GUI for Cab Booking System

END-TERM REPORT

BACHELOR OF TECHNOLOGY

in

COMPUTER SCIENCE AND ENGINEERING

By:

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Objective

The primary objective of this project is to implement what we've learnt throughout our course of Python programming and use that to develop a Graphical User Interface (GUI) for Cab Booking System with all the required functionalities. The main objective of this project is to get user friendly with Python programming and Graphical User Interface (GUI). And to develop a Cab booking system interface with all the required functionalities.

This project also aims to provide a user-friendly interface to users to let them easily book their cab.

This cab booking system is easiest way to book cab to any location and that is what this project aims for. There are different modules that we have provided in our interface such as main page which includes Sign-in option, Sign-up option. By clicking on Sign-in or Sign-up option you are redirected to another interface where you can sign-in or sign-up after that you are redirected to booking page where you can fill your required details and book your cab. There is a Forgot Password interface also where you can change your password if you don't remember your password by entering your mobile number or Gmail. There is a interface for admin also where you can add a cab and search a cab.

In this it will easy for users to book their cab and for admin it will easy to add cab and search cab.

Introduction

Cab booking management System is developed to manage all cab hiring work online. Using this system, it is very easy for customer to book a car online and car-booking agency can also view their booking online. So, it is also very useful for car booking agency. It is an online system through which customers can view available cabs; register the cabs, view profile and book cabs. This project intends to introduce more users friendly in the various activities such as record updating and searching.

Modules of the Projects:

· Welcome page module (Introduction to cab)

· Sign-in module

· Sign-up module

· Forgot password module

· Help Module

· Booking module

· Admin module

This project also includes SQL database connectivity that helps to record details and fetch it later, when required. Below given is the description of each module in project.

· **Home Module**

A welcome page is usually one or more web pages or modal overlays that appear the first time you open an app. The best welcome pages direct a user's focus to the welcome message, while also orienting them to the product.

"The content on your product welcome page should be consistent with what users experience elsewhere"

This module involves Sign-in option and Sign-up option.

If you click on sign-in option you will be forwarded to sign-in module and if you click on sign-up option you will be forwarded to sign-up module.

· **Sign-in Module**

A sign-in page is a web page or an entry page to a website that requires user identification and authentication, regularly performed by entering a mail and password combination.

Sign-in provides access to an entire site or part of a website. Signing in not only provides site access for the user, but also allows the website to track user actions and behavior.

It includes a User entry and password for user or admin entry and password entry for admin. And there is a Forgot password option so when you click on forgot password button you will be redirected to forgot password module.

· **Sign-up Module**

A signup page (also known as a registration page) enables users and organizations to independently register and gain access to your system. It is common to have multiple signup pages depending on the types of people and organizations you want to register.

You can sign up using your phone number and g-mail with password. And your First name, Last name entries. After completing signup process, you will be forwarded to sign-in page.

· **Forgot Password Module**

Forgot password is the action of invalidating the current password for an account on a website, service, or device, and then creating a new one. A password may be reset using the settings of the software or service, or by contacting the customer service department.

It includes entries of mobile number or email, new password and confirm password.

· **User Module**

A user page is a resource intended to provide the customer or end user with information and support related to a company's services. The purpose of a help desk is usually to troubleshoot problems or provide guidance about products such as computers, electronic equipment, food, apparel, or software.

It includes a drop-down selection where you can choose that where you are facing issue.

· **Booking Module**

Booking pages are the basis of schedule once scheduling approach. They are pages through which bookings are made.

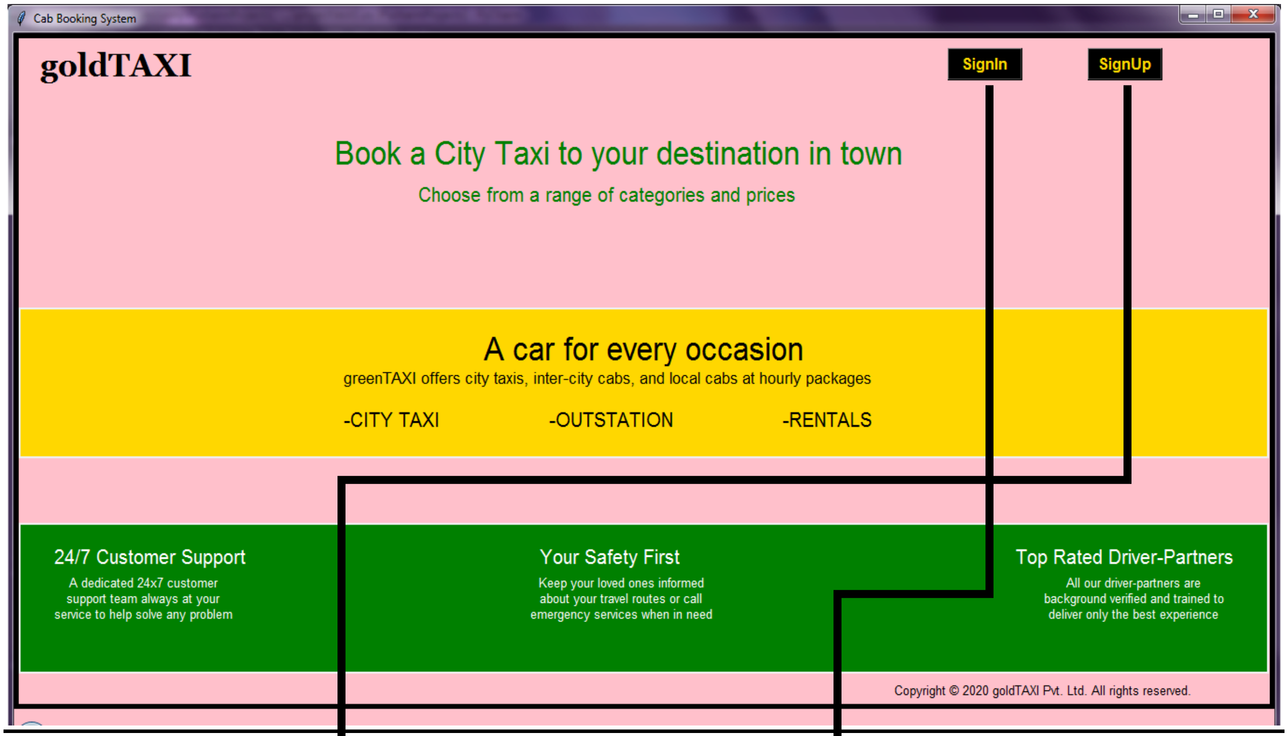
In booking page user can select different types of taxi that is City taxi, Outstation and rentals. After that you have to fill details like pickup location, drop location, when and type of taxi. Then you can confirm your location and confirm your cab. Finally, you can confirm your booking.

· **Admin Module**

The Administration Panel (or the admin panel for short) is the primary tool for you to work with your online booking. Here you can manage your cab like details of cab, details of driver, view bookings and add cab.

GUI Screenshots:

1.WELCOME SCREEN:



goldTAXI

Book a City Taxi to your destination in town

Choose from a range of categories and prices

A car for every occasion

greenTAXI offers city taxis, inter-city cabs, and local cabs at hourly packages

-CITY TAXI -OUTSTATION -RENTALS

24/7 Customer Support

A dedicated 24x7 customer support team always at your service to help solve any problem

Your Safety First

Keep your loved ones informed about your travel routes or call emergency services when in need

Top Rated Driver-Partners

All our driver-partners are background verified and trained to deliver only the best experience

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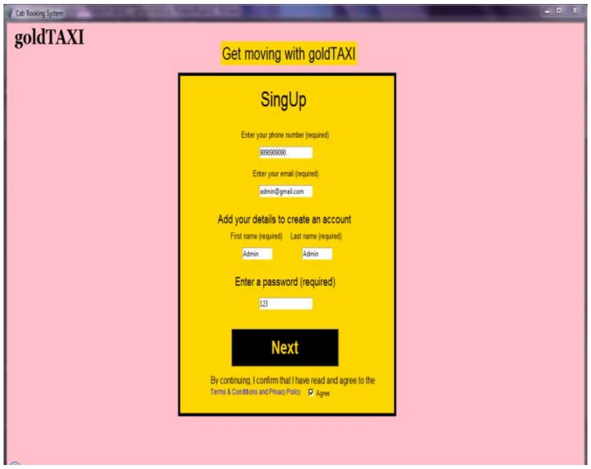
2. Sign-up Page (*with input values*)



goldTAXI

Get moving with goldTAXI

SingUp

Enter your phone number (required)

