

The background features a large, dark blue triangular shape on the right side. To its left is a white circle with a thin black outline. Below the circle is a grey circle with a thin black outline. The bottom left corner contains a red square with a white triangle pattern. The bottom right corner has a red triangle with a white triangle pattern. A diagonal line from the top-left to the bottom-right separates the red and blue areas.

RAILWAY TICKET BOOKING

OUTLINE

Introduction

Objective

Description Of Modules

Future Enhancements

Conclusion

A graphic element in the top-left corner consisting of several overlapping rectangles in different colors: magenta, dark blue, and light blue. A white circle is positioned at the bottom center of this graphic.

INTRODUCTION

A high-speed train is shown in motion, blurred horizontally to indicate speed. The train is red and white, and it is set against a background of a railway station with multiple tracks and overhead power lines.

- 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

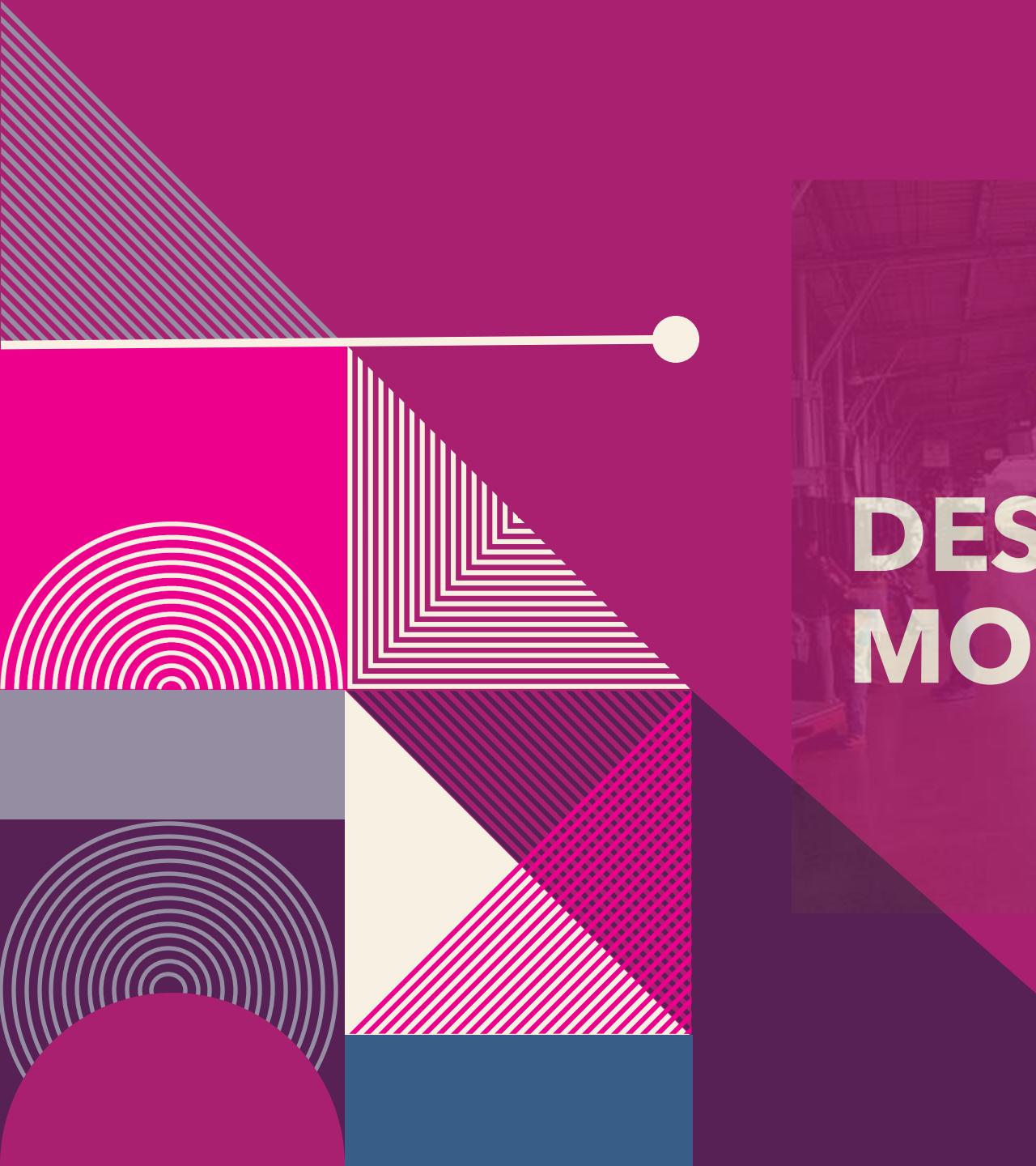




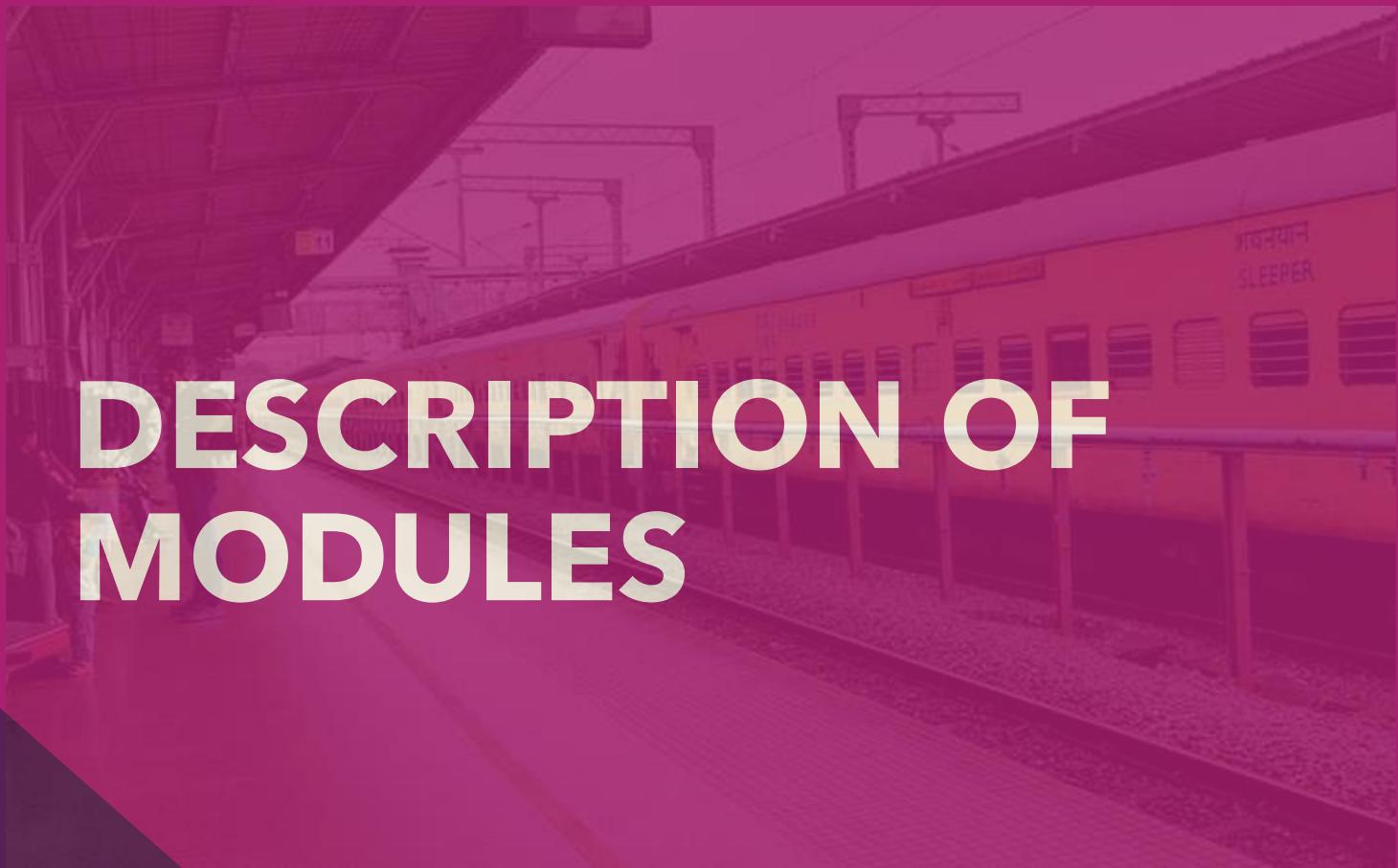
The objective of this project is to design and implement a Railway Ticket Booking System using Java Swing that simulates real-world railway reservation operations. The system allows users to:

