# NATIONAL INSTITUTE OF BUSINESS MANAGEMENT

### HIGHER NATIONAL DIPLOMA IN INFORMATION SYSTEM MANAGEMENT

**Trainmart – QR Code Based Train Ticket Payment App** 

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# Trainmart - QR Code Based Train Ticket Payment App

# **Management Information Systems division National Institute of Business Management**

# **Higher National Diploma in Information System Management**

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The project is submitted in p	partial fulfillment of the requirement of the Higher National
Diploma of Information S	System Management of National Institute of Business
Management.	

# **Declaration**

We certify that this project does not incorporate without acknowledgement, any material previously submitted for a Diploma in any institution and to the best of our knowledge and belief, it does not contain any material previously published or written by another person or ourselves except where due reference is made in the text. We also hereby give consent for our project report, if accepted, to be made available for photocopying and for interlibrary loans, and for the title and summary to be made available to outside organizations.

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# **Summary**

This project was undertaken to develop Trainmart android application and associated web application. The android application allows users to pay for train tickets by scanning QR code. The user only has to scan the QR code, payment only needs to be done later, which increases the speed and convenience of buying train tickets. In addition to buying tickets, users can also get seasons using this application. The web application is for admin side activities. The project was developed in Java, NodeJS and using Firebase.

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We would like to express our gratitude to all the lecturers in the lecturer panel of MIS division of National Institute of Business Management as well as visiting lecturers for giving us the knowledge to carry out this project.

Last but not least, we would also to thank our parents, colleagues and friends, and senior students for their support and assistance.

### Introduction

### **Problem Overview**

In the present day where waiting in queues is considered an inconvenience, train passengers still have to do it in order to obtain tickets. This leads to the passengers having to wait for long time periods, wasting their time and even sometimes missing trains altogether. Even though booking mechanisms exist, it is only good for booking single trips. For day to day train passengers there is no quick and convenient method to purchase their train tickets.

The passengers have to pay each time when purchasing a ticket (unless a season pass is obtained) which makes it necessary to use physical money. Considering the current COVID-19 pandemic, handling notes and coins is considered not ideal, as it could carry the infection and affect the people who handle it adversely. The need exists to make the payment process more convenient and safe experience for people who travel by train.

### **Background of the project**

There exists a possibility to provide an IT based solution to the problem of inconvenience in purchasing train tickets. This project is providing such a solution with an Android mobile application and a web application serving as admin panel.

### Weakness of the existing system

In the current manual system, there exists no computerized database, so data viewing and sorting is difficult. The long time taken to process a transaction results in time wastage and loss of efficiency. Furthermore, the necessity to use physical money to the process adds extra delay.

### **Proposed solution**

Train Ticket Payment System is an android mobile application that allows the users to easily pay for their journeys by trains in Sri Lanka. The application uses a QR Code (Quick Response Code), a machine-readable optical label that contains information about the item

to which it is attached. The users only have to scan the QR Code at the train station (origin of journey) and select the destination, without waiting for a long time in a queue.

The user needs to register first, where an account is created through phone verification, after which he can start using the app. Once the user scans the QR code and selects the destination, the amount to pay is added to their bill which can be settled on a weekly basis. Also, after confirming the destination, the app will show the currently activated journey on its user interface along with date/time. This can be shown to the ticket inspectors upon an inspection like a virtual ticket.

The user has to settle the bill on a weekly basis. He/she can make the payment using the app itself using credit/debit card through a payment gateway. If the user fails to pay the bill on time, the app will make it unable for the user to pay for further journeys. The user can reactivate payment ability by paying the due amount.

It also has the option of obtaining a season pass, where the user has to pay the fee upfront. The app offers a form to the user to be filled and then payment has to be made. After the payment is made, the app displays the details of the season pass along with status active.

The web application will allow the user data viewing, report viewing and other admin capabilities.

### Aims and objectives

Create an innovative Android mobile application to make the purchasing of train tickets easier.

Provide a way for users to quickly onboard a train without waiting, using QR code.

Provide way to settle bills later instead of at the moment, expediting the ticket purchasing process.

Allow users to pay for season tickets as well using the app.

