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1.
#include <stdio.h>
#define MAX_SEATS 5
typedef struct {
  char name[50];
  int age;
  char contact[15];
  int booked;
} Passenger;
Passenger seats[MAX_SEATS];
void bookSeat() {
  int seat;
  printf("Enter seat number (1-%d): ", MAX_SEATS);
  scanf("%d", &seat);
  if (seat < 1 || seat > MAX_SEATS || seats[seat - 1].booked) {
    printf("Invalid seat or seat already booked!\n");
    return;
  }
  printf("Enter name: ");
  scanf("%s", seats[seat - 1].name);
  printf("Enter age: ");
  scanf("%d", &seats[seat - 1].age);
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printf("Enter contact number: ");
  scanf("%s", seats[seat - 1].contact);
  seats[seat - 1].booked = 1;
  printf("Seat booked successfully!\n");
}
void cancelSeat() {
  int seat;
  printf("Enter seat number to cancel (1-%d): ", MAX_SEATS);
  scanf("%d", &seat);
  if (seat < 1 | | seat > MAX_SEATS | | !seats[seat - 1].booked) {
    printf("Invalid seat or seat not booked!\n");
    return;
  }
  seats[seat - 1].booked = 0;
  printf("Seat %d cancelled successfully!\n", seat);
}
void displaySeats() {
  printf("\nBooked Seats:\n");
  int booked_count = 0;
  for (int i = 0; i < MAX\_SEATS; i++) {
    if (seats[i].booked) {
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printf("Seat %d: %s, Age: %d, Contact: %s\n", i + 1, seats[i].name, seats[i].age,
seats[i].contact);
      booked_count++;
    }
  }
  if (booked_count == 0) {
    printf("No seats are booked.\n");\\
  }
}
int main() {
  int choice;
  for (int i = 0; i < MAX_SEATS; i++) {
    seats[i].booked = 0;
  }
  do {
    printf("\nBus Seat Booking System\n");
    printf("1. Book a seat\n");
    printf("2. Cancel a seat\n");
    printf("3. Display booked seats\n");
    printf("4. Exit\n");
    printf("Enter your choice: ");
    scanf("%d", &choice);
    if (choice == 1) {
      bookSeat();
    } else if (choice == 2) {
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cancelSeat();
    } else if (choice == 3) {
      displaySeats();
    } else if (choice == 4) {
      printf("Exiting the system.\n");
    } else {
      printf("Invalid choice. Please try again.\n");
    }
  } while (choice != 4);
  return 0;
}
3.TICKET BOOKING AND PAYMENT SYSTEM
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
typedef struct {
  char name[20];
  int age;
  char contactno[20];
  char date[20];
} Passenger;
typedef struct {
  char paymentmethod[20];
  float amount;
  char transactionID[20];
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} Payment;
typedef struct {
  Passenger passenger;
  float ticketPrice;
  Payment payment;
  int cancel;
} Ticket;
void bookticket(Ticket *ticket);
void calculateticketPrice(Ticket *ticket);
void processpayment(Ticket *ticket);
void displayconfirmation(Ticket *ticket);
void cancelbooking(Ticket *ticket);
void displayrefund(Ticket *ticket);
int main() {
  Ticket ticket;
  int ch;
  while (1) {
    printf("1. Book a Ticket\n");
    printf("2. Cancel a Ticket\n");
    printf("Enter your choice: ");
    scanf("%d", &ch);
    if (ch == 1) {
      bookticket(&ticket);
    } else if (ch == 2) {
      cancelbooking(&ticket);
    } else {
      printf("Invalid choice\n");
    }
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}
  return 0;
}
void bookticket(Ticket *ticket) {
  printf("\nEnter Passenger Details\n");
  printf("Name: ");
  scanf(" %s", ticket->passenger.name);
  printf("Age: ");
  scanf("%d", &ticket->passenger.age);
  printf("Contact Number: ");
  scanf("%s", ticket->passenger.contactno);
  printf("Travel Date: ");
  scanf("%s", ticket->passenger.date);
  calculateticketPrice(ticket);
  processpayment(ticket);
  displayconfirmation(ticket);
}
void calculateticketPrice(Ticket *ticket) {
  char bustype[20];
  printf("\nEnter Bus Type (Regular/Luxury): ");
  scanf("%s", bustype);
  if (strcmp(bustype, "Regular") == 0) {
    ticket->ticketPrice = 50.0;
  } else if (strcmp(bustype, "Luxury") == 0) {
    ticket->ticketPrice = 100.0;
  } else {
```

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printf("Invalid bus type\n");
    ticket->ticketPrice = 50.0;
  }
  if (strstr(ticket->passenger.date, "12/25") != NULL) {
    ticket->ticketPrice *= 1.2;
  }
  printf("Ticket Price: %.2f\n", ticket->ticketPrice);
}
void processpayment(Ticket *ticket) {
  printf("Payment Method: ");
  scanf("%s", ticket->payment.paymentmethod);
  printf("Amount to Pay: %.2f\n", ticket->ticketPrice);
  printf("Enter Transaction ID: ");
  scanf("%s", ticket->payment.transactionID);
  printf("Payment of $%.2f received via %s Transaction ID: %s\n", ticket->ticketPrice, ticket-
>payment.paymentmethod, ticket->payment.transactionID);
}
void displayconfirmation(Ticket *ticket) {
  printf("Passenger Name: %s\n", ticket->passenger.name);
  printf("Age: %d\n", ticket->passenger.age);
  printf("Contact Number: %s\n", ticket->passenger.contactno);
  printf("Travel Date: %s\n", ticket->passenger.date);
  printf("Ticket Price: $%.2f\n", ticket->ticketPrice);
  printf("Payment Method: %s\n", ticket->payment.paymentmethod);
  printf("Transaction ID: %s\n", ticket->payment.transactionID);
  printf("Booking done.\n");
```

```
void cancelbooking(Ticket *ticket) {
  char confirmation;
  printf("\nAre you sure you want to cancel the ticket:(Y/N): ");
  getchar();
  scanf("%c", &confirmation);
  if (confirmation == 'Y' | | confirmation == 'y') {
    ticket->cancel = 1;
    displayrefund(ticket);
  } else {
    printf("Cancellation not possible.\n");
  }
}
void displayrefund(Ticket *ticket) {
  if (ticket->cancel) {
    float refundAmount = ticket->ticketPrice * 0.8; // 20% cancellation fee
    printf("Your booking has been cancelled.\n");
    printf("Refund Amount: %.2f\n", refundAmount);
  } else {
    printf("No ticket to cancel.\n");
  }
```

}

}