ROORKEE COLLEGE OF ENGINEERING

(Affiliated to Uttarakhand Technical University, Dehradun)

PROJECT REPORT

ON

"**TICKET BOOKING HUB**"

COMPUTER SCIENCE ENGINEERING
UTTARAKHAND TECHNICAL UNIVERSITY, DEHRADUN

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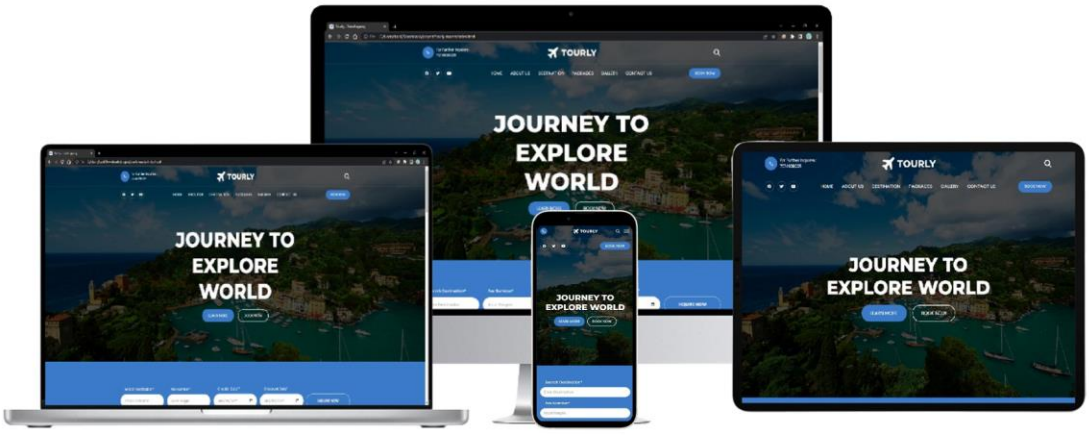
December 2022

Department of Computer Science Engineering

Project Report on

“TICKET BOOKING HUB”



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DECLARATION

I declare that the thesis entitled Online Notes Sharing report has been prepared by our team under the guidance of Mr. Pranav Hari (Assistant Professor) Computer Science and Engineering Department, ROORKEE COLLEGE OF ENGINEERING.

No part of this thesis has formed the basis for the award of any degree or fellowship previously.

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CERTIFICATE

This is to certify that the project entitled
"**TICKET BOOKING HUB**"

submitted by
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We hereby certify that the work which is being presented in the B.Tech. Minor Project Report entitled "**TICKET BOOKING HUB**", in partial fulfillment of the requirements for the award of the **Bachelor of Technology in CSE** and submitted to the Department of Computer Science Engineering of Roorkee College of Engineering, Roorkee, Uttarakhand is an authentic record of our own work carried out during a period from **Oct 2022 to Dec 2022** under the supervision of **Mr. Pranav Hari (Assistant Professor), CSE Department.**

The matter presented in this Project Report has not been submitted by me for the award of any other degree elsewhere.

Date:
Signature:

ABSTRACT

The Ticket Booking Hub is a web-based application that allows users to easily search and purchase tickets for a wide range of events, including concerts, theater performances, and sporting events. The system includes a user-friendly interface that allows users to browse available tickets, select their preferred seats, and complete their purchase securely online. Overall, the Ticket Booking Hub aims to provide a convenient and reliable platform for buying and selling tickets, streamlining the ticketing process for both users and event organizers.

PREFACE

The Ticket Booking Hub project was initiated in response to the growing demand for convenient and reliable online ticketing systems. In today's digital age, more and more people are turning to the internet to purchase tickets for events, and the current landscape of ticketing options can be confusing and cumbersome for both users and event organizers.

The development of the Ticket Booking Hub was driven by a desire to provide a simple and straightforward solution to this problem. Our goal was to create a platform that would make it easy for users to search, select, and purchase tickets, while also providing event organizers with the tools they need to manage their ticket inventory and track sales.

During the development process, we encountered a number of challenges, including the need to balance user convenience with security concerns and the need to integrate with various payment gateways. However, we believe that the resulting system is a major step forward in the field of online ticketing, and we are excited to share it with the world.

