MINI PROJECT

On

MOVIE TICKET BOOKING SYSTEM

Submitted in partial fulfilment for the completion of

BE-III Semester

In

INFORMATION TECHNOLOGY

By

M Yogitha Nandini (160117737030)
P Arun Raj (160117737034)

Under the guidance of

Ms. B.Swathi Sowmya
Assistant Professor,
Dept. of IT, CBIT.

DEPARTMENT OF INFORMATION TECHNOLOGY
CHAITANYA BHARATHI INSTITUTE OF TECHNOLOGY (A)
(Affiliated to Osmania University; Accredited by NBA(AICTE) and NAAC(UGC), ISO Certified 9001:2015)
GANDIPET, HYDERABAD – 500 075
Website: www.cbit.ac.in

2018-2019

CHAITANYA BHARATHI INSTITUTE OF TECHNOLOGY (A)

DEPARTMENT OF INFORMATION TECHNOLOGY

(Affiliated to Osmania University)

GANDIPET, HYDERABAD – 500 075

CERTIFICATE

This is to certify that the project work entitled "**MOVIE TICKET BOOKING SYSTEM**" submitted to **CHAITANYA BHARATHI INSTITUTE OF TECHNOLOGY,** in partial fulfilment of the requirements for the award of the completion of 3rd semester of B.E in Information Technology, during the academic year 2018-2019, is a record of original work done by**, M.Yogitha Nandini (160117737030), P.Arun Raj (160117737034)** during the period of study in Department of IT, CBIT, HYDERABAD, under our supervision and guidance.

Project Guide
Ms . B. Swathi Sowmya
Asst. Professor, Dept. of IT,
CBIT, Hyderabad.

Head of the Department
Dr.Suresh Pabboju
Professor, Dept. of IT,
CBIT, Hyderabad.

DECLARATION

We hereby declare that the mini project which we have done was under the supervision of the faculty of our college.

No part of our project has previously been submitted for a degree or any other qualification at this University or any other institution, this has been clearly stated.

M Yogitha Nandini (160117737030)

P Arun Raj (160117737034)

ABSTRACT

Watching movies with friends and family in theatres is one of the best medium of entertainment after having a hectic schedule. But all this excitement vanishes after standing in a long queues for hours to get tickets. In this advanced world we prefer things happen in seconds. In order to avoid waiting in the queue, we can book tickets in a fast and easy way.so we are rediscovering a method to book a movie ticket by sitting in home.

So the project which we are working on is “Online movie ticket booking”

In this project we display the major things like ticket fare, seating arrangement. This project is implemented to reduce the manual work. Out of the total number of seats that are available in the theatre, only some of them are made to book online, since the preference to book online or offline depends on the individual.75% of the seats can be used to book online, since everyone cannot prefer it.

The project is also designed with consideration to help users in an easy manner without any unnecessary wastage of time. Our project would be better if cancellation of booked tickets is implemented.

ACKNOWLEGMENTS

We would like to express our heartfelt gratitude to Ms.B.Swathi Sowmya, our project guide, for her invaluable guidance and constant support, along with her capable instruction and persistent encouragement.

We are grateful to our Head of Department, Dr. Suresh Pabboju, for his steady support and the provision of every resource required for the completion of this project.

We would like to take this opportunity to thank our Principal, Dr. P.Ravinder Reddy, as well as the management of the institute, for having designed an excellent learning atmosphere.

Our thanks are due to all members of the staff and our lab assistants for providing us with the help required to carry out the groundwork of this project.

CONTENTS

LIST OF FIGURES

1. INTRODUCTION

1.1 MOTIVATION

Watching movies with friends and family in theatres is one of the best medium of entertainment after having a hectic schedule. But all this excitement vanishes after standing in a long queues for hours to get tickets. In this advanced world we prefer things happen in seconds. In order to avoid waiting in the queue, we can book tickets in a fast and easy way.so we are rediscovering a method to book a movie ticket by sitting in home

1.2 OBJECTIVE OF THIS PROJECT

The main objective of this project is to save the time and energy of the people who prefer watching movies during the weekends. It allows users to know the availability of the seats.