9090909090

Enter your email (required)

admin@gmail.com

Add your details to create an account

First name (required) Last name (required)

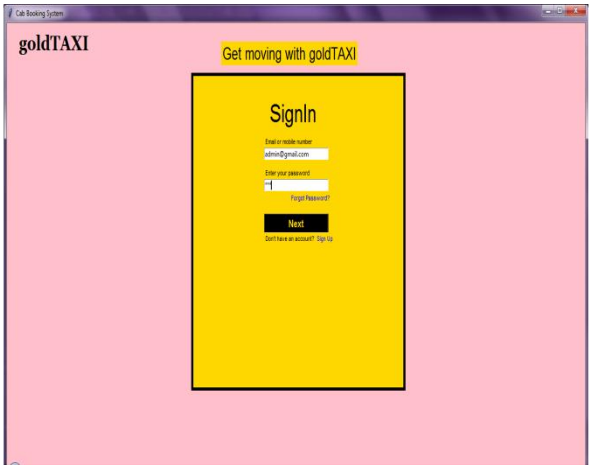
Admin Admin

Enter a password (required)

123

By continuing, I confirm that I have read and agree to the Terms & Conditions and Privacy Policy. ☑ Agree

3. Sign-in Page (*with input values*)



goldTAXI

Get moving with goldTAXI

SignIn

Email or mobile number

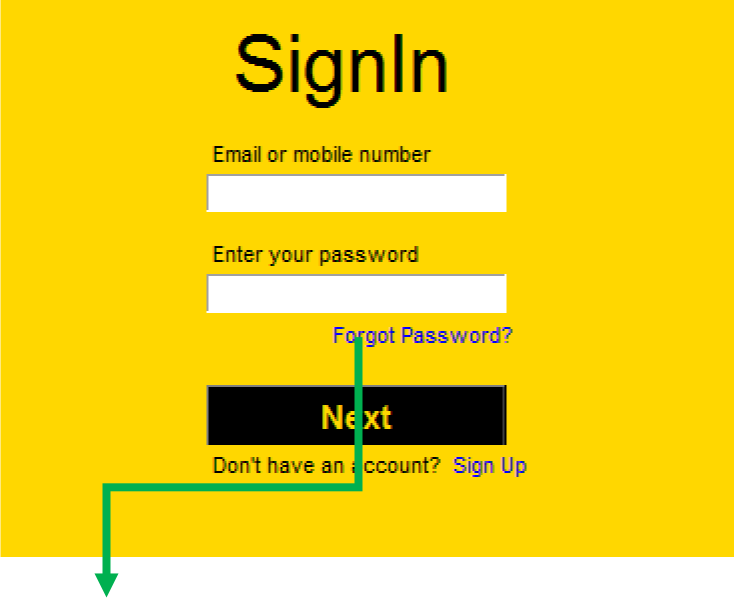
admin@gmail.com

Enter your password

***

Forgot Password?

Don't have an account? Sign Up



SignIn

Email or mobile number

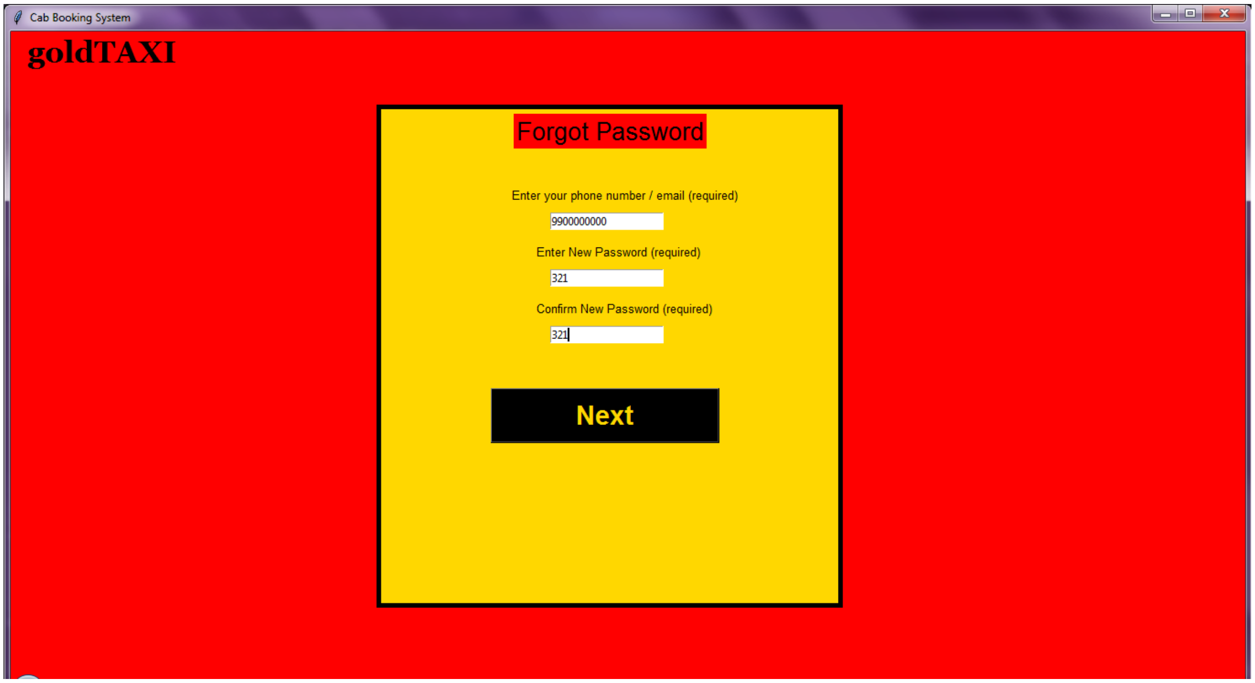
Enter your password

Forgot Password?

Next

Don't have an account? Sign Up

5. Forgot Password



Cab Booking System

goldTAXI

Forgot Password

Enter your phone number / email (required)

9900000000

Enter New Password (required)