We hope that the Ticket Booking Hub will serve as a valuable resource for both users and event organizers, and we look forward to continuing to improve and evolve the system in the future.

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Problem Definition:

The problem that a ticket booking hub project might aim to solve is the inconvenience and complexity of purchasing tickets online. This can include issues such as:

- Difficulty finding and comparing tickets for different events
- Confusing or cluttered ticketing websites
- Limited options for selecting seats or paying for tickets
- Long wait times or difficulties with ticket delivery

By providing a centralized platform for purchasing tickets, a ticket booking hub project can address these issues and make it easier for users to find and purchase the tickets they want. Some specific features that might be included in a ticket booking hub to solve these problems could include:

- A simple and intuitive user interface for browsing and searching for tickets
- A wide range of payment options, including the ability to pay with credit cards or other electronic methods
- The ability to select specific seats or ticket tiers within an event
- Integration with various ticket delivery methods, such as email or mobile ticketing.

Overall, a ticket booking hub project can aim to provide a convenient and reliable platform for buying and selling tickets, streamlining the process for both users and event organizers.

Aim:

The aim of a ticket booking hub project is to provide a convenient and reliable platform for buying and selling tickets. This might include the following specific goals:

- To make it easy for users to find and compare tickets for a wide range of events
- To provide a simple and intuitive interface for browsing, selecting, and purchasing tickets
- To offer a variety of payment options and ticket delivery methods
- To enable event organizers to efficiently manage their ticket inventory and track sales
- To improve the overall ticketing experience for both users and event organizers

Overall, the aim of a ticket booking hub project is to streamline the process of buying and selling tickets, making it more convenient and efficient for everyone involved.

Goal:

The goal of a ticket booking hub is to provide a platform that makes it easy and convenient for users to purchase tickets for a wide range of events, and for event organizers to manage and sell their ticket inventory. Some specific goals that a ticket booking hub might have could include:

- To increase the number of users and ticket sales on the platform
- To improve the user experience by making it easy to find and purchase tickets
- To provide a reliable and secure platform for ticket transactions
- To enable event organizers to efficiently manage and track ticket sales
- To offer a variety of payment options and ticket delivery methods
- To expand the range of events and ticket types available on the platform

Overall, the goal of a ticket booking hub is to provide a comprehensive and user-friendly platform that streamlines the process of buying and selling tickets for both users and event organizers.

Need of the System:

The need for a ticket booking hub project arises from the increasing demand for convenient and reliable online ticketing systems. In today's digital age, more and more people are turning to the internet to purchase tickets for events, and the current landscape of ticketing options can be confusing and cumbersome for both users and event organizers.

- A ticket booking hub project aims to address this need by providing a centralized platform for buying and selling tickets. This can help to streamline the ticketing process and make it easier for users to find and purchase the tickets they want, while also providing event organizers with the tools they need to manage their ticket inventory and track sales.

Some specific benefits that a ticket booking hub project might provide include:

- A simple and intuitive interface for browsing and searching for tickets
- A wide range of payment options, including the ability to pay with credit cards or other electronic methods
- The ability to select specific seats or ticket tiers within an event
- Integration with various ticket delivery methods, such as email or mobile ticketing
- Tools for event organizers to manage their ticket inventory and track sales

Overall, the need for a ticket booking hub project arises from the desire to provide a convenient and reliable platform for buying and selling tickets, streamlining the process for both users and event organizers.

CHAPTER -1

System Analysis

Contents:

- Purpose
- Features
- Project Scope

Purpose:

The purpose of a ticket booking hub project is to provide a platform that makes it easy and convenient for users to purchase tickets for a wide range of events, and for event organizers to manage and sell their ticket inventory. Some specific purposes that a ticket booking hub might serve include:

- To provide a centralized platform for buying and selling tickets, making it easier for users to find and compare tickets for different events
- To improve the user experience by providing a simple and intuitive interface for browsing and purchasing tickets
- To offer a variety of payment options and ticket delivery methods, making it more convenient for users to complete their purchases
- To enable event organizers to efficiently manage their ticket inventory and track sales, helping them to optimize their ticketing strategies and increase revenue
- To expand the range of events and ticket types available on the platform, providing users with more options and increasing the value of the platform to event organizers

Overall, the purpose of a ticket booking hub project is to streamline the process of buying and selling tickets, making it more convenient and efficient for everyone involved.

