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TITLE: WATERPARK TICKET SYSTEM

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1.0 INTRODUCTION

Tourism can be regarded as a main economic sector in the world providing multiple benefits including social and environmental benefits. Malaysia used to be rated ninth in the world in terms of tourist arrivals. The Travel and Tourism Competitiveness Report 2017 ranks Malaysia 25th out of 141 countries overall. Malaysia's tourism resources are unique in characteristics, and historical development of tourism in the country indicates it is attracted by wildlife, scenery, forests, beaches and water parks. The well-known sites are mainly full of multiple attractions. Malaysia has diversified tourism resources, ranging from beaches, cities, culture, heritage, jungles, food, resorts, health, business and shopping.

Society has been dramatically changed with the evolution of technology. Before the advent of modern technology. Amusement park or water park is a park that offers different forms of attractions for instance ride and games and other fun filled forms of entertainment. To explore further the visitors should buy tickets. By buying tickets in-person, at the counters, it might take some time because of long queues. Here we as a team came up with an idea where users can insert their data and book the tickets by paying online using the system called waterpakistre. Furthermore, the receipt can be printed as a proof of payment, and the user can scan the QR code to show the authorities for entering purposes.. Below are the categories with prices that are available in the water park. We also provide 3 types of floaters as shown below.

CATEGORY	PRICE (RM)
Junior kid (age 6 years old and below)	FREE
Kid (age 7-12 years old)	70.75
Teen (age 13-19 years old)	90.60
Adult (age 20 years old and above)	110.95

FLOATER FOR RENT	PRICE(RM)
Kid	16
Single	25
Double	30

There are many advantages buying tickets through the system, including the fact that visitors who make a financial commitment by scheduling their own reservations are more likely to show up. If a person needs to cancel, their space becomes available again so that someone else can reserve it. The system helps to reduce congestion which also reduces waiting time. When people don't spend time in line waiting, they will spend it in the park having the best experience of their lifetime without much pressure from the guests waiting outside. In addition, the park operators plan on how to distribute their staff and operations in an efficient way.

On the other hand, buying tickets using the system helps the park organizers to add more guides and offer more fun-filled activities with explanations. It consumes less time and energy compared to buying tickets at the counters. Online ticket selling gives a lot of time that could be spent managing the ticket sales process if sold tickets by phone or in person. By using our system visitors can buy 24 hours per day, seven days per week. With an online booking system, visitors can require visitors to pay for activities and rentals. This will increase the organizers profit.

To summarize, it can be unambiguously agreed upon that the advancement in e-buying has resulted in convenience for buyers. We guarantee that the system that we developed called as waterparkistre will benefit both the visitors and organizers because it consumes less time and money. The system is intended to be user-friendly and easy to access. To minimize complications, we designed the system so that whenever a payment is made, a receipt is instantly can print out along with a QR code to scan.

2.0 WHY THIS PROJECT?

The existence of our system will make it easier for customers to purchase it online rather than waiting in line and pondering what to buy at the water park. One study found that waiting in long lines will cause nearly 50 percent of customers to conclude that the business is run poorly, and over 50 percent of consumers will take their business elsewhere if they feel the line is too long. Proper ticketing systems are designed to function seamlessly in this “multi-channel” environment. This means the customer can purchase in the way they prefer, while all of the requests are still funneled in a centralized system for tracking, management, and analysis. As the ticketing system was organized centrally there was no need for hassles through spreadsheets or email inboxes trying to figure out the issues and their resolution processes. This process will also become more systematic and ensure better customer experience. It also allowed the company to maintain good and profitable relationships with new as well as the existing customers.

Furthermore, it will reduce errors in the cashiering system by allowing the system to determine the amount automatically based on customer preferences. An online system can be configured for virtually any kind of transaction and to complete it almost any environment. The customer does not need to withstand harsh outdoor conditions and extreme temperatures and outfitted with high-bright screens to be visibly in the harshest of sunlight. Peripherals and software enable them to dispense electronically or by printer to print receipts, accept cash or card for payment virtually. it won't leave unused activity spots or rentals on the table. Lastly, an online ticketing system provides you with a dashboard of analytics that help us grow our business. Quickly determine our most popular sellers, the most requested time slots, or even the most popular add-ons by using an online ticketing system with robust insights. Take advantage of knowing what our customers want most and saving our time and money on offerings that don't help our business grow.

3.0 HOW CAN THIS PROJECT BE EXTENDED?

Waterparkistre's Ticket System is an online ticket booking system for a water park named 'Waterparkistre'. This project are able to be extended by doing some of the ideas below:

- Refund money.

