



UTeM

Universiti Teknikal Malaysia Melaka

Workshop 1 Presentation

# Travel Express Bus Reservation System

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# TABLE OF CONTENT

- INTRODUCTION
- PROBLEM STATEMENT
- OBJECTIVES OF THE PROJECT
- FLOWCHART
- PROGRAMMING TECHNIQUE USED
- FUTURE IMPROVEMENTS
- CONCLUSION
- QUESTION SESSION



# Our Team

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Project Implementer



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supervisor

# Introduction

Malaysia is one of the places that are famous for travelling. It not only attracted domestic travelers but also attracted many foreign travelers. **A good Trip Booking System** can attract more travelers and make it easy to book a trip. However, nowadays some trip booking planning runs in manual, **cannot made by online platform**. **Trip planning and booking system** is more critical than ever. The Trip Booking System is the best solution designed to transform the way to plan, book, and experience the travelling. The proposed trip booking system aims to **simplify the bus trip booking process** for customers and improve inventory management for bus trip companies. By addressing inefficient booking process, inefficient inventory management, and limited trip options, the system has the potential to significantly **improve the bus trip industry and improve the customer experience**.



# PROBLEM STATEMENT

- THE CURRENT BUS TRIP BOOKING PROCESS RELIES ON MANUAL PROCEDURES, RESULTING IN INEFFICIENCIES AND LONGER BOOKING TIMES.
- THERE IS A LACK OF A UNIFIED AND USER-FRIENDLY PLATFORM FOR BOOKING BUS TRIPS, WHICH MAKES IT CHALLENGING FOR BOTH CUSTOMERS AND STAFF TO MANAGE BOOKINGS AND TRIP DETAILS.
- THE CURRENT ONLINE TRIP BOOKING SYSTEM LACKS THE NECESSARY FEATURES TO EFFICIENTLY MANAGE ADMINISTRATIVE TASKS, RESULTING IN HEAVY WORKLOAD FOR ADMINISTRATORS.



