

**PHENIKAA UNIVERSITY**  
**SCHOOL OF COMPUTING**



**COURSE MODULE: SOFTWARE ARCHITECTURE**  
**PROJECT TITLE: BUILDING A BUS TICKET BOOKING SYSTEM**

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## PREFACE

In the context of the rapid development of information technology, the application of software systems to management and service delivery has become an inevitable trend across many areas of modern society. Particularly in the passenger transportation sector, the increasing demand for fast, convenient, and transparent ticket booking requires software systems not only to provide correct functionality but also to ensure scalability, reliability, high performance, and long-term maintainability.

The Software Architecture course plays an important role in equipping students with systematic thinking at the architectural level, including decomposing systems into independent components, selecting appropriate architectural styles, defining communication mechanisms among services, and optimizing quality attributes such as scalability, availability, and maintainability. Through this course, students are exposed to modern architectural approaches, especially Microservices Architecture, which enables the development of flexible and sustainable large-scale systems in real-world environments.

Based on these practical needs, our team selected the topic “**BUILDING A BUS TICKET BOOKING SYSTEM**” for this course project. The project focuses on requirement analysis, overall architectural design, service decomposition, inter-service communication mechanisms, and system deployment models. Through this process, the team has the opportunity to apply theoretical knowledge to solve real-world problems while strengthening architectural thinking and system design skills. Although we have made considerable efforts to complete this project, due to limitations in time, experience, and research scope, shortcomings are unavoidable. Therefore, we sincerely look forward to receiving valuable feedback and suggestions from our instructor to further improve the quality of this project.

## **ACKNOWLEDGEMENTS**

We would like to express our sincere gratitude to TS. Vũ Quang Dũng, our lecturer for the Software Architecture course, for his dedicated guidance, valuable feedback, and professional support throughout the completion of this project. His knowledge and practical experience have greatly helped us develop a deeper understanding of architectural design principles and successfully accomplish this work.

We would also like to thank the School of Information Technology – Phenikaa University for providing favorable learning conditions, facilities, and academic resources that enabled us to conduct research and complete this project effectively. Finally, we would like to thank our friends and classmates for their support, discussions, and constructive suggestions during the learning and development process. Their encouragement has been a significant motivation for us to complete our tasks.

Despite our best efforts, the project may still contain limitations and mistakes. We highly appreciate any comments and recommendations from our instructor to help us improve and gain better experience for future studies and projects.

## **1. Executive Summary**

This project aims to design and implement a Bus Ticket Booking System utilizing a Microservices Architecture with Event-Driven Communication patterns. The system enables passengers to search for bus routes, view available schedules, select seats, and complete ticket bookings with integrated payment processing.

The architectural approach decomposes the monolithic application into six distinct microservices: Identity Service, Fleet Service, Route Service, Schedule Service, Ticket Service, and an API Gateway. These services communicate through RESTful APIs for synchronous operations and Apache Kafka for asynchronous event-driven messaging. Redis is employed for distributed seat locking to handle concurrent booking scenarios.

The final achievement is a fully functional bus ticket booking platform that demonstrates:

- High Scalability through service decomposition and horizontal scaling capabilities
- Loose Coupling via event-driven communication patterns
- Real-time Seat Availability using Redis distributed locks
- Reliable Payment Processing with webhook integration (SePay)
- Responsive User Experience through two client applications (Customer Portal and Admin Dashboard)

## 2. Project Requirements & Goals

This section defines the scope and the key architectural drivers for the project.

