Project Report

On

Theme Park Management System

ACKNOWLEDGEMENT

I am are over helmed in all humbleness and gratefulness to acknowledge my depth to all those who have helped me to put these ideas, well above the level of simplicity and into something concrete.

I would like to express my special thanks of gratitude to my esteemed guide, Mr. XYZ who gave me the golden opportunity to do this wonderful project which also helped me in doing a lot of Research and i came to know about so many new things. I am really thankful to them.
Any attempt at any level can 't be satisfactorily completed without the support and guidance of MY parents and friends.

I would like to thank my parents who helped me a lot in gathering different information, collecting data and guiding me from time to time in making this project, despite of their busy schedules ,they gave me different ideas in making this project unique.

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Abstract

This project manages people and provides ticket to the person who comes to visits and take ride in theme park with his/her family.

With this project admin is able to see how many people is visiting in park and also see how many ticket is generating in particular period.

Introduction

Park Theme Management System is a web based technology which manages people and provides ticket to the person who comes to visits and take ride in park with his/her family. This web application provides a way to effectively control record & track the people who visit to park.

A Theme Park Management system effectively manages and handles all the functioning of a park. The software system can store the data of people tickets that came to visit in the park. The system also maintains and calculates the price of ticket. The system needs an administrator to input the detail of ticket like how many are adult and how many are child and print the ticket and give it to person.

In this project we use PHP and MySQL database and it has only one module i.e. Admin

Advantages:

- It helps the park admin to handle and manage ticket data.
- Reduce time consumption.
- Reduce error scope.
- All system managements are automated.
- Centralized database management.
- Easy operations for operator of the system.
- No paper work requirement.

Disadvantages:

- The system can only handle Single Park.
- The system does not include bank payment, dd, cheque status.

Applications:

- To be used in park ticket.

Feasibility study

Whenever we design a new system, normally the management will ask for a feasibility report of the new system. The management wants to know the technicalities and cost involved in creation of new system.

- Technical feasibility
- Economic feasibility
- Physical feasibility

Technical feasibility:

Technical feasibility involves study to establish the technical capability of the system being created to accomplish all requirements to the user. The system should be capable of handling the proposed volume of data and provide users and operating environment to increase their efficiency.
For example, system should be capable of handling the proposed volume of data and provide users.

Economic feasibility:

Economic feasibility involves study to establish the cost benefit analysis. Money spent on the system must be recorded in the form of benefit from the system. The benefits are of two types:

Tangible benefits:

- Saving man labor to do tedious tasks saves time.
-

Intangible benefits:

- Improves the quality of organization.

Physical feasibility:

It involves study to establish the time responses of the new system being created. For e.g., if the new system takes more than one day to prepare crucial finance statement for the management, wherever it was required in an hour, the system fails to provide the same.

It should be clearly establish that the new system requirements in the form of time responses would be completely met with. It may call for increase in cost. If the required cost is sacrificed then the purpose of the new system may not be achieved even if it was found to be technically feasible.

Scope of the Project

The proposed system will affect or interface with the person who visits in the park and administrator.

The system works and fulfills all the functionalities as per the proposed system.

It will provide reduced response time against the queries made by different users.

This project is based on PHP language with MYSQL database which manages people and provides ticket to the person who comes to visits in park with his/her family.

All possible features such as verification, validation, security, user friendliness etc have been considered.

In this project there is one module i.e.

Admin

Admin:

1. **Dashboard**: In this section, admin can see total entry ticket, normal entry tickets and water ride tickets.
2. **Pricing:** In this Section, admin can update the price of entry ticket , normal ride and water ride ticket.
3. **Entry Ticket:** In this section, admin can add, edit and delete the entry tickets.
4. **Ride Ticket**: In this section, admin can add, edit and delete the normal and water ride tickets.

Admin can also update his profile, change the password and recover the password.

Software & Hardware requirements

- ✓ Any Version of browser after Mozilla Firefox 4.0, Internet Explorer 6.0,chrome

Hardware requirements:

- ✓ Any processor after Pentium 4.
- ✓ Any version of Windows XP or later.
- ✓ Processor speed: 2.0 GHz
- ✓ RAM : 1GB
- ✓ Hard disk: 40GB to 80 GB

Software requirements:

- ✓ Database : MySQL
- ✓ Server : Apache
- ✓ Frontend : HTML
- ✓ Scripting Language : JavaScript
- ✓ IDE : Sublime
- ✓ Technology : PHP

System Design

Design is the first step in the development phase for any techniques and principles for the purpose of defining a device, a process or system in sufficient detail to permit its physical realization.

Once the software requirements have been analyzed and specified the software design involves three technical activities - design, coding, implementation and testing that are required to build and verify the software.

The design activities are of main importance in this phase, because in this activity, decisions ultimately affecting the success of the software implementation and its ease of maintenance are made. These decisions have the final bearing upon reliability and maintainability of the system. Design is the only way to accurately translate the customer's requirements into finished software or a system.

