

An abstract geometric design on the left side of the image. It features a dark blue background with various shapes and patterns. A white circle is at the top left. Below it, a light blue semi-circle is partially visible. To the right of the semi-circle is a pink triangle with diagonal lines. Below the semi-circle is a pink square with a pattern of concentric lines. To the right of the square is a light blue triangle. Below the square is a pink triangle. To the right of the triangle is a dark blue triangle. The overall design is modern and geometric.

# **RAILWAY TICKET BOOKING**





# **OUTLINE**

**Introduction**

**Objective**

**Description Of Modules**

**Future Enhancements**

**Conclusion**





# INTRODUCTION



- Railway reservation systems are widely used real-time applications that require accuracy, efficiency, and proper handling of shared resources such as seat availability. Manual ticket booking systems are error-prone and inefficient, making automation essential.
- This project presents a Java-based Railway Ticket Booking System with a Graphical User Interface (GUI) developed using Swing and AWT components. The system supports multiple coaches, dynamic seat allocation, passenger-based ticket generation, and cancellation functionality.
- The application is designed to be user-friendly, modular, and scalable, making it suitable for understanding how real-world booking systems function while applying core Java programming concepts such as inheritance, polymorphism, encapsulation, synchronization, collections, and event handling.





# OBJECTIVE

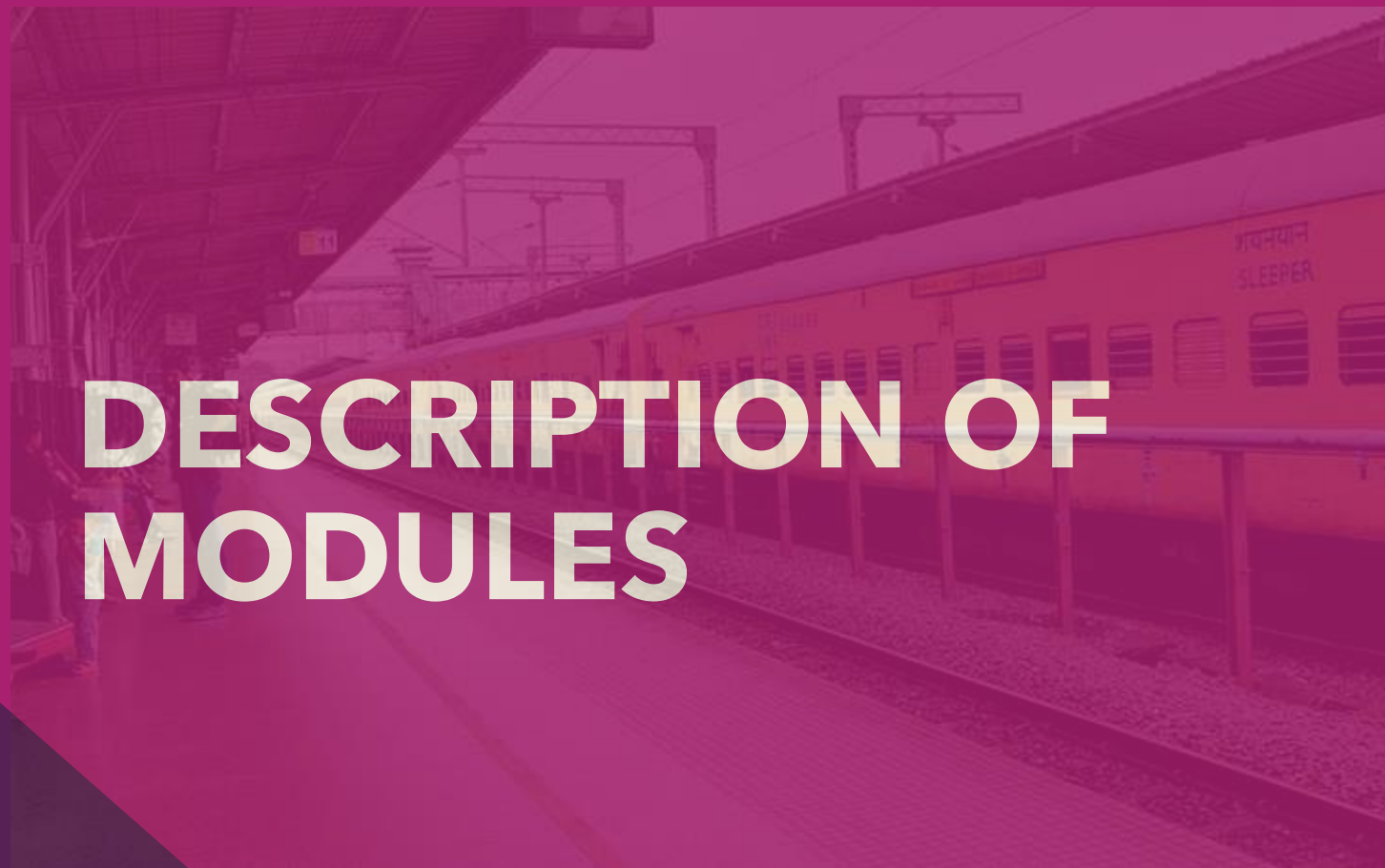
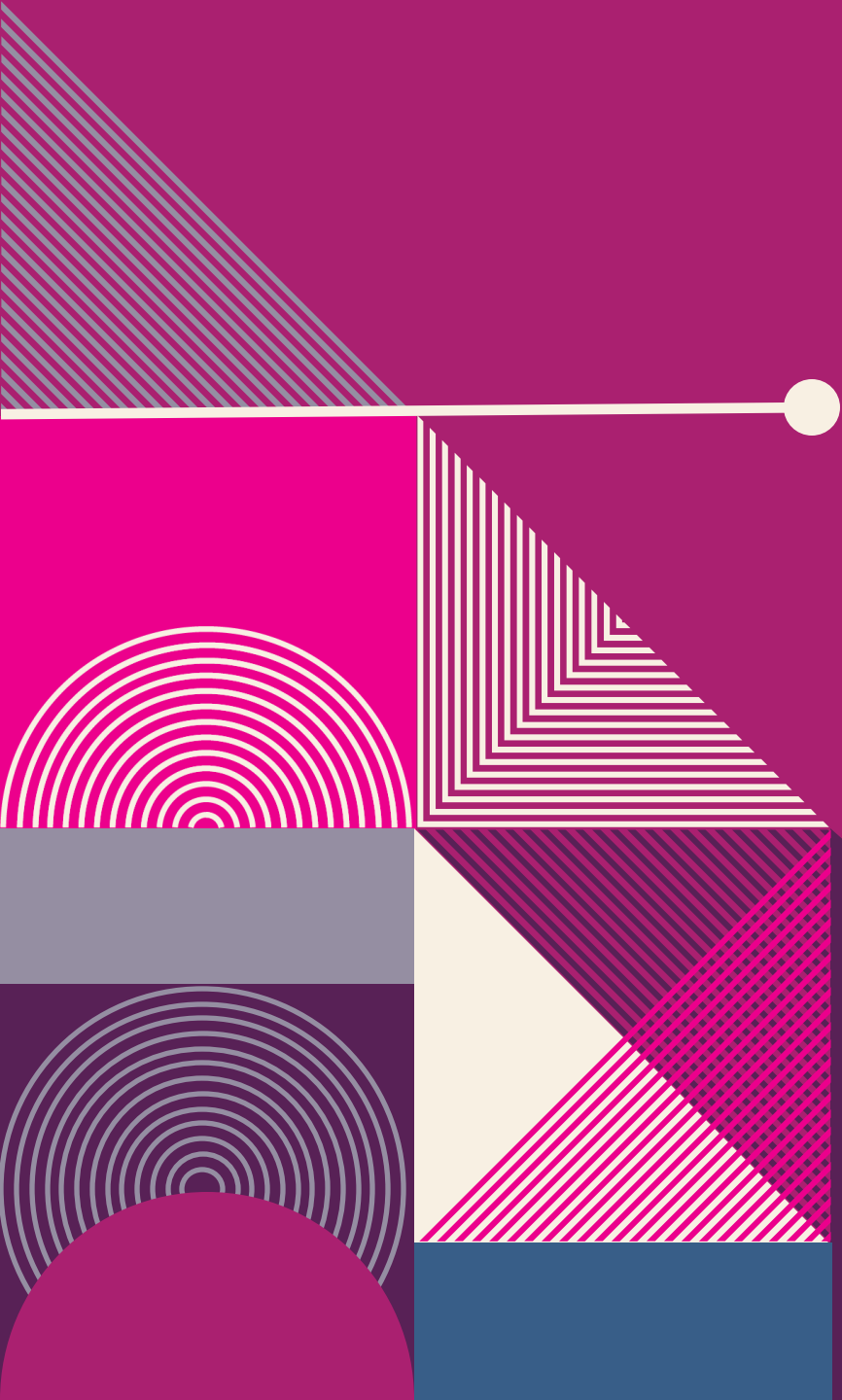


