A black background with purple text

AI-generated content may be incorrect.

**FUNDEMANTALS OF ALGORITHM & COMPUTER PROBLEM SOLVING (CSC126)**

**SEMESTER MARCH-AUGUST 2024/2025**

PROJECT REPORT:

**Go-Kart Booking System**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Group Members Details | | | | |
|  | Group Members | Student No. | Group | Program |
| 1 | IRFAN SHAH BIN MAIZUL HISHAM | 2025171523 | RCDCS1101A | CDSC110 |
| 2 | SHAHRIN AREFF SHAH BIN SHAH RIZAL | 2025151503 | RCDCS1101A | CDSC110 |
| 3 | MUHAMMAD BIN ABDUL AZIZ | 2025507823 | RCDCS1101B | CDSC110 |
| Telephone Number (Leader): | | 0196093161 | | |

Lecturer’s Name: Nora Yanti Binti Che Jan

**Table of Contents**

[**1.0**  **PROJECT SUMMARY** 3](#_Toc203407030)

[**2.0**  **OBJECTIVES** 3](#_Toc203407031)

[**3.0**  **ALGORITHM DESIGN** 4](#_Toc203407032)

[**3.1**  **Flowcharts** 4](#_Toc203407033)

[**3.2**  **Pseudocode** 11](#_Toc203407034)

[**4.0**  **CODING GUIDELINES** 17](#_Toc203407035)

[**5.0**  **SOURCE CODE** 18](#_Toc203407036)

[**6.0**  **SAMPLES OF INPUT AND OUTPUT** 18](#_Toc203407037)

[**7.0**  **DISCUSSIONS** 19](#_Toc203407038)

[**8.0**  **CONLUSION** 19](#_Toc203407039)

[**9.0**  **PRESENTATION** 19](#_Toc203407040)

[**10.0**  **REFERENCES** 20](#_Toc203407041)

# **1.0 PROJECT SUMMARY**

In today’s modern world, people want to complete their work quickly and efficiently in order to save time and energy. The same concept applies to booking system including in Go-Kart’s business. By having an efficient booking system, it will ease both sides which are the staff and the customer and even can reduce human error. Therefore, this project aims to create a smooth and user-friendly booking system that applies every structure learned to show our understanding of the concept. As an overview, customer needs to input a few pieces of information such as the driver’s name, age and license availability. To make the coding easier, the system will ask whether the customer wants to play alone or by group before asking the information mentioned. For the group mode, we used array to make it easier for the system to store the data. The size of the array is based on total drivers entered by the customer. Then, the customer has to make few selections based on each function made in the project. Those functions including race formats, type of tracks, engine capacity, total laps, racing gears, and membership status. After all selections are completed, the system will calculate total price need to be paid after applied the membership discount if available. An output or receipt also will be displayed that shows the booking details. The system will be repeated from the start if there is a new customer. All functions are coded in C++ with few guidelines to standardise our code.

# **2.0 OBJECTIVES**

1. To implement and showcase every controlled structure learned in CSC126 suitably based on the problem.
2. To create a system which trakcs and allows for customers to do booking.
3. To calculate the cost of booking accordingly based on factors such as driver count and engine capacity

# **3.0 ALGORITHM DESIGN**

## **3.1 Flowcharts**

|  |
| --- |
| A screenshot of a computer screen  AI-generated content may be incorrect.  *Figure 3.1.0 Main Function* |

|  |
| --- |
| A screenshot of a computer screen  AI-generated content may be incorrect.  *Figure 3.1.1 Menu Function* |

|  |  |
| --- | --- |
| A screenshot of a video game  AI-generated content may be incorrect.  *Figure 3.1.2 displayMenu Function* | A screenshot of a computer  AI-generated content may be incorrect.  *Figure 3.1.3 displayRaceFormat Function* |

|  |  |
| --- | --- |
| A green rectangles with white text  AI-generated content may be incorrect.  *Figure 3.1.4* | A screenshot of a computer screen  AI-generated content may be incorrect.  *Figure 3.1.5* |

|  |
| --- |
| A screenshot of a computer program  AI-generated content may be incorrect.  Figure 3.1.6 |