### 2.1 Core Functional Requirements

ID	Description
<b>FR-01</b>	The system must allow users to register and authenticate using email/username and password with JWT-based security.
<b>FR-02</b>	The system must allow users to search for available bus routes by departure station, arrival station, and travel date.
<b>FR-03</b>	The system must display available bus schedules for a selected route, including departure time, vehicle information, and pricing.
<b>FR-04</b>	The system must show real-time seat availability for each vehicle schedule, with seat types (Standard, VIP, Luxury) and pricing.
<b>FR-05</b>	The system must allow users to select and temporarily lock seats during the booking process to prevent double booking.
<b>FR-06</b>	The system must integrate with payment gateway (SePay) for processing ticket payments via bank transfer/QR code.
<b>FR-07</b>	The system must confirm bookings and update ticket status upon successful payment verification via webhook.
<b>FR-08</b>	The system must allow users to view their booking history and cancel tickets with valid reasons.
<b>FR-09</b>	The system must provide an admin dashboard for managing bus companies, vehicles, routes, stations, and schedules.
<b>FR-10</b>	The system must send notifications to users upon booking confirmation or cancellation.

## 2.2 Key Quality Attributes (Architectural Goals – Non-functional Requirements)

The following quality attributes serve as the primary architectural drivers for the system design:

Quality Attribute	Description	Target Metric
<b>Scalability</b>	The system must handle a high number of concurrent users during peak booking hours.	Support 10,000+ concurrent active users
<b>Availability</b>	The system must maintain high uptime and handle service failures gracefully.	99.5% uptime with graceful degradation
<b>Performance</b>	API response times must be optimized for user experience.	< 500ms for seat availability queries
<b>Consistency</b>	Seat booking operations must be consistent to prevent double bookings.	Zero double-booking incidents
<b>Modifiability</b>	The architecture must allow adding new features (e.g., chatbot, reviews) without major refactoring.	New service deployment within hours
<b>Security</b>	User authentication and payment data must be protected.	JWT-based auth, secure webhook validation

## 2.3 Propose model of ASR

### a. ASR: Real-Time Seat Locking (Consistency)

Component	Details
Statement	When a user initiates booking for a seat, the seat must be temporarily locked for 5 minutes to prevent other users from booking the same seat.
Impact	This drives the implementation of Redis-based distributed locking mechanism. The lock ensures atomicity across multiple service instances and provides TTL-based automatic release.

### b. ASR: Payment Integration Reliability

Component	Details
Statement	Payment confirmation must be processed reliably through external payment gateway webhooks, with idempotent processing to handle duplicate notifications.
Impact	This requires implementing idempotent webhook handlers, storing payment transaction IDs (SePay ID), and using Kafka events to decouple payment processing from ticket confirmation.