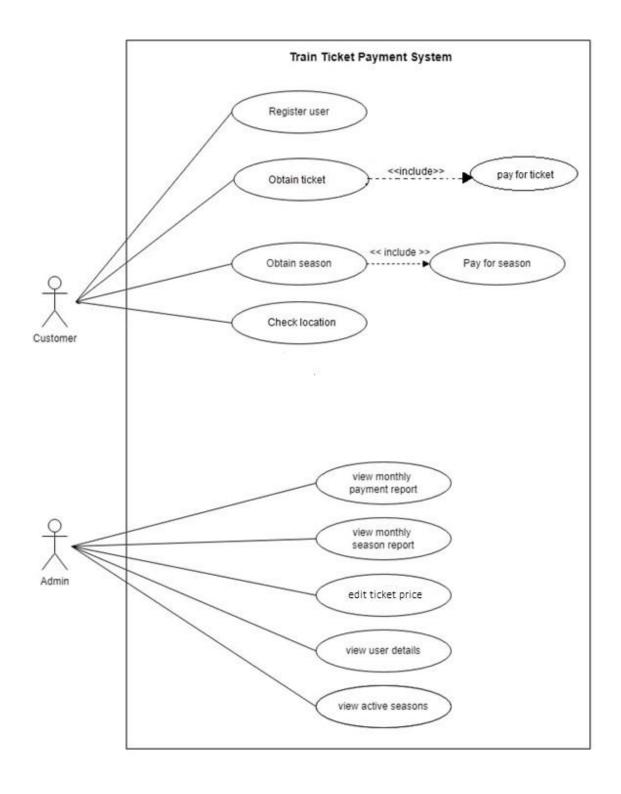
Create web application to facilitate admin activities.

# **Expected outcome**

Design and develop an Android application and associated web application that solves a problem faced by train passengers in obtaining their tickets quickly and efficiently.