The objective of this project is to design and implement a Railway Ticket Booking System using Java Swing that simulates real-world railway reservation operations. The system allows users to:

- Select source and destination stations
- Choose different classes of coaches
- View seat availability
- Book tickets with passenger details
- Calculate ticket fare based on age and coach type
- Cancel booked tickets
- View booked tickets in a printable ticket format

The project aims to demonstrate the effective application of Object-Oriented Programming (OOP) concepts, GUI development using Java Swing, and thread-safe booking mechanisms





# DESCRIPTION OF MODULES



# MODULES

- **Main Menu Module**
  - Entry point of the application
  - Provides navigation to booking, cancellation, and ticket viewing
- **Booking Module**
  - Coach selection
  - Station selection
  - Seat availability display
  - Seat selection
- **Passenger Module**
  - Passenger name and age input
  - Validation of passenger data
- **Ticket Module**
  - Ticket generation
  - Ticket storage
  - Fare calculation
- **Cancellation Module**
  - Ticket cancellation using seat ID
  - Seat availability restoration
- **View Tickets Module**
  - Display of booked tickets
  - Printable ticket-style layout



# BLOCK DIAGRAM

User



Main Menu



Book Ticket



Select Coach & Stations



Select Seats



Enter Passenger Details



Generate Ticket



Cancel Ticket



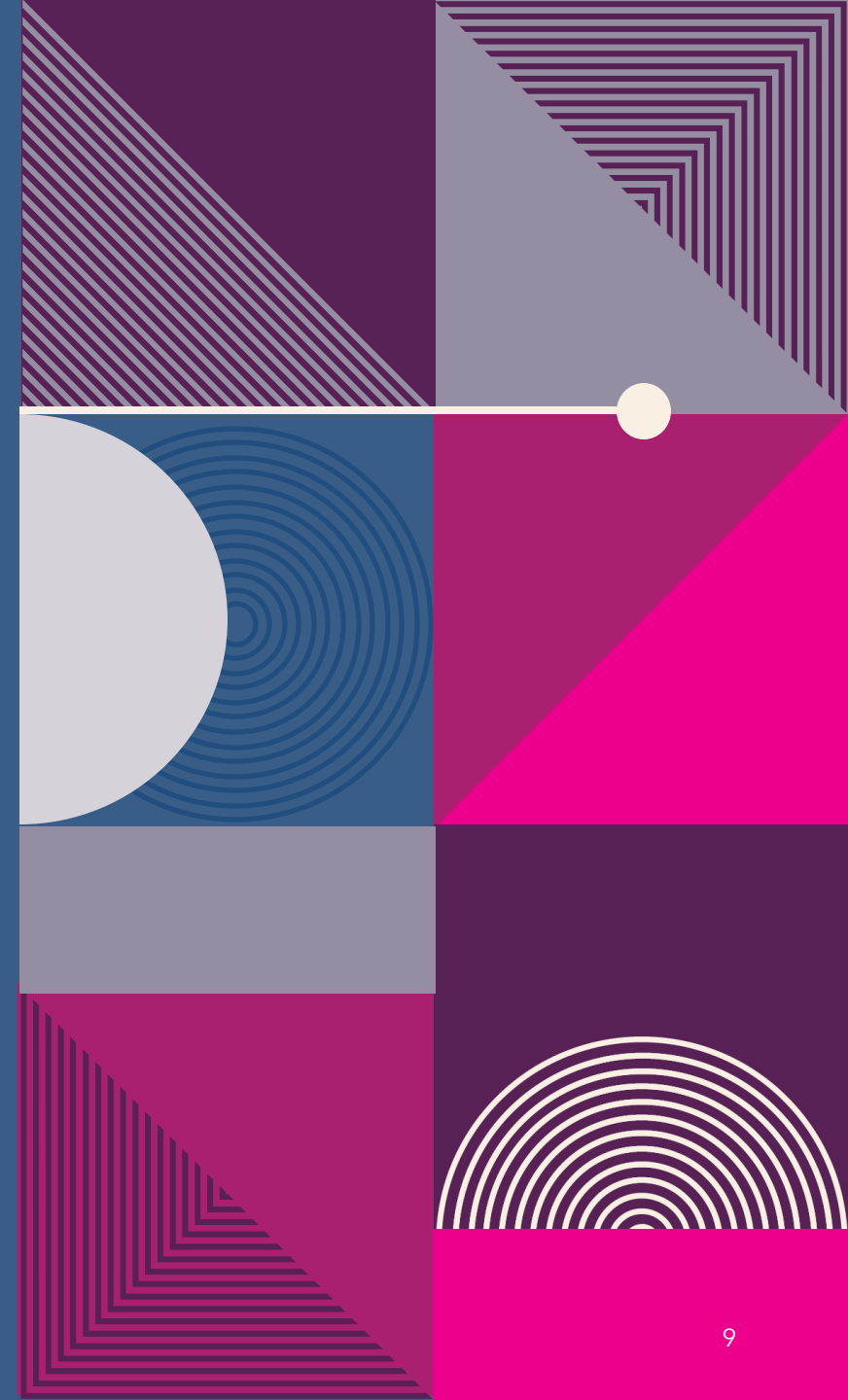
Free Seat & Remove Ticket



View Tickets



Display Printable





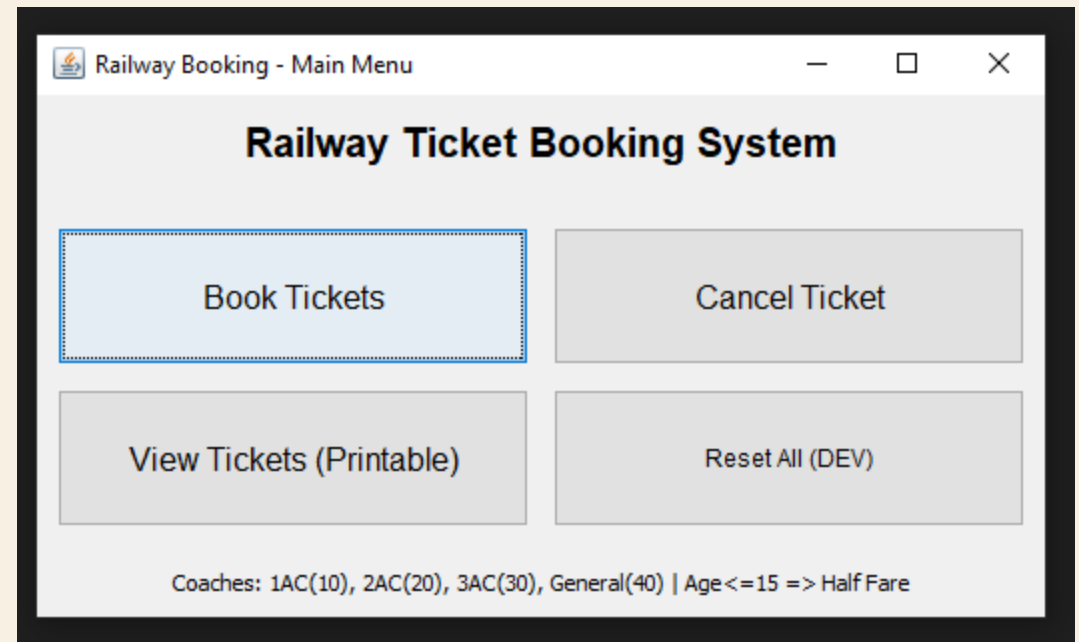
# Main Menu Module

## Requirement & Functionality

- Acts as the central control of the application
- Displays options for booking, cancellation, viewing tickets, and resetting data

