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MINI PROJECT On AIRLINE RESERVATION SYSTEM

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- Coding of the project
- Information gathering
- Github hosting and uploading

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- Information gathering
- GUI blueprint
- Logo design

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- Information gathering
- GUI improvising
- Report creation
- Coding

INDEX

S.NO.	TOPIC
1.	Abstract
2.	Introduction
3.	Previous System
4.	Proposed System
5	System Requirements (Hardware / Software).
6.	Source Code
7.	Database Used

8.	Snapshots
10.	Github link
11.	References

ABSTRACT

Airline reservation systems (ARS) are systems that allow an airline to sell their inventory (seats). It contains information on schedules and fares and contains a database of reservations (or passenger name records) and of tickets issued (if applicable). ARSs are part of passenger service systems (PSS), which are applications supporting the direct contact with the passenger.

ARS eventually evolved into the computer reservations system (CRS). A computer reservation system is used for the reservations of a particular airline and interfaces with a global distribution system (GDS) which supports travel agencies and other distribution channels in making reservations for most major airlines in a single system.

INTRODUCTION

Java Swing is a set of graphical user interface (GUI) widgets and tools included as part of the Java Standard Edition platform. It provides a way to create a variety of interactive applications that run on any Java Virtual Machine (JVM). Swing is designed to be platform-independent, which means that you can write once and run anywhere (WORA) code that will work on any platform that supports Java. Swing provides a rich set of GUI components, including buttons, labels, text boxes, text areas, menus, scrollbars, tables, trees, and more. It also provides a set of advanced components, such as JSpinner, JTreeTable, and JEditorPane.

The java.awt (Abstract Window Toolkit) package is a core part of the Java SE (Standard Edition) platform and provides a set of classes for building graphical user interface (GUI) applications in Java. It includes classes for handling windows, graphics, fonts, images, and user input events. The main purpose of the AWT library is to provide a set of GUI components, such as buttons, menus, text fields, and panels, that can be combined together to create complex GUI applications.

The key classes in java.awt package are:

1. Component - It is the base class for all the graphical components in AWT. It provides the basic functionality for rendering and handling user input events for the graphical components.

- 2. Container It is a subclass of the Component class and is used to group together multiple graphical components.
- 3. LayoutManager It is an interface that provides a way to arrange the graphical components within a container.
- 4. Graphics It is a class that provides the basic drawing operations for displaying the graphical components.
- 5. Font It is a class that represents the font used for rendering the text on the graphical components.
- 6. Color It is a class that represents the color used for rendering the graphical components.

The key event classes in AWT are:

- 1. ActionEvent It is generated when a user performs an action, such as clicking a button or selecting a menu item.
- 2. MouseEvent It is generated when a user performs a mouse action, such as clicking a mouse button or moving the mouse.
- 3. KeyEvent It is generated when a user presses or releases a key on the keyboard.

Overall, the java.awt package provides a rich set of classes and interfaces for building GUI applications in Java. However, it has been largely superseded by the more advanced Swing library, which is built on top of AWT and provides a more powerful set of GUI components and features.

//////

The source code using these packages leads to the following working of the game --

A player can choose between two symbols with his opponent, usual games use "X" and "O". If first player choose "X" then the second player have to play with "O" and vice versa. A player marks any of

the 3x3 squares with his symbol (may be "X" or "O") and his aim is to create a straight line horizontally or vertically or diagonally with two intensions: a) Create a straight line before his opponent to win the game. b) Restrict his opponent from creating a straight line first. In case logically no one can create a straight line with his own symbol, the game results a tie. Hence there are only three possible results – a player wins, his opponent (human or computer) wins or it's a tie. /////

PREVIOUS SYSTEM

Long ago, before internet came into scene, to buy a ticket or to reserve a ticket we had to go to ticket counter in airport or any other reservation counter. In this type of situation we had to go there personally in advance to get the work done.

Reserving tickets in such a fashion consumed a lot of time and energy. Long queues made it very difficult for people to reserve their seats.

PROPOSED SYSTEM

The existing system makes use of internet to reserve seats. Server-Client applications are designed and implemented to ease the process of booking reducing the overhead of customers. Many websites such as MakeMyTrip and GoIbibo use attractive GUI and flawless transactions to make the user experience seamless. Bookings are done in the following manner. The user is required to login to the website or application, followed by selection of mode

of transport(in our case flights), date, time , one-way or roundtrip etc.

After taking all the inputs into consideration the available vehicles(in our case flights) are shown to the user to select from. Fare may vary from company to company depending upon number of factors such as availability and luxury. The user has complete freedom to choose whichever mode suits him/her. Upon selection of the mode of transport, the user is directed to the payment window, where he/she is required to pay the outstanding fee. Finally after payment the booking is successfully done and a receipt in the form of text message is sent to the customer and an online ticket is made available in the 'user account' of the application.