Refund 80% of ticket fare if canceled 7 days before the date. Refund 70% of ticket fare if canceled 5 days before the date. Refund 50% of ticket fare if canceled 3 days before the date.

- Reschedulable ticket.

Purchased tickets can be rescheduled at any time up to one day before the ticket date.

- Database management.

Implement a database management system to record the customer purchase so that waterpark's management staff can view the record easily.

- Payment option.

Add more payment options for users such as ShopeePay, GrabPay, Boost, FPX, credit or debit card.

- QR code.

QR code in this project can be improved by linking the receipt with QR code. Receipt will be shown when the QR code is scanned.

- Digital Map

Digital map can reduce the frustration of getting lost. With a map, customers can see exactly where they are and how to get to where they want to be. It also can save customers' time from finding the place they want to go rather than play in the waterpark.

- Virtual Queuing

A virtual queuing system allows customers to remotely check-in to a ride, restaurant, hotel or any other on-site amenity via their smartphones, while they carry on exploring until their turn draws near. In this way, virtual queuing not only improves the guest experience, but it also has the potential to increase visitor spend on food and beverage as well as merchandise. It also can avoid customers from being stuck in a long queue, guests have more time to enjoy everything that you have to offer.

- Real-Time Messaging & Offers

With mobile app-based real-time messaging, you can target visitors based on their behaviour. For example, if a visitor has just joined a virtual ride queue, they may trigger a queue jump offer. If it's approaching lunchtime and the guest has been at the theme park since morning, they might see an in-app food and beverage offer. Because these messages and offers are highly targeted, they enhance rather than detract from the guest experience

4.0 SOURCE CODE

- Python first file (waterpark.py)

```
import tkinter as tk
from tkinter import *
from tkinter import messagebox
from tkcalendar import Calendar
from datetime import datetime

waterpark=Tk()
waterpark.title("WATERPARKISTRE'S TICKET SYSTEM")
waterpark.geometry('500x600')
greeting=tk.Label(text="Welcome To Waterparkistre!",font=('ink free',
25,'bold'), bg="#CFECEC", fg="black")
greeting.pack(fill=X and Y)
waterpark.config(bg='#CFECEC')

img = PhotoImage(file="C:/Users/Huawei/Downloads/logo.png")
my_label=Label(waterpark, image=img, bg="#CFECEC", fg="black")
my_label.pack(fill=X and Y)

def NextPage():
    waterpark.destroy()
    pay = Tk()
    pay.geometry("1000x700")
    pay.title("WATERPARKISTRE'S TICKET SYSTEM")
    canvas = Canvas(pay, width=1000, height=700, bg="#CFECEC")
    canvas.pack()

    def NextPage2():
        pay.destroy()
        root = Tk()
        root.title("RECIEPT")
        root.geometry('690x600')
        bg_color = '#CFECEC'
        title = Label(text="WATERPAKISTRE", bd=12, bg="#36454F",
fg="#CFECEC",
font=('times new roman', 25, 'bold'), relief=GROOVE,
justify=CENTER)
        title.pack(fill=X)
        root.config(bg="#36454F")

    def reciept():
        if int(count_J_Kid.get()) > 0:
            junior_kidprice = 0
        else:
            junior_kidprice = 0
        if int(count_Kid.get()) > 0:
            Kidprice = int(count_Kid.get()) * 70.75
        else:
            Kidprice = 0
        if int(count_Teen.get()) > 0:
            Teenprice = int(count_Teen.get()) * 90.60
        else:
            Teenprice = 0
```



```

        if int(count_Adult.get()) > 0:
            Adultprice = int(count_Adult.get()) * 110.95
        else:
            Adultprice = 0
        if int(counter1.get()) > 0:
            kidprice = int(counter1.get()) * 16
        else:
            kidprice = 0
        if int(counter2.get()) > 0:
            singleprice = int(counter2.get()) * 25
        else:
            singleprice = 0
        if int(counter3.get()) > 0:
            dblprice = int(counter3.get()) * 30
        else:
            dblprice = 0

        total_payment = float(junior_kidprice + Kidprice + Teenprice +
Adultprice + kidprice + singleprice + dblprice)
        print('Name\t\t\t: ' + str(name1.get()))
        print('Total Payment\t: RM' +
str('{:.2f}'.format(total_payment)))
        messagebox.showinfo("RECEIPT",
            "=====\\n
WATERPARKISTRE ONLINE BOOKING\\n=====\\n
            "\\nName\t\t\t: " + str(name1.get()) +
            "\\nEmail\t\t\t: " + str(email1.get()) +
            "\\nPhone Number\t: " + str(phone1.get()) +
            "\\nDate\t\t\t: " + str(cal.get_date()) +
            "\\nJunior Kid (free)\t: " +
str(count_J_Kid.get()) +
            "\\nKid (RM70.75)\t: " + str(count_Kid.get())
+
            "\\nTeen (RM90.60)\t: " +
str(count_Teen.get()) +
            "\\nAdult (RM110.95)\t: " +
str(count_Adult.get()) +
            "\\nFloater\t\t\t: " + str(counter1.get()) + "
Kid," + str(
            counter2.get()) + " Single," +
str(counter3.get()) + " Double" +
            "\\n=====\\n
            "\\n\\nTotal Payment\t: RM" +
str('{:.2f}'.format(total_payment)) +
            "\\nPlease enter your name in QR Code section
and\\nproceed with your payment.\\n\\nYou can screenshot this receipt for your
reminder.\\nThank you for your booking!")

        def QRwindow():
            root.destroy()
            import qrcode

        def exit():
            op = messagebox.askyesno("Warning!", "Please view your receipt
and proceed with payment in QR Code section else your booking will be
cancel.\\n\\nCancel booking?")
            if op > 0:
                root.destroy()