## 2.4 Use Case Modeling

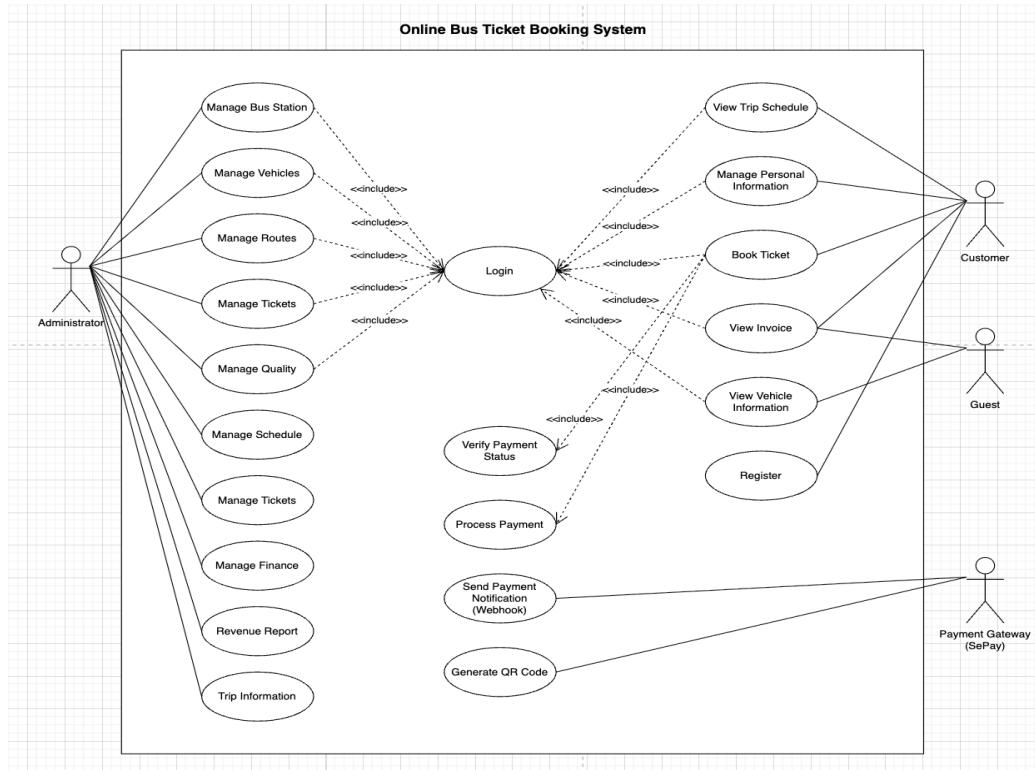


Figure 1. Overall Use Case Diagram

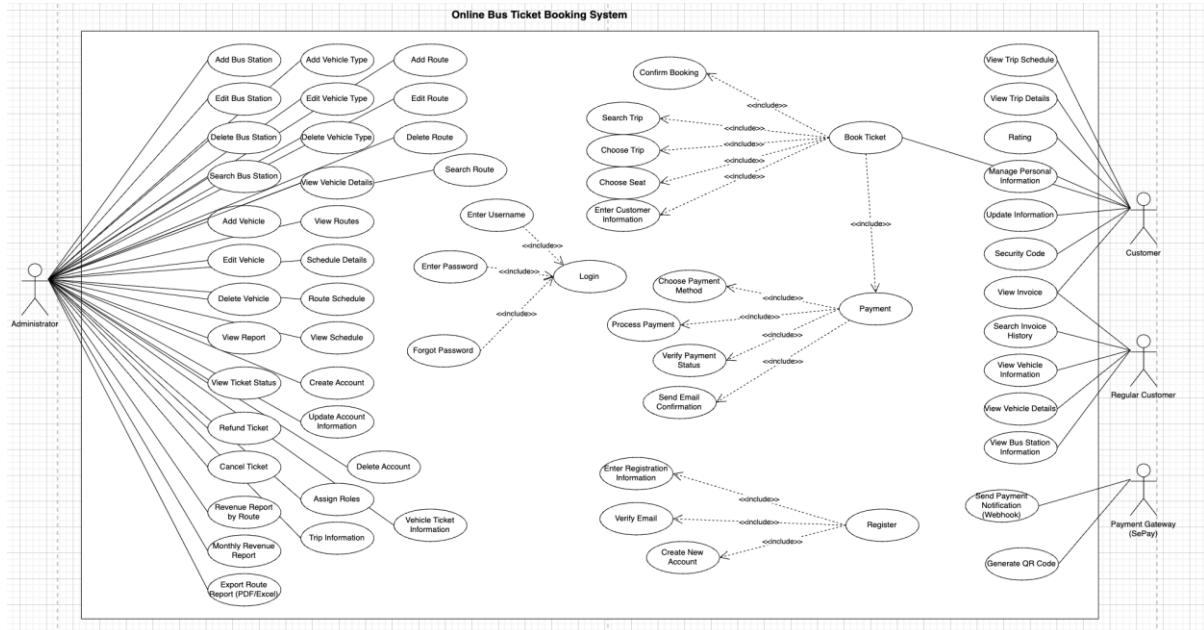


Figure 2. Detailed Use Case Diagram

## Analysis Diagrams

This section uses UML analysis diagrams to visually represent the system's requirements, behavior, structure, and component interactions in the online bus ticket booking system, supporting better understanding and guiding the design process. Architectural Design & Implementation.