Design is the place where quality is fostered in development. Software design is a process through which requirements are translated into a representation of software. Software design is conducted in two steps. Preliminary design is concerned with the transformation of requirements into data

Unified Modelling Language Diagrams (UML):

- The unified modelling language allows the software engineer to express an analysis model using the modelling notation that is governed by a set of syntactic semantic and pragmatic rules.
- A UML system is represented using five different views that describe the system from distinctly different perspective. Each view is defined by a set of diagram, which is as follows.

User Model View

i. This view represents the system from the users perspective.

ii. The analysis representation describes a usage scenario from the end-users perspective**.**

Structural model view

- In this model the data and functionality are arrived from inside the system.
- This model view models the static structures.

Behavioural Model View

- It represents the dynamic of behavioural as parts of the system, depicting the interactions of collection between various structural elements described in the user model and structural model view.

Implementation Model View

- In this the structural and behavioural as parts of the system are represented as they are to be built.

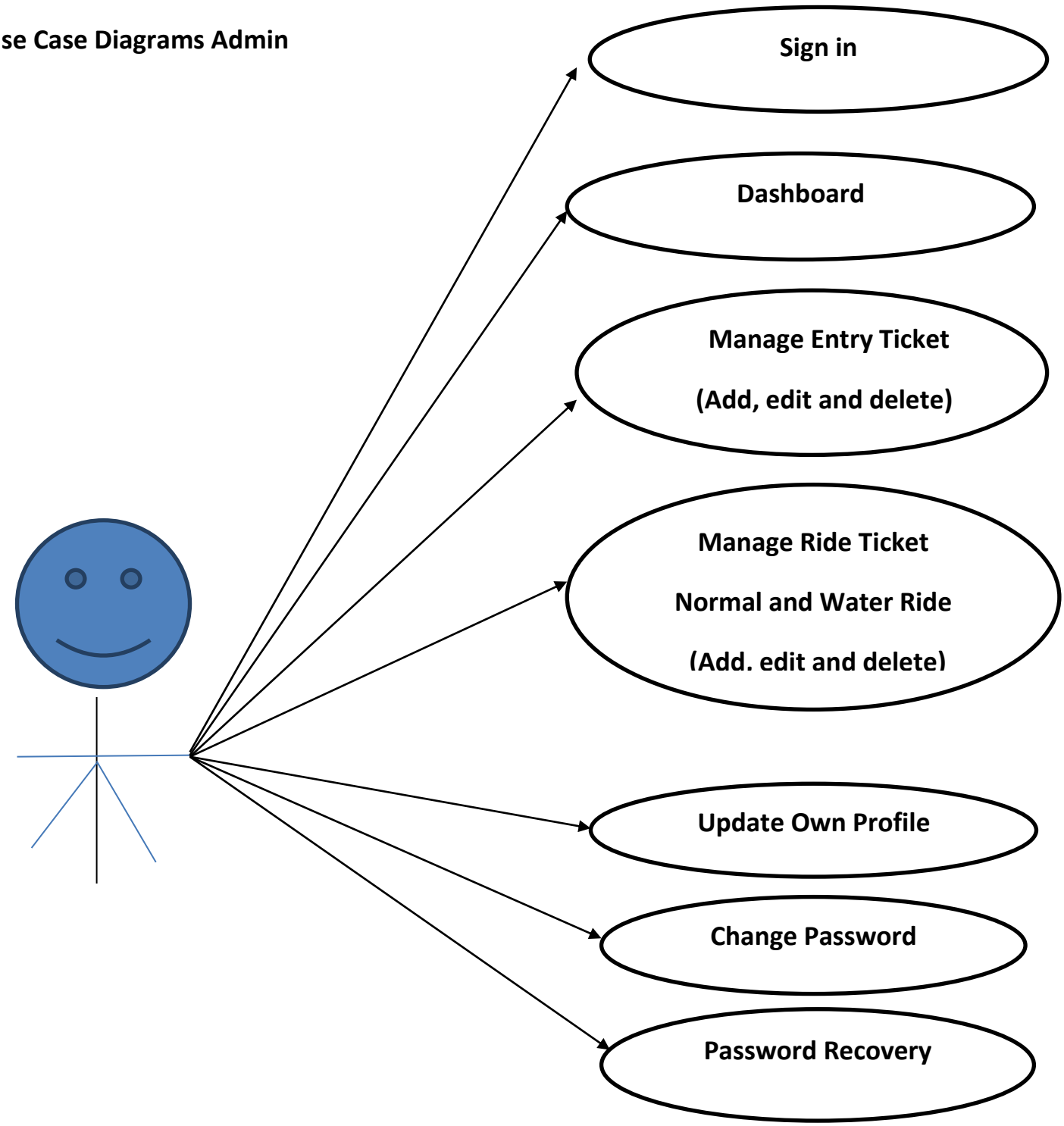
Environmental Model View

In this the structural and behavioural aspects of the environment in which the system is to be implemented are represented.

