Department of Computer Science & Engineering

UE17CS355 – Web Tech II Laboratory

Project Evaluation

Project Title   : Online Movie Ticket Booking System
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People like to go to the movies, and watch their favourite films, with friends, family, and their loved ones. However, nobody wants to stand in lines, like the old days, and book tickets for everyone.

- Our project, makes it feasible for cinema goers to book tickets at the comfort of their own homes, without having to go through the trouble of going out, and queueing up at the ticket counters.
- Our project, the online movie ticket booking system, works very similar to the popular website, www.bookmyshow.in. It facilitates the movie ticket booking, for the users, and has a chatbot which helps in the booking procedure of whichever movie the user prefers..
- There are two sides to the web application : the admin side and the user side.
  - The admin is responsible for changing the show timings of different movies, and adding or removing movies as per their release dates.
  - The user can log in to their account on the web portal, and book movies, as per their choice.

The technologies used by us in developing this web application are :
1. Front End Technologies :
   a. HTML
   b. AJAX
   c. Materialize for CSS
   d. JQUERY
   e. JavaScript
   f. Bootstrap
2. Back End Technologies :
   a. PHP
   b. MySQL
   c. Flask for Chatbot

The techniques implemented here are :
- REST APIs for booking of tickets, listing of the show timings, details of movies like actors, release dates, closing dates, etc.
- AJAX design patterns such as:
  - Periodic Refresh : For booking the seats, which refreshes the page for the number of seats available periodically.
  - Multistage Download : which downloads the description on the home page, using this AJAX design pattern
- Basic HTML techniques along with PHP, and MySQL database, to store user details, movie details and movie show timings.

The intelligent functionality that we have implemented here is the Movie Chatbot.
- Uses Machine Learning to train the bot, through a text file, which has some hard coded text, through which the bot learns how to respond
- We use flask, a well known Python web framework, at the back-end to implement this chatbot.
- A module, called ChatterBot is used to train the bot being used.
- The training text is mainly the text related to what movies are available to book the tickets for, on the website,
- Any unseen text is responded to, by the bot, by learning from its previous interactions with the customers.

Thank You