

OOP JAVA PROJECT

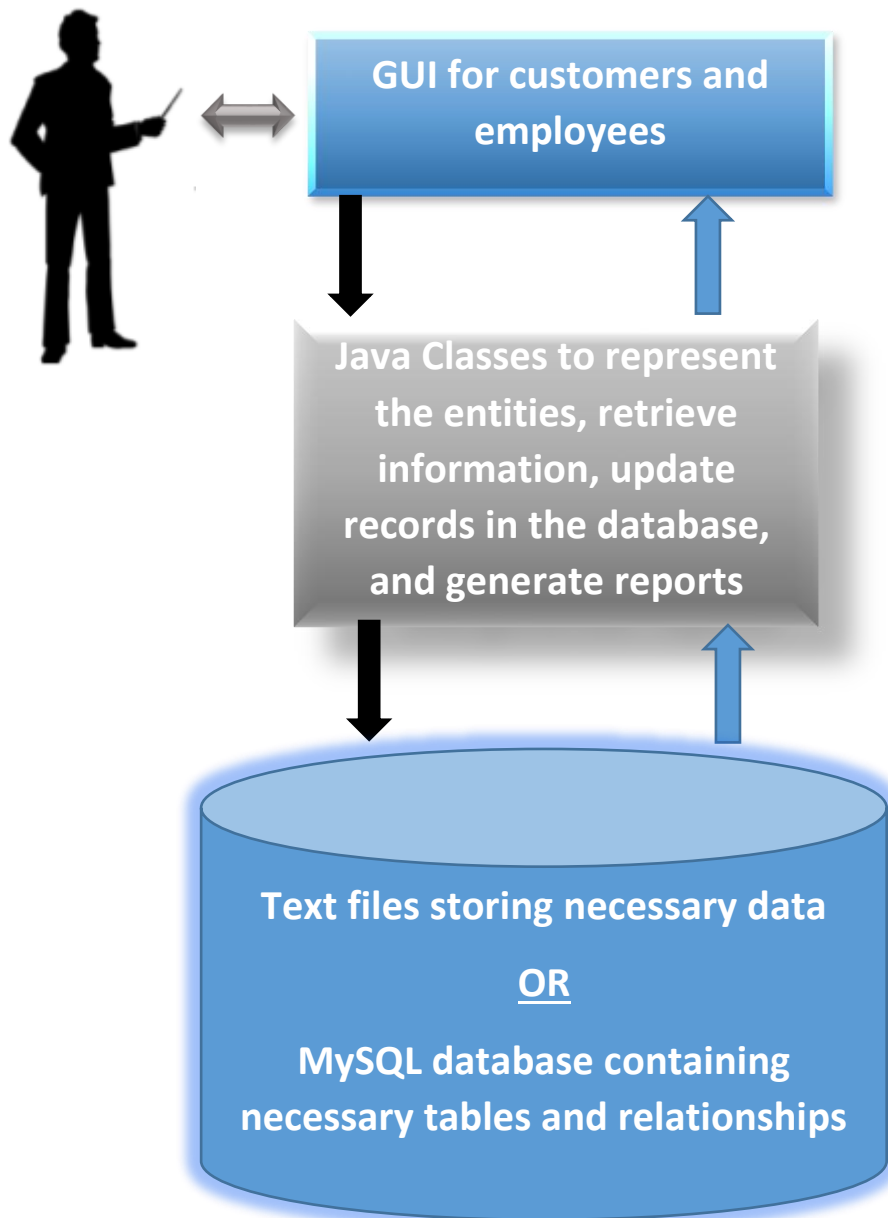
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Movie ticket booking project

Goal:

The goal of the project is to write a movie ticket booking application which will enable the customer to book the tickets for the movie of their choice. The application will also support the cinema management to maintain its records for sale and customers.



Program Description:

In this program you will write a set of supporting classes for a movie ticket booking application. Here is an example of GUI.

Welcome to my movie theatre

Movie Title	Genre	Release Date	Running Time
PIRATES OF THE CARIBBEAN: AT WORLD'S END	Action/Adventure	May 24, 2007	168
SHREK THE THIRD	Family	May 18, 2007	93
SPIDER-MAN 3	Action/Adventure	May 4, 2007	140

Choose the movie you want to watch

☒ PIRATES OF THE CARIBBEAN: AT WORLD'S END
 ☐ SHREK THE THIRD
 ☐ SPIDER-MAN 3

Number of tickets:

Do you have a student discount? ☒ Yes ☐ No

The program displays the selection of movies currently playing in the cinema. The user should be able to choose the movie and book the required number of tickets.

You are expected to create a dummy screen to indicate the processing of payments.

The application primarily involves details of the movies currently played, their show timings, ticket prices as well as customer orders generated and maintained. Each type of user will have username and password to login to the account.

The application should be developed for two types of users:

1. Customers – Purchase movie tickets, Bill calculation with/without discounts, browsing the availability etc.
2. Employees – Update the currently played movies, introducing various discount offers, maintain the customer records, review the populated movies etc.

You are expected to design and develop the database/ text files for this application along with the Java classes necessary to implement the application.

Implementation requirements

- Necessary classes, methods and attributes should be designed using UML diagram notation. All the classes, methods and attributes should be

explained in your documentation. Please discuss the design with me before you start implementation.

- You should be able to identify and introduce inheritance and aggregation relationship wherever applicable
- Necessary GUI screens should be added for successful execution.
- Records should be maintained in the database. Your Java code is expected to read and write to multiple tables as required. OR you can create the necessary text files. At least
- Every table/text file must be populated with at least 6 records.
- **Above picture is an example of GUI. Your GUI does not have to look exactly same.**

Deliverables:

Week 1(WB:09th June – Last lecture in the week)

- Initial planning, including wireframe diagram.
- Database design preparation
- List of classes required

Week 2(WB:16th June – Last lecture in the week)

- Basic code showing implementation of classes
- Beginning of GUI with user login
- Established connection to the database.

Week 3(WB:23th Mar)

- Complete all the necessary GUI
- Data transfer between the screens
- Logic and relevancy check

Submission requirements:

The submission should be one zipped file per team containing the following:

1. Java code: All the folders and files of the project developed on Eclipse or Netbeans with the sources, and Javadoc documentation with comments on classes and methods.

2. Include a file named readme.txt – this file should include guidelines about executing your project.
3. Project submission date: 24th June 2025, 12 noon.
Project demonstration date: 24th June 2025, 12 noon