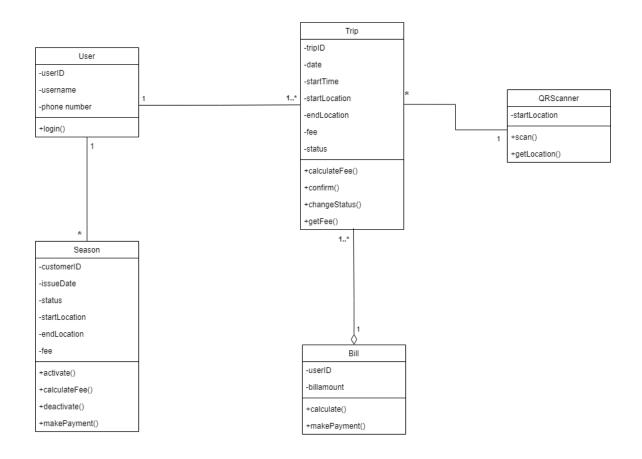
# Analysis

# **Use Case Diagram**



# Class Diagram

# Class diagram for Train Ticket Payment System

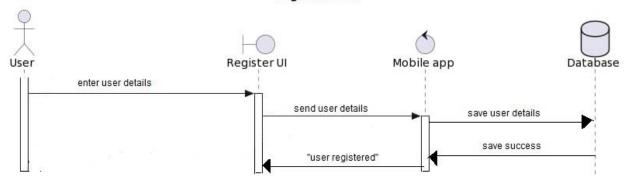


# **Sequence diagrams**

# Mobile App

# Register User

### Register user

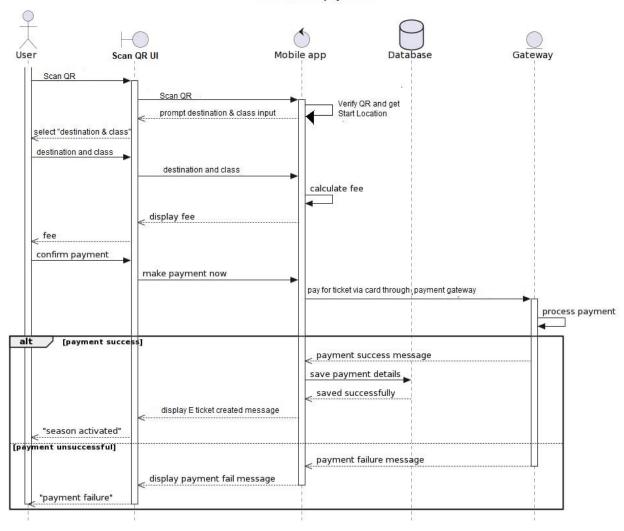


# **User Login**

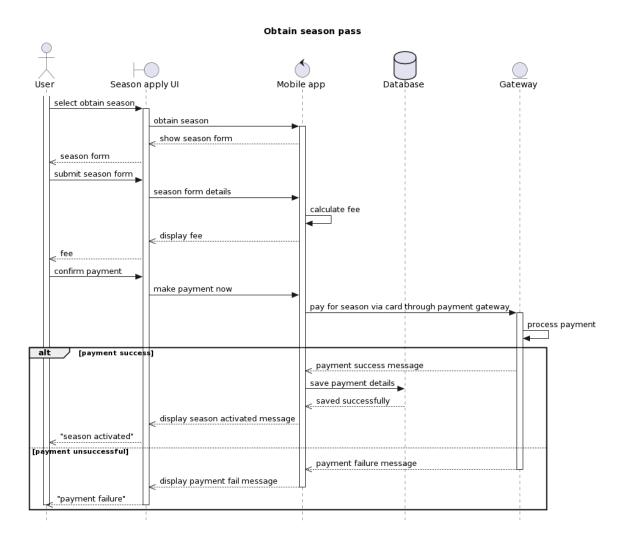
# User Login UI Mobile app Database enter email and password send email and password check if account exists for an email alt [account found] account details [account not found] account not found] account not found account not found

