

# **TRIBHUVAN UNIVERSITY**

## **INSTITUTE OF ENGINEERING**

## **PULCHOWK CAMPUS**

**PROJECT PROPOSAL ON MOVIE TICKET BOOKING SYSTEM**

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# **Acknowledgement**

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# **Introduction**

Movie Ticket Booking System is an interface that can be used by any movie hall to provide their customers with a platform to reserve or book the tickets of the movie they need with the feature to select the date and shift of the movie. It consists user registration and login for uniqueness in selection of the seats, which later can be confirmed after payment only. We will create this system using the object oriented approach in C++ language by trying to make it as user friendly as possible.

# **Objectives**

Major objectives of our project can be bulleted as follows:

* To learn to code using concepts of Object Oriented Programming,
* To explore different features of C++ programming language,
* To learn to work in groups and develop communication and problem solving skills,
* To learn to create a user friendly interactive front end interface,
* To be able to self-create an programs required in the days to come,
* To build an attractive UI for the users to help them select options available for the customers.

# **Existing System**

The digitalization of the daily life activities including bill payments and ticket reservations has developed this type of system to a greater extent in the last few years. Although the existing system has been good enough for users to use for their ticket reservations, we plan to learn to do so using C++ program with an aim to improve at least some features, which may be minimal or of greater impact.

# **Proposed System**

## **Description**

Movie ticket booking system is a significant system used in online reservation system by the movie hall in their system. This system will allow user to create account and save their credentials and ultimately to reserve the movie ticket as per their selection of hall, movie, shift and seats according to their availability. The user needs to log in to their account first to book seats. After completing the booking, a unique code will be provided to the user that can be used in the hall entrance, where they first need to pay and get the ticket as per the validation of the unique code provided earlier.

The system will not allow the user to reserve the seats that are already occupied by other users, and will notify if the hall is full and seats cannot be booked further for that shift. Also an admin section may be created to overview the entire activity going on including the users detail and the movie availability.

## **System Block Diagram**

Input Interface:

1. User

Sign up

Login

2. Admin

Main Menu

1 **1**

Display:

Hall, movies and shift with their availabilities

**2**

Movies name, hall and shift updates and details.

User lists and other informations.

END

Selection of the ticket and confirmation code

# **Methodology**

The game will be built using C++ programming language. "The Secrets of Object Oriented Programming in C++ -Daya Sagar Baral" will be referred to understand and get used to the object-oriented programming approach. The use of different reference books including “Object Oriented Programming in C++” by Robert Lafore, “C++ Programming” by D.S. Malik and so on will be done in order to implement different features of this beautiful programming language. We will also refer to other online tutorials and materials available to us. The system will be divided into different parts and will be implemented by different team members. Proper team culture will be practiced to make this team work fruitful. We will use visual studio code or Dev C++. We will be implementing object oriented techniques as far as practicable. To understand and learn to do programming with an object oriented approach will be the sole purpose of this project.

# **Project Scope**

Understanding an object-oriented programming approach is the main objective of this project. Alongside this, we aim to understand different graphics and keyboard interaction related techniques while completing this project. A well designed and user interactive ticket booking system will be the outcome of our project.

Logic design can be regarded as the most significant part of the project. This project will be checking our abilities to solve problems and write efficient program algorithm. Our main motto is to be clear on concepts of object oriented programming approach via C++ language by working on different features of the C++ language.

We have planning to work on the graphic and selection sections of the project to make the system as lucid as possible.

# **Project Schedule**

Another crucial aspect of our project work is time management during the tight schedule of our regular classes. This project schedule is an estimation of days required to complete the entire project. We have planned on accomplishing this project within around 30 days. These days are planned as follows:

Although this chart seems to be made with precision, the project might not be completed accordingly. Still, the approximate planning is to follow it, but may be altered based on the circumstances.

# Thank You !