# Objectives of the project



- 1** **DEVELOP A USER-FRIENDLY SYSTEM FOR BOOKING TRIPS TO VARIOUS MALAYSIAN DESTINATIONS**
  
- 2** **IMPLEMENT SEAMLESS SEAT SELECTION AND BOOKING FEATURES**
  
- 3** **ENABLE EASY TICKET CANCELLATION WITH APPROPRIATE REFUND POLICIES**





# Scope of Project

**TRIP MODULE**

**BOOKING  
MODULE**

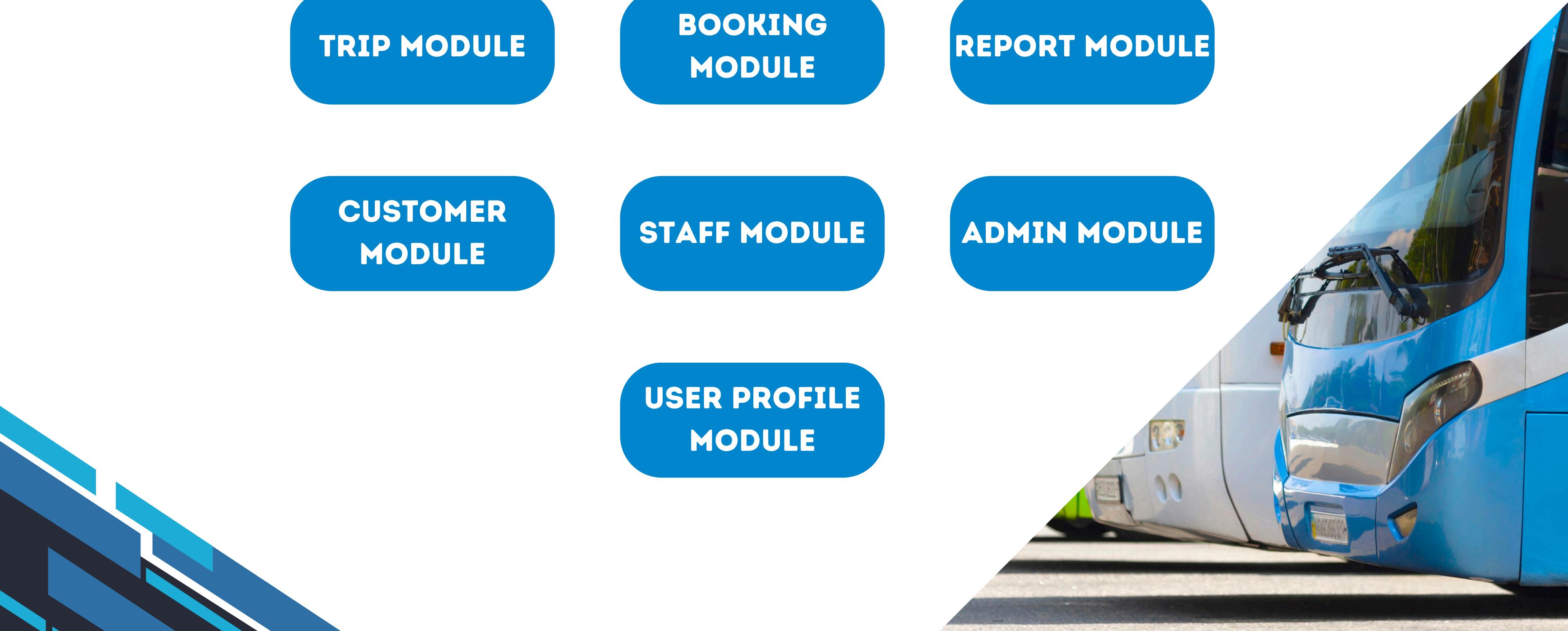