Features:

There are a number of features that might be included in a ticket booking hub project, depending on the specific goals and requirements of the project. Some common features that might be included in a ticket booking hub include:

- **Search and browse:** Users should be able to easily search and browse available tickets for different events. This might include the ability to search by event, location, date, or other criteria.

- **Select seats and ticket tiers:** Users should be able to select specific seats or ticket tiers within an event. This might include the ability to view seating charts and select seats based on their location or price.

- **Payment options:** Users should be able to pay for their tickets using a variety of payment options, including credit cards, PayPal, or other electronic methods.

- **Ticket delivery:** Tickets should be delivered to users in a convenient and secure manner. This might include email or mobile ticketing, or traditional mail.

- **Backend system:** Event organizers should have access to a backend system that allows them to manage their ticket inventory, track sales, and generate reports. This might include tools such as a ticket inventory management module, a sales tracking module, and a reporting module.

- **Scalability and flexibility:** The ticket booking hub should be scalable and flexible, allowing it to support a wide range of events and ticket types.

Overall, the specific features included in a ticket booking hub project will depend on the needs and goals of the project, as well as the target audience and user requirements.

Project Scope:

The scope of a ticket booking hub project refers to the boundaries and limitations of the project, as well as the specific features and functionality that it will include. A well-defined project scope can help to ensure that the project stays on track and delivers the desired results.

Here are some elements that might be included in the project scope for a ticket booking hub project:

- **Target audience:** Will it be available to users in a specific geographic region, or will it be a global platform?
- **Supported events and ticket types:** Will it include tickets for concerts, theater performances, sporting events, and other types of events? What kinds of ticket options will be available, such as general admission, VIP packages, or reserved seating?
- **User interface and functionality:** What features will be included in the user interface to make it easy for users to browse and purchase tickets? Will users be able to search for tickets by event, location, or other criteria? Will they be able to select specific seats or ticket tiers?
- **Payment options and ticket delivery:** What payment options will be available to users, such as credit cards, PayPal, or other electronic methods? How will tickets be delivered to users, such as by email, mobile ticketing, or traditional mail.

Overall, the project scope for a ticket booking hub project should outline the specific features and functionality that will be included in the platform, as well as any boundaries or limitations that have been established for the project.

CHAPTER -2

Implementation

HTML

HTML (HyperText Markup Language)is a standardized markup language used for creating and structuring content on the web. It is the foundation of the web and is used to define the structure, layout, and formatting of web pages and applications.

In the context of a ticket booking hub project, HTML would be used to create the structure and layout of the web-based application. HTML tags are used to define the different elements on a web page, such as headings, paragraphs, lists, links, and images. HTML tags can also be used to specify the layout and formatting of these elements, such as their font size, color, and position on the page.

CASCADING STYLE SHEET (CSS)

Cascading Style Sheets (CSS) are a collection of rules we use to define and modify web pages. CSS are similar to styles in Word. CSS allow Web designers to have much more control over their pages look and layout. For instance, you could create a style that defines the body text to be Verdana, 10 point. Later on, you may easily change the body text to Times New Roman, 12 point by just changing the rule in the CSS. Instead of having to change the font on each page of your website, all you need to do is redefine the style on the style sheet, and it will instantly change on all of the pages that the style sheet has been applied to. With HTML styles, the font change would be applied to each instance of that font and have to be changed in each spot.

CSS can control the placement of text and objects on your pages as well as the look of those objects.

HTML information creates the objects (or gives objects meaning), but styles describe how the objects should appear. The HTML gives your page structure, while the CSS creates the "presentation". An external CSS is really just a text file with a .css extension. These files can be created with Dreamweaver, a CSS editor, or even Notepad.