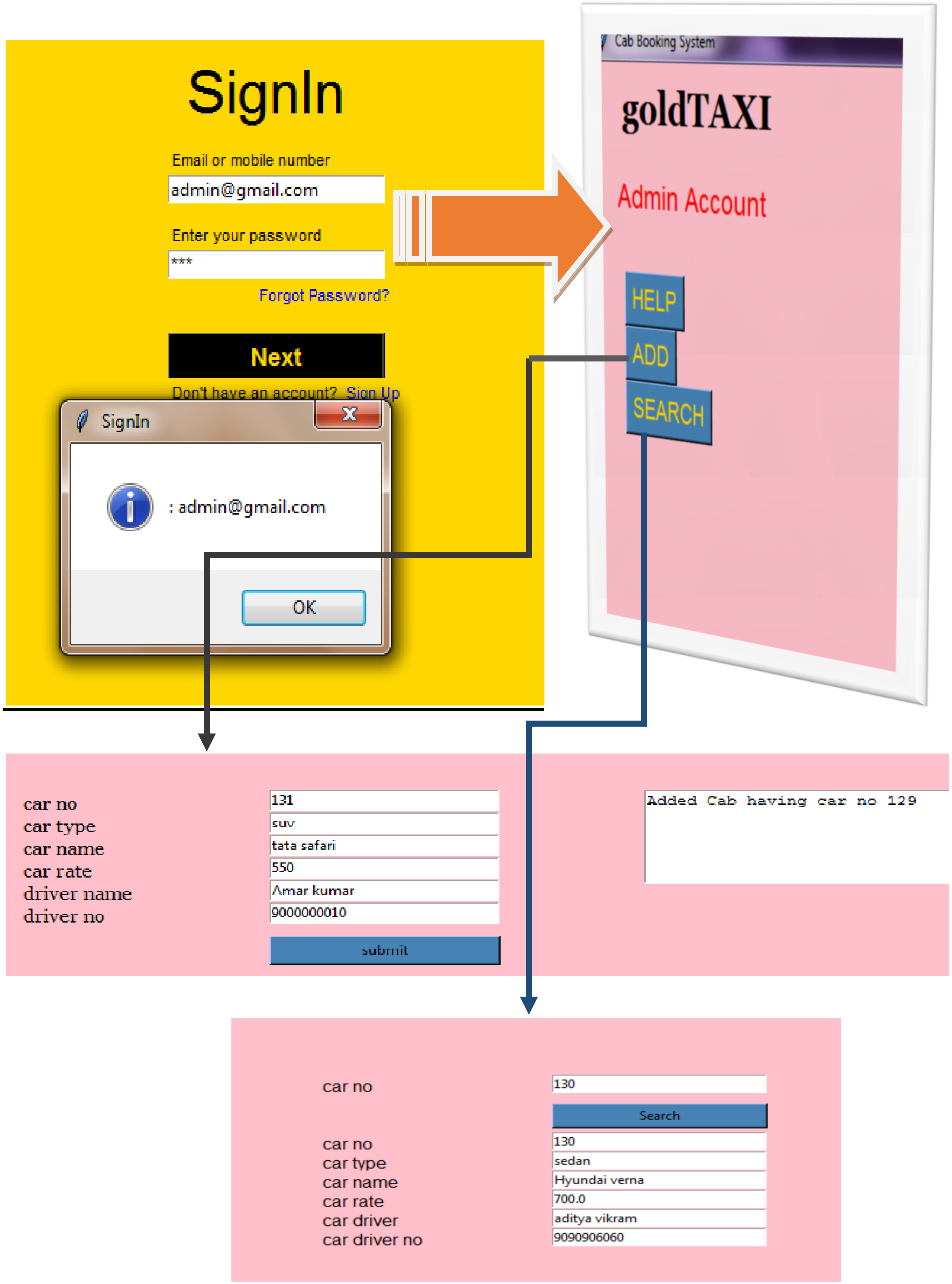
321

Confirm New Password (required)

321

Next

4. Admin Page (after signing as admin)



SignIn

Email or mobile number: admin@gmail.com

Enter your password: ***

SignIn

: admin@gmail.com

Cab Booking System

goldTAXI

Admin Account

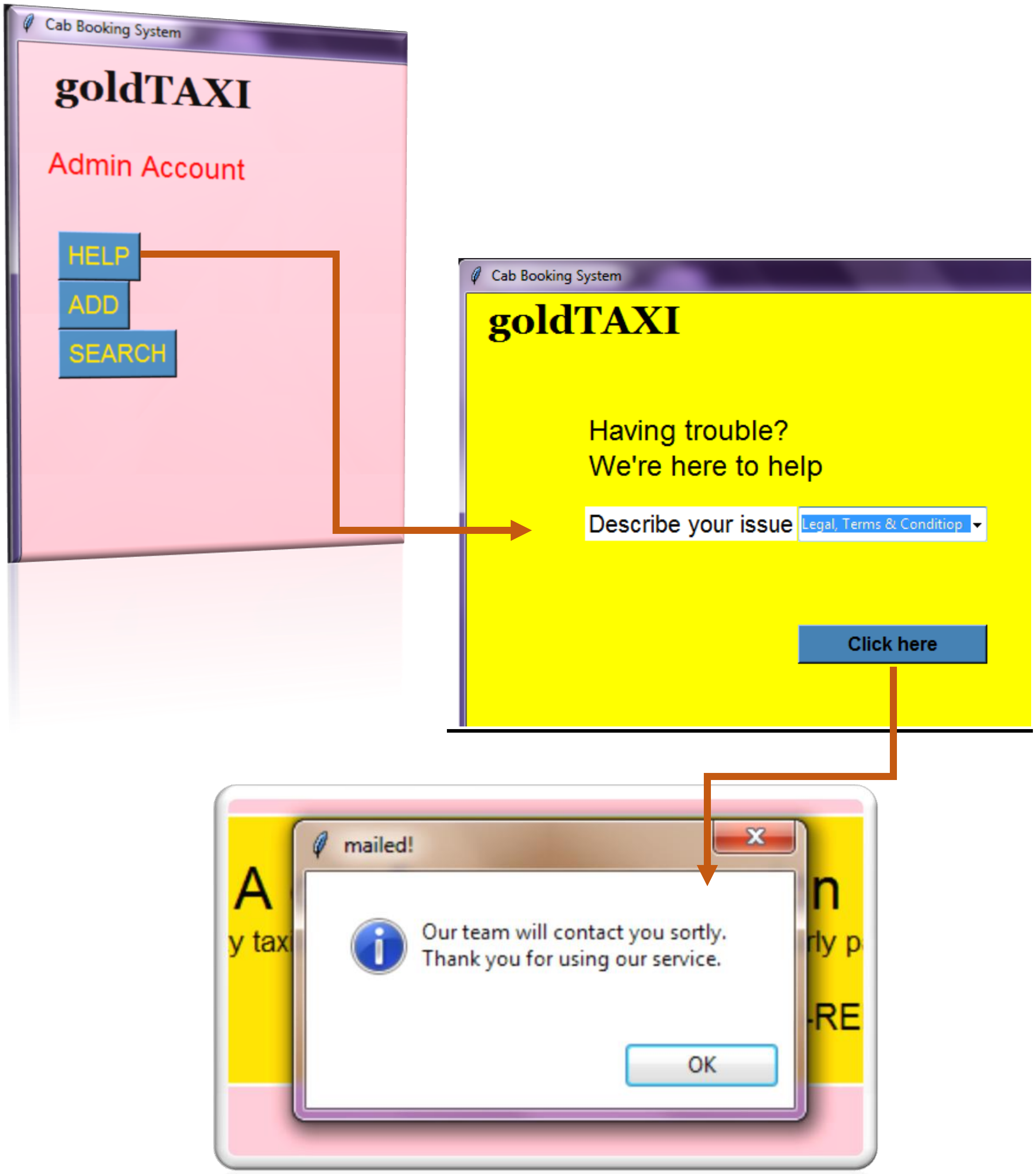
car no	131
car type	suv
car name	tata safari
car rate	550
driver name	Amar kumar
driver no	9000000010

```
Added Cab having car no 129
```

car no	130

car no	130
car type	sedan
car name	Hyundai verna
car rate	700.0
car driver	aditya vikram
car driver no	9090906060

