

Flight Booking System

Project Summary

This project is a Flight Booking System, designed to help users search for available flights, book tickets, and manage their travel plans online. It provides a smooth, user-friendly interface for travelers to plan and confirm their journeys without needing to visit a physical travel agency.

The system mimics the core functionality of popular platforms like MakeMyTrip, Skyscanner, or Cleartrip, but is built as a simplified version for learning, academic, or small-scale use.

Purpose of the Project

The main goal of this project is to digitize and simplify the flight booking experience. It allows users to:

- Easily search for flights by selecting source, destination, and travel date.
- View available flights with full details such as airline, timing, price, and duration.
- Book flights by entering passenger information.
- Receive a booking confirmation and view or manage existing bookings.

Key Features

Flight Search — Enter source, destination, and date to view available flights.

Flight Booking — Select a flight and confirm with passenger details.

Ticket Confirmation — Generate a ticket with a booking ID and details.

User Login (Optional) — Allow users to create accounts and manage bookings.

Admin Panel (Optional) — Admins can add or manage flights and track bookings.

Technologies Used

Depending on your stack, it might include:

- Frontend: HTML, CSS, JavaScript / React / Vue
- Backend: Node.js + Express / Python Django / PHP
- Database: MongoDB / MySQL / PostgreSQL
- Others: REST APIs, Bootstrap/Tailwind, Authentication Libraries

Testing and Quality

The project includes *unit tests* for critical functions such as flight search, booking, and data validation to ensure quality and performance. Test coverage is used to monitor reliability and prevent bugs during updates.

Why This Project Matters

This system showcases how a real-world flight booking platform works — from backend logic to frontend design. It's a great learning project for:

- Web developers looking to practice full-stack development.
- Students working on academic projects.
- Anyone interested in building real-world applications.