UML is specifically constructed through two different domains they are

- UML Analysis modelling, which focuses on the user model and structural model views of the system?
- UML design modelling, which focuses on the behavioural modelling, implementation modelling and environmental model views**.**

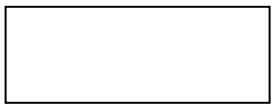
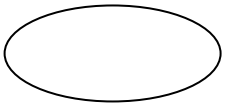
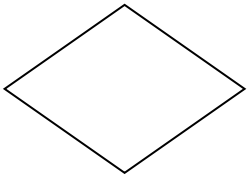
Use Case Diagrams Admin



ENTITY-RELATIONSHIP Diagrams

E-R (Entity-Relationship) Diagram is used to represents the relationship between entities in the table.

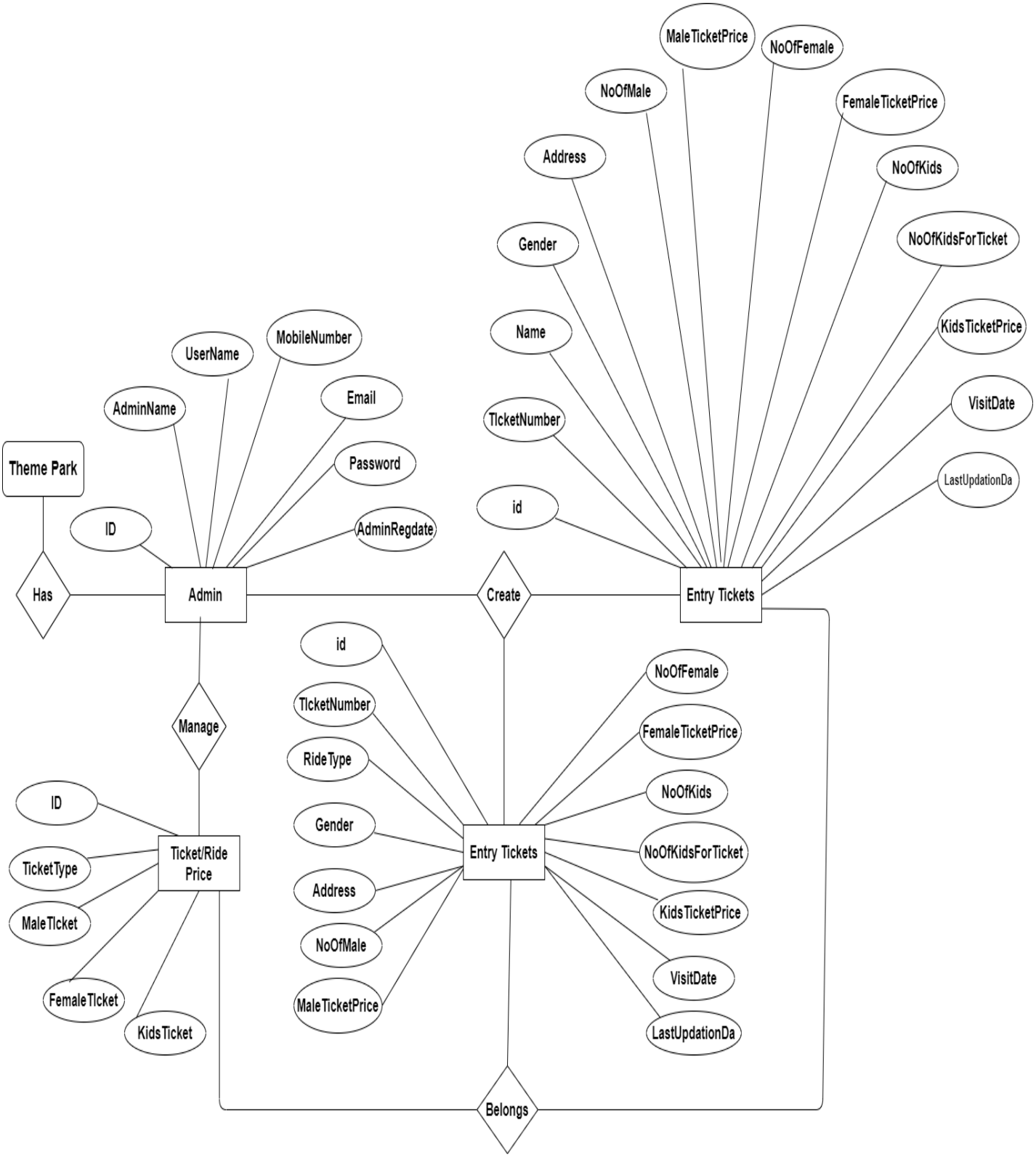
The symbols used in E-R diagrams are:

SYMBOL	PURPOSE
	Represents Entity sets.
	Represent attributes.
	Represent Relationship Sets.
_____	Line represents flow

Structured analysis is a set of tools and techniques that the analyst.