5. Help Page

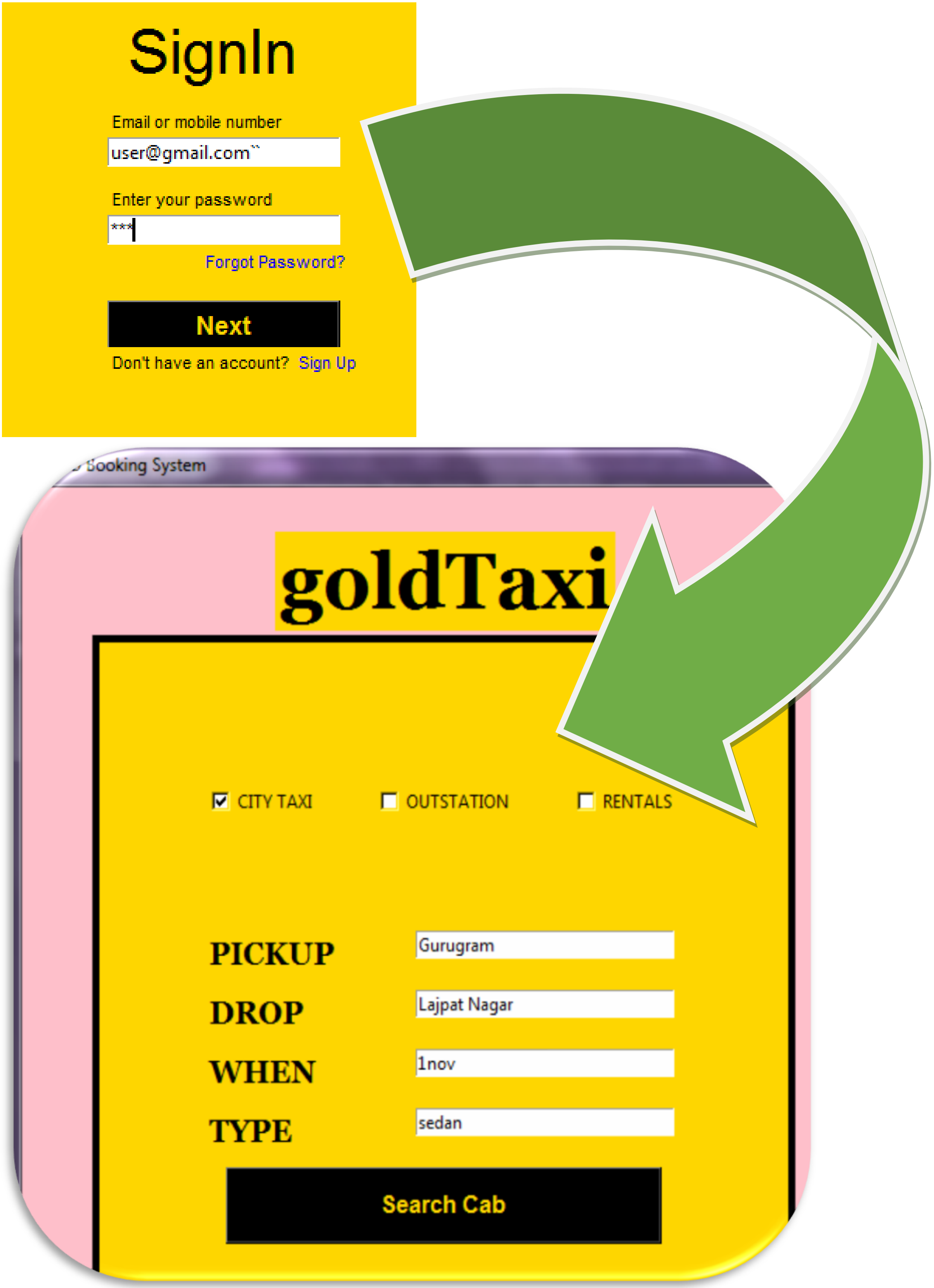


Having trouble?
We're here to help

Describe your issue: Legal, Terms & Conditiop

Our team will contact you sortly.
Thank you for using our service.

6. User Page (after signing as user)



SignIn

Email or mobile number: user@gmail.com``

Enter your password: ***

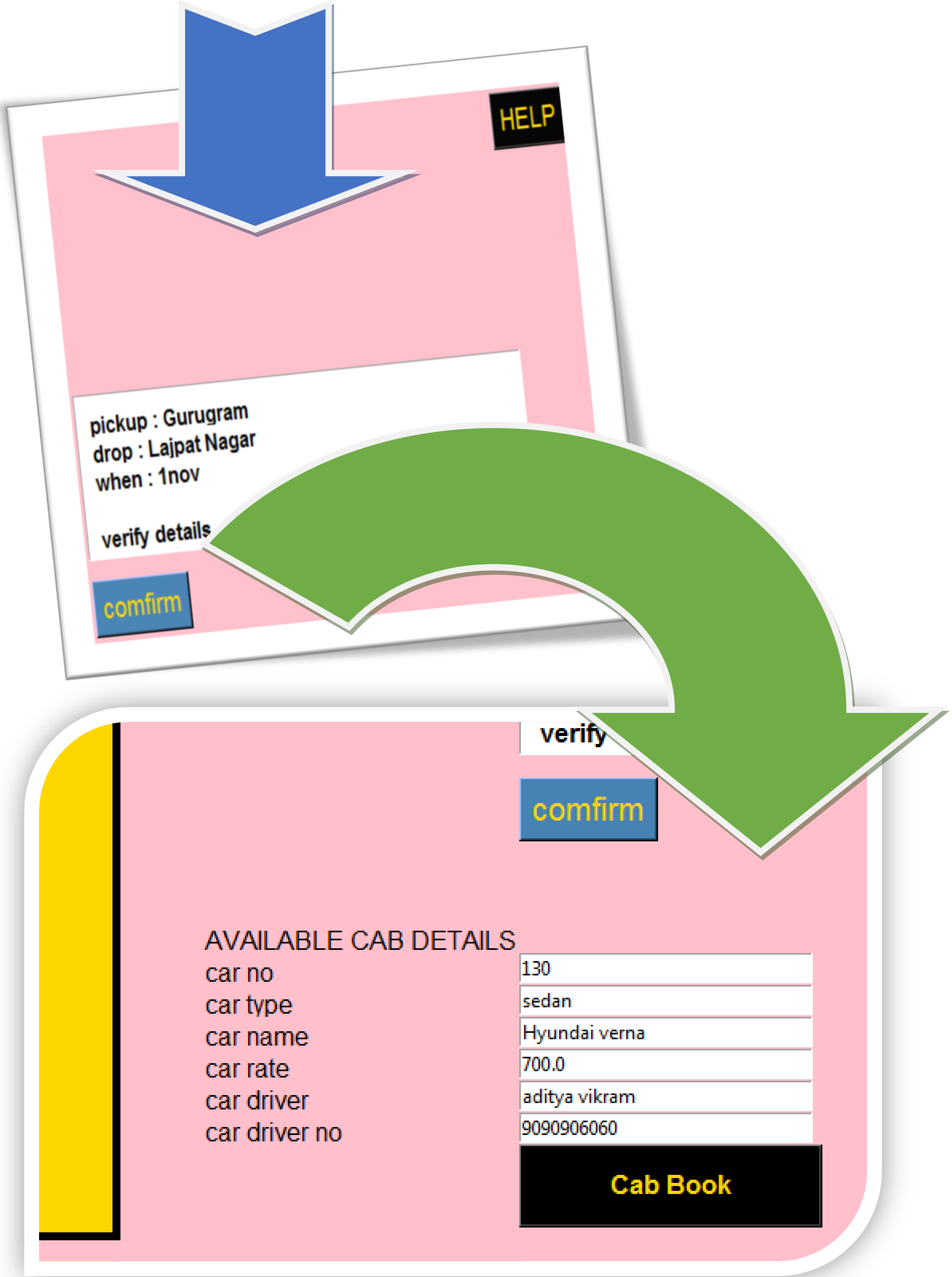
☑ CITY TAXI □ OUTSTATION □ RENTALS

PICKUP: Gurugram

DROP: Lajpat Nagar

WHEN: 1nov

TYPE: sedan

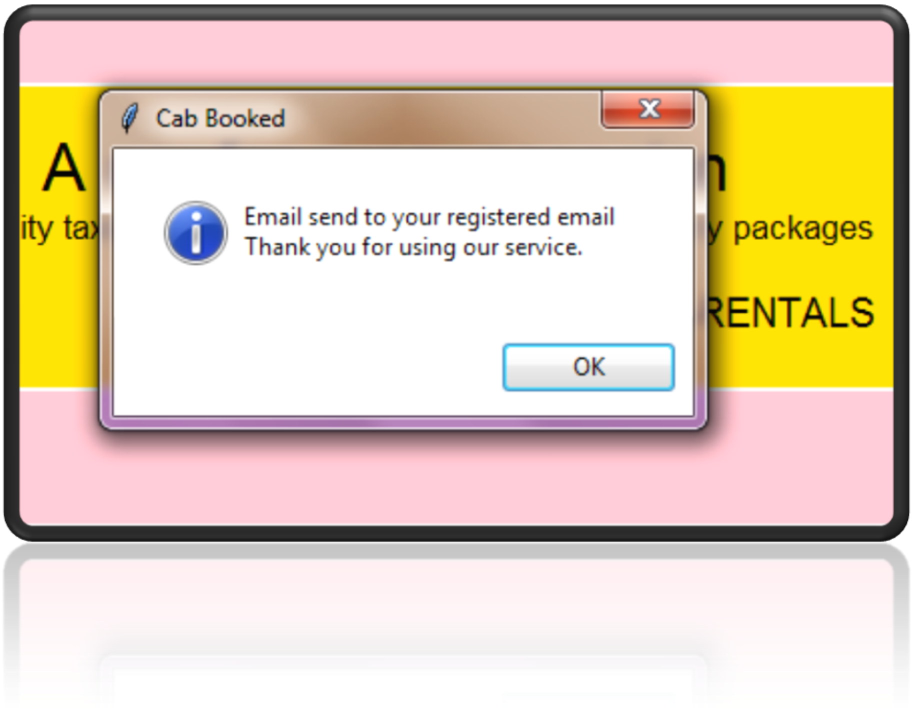


pickup : Gurugram
drop : Lajpat Nagar
when : 1nov

verify details

AVAILABLE CAB DETAILS

car no	130
car type	sedan
car name	Hyundai verna
car rate	700.0
car driver	aditya vikram
car driver no	9090906060



Cab Booked

Email send to your registered email
Thank you for using our service.