# Scan QR and get ticket

### Scan QR and pay ticket

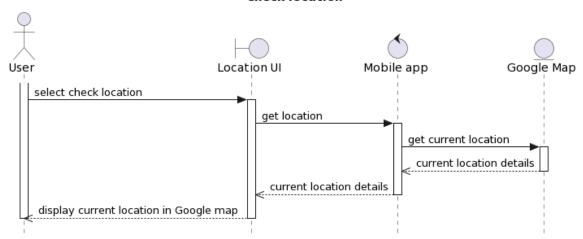


### **Obtain Season Pass**



### **Check location**

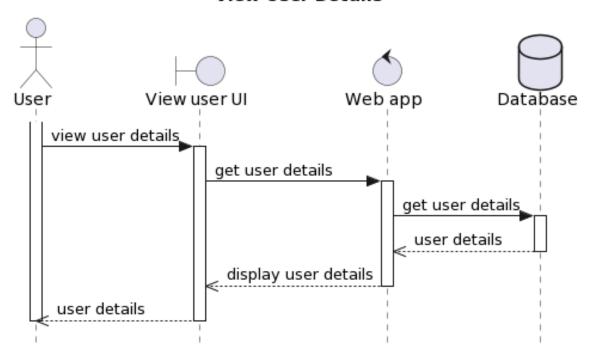
### **Check location**



# Web App

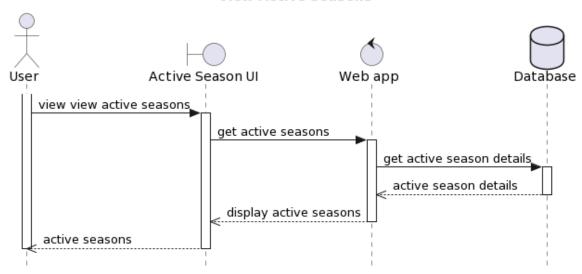
### **View User Details**

# **View User Details**



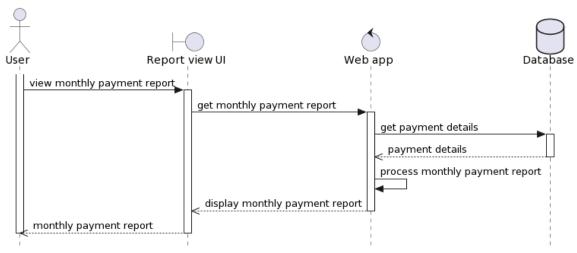
# **View Active Seasons**

### **View Active Seasons**



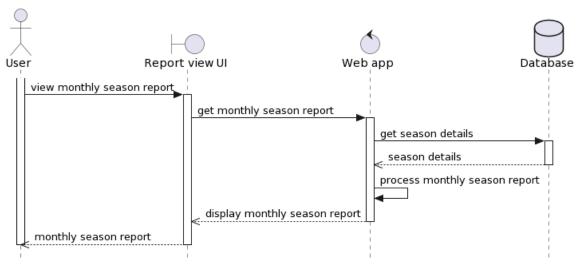
# **View Monthly Payment Report**

### **View Monthly Payment Report**



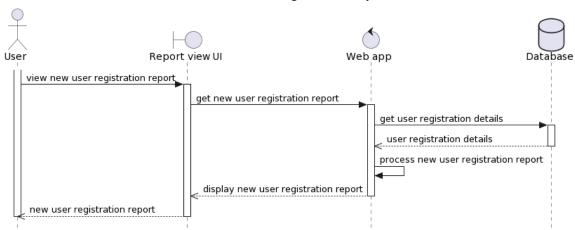
# **View Monthly Season Report**

### **View Monthly Season Report**



# **View New User Registration Report**

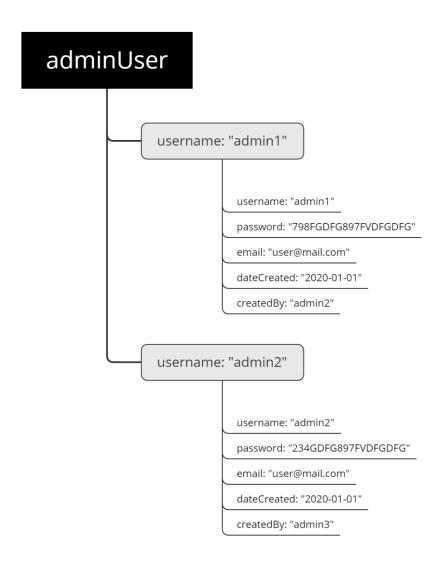
### **View New User Registration Report**