**REPORT MODULE**

**CUSTOMER  
MODULE**

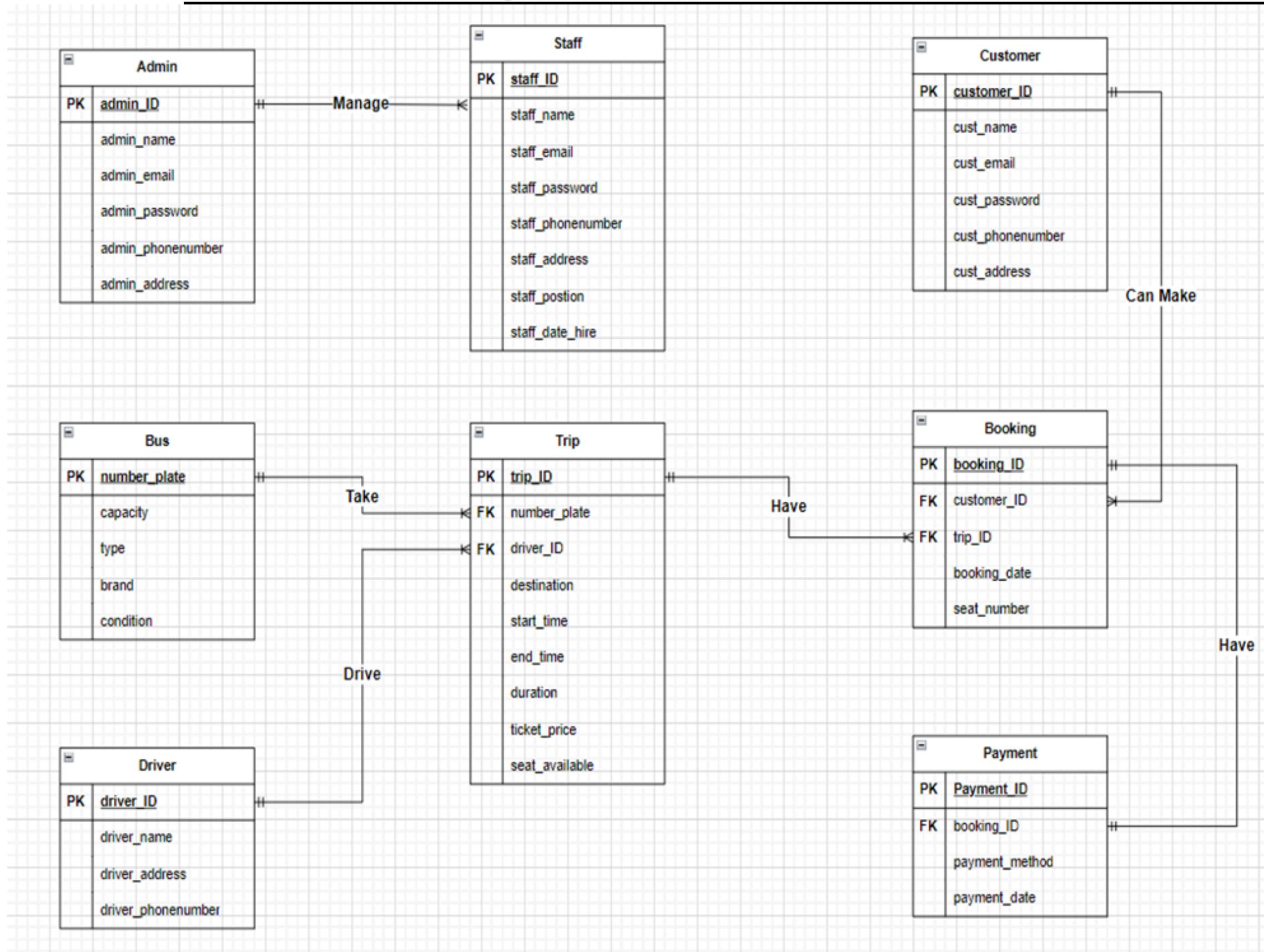
**STAFF MODULE**

**ADMIN MODULE**

**USER PROFILE  
MODULE**



# Entity Relationship Diagram (ERD)



**FIGURE 1 ENTITY  
RELATIONSHIP DIAGRAM (ERD)  
FOR THE PROJECT**

# Flowchart

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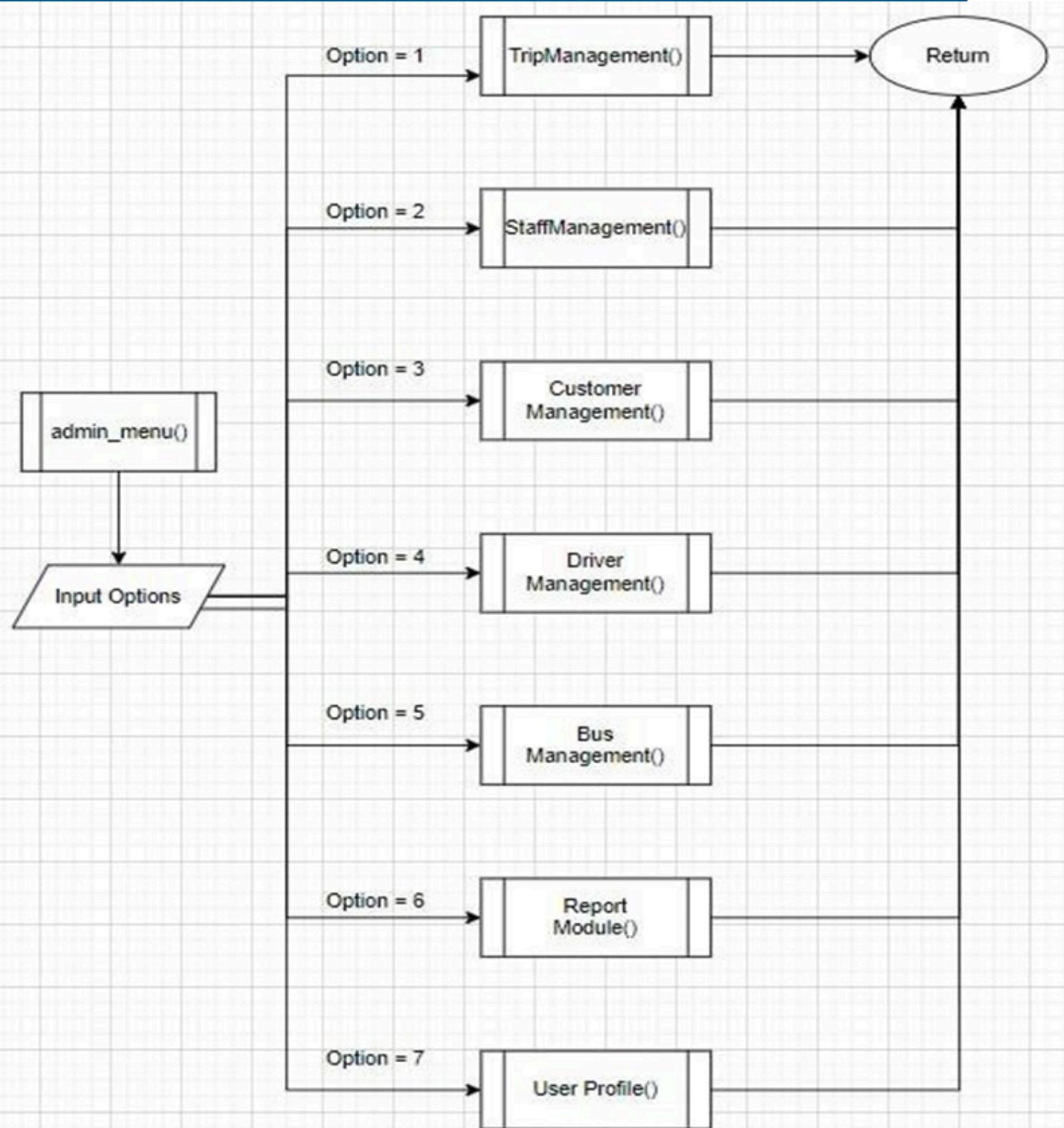