The best practice is to design your web page on paper first so you know where you will want to use styles on your page. Then you can create the styles and apply them to your page.

JavaScript

JavaScript is a programming language commonly used in web development. It was originally developed by Netscape as a means to add dynamic and interactive elements to websites. While JavaScript is influenced by Java, the syntax is more similar to C and is based on ECMAScript, a scripting language developed by Sun Microsystems.

JavaScript is a client-side scripting language, which means the source code is processed by the client's web browser rather than on the web server. This means JavaScript functions can run after a webpage has loaded without COMMUNICATING with the server. For example, a JavaScript function may check a web form before it is submitted to make sure all the required fields have been filled out. The JavaScript code can produce an error message before any information is actually transmitted to the server.

Like server-side scripting languages, such as PHP and ASP, JavaScript code can be inserted anywhere within the HTML of a webpage. However, only the output of server-side code is displayed in the HTML, while JavaScript code remains fully visible in the source of the webpage. It can also be referenced in a separate .JS file, which may also be viewed in a browser.

Node Js

Node.js is an open-source, cross-platform JavaScript runtime environment that executes JavaScript code outside of a web browser. It is built on Google's V8 JavaScript engine and allows developers to write server-side code in JavaScript.

Node.js is designed to be lightweight and efficient, making it well-suited for building scalable network applications. It uses an event-driven, non-blocking I/O model, which makes it ideal for real-time applications that require a high degree of concurrency.

Node.js has a large and active developer community, and it is supported by a number of libraries and frameworks that make it easy to build and deploy web applications. It is often used in the development of web servers, APIs, and other types of back-end applications.

Overall, Node.js is a powerful tool for building scalable, high-performance network applications, and it is widely used in the development of modern web and mobile applications.

Express js

Express.js is a fast, minimalist web framework for Node.js that provides a set of features for building web applications and APIs. It is designed to be flexible and simple, making it easy for developers to get up and running quickly with a new project.

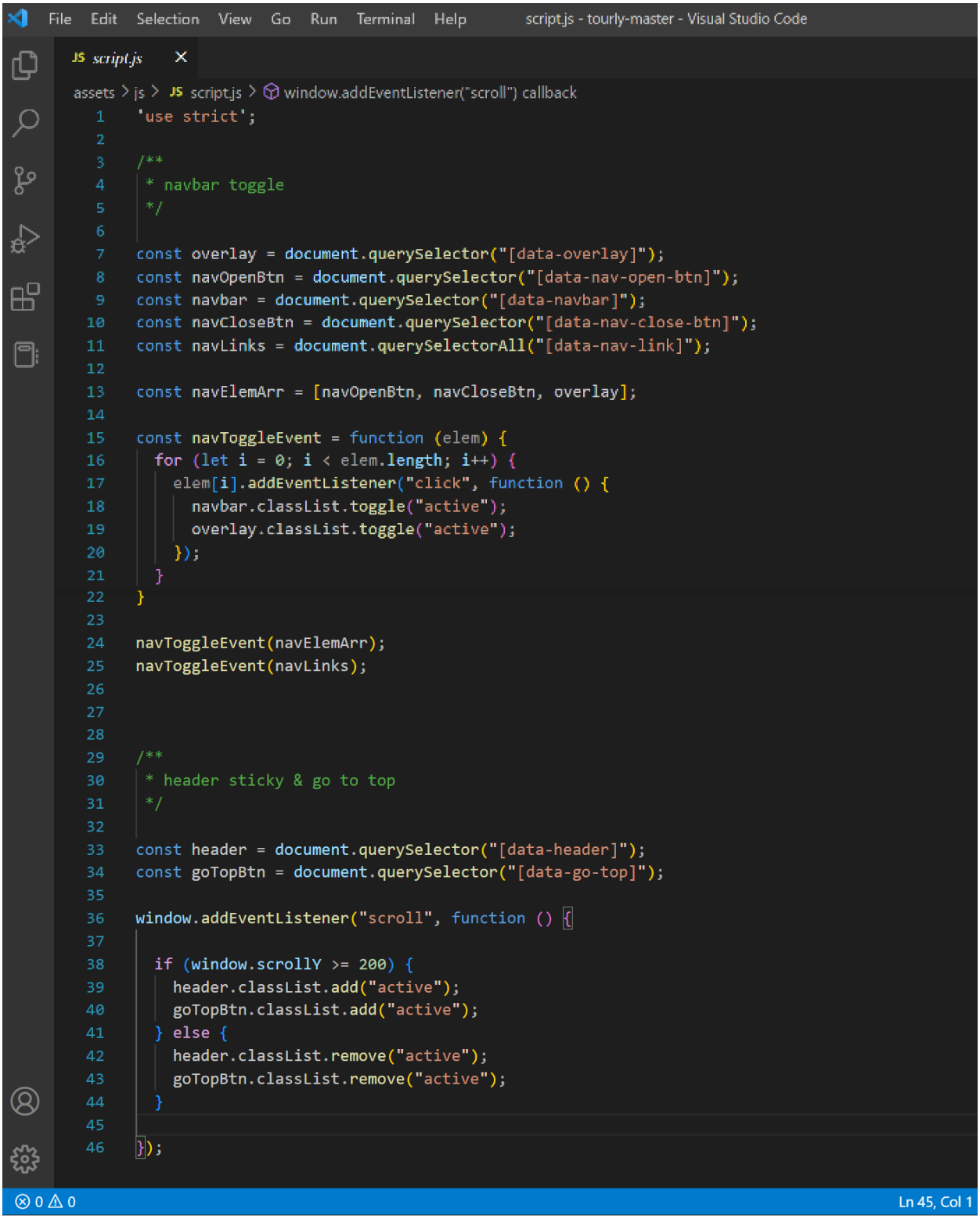
Express.js is built on top of Node.js and provides a number of features that make it easy to build web applications and APIs, including routing, middleware, and template engine support. It also includes a number of utility functions for tasks such as parsing HTTP requests and sending HTTP responses.

