

Lab 3 A

1. Problem Description: Flight Booking System

The "Flight Booking System" is an online platform designed to streamline the flight ticket booking process for customers/passengers. By using this system, travelers no longer need to visit or call travel agencies, as they can book their flights conveniently through an online interface. The platform provides secure online payment options, including credit card and PayPal, ensuring a seamless transaction experience. Once a booking is made, the system automatically sends a confirmation message and an e-ticket to the customer's email.

Travelers can search through an extensive list of flights and airlines, choosing their preferred destinations, dates, and times. The system allows for both one-way and round-trip bookings, with round-trip options often being more cost-effective. Ticket prices are dynamic, varying based on seat availability and selected dates. To finalize the booking process and make online payments, travelers must register on the system.

The system also includes a comprehensive admin panel where administrators can add, remove, or edit airline and flight details. Administrators can manage passenger accounts, ensuring data accuracy and security. Additionally, the system keeps track of passengers' booking histories, offering frequent travelers potential discounts and other benefits.

Overall, the "Flight Booking System" enhances the travel booking experience by providing a convenient, efficient, and secure online platform for flight reservations and management.

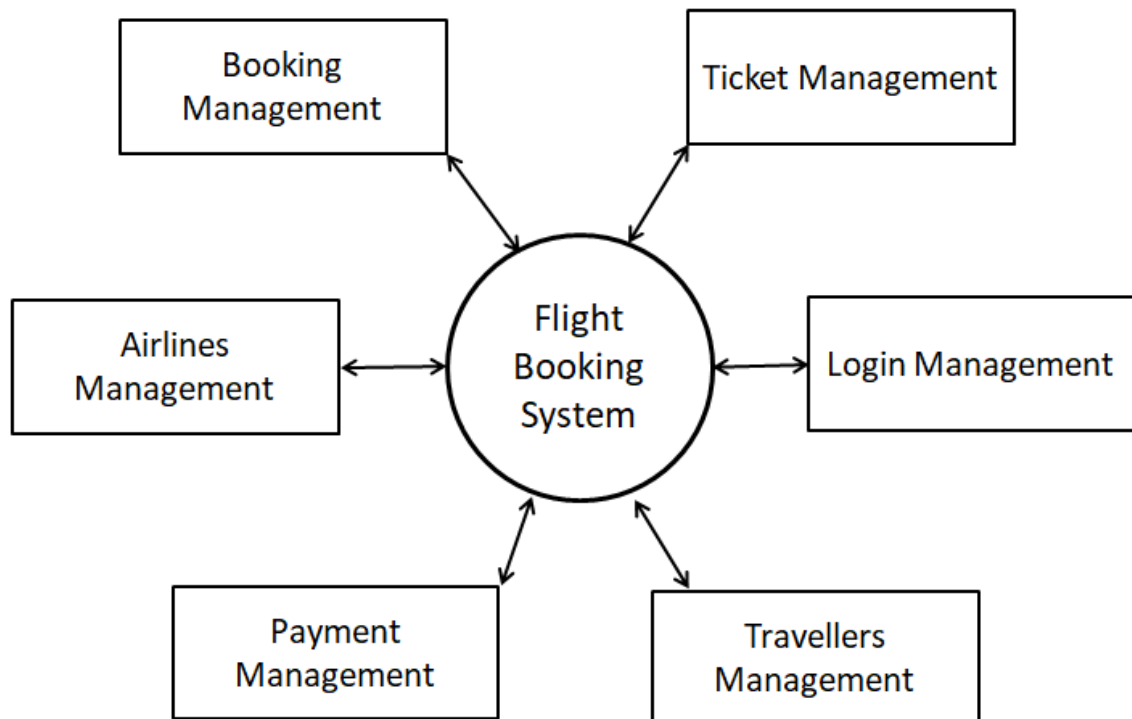
2. Github Repo

Backend: https://github.com/abir1006/flight_booking_backend.git

Frontend: https://github.com/abir1006/flight_booking_frontend.git

3. Project Context diagram and Use case diagram

a. Context Diagram



b. use case diagram

