## **CONCURRENT/MULTITHREADING APPLICATION FOR REAL-TIME BOOKING**

## 

## **Pseudo Code:**

Pseudocode for Server Side:

1..Creating a socket

Create a server socket

If

{

socket failed

}

2.Bind socket to specific port where client will connect with the server

if()

{

Binding failed

}

Server waits for the port

3. creating threads

{

For multiple users to connect

}

Shows client login name

 Pseudocode for Client Side:

 Create a client socket

 Establish connection with server by calling connect()

  Read and Write data in ConnectRetStatus to communicate with server

1.Class Travel

Void user admin\_menu (){

Enter your choice

1.Admin

2.user

}

Void admin login ()

{

Admin\_menu

Enter username and password

If(true) {

It will display the options

1.New trips

{

Enter pin code, destination place, country, mode of payment, no of people, total

price to add into the portal

}

2.Display trips

3.Display reservation

{

User reservations are displayed in this section

}

4.Update trip

{

Any modifications in the user reservation will be changed in this section by

giving input of trip code

5.Exit

}

If(not true)

{

Invalid Admin

} }

Void user()

{

Enter your choice

1.login

2.Register void user register ()

{

Enter username, password go for login

}

Void user login() {

Enter username and password If (username and password is true)

{

Displays options 1.New Reservation

{

Enter pincode, destination place ,country,mode of payment, no of people,total

Price.

}

2.Search Reservation

{

Enter username and it displays the reservation

}

3.Cancel Reservation

{

Enter username and confirm the cancellation then reservation will be cancelled

}

4.Choose Vehicle

{

User can choose in which vehicle they want to Go

}

5.Exit

}

If(not true)

{

User invalid

}

        Close