Express.js is often used in the development of web servers, APIs, and other types of back-end applications. It is widely used due to its simplicity and flexibility, and it has a large and active developer community.

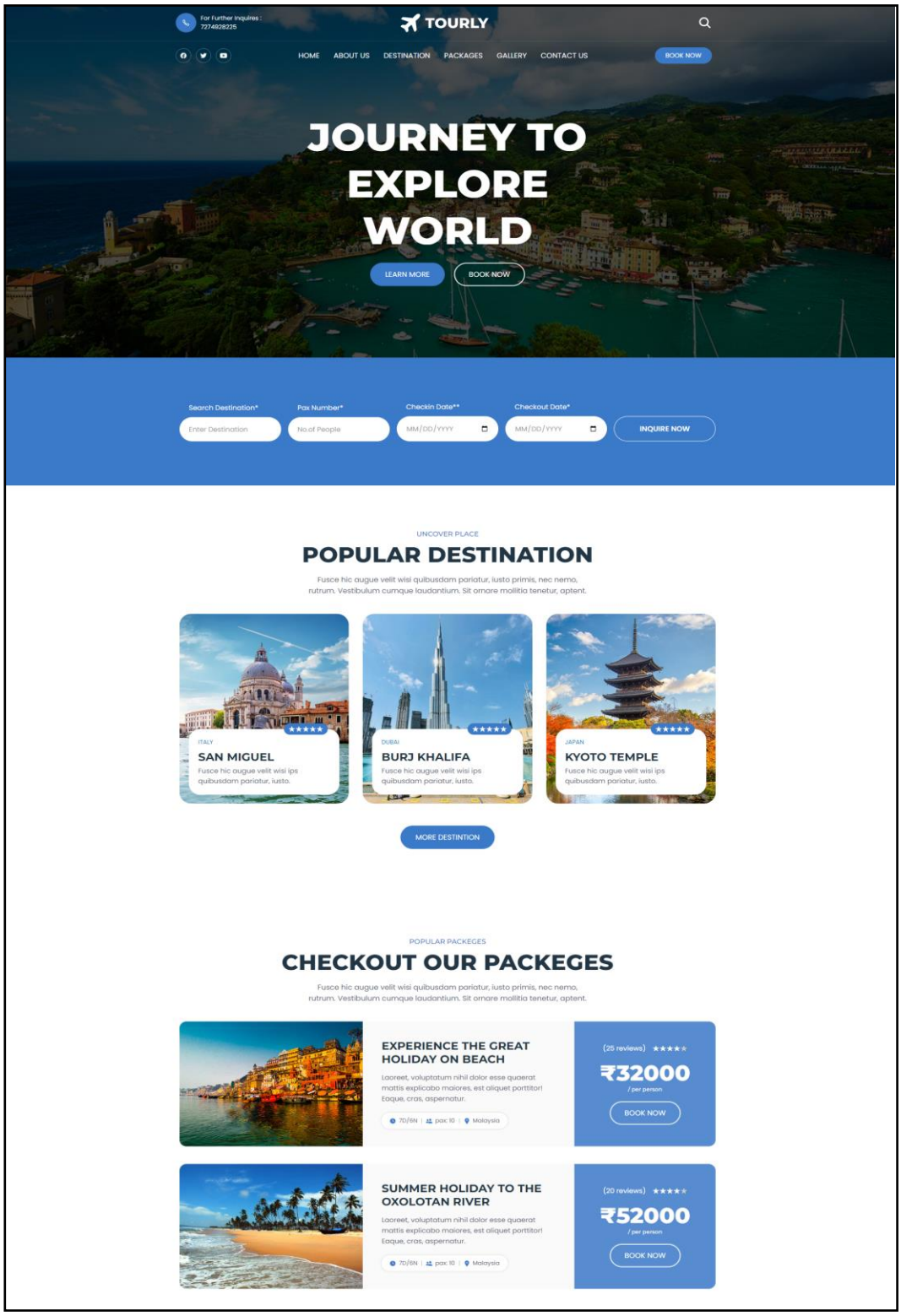
Overall, Express.js is a powerful and popular web framework for building web applications and APIs with Node.js.