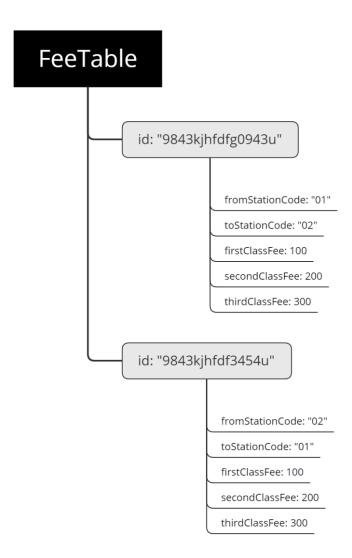
# Design

# **Database design (Firebase)**

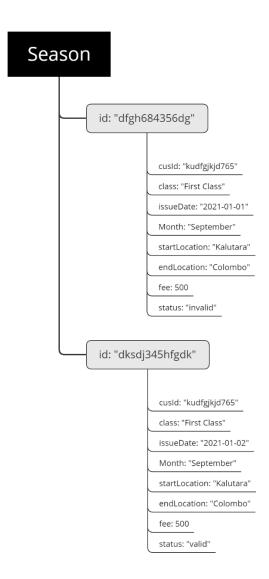
### Admin user



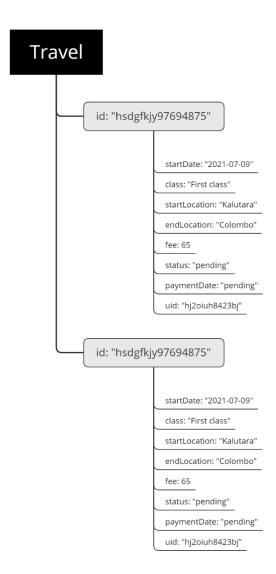
# Fees



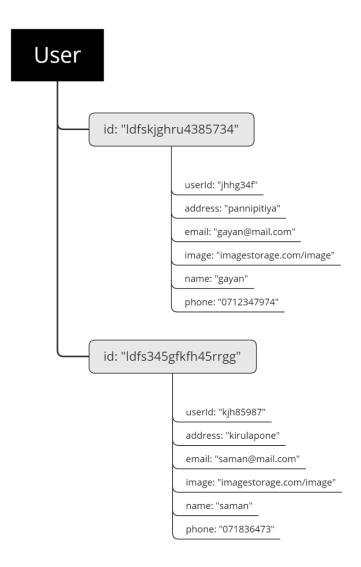
# Season



# Travel



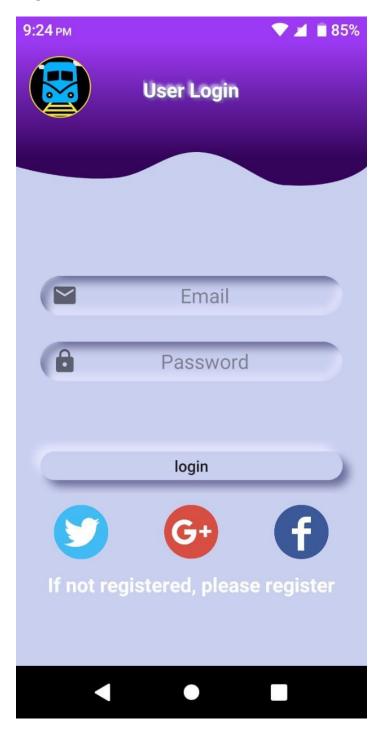
# User



# Interface design

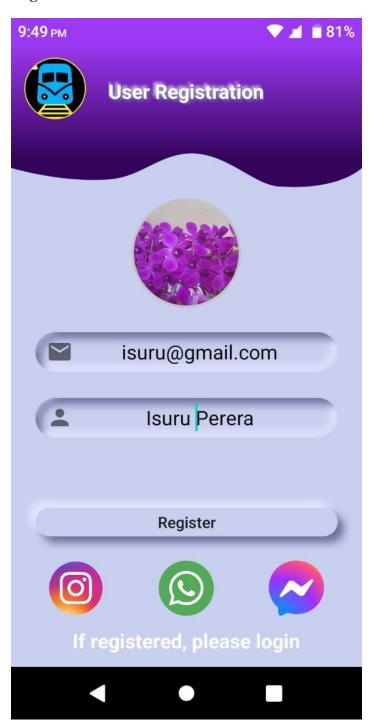
# Mobile App

# Login UI



• User login screen

# **Register UI**

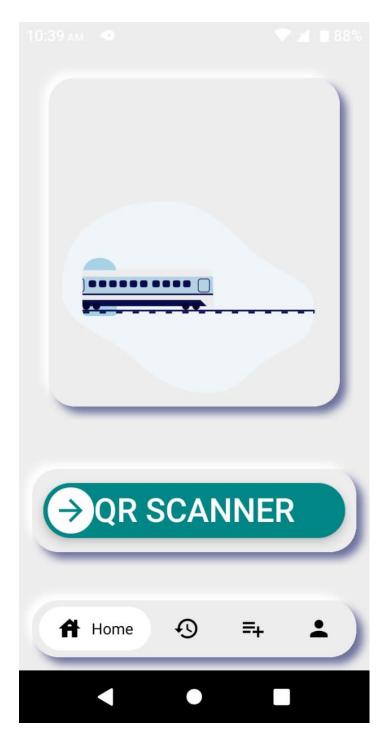


• Registration screen for the user (i)



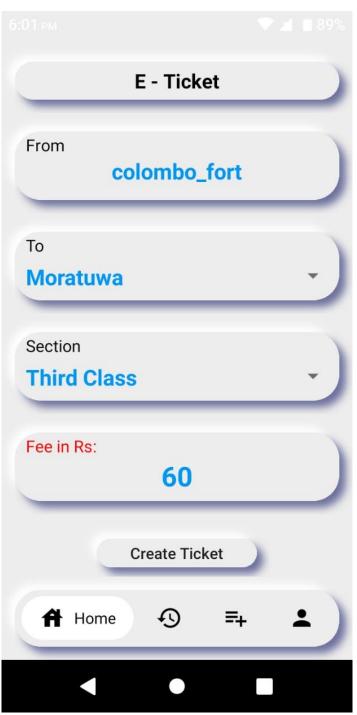
• Registration screen for the user (ii)

# Home UI



• Home screen for user.

# **Create Ticket UI**



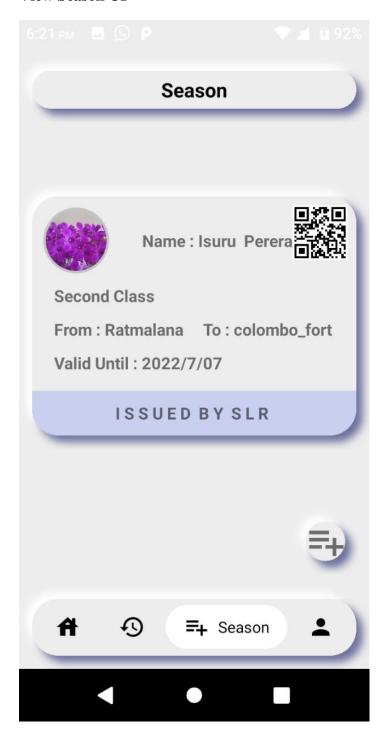
• User can select necessary parameters and confirm to obtain ticket.

