**PRESENTATION OF ELECTRONIC TICKETING SYSTEM**

**INTRODUCTION**

In most places, there has always been a problem of various queues as well as other issues when it comes to manually paying for one’s fare in a vehicle when travelling from one place to another. As software engineers, the development of an electronic based system is an idea we believe will help reduce such stressful situations in the transport department

**REQUIREMENTS**

A database that consists of the various details

1. Details of a passenger when he or she subscribes to take a particular vehicle.
2. The various destinations available to the passengers
3. The various buses available at each time period
4. The various times the buses will begin their journey to various destinations

A user interface that will help management to monitor and manage the system

An extensive knowledge of the C# programming language

Adoption of the waterfall software process which involves getting the entirety of the system’s logic before work could begin.

**PROCEDURE**

Using the C# platform on the Microsoft Visual Studio Development Environment, we first created a

Windows form and dropped some

Labels to indicate the various names of details going to be inputted

Buttons to either link to other related forms or to give us a particular output

Combo Box to help us generate reports in the form of receipts

Build a database to take care of the various details that will be inputted and generated when needed

Link the created database to the other parts of the project in the C# platform