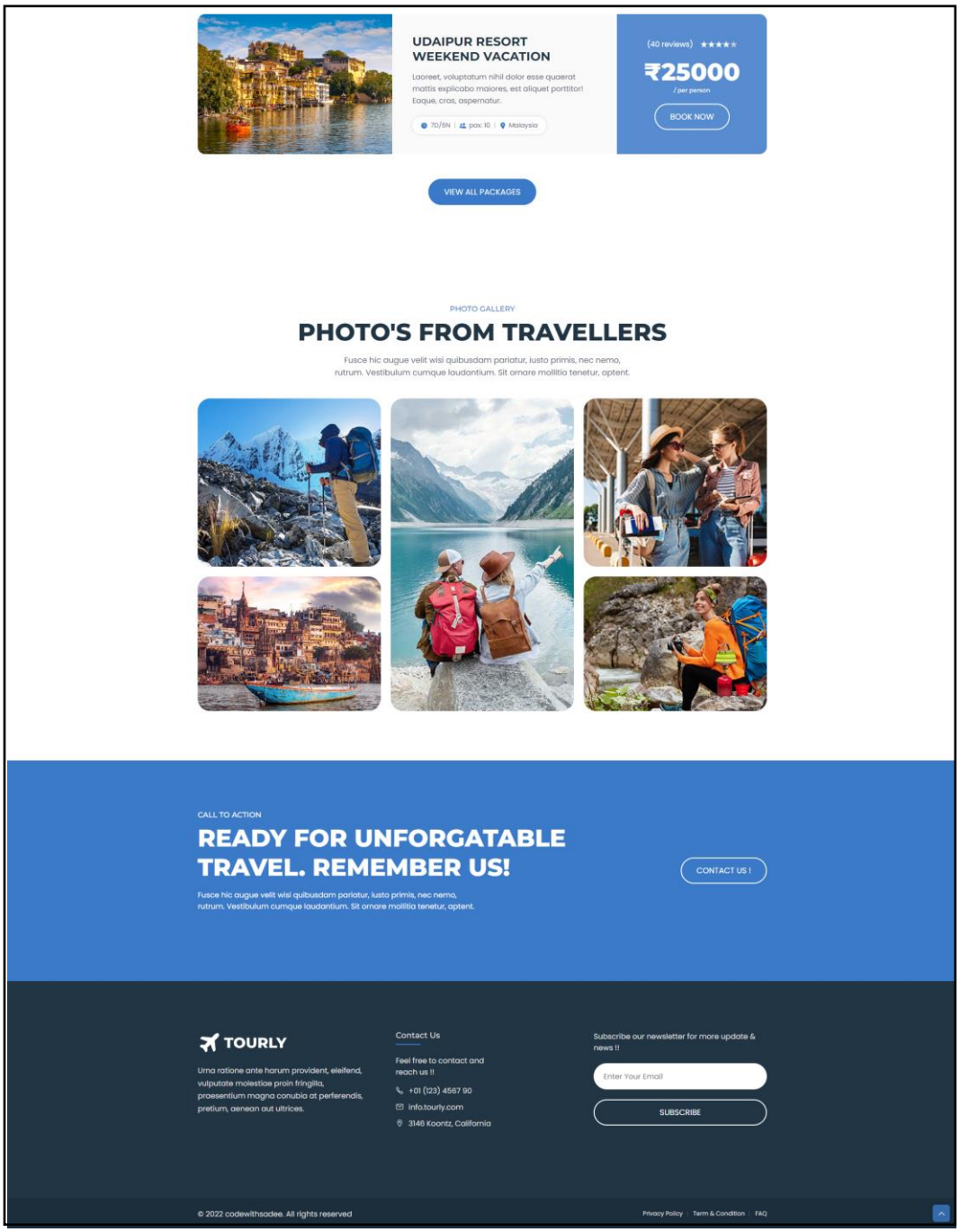
Source Code

Javascript



Output of the Website

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WEEKEND VACATION