Source Code

```
                        # **Cab Booking System**


"Tkinter is a Python binding to the Tk GUI toolkit."
"Import every exposed object in Tkinter into this current namespace."
"This System has total Seven Windows:" \
"window1 : Home Page : Constructor" \
"window2 : Sign In Page : SignIn Funtion" \
"window3 : Forgot Password : ForgotPassword Fuction " \
"window4 : Admin's Account : portal1 Function" \
"window5 : User's Account : portal2 Function" \
"window6 : Help and Support : help Fuction"  \
"window7 : Sign Up Page : SignUp Function" \
"admin : email - admin@gmail.com, pwd - 123" \
"user : email - user@gmail.com, pwd - 123" \

"Tkinter provides various controls, such as buttons, labels and text boxes used in a GUI application.
These controls are commonly called widgets."
"The Frame widget is used as a container widget to organize other widgets."
"Geometry Management-"
"place(): This geometry manager organizes widgets by placing them in a specific position in the parent
widget."
"pack():This geometry manager organizes widgets in blocks before placing them in the parent widget."

# importing required libraries
from tkinter import *           # importing the tkinder module and all the associated functions contained
within that module
from tkinter import ttk         # provides access to the Tk themed widget set
from tkinter import messagebox   # module is used to display message boxes
import webbrowser               # provides a high-level interface to allow displaying Web-based documents
to users

import sqlite3                # create a connection object which will connect us to the database,
                        # define tables, insert and change rows, run queries and manage an SQLite database
file




# database name to be passed as parameter
conn = sqlite3.connect('data1base.db')
# method to execute database commands
```

```
cur = conn.cursor()
# empty list to later append the ids from the database
ids = []



# Create the user interface



# created a class
class Cab:
    # defined a constructor

    # constructor with parameters is known as parameterized constructor.
    # The parameterized constructor take its first argument as a reference to the instance being
constructed known as self and
    # the rest of the arguments are provided by the programmer.

    # parameterized constructor
    def __init__(self,window):      # Home Page of the System
        # Declaration
        # Creating tkinter window
        self.window1 = window
        self.window1.geometry("1350x750")
        self.window1.title("Cab Booking System")
        self.window1.configure(background="pink")
        self.email_or_phone = []
        self.password = []
        # ceated a frame
        self.frame1 = Frame(self.window1, height=690, width=1350, highlightbackground="black",
highlightthickness=5, bg="pink")
        self.frame1.propagate(0)
        self.frame1.pack(side=TOP)
        # created label
        self.label1 = Label(self.window1, font=('georgia 25 bold'), text="goldTAXI", fg="black", bg="pink",
cursor="hand2")    # direct to browser
        self.label1.place(x=10, y=10, width=200)
        self.label1.bind("<Button-1>", lambda e: self.callback("http://www.google.com"))

        # created buttons
        self.button1 = Button(self.window1, font=("Arial", 12, "bold"), text="SignIn", bg="black",
fg="gold",command=self.SignIn) #direct to SignIn page
        self.button1.place(x=1000, y=15, width=80)
        self.button2 = Button(self.window1, font=("Arial", 12, "bold"), text="SignUp", bg="black",
fg="gold",command=self.SignUp) #direct to SignUp page
        self.button2.place(x=1150, y=15, width=80)

        # created labels
        self.label2 = Label(self.window1, font=("Arial", 25), text="Book a City Taxi to your destination in
town", bg="pink",fg="green")
        self.label2.place(x=340, y=100)
        self.label3 = Label(self.window1, font=("Arial", 15), text="Choose from a range of categories and
prices", bg="pink",fg="green")
        self.label3.place(x=430, y=150)
        # created canvas
        self.canvas1 = Canvas(self.window1, bg='gold', height=150, width=1335, cursor='pencil')
        self.canvas1.place(x=5, y=280)
        # created labels
        self.label4 = Label(self.window1, font=("Arial", 25), text="A car for every occasion", bg="gold",
fg="black")
        self.label4.place(x=500, y=300)
        self.label5 = Label(self.window1, font=("Arial", 13),text="greenTAXI offers city taxis, inter-city cabs,
and local cabs at hourly packages", bg="gold",fg="black")
        self.label5.place(x=350, y=340)
        self.label6 = Label(self.window1, font=("Arial", 15), text="-CITY TAXI", bg="gold", fg="black")
        self.label6.place(x=350, y=380)
        self.label7 = Label(self.window1, font=("Arial", 15), text="-OUTSTATION", bg="gold", fg="black")
        self.label7.place(x=570, y=380)
        self.label8 = Label(self.window1, font=("Arial", 15), text="-RENTALS", bg="gold", fg="black")
        self.label8.place(x=820, y=380)
        # created canvas
        self.canvas2 = Canvas(self.window1, bg='green', height=150, width=1335, cursor='pencil')
        self.canvas2.place(x=5, y=500)
        # created labels
        self.label8 = Label(self.window1, font=("Arial", 15), text="24/7 Customer Support", bg="green",
fg="white")
        self.label8.place(x=40, y=520)
        self.label9 = Label(self.window1, font=("Arial", 10,),text="A dedicated 24x7 customer\nsupport
team always at your\nservice to help solve any problem",bg="green", fg="white")
        self.label9.place(x=40, y=550)
        self.label10 = Label(self.window1, font=("Arial", 15), text="Your Safety First", bg="green",
fg="white")
        self.label10.place(x=560, y=520)
        self.label11 = Label(self.window1, font=("Arial", 10),text="Keep your loved ones informed\nabout
your travel routes or call\nemergency services when in need",bg="green", fg="white")
        self.label11.place(x=550, y=550)
        self.label12 = Label(self.window1, font=("Arial", 15), text="Top Rated Driver-Partners", bg="green",
fg="white")
        self.label12.place(x=1070, y=520)
        self.label13 = Label(self.window1, font=("Arial", 10),text="All our driver-partners are\nbackground
verified and trained to\ndeliver only the best experience",bg="green", fg="white")
```

```
        self.label13.place(x=1100, y=550)
        self.label14 = Label(self.window1, font=("Arial", 10),text="Copyright © 2020 goldTAXI Pvt. Ltd. All
rights reserved.", bg="pink", fg="black")
        self.label14.place(x=940, y=660)


    # function for web browser
    def callback(self,url):     # direct to brower page
        webbrowser.open_new(url)


    # function for SignIn window
    def SignIn(self):
        # Declaration
        # Creating tkinter window
        self.window2 = Tk()
        self.window2.geometry("1350x750")
        self.window2.title("Cab Booking System")
        self.window2.configure(background="pink")
        # created frame
        self.frame2 = Frame(self.window2, height=508, width=500, highlightbackground="black",
highlightthickness=5, bg="gold")
        self.frame2.propagate(0)
        self.frame2.place(x=430,y=80)
        # created labels
        self.label1 = Label(self.window2, font=('georgia 25 bold'), text="goldTAXI", fg="black",
bg="pink",cursor="hand2")     # direct to browser
        self.label1.place(x=10, y=10, width=200)
        self.label1.bind("<Button-1>", lambda e: self.callback("http://www.google.com"))
        self.label2 = Label(self.window2, font=("Arial", 20), text="Get moving with goldTAXI", bg="gold",
fg="black")
        self.label2.place(x=500, y=30)
        self.label3 = Label(self.window2, font=("Arial", 30), text="SignIn", bg="gold", fg="black")
        self.label3.place(x=610, y=120)
        self.label4 = Label(self.window2, font=("Arial", 8), text="Email or mobile number", bg="gold",
fg="black")
        self.label4.place(x=600, y=180)
        # created entry
        self.entry1 = Entry(self.window2)
        self.entry1.place(x=600, y=200,width=150)
        # created label
        self.label5 = Label(self.window2, font=("Arial", 8), text="Enter your password", bg="gold",
fg="black")
        self.label5.place(x=600, y=230)
        # created entry
        self.entry2 = Entry(self.window2, show='*')
        self.entry2.place(x=600, y=250, width=150)
        # created label
        self.label6 = Label(self.window2, font=("Arial", 8), text="Forgot Password?", bg="gold",