1.3 TOOLS AND PACKAGES

- C LANGUAGE
- C++

2. SYSTEM DESIGN

2.1 FLOW CHART

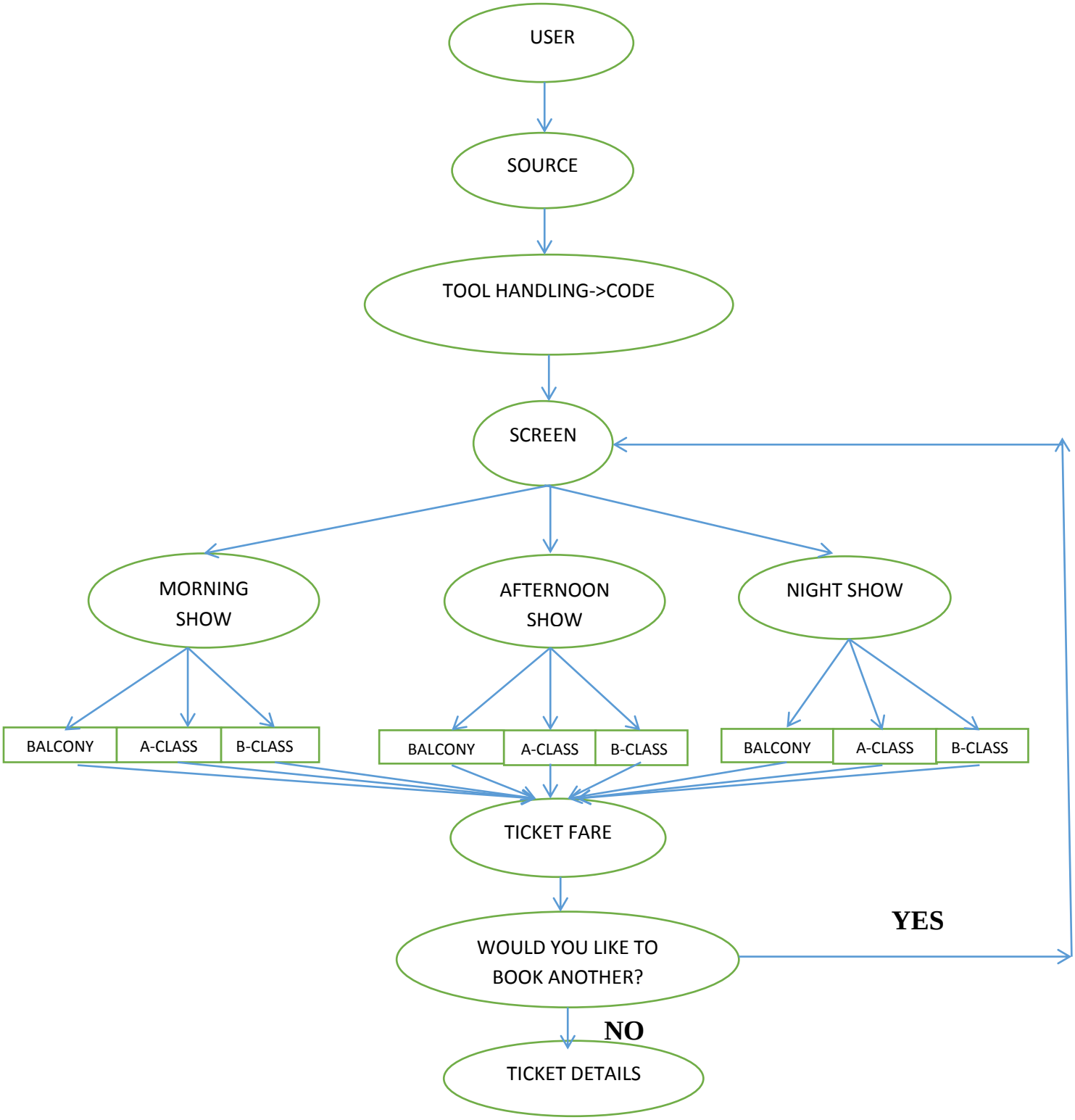

Fig. i. Flow Chart describing the process of booking a ticket.

Firstly the show timings are displayed. After user selecting the timings, the type of tickets are displayed. User must input the type of ticket, row and column according to their choice. Next the prompt of choosing another is available. Continue on according to your preferences.

3. SOFTWARES AND TOOLS

3.1 C++

3.1.1 Introduction

C++ is a general-purpose programming language. It has imperative, object-oriented and generic programming features, while also providing facilities for low-level memory manipulation.