**Input Validation Functions:**

|  |
| --- |
| A screenshot of a computer program  AI-generated content may be incorrect.  *Figure 3.1.7 getValidIntegerInput Function* |

|  |
| --- |
| A screenshot of a computer screen  AI-generated content may be incorrect.  *Figure 3.1.8 getValidCharacterInput Function* |

|  |
| --- |
| A screenshot of a computer  AI-generated content may be incorrect.  *Figure 3.1.9 getBookingType Function* |

|  |
| --- |
| A screenshot of a computer screen  AI-generated content may be incorrect.  Figure 3.1.10 |

|  |
| --- |
| A screenshot of a computer  AI-generated content may be incorrect.  Figure 3.1.11 |

|  |
| --- |
| A screenshot of a computer screen  AI-generated content may be incorrect.  Figure 3.1.12 |

|  |
| --- |
| A screenshot of a computer screen  AI-generated content may be incorrect.  Figure 3.1.13 |

|  |
| --- |
| A screenshot of a computer screen  AI-generated content may be incorrect.  Figure 3.1.14 |

|  |
| --- |
| A screenshot of a computer screen  AI-generated content may be incorrect.  Figure 3.1.15 |

|  |
| --- |
| A screenshot of a computer  AI-generated content may be incorrect.  Figure 3.1.16 |

|  |  |
| --- | --- |
| A screenshot of a computer  AI-generated content may be incorrect.  Figure 3.1.17 | A screenshot of a computer screen  AI-generated content may be incorrect.  Figure 3.1.18 |

|  |
| --- |
| A screenshot of a computer screen  AI-generated content may be incorrect.  Figure 3.1.19 |