## Java Techniques Used

- Swing components (JFrame, JButton, JLabel)
- Event handling using ActionListener
- Layout managers (BorderLayout, GridLayout)





# Ticket Booking Module

## Requirement & Functionality

- Allows user to select:
  - Coach type (1AC, 2AC, 3AC, GEN)
  - Source and destination stations
- Displays seat availability dynamically
- Supports booking of multiple seats at once

## Java Techniques Used

- Swing components (JDialog, JComboBox, JCheckBox)
- Java Collections (Map, List)
- Java Streams (stream(), filter(), collect())
- Validation using conditional checks

The screenshot shows a Java Swing window titled "Book Tickets" with a close button (X) in the top right corner. The window contains the following elements:

- Form Fields:** "Coach:" with a dropdown menu showing "1AC", "From:" with a dropdown menu showing "Bangalore", "To:" with a dropdown menu showing "Chennai", and "Available seats: 10".
- Seat Selection Area:** A large rectangular area containing 10 checkboxes, each labeled with a seat ID: 1AC-S1, 1AC-S2, 1AC-S3, 1AC-S4, 1AC-S5, 1AC-S6, 1AC-S7, 1AC-S8, 1AC-S9, and 1AC-S10. The checkbox for 1AC-S2 is checked.
- Instructions:** A section titled "Instructions:" with four numbered steps:
  - 1) Choose coach.
  - 2) Manually select one or more seats.
  - 3) Click 'Proceed' to enter passenger details for each seat.
  - 4) Each seat becomes a separate ticket.
- Buttons:** A "Proceed (Enter passenger dat..." button and a "Close" button.
- Prices:** A text label showing "Prices: 1AC=4000 | 2AC=2500 | 3A..."



# Passenger Details Module

## Requirement & Functionality

- Collects passenger name and age
- Performs validation for empty input and invalid age
- Confirms booking per passenger

## Java Techniques Used

- Modal dialogs (JDialog)
- Exception handling (NumberFormatException)
- Encapsulation of passenger data
- Input validation logic

The screenshot displays a Java Swing application window titled "Book Tickets". At the top, there are dropdown menus for "Coach:" (set to "1AC"), "From:" (set to "Bangalore"), and "To:" (set to "Chennai"), along with the text "Available seats: 10". Below this, a grid of checkboxes represents available seats: 1AC-S1, 1AC-S2 (checked), 1AC-S3, 1AC-S4, 1AC-S5, 1AC-S6, 1AC-S9, and 1AC-S10. A modal dialog box titled "Passenger for 1AC-S2" is open in the foreground, prompting the user to "Enter passenger details for 1AC-S2". The dialog contains input fields for "Name:" (with the text "Anu") and "Age:" (with the text "43"), and "OK" and "Cancel" buttons. To the right of the seat grid, there are "Instructions:" (1) Choose coach, (2) Manually select one or more seats, (3) Click 'Proceed' to enter passenger details for each seat, (4) Each seat becomes a separate ticket.), a "Proceed (Enter passenger dat..." button, and a "Prices: 1AC=4000 | 2AC=2500 | 3A..." label. A "Close" button is located at the bottom right of the main window.