To develop a new kind of a system:

The traditional approach focuses on the cost benefit and feasibility analysis, Project management, and hardware and software selection a personal considerations.


MaleTicketPrice
NoOfFemale
NoOfMale
FemaleTicketPrice
Address
NoOfKids
Gender
NoOfKidsForTicket
Name
KidsTicketPrice
VisitDate
TIcketNumber
LastUpdationDa
id
UserName
MobileNumber
AdminName
Email
Password
Theme Park
ID
AdminRegdate
Has
Admin
Create
Entry Tickets
Manage
id
TIcketNumber
RideType
Gender
Address
NoOfMale
MaleTicketPrice
NoOfFemale
FemaleTicketPrice
NoOfKids
NoOfKidsForTicket
KidsTicketPrice
VisitDate
LastUpdationDa
ID
TicketType
MaleTIcket
FemaleTIcket
KidsTicket
Ticket/Ride Price
Entry Tickets
Belongs

DATABASE DESIGN

The data in the system has to be stored and retrieved from database. Designing the database is part of system design. Data elements and data structures to be stored have been identified at analysis stage. They are structured and put together to design the data storage and retrieval system.

A database is a collection of interrelated data stored with minimum redundancy to serve many users quickly and efficiently. The general objective is to make database access easy, quick, inexpensive and flexible for the user. Relationships are established between the data items and unnecessary data items are removed. Normalization is done to get an internal consistency of data and to have minimum redundancy and maximum stability. This ensures minimizing data storage required, minimizing chances of data inconsistencies and optimizing for updates. The MS Access database has been chosen for developing the relevant databases.

Theme Park Management System (PTMS) contains 4 MySQL tables :

tbladmin table Structure : This table store the admin login and personal Details.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	AdminName	varchar(120)	utf8mb4_general_ci		Yes	*NULL*		
3	UserName	varchar(120)	utf8mb4_general_ci		Yes	*NULL*		
4	MobileNumber	bigint(10)			Yes	*NULL*		
5	Email	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
6	Password	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
7	AdminRegdate	timestamp			Yes	current_timestamp()		

tblprice table Structure : This table stores entry, normal ride and water ride tickets price.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	id	int(11)			No	*None*		AUTO_INCREMENT
2	TicketType	varchar(100)	latin1_swedish_ci		No	*None*		
3	MaleTIcket	decimal(10,2)			No	*None*		
4	FemaleTIcket	decimal(10,2)			No	*None*		
5	KidsTicket	decimal(10,2)			No	*None*		

tblentrytickets table Structure : This table stores entry ticket detail.