- 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



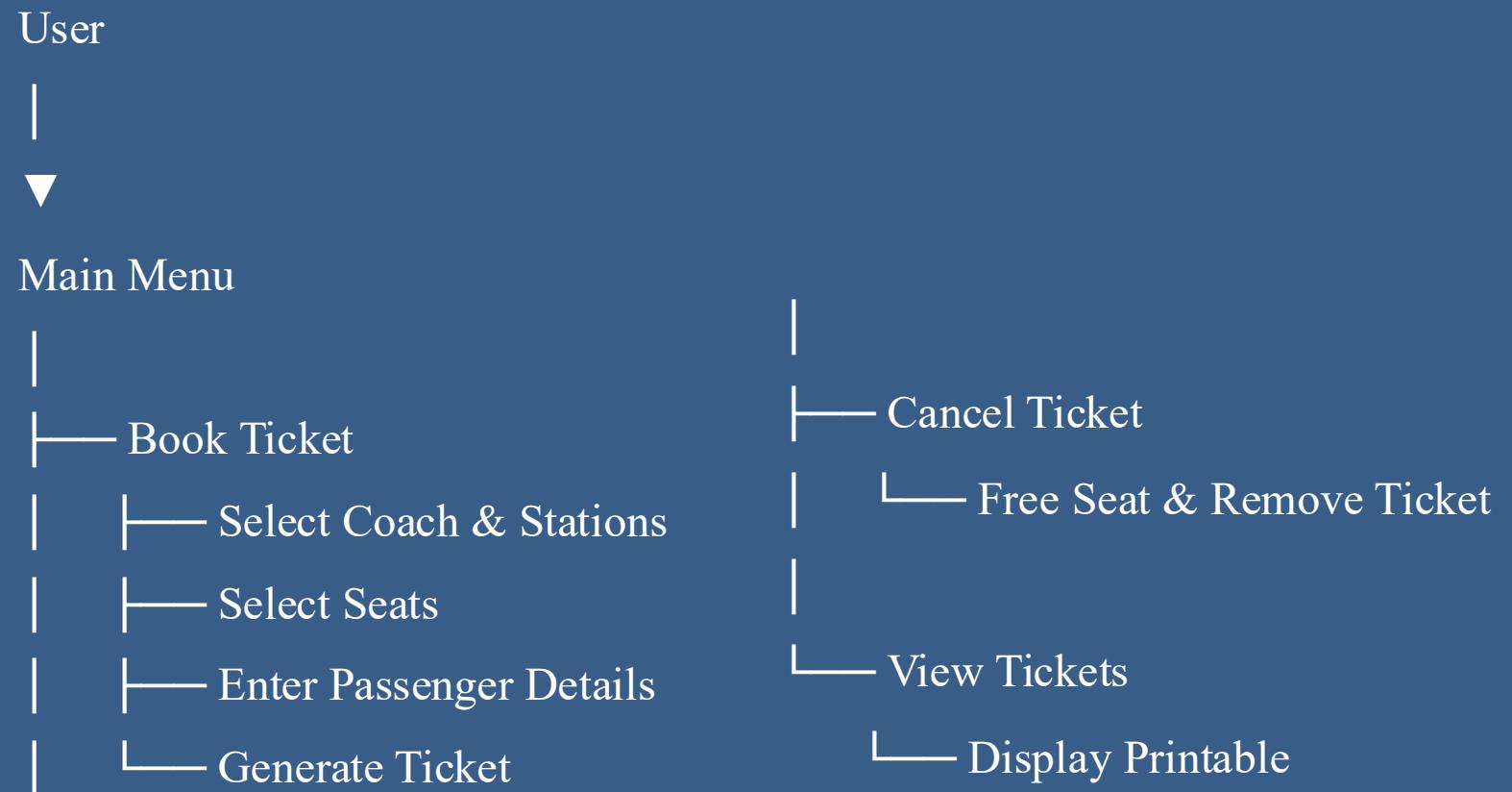
DESCRIPTION OF MODULES



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



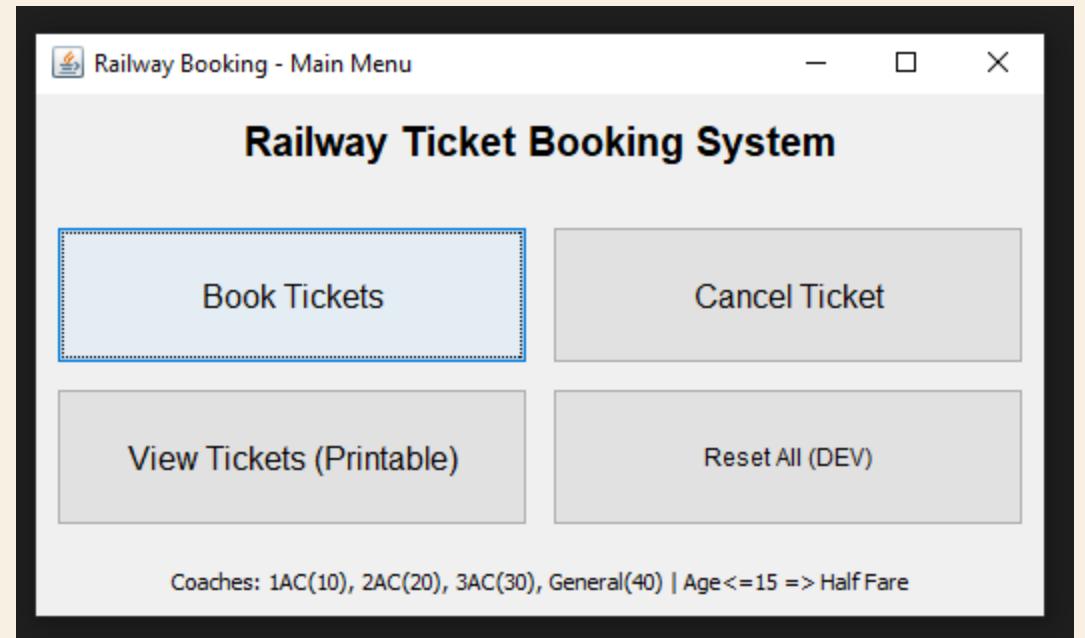
Main Menu Module

Requirement & Functionality

