"STREAMLINING HOTEL
MANAGEMENT: A C++ SYSTEM
FOR RESERVATIONS, CHECK-INS,
AND MORE"

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#### **OVERVIEW:**

Hotel management can be a complex and time-consuming process, but with the right tools, it doesn't have to be. In this presentation, we'll discuss how we created a Hotel Management System using the C++ programming language. Our system includes features such as room management, guest check-in and check-out, and invoicing. We'll show you how our system works, from the user interface to the code structure, and explain the data storage methods we used.





- Performance: Faster execution of program.
- Object-Oriented Programming : Maintains program in an organized way.
- Portability: Can be compiled and run on different platforms.
- Easier implementation of File handling.
- Flexibility and so on...

ADVANTAGES OF
USING LINKED LIST
OVER OTHER DATA
STRUCTURE IN OUR
PROJECT

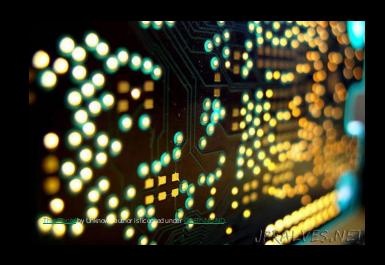
Dynamic Size

**Efficient Insertion and Deletion** 

Memory Efficient

Implementation of Stacks and Queues

Easy to Traverse



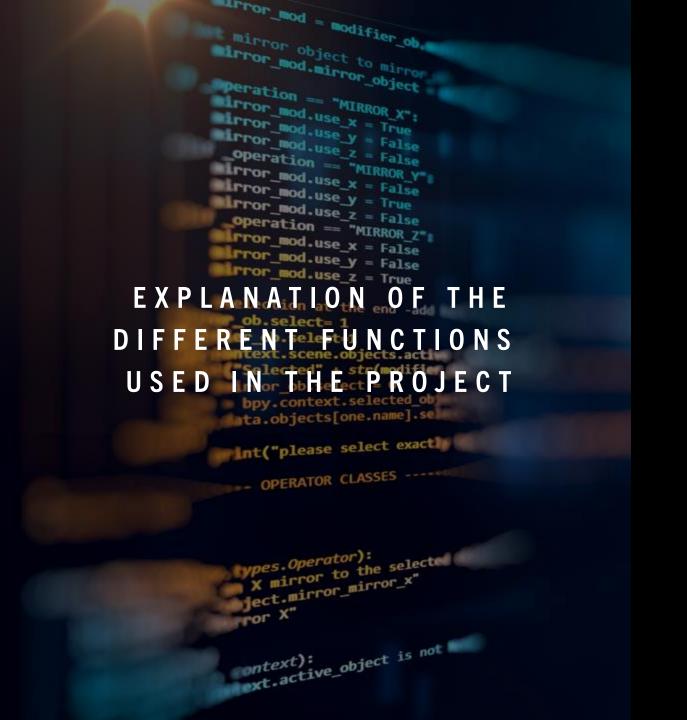
FEATURES OF THE PROJECT

**Room** Management Customer Management

Search

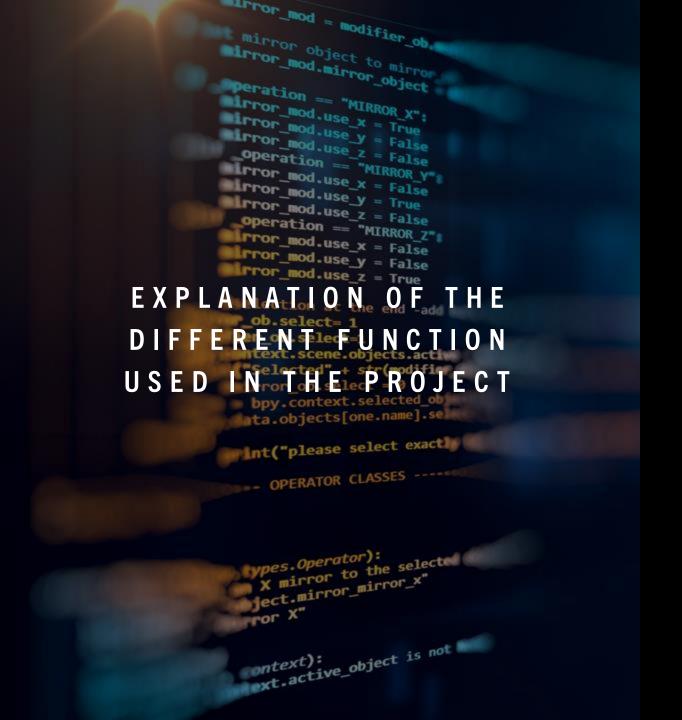
Deletion

Billing Management Updating the Customer's Details



#### • menu() function:

- ✓ Displays the options available to the user and prompts the user to choose one.
- ✓ Based on the user's choice, the corresponding function is called to perform the desired operation.



#### • insert() function:

- ✓ allows the user to insert a new room into the hotel record.
- ✓ asks the user to enter the room ID, customer name, allocated date, room type, and number of nights.
- ✓ The cost of the room is calculated based on the room type and the number of nights stayed.
- ✓ stores this information in a binary file named "Customer\_Details.txt" and also adds the information to a linked list of rooms.

```
mirror object to mirror
         mirror_mod.mirror_object
         peration == "MIRROR_X":
         mirror_mod.use_x = True
         irror_mod.use_y = False
         lrror_mod.use_z = False
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           rror_mod.use_z = True
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USED IN THE PROJECT
           ata objects[one.name].se
           int("please select exactle
           -- OPERATOR CLASSES ----
           ypes.Operator):
X mirror to the select
           ject.mirror_mirror_x"
          ontext):

ext.active_object is not
```

#### search() function:

- ✓ allows the user to search for a room based on its ID
- ✓ displays the details of the room if it is found

```
__mod = modifier_ob.
         mirror object to mirror
         mirror_mod.mirror_object
         peration == "MIRROR_X":
         mirror_mod.use_x = True
         irror_mod.use_y = False
         lrror_mod.use_z = False