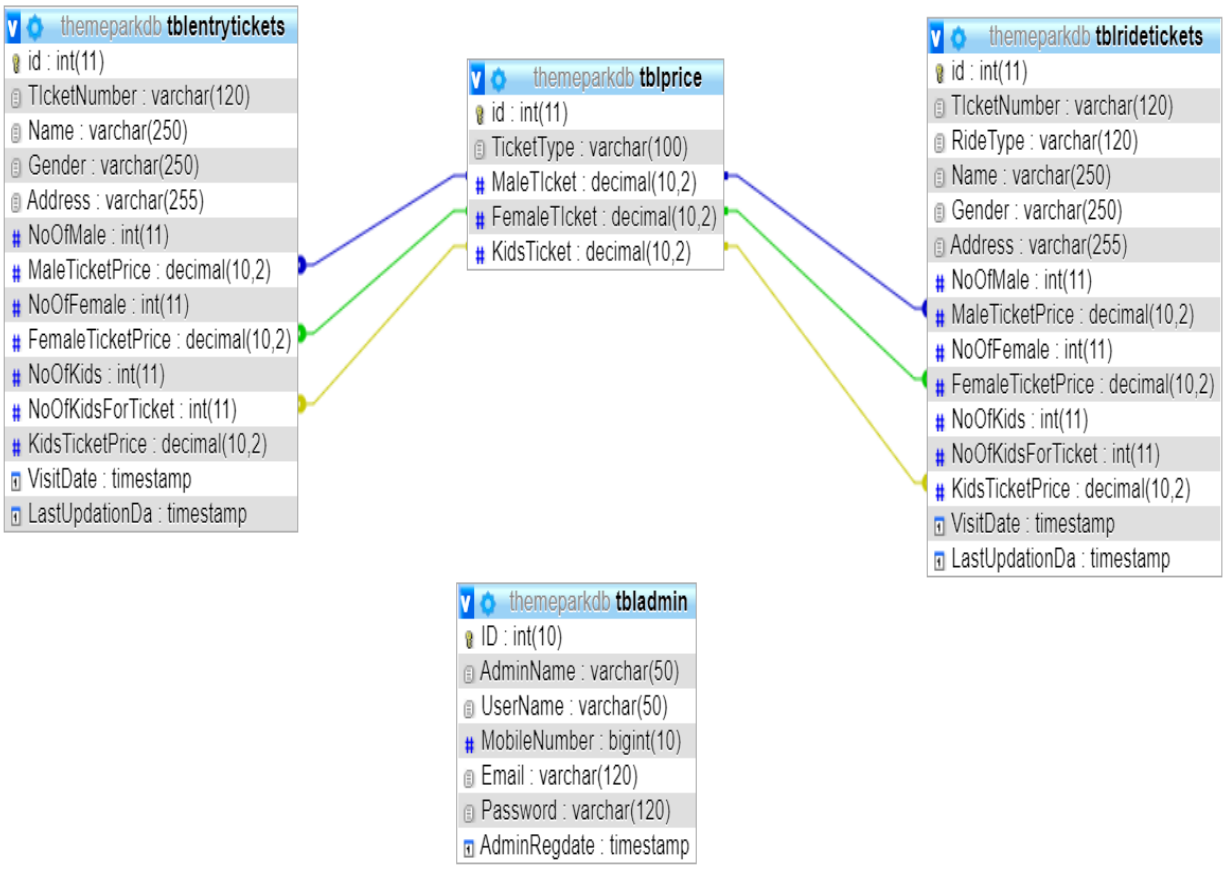
#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	id	int(11)			No	*None*		AUTO_INCREMENT
2	TIcketNumber	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
3	Name	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
4	Gender	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
5	Address	varchar(255)	latin1_swedish_ci		Yes	*NULL*		
6	NoOfMale	int(11)			No	*None*		
7	MaleTicketPrice	decimal(10,2)			No	*None*		
8	NoOfFemale	int(11)			No	*None*		
9	FemaleTicketPrice	decimal(10,2)			No	*None*		
10	NoOfKids	int(11)			No	*None*		
11	NoOfKidsForTicket	int(11)			No	*None*		
12	KidsTicketPrice	decimal(10,2)			No	*None*		
13	VisitDate	timestamp			No	current_timestamp()		
14	LastUpdationDa	timestamp			Yes	*NULL*		ON UPDATE CURRENT_TIMESTAMP()

tblridetickets table Structure : This table stores normal and water ride ticket detail.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	id	int(11)			No	*None*		AUTO_INCREMENT
2	TicketNumber	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
3	RideType	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
4	Name	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
5	Gender	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
6	Address	varchar(255)	latin1_swedish_ci		Yes	*NULL*		
7	NoOfMale	int(11)			No	*None*		
8	MaleTicketPrice	decimal(10,2)			No	*None*		
9	NoOfFemale	int(11)			No	*None*		
10	FemaleTicketPrice	decimal(10,2)			No	*None*		
11	NoOfKids	int(11)			No	*None*		
12	NoOfKidsForTicket	int(11)			No	*None*		
13	KidsTicketPrice	decimal(10,2)			No	*None*		
14	VisitDate	timestamp			No	current_timestamp()		
15	LastUpdationDa	timestamp			Yes	*NULL*		ON UPDATE CURRENT_TIMESTAMP()

Class Diagram:

The class diagram shows a set of classes, interfaces, collaborations and their relationships.



SYSTEM TESTING

SOFTWARE TESTING TECHNIQUES:

Software testing is a critical element of software quality assurance and represents the ultimate review of specification, designing and coding.

TESTING OBJECTIVES:

1. Testing is process of executing a program with the intent of finding an error.

2. A good test case design is one that has a probability of finding an as yet undiscovered error.

3. A successful test is one that uncovers an as yet undiscovered error.

These above objectives imply a dramatic change in view port.

Testing cannot show the absence of defects, it can only show that software errors are present.

There are three types of testing strategies

1. Unit test
2. Integration test
3. Performance test

Unit Testing:

Unit testing focuses verification efforts on the smallest unit of software design module. The unit test is always white box oriented. The tests that occur as part of unit testing are testing the

module interface, examining the local data structures, testing the boundary conditions, execution all the independent paths and testing error-handling paths.

Integration Testing:

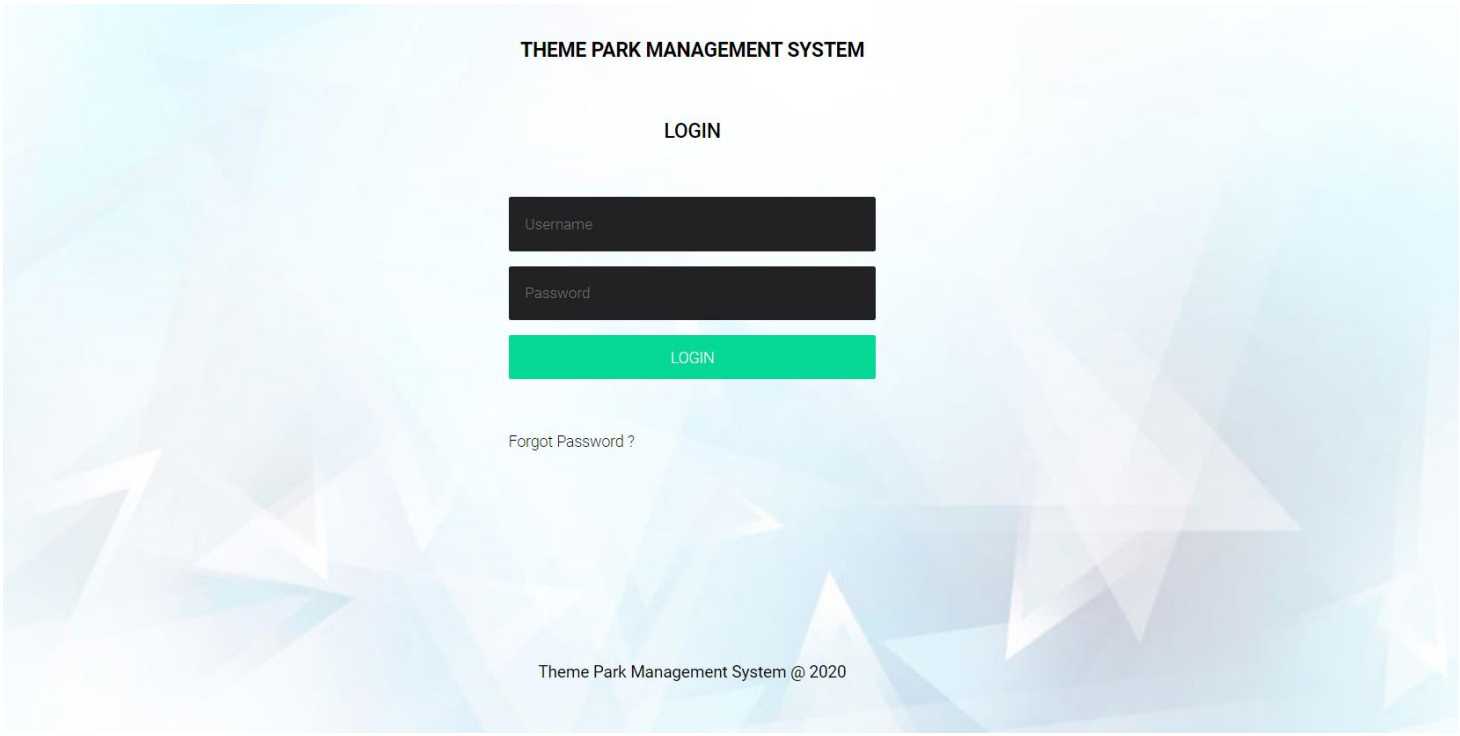
Integration testing is a systematic technique or construction the program structure while at the same time conducting tests to uncover errors associated with interfacing. Scope of testing summarizes the specific functional, performance, and internal design characteristics that are to be tested. It employs top-down testing and bottom-up testing methods for this case.

Performance Testing:

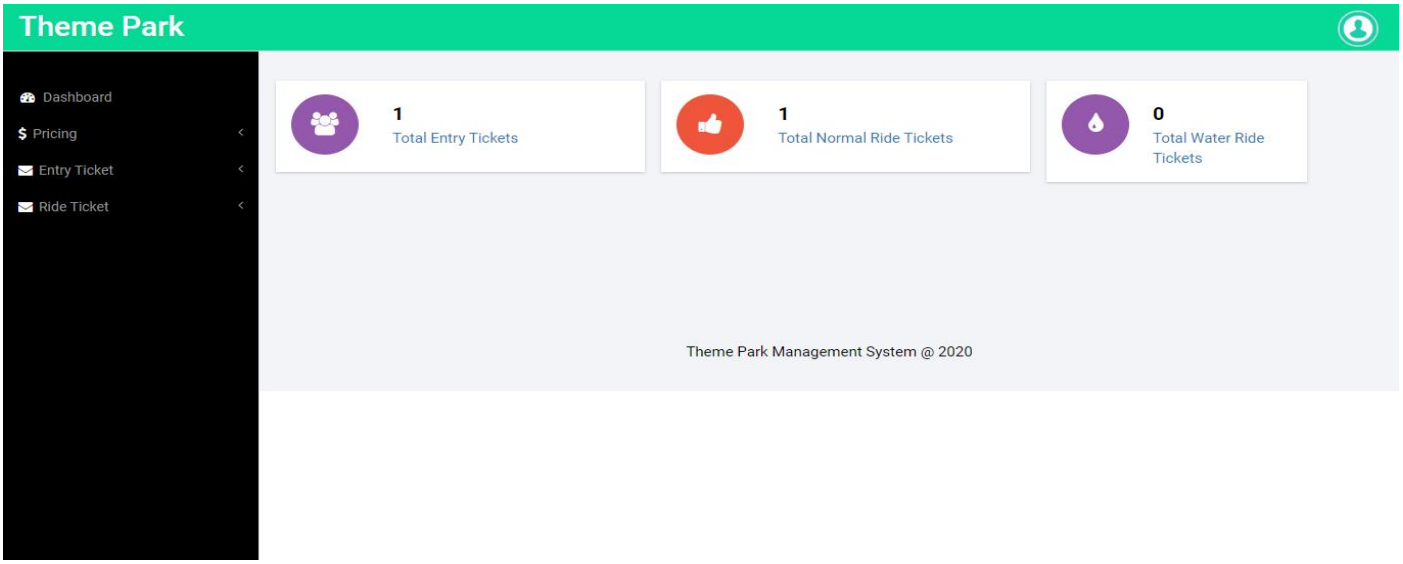
Timing for both read and update transactions should be gathered to determine whether system functions are being performed in an acceptable timeframe.

