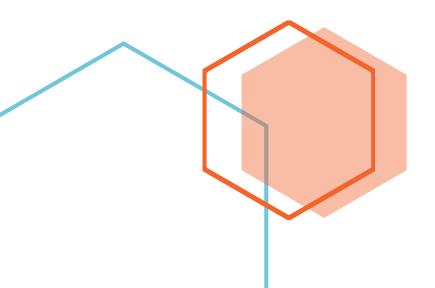


# Railway E-Ticket booking management System

# **PROJECT REPORT**

#### **GROUP MEMBERS:**

- 1. Minhaj Uddin-1931525042
- 2. Fahad Ahmed-1931208042
- 3. Mashfiq Ahmed-1931321642





#### INTRODUCTION

Database is an organized collection of data. The data is typically organized to model aspects of reality in a way that supports processes requiring information. A DBMS makes it possible for end users to create, read, update and delete data in a database. The DBMS essentially serves as an interface between the database and end users or application programs, ensuring that data is consistently organized and remains easily accessible. The DBMS manages three important things: the data, the database engine that allows data to be accessed, locked and modified and the database schema, which defines the database's logical structure. These three foundational elements help provide concurrency, security, data integrity and uniform administration procedures. The DBMS can offer both logical and physical data independence. That means it can protect users and applications from needing to know where data is stored or having to be concerned about changes to the physical structure of data.

The main purpose of maintaining database for Railway E-Ticket booking management System is to reduce the manual errors involved in the booking and cancelling of tickets and make it convenient for the customers and providers to maintain the data about their customers and also about the seats available at them. Due to this, sometimes a lot of problems occur and they are facing many disputes with customers. To solve the above problem, we design a data base which includes customer details, availability of seats in trains, no of trains and their details.

#### **Background Research/Motivations:**

In person ticket booking is very difficult in many places of our country due to long lines, traffic jam & over population. In this case, it is extremely beneficial to create an E ticket system for railways. From this we got the motivation to create an online based Railway E-Ticket booking management System

#### **RESOURCES/TECHNOLOGIES**

- ❖ HTML
- CSS
- ❖ PHP
- ❖ MYSQL

## **EXTERNAL RESOURCES:**

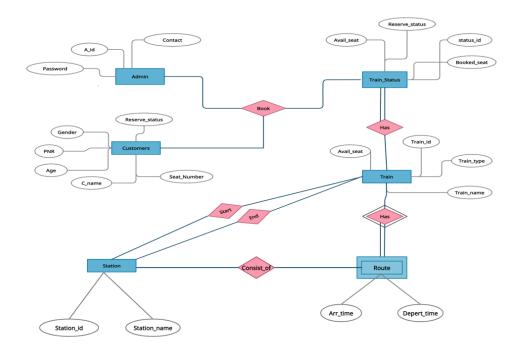
Some Online sources & Youtube Tutorial.

#### **Project Design:**

In this project basically main objective of this module is provide all the functionality realted to customers. It tracks all the information and details of the customer.

This ER (Entity Relationship) Diagram represents the model of Railway Ticket Booking Portal Entity. The entity-relationship diagram of Railway Ticket Booking Portal shows all the visual instrument of database tables and the relations between Timetable, Stations, Trains, Customers etc.

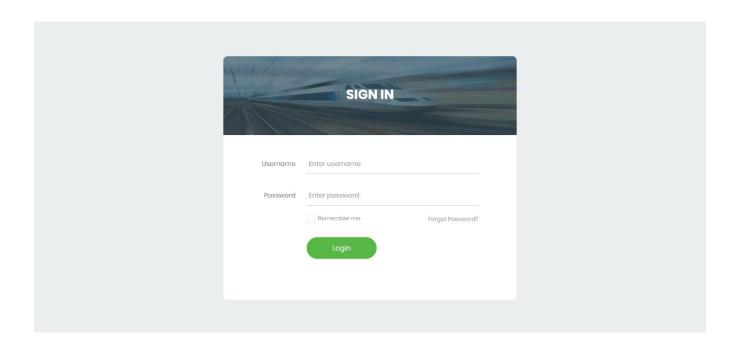
The ER-Diagram of the project is given below:-

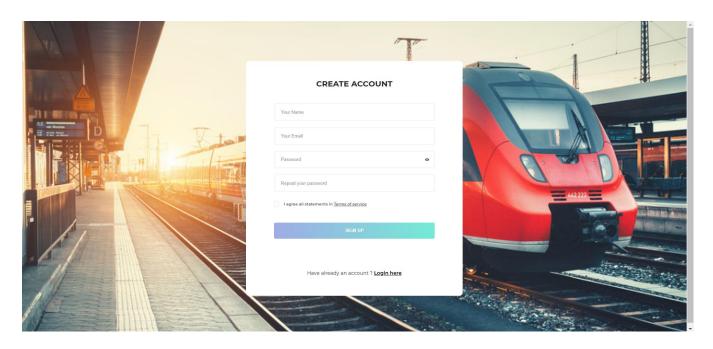


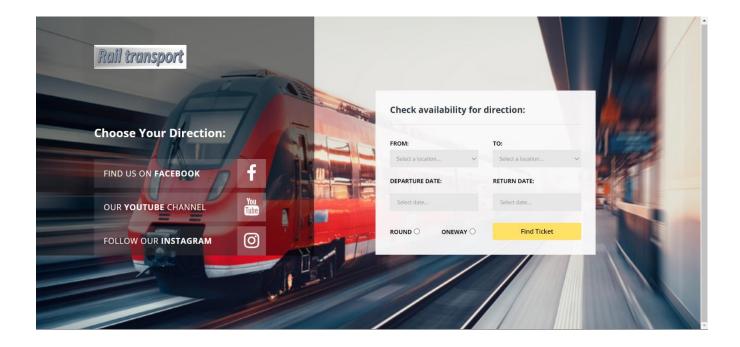
Relational Model (RM) represents the database as a collection of relations. A relation is nothing but a table of values. Every row in the table represents a collection of related data values. These rows in the table denote a real-world entity or relationship.

# Snapshots:

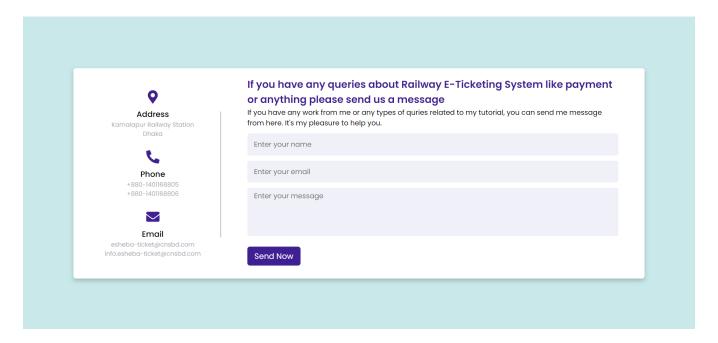








• •



#### **Conclusion & Future Work:**

From this project we have made a Railway E Ticket Management system where customers can buy train tickets within their home boundary so that they don't have to go station or anywhere in person to buy train tickets. So this is a great system for the customer. Since the system totally relies on online transaction so there is no payment hassle. It is very easy to use and any person facing the train difficulties can certainly use the system & get benefitted.

It is good to mention that the web application can be improved by adding more necessary databases which may give the customers more options to choose from.

## **Contribution:**

**Minhaj Uddin**: PHP connection with Database & also designed Home page using Html CSS & Javascript.

Fahad Ahmed: Html CSS designing & also designed sign up, log in page

Mashfiq Ahmed: Html CSS designing & also designed Ticket buying page.

. . .