It was designed with a bias toward system programming and embedded, resource-constrained and large systems, with performance, efficiency and flexibility of use as its design highlights. C++ has also been found useful in many other contexts, with key strengths being software infrastructure and resource-constrained applications, including desktop applications, servers (e.g. e-commerce, Web search or SQL servers), and performance-critical applications (e.g. telephone switches or space probes). C++ is a compiled language, with implementations of it available on many platforms. Many vendors provide C++ compilers, including the Free Software Foundation, Microsoft, Intel, and IBM.

C++ is standardized by the International Organization for Standardization (ISO), with the latest standard version ratified and published by ISO in December 2017 as *ISO/IEC 14882:2017* (informally known as C++17). The C++ programming language was initially standardized in 1998 as *ISO/IEC 14882:1998*, which was then amended by the C++03, C++11 and C++14 standards. The current C++17 standard supersedes these with new features and an enlarged standard library. Before the initial standardization in 1998, C++ was developed by Bjarne Stroustrup at Bell Labs since 1979, as an extension of the C language as he wanted an efficient and flexible language similar to C, which also provided high-level features for program organization. C++20 is the next planned standard thereafter.

Many other programming languages have been influenced by C++, including C#, D, Java, and newer versions of C.

3.1.2 Syntax and semantics

The syntax of C++ largely influenced by c language. Unlike C which uses structures, C++ is fully based on object oriented programming. All the code is written inside the class. The main aim of object oriented program is to hide the data.

Unlike C, C++ supports classes, overloading, inheritance, exception handling etc. C++ consists the additional features which are not supported by c language.

3.1.3 FEATURES

- Abstract data type defining is very good
- C++ language is efficient having less compiled time.
- It is much suitable for large projects.
- Encapsulation, polymorphism, abstraction are the important properties of C++ language
- Objects, methods, instance, message passing, inheritance are some important properties inherited by this language
- C++ Programming is easy to maintain and modify existing code as new objects with small difference to existing ones.
- C++ Programming is implemented on real life scenario.
- The properties of inheritance make simple the program by complexity. Do not required to write again.
- Implementation details are hidden from other modules which represent a clearly defined interface.

4. IMPLEMENTATION

4.1 EXECUTION

First of all you have to open the source code in a perfect net connected source.

4.2 WORKING

Then we need to write a required code in the compiler. The functions used in the source code are shown in the below figure.

