Flight Reservation App - User Guide

1. Introduction

The Flight Reservation App is a desktop application built with Python (Tkinter + SQLite). It lets users book flights, view reservations, edit details, and delete bookings. Data is stored locally in a SQLite database file (flights.db).

2. System Requirements

- Windows 10/11 for the executable version (main.exe), or Python 3.8+ to run from source.
- Tkinter is included with standard Python builds.
- No external packages required for the app itself.

3. Installation & Setup

Option A: Run from Executable (.exe)

1 Download the latest main.exe from the dist/ folder (or release ZIP).
2 Place it in any folder and double-click to start.
3 If flights.db is not present, it will be created automatically next to the executable.

Option B: Run from Source Code

1 Install Python 3.8+.
2 Open a terminal in the project folder.
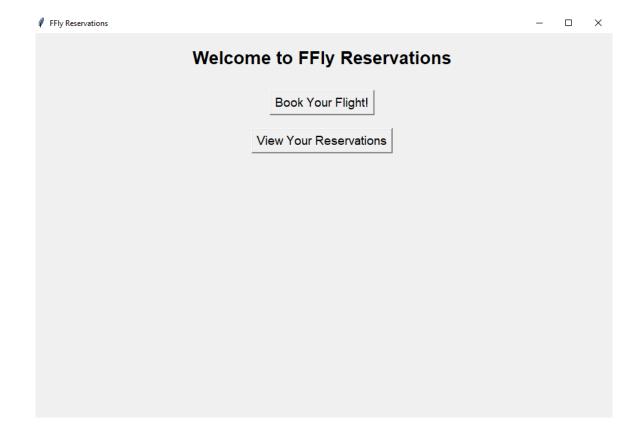3 Run: python main.py

4. Features

- Book Flights: Add a reservation (Name, Flight No, Departure, Destination, Date, Seat No).
- View Reservations: List all bookings in a table.
- Edit Reservations: Double-click or select and edit.
- Delete Reservations: Remove selected booking.
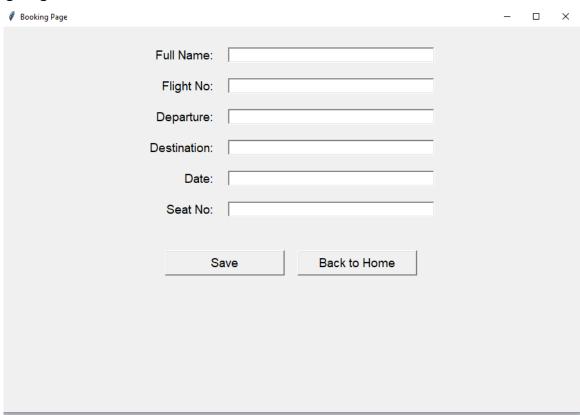- All data is stored in flights.db (SQLite).

5. Project Structure

Flight-Reservation-App/ ■■ main.py # Entry point of the app ■■ home.py # Home screen ■■ booking.py # Booking page ■■ reservations.py # Reservation list page ■■ edit_reservation.py # Edit reservation page ■■ database.py # Database connection & queries ■■ flights.db # SQLite database (auto-created) ■■ README.md # Project description
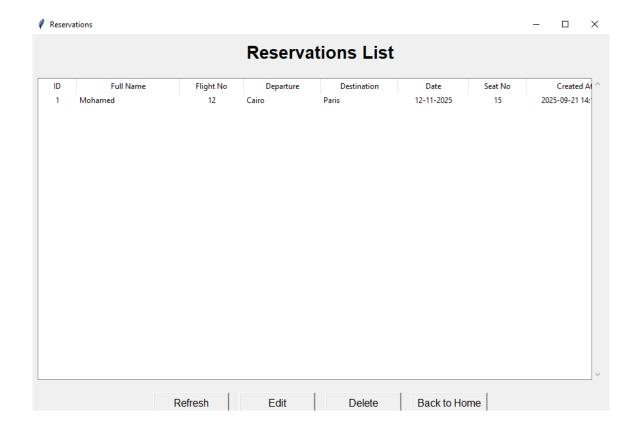
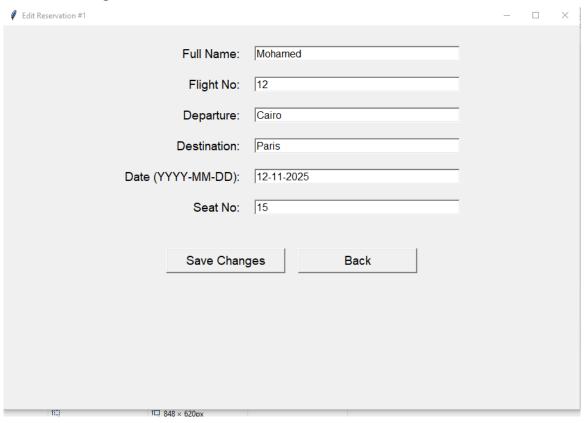## 6. Screenshots

Home Page

Booking Page

Reservations Page

Edit Reservation Page

7. Notes

- On Windows, you can use the .exe directly; on Linux/macOS run: python3 main.py.
- To reset the app, delete flights.db (this removes all bookings).