System Requirements for Airline Reservation Java project are minimal and can be easily met by most modern computers.

Hardware Requirements:

- Processor: Intel Pentium 4 or equivalent or higher
- RAM: At least 1 GB (recommended 2 GB or higher)
- Hard Disk Space: At least 100 MB of free disk space
- Display: Monitor capable of displaying a minimum resolution of 1024 x 768 pixels

Software Requirements:

- Java Development Kit (JDK) version 8 or higher

- Integrated Development Environment (IDE) such as Eclipse
- Operating System: Windows, Linux, or macOS

It is essential to have a clear understanding of the project requirements and specifications to avoid any issues during development.

SOURCE CODE

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.sql.SQLOutput;

public class Airline extends JDBC
{
    JButton Submit, Cancel, Confirm;
    String fname, lname, date;
    String fname_innerframe, lname_innerframe, mobNo_innerframe;
    String given_age, mob_number;
    Object
source, destination, gender, flying_class, flights_avail, time_in_hours, time_in_minutes;

    public static void main(String args[])
    {
        String[] sources =
        {"Amritsar", "Bangalore", "Chennai", "Delhi", "Goa", "Hyderabad", "Indore", "Jaipur", "Kolkata", "Lucknow", "Mumbai", "Nagpur", "Patna", "Srinagar", "Trivandrum", "Udaipur", "Vizagental String args", "Trivandrum", "Udaipur", "Vizagenta
```

```
String[]
JLabel lastname label = new JLabel("Last name:");
JLabel mobilenumber label= new JLabel("Mobile Number:");
class s.setBounds(665,60,80,40);
cancellation label.setBounds(0,250,290,40);
 first name.setPreferredSize(new Dimension(200,22));
 last name.setFont(new Font("Consolas", Font.PLAIN, 16));
 last name.setBounds(80,32,200,22);
 JTextField age = new JTextField();
mobile number.setPreferredSize(new Dimension(200,22));
mobile number.setFont(new Font("Consolas", Font.PLAIN, 16));
mobile number.setBounds(92,152,200,22);
```

```
from box.addItem(sources[i]);
class s box.addItem("Business");
name offlights box.addItem("Indigo");
   minutes box.addItem(i);
frame.setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
frame.setIconImage(image.getImage());
frame.add(Time minutes);
```

```
frame.add(nameof flights);
        frame.add(date);
        frame.add(mobile number);
        frame.add(hours box);
        Airline obj=new Airline();
        obj.Submit.setFocusable(false);
           obj.date=date field.getText();
obj.time in minutes=minutes box.getItemAt(minutes box.getSelectedIndex());
avail,obj.date,obj.time in hours,obj.time in minutes);
            thank label.setFont(new Font("Consolas", Font.BOLD, 30));
            JFrame thank frame= new JFrame();
            thank frame.setLayout(null);
```

```
JLabel mobilenumber label2= new JLabel("Mobile Number:");
 JTextField last name2= new JTextField();
mobile number2.setPreferredSize(new Dimension(200,22));
mobile number2.setFont(new Font("Consolas", Font.PLAIN, 16));
frame2.setIconImage(image2.getImage());
frame2.setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
obj.Confirm = new JButton("Confirm");
obj.Confirm.setFocusable(false);
 obj.Confirm.setBounds(170,150,100,30);
 obj.Confirm.addActionListener(e2->{
frame2.add(firstname label2);
frame2.add(lastname label2);
frame2.add(first name2);
frame2.add(mobile number2);
frame2.add(obj.Confirm);
```

Logic of the Code

We have defined 'Airline' as the main class which extend the JDBC class defined in the same package(created by us). Inside non-static members declared named the class are Submit, Cancel, Confirm, fname, lname, given_age, date etc. Inside the main function all the Jframe, Jlabels, Jtextfield and Jcombobox are declared and initialised. All the properties of the according the need.For **J**frame set to are frame.setVisible(true) – to make the frame visible frame.setLayout(null) to disable the default layout manager; frame.setSize() to describe the size of the frame.

Bounds of all the components of the Jframe are set manually, in order to maintain a specific design(designed by us). The values in some comboboxes are set manually, whereas other combo boxes use loop to iterate and add the elements in them. To add the elements in boxes addItem() method is used.

All the components i.e JLable,JTextField and Jcombobox are added to the frame using add() method.

The button Submit(confirm booking) is declared outside the main function and is accessed using the Object(obj) of Airline class. The button is initialised and the ActionListener is set for the the button using addActionListener() method and by further overriding the void actionPerformed() method, defined in the ActionListener interface. This addActionListener() method will make our button functional. In the overridden method we are extracting all the information provided by the user in the text field and after getting all the string values we create insert1

object of JDBC class(defined in the same package by us). And using this object we call the insertrow method of JDBC class.

Similarly the Cancel Booking button works. We create another frame whenever the Cancel Booking button is hit by the user. And the user is prompted to provide the First name, Last name and Mobile number.

When the Confirm button is hit. The input from the user is fed to the deleterow() method of the JDBC class. The method is called using delete1 object, defined in the actionlistener of the Confirm button.

SOURCE CODE