### 3. Architectural Design & Implementation

#### 3.1 Architectural Pattern: Event-Driven Architecture (EDA)

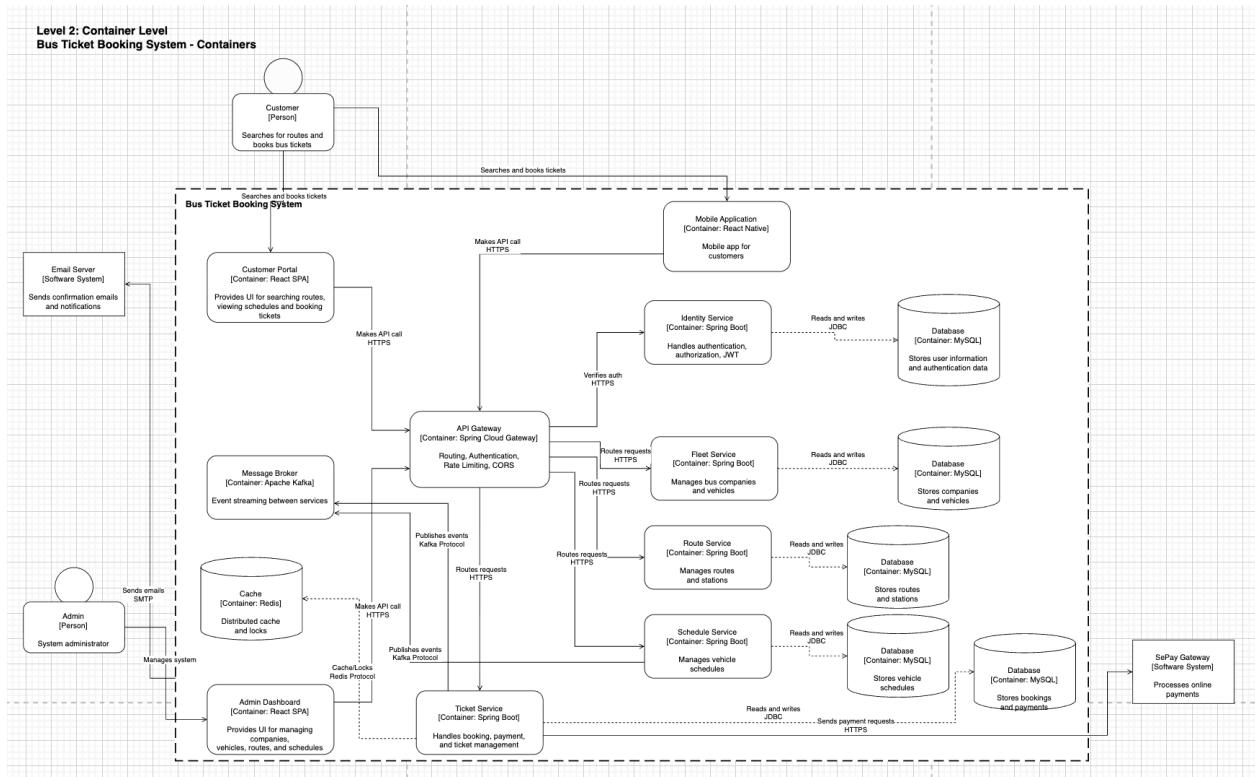
The system implements Microservices Architecture combined with Event-Driven Architecture (EDA) patterns. This hybrid approach provides:

- Service Decomposition: The domain is decomposed into bounded contexts, each implemented as an independent microservice with its own database (Database-per-Service pattern).
- API Gateway Pattern: A centralized gateway handles request routing, authentication, and cross-cutting concerns.
- Event-Driven Communication: Services communicate asynchronously via Kafka for operations that don't require immediate response (e.g., payment confirmation, seat status updates).
- Distributed Locking: Redis provides distributed locks for critical sections (seat reservation) across service instances.