fg="blue",cursor="hand2")
        self.label6.place(x=660, y=270)
        self.label6.bind("<Button-1>", lambda e: self.ForgotPassword())     # direct to forgot pwd window
        # created button
        self.button1 = Button(self.window2, font=("Arial", 12, "bold"), text="Next", bg="black",
fg="gold",command=self.condition)  # verify credentials
        self.button1.place(x=600, y=305, width=150)

        # created labels
        self.label7 = Label(self.window2, font=("Arial", 8), text="Don't have an account?", bg="gold",
fg="black")
        self.label7.place(x=600, y=335)
        self.label8 = Label(self.window2, font=("Arial", 8), text="Sign Up", bg="gold",
fg="blue",cursor="hand2")
        self.label8.place(x=720, y=335)
        self.label8.bind("<Button-1>", lambda e: self.SignUp())     # direct to SignUp page


    # function to check credentials for SignIn
    def condition(self):

        # All enties required
        if self.entry1.get() == "" or self.entry2.get() == "":
            messagebox.showerror("Error", "All fields required")
            self.window2.destroy()  # close SignIn page.

        # Admin Account Credentials
        elif self.entry1.get() =="admin@gmail.com" and self.entry2.get() == "123":
            messagebox.showinfo("SignIn", f" : {self.entry1.get()}")
            self.window2.destroy()  # close SignIn page.
            self.portal1()  # redirect to admin account interface.

        # User Account Credentials
        elif self.entry1.get() == "user@gmail.com" and self.entry2.get() == "123":
            messagebox.showinfo("SignIn", f" : {self.entry1.get()}")
            self.window2.destroy()  # close SignIn page.
            self.portal2()          # redirect to user account interface.

        # In case Wrong Credentials
        else:
            messagebox.showerror("Error", "Invalid Username or Password\n Try Again")
            self.window2.destroy()  # close SignIn page.
    # function for forgot password
    def ForgotPassword(self):
        # Declaration
        # Creating tkinter window
        self.window3 = Tk()
        self.window3.geometry("1350x750")
        self.window3.title("Cab Booking System")
        self.window3.configure(background="Red")
        # created frame
        self.frame1 = Frame(self.window3, height=550, width=510, highlightbackground="black",
highlightthickness=5, bg="gold")
        self.frame1.propagate(0)
        self.frame1.place(x=400, y=80)
        # created labels
        self.label1 = Label(self.window3, font=('georgia 25 bold'), text="goldTAXI", fg="black", bg="Red",
cursor="hand2")  # direct to browser
        self.label1.place(x=0, y=0, width=200)
        self.label1.bind("<Button-1>", lambda e: self.callback("http://www.google.com"))
        self.label2 = Label(self.window3, font=("Arial", 20), text="Forgot Password", bg="red", fg="black")
        self.label2.place(x=550, y=90)
        self.label3 = Label(self.window3, font=("Arial", 10), text="Enter your phone number / email
(required)", bg="gold",fg="black")
        self.label3.place(x=545, y=168)
        # created entry
        self.entry1 = Entry(self.window3)
        self.entry1.place(x=590, y=198)
        # created labels
        self.label4 = Label(self.window3, font=("Arial", 10), text="Enter New Password (required)",
bg="gold", fg="black")
        self.label4.place(x=572, y=230)
        # created entry
        self.entry2 = Entry(self.window3)
        self.entry2.place(x=590, y=260)
        # created label
        self.label5 = Label(self.window3, font=("Arial", 10), text="Confirm New Password (required)",
bg="gold",fg="black")
        self.label5.place(x=572, y=292)
        # created entry
        self.entry3 = Entry(self.window3)
        self.entry3.place(x=590, y=322)
        # created button
        self.mail = Button(self.window3, font=("Arial", 22, "bold"), text="Next", bg="black",
fg="gold",command=self.mail)  # fuction for message
        self.mail.place(x=525, y=390, width=250)

    # function for mail, in case needs any help and support.
    def mail(self):
        messagebox.showinfo("Help & Support", "Email send to goldTaxi team")


    # funtion for admin account
    def portal1(self):
        # Declaration
        # Creating tkinter window
        self.window4 = Tk()
        self.window4.geometry("1350x750")
        self.window4.title("Cab Booking System")
        self.window4.configure(background="pink")
        # created labels
        self.label1 = Label(self.window4, font=('georgia 25 bold'), text="goldTAXI", fg="black",
bg="pink",cursor="hand2")  # direct to browser
        self.label1.place(x=10, y=10, width=200)
        # widget.bind(event, handler)
        # we use the bind method of the frame widget to bind a callback function to an event called
<Button-1>.
        self.label1.bind("<Button-1>", lambda e: self.callback("http://www.google.com"))
        self.label2=Label(self.window4,font=('arial 18'),text="Admin Account",fg="red",bg="pink" )
        self.label2.place(x=20,y=80)
        # created buttons
        self.button1 = Button(self.window4, font=("Arial", 15), text="HELP", bg="steelblue", fg="gold",
command=self.help)      # direct to help function
        self.button1.place(x=30, y=150)
        self.button2 = Button(self.window4, font=("Arial", 15), text="ADD", bg="steelblue", fg="gold",
command=self.add_cab)       # direct to add function
        self.button2.place(x=30, y=190)
        self.button3 = Button(self.window4, font=("Arial", 15), text="SEARCH", bg="steelblue", fg="gold",
command=self.search_cab)  # direct to search function
        self.button3.place(x=30, y=230)



    #function to add cab details by admin
    def add_cab (self):
        # created label
        # Creating tkinter window
        self.car_no = Label(self.window4, text="car no", font=('georgia 12'), fg='black', bg='pink')
        self.car_no.place(x=300, y=200)
        self.car_type = Label(self.window4, text="car type", font=('georgia 12'), fg='black', bg='pink')
        self.car_type.place(x=300, y=220)
        self.car_name = Label(self.window4, text="car name", font=('georgia 12'), fg='black', bg='pink')
        self.car_name.place(x=300, y=240)
        self.car_rate = Label(self.window4, text="car rate", font=('georgia 12'), fg='black', bg='pink')
        self.car_rate.place(x=300, y=260)
        self.car_driver = Label(self.window4, text="driver name", font=('georgia 12'), fg='black', bg='pink')
        self.car_driver.place(x=300, y=280)
        self.car_driverno = Label(self.window4, text="driver no", font=('georgia 12'), fg='black', bg='pink')
        self.car_driverno.place(x=300, y=300)
        # Entries for all labels
        self.car_no_ent = Entry(self.window4, width=30)
        self.car_no_ent.place(x=500, y=200)
        self.car_type_ent = Entry(self.window4, width=30)
        self.car_type_ent.place(x=500, y=220)
        self.car_name_ent = Entry(self.window4, width=30)
        self.car_name_ent.place(x=500, y=240)
        self.car_rate_ent = Entry(self.window4, width=30)
        self.car_rate_ent.place(x=500, y=260)
        self.car_driver_ent = Entry(self.window4, width=30)
        self.car_driver_ent.place(x=500, y=280)
        self.car_driverno_ent = Entry(self.window4, width=30)
        self.car_driverno_ent.place(x=500, y=300)
        # button to perform a command
        self.submit = Button(self.window4, text="submit", width=25, height=1, bg='steelblue',
command=self.add_cab_details)    # call fuction to add data
        self.submit.place(x=500, y=330)

        # getting the number of appointments fixed to view in the log
        sql2 = "SELECT car_no FROM avi "        #table name 'avi' in database 'data1base.db'
        self.result = cur.execute(sql2)
        for self.row in self.result:
            self.id = self.row[0]
            ids.append(self.id)
        # ordering the ids
        self.new = sorted(ids)
        self.final_id = self.new[len(ids) - 1]
        # displaying the logs in our right frame
        self.box = Text(self.window4, width=50, height=5)
        self.box.place(x=800, y=200)


    # funtion to call when the submit button is clicked
    def add_cab_details(self):
        # getting the user inputs
        self.val1 = self.car_no_ent.get()
        self.val2 = self.car_type_ent.get()
        self.val3 = self.car_name_ent.get()
        self.val4 = self.car_rate_ent.get()
        self.val5 = self.car_driver_ent.get()
