

COLLEGE OF TECHNOLOGY AND BUILT ENVIRONMENT (CTBE)



Airplane ticket Management System Java Application Project Report

TEAM MEMBERS NAME ID

❖ Ki di st M i l l i o n	UGR/6836/17
❖ Li det u W endyi f raw	UGR/4955/17
❖ Me aza Ma ma ye	UGR/5196/17
❖ Na tnael Le ake	UGR/0430/17
❖ Mu ssie Fa yi sa	UGR/2447/17
❖ Mi l ki Al em u	UGR/6115/17

✧ Sect i on 3, Si TE

Submitted to : Abel Tadesse
: Michael Shel em e

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✧ **Introduction**

The Airplane ticket Management System is a java-based console application developed using Object-Oriented Programming (OOP) principles. The system simulates basic airline ticket operations such as managing flights, booking tickets, and handling users. The goal of this project is to apply OOP concepts such as encapsulation, inheritance, polymorphism, abstraction, exception handling, and layered architecture in a real-world inspired system.

This project was developed collaboratively using GitHub for version control and Maven for project management and build automation.

✧ **Project Objectives:**

The main objectives of this project are:

- ❖ To design a structured and modular airplane ticket management system.
- ❖ To practice OOP design patterns and layered architecture.
- ❖ To implement repositories and services for business logic separation.
- ❖ To collaborate using GitHub in a team environment.
- ❖ To understand java working principles and apply it to real world phenomenon.

Steps followed during our project implementation:

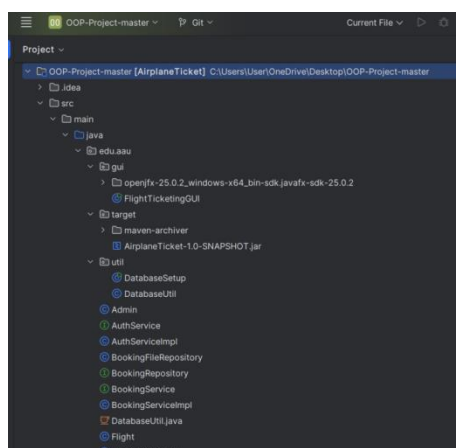
1. Designing.

As we all know, before implementing the code and starting the real work, it is advisable and better to design the features of our application. For this reason, the first step we took toward this project work was making the basic designs for our Airplane ticket management System java application.

As our System is Airplane ticket management, there are some basic things that such a system has to contain inside it. Those things will surely be the features our app will contain. Those feature include:

- ❖ Passengers utility
- ❖ Managers utility
- ❖ Booking a flight service
- ❖ Customer services during the flight
- ❖ Controlling booked flights and so on.

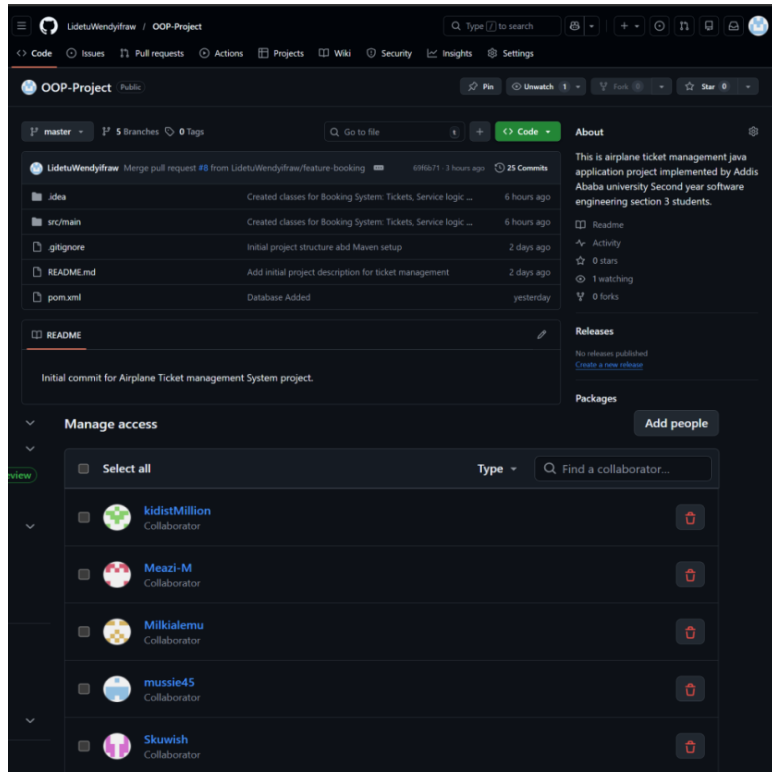
So we based our code implementation using the design we have created.



