

Flight Booking System

COMPUTER-NETWORKING (UE20CS253)

PROJECT TEAM:

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Description

Creating a Flight Booking System with the help of Socket Programming and Travel API's.

Project Requirements (refer requirements.txt in repo)

- **Amadeus API** — This will help us fetch the real time Flight data present in the Internet
- **Python Modules**
 - `inquirer` - facilitate in taking inputs from command line
 - `simple_chalk` — get coloured output in terminal
 - `pyfiglet` — fancy text in terminal
 - `texttable` — displaying the output in the form of tables
 - `python-dotenv` — load environment variables in project

Abstract

The program uses flight booking API to provide multiple options for the users to book the flight by providing details of the departure, arrival , date and the number of adults going to board the flight.

check_flights() from `amadeus_python.py` is called to check flights with the required passed on parameters.

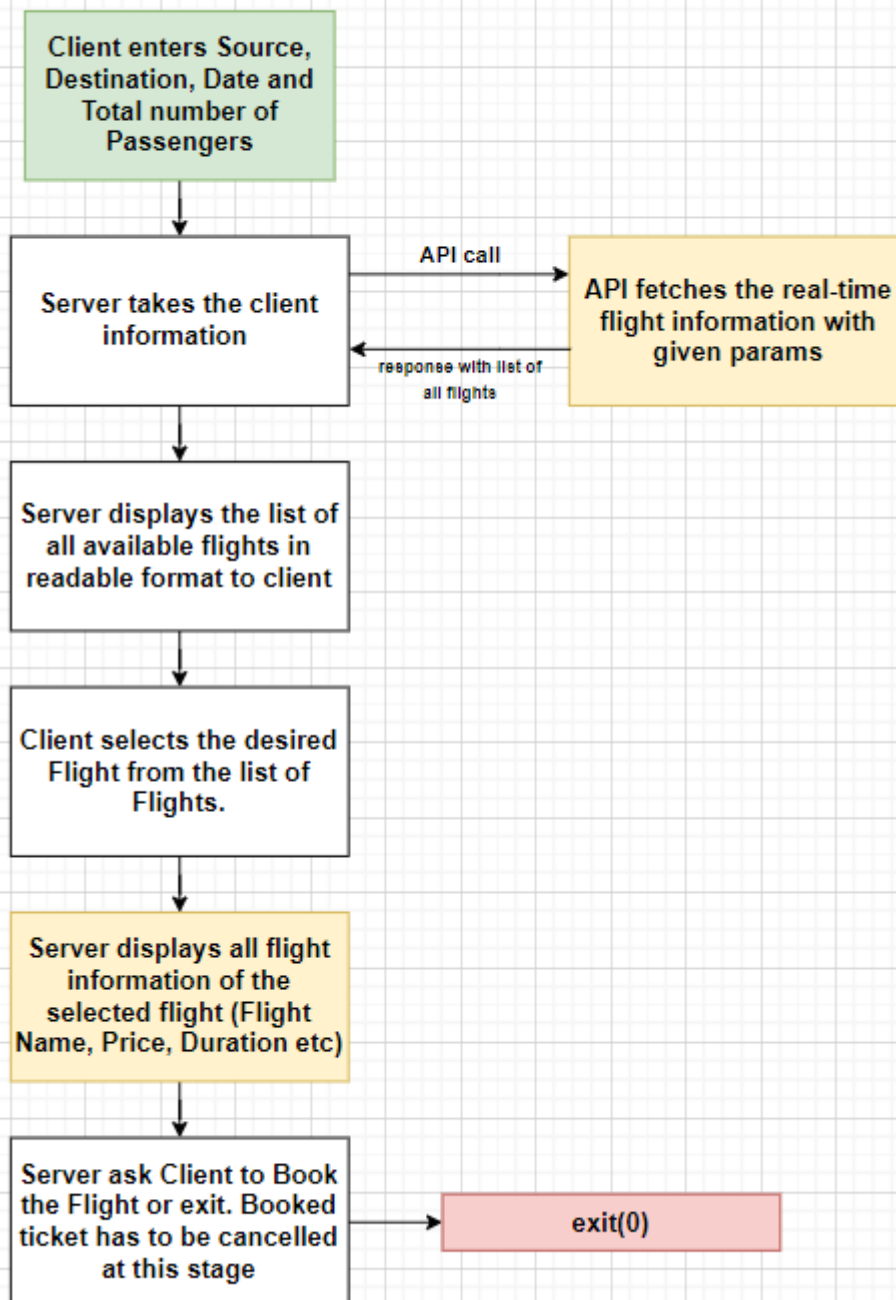
Then we ask the user to choose a flight from the list of flights displayed using real time API. The user then mentions the flight id he is interested in and pressed enter. The details pertaining to the requested flight id is aptly displayed.

Eventually the user is asked for confirmation whether he is interested in booking the desired number of seats in the flight.

The realtime API is the one which differentiates the program from prestored list of flights and flight routes. Thus also making the program user friendly and scalable at the same time .

Workflow

Flight Booking System



Code

<https://github.com/nkilm/flight-booking-system>