### **View Paid Tickets UI**



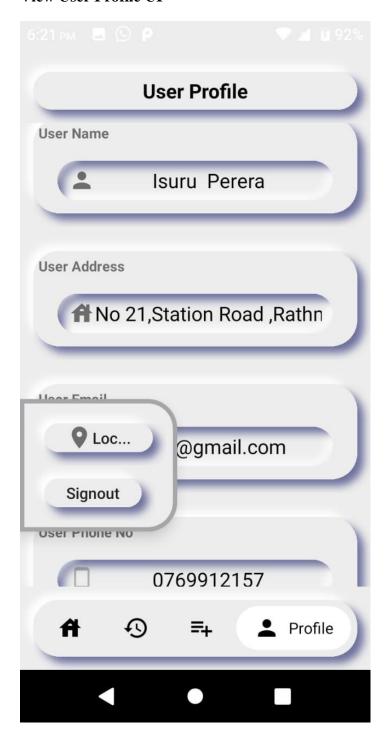
• View paid tickets.

### **View Season UI**



• View currently obtained seasons.

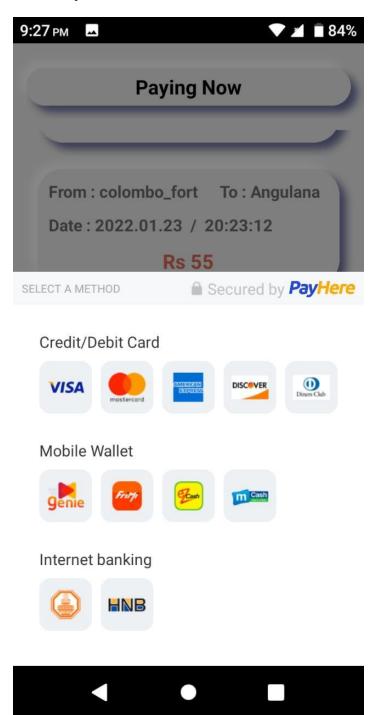
# View User Profile UI





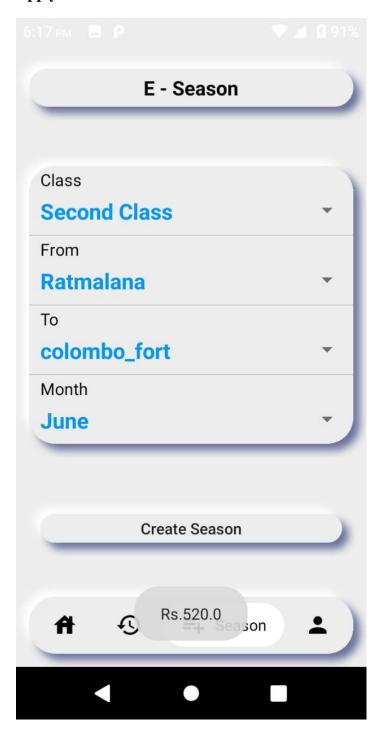
• View users profile & Customer can update his/her new details.

# Select Payment UI



• Select a payment method to pay for ticket/season.

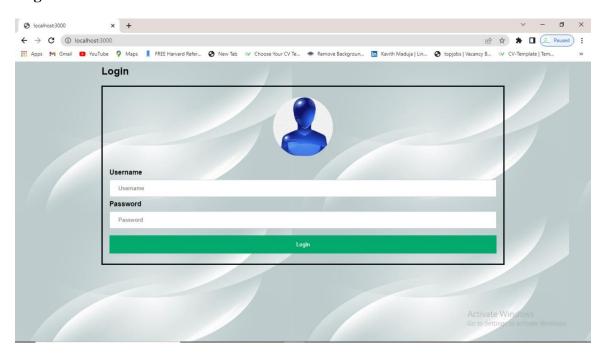
# **Apply Season UI**



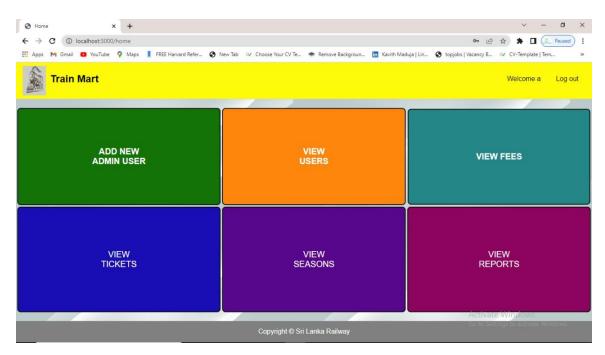
• Input necessary details for obtaining the season.