The features labeled
as individual packages.

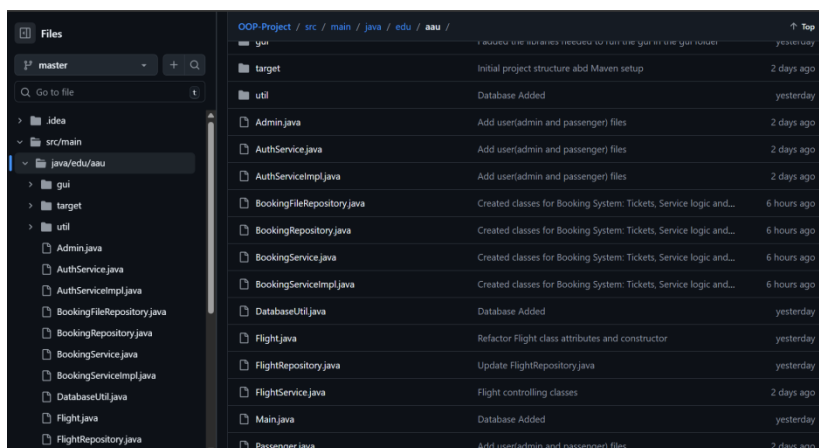
2. Creating a GitHub Repository.

We have created a GitHub repository to make the workflow smooth and to work collaboratively.



Git Repository

Collaborration



Important classes for different features of the app started to be added.

Technologies and Tools Used

- ✧ **Programming Language: Java**
- ✧ **Development Environment: IntelliJ IDEA**
- ✧ **Build Tool: Maven**
- ✧ **Version Control: Git and GitHub**
- ✧ **Documentation Tool: Microsoft Word / PDF**
- ✧ **UML Tool: Draw.io / StarUML**

How we used and integrated data base to this project?

How we used it?

In this project, a database was used to store and manage flight and booking information permanently. Without a database, all data would be lost when the program is closed. By using a database, the system can save flights, bookings, and user information in a structured and persistent way.

The database helps to:

- Store flight details such as flight number, origin, destination, price, and available seats.
- Store booking records for passengers.
- Retrieve and search flight data efficiently.

How we integrated it?

The database was integrated with Java using **JDBC (Java Database Connectivity)**. JDBC is a Java API that allows Java programs to connect to and interact with databases.

In this project, the SQLite JDBC driver was added as a dependency using Maven. A database connection class was created to establish a connection between the Java application and the SQLite database. SQL queries such as INSERT, SELECT, UPDATE, and DELETE were executed using Java classes like Connection, Statement, and PreparedStatement.

The FlightRepository class uses JDBC to retrieve flight data from the database and convert database records into Java objects. Similarly, booking information is stored in the database using SQL insert queries.

This integration allows the Java application to persist data and ensures that the system behaves like a real-world airline ticketing system.

Conclusion

This project provided practical experience in designing and implementing an object-oriented system. The team learned how to structure Java projects, apply OOP principles, collaborate using GitHub, and document software using UML diagrams and reports. The Airplane Ticket Management System demonstrates a modular and scalable design that can be extended in the future.