```

```

        F2 = LabelFrame(root, font=('times new roman', 18), fg='black',
bg="#CFECEC")
        F2.place(x=20, y=75)#width=690, height=700

        btn1 = Button(F2, text='RECIEPT', font='arial 15 bold',
command=reciept, padx=5, pady=10,bg="#36454F",
        fg = "#CFECEC",width=15)
        btn1.grid(row=1, column=1, padx=230, pady=40)
        btn2 = Button(F2, text='QR CODE', font='arial 15 bold',
command=QRwindow, padx=5, pady=10,bg="#36454F",
        fg = "#CFECEC", width=15)
        btn2.grid(row=2, column=1, padx=230, pady=40)
        btn3 = Button(F2, text='EXIT', font='arial 15 bold', padx=5, pady=10,
command=exit, bg="#36454F",
        fg = "#CFECEC", width=15)
        btn3.grid(row=3, column=1, padx=230, pady=40)

        root.mainloop()

        calinfo = Label(text="1. Choose Date", font=("Times", "12"),
bg="#CFECEC", fg="black")
        calinfo.pack()
        calinfo.place(x=100, y=65)
        cal = Calendar(pay, selectmode='day',
                        mindate=datetime.now())
        cal.place(x=130, y=90)

        def getDate():
            dt.config(text="Selected Date is: " + cal.get_date())

        dt = Button(pay, text="Get Date", command=getDate, bg="#36454F",
fg="#CFECEC")
        dt.place(x=230, y=280)
        dt = Label(pay, text="", fg='black', bg='#CFECEC')
        dt.place(x=195, y=310)

        count_Adult = IntVar()
        count_Teen = IntVar()
        count_Kid = IntVar()
        count_J_Kid = IntVar()
        counter1 = IntVar()
        counter2 = IntVar()
        counter3 = IntVar()

        def add_Adult(event=None):
            count_Adult.set(count_Adult.get() + 1)

        def dec_Adult(event=None):
            count_Adult.set(count_Adult.get() - 1)

        def AddTeen(event=None):
            count_Teen.set(count_Teen.get() + 1)

        def DecTeen(event=None):
            count_Teen.set(count_Teen.get() - 1)

        def AddKid(event=None):

```

```

        count_Kid.set(count_Kid.get() + 1)

def DecKid(event=None):
    count_Kid.set(count_Kid.get() - 1)

def AddJ_Kid(event=None):
    count_J_Kid.set(count_J_Kid.get() + 1)

def DecJ_Kid(event=None):
    count_J_Kid.set(count_J_Kid.get() - 1)

def onClick1(event=None):
    counter1.set(counter1.get() + 1)

def offClick1(event=None):
    counter1.set(counter1.get() - 1)

def onClick2(event=None):
    counter2.set(counter2.get() + 1)

def offClick2(event=None):
    counter2.set(counter2.get() - 1)

def onClick3(event=None):
    counter3.set(counter3.get() + 1)

def offClick3(event=None):
    counter3.set(counter3.get() - 1)

greeting = Label(
    text="Welcome To Waterparkistre's Online Ticket!",
    font=('ink free', 25,'bold'), bg="#CFECEC", fg="blue")
greeting.pack()
greeting.place(x=200, y=5)

ticketinfo = Label(text="2. Choose Ticket", font=("Times", "12"),
bg="#CFECEC", fg="black")
ticketinfo.pack()
ticketinfo.place(x=450, y=65)

J_Kid = Label(
    text="Junior Kid\n(age 6 years old and below)  ",
    font=('Comic Sans MS', '10'),
    bg = "#36454F",
    fg = "#CFECEC")
J_Kid.pack()
J_Kid.place(x=450, y=100)
J_Kidp = Label(
    text="Free",
    font=('Comic Sans MS', '10'),
    bg="#CFECEC",
    fg="black")
J_Kidp.pack()
J_Kidp.place(x=700, y=105)
Jkidplus = Button(text="+", width=3, height=1, command=AddJ_Kid,
bg="#36454F", fg="#CFECEC")
Jkidplus.pack()