## **3.2 Pseudocode**

|  |
| --- |
| FUNCTION INTEGER main()  CALL menu()  DECLARE CHARACTER continueChoice  DECLARE INTEGER customer = 0  DECLARE FLOAT totalIncome = 0  DO  //Initializations (in order)  STRING bookingType  DECLARE INTEGER driverCount  DECLARE STRING driverName[5]  DECLARE INTEGER driverAge[5]  DECLARE CHARACTER license[5]  DECLARE STRING raceFormat  DECLARE STRING track    DECLARE INTEGER engineCapacity[5]  DECLARE INTEGER laps  DECLARE STRING helmetSize[5], suitSize[5]  DECLARE INTEGER shoeSize[5]  DECLARE FLOAT helmetPrice[5], suitPrice[5], shoePrice[5]  DECLARE FLOAT gearPrice[5]  // The Crux of the Go-Kart Booking System  SET bookingType = getBookingType()    SET driverCount = getDriverCount(bookingType)  CALL getDriverDetails(driverCount, driverName, driverAge, license)  SET raceFormat = setRaceFormat(bookingType)  SET track = setTrack(bookingType, raceFormat)  SET setEngineCapacity(driverCount, driverName, driverAge, license, engineCapacity)  SET laps = setLaps(driverCount, raceFormat)  FOR INTEGER i = 0; i < driverCount; i++  CALL driverGear(i, driverName)  CALL selectHelmet(i,helmetSize, helmetPrice)  CALL selectSuit(i,suitSize, suitPrice)  CALL selectShoe(i, shoeSize, shoePrice)  END FOR  DECLARE FLOAT totalGearPrice  SET totalGearPrice = calculateTotalGearPrice(driverCount, helmetPrice, suitPrice, shoePrice, gearPrice)  DECLARE FLOAT membershipDiscount  SET membershipDiscount = setMembershipDiscount()  DECLARE FLOAT totalPrice  SET totalPrice = calculatePrice(engineCapacity, laps, driverCount, totalGearPrice, membershipDiscount)  OUTPUT "Race Format: ", raceFormat  OUTPUT "Track: ", track  std::cout << std::fixed << std::showpoint;  FOR INTEGER i = 0; i < driverCount; i++  OUTPUT "Driver: ", driverName[i]  OUTPUT "Age: ", driverAge[i]  OUTPUT "Has License: ", license[i]  OUTPUT "Engine Capacity: ", engineCapacity[i], "cc"  OUTPUT "Helmet Size: ", helmetSize[i]  OUTPUT "Helmet Price: RM", std::setprecision(2), helmetPrice[i]  OUTPUT "Suit Size: ", suitSize[i]  OUTPUT "Suit Pricet: RM", std::setprecision(2), suitPrice[i]  OUTPUT "Shoe Size: ", shoeSize[i], "cm"  OUTPUT "Shoe Price: RM", std::setprecision(2), shoePrice[i]  OUTPUT "Gear Price: RM", std::setprecision(2), gearPrice[i]  END FOR    OUTPUT "Total Gear Price: RM", std::setprecision(2), totalGearPrice  OUTPUT "Membership Discount\t: ", membershipDiscount \* 100, "%"  OUTPUT "Total : RM", std::setprecision(2), totalPrice  totalIncome += totalPrice  customer++  PROMPT "Continue for another customer? (Y/N): "  SET continueChoice = getValidCharacterInput()  WHILE std::toupper(continueChoice) == 'Y'  OUTPUT "Total Income: RM ", std::setprecision(2), totalIncome  RETURN 0  END FUNCTION  MODULE menu()  DECLARE INTEGER menu    DO  CALL displayMenu()  PROMPT "Choose your option: "  SET menu = getValidIntegerInput("option", 0, 5)  IF menu == 2 THEN  displayRaceFormat("Group")  END IF  IF menu == 3 THEN  displayTrackList()  END IF  IF menu == 4 THEN  displayRacingGear()  END IF  IF menu == 5 THEN  displayEngineCapacities(18, 'Y')  END IF  WHILE menu != 1 && menu != 0  END MODULE  FUNCTION INTEGER getValidIntegerInput(STRING inputType, INTEGER minValue, INTEGER maxValue)  int input;  READ input;  WHILE std::cin.fail() || (input < minValue || input > maxValue)  PROMPT "\t\t\tPlease enter a valid " << inputType << " (" << minValue << " - " << maxValue << "): "  READ input  END WHILE  RETURN input  END FUNCTION  FUNCTION CHARACTER getValidCharacterInput()  STRING input  READ input  WHILE input.length() != 1 || !std::isalpha(input[0])  PROMPT "Please enter a valid input (Y/N): "  READ input  END WHILE  RETURN std::toupper(input[0])  END FUNCTION  STRING getBookingType()  DECLARE INTEGER bookingTypeID  DISPLAY "1 - Solo"  DISPLAY "2 - Group (Maximum 5)"  PROMPT "Please choose your