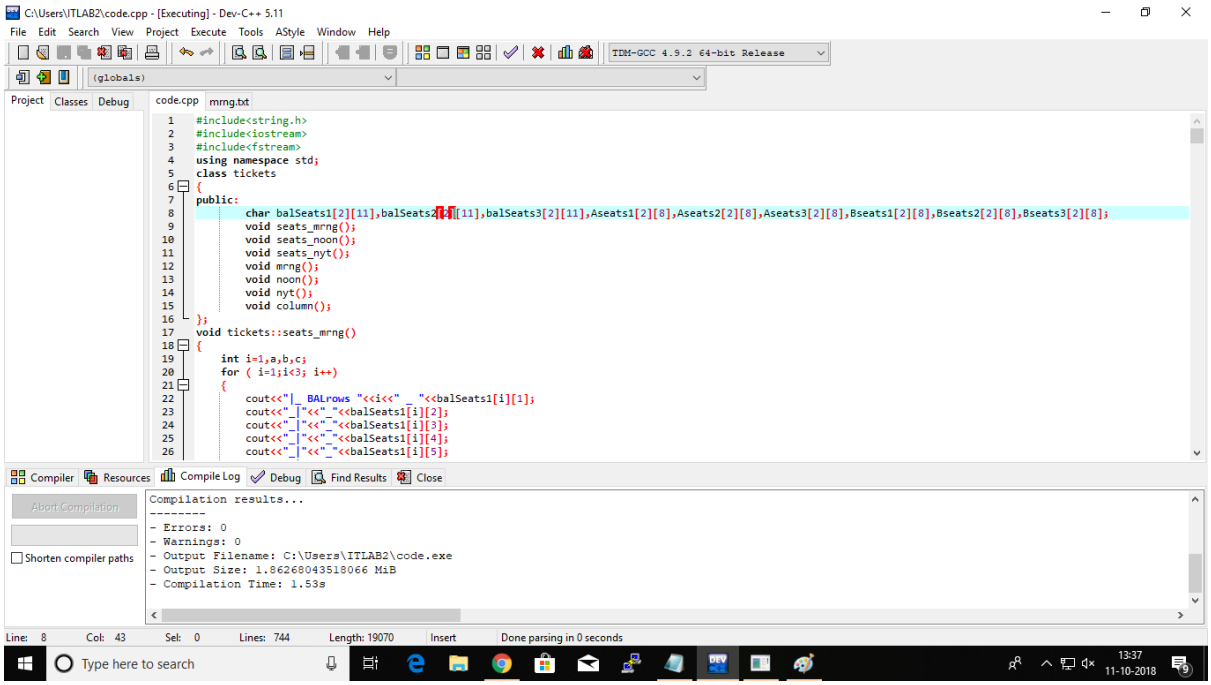

Fig .ii. Functions used in source code.

After the successful execution the following output is shown in the screen

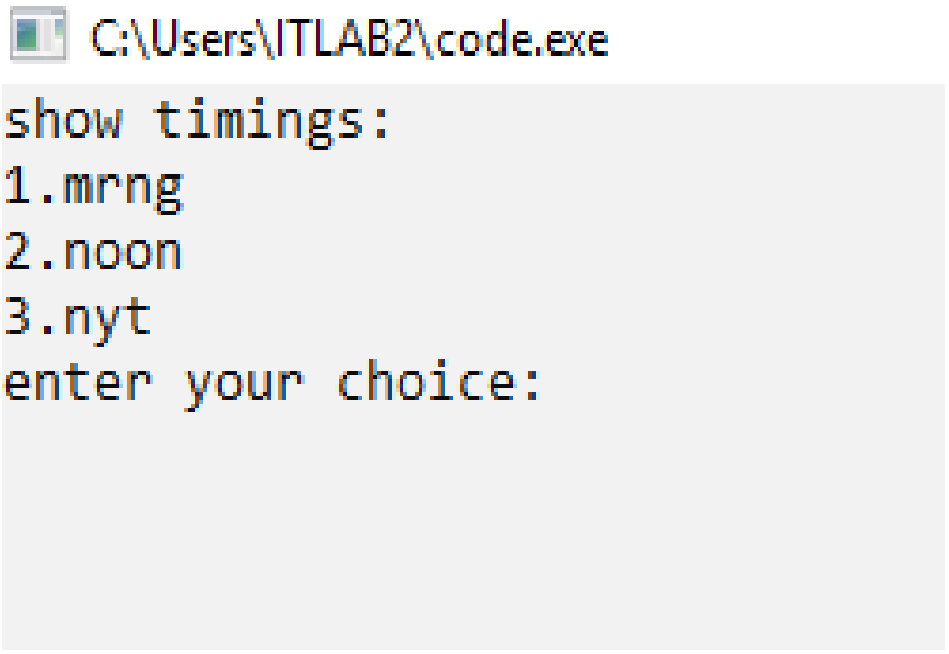

Fig. iii. Display of show timings.

After selecting any option from the above options the following output is shown.

The available seats are shown as ‘0’, and the booked tickets are shown as ‘1

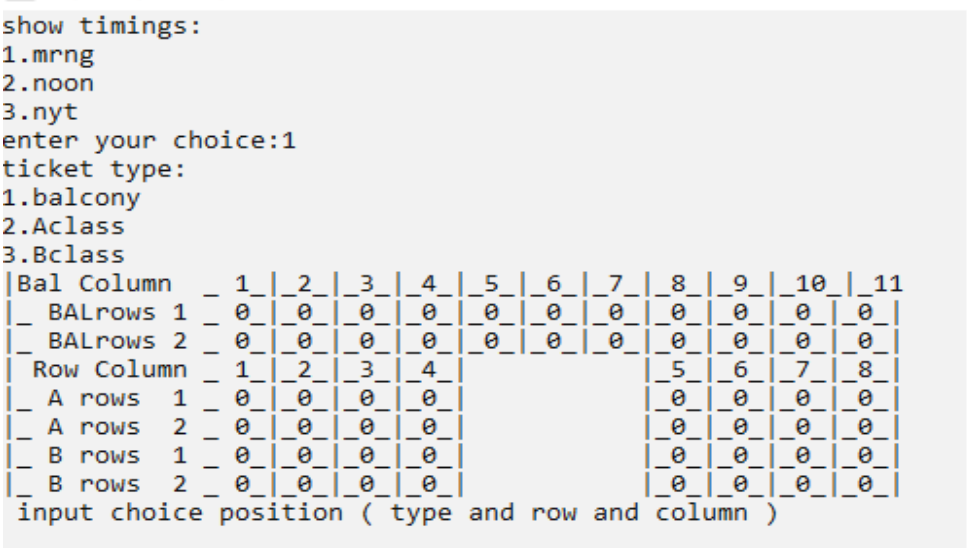

Fig. iv. Display of seats.