```

```

Jkidplus.place(x=780, y=105)
Jkidminus = Button(text="-", width=3, height=1, command=DecJ_Kid,
bg="#36454F", fg="#CFECEC")
Jkidminus.pack()
Jkidminus.place(x=810, y=105)
Jkidqty = Label(pay, textvariable=count_J_Kid, bg="#CFECEC", fg="black")
Jkidqty.pack()
Jkidqty.place(x=855, y=107)

Kid = Label(
    text="Kid\n(age 7 - 12 years old)                ",
    font=('Comic Sans MS', '10'),
    bg= "#36454F",
    fg = "#CFECEC")
Kid.pack()
Kid.place(x=450, y=160)
Kidp = Label(
    text="RM70.75",
    font=('Comic Sans MS', '10'),
    bg="#CFECEC",z
    fg="black")
Kidp.pack()
Kidp.place(x=685, y=165)
Kidplus = Button(text="+", width=3, height=1, command=AddKid,
bg="#36454F", fg="#CFECEC")
Kidplus.pack()
Kidplus.place(x=780, y=165)
Kidminus = Button(text="-", width=3, height=1, command=DecKid,
bg="#36454F", fg="#CFECEC")
Kidminus.pack()
Kidminus.place(x=810, y=165)
Kidqty = Label(pay, textvariable=count_Kid, bg="#CFECEC", fg="black")
Kidqty.pack()
Kidqty.place(x=855, y=167)

Teen = Label(
    text="Teen\n(age 13 - 19 years old)                ",
    font=('Comic Sans MS', '10'),
    bg= "#36454F",
    fg = "#CFECEC")
Teen.pack()
Teen.place(x=450, y=220)
Teenp = Label(
    text="RM90.60",
    font=('Comic Sans MS', '10'),
    bg="#CFECEC",
    fg="black")
Teenp.pack()
Teenp.place(x=685, y=225)
teenplus = Button(text="+", width=3, height=1, command=AddTeen,
bg="#36454F", fg="#CFECEC")
teenplus.pack()
teenplus.place(x=780, y=225)
teenminus = Button(text="-", width=3, height=1, command=DecTeen,
bg="#36454F", fg="#CFECEC")
teenminus.pack()
teenminus.place(x=810, y=225)
teenqty = Label(pay, textvariable=count_Teen, bg="#CFECEC", fg="black")

```

```

teenqty.pack()
teenqty.place(x=855, y=227)

Adult = Label(
    text="Adult\n(age 20 years old and above)",
    font=('Comic Sans MS', '10'),
    bg= "#36454F",
    fg= "#CFECEC")
Adult.pack()
Adult.place(x=450, y=280)
Adult = Label(
    text="RM110.95",
    font=('Comic Sans MS', '10'),
    bg="#CFECEC",
    fg="black")
Adult.pack()
Adult.place(x=685, y=285)
adultplus = Button(text="+", width=3, height=1, command=add_Adult,
bg="#36454F", fg="#CFECEC")
adultplus.pack()
adultplus.place(x=780, y=285)
adultminus = Button(text="-", width=3, height=1, command=dec_Adult(),
bg="#36454F", fg="#CFECEC")
adultminus.pack()
adultminus.place(x=810, y=285)
adultqty = Label(pay, textvariable=count_Adult, bg="#CFECEC", fg="black")
adultqty.pack()
adultqty.place(x=855, y=287)

floaterinfo = Label(text="3. Floater Rental", font=("Times", "12"),
bg="#CFECEC", fg="black")
floaterinfo.pack()
floaterinfo.place(x=100, y=370)

kid1 = PhotoImage(file="C:/Users/Huawei/Downloads/kid.png")
canvas.create_image(130, 400, anchor=NW, image=kid1)
kid2 = Label(pay, font=("Times", "12"), text='Kid - RM16.00',
bg="#CFECEC", fg="black")
kid2.pack()
kid2.place(x=150, y=550)
kidplus = Button(text="+", width=3, height=1, command=onClick1,
bg="#36454F", fg="#CFECEC")
kidplus.pack()
kidplus.place(x=160, y=575)
kidminus = Button(text="-", width=3, height=1, command=offClick1,
bg="#36454F", fg="#CFECEC")
kidminus.pack()
kidminus.place(x=190, y=575)
kidqty = Label(pay, textvariable=counter1, bg="#CFECEC", fg="black")
kidqty.pack()
kidqty.place(x=235, y=577)

single1 = PhotoImage(file="C:/Users/Huawei/Downloads/single.png")
canvas.create_image(300, 400, anchor=NW, image=single1)
single2 = Label(pay, font=("Times", "12"), text='Single - RM25.00',
bg="#CFECEC", fg="black")
single2.pack()
single2.place(x=320, y=550)