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

Java Techniques Used

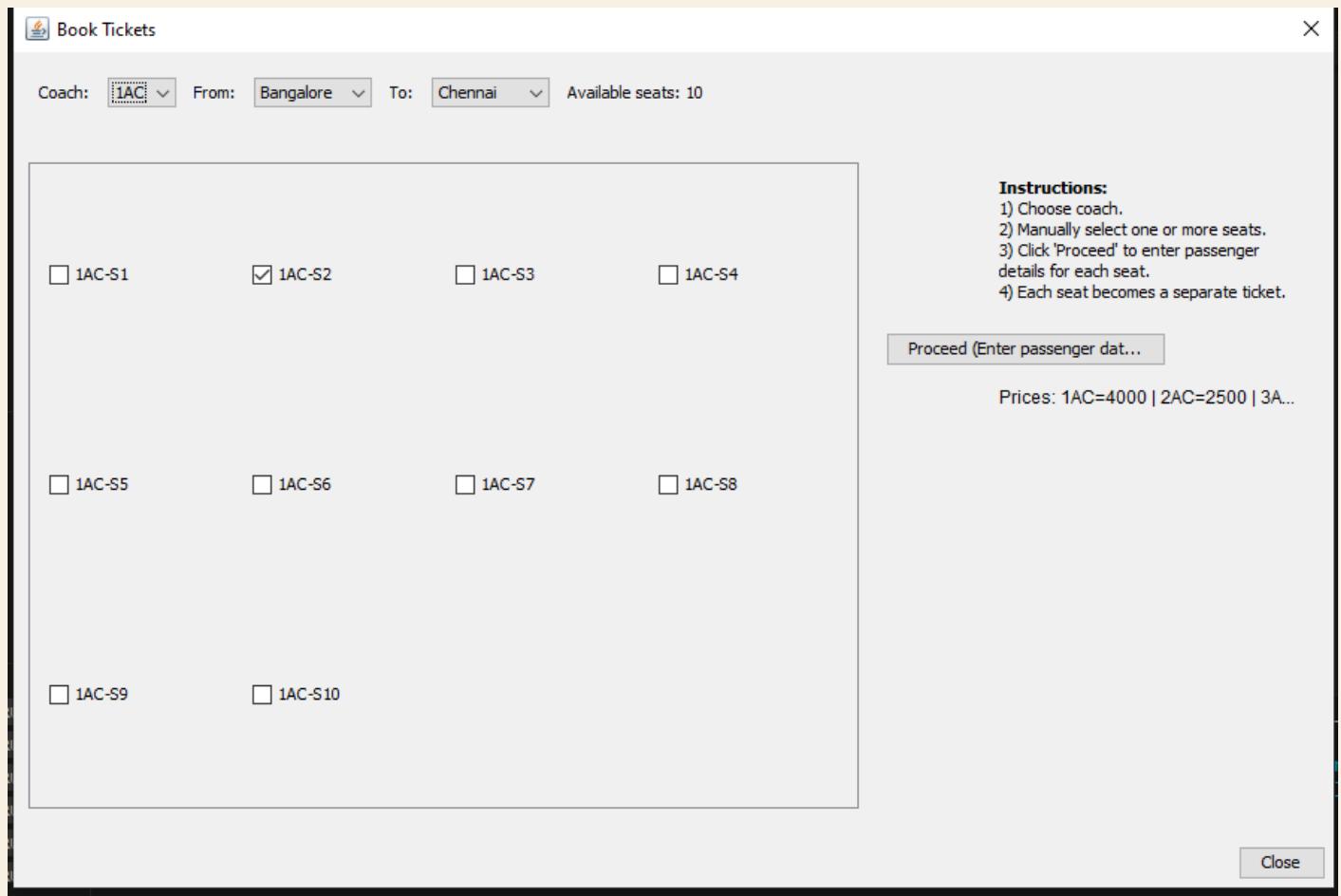
- Swing components (JFrame, JButton, JLabel)
- Event handling using ActionListener
- Layout managers (BorderLayout, GridLayout)