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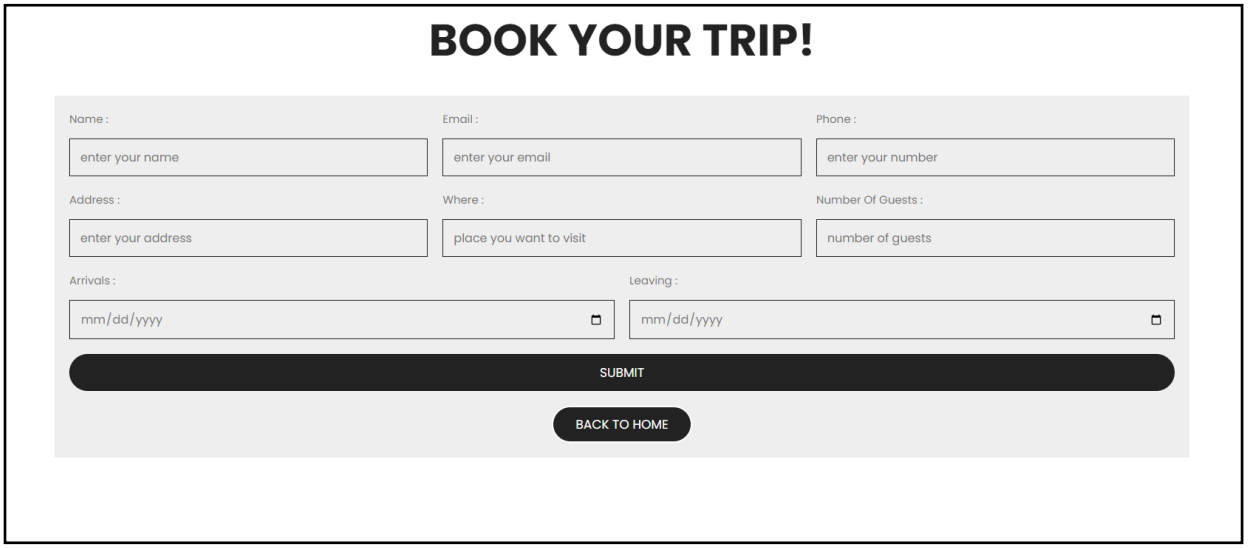

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