```

```

        singleplus = Button(text="+", width=3, height=1, command=onClick2,
bg="#36454F", fg="#CFECEC")
        singleplus.pack()
        singleplus.place(x=330, y=575)
        singleminus = Button(text="-", width=3, height=1, command=offClick2,
bg="#36454F", fg="#CFECEC")
        singleminus.pack()
        singleminus.place(x=360, y=575)
        singleqty = Label(pay, textvariable=counter2, bg="#CFECEC", fg="black")
        singleqty.pack()
        singleqty.place(x=405, y=577)

        dbl1 = PhotoImage(file="C:/Users/Huawei/Downloads/double.png")
        canvas.create_image(470, 400, anchor=NW, image=dbl1)
        dbl2 = Label(pay, font=("Times", "12"), text='Double - RM30.00',
bg="#CFECEC", fg="black")
        dbl2.pack()
        dbl2.place(x=490, y=550)
        dblplus = Button(text="+", width=3, height=1, command=onClick3,
bg="#36454F", fg="#CFECEC")
        dblplus.pack()
        dblplus.place(x=500, y=575)
        dblminus = Button(text="-", width=3, height=1, command=offClick3,
bg="#36454F", fg="#CFECEC")
        dblminus.pack()
        dblminus.place(x=530, y=575)
        dblqty = Label(pay, textvariable=counter3, bg="#CFECEC", fg="black")
        dblqty.pack()
        dblqty.place(x=575, y=577)

        btnNext2 = Button(text='Submit Booking', width=15, height=1,
command=NextPage2)
        btnNext2.place(x=500, y=650)

        pay.mainloop()

btnNext=Button(text="Next Page", width=10, height=1, command=NextPage)
btnNext.place(x=380, y=560)

name = Label(waterpark,font=("Times", "12"),text='Name:',bg="#CFECEC")
name.pack()
name1 =StringVar()
entry1 = Entry(waterpark, fg='black', bg='light blue', width=50
,textvariable=name1)
entry1.pack(ipadx=20)
email= Label(waterpark,font=("Times", "12"), text='Email: ',bg="#CFECEC")
email.pack()
email1=StringVar()
entry2 = Entry(waterpark, fg='black', bg='light blue',
width=50,textvariable=email1)
entry2.pack(ipadx=20)
phone = Label(waterpark, font=("Times", "12"), text='Phone
number:',bg="#CFECEC")
phone.pack()
phone1 = StringVar()
entry3 = Entry(waterpark, fg='black', bg='light blue', width=50,
textvariable=phone1)
entry3.pack(ipadx=20)

```

```
waterpark.mainloop()
```

- Python second file (qrcode.py)

```

from tkinter import *
from tkinter import messagebox
import pyqrcode
import webbrowser

def QRwindow():
    root = Tk()
    root.title("QR CODE & PAYMENT")
    root.geometry("400x600")
    root.config(bg='#CFEDEC')

    def generate_QR():

        def jpay():

webbrowser.open_new("https://billercentre.jompay.prod.inet.paynet.my/login.aspx")

        def tng():

webbrowser.open_new("https://tngportal.touchngo.com.my/tngPortal/login")
        def exit():
            op = messagebox.askyesno("Exit", "Your ticket has successfully booked.\nThank you for using our online ticket booking!\n\nDo you really want to exit?")
            if op > 0:
                root.destroy()

        if len(user_input.get()) != 0:
            global qr, img
            qr = pyqrcode.create(user_input.get())
            img = BitmapImage(data=qr.xbm(scale=8))
        else:
            messagebox.showwarning('warning', 'All Fields are Required!')
        try:
            display_code()
        except:
            pass

        msg = Label(root, font=("Times", "10"),
                    text='Please screenshot this QR Code for entry purpose.\n\nProceed payment with:',
                    bg="#CFEDEC", fg="black")
        msg.pack()
        msg.place(x=70, y=400)
        payOption = StringVar()
        opt1 = Radiobutton(root, text="Online Banking JomPAY",
variable=payOption, value="Online Banking JomPAY",
                    tristatevalue=0, command=jpay, bg="#CFEDEC")
        opt1.place(x=130, y=460)
        opt2 = Radiobutton(root, text="Touch n Go eWallet",
variable=payOption, value="Touch n Go eWallet",
                    tristatevalue=0, command=tng, bg="#CFEDEC")
        opt2.place(x=130, y=480)
        btnreturn = Button(text='EXIT', width=15, height=1, command=exit,