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

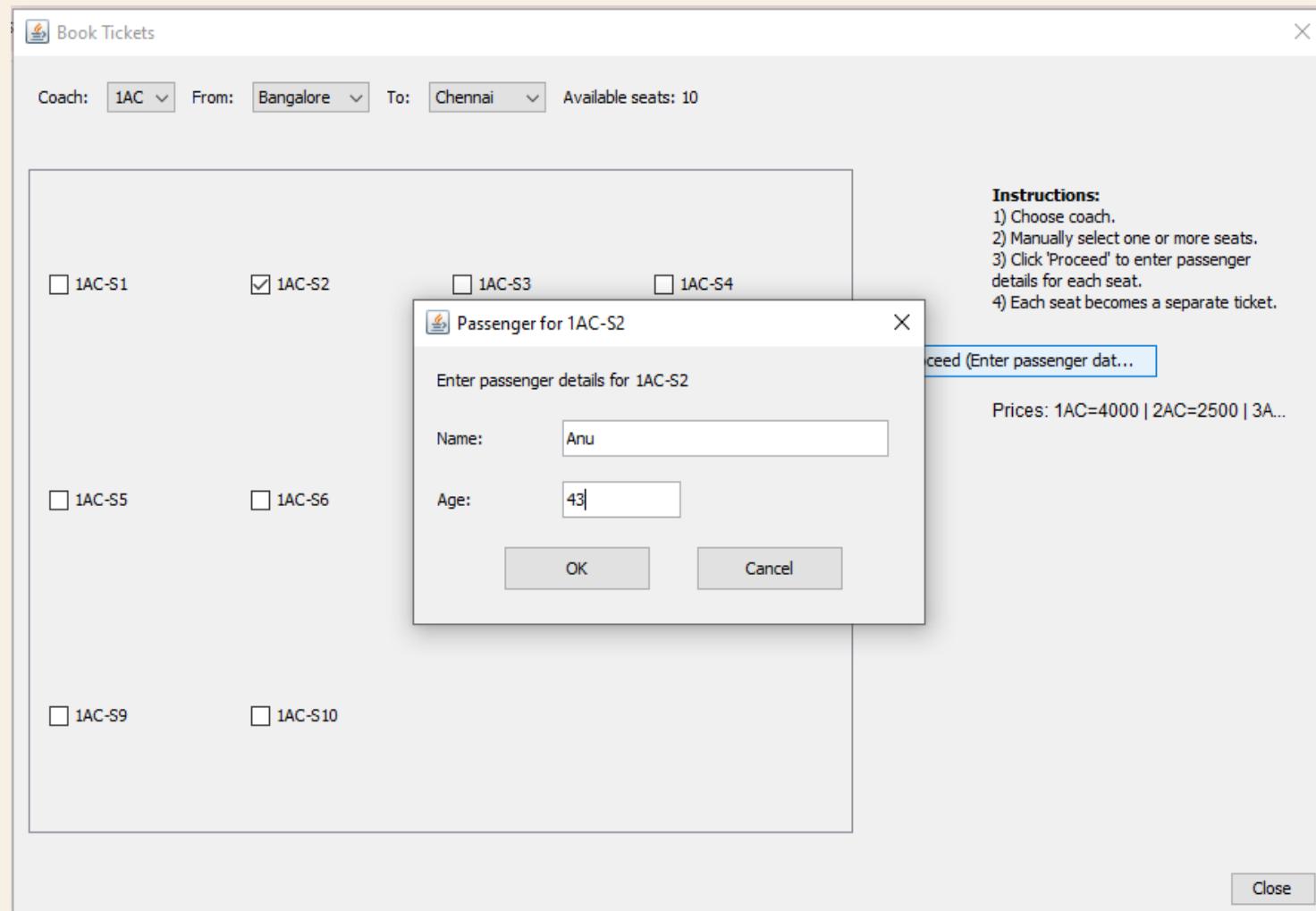
Passenger Details Module

Requirement & Functionality

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