Output Screen of Project

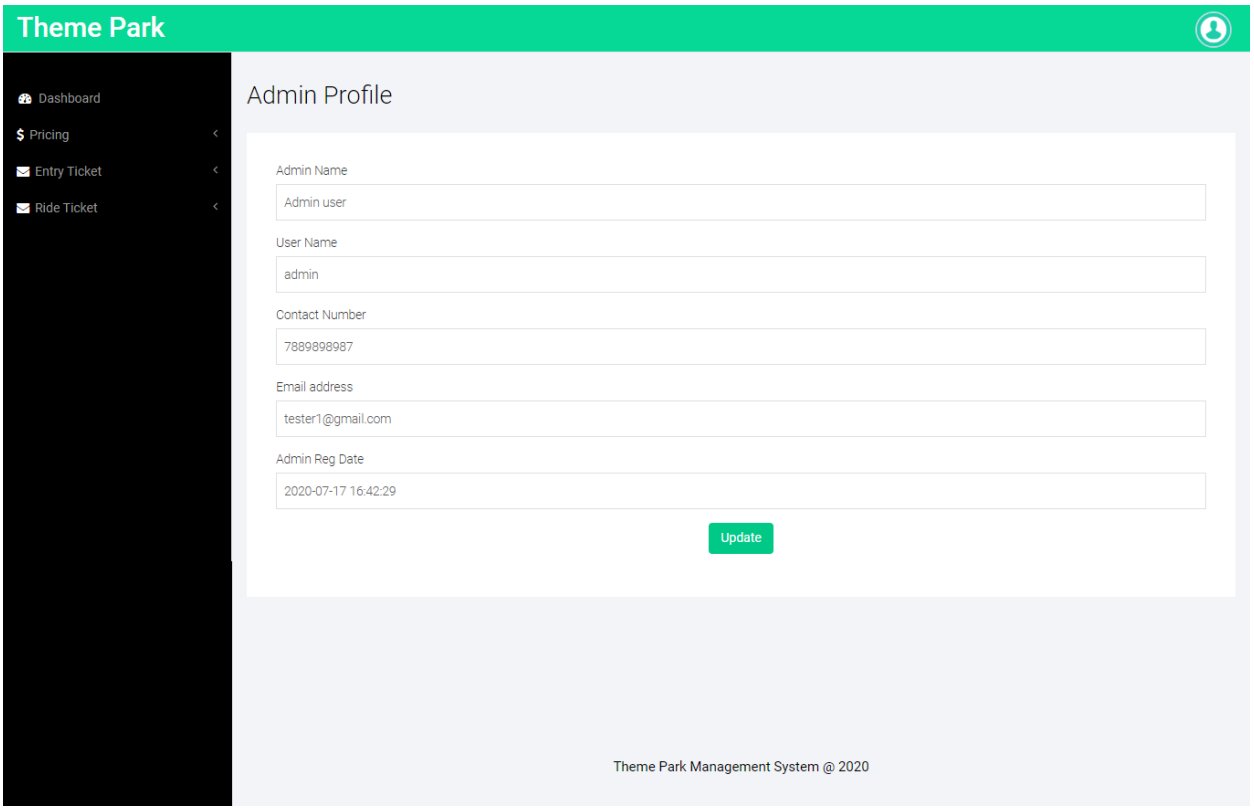
Home Page