```



```

bg="#36454F", fg="#CFECEC")
    btnreturn.place(x=140, y=550)

    def display_code():
        img_lbl.config(image=img)
        output.config(text="QR code of " + user_input.get(), bg="#CFECEC", fg
= "black")

    lbl = Label(root, text="Enter name as in receipt:",bg="#CFECEC",fg =
"black")
    lbl.pack()

    user_input = StringVar()
    entry = Entry(root, textvariable=user_input)
    entry.pack(padx=10)

    button = Button(root, text="generate_QR", width=15, command=generate_QR,
bg="#36454F",fg = "#CFECEC")
    button.pack(pady=10)
    img_lbl = Label(root, bg="#CFECEC")
    img_lbl.pack()
    output = Label(root, text="")
    output.pack()

    root.mainloop()

QRwindow()

```

5.0 GUI SCREENSHOT

- First window

WATERPARKISTRE'S TICKET SYSTEM

Welcome To Waterparkistre!



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Next Page

- 'Next Page' button from first window

WATERPARKISTRE'S TICKET SYSTEM

Welcome To Waterparkistre's Online Ticket!

1. Choose Date

February 2022

Mon	Tue	Wed	Thu	Fri	Sat	Sun
5	31	1	2	3	4	5
6	7	8	9	10	11	12
7	14	15	16	17	18	19
8	21	22	23	24	25	26
9	28	1	2	3	4	5
10	7	8	9	10	11	12

Get Date

Selected Date is: 2/3/22

2. Choose Ticket

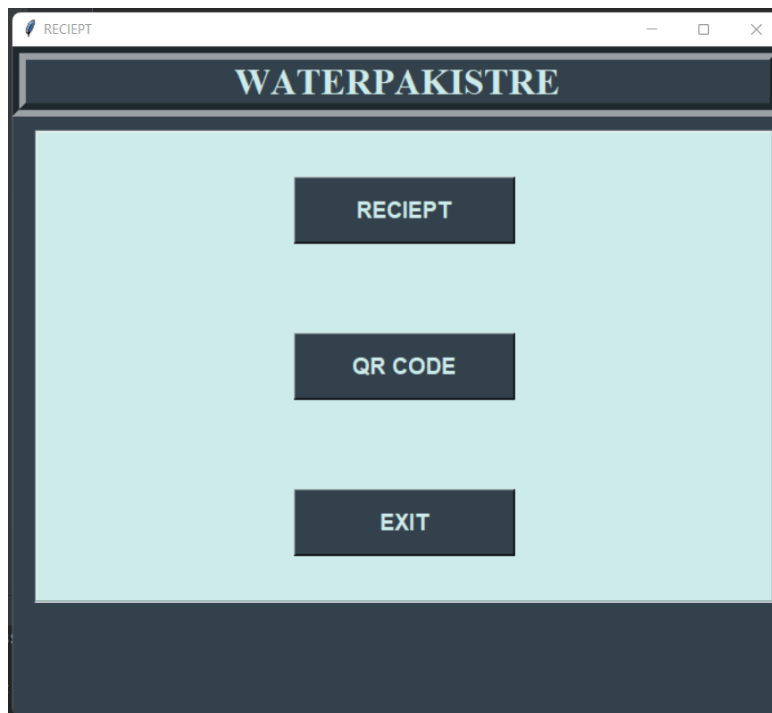
Ticket Type	Price	Quantity
Junior Kid (age 6 years old and below)	Free	1
Kid (age 7 - 12 years old)	RM70.75	3
Teen (age 13 - 19 years old)	RM90.60	0
Adult (age 20 years old and above)	RM110.95	2