# Web App

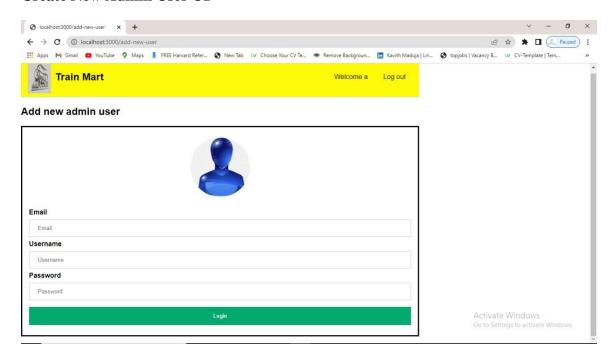
### Login UI



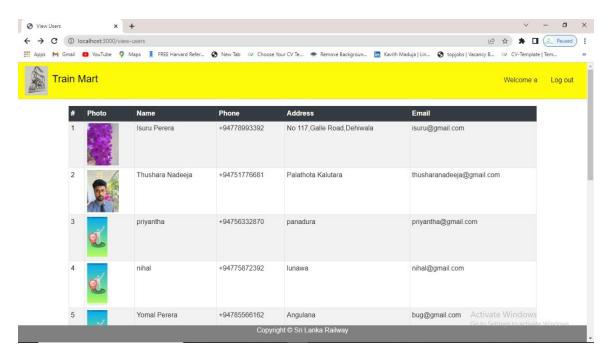
#### **Home UI**



### **Create New Admin User UI**



### View Users UI



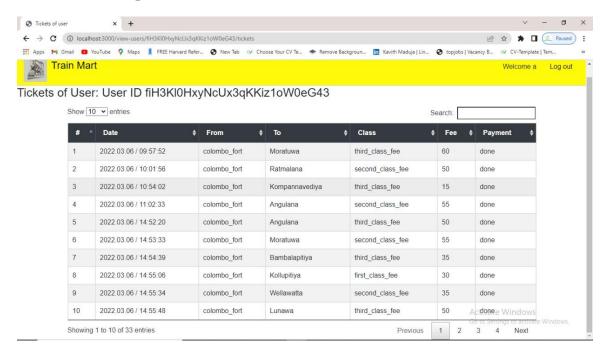
• View all users in the database.

# View Specific User UI



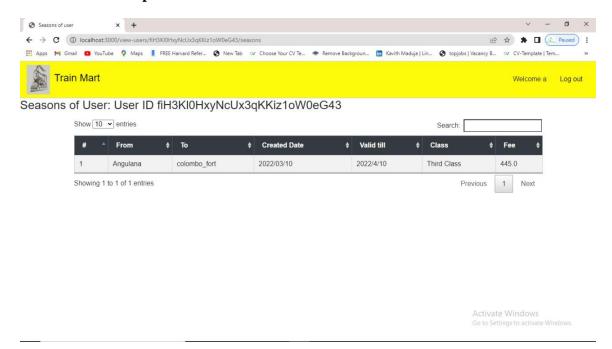
• View a certain user's details.

### View Tickets of Specific User UI



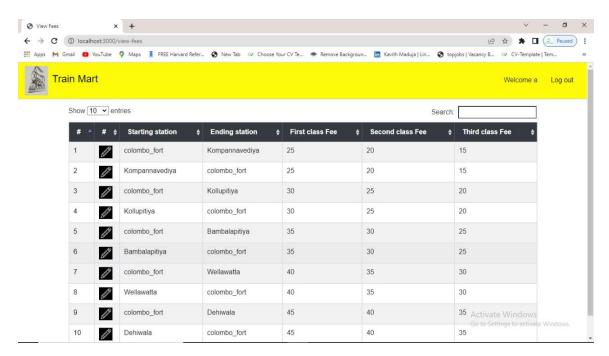
• View all tickets purchased by a specific user.

# View Seasons of Specific User UI



• View all seasons obtained by a specific user.