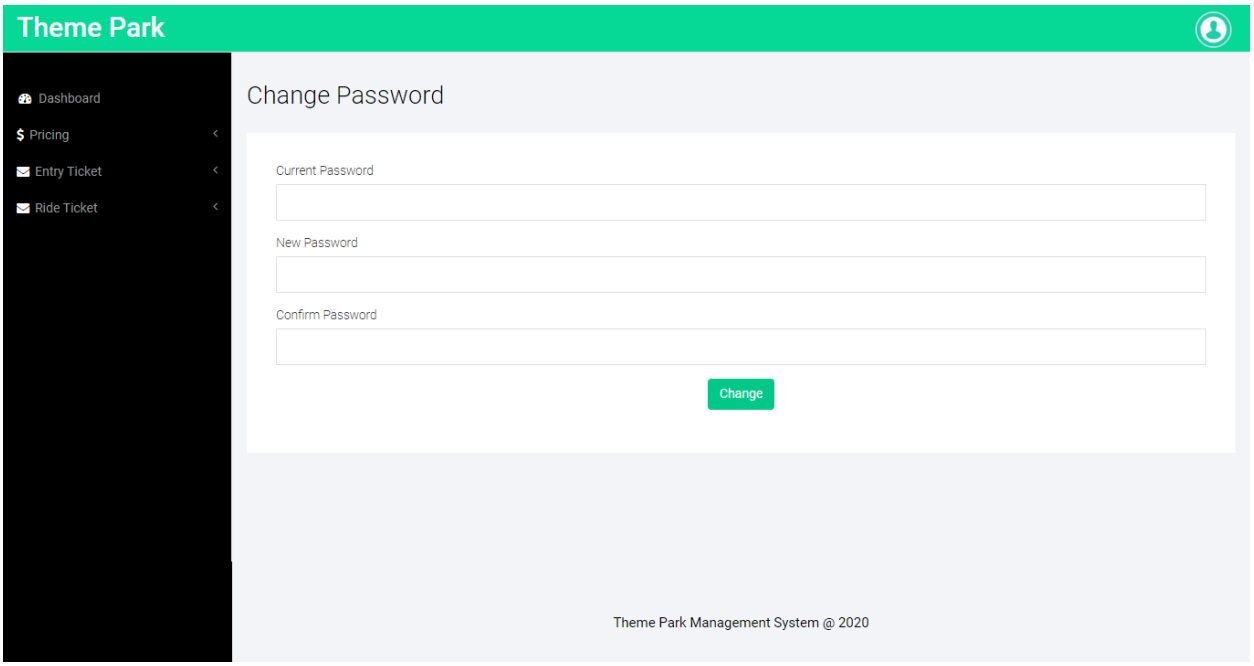
Dashboard



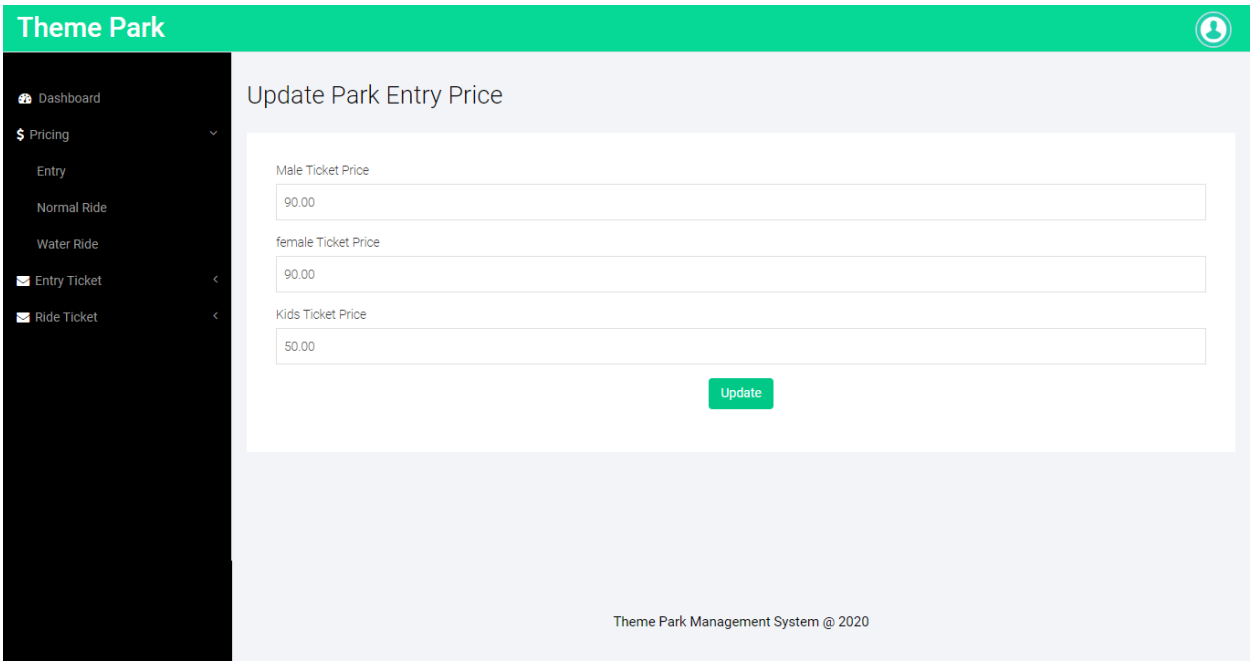
Profile