3. Floater Rental

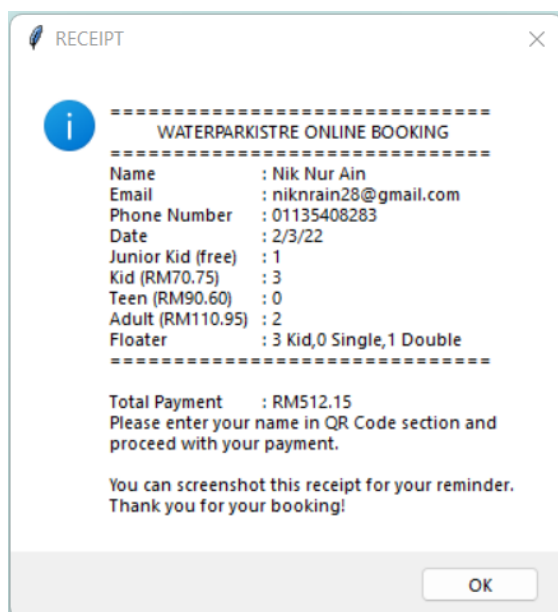
Floater Type	Price	Quantity
Kid - RM16.00	3	
Single - RM25.00	0	
Double - RM30.00	1	

Submit Booking

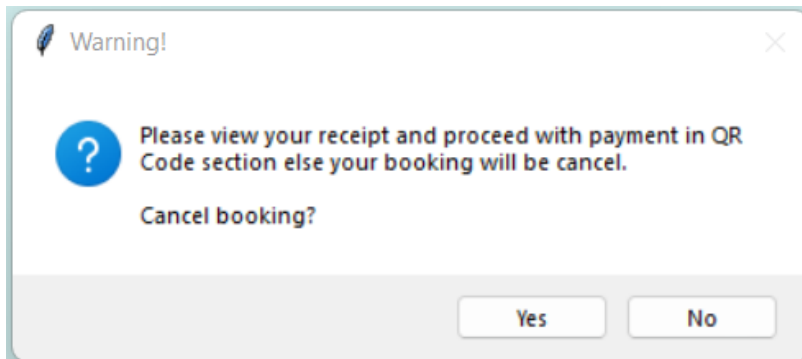
- 'Submit Booking' button



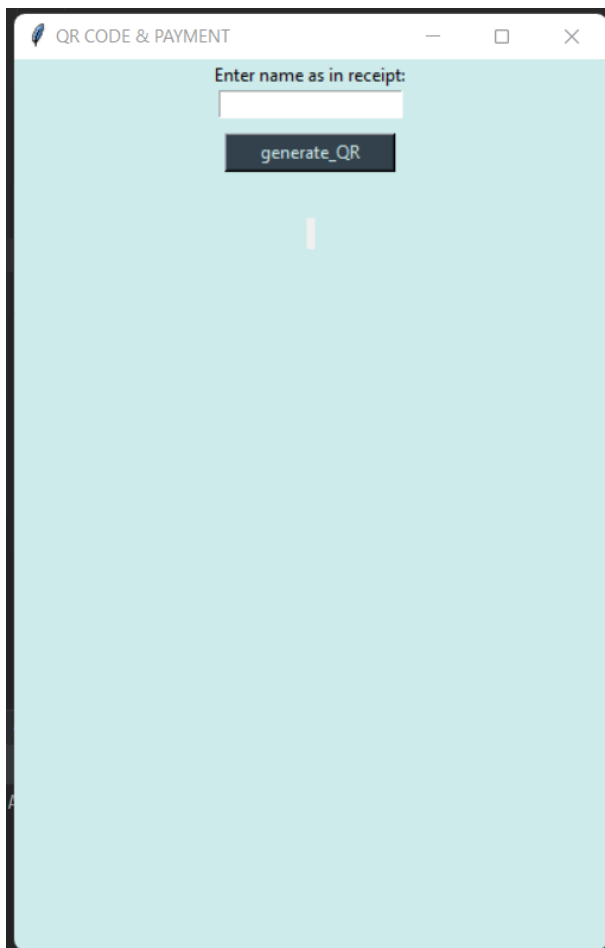
- 'RECEIPT' button will show booking information



- 'EXIT' button, click yes will cancel the booking



- 'QR CODE' button will open up a new window name qr code & payment



- Use output as reference to enter name

Name : Nik Nur Ain
Total Payment : RM512.15

QR CODE & PAYMENT

Enter name as in receipt:

generate_QR


- Warning message will pop-up if click the 'generate_QR' button without enter entry

QR CODE & PAYMENT

Enter name as in receipt:

generate_QR

warning


All Fields are Required!

OK

- 'generate_QR' button with entry will display QR code and payment option

QR CODE & PAYMENT

Enter name as in receipt:

generate_QR



QR code of Nik Nur Ain

Please screenshot this QR Code for entry purpose.