You have to input the type, row and the column of the tickets which you want to book.

After inputting if you want to book another ticket then the procedure starts from shows or if

You can prefer only one ticket, then the ticket fare and the seat which you have booked are allotted. Here the booked tickets are represented by an arrow.

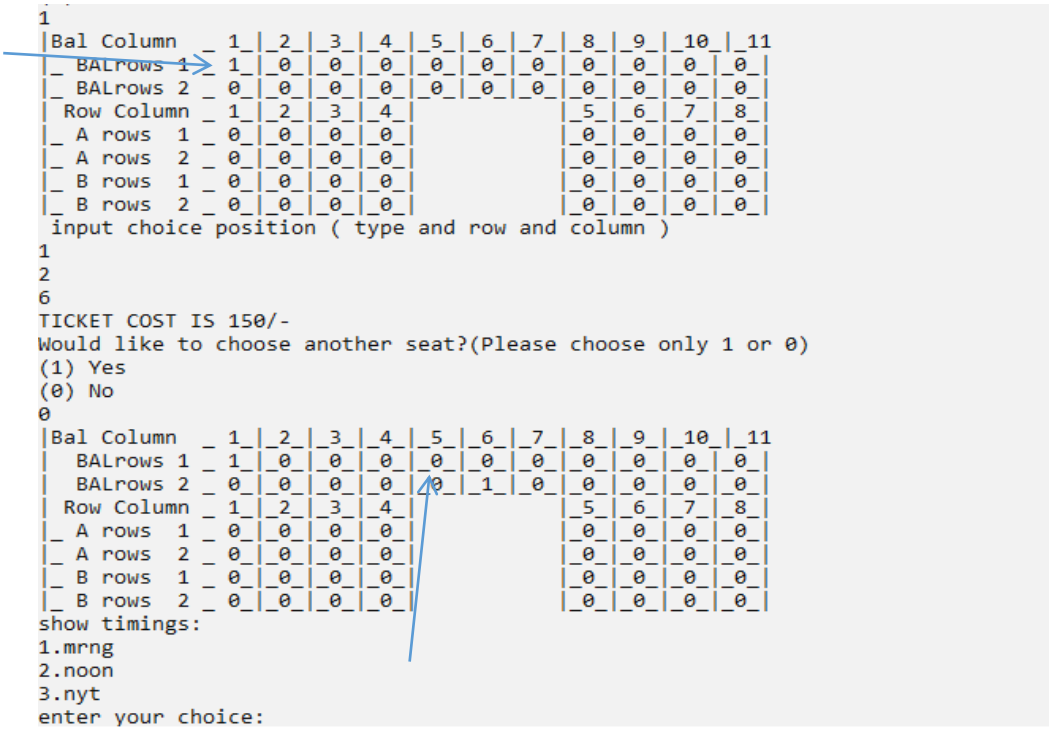

Fig. v. Display of seats for choosing another seat.

The booked seats with the output image is stored in a file.