Java Techniques Used

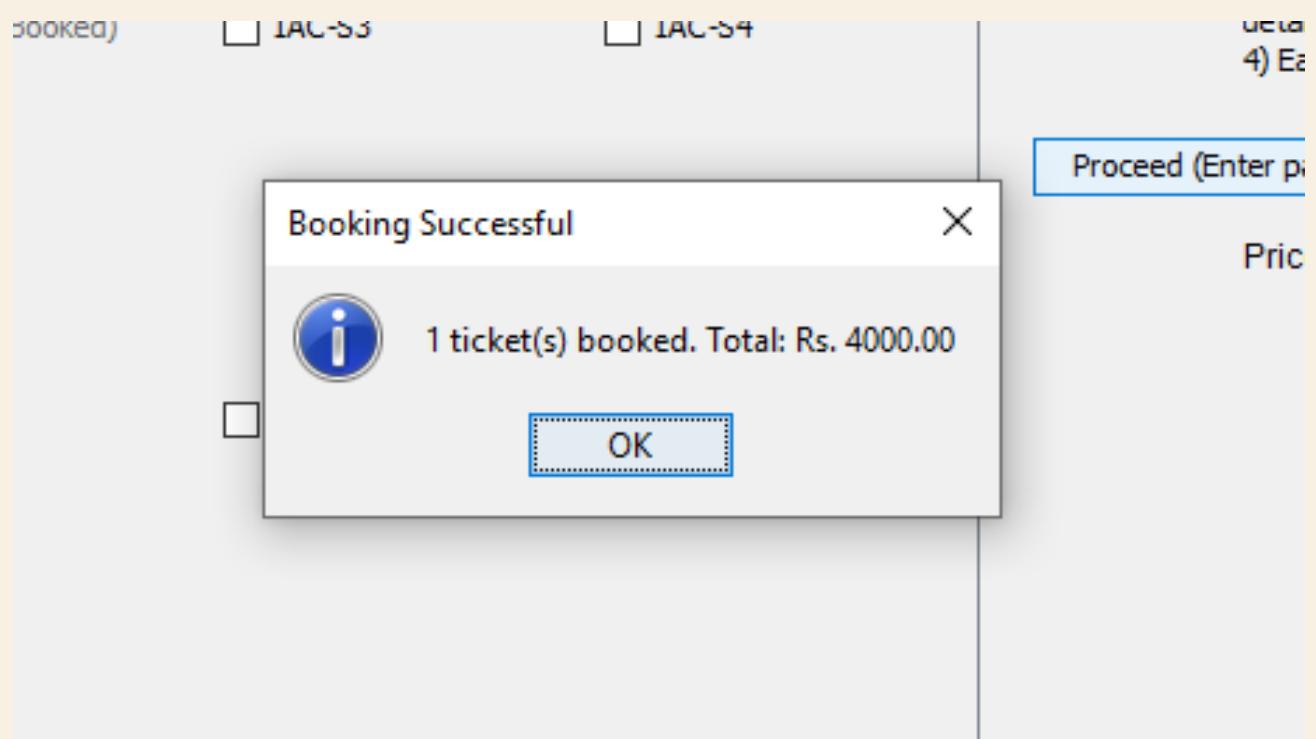
- Modal dialogs (JDialog)
- Exception handling (NumberFormatException)
- Encapsulation of passenger data
- Input validation logic