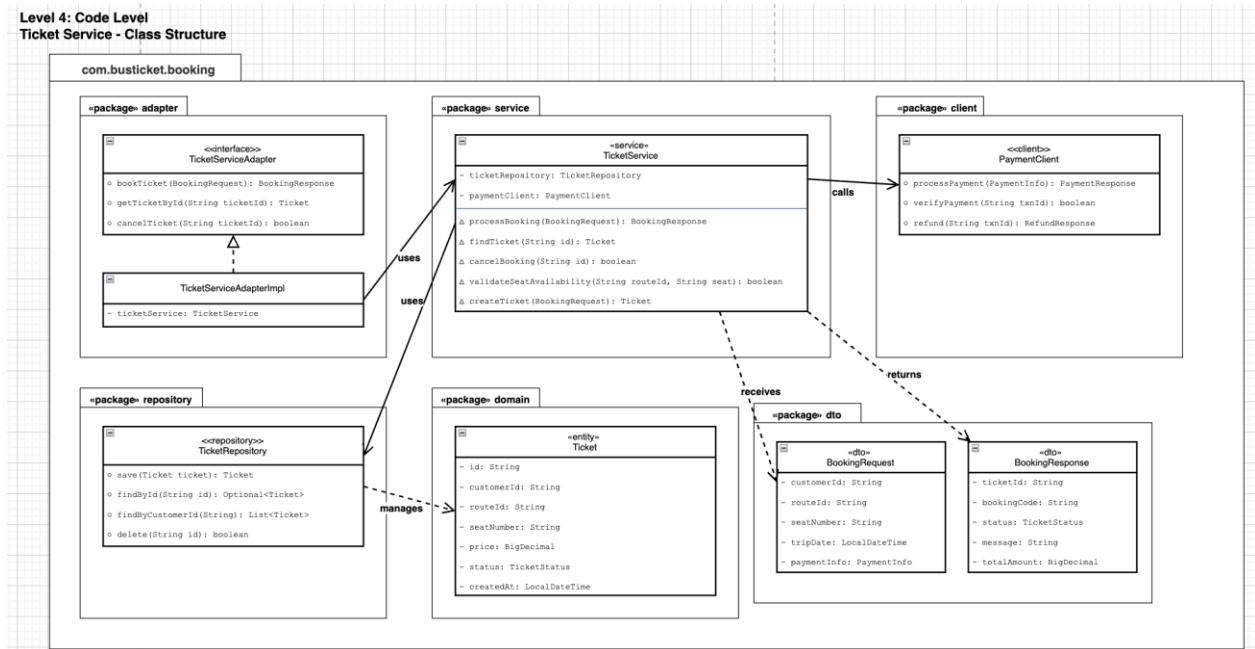
#### Architectural Rationale:

Pattern	Justification
<b>Microservices</b>	Enables independent deployment, scaling, and technology choices per service. Supports team autonomy and fault isolation.
<b>API Gateway</b>	Single entry point simplifies client integration, enables centralized security, and provides routing flexibility.
<b>Event-Driven</b>	Decouples services temporally, improving resilience. Payment and notification operations benefit from async processing.
<b>Redis Locking</b>	Essential for maintaining consistency in concurrent seat booking scenarios across multiple service instances.
<b>Database-per-Service</b>	Each service owns its data, enabling independent schema evolution and reducing coupling.

### **3.2 System Context Diagram (C4 Model)**



*Figure 3. Level 2 - Container Level*



*Figure 4. Level 4 - Code Level*

### **Identity Service:**

Handles user authentication and authorization with JWT tokens.

<b>Endpoint</b>	<b>Method</b>	<b>Description</b>
/auth/register	POST	User registration with validation
/auth/login	POST	Authentication, returns JWT token
/auth/logout	POST	Token invalidation
/auth/profile	GET	Retrieve current user profile

### **Fleet Service:**

Manages bus companies, vehicles, and seat configurations.

