## **Abstract:**

## This project aims to develop a user-friendly Cinema Management System using Java Object-Oriented Programming (OOP) principles. The system is designed as a desktop application with two distinct user interfaces: one for the administrator and the other for customers.

## For the **administrator**, the system offers comprehensive functionalities to efficiently manage the cinema operations. Administrators can schedule movies, update showtimes, and delete or modify movie details as needed. Additionally, the system provides tools for administrators to track daily revenue generated, enabling effective financial management. Administrators can create and manage promotional offers, discounts, and special deals to attract customers. This includes setting up discounts for specific movies or showtimes, implementing loyalty programs, and generating promotional codes.

## On the **customer** side, the system provides an intuitive interface for users to access movie schedules and ticket prices. Customers can easily browse through the available movies, view showtimes, and check ticket prices. This user-friendly design enhances the overall cinema experience for customers, facilitating convenient movie selection and ticket purchasing.

## Utilizing Java OOP principles ensures that the system is modular, scalable, and maintainable. Encapsulation, inheritance, and polymorphism are employed to organize the codebase efficiently, promoting code reusability and simplifying future enhancements or modifications.