Ticket Management Module

Requirement & Functionality

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



Java Techniques Used

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

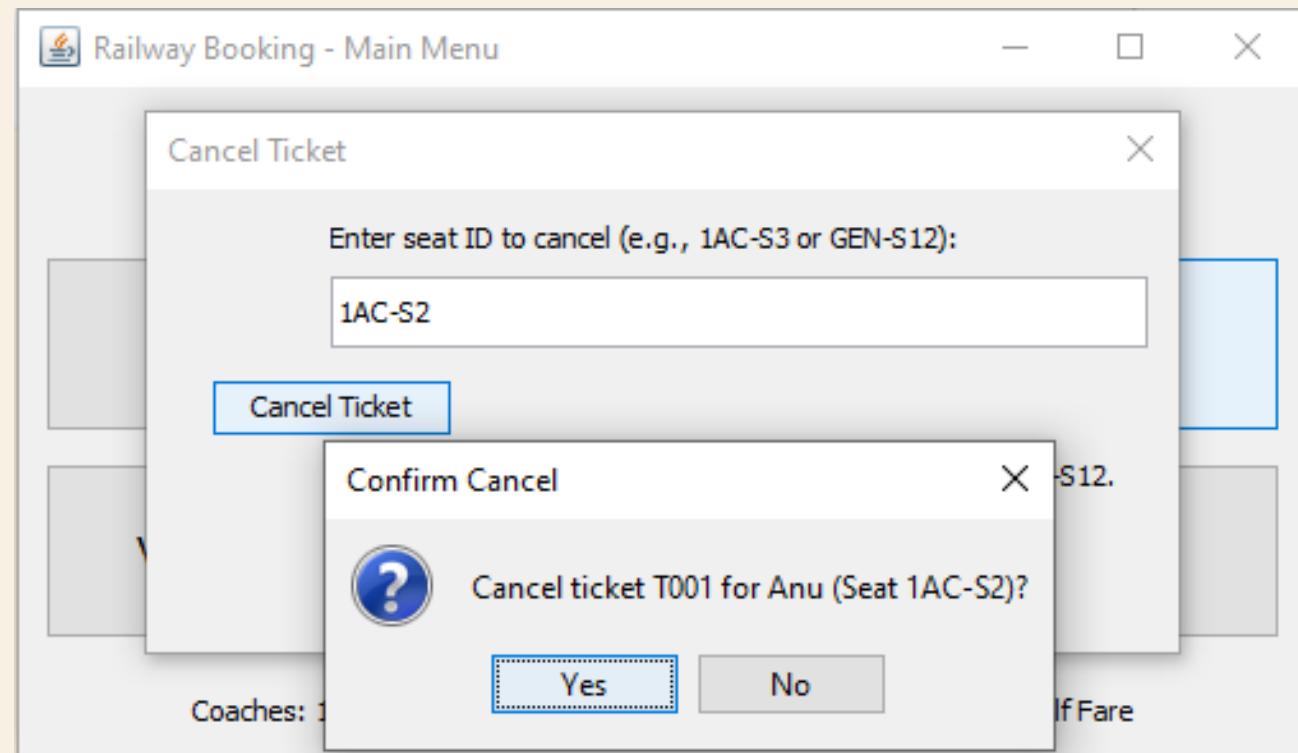
Ticket Cancellation Module

Requirement & Functionality

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

Java Techniques Used

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