FIGURE 2 FLOWCHART FOR THE ADMIN MENU FUNCTION

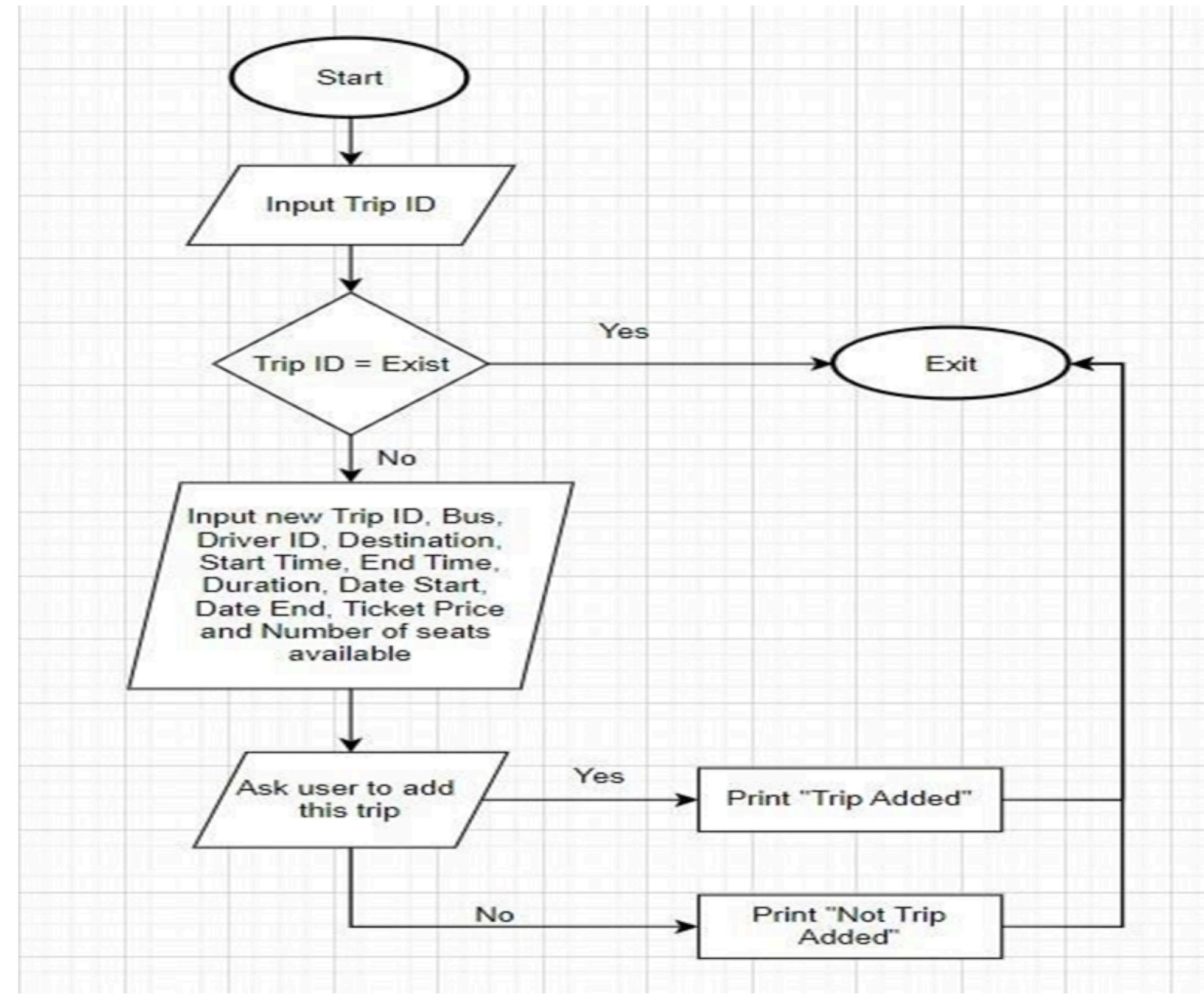


FIGURE 3 FLOWCHART FOR THE ADD TRIP FUNCTION

# Programming Technique Used

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## FUNCTION

```
12 void main_menu();
13 void login_page();
14 void registerUser();
15 void admin_menu(string, string);
16 void staff_menu(string, string);
17 void cust_menu(string, string);
18 bool doesIDExist(const string& id);
19 void admin_staff(string ac, string pw);
20 void admin_cust(string ac, string pw);
21 void admin_driver(string ac, string pw);
22 void admin_bus(string ac, string pw);
23 void report(string ac, string pw);
24 void admin_about_me(string ac, string pw);
25 void admin_trip(string ac, string pw);
26 void staff_trip(string ac, string pw);
27 void staff_cust(std::string ac, std::string pw);
28 void staff_driver(string ac, string pw);
29 void staff_bus(string ac, string pw);
```

## SELECTION

```
std::cout << "Option : ";
std::cin >> amoption;

if (amoption == "1")
{
    system("cls");
    admin_trip(ak, pss);
}

else if (amoption == "2")
{
    system("cls");
    admin_staff(ak, pss);
}

else if (amoption == "3")
{
    system("cls");
    admin_cust(ak, pss);
}

else if (amoption == "4")
{
    system("cls");
    admin_driver(ak, pss);
}

else if (amoption == "5")
{
    system("cls");
    admin_bus(ak, pss);
}
```

FIGURE 4 FUNCTIONS

THE FIGURE SHOWS SOME FUNCTIONS USED IN THE PROJECT

FIGURE 5 SELECTION

ONE OF THE EXAMPLES OF SELECTION USED IN THE PROJECT IS SHOWN IN THE FIGURE . THE EXAMPLE HERE IS WHERE TO SELECT CHOICE IN THE ADMIN MENU SECTION.

# Programming Technique Used

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## REPETITION

```
cout << "Enter 1 to go to Login Page and 2 Register Page and 3 to Exit  \n";
cout << endl;

do {
    cout << "Option  : ";