desired booking (1 - 2): "  SET bookingTypeID = getValidIntegerInput("booking type", 1, 2)  IF bookingTypeID == 1 THEN  RETURN "Solo"  ELSE  RETURN "Group"  END IF  END FUNCTION  FUNCTION INTEGER getDriverCount(STRING& bookingType)  IF bookingType == "Solo" THEN  RETURN 1  END IF  PROMPT "Please enter the number of drivers (2 - 5): "  RETURN getValidIntegerInput("number of drivers", 2, 5)  END FUNCTION  MODULE getDriverDetails(INTEGER& driverCount, STRING driverName[], INTEGER driverAge[], CHARACTER license[])  FOR int i = 0; i < driverCount; i++  PROMPT "Driver #", (i+1), " Name: "  READ driverName[i]  PROMPT "Driver #", (i+1), " Age: "  READ driverAge[i]  PROMPT "Does Driver #", (i+1), " has a license? (Y/N): "  SET license[i] = getValidCharacterInput()  END FOR  END MODULE  FUNCTION STRING setRaceFormat(STRING& bookingType)  DECLARE INTEGER raceFormatID  DECLARE STRING raceFormat  CALL displayRaceFormat(bookingType)  IF bookingType == "Solo" THEN  PROMPT "Please choose the race format (1 - 4): "  SET raceFormatID = getValidIntegerInput("race format", 1, 4);  ELSE IF bookingType == "Group" THEN  PROMPT "Please choose the race format (1 - 5): "  SET raceFormatID = getValidIntegerInput("race format", 1, 5)  END IF  switch (raceFormatID)  case 1: return "Circuit Race";  case 2: return "Sprint Race";  case 3: return "Time Trial";  case 4: return "Drag Race";  case 5: return "Elimination Race";  default: return "Invalid Race Format";  END FUNCTION  FUNCTION STRING setTrack(STRING& bookingType, STRING& raceFormat)  DECLARE INTEGER trackID  IF bookingType == "Group" AND raceFormat == "Circuit Race" THEN  DISPLAY "Available Track:"  DISPLAY "1 - Section 9 Circuit"  DISPLAY "2 - Blackrock Circuit"  PROMPT "Please choose your track (1 - 2): "  SET trackID = getValidIntegerInput("track, 1, 2)  ELSE IF raceFormat == "Time Trial" THEN  DISPLAY "Available Track:"  DISPLAY "1 - Section 9 Circuit"  DISPLAY "2 - Blackrock Circuit"  DISPLAY "3 - Rushline Dash"  DISPLAY "4 - Chrono Pass"  PROMPT "Please choose your track (1 - 4): "  SET trackID = getValidIntegerInput("track, 1, 4)  END IF  switch (trackID)  case 1: return "Section 9 Circuit";  case 2: return "Blackrock Circuit";  case 3: return "Rushline Dash";  default: return "Chrono Pass";  IF bookingType == "Solo" AND raceFormat == "Circuit Race" THEN  DISPLAY "Available Track: Section 9 Circuit"  DISPLAY "Defaulting to said track"  RETURN "Section 9 Circuit"  ELSE IF raceFormat == "Elimination Race" THEN  DISPLAY "Available Track: Blackrock Circuit"  DISPLAY "Defaulting to said track"  RETURN "Blackrock Circuit"  ELSE IF raceFormat == "Sprint Race" THEN  DISPLAY "Available Track: Rushline Dash"  DISPLAY "Defaulting to said track"  RETURN "Rushline Dash"  ELSE IF raceFormat == "Drag Race" THEN  DISPLAY "Available Track: Torque Strip"  DISPLAY "Defaulting to said track"  RETURN "Torque Strip"  END IF  RETURN "Track"  END FUNCTION    MODULE setEngineCapacity(INTEGER driverCount, STRING driverName[], INTEGER driverAge[], CHARACTER license[])  FOR INTEGER i = 0, i < driverCount, i++  DISPLAY "Driver : ", driverName[i]  CALL displayEngineCapacities(driverAge[i], license[i])  IF driverAge[i] < 13 THEN  DISPLAY "Driver under 13: Go-Kart must be under 200cc"  DISPLAY "Defaulting to 120cc"  SET engineCapacity[i] = 120  CONTINUE  END IF  IF license[i] != 'Y' THEN  DISPLAY "Choose your desired engine capacity (1 - 2): "  SET engineCapacity[i] = getValidIntegerInput("engine capacity", 1, 2)  END IF  IF license[i] == 'Y'  DISPLAY "Choose your desired engine capacity (1 - 3): "  SET engineCapacity[i] = getValidIntegerInput("engine capacity", 1, 3)  END IF  switch (engineCapacity[i])  case 1: engineCapacity[i] = 120; break;  case 2: engineCapacity[i] = 200; break;  default: engineCapacity[i] = 270; break;  END FOR  END MODULE  