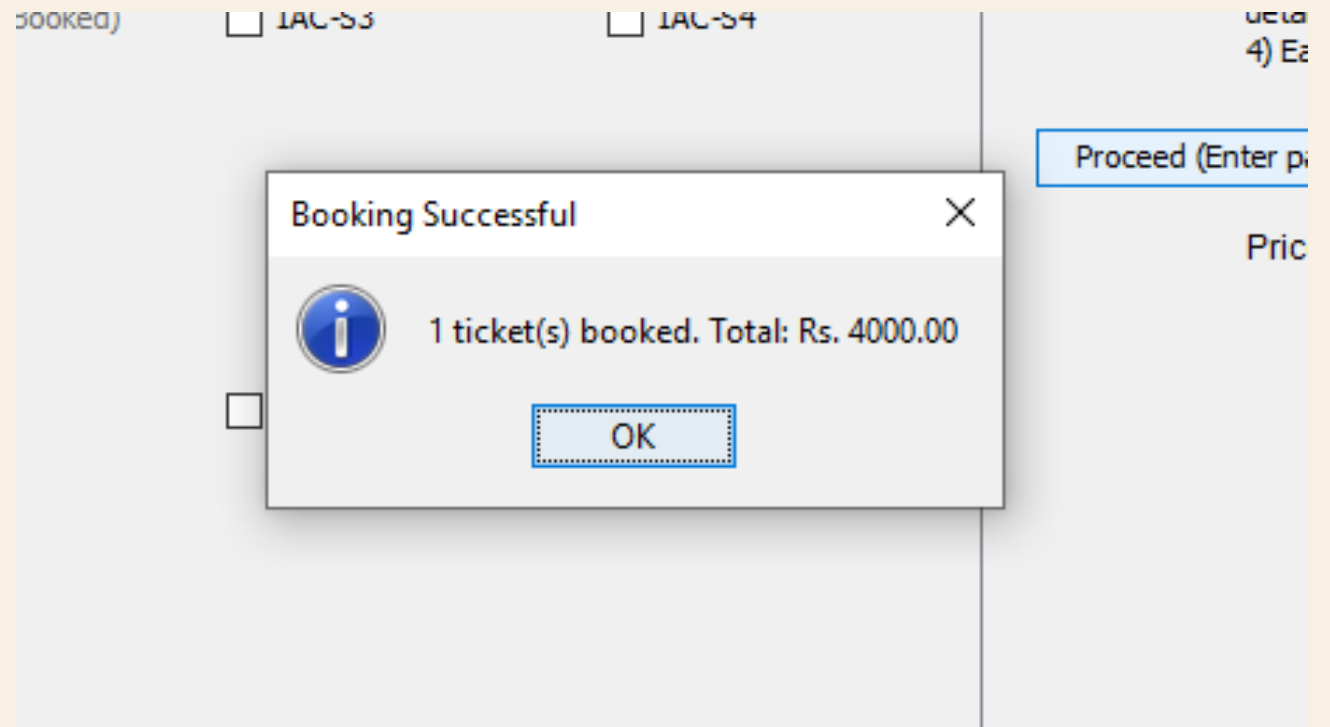
# Ticket Management Module

## Requirement & Functionality

- Generates unique ticket IDs
- Stores ticket details
- Calculates fare based on:
  - Coach type
  - Passenger age (half fare for age  $\leq 15$ )

## Java Techniques Used

- **Encapsulation** using Ticket and BaseTicket classes
- Java Date & Time (Date, SimpleDateFormat)
- Use of HashMap and ArrayList