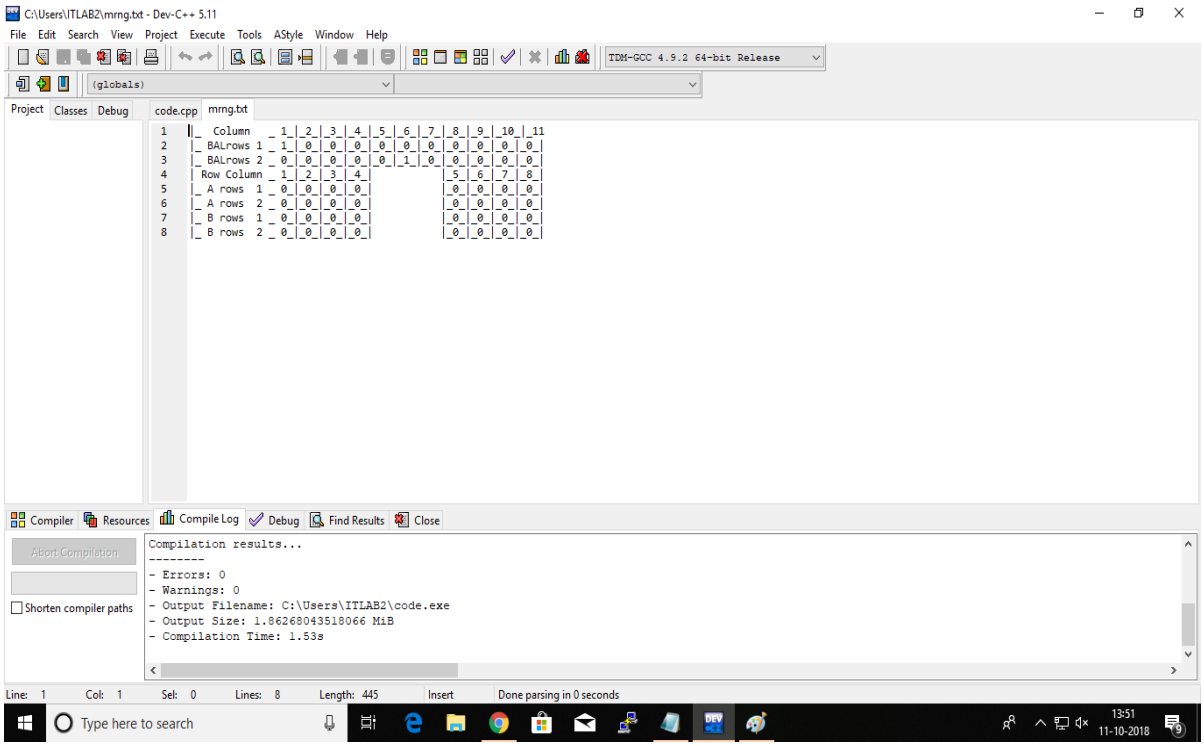

Fig .vi. Data stored in file after execution.

Finally the ticket fare is printed after taking the inputs.

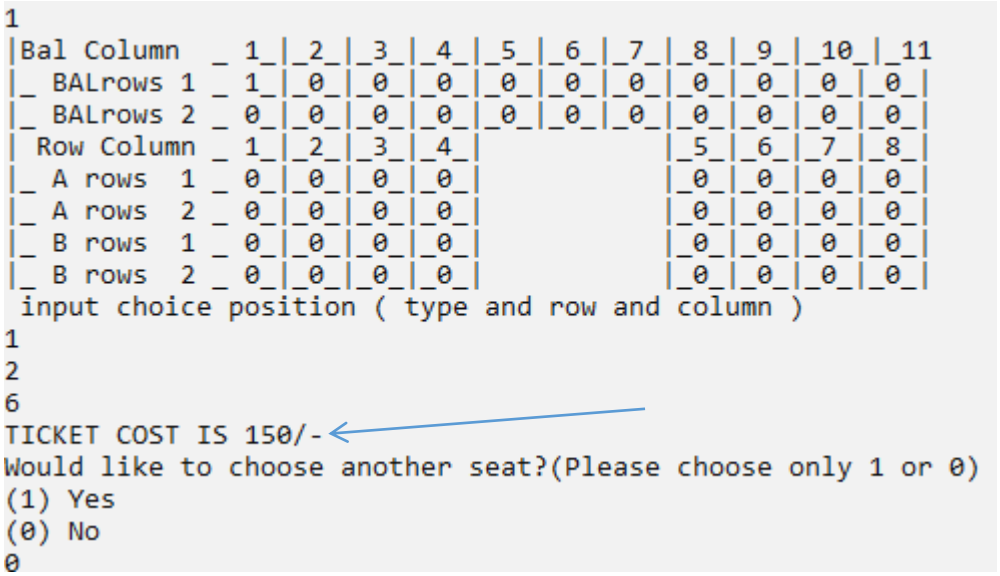

Fig. vii. Display of ticket fare.

5. CONCLUSION

One can get the desired seats of their choice if the seat is not booked by anyone it is like booking online ticket. It makes easy for the user to know the tickets which are booked and in a short span of time.

6. FUTURE SCOPE

By using this project we will try to build an application using java and other languages. On deployment it in the play store, it may reach several people. We further work on the cancellation of the booked tickets.

7. BIBILIOGRAPHY

- Mastering in C++ (Venugopal and Raj Kumar Buyya).
- https://www.studytonight.com/
- https://github.com/
- https://www.w3schools.com/