CLASS STRUCTURE FOR TICKETBOOKINGAPPLICATION

```
Class Person
char name[100];
long int phonenumber;
int age;
char gender[100];
long int adharno;
void update_details(){}
Class User_Details extends Person
int user_id;
void generate_user_id() {}
}
Class Login_Details extends User_Details
int password;
void update_password(){}
}
Class Agency
int agency_id;
int availablebuses;
char agency_name[100];
void generate_agency_id(){}
```

```
void update_details(){}
Class City
int city_id;
char city_name;
void generate_city_id(){}
void update_details(){}
Class Bus_Details extends Agency,City
int bus_id;
int source;
int destination;
int d_time;
char type[100];
int totalseats;
void generate_bus_id(){}
void update_details(){}
}
Class Route extends Bus_Details
{
int r_id;
void generate_rid(){}
}
Class Copassenger_details extends Person,Bus_Details
{
int cid;
void generate_copassenger_id(){}
```

```
Class Driver extends Bus_Details,Person
int driver_id;
void generate_driver_id(){}
Class Ticket extends User_Details,Bus_Details
int number of seats;
int booking_id;
int date;
int costperticket;
void generate_booking_id(){}
void update_details(){}
}
Class TicketDetails extends Ticket
{
int ticket_id;
int seat_no;
void generate_ticket-id(){}
void update_details(){}
}|
Class Type{
int type_id;
char payment_type[100];
void generate_type_id(){}
Class Payment_Details extends Type, Ticket_Details
int pid;
int amount;
char status[100];
```

```
void generate_pid(){}

void update_details(){}

}
Class Cancellation extends Ticket
{
int nooftickets;
int amountrefunds;
void updatedetails(){}
```

}