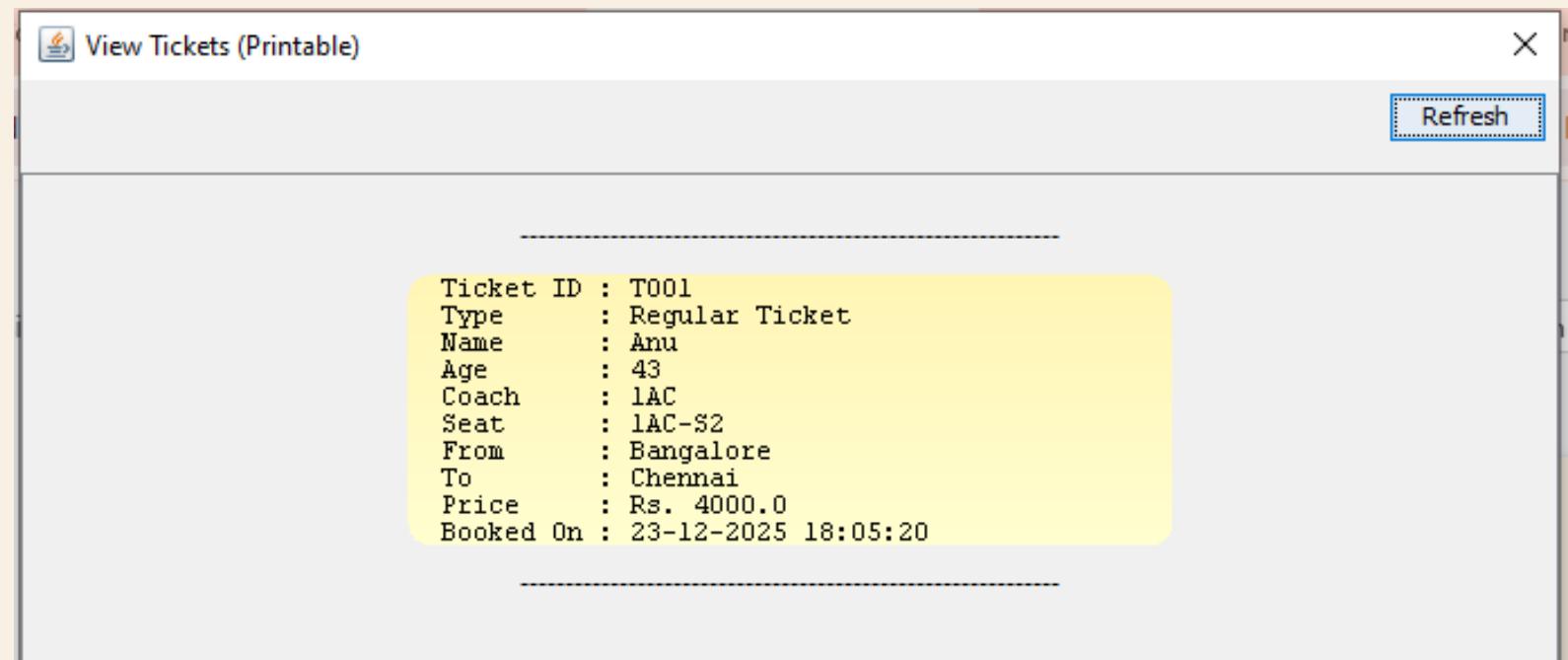
Ticket Viewing Module

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**

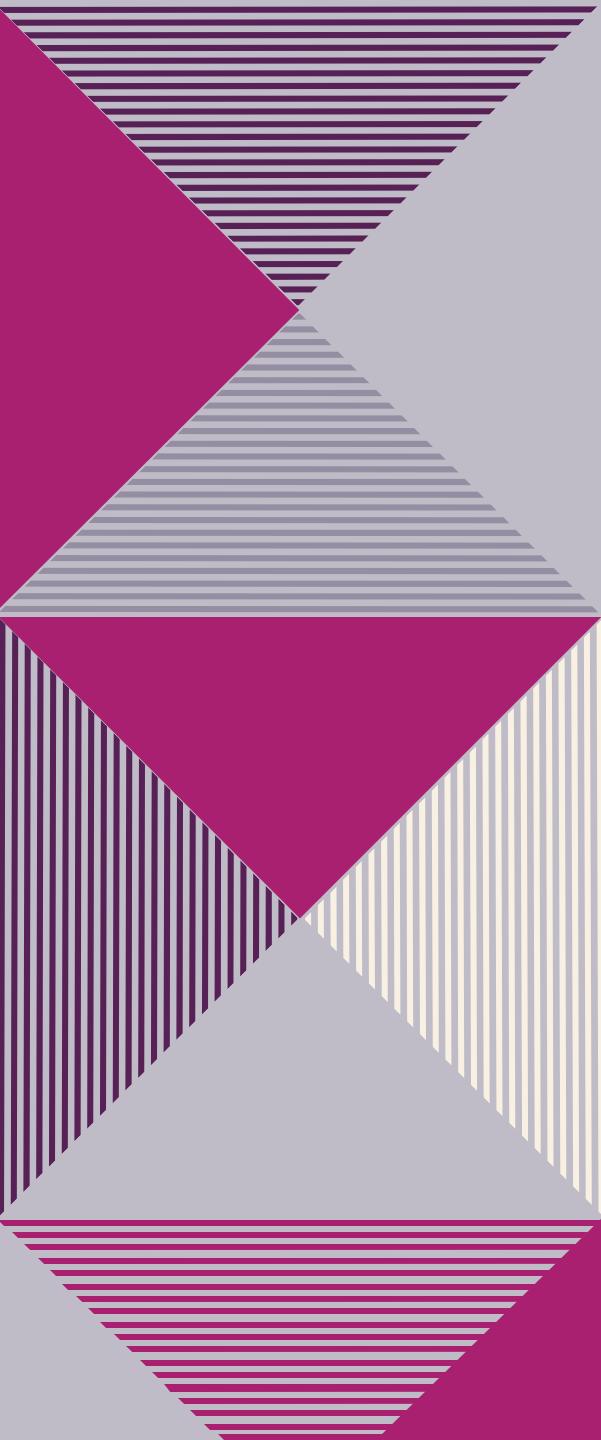
Login and registration modules can be added to allow multiple users to book and manage their tickets securely.

- **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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