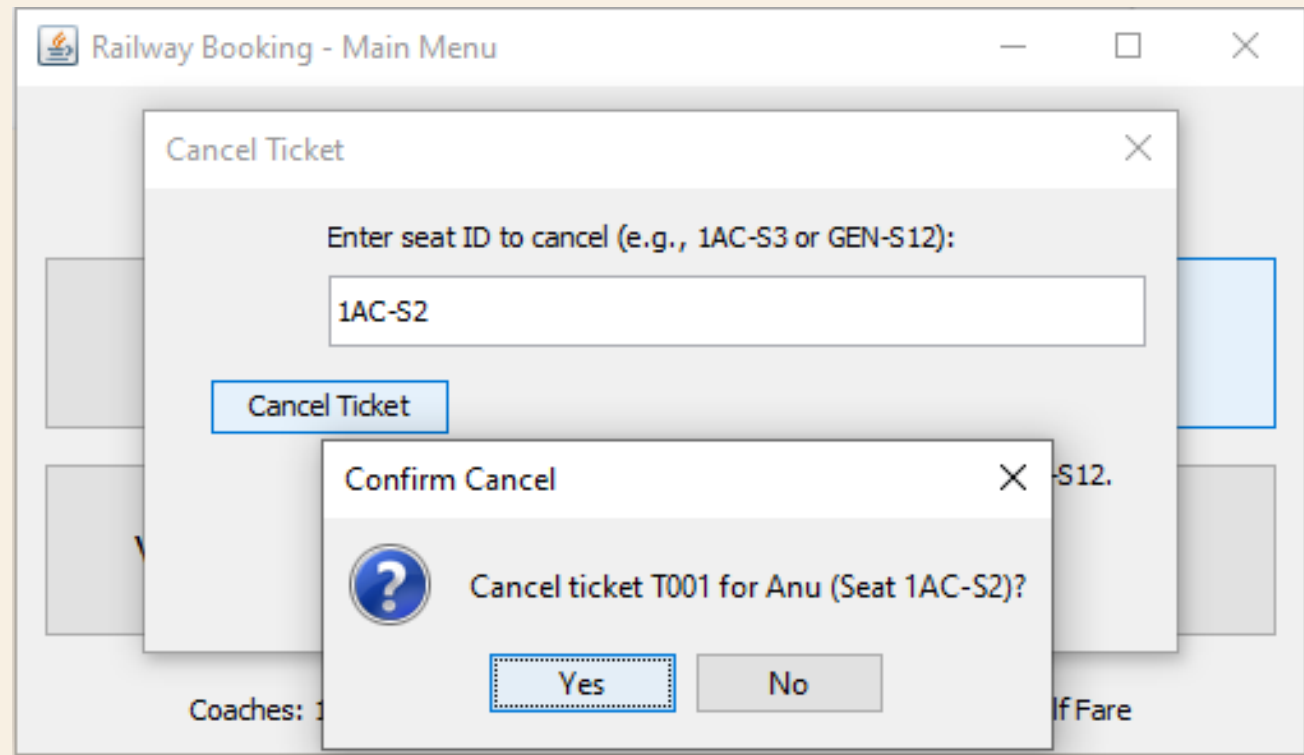
# Ticket Cancellation Module

## Requirement & Functionality

- Cancels ticket using seat ID
- Frees the seat for future booking
- Removes ticket from system