FUNCTION setLaps(INTEGER driverCount, STRING& raceFormat)  DECLARE INTEGER laps  IF raceFormat == "Circuit Race" THEN  DISPLAY "Available number of laps: 2, 3, 4"  PROMPT "How many laps would you like? (2/3/4): "  READ laps  ELSE IF raceFormat == "Sprint Race" OR raceFormat == "Drag Race" THEN  DISPLAY "Sprint Races and Drag Races only have 1 lap"  SET laps = 1  ELSE IF raceFormat == "Time Trial" THEN  DISPLAY "Available number of laps: Unlimited"  PROMPT "How many laps would you like? :"  READ laps  ELSE  DISPLAY "Number of laps corresponds with the number of drivers"  SET laps = driverCount - 1  DISPLAY "Laps = Driver Count - 1"  DISPLAY "Laps = ", driverCount, " - 1"  DISPLAY "Laps = ", laps  END IF  RETURN LAPS  END FUNCTION  MODULE driverGear(INTEGER& i, STRING driverName[])  displayRacingGear()  DISPLAY "Driver: ", driverName[i]  END MODULE  FUNCTION float selectHelmet (INTEGER i, STRING helmetSize[], FLOAT helmetPrice[])  PROMPT "Please choose your helmet size (S/M/L/XL): "  READ helmetSize[i]  SET transform(helmetSize[i].begin(), helmetSize[i].end(), helmetSize[i].begin(), ::toupper)  WHILE cin.fail() || (helmetSize[i] != "S" && helmetSize[i] != "M" && helmetSize[i] != "L" && helmetSize[i] != "XL")  PROMPT "Please choose a valid helmet size (S/M/X/XL): "  READ helmetSize[i]  SET transform(helmetSize[i].begin(), helmetSize[i].end(), helmetSize[i].begin(), ::toupper)  END WHILE  IF helmetSize[i] == "S" THEN  helmetPrice[i] = 2  END IF  IF helmetSize[i] == "M" THEN  helmetPrice[i] = 4  END IF  IF helmetSize[i] == "L" THEN  helmetPrice[i] = 6  END IF  IF helmetSize[i] == "XL" THEN  helmetPrice[i] = 8  END IF  RETURN helmetPrice[i]  END FUNCTION  FUNCTION float selectSuit (INTEGER i, STRING suitSize[], FLOAT suitPrice[])  PROMPT "Please choose your suit size (S/M/L/XL): "  READ suitSize[i]  SET std::transform(suitSize[i].begin(), suitSize[i].end(), suitSize[i].begin(), ::toupper)  WHILE cin.fail() || (suitSize[i] != "S" && suitSize[i] != "M" && suitSize[i] != "L" && suitSize[i] != "XL")  PROMPT "Please choose a valid helmet size (S/M/X/XL): "  READ helmetSize[i]  SET std::transform(suitSize[i].begin(), suitSize[i].end(), suitSize[i].begin(), ::toupper)  END WHILE  IF suitSize[i] == "S" THEN  suitPrice[i] = 2  END IF  IF suitSize[i] == "M" THEN  suitPrice[i] = 4  END IF  IF suitSize[i] == "L" THEN  suitPrice[i] = 6  END IF  IF helmetSize[i] == "XL" THEN  suitPrice[i] = 8  END IF  RETURN suitPrice[i]  END FUNCTION  FUNCTION FLOAT selectShoe(INTEGER i, INTEGER shoeSize[], FLOAT shoePrice[])  PROMPT "Please choose your shoe size (20 - 35): "  READ shoeSize[i]  WHILE std::cin.fail() || (shoeSize[i] < 20 || shoeSizep[i] > 35  PROMPT "Please choose a valid shoe size (20 - 35): "  READ shoeSize[i]  END WHILE  IF shoeSize[i] <= 25 THEN  shoePrice[i] = 3  ELSE  shoePrice[i] = 6  END IF  RETURN shoePrice[i]  END FUNCTION  FUNCTION FLOAT calculateTotalGearPrice(INTEGER& driverCount, FLOAT helmetPrice[], FLOAT suitPrice[], FLOAT gearPrice[])  DECLARE totalGearPrice  SET totalGearPrice = 0  FOR INTEGER i = 0, i < driverCount, i++  gearPrice[i] = helmetPrice[i] + suitPrice[i] + shoePrice [i]  totalGearPrice += gearPrice[i]  END FOR  RETURN totalGearPrice  END FUNCTION  FUNCTION FLOAT setMembershipDiscount ()  DECLARE CHAR membership  PROMPT "Do you have a membership? (Y/N): "  SET membership = getValidCharacterInput()  IF membership == 'Y' THEN  RETURN 0.1  ELSE  RETURN 0.0  END IF  END FUNCTION  FUNCTION FLOAT calculatePrice (int engineCapacity[], int laps, int driverCount, float totalGearPrice, float membershipDiscount)  SET pricePerCC = 03  SET totalKartPrice = 0  FOR i = 0, i < driverCount, i++  totalKartPrice += (engineCapacity[i] \* pricePerCC) \* laps  END FOR    finalPrice = (totalKartPrice + totalGearPrice) \* (1 - membershipDiscount)  END FUNCTION |