Proceed payment with:

☐ Online Banking JomPAY
☐ Touch n Go eWallet

EXIT

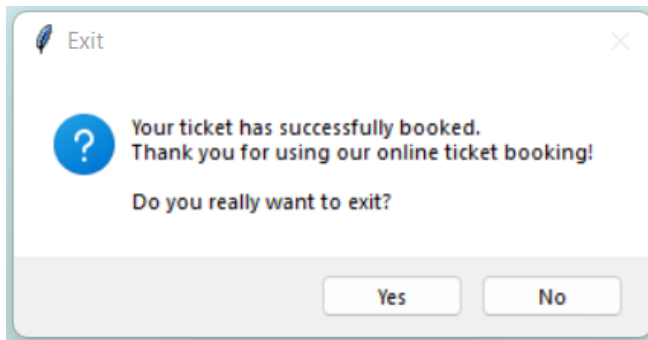
- Click ‘Online Banking JomPAY’

The screenshot displays the JomPAY online banking login interface. At the top, the browser window shows the URL 'billercentre.jompay.prod.inet.paynet.my/login.aspx'. The page has a dark header with the JomPAY logo. Below this, a 'Login' box contains two input fields: 'Email Address' and 'Password'. An orange 'LOGIN' button is positioned below the password field, with a 'Forgot Password?' link underneath it. The Windows taskbar at the bottom indicates the system time is 2:54 AM on 25/1/2022.

- Click ‘Touch n Go eWallet’

The screenshot shows the Touch n Go eWallet login portal. The browser address bar displays 'tngportal.touchngo.com.my/tngPortal/login'. The page has a blue header with the Touch n Go logo and social media icons. The main content area is titled 'Account Login' and prompts the user to 'Please enter your username and password.' It includes 'Username' and 'Password' input fields, 'Login' and 'Reset' buttons, and links for 'Forgot your username', 'Forgot your password', and 'Not a user yet? Register here now'. The footer contains logos for Bank Negara Malaysia, the Malaysian coat of arms, and OFS (Ombudsman for Financial Services), along with copyright information and various policy links. The Windows taskbar at the bottom shows the system time is 2:55 AM on 25/1/2022.

- 'EXIT' button will terminate the program



6.0 ATTACHMENT

1. Download all pictures in this file before run the codes.

https://drive.google.com/drive/u/0/folders/1C_j3vWGqKjMswN0ROo4qzzCD2gqeREYZ

2. To run this coding without error from any computer, the location of the picture must be set according to where the picture is saved.

- In waterpark.py file:

1. Line 14 for logo picture

```
14      img = PhotoImage(file="C:/Users/Huawei/Downloads/logo.png")
```

2. Line 286 for kid's floater picture

```
286     kid1 = PhotoImage(file="C:/Users/Huawei/Downloads/kid.png")
```

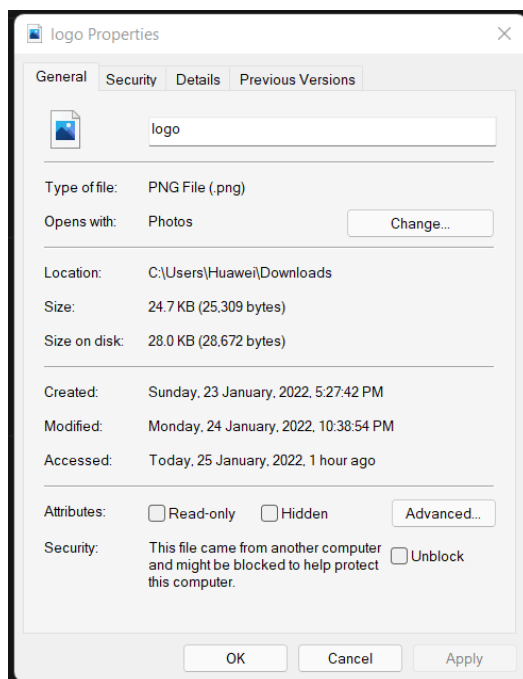
3. Line 301 for single's floater picture

```
301     single1 = PhotoImage(file="C:/Users/Huawei/Downloads/single.png")
```

4. Line 316 for double's floater picture

```
316     dbl1 = PhotoImage(file="C:/Users/Huawei/Downloads/double.png")
```

- Open picture properties to check the location of the picture.



- Slash symbols ('\' or '/') must be opposite from each other.

Location: C:\Users\Huawei\Downloads

```
14 img = PhotoImage(file="C:/Users/Huawei/Downloads/logo.png")
```

3. GUI video

<https://www.youtube.com/watch?v=RMXMMObIYwo>