**PROJECT PROPOSAL**

*ORIENTED PROGRAMMING LAB (CSL-210)*

### MATCH TICKET BOOKING SYSTEM



**BS (CS)-2A SPRING 202**

*Group Members*

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| --- | --- |
| **Name** | **Enrollment** |
| 1. **Arham Tanveer Mallick** | **02-134212-028** |
| 1. **Mania Imam** | **02-134212-013** |
| 1. **Areeb Ur Rehman** | **02-134212-015** |

**LAB INSTRUCTOR: Ms. SALAS AKBAR**

**COURSE INSTRUCTOR: Ms. SAMEENA JAVAID**

**BAHRIA UNIVERSITY KARACHI CAMPUS**

*Department of Computer Science*

*Abstract*

Match Ticketing System is essentially a desktop application which is developed in JAVA on netbeans platform. It’s a simple and user-friendly software. The main purpose of this project is to provide a customer with an alternative digital and convenient manner to buy match tickets. This match ticket management and reservation system project is built with the purpose of buying match tickets in easier way.

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# CHAPTER 1

1. INTRODUCTION

## 1.1 Intro

This project was designed to minimize manual labor. The Online Movie Ticket Booking System will allow access to all stadiums around the city. The user will be able to book seats and make online payments for a particular match that will ultimately save time by not visiting the stadium in person and waiting in line. This is a highly developed and easy-to-use project that gives convenience to the user and and the company employees

## 1.2 Project Description

The online movie booking system is an automated system that is easily controlled by the developers and the owner himself. Users can find out about match details, ticket availability and its price, times, stadium location and seat information. They can check ratings and book their tickets at any time as the system provides 24/7 service to users. Option for booking VIP seats are available too.

The main purpose of the online match ticket booking system is to provide the owner with a place to manage the entire booking system with a single web page. In addition, it also offers many benefits to users. They can check the details of a particular match at any time and complete their tickets for any event anywhere.

**CHAPTER 2**

# *2. SYSTEM IMPLEMENTATION*

## *2.1 Introduction*

The Match ticket reservation system has helps in minimizing the time taking work of manual ticket reservation, which is a hassle and consumes a lot of time that can be utilized somewhere else. Match Ticket Reservation and Cancelling System has been an attempt to help the user minimize his workload along with eliminating all paperwork and saving time. The system has been developed in a way to make it very user friendly. Any person having a little bit of window based can run this system without any hindrance.

## *2.2 Team Profile*

*In the development of this project all team members are fully involved and working on the project to the best of their ability. Tasks were divided accordingly by group members accordingly*

|  |  |  |
| --- | --- | --- |
| **Name** | **Enrollment** | **Task** |
| 1.Mania Imam | **02-134212-013** | Has a good grip on coding, project management which includes leadership qualities and the execution of the project and contributed in UXUI of this project . applied knowledge of UML and concepts of OOP in the project on the code. |
| 2.Arham Tanveer Mallick | **02-134212-028** | Has great management skills and contributed with knowledge of OOP. A great workload manager and documentation in addition to contributing in the source code. Contributed to the UIUX in the project and source code. |
| 3. Areeb Ur Rehman | **02-134212-015** | Has a good hand on coding in JAVA and knows how the code works, knows how to present his work and he’s good at logic building and he is really proficient when it comes to presentation and team building. Applied concepts of OOP in this project. |

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## *2.3 UML*