    cin >> mmoption;

    if (mmoption == "1") {
        system("cls");
        login_page();
    }
    else if (mmoption == "2") {
        system("cls");
        registerUser();
    }
    else if (mmoption == "3") {
        system("cls");
        exit(0);
    }
    else {
        cout << "Incorrect" << endl;
        cout << endl;
    }
} while (mmoption != "1" && mmoption != "2" && mmoption != "3");
```

FIGURE 6 REPETITION

IN THIS FIGURE THE MAIN PAGE USES DO WHILE LOOP FOR TO  
SELECT LOGIN OR REGISTER OR TO EXIT

## VARIABLE

```
void add_trip(string akaun, string pass) {
    try {
        connectToDatabase(); // Establish the database connection

        string tripId, numplate, drivid, dest, start, end, dur, dtstart, dtend, prc, atooption, bo, choice, choice1, choice2, choice3;
        int count = 0;
        int seat;
```

```
void admin_about_me(string ac, string pw)
{
    string dp, yon, yono, cp, bo, userid, name, email, address, phone, rr, goback;

    connectToDatabase();
```

FIGURE 7 VARIABLE

THESE ARE SOME VARIABLES THAT WERE USED IN THIS  
PROJECT

# Future Improvements



## Add a Payment Gateway

Adding more payment gateways, including e-wallets and PayPal.



## Notifications

Send notification to the customer about the upcoming trips or special promotions.



## Multi-language Support

Adding more languages, including Bahasa Malaysia, to accommodate a diverse user base.

# Conclusion

**THE TRIP BOOKING AND MANAGEMENT SYSTEM SIMPLIFIES BOOKING, SCHEDULING, AND REPORTING. IT IMPROVES EFFICIENCY WITH USER REGISTRATION, PAYMENT PROCESSING, AND AUTOMATED SALES CALCULATIONS.**

**TO SUM UP THE SYSTEM IS ACCURATE, SECURE, AND EASY TO USE, BENEFITING BOTH ADMINISTRATORS AND CUSTOMERS. IT ENHANCES OPERATIONS, CUSTOMER SATISFACTION, AND BUSINESS GROWTH.**

# Q&A

**Thank you for your attention**