        self.val6 = self.car_driverno_ent.get()
        # checking if the user input is empty
        if self.val1 == '' or self.val2 == '':
            messagebox.showinfo("Warning", "Please Fill Up All Boxes")
        else:
            # now we add to the database
            sql = "INSERT INTO 'avi' (car_no,car_type,car_name,car_rate,car_driver, car_driverno) VALUES(?,
?, ?,?, ?, ?)"      #table name 'avi' in database 'data1base.db'
            cur.execute(sql, (self.val1, self.val2, self.val3, self.val4, self.val5, self.val6))
            conn.commit()
            messagebox.showinfo("Success", "car type " + str(self.val2) + " avalaible")
            self.box.insert(END, 'Added Cab having car no ' + str(self.val1)+'\n')

        # function for search cab details by admin
    def search_cab(self):
        # created label
        self.car_no = Label(self.window4, text="car no", font=('arial 12'), bg="pink", fg="black")
        self.car_no.place(x=300, y=380)
        # ceated entry
        self.car_no_ent = Entry(self.window4, width=30)
        self.car_no_ent.place(x=500, y=380)
        # created search button
        self.search = Button(self.window4, text="Search", width=25, height=1, bg='steelblue',
command=self.search_cab_details) # fuction to search data
        self.search.place(x=500, y=410)

        # function to search in database
    def search_cab_details(self):
        self.input = self.car_no_ent.get()
        # execute sql commands
        sql = "SELECT * FROM avi WHERE car_no LIKE ?"       #table name 'avi' in database 'data1base.db'
        self.res = cur.execute(sql, (self.input,))
        for self.row in self.res:
            self.car_no = self.row[1]
            self.car_type = self.row[2]
            self.car_name = self.row[3]
            self.car_rate = self.row[4]
            self.car_driver = self.row[5]
            self.car_driverno = self.row[6]

        # created labels
        self.car_no1 = Label(self.window4, text="car no", font=('arial 12'), fg='black', bg='pink')
        self.car_no1.place(x=300, y=440)
        self.car_type1 = Label(self.window4, text="car type", font=('arial 12'), fg='black', bg='pink')
        self.car_type1.place(x=300, y=460)
        self.car_name1 = Label(self.window4, text="car name", font=('arial 12'), fg='black', bg='pink')
        self.car_name1.place(x=300, y=480)
        self.car_rate1 = Label(self.window4, text="car rate", font=('arial 12'), fg='black', bg='pink')
        self.car_rate1.place(x=300, y=500)
        self.car_driver1 = Label(self.window4, text="car driver", font=('arial 12'), fg='black', bg='pink')
        self.car_driver1.place(x=300, y=520)
        self.car_driverno1 = Label(self.window4, text="car driver no", font=('arial 12'), fg='black', bg='pink')
        self.car_driverno1.place(x=300, y=540)

        # entries for each labels
        # filling the search result in the entry box to update
        self.ent1 = Entry(self.window4, width=30)
        self.ent1.place(x=500, y=440)
        self.ent1.insert(END, str(self.car_no))
        self.ent2 = Entry(self.window4, width=30)
        self.ent2.place(x=500, y=460)
        self.ent2.insert(END, str(self.car_type))
        self.ent3 = Entry(self.window4, width=30)
        self.ent3.place(x=500, y=480)
        self.ent3.insert(END, str(self.car_name))
        self.ent4 = Entry(self.window4, width=30)
        self.ent4.place(x=500, y=500)
        self.ent4.insert(END, str(self.car_rate))
        self.ent5 = Entry(self.window4, width=30)
        self.ent5.place(x=500, y=520)
        self.ent5.insert(END, str(self.car_driver))
        self.ent6 = Entry(self.window4, width=30)
        self.ent6.place(x=500, y=540)
        self.ent6.insert(END, str(self.car_driverno))

    # funtion for users account page
    def portal2(self):
        # Declaration
        # Creating tkinter window
        self.window5 = Tk()
        self.window5.geometry("1350x750")
        self.window5.title("Cab Booking System")
        self.window5.configure(background="pink")
        #created frame
        self.frame2 = Frame(self.window5, height=520, width=500, highlightbackground="black",
highlightthickness=5,bg="gold")
        self.frame2.propagate(0)
        self.frame2.place(x=50, y=100)

        # label for the window
        self.heading = Label(self.window5, text="goldTaxi", font=('georgia 40 bold'), fg='black', bg='gold')    #
direct to browser
        self.heading.place(x=180, y=30)
        self.heading.bind("<Button-1>", lambda e: self.callback("http://www.google.com"))

        # button for help & support
        self.button1 = Button(self.window5, font=("Arial", 15), text="HELP", bg="black",
fg="gold",command=self.help) # direct to help and support window
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```
        self.button1.place(x=1200, y=20)

        # checkbutton to select options of ride
        self.checkbutton1=Checkbutton(self.window5, text="CITY TAXI", bg="gold")
        self.checkbutton1.place(x=130,y=200)
        self.checkbutton2=Checkbutton(self.window5, text="OUTSTATION", bg="gold")
        self.checkbutton2.place(x=250, y=200)
        self.checkbutton3=Checkbutton(self.window5, text="RENTALS", bg="gold")
        self.checkbutton3.place(x=390, y=200)
        # created labels
        self.pickup = Label(self.window5, text="PICKUP", font=('georgia 16 bold'), fg='black', bg='gold')
        self.pickup.place(x=130, y=300)
        self.drop = Label(self.window5, text="DROP", font=('georgia 16 bold'), fg='black', bg='gold')
        self.drop.place(x=130, y=340)
        self.when = Label(self.window5, text="WHEN", font=('georgia 16 bold'), fg='black', bg='gold')
        self.when.place(x=130, y=380)
        self.cab_type = Label(self.window5, text="TYPE", font=('georgia 16 bold'), fg='black', bg='gold')
        self.cab_type.place(x=130, y=420)
        # Entries for all labels
        self.pickup_ent = Entry(self.window5, width=30)
        self.pickup_ent.place(x=280, y=300)
        self.drop_ent = Entry(self.window5, width=30)
        self.drop_ent.place(x=280, y=340)
        self.when_ent = Entry(self.window5, width=30)
        self.when_ent.place(x=280, y=380)
        self.cab_type = Entry(self.window5, width=30)
        self.cab_type.place(x=280, y=420)

        # button to perform a command
        self.search = Button(self.window5,font=("Arial", 12, "bold"),text="Search
Cab",width=30,height=2,fg="gold",bg='black',command=self.confirm_booking) #function to book
process
        self.search.place(x=145, y=460)


    #function for showing details
    def confirm_booking(self):

        x = self.pickup_ent.get()
        y = self.drop_ent.get()
        z = self.when_ent.get()
        # creating box and labes in it.
        self.box = Text(self.window5, width=50, height=7)
        self.box.place(x=800, y=200)
        label1 = Label(self.window5,font=("Arial", 12, "bold"),bg='white',text="pickup : " +
x).place(x=810,y=210)
        label2 = Label(self.window5,font=("Arial", 12, "bold"),bg='white', text="drop : " + y).place(x=810,
y=230)
        label3 = Label(self.window5, font=("Arial", 12, "bold"),bg='white',text="when : " + z).place(x=810,
y=250)
        label4 = Label(self.window5,font=("Arial", 13, "bold"),bg='white', text="verify details").place(x=810,
y=290)
        self.button3 = Button(self.window5, font=("Arial", 15), text="comfirm", bg="steelblue",
fg="gold",command=self.show_cab_available) # fuction to display data
        self.button3.place(x=800, y=330)


    # function for displaying cab details at the time of booking.
    def show_cab_available(self):

        self.input = self.cab_type.get()
        # execute sql commands
        sql = "SELECT * FROM avi WHERE car_type LIKE ?"     #table name 'avi' in database 'data1base.db'
        self.res = cur.execute(sql, (self.input,))
        for self.row in self.res:
            self.car_no = self.row[1]
            self.car_type = self.row[2]
            self.car_name = self.row[3]
            self.car_rate = self.row[4]
            self.car_driver = self.row[5]
            self.car_driverno = self.row[6]
        # create labels
        self.label1 = Label(self.window5, text="AVAILABLE CAB DETAILS", font=('arial 12'), fg='black',
bg='pink')
        self.label1.place(x=600, y=420)
        self.car_no1 = Label(self.window5, text="car no", font=('arial 12'), fg='black', bg='pink')
        self.car_no1.place(x=600, y=440)