## Java Techniques Used

- Swing dialogs
- Map lookups
- Confirmation dialogs
- Collection modification





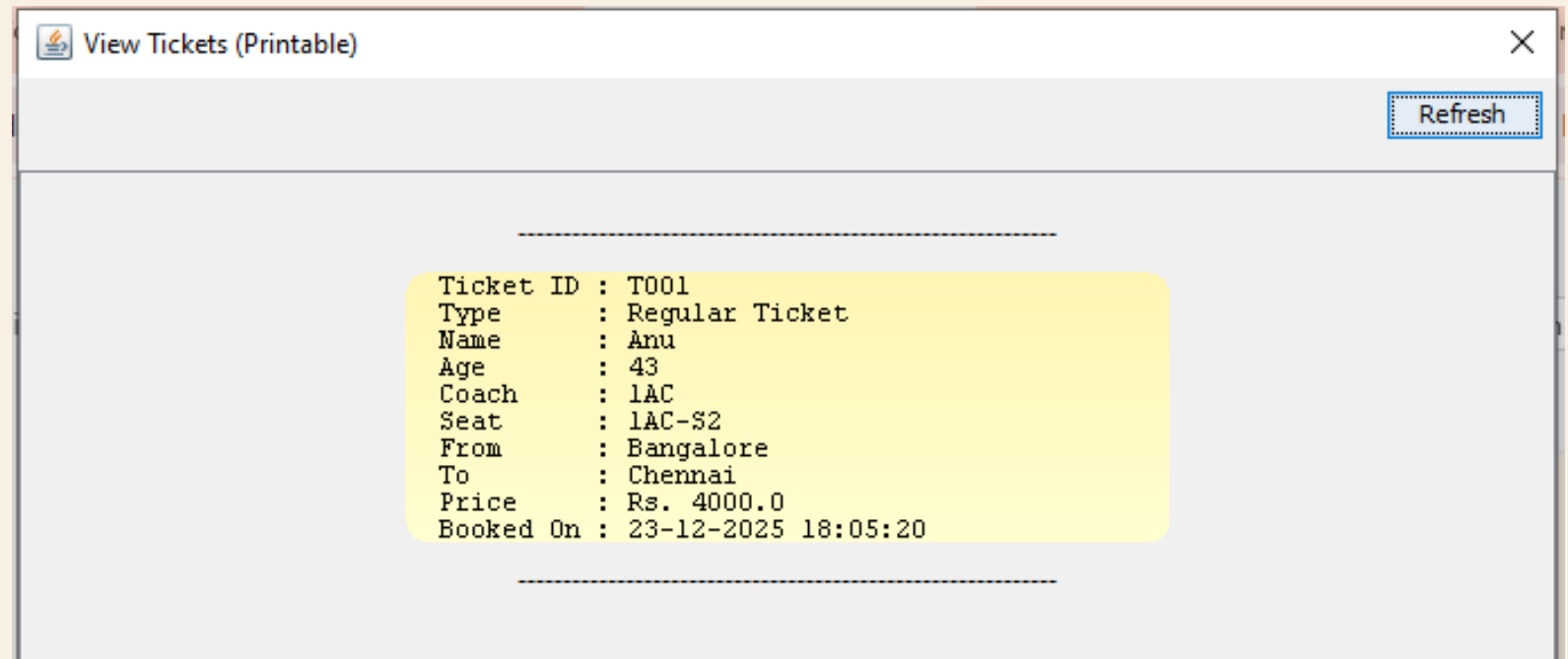
# Ticket Viewing Module

## Requirement & Functionality

- Displays all booked tickets
- Printable ticket-style layout
- Shows all ticket details clearly

## Java Techniques Used

- Custom painting using `paintComponent()`
- `Graphics2D`, `GradientPaint`
- Swing layouts (`BoxLayout`, `JScrollPane`)





# OOP Design

## Inheritance

- Ticket class extends abstract class BaseTicket
- abstract class BaseTicket  
class Ticket extends BaseTicket

## Polymorphism

- Abstract method getTicketType() implemented in subclass
- Method called dynamically while displaying ticket details

## Encapsulation

- Ticket-related data bundled inside classes
- Accessed through controlled methods

```
BaseTicket (abstract)
-----
ticketId
name
age
seat
coach
from
to
price
bookedOn
-----
getTicketType() (abstract)
    ▲
    |
Ticket
-----
getTicketType()
```



# Synchronization and Thread Safety

## Requirement & Functionality

- Prevents inconsistent seat booking
- Ensures data integrity when multiple operations occur

## Java Techniques Used

- Synchronization using:
- `synchronized (bookingLock)`
- Thread-safe access to shared resources

```
synchronized (bookingLock) {  
    tickets.add(t);  
    seatToTicket.put(seatId, t);  
    seatsAvailable.put(seatId, value: false);  
}
```



# BOOKING FLOW

User selects Book Ticket



Coach Selected



Seats Loaded from Map



Seat Availability Checked



Passenger Dialog Opened



Age Validation



Price Calculation



Ticket Object Created



Seat Locked using synchronized block



Ticket Stored Successfully



# SYNCHRONIZATION FLOW

Multiple Booking Requests



Access Shared Data



synchronized(bookingLock)



Update seatsAvailable



Update seatToTicket



Update tickets list



Release Lock





# FUTURE ENHANCEMENTS



Although the current system meets the core requirements, several enhancements can be implemented to improve functionality and scalability.

- **Database Integration**  
The system can be enhanced by integrating a database such as MySQL or PostgreSQL to store ticket and passenger data permanently instead of using in-memory collections.
- **User Authentication**  
Login and registration modules can be added to allow multiple users to book and manage their tickets securely.
- **Multiple Ticket Types**  
Additional ticket types such as Tatkal, Senior Citizen, or Student tickets can be introduced to demonstrate stronger polymorphism.
- **Online Payment Gateway**  
A payment module can be added to support digital transactions such as UPI, debit, or credit card payments.





# CONCLUSION

- Successfully developed a **GUI-based Railway Ticket Booking System** using Java
- Implemented **Object-Oriented Programming concepts** such as:
  - Encapsulation
  - Inheritance
  - Polymorphism
  - Abstraction
- Designed an interactive interface using **Java Swing & AWT**
- Ensured **thread safety** using synchronization to avoid seat conflicts
- Improved understanding of **real-world application design**, event handling, and collections

**This project strengthened practical knowledge of Java and OOP concepts through a real-time application.**





# THANK YOU

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