<b>Endpoint</b>	<b>Method</b>	<b>Description</b>
/bus-companies	GET/POST	List/Create bus companies
/bus-companies/:id	GET/PUT/DELETE	CRUD operations on specific company
/vehicles	GET/POST	List/Create vehicles with company association
/seats/vehicle/:vehicleId	GET	Get all seats for a vehicle

### **Route Service:**

Handles geographic routing between stations.

<b>Endpoint</b>	<b>Method</b>	<b>Description</b>
/stations	GET/POST	List/Create stations with location data
/routes	GET/POST	List/Create routes with departure/arrival stations

### **Schedule Service:**

Manages vehicle departure schedules.

Endpoint	Method	Description
/vehicle-schedules	GET/POST	List/Create schedules
/vehicle-schedules?routeId=X	GET	Filter schedules by route

### **Ticket Service:**

Orchestrates the booking lifecycle with Redis locking and Kafka events.

Endpoint	Method	Description
/tickets	POST	Create ticket (acquires Redis lock)
/tickets/user/me	GET	Get current user's tickets
/tickets/:id	PUT	Update ticket (cancel, etc.)
/tickets/webhook/sepay	POST	Receive SePay payment webhook

### 3.3 Inter-Service Communication

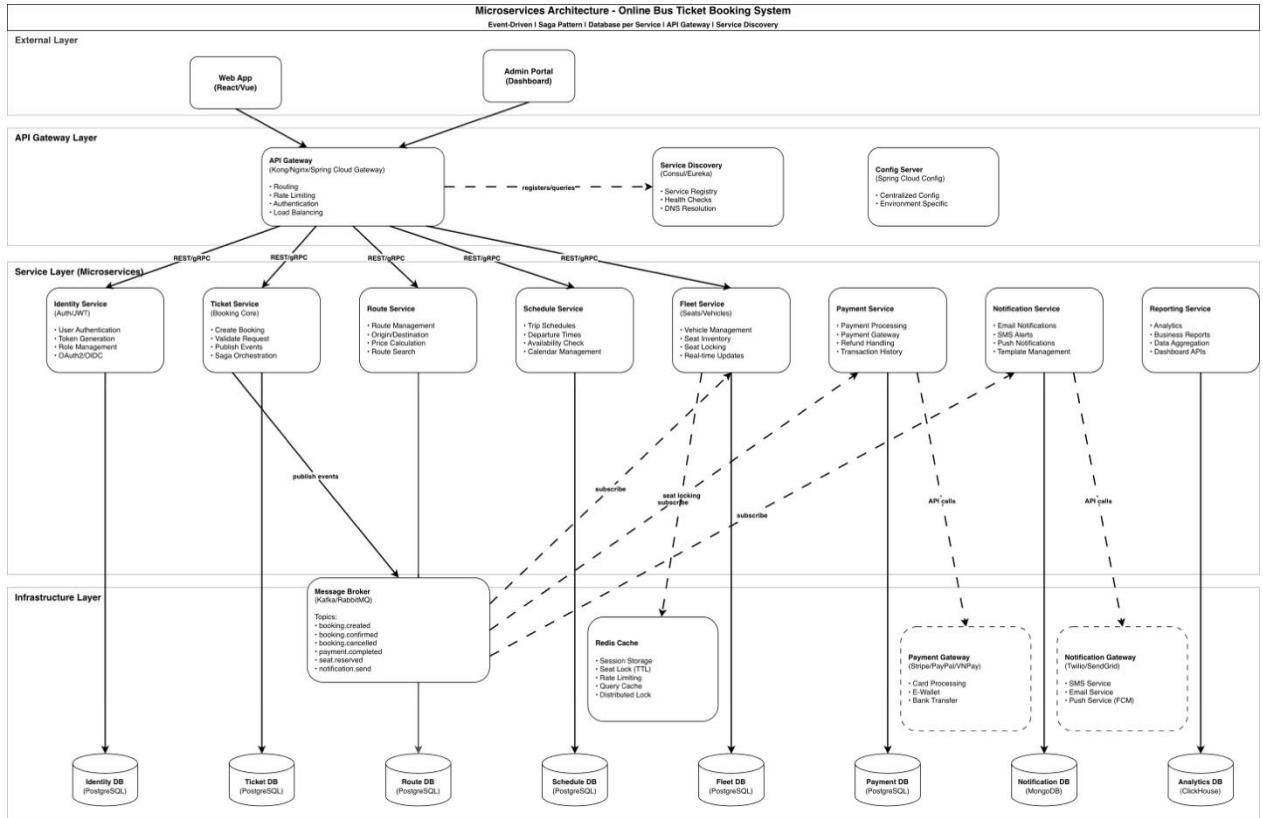


Figure 5. Event Flow Diagram

The diagram shows the flow:

- The system adopts a Microservices Architecture combined with an API Gateway and Event-Driven communication. All client requests from the Web App and Admin Portal pass through the API Gateway, which manages authentication, routing, rate limiting, and load balancing before forwarding them to the appropriate services.
- Services communicate synchronously via REST/gRPC for real-time operations and asynchronously through a message broker (Kafka/RabbitMQ) for cross-service workflows, ensuring loose coupling and scalability. The ticket booking process follows the Saga pattern: the Ticket Service creates a booking, Fleet Service locks seats using Redis, Payment Service processes payment, and Notification Service sends confirmations.
- Each microservice maintains its own database, while Redis supports caching and distributed locking. This architecture enhances scalability, fault isolation, and maintainability.

## 4. Conclusion & Reflection

This project successfully implemented a comprehensive Bus Ticket Booking System using a Microservices Architecture with Event-Driven communication patterns. The architecture demonstrates several key software engineering principles:

### Achievements:

Goal	Achievement
<b>Microservices Decomposition</b>	6 independent services with clear bounded contexts
<b>Event-Driven Architecture</b>	Kafka-based async messaging for payment and ticket events
<b>Distributed Locking</b>	Redis-based seat locking with graceful degradation
<b>API Gateway Pattern</b>	Centralized routing, authentication, and CORS handling
<b>Clean Architecture</b>	Layered service structure with separation of concerns
<b>Database Per Service</b>	Independent MySQL databases per service domain

### 4.1 Lessons Learned

Microservices trade-off: Service decomposition increases operational complexity but enables independent scaling and deployment.

Event-driven resilience: Kafka decouples services and allows workflows to operate asynchronously and reliably.

Distributed consistency: Redis locking with TTL effectively prevents concurrent double bookings.

API Gateway security: Centralized JWT validation simplifies services and ensures consistent protection.

Graceful degradation: Fallback mechanisms improve overall system reliability during failures.

## 4.2 Future Improvements

<b>Improvement</b>	<b>Description</b>	<b>Priority</b>
<b>Service Discovery</b>	Implement Eureka or Consul for dynamic service registration and discovery instead of hardcoded URLs	High
<b>Circuit Breaker</b>	Add Resilience4j circuit breakers for fault tolerance in inter-service calls	High
<b>Centralized Logging</b>	Implement ELK Stack (Elasticsearch, Logstash, Kibana) for aggregated log analysis	Medium
<b>Distributed Tracing</b>	Add Zipkin/Jaeger for request tracing across services	Medium
<b>Kubernetes Deployment</b>	Containerize and deploy to Kubernetes for production-grade orchestration	High
<b>Notification Service</b>	Implement dedicated microservice for email/SMS notifications via RabbitMQ	Medium
<b>Review Service</b>	Add customer review and rating functionality for bus companies	Low
<b>Chatbot Integration</b>	Implement AI-powered chatbot for customer support	Low
<b>Payment Retry</b>	Add retry mechanism for failed webhook deliveries	Medium
<b>Caching Layer</b>	Implement Redis caching for frequently accessed data (routes, schedules)	Medium

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