        self.car_type1 = Label(self.window5, text="car type", font=('arial 12'), fg='black', bg='pink')
        self.car_type1.place(x=600, y=460)
        self.car_name1 = Label(self.window5, text="car name", font=('arial 12'), fg='black', bg='pink')
        self.car_name1.place(x=600, y=480)
        self.car_rate1 = Label(self.window5, text="car rate", font=('arial 12'), fg='black', bg='pink')
        self.car_rate1.place(x=600, y=500)
        self.car_driver1 = Label(self.window5, text="car driver", font=('arial 12'), fg='black', bg='pink')
        self.car_driver1.place(x=600, y=520)
        self.car_driverno1 = Label(self.window5, text="car driver no", font=('arial 12'), fg='black', bg='pink')
        self.car_driverno1.place(x=600, y=540)

        # entries for each labels
        # filling the search result in the entry box to update
        self.ent1 = Entry(self.window5, width=30)
        self.ent1.place(x=800, y=440)
        self.ent1.insert(END, str(self.car_no))
        self.ent2 = Entry(self.window5, width=30)
        self.ent2.place(x=800, y=460)
        self.ent2.insert(END, str(self.car_type))
        self.ent3 = Entry(self.window5, width=30)
        self.ent3.place(x=800, y=480)
        self.ent3.insert(END, str(self.car_name))
        self.ent4 = Entry(self.window5, width=30)
        self.ent4.place(x=800, y=500)
        self.ent4.insert(END, str(self.car_rate))
        self.ent5 = Entry(self.window5, width=30)
        self.ent5.place(x=800, y=520)
        self.ent5.insert(END, str(self.car_driver))
        self.ent6 = Entry(self.window5, width=30)
        self.ent6.place(x=800, y=540)
        self.ent6.insert(END, str(self.car_driverno))
        self.cabBook = Button(self.window5, font=("Arial", 12, "bold"), text="Cab Book", width=18,
height=2, fg="gold",bg='black', command=self.cab_booked) #function for message
        self.cabBook.place(x=800, y=560)

    # function called after confirming booking.
    def cab_booked(self):
        messagebox.showinfo("Cab Booked", "Email send to your registered email\nThank you for using our
service.")


    # funtion for help and support window
    def help(self):
        # Declaration
        # Creating tkinter window
        self.window6 = Tk()
        self.window6.geometry("1350x750")
        self.window6.title("Cab Booking System")
        self.window6.configure(background="yellow")
        # created labels
        self.label1 = Label(self.window6, font=('georgia 25 bold'), text="goldTAXI", fg="black",
bg="yellow",cursor="hand2")    # direct to browser
        self.label1.place(x=0, y=0, width=200)
        self.label1.bind("<Button-1>", lambda e: self.callback("http://www.google.com"))
        self.label2 = Label(self.window6, font=("Arial", 18), text="Having trouble?", bg="yellow", fg="black")
        self.label2.place(x=100, y=100)
        self.label3 = Label(self.window6, font=("Arial", 18), text="We're here to help", bg="yellow",
fg="black")
        self.label3.place(x=100, y=130)
        self.label4 = Label(self.window6, font=("Arial", 15), text="Describe your issue", bg="white",
fg="black")
        self.label4.place(x=100, y=180)

        # created combobox
        #Combobox. This widget is a combination of an Entry and a drop-down menu. When the user clicks on the arrow, a drop-down menu appears.
        self.cur = ["Have issues with previour ride", "Legal, Terms & Conditiopns","FAQs"]
        self.cb = ttk.Combobox(self.window6, values=self.cur, width=10)
        self.cb.place(x=280, y=180, width=160, height=30)
        # Shows first list element as a default value
        self.cb.current(0)
        self.support = Button(self.window6, font=("Arial", 12, "bold"), text="Click here", width=15, height=1, bg='steelblue', command=self.supportMsg)  # function for supoort  message
        self.support.place(x=280, y=280)

    # function called after support & help asked .
    def supportMsg(self):
        messagebox.showinfo("mailed!", "Our team will contact you sortly.\nThank you for using our service.")

    # funtion for SignUp Window


    def SignUp(self):
        # Declaration
        # Creating tkinter window
        self.window7 =Tk()
        self.window7.geometry("1350x750")
        self.window7.title("Cab Booking System")
        self.window7.configure(background="pink")
        # created frame
        self.frame1 = Frame(self.window7, height=550, width=510, highlightbackground="black", highlightthickness=5, bg="gold")
        self.frame1.propagate(0)
        self.frame1.place(x=400, y=80)
        # created labels
        self.label1 = Label(self.window7, font=('georgia 25 bold'), text="goldTAXI", fg="black", bg="pink",cursor="hand2")  # direct to browser
        self.label1.place(x=0, y=0, width=200)
        self.label1.bind("<Button-1>", lambda e: self.callback("http://www.google.com"))
        self.label11 = Label(self.window7, font=("Arial", 20), text="Get moving with goldTAXI", bg="gold", fg="black")
        self.label11.place(x=500, y=30)
        self.label2 = Label(self.window7, font=("Arial", 25), text="SingUp", bg="gold", fg="black")
        self.label2.place(x=590, y=100)
        self.label3 =Label(self.window7,font=("Arial",10),text="Enter your phone number (required)",bg="gold",fg="black")
        self.label3.place(x=545,y=168)
        # created entry
        self.entry1 = Entry(self.window7)
        self.entry1.place(x=590,y=198)
        # created label
        self.label4 = Label(self.window7, font=("Arial", 10), text="Enter your email (required)", bg="gold",
fg="black")
        self.label4.place(x=572, y=230)
        # created entry
        self.entry2 = Entry(self.window7)
        self.entry2.place(x=590, y=260)
        # created labels
        self.label5 = Label(self.window7, font=("Arial", 14), text="Add your details to create an account",
bg="gold", fg="black")
        self.label5.place(x=490, y=300)
        self.label6 = Label(self.window7, font=("Arial", 10), text="First name (required)", bg="gold",
fg="black")
        self.label6.place(x=520, y=330)
        # created entry
        self.entry3 = Entry(self.window7)
        self.entry3.place(x=550, y=360,width=70)
        # created label
        self.label7 = Label(self.window7, font=("Arial", 10), text="Last name (required)", bg="gold",
fg="black")
        self.label7.place(x=660, y=330)
        # created entry
        self.entry4 = Entry(self.window7)
        self.entry4.place(x=690, y=360,width=70)
        # created label
        self.label8 = Label(self.window7, font=("Arial", 14), text="Enter a password (required)", bg="gold",
fg="black")
        self.label8.place(x=530, y=400)
        # created entry
        self.entry5 = Entry(self.window7)
        self.entry5.place(x=590, y=440)

        # creted button
        self.button3 = Button(self.window7, font=("Arial", 22, "bold"), text="Next", bg="black",
fg="gold",command=self.SignIn) #direct to SignIn
        self.button3.place(x=525, y=490, width=250)

        # created labels
        self.label9 = Label(self.window7, font=("Arial", 12), text="By continuing, I confirm that I have read
and agree to the", bg="gold", fg="black")
        self.label9.place(x=473, y=560)
        self.label10 = Label(self.window7, font=("Arial", 9), text="Terms & Conditions and Privacy Policy.",
bg="gold", fg="blue")
        self.label10.place(x=473, y=580)

        # created checkbutton
        self.chb = Checkbutton(self.window7, text="Agree",bg="gold", command=self.Msg) # function for
```

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message
        self.chb.place(x=700, y=580)

    # funtion for message box
    def Msg(self):
        messagebox.showinfo("Details", f"Agreed the Terms & Condition and Privacy Policy")


# Create the application window
window = Tk()


# creating object of the class
# this will invoke parameterized constructor

obj = Cab(window)



# Start the GUI event loop

window.mainloop()   # Displaying the GUI on to the console


'---------------------------------------------------------------------x---------------------------------------------------------------'
```

5. Conclusion

The end product is obtained that includes all the mentioned modules discussed earlier.

Learnt to make GUI using Tkinter in python.

Learnt to implement database connectivity using sqlite3.

The project is capable of taking booking of cab and show the details field .by user.

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