#### View Fees UI



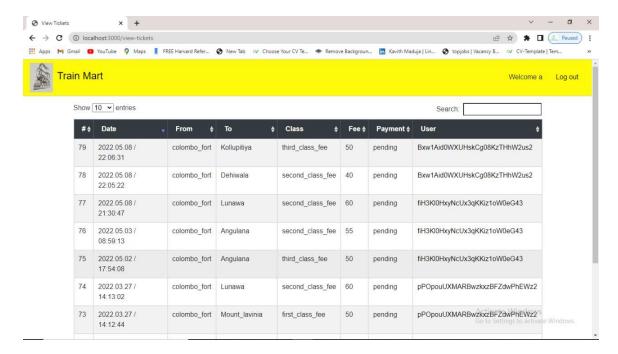
• View the current fees for travels.

#### **Edit fees UI**



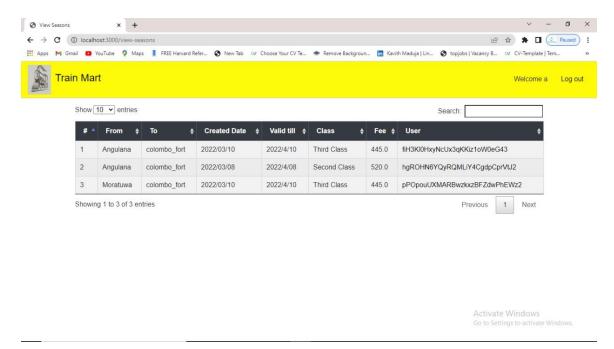
• Edit the fee amount for a certain travel.

#### **View Tickets UI**



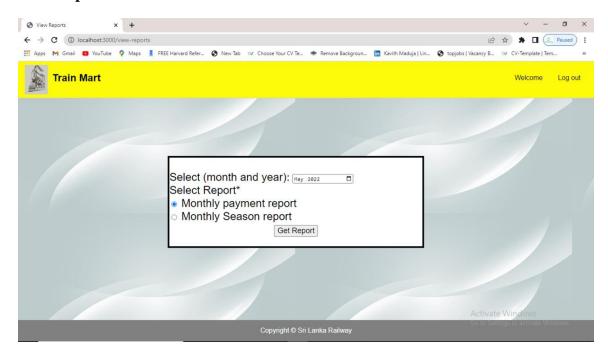
• View all tickets obtained using the mobile app. (with search and sort functions)

### View Seasons UI



• View all seasons obtained using the mobile app. (with search and sort functions)

# View Reports UI



• View/Generate reports screen.

# **Report Design**

### **Monthly Payment Report**

# Sri Lanka Railways

Colombo 10, Sri Lanka.

Telephones: +94 11 4 600 111 Fax Nos: +94 11 2 446490 Email: <u>gmr@railway.gov.lk</u>

#### **TrainMart - Monthly Payment Report**

for the month of MM, YYYY

	1st Class	2nd Class	3rd Class	Total
Ticket Payments	9999	9999	9999	9999
Season Payments	9999	9999	9999	9999
				9999

No. of tickets issued	9999	
No. of seasons issued	9999	

This report was generated on YYYY-MM-DD

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# **Monthly Season Report**

# Sri Lanka Railways

Colombo 10, Sri Lanka.

Telephones: +94 11 4 600 111
Fax Nos: +94 11 2 446490
Email: qmr@railway.gov.lk

#### TrainMart - Monthly Season Report

for the month of MM,YYYY

	1st Class	2nd Class	3rd Class	Total
No. of seasons				
Income				

This report was generated on YYYY-MM-DD

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# **New User Registration Report**

# Sri Lanka Railways

Colombo 10, Sri Lanka.

Telephones: +94 11 4 600 111 Fax Nos: +94 11 2 446490 Email: gmr@railway.gov.lk

#### **TrainMart - Monthly Season Report**

for the month of MM, YYYY

No. of users joined this month	Total users	No. of users joined previous month	Increase/Decrase from last month

This report was generated on YYYY-MM-DD

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### **Conclusion**

The aim of undertaking this project was to develop a Mobile application that would allow allows users to pay for train tickets by scanning QR code, without having to wait for long time periods, wasting their time and even sometimes missing trains altogether. The application was developed using Android Studio with Java language, with Firebase as the backend database. The developed application provides a convenient way to both sellers and customers to carry out their purchasing activities online.

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