```
import com.sun.source.tree.TryTree;
import java.util.*;
import java.sql.*;
class JDBC
{
    void insertrow(String a, String b, String c, String d, Object e, Object f, Object g, Object h, Object i, String j, Object k, Object l)
    {
        try {
            Class.forName("com.mysql.cj.jdbc.Driver");
            Connection con =
            DriverManager.getConnection("jdbc:mysql://localhost:3306/airline", "root",
            "Biotech@5678");
            String q = "insert into Passenger values(?,?,?,?,?,?,?,?,?,?)";
            PreparedStatement pstmt = con.prepareStatement(q);
            pstmt.setString(1,a);
            pstmt.setString(2,b);
            pstmt.setString(3,c);
            pstmt.setObject(5,e);
            pstmt.setObject(7,g);
            pstmt.setObject(7,g);
            pstmt.setObject(7,g);
            pstmt.setObject(1,k);
            pstmt.setObject
```

```
System.out.println(m);
}

void deleterow(String a, String b, String c)
{
    try
    {
        Class.forName("com.mysql.cj.jdbc.Driver");
        Connection con =
DriverManager.getConnection("jdbc:mysql://localhost:3306/airline", "root",
        "Biotech05678");
        Statement stmt =con.createStatement();
        stmt.executeUpdate("delete from Passenger where
Passenger_fname='"+a+"' and Passenger_lname='"+b+"' and Passenger_mobNo='"+c+"'");
        System.out.println("Booking successfully cancelled.");
        con.close();
    } catch (Throwable d)
    {
        System.out.println(d);
    }
}
public static void main(String arv[])
{
}
```

Logic of the code

This JDBC implements two methods named as insertrow() and deleterow() to provide the application with database functionalties. One function inserts the rows in the database, whereas the other deletes the rows from the database.

