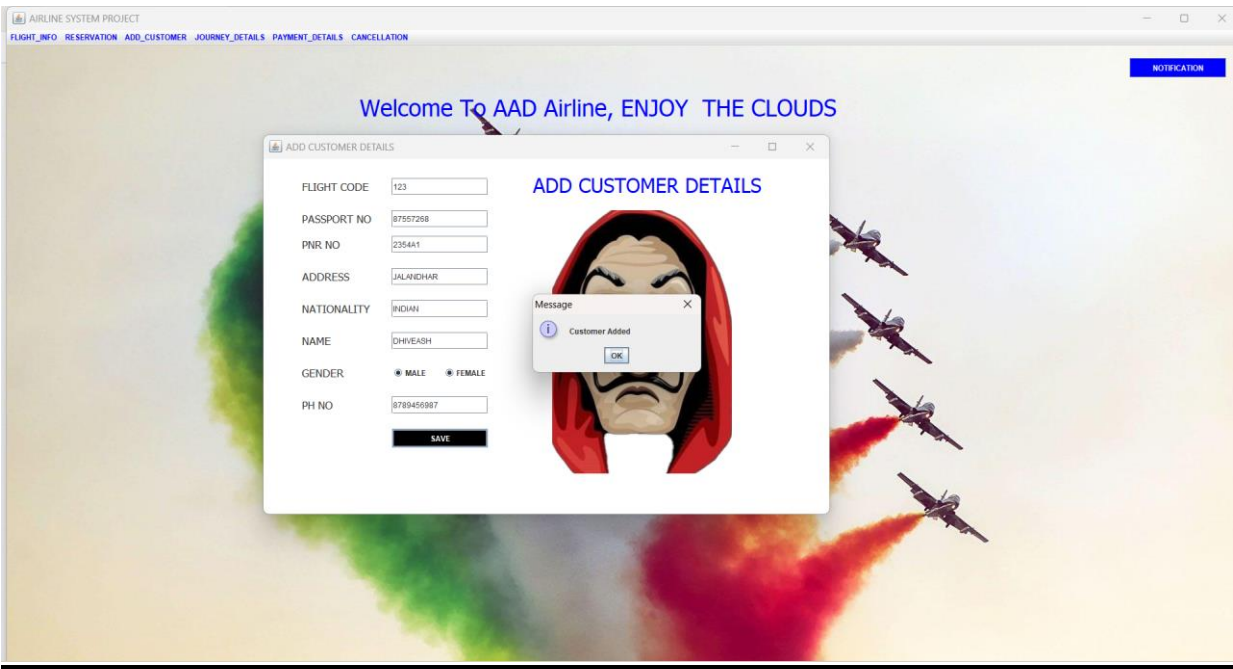
Dhiveashwar N.K – Worked in front end and backend of cancellation and Reservation.

Snap Shots of the project:

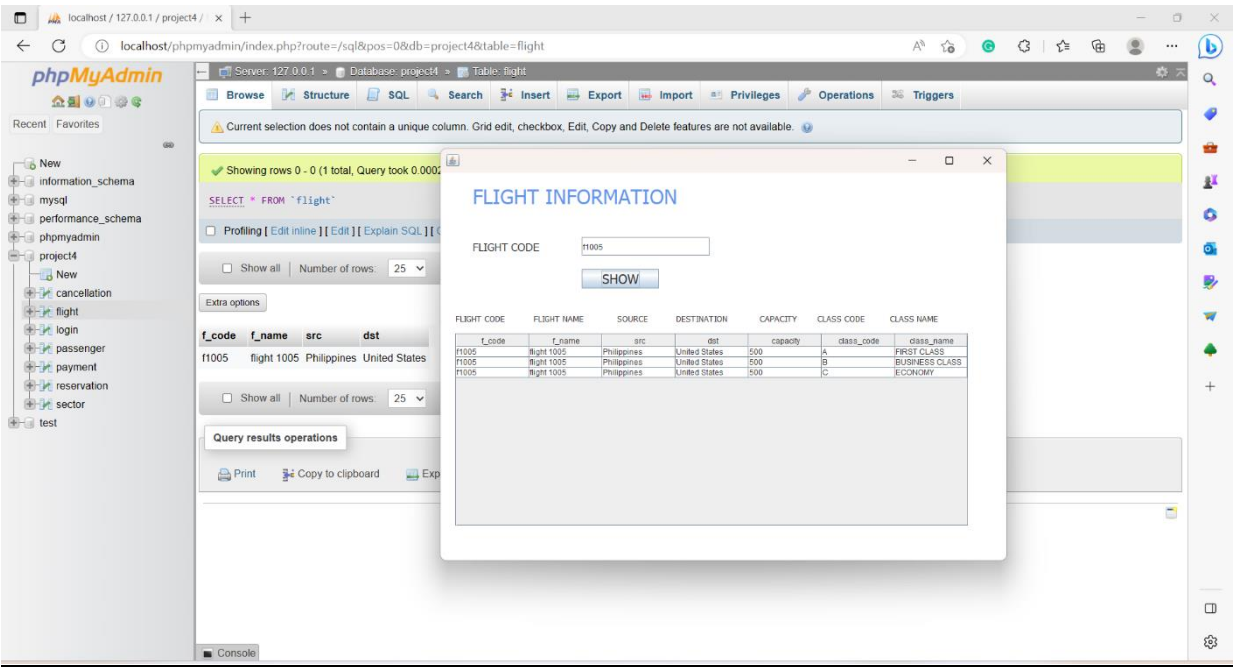
Screenshot of entry interface:



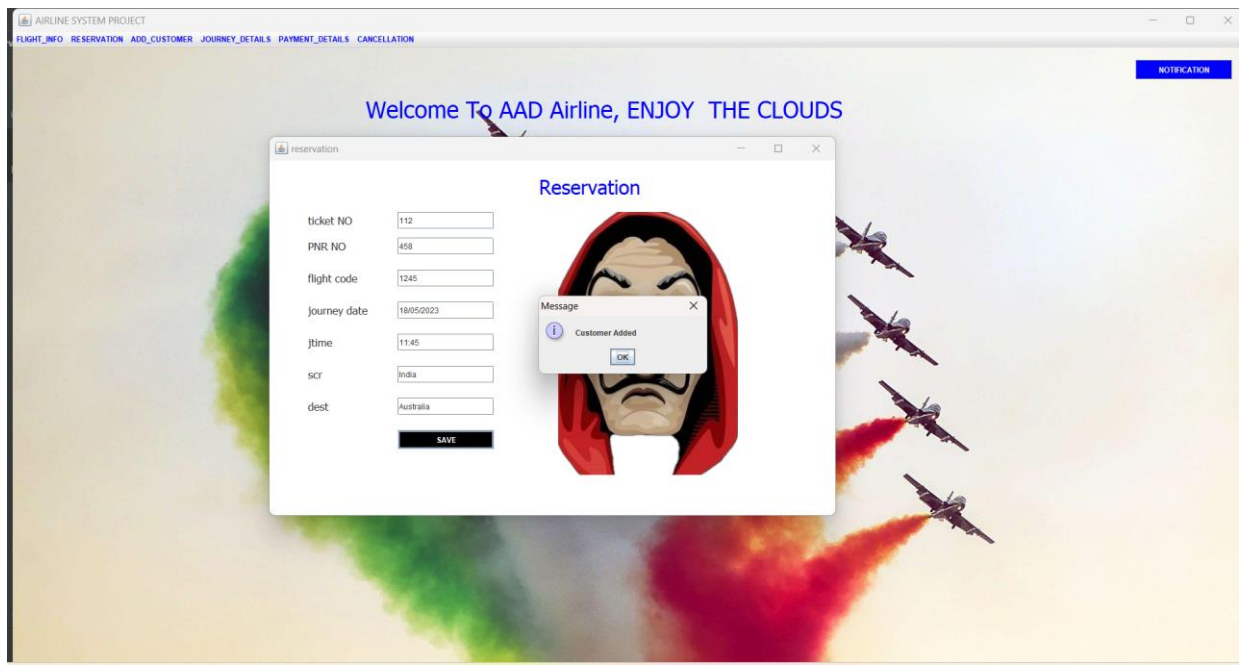
Screenshot of adding customer details:



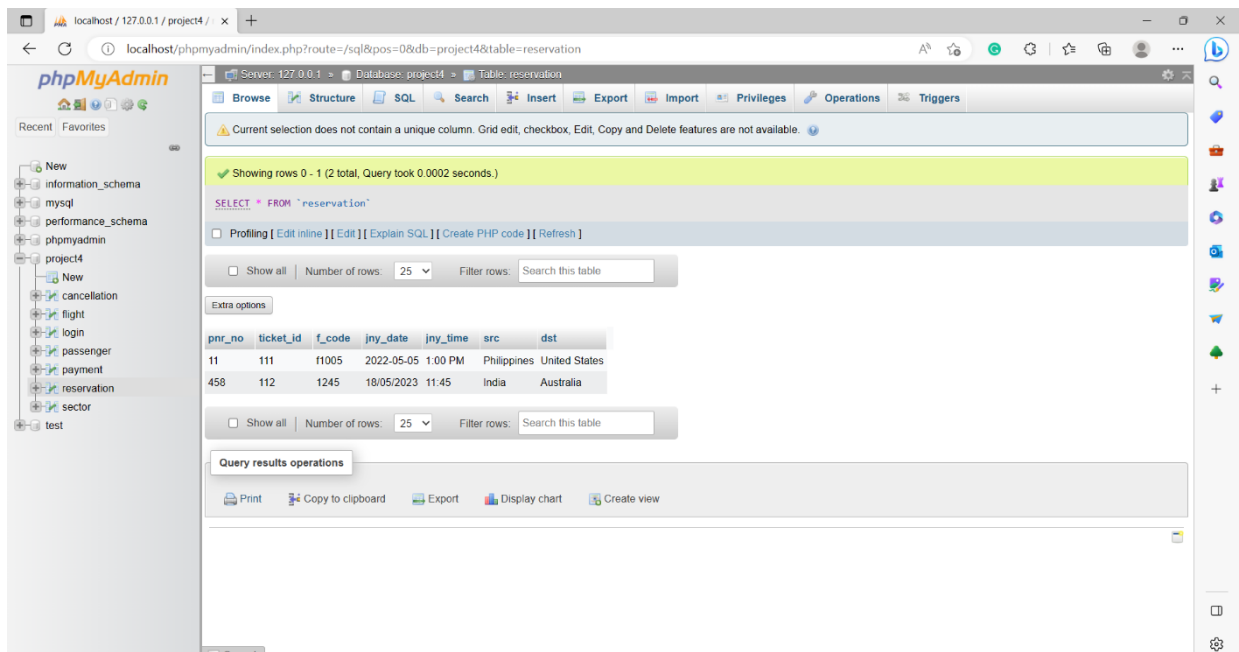
Screenshot of Flight Info:



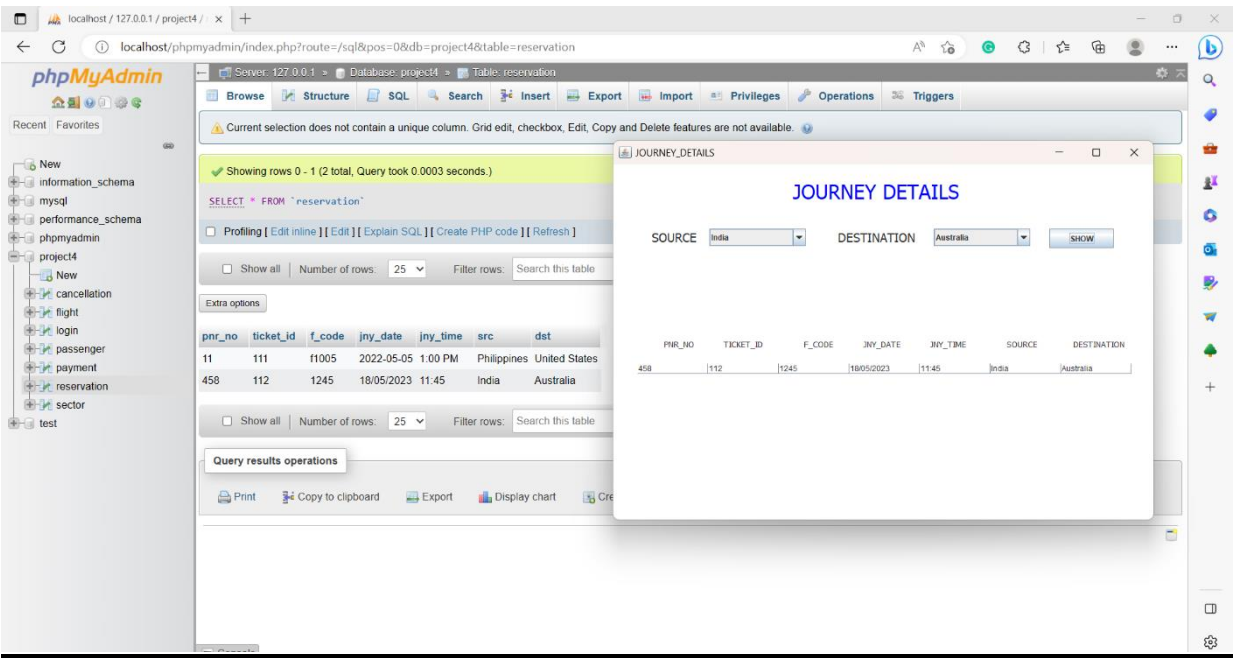
Screenshot of Reservation:



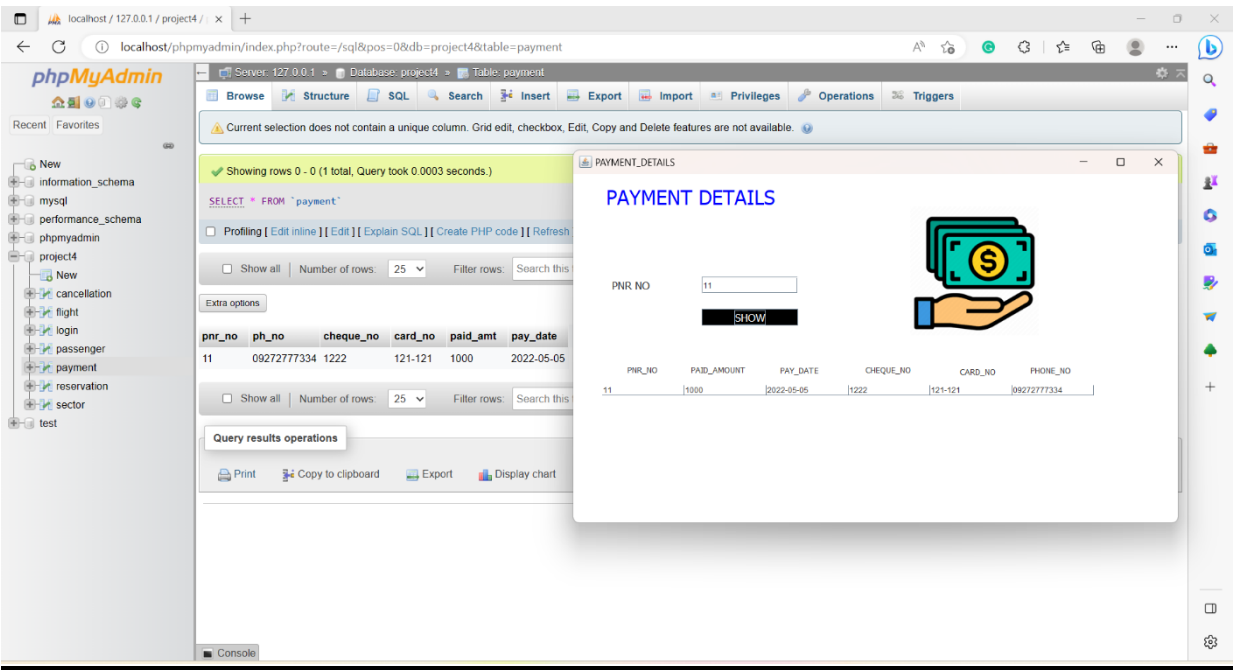
Screenshot of Reservation in backend:



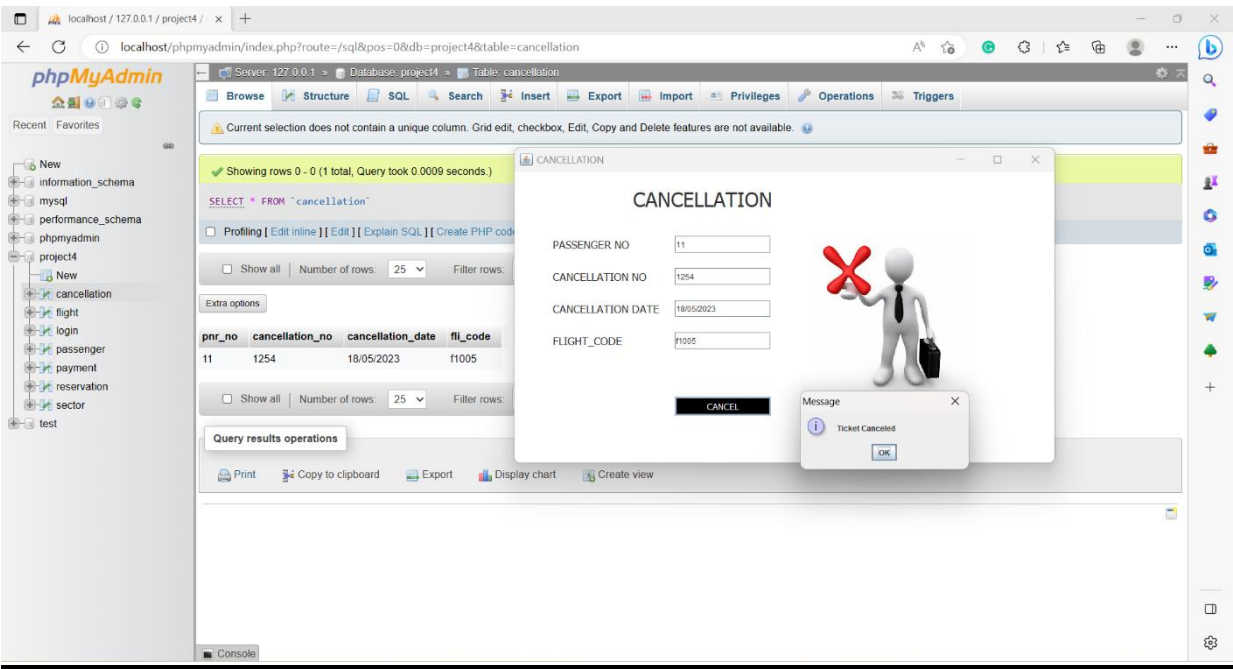
Screenshot of journey details:



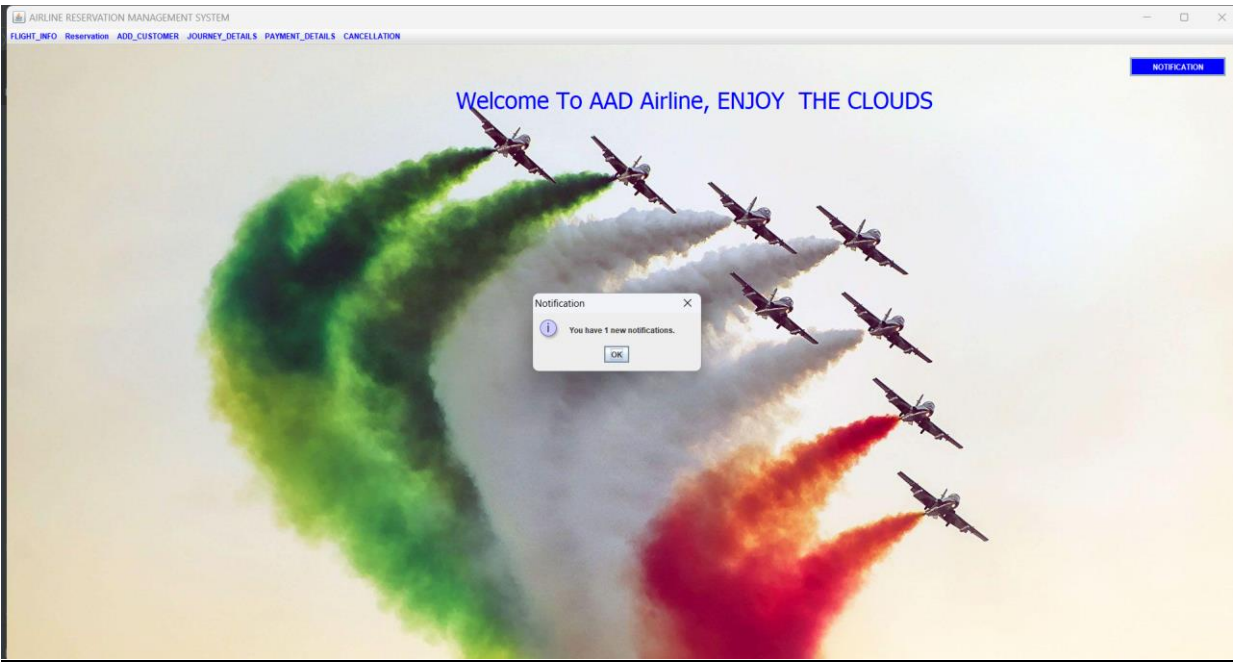
Screenshot of Payment Details:



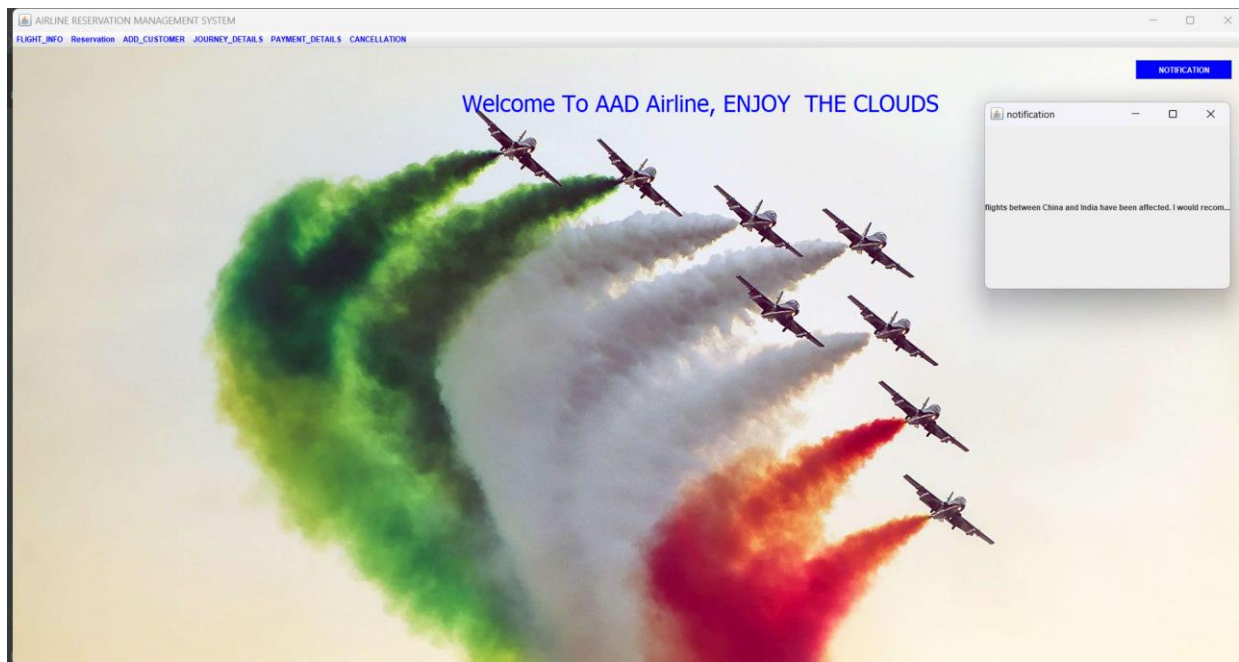
Screenshot of Cancellation:



Screenshot of notification pop up:



Screenshot of notification message:



Feautres Of Java Used in the Project:

- Classes and objects
- Inheritance
- Graphical user interface (GUI components)
- Exception handling

Classes and objects: The Mainframe class is defined, and an instance of it is created using the new keyword.

Inheritance: The Mainframe class extends the JFrame class.

Graphical user interface (GUI) components: The code creates and displays a GUI using Swing components such as JLabel, JMenuBar, JMenu, JMenuItem, and JButton.

Graphical user interface (GUI components) : The code uses anonymous inner classes to define event listeners for the GUI components. For example, the addActionListener method is called on several JMenuItem objects to specify what should happen when the user clicks on them.

Exception handling: The try-catch block is used when creating a new Add_Customer object to handle any exceptions that might occur.

CONCLUSION:

The airline management system project aims to provide a comprehensive and efficient software solution to help airline companies manage their day-to-day operations. The system includes features such as flight scheduling, reservations, ticketing, passenger information, and aircraft maintenance. By using the software solution, airline companies can increase their operational efficiency, reduce costs, and improve customer satisfaction.

REFERENCES:

These are the references used by me while making the project,

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https://www.tutorialspoint.com/software_architecture_design/airline_reservation_system_architecture.html

2. MySQL Documentation:

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