# SRI KRISHNA INSTITUTIONS

## **BOOTATHON PROJECT**

## **VEHICLE PARKING MANAGEMENT SYSTEM**

**TEAM** : **S10** 

**TEAM NAME** : KEKRAN MEKRAN

**TEAM LEAD** : DHANISH AHMED

**TEST LEAD** : VENMUHILAN

**DEPUTY TEST LEAD** : ABISHEK

**BUSINESS ANALYST**: PRAMOTH KUMAR

**DEPUTY BUSINESS ANALYST: HARI PRIYA** 

**DEVELOPERS** : AJAY

**JULLIAN SHARON** 

MANICKA BHARATH

SIVA KUMAR

## **VEHICLE MANGEMENT SYSTEM**

## **BUSINESS REQUIREMENTS**

The following are the business requirements of this project

S.I	Requirements	status
1	Login	
2	Vehicle details	
3	Slot allotment	
4	Payment	
5	Display	

#### 1.LOGIN

This section contains the login details.

- The username and password should not exceed 20 characters long.
- String compare checks the username and password.
- If both are matching it displays "Login Successfully" otherwise it displays "Username or Password is incorrect".

#### **2.VEHICLE DETAILS**

This section deals with the identification of the vehicle.

- By macros, BIKE and CAR are assigned as 0 and 1.
- According to the type of vehicle the security gives the input.
- The vehicle number is stored in string of 11 characters.
- The entry time is based on the system time which is in 24 hr format.
- Based on the above details token is generated.

#### **3.SLOT ALLOTMENT**

This section allocates the space for vehicles.

- Based on the token ,the type of vehicle is identified.
- For the Two wheeler parking 5 floors and 50 columns are allocated.
- And for the four wheeler parking 2 rows and 50 columns are allocated.
- If the type is found ,specified space is allocated for its token number.
- A message is displayed when there is no space.

#### **4.PAYMENT**

This module deals with the amount to be paid.

- All the fields are mandatory.
- The exit time is noted.
- According to entry and exit time of the respective vehicle, the parking fee is generated.

#### 5.DISPLAY

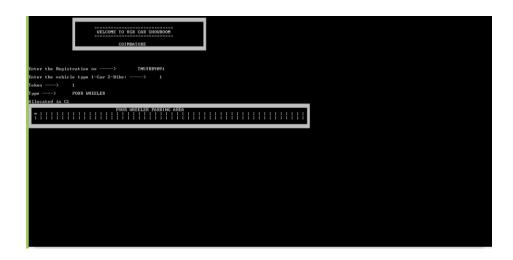
This module displays the status of the parking area.

- By Switch case ,various display tasks have been done.
- It displays the entry and exit time log of vehicle.
- It also displays the availability of parking space
- All are user demand cases.

## **SCREENSHOT:**







```
### COIMMATCHE

Select

1.Entry

2.Exit

3.Display

4.Quit

Option ----> 2

Enter the token no ----> 1

Finder type ----> 1

Four wheeler family a family a
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