Firstly we need to load the jdbc driver for that we use the forName(path) method. After loading the driver we need to establish the connection, the same is done using the getConnection() method of DriverManger. This methods return Connection type object and hence we use con, a connection referenced variable to the store the object.

After connection establishment we are ready to fire the queries. Different datatypes are used for different queries i.e Statement for queries that return Resultset, PreparedStatement

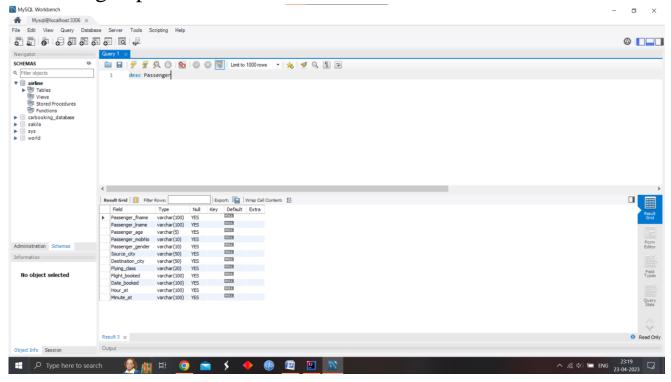
for queries like insert which return int and CallableStatement for methods and procedures.

Respective logic is implemented in the insertrow() and deleterow() methods depending upon the task assigned to them.

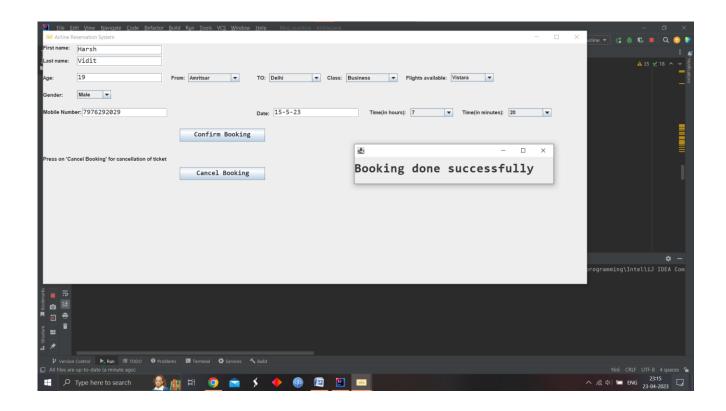
Database Used

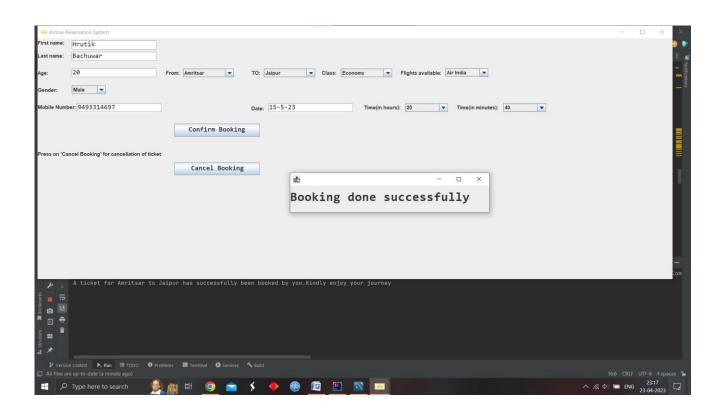
The DBMS that we have used in this project is Mysql and the name of the database is airline. Inside the database the table Passenger is used to store and retrieve the information.

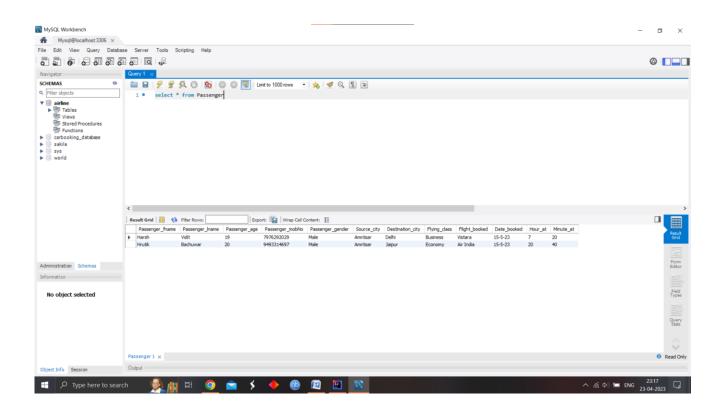
Following depicts the schema of the table—

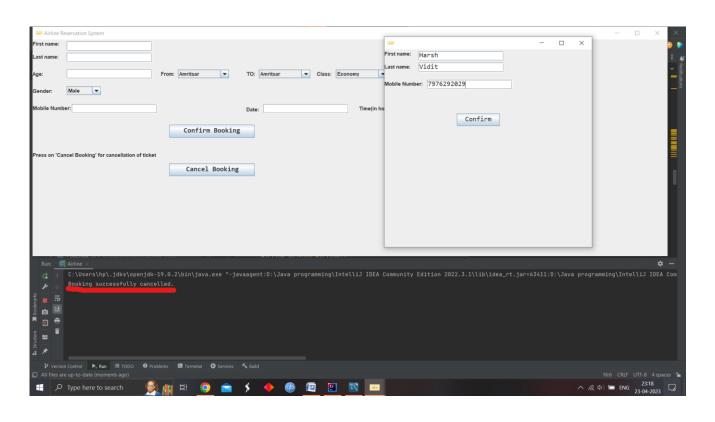


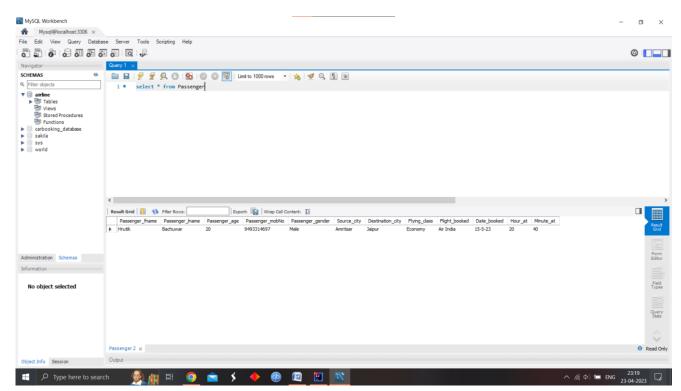
SNAPSHOTS











Github link

• https://github.com/HarshVidit/Airline-Management-System.git

REFERENCES

- Youtube channel Brocode(Java swing playlist)
 https://www.youtube.com/watch?v=Kmgo00avvEw&list=WL
 &index=2&ab_channel=BroCode
- Youtube channel Code with Durgesh(JDBC playlist)
 https://www.youtube.com/watch?v=SEPSc-SOV0o&list=WL&index=1&ab_channel=LearnCodeWithDurgesh
- Website -- Javatpoint