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           -- OPERATOR CLASSES ----
           types.Operator):
            X mirror to the selectr
           ject.mirror_mirror_x"
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oxt.active_object is not
```

#### • Update() function:

allows the user to update the details of a room based on its ID.

```
__mod = modifier_ob.
                                           mirror object to mirror
                                        mirror_mod.mirror_object
                                        peration == "MIRROR_X":
                                         mirror_mod.use_x = True
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                                                     X mirror to the selected
                                                   ject.mirror_mirror_x"
                                             ontext):
ontext):
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del() function:

➤ allows the user to delete a room based on its ID.

```
__mod = modifier_ob.
     mirror object to mirror
    mirror_mod.mirror_object
    peration == "MIRROR_X":
    mirror_mod.use_x = True
    irror_mod.use_y = False
     lrror_mod.use_z = False
      operation = "MIRROR Y"
     lrror_mod.use_x = False
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     mlrror_mod.use_z = False
      operation == "MIRROR_Z"
      rror_mod.use_x = False
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• **show()** function:

> displays the details of all the rooms in the hotel.

```
__mod = modifier_ob.
                                         mirror object to mirror
                                     mirror_mod.mirror_object
                                     peration == "MIRROR_X":
                                      mirror_mod.use_x = True
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                                                ject.mirror_mirror_x"
                                          ontext):
ontext):
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```

prompt() function:

function prompts the user to enter the details of a room

```
modifier_ob.
          mirror object to mirror
         mirror_mod.mirror_object
         peration == "MIRROR_X":
         mirror_mod.use_x = True
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           int("please select exactle
              OPERATOR CLASSES ----
            types.Operator):
            X mirror to the selecte
           ject.mirror_mirror_x"
          ontext):

ontext):

ontext.active_object is not
```

### display() function:

function displays the details of all the updated records in the hotel

## **DEMO**

# FUTURE SCOPE OF THE PROJECT



User Interface Improvements



Performance Optimization



Mobile Application Development





Reservation System



Feedback System



Al-based recommendation systems