# **4.0 CODING GUIDELINES**

1. cameCase naming convention

This is a popular naming convention and it is used by our lecturer to teach C++.

1. Tab Width: 8

The usage of 8 tab width is to easily spot excessive nesting easily which ties to the next point.

1. Maximum Level of Indentation: 3

To quote Linus Torvalds on the Linux Kernal coding guideline: “If you need more than 3 levels of indentation, your code is broken anyway and should fix it”.

1. Indentation Style: Stroustrup

Bajrne Stroustrup is the inventor of C++ and his style of coding is in the C++ International Standard Organization (ISO).

1. No *using namespace std*

The usage of *using namespace std* in simpler programs is okay and sometimes advised to but at higher levels of programming, the usage of it can cause problems. To avoid the compiler being confused and to better make the usage of functions from the standard library clearer, *using namesapce std* is omitted from our code.

1. No abbreviations

Abbreviations can make coding easier, but with the advent of IDE’s autocomplete, coding takes less keystroke than ever. Thus, to make the code readable to everyone, it does not matter if you’re working on it or just an outsider, the code will still be comprehensible even if you have no idea on Go-Kart or how this booking works.

# **5.0 SOURCE CODE**

|  |
| --- |
|  |

# **6.0 SAMPLES OF INPUT AND OUTPUT**

|  |
| --- |
|  |

# **7.0 DISCUSSIONS**

The Go-Kart Booking System works by interacting with the user to improve the user experiences. We took few cases into our consideration during creating the system. For example, rich or regular customers are familiar with the price for each format or each gear. However, there are first-time customers or custoemrs with low-budget that wanted to try and experience playing Go-Kart. Therefore, we created a display menu that shows race formats, track lists, and price for every racing gear available. This feature will definitely help customers make their bookings.

Other than that, we also added few ASCII arts to make it more attractive and unique. It makes the interface of our booking system became readable even from afar. However, too many usage of the art will make the system looks weird. Therefore, we chose to use the art at specific places such as at the start of the booking system. It acts as the title for our system that will help avoid confusion with other system.

Another problem or issue we faced was the error that occurs when user entered the wrong input. In order to minimise the error, we instruct the user to enter only short answer. For instance, the user only has to input either ‘Y’ or ‘N’ for the license part instead of entering “Yes” or “No”. By doing this, we managed to reduce the error such as wrong spelling of the word. Plus, we also set the choice for race formats by using numbers to avoid misspelling of the format.

# **8.0 CONLUSION**

All in all, Go-Kart Booking System was a huge achievement for us. All sweat and tears are paid off. The system can be run smoothly and successfully without any error and all objectives are achieved. It managed to solve problems faced by the conventional booking system such as human error, time consuming and inefficient. Other than making the booking process more efficient, this sytem also helps the Go-Kart business sustain in this modern world where technology and AI are applied in every aspect. This system can also be applied for other booking system since it has the basic needs to make a booking. It is highly recommended for anyone to improve the system to a whole new dimension in order to create a more complex and advance system.

# **9.0 PRESENTATION**

The presentation is available on YouTube: [INSERT VIDEO LINK]

# **10.0 REFERENCES**

Bro Code. (2024, May 20). *STRUCTS in C++ explained 🏗️* [Video]. YouTube. <https://www.youtube.com/watch?v=ObUUe9ujYoY>

GeeksforGeeks. (2024, March 29). *Why “using namespace std” is considered bad practice*. GeeksforGeeks. <https://www.geeksforgeeks.org/cpp/using-namespace-std-considered-bad-practice/>

Hu, J. (2024, February 23). *How to validate user input in C++*. Delft Stack. <https://www.delftstack.com/howto/cpp/cpp-input-validation/>

Malik, D. S. (2017). *C++ Programming: From problem analysis to program design.* Cengage Learning.

shahxvi. (2025). *csc-126-group-project.* (n.d.). <https://github.com/shahxvi/csc126-group-project>

*std::transform - cppreference.com*. (n.d.). <https://en.cppreference.com/w/cpp/algorithm/transform.html>

Stroustrup, B. (2011). *PPP Style Guide*. <https://www.stroustrup.com/Programming/PPP-style.pdf>

*Text to ASCII: The best ASCII Art Generator & Maker*. (n.d.). Text to ASCII: The Best ASCII Art Generator & Maker. <https://www.asciiart.eu/text-to-ascii-art>

*What’s the problem with “using namespace std;”?* (n.d.). Stack Overflow. <https://stackoverflow.com/questions/1452721/whats-the-problem-with-using-namespace-std>

*W3Schools.com. (n.d.-a).* [*https://www.w3schools.com/cpp/cpp\_enum.asp*](https://www.w3schools.com/cpp/cpp_enum.asp)

*W3Schools.com*. (n.d.-b). <https://www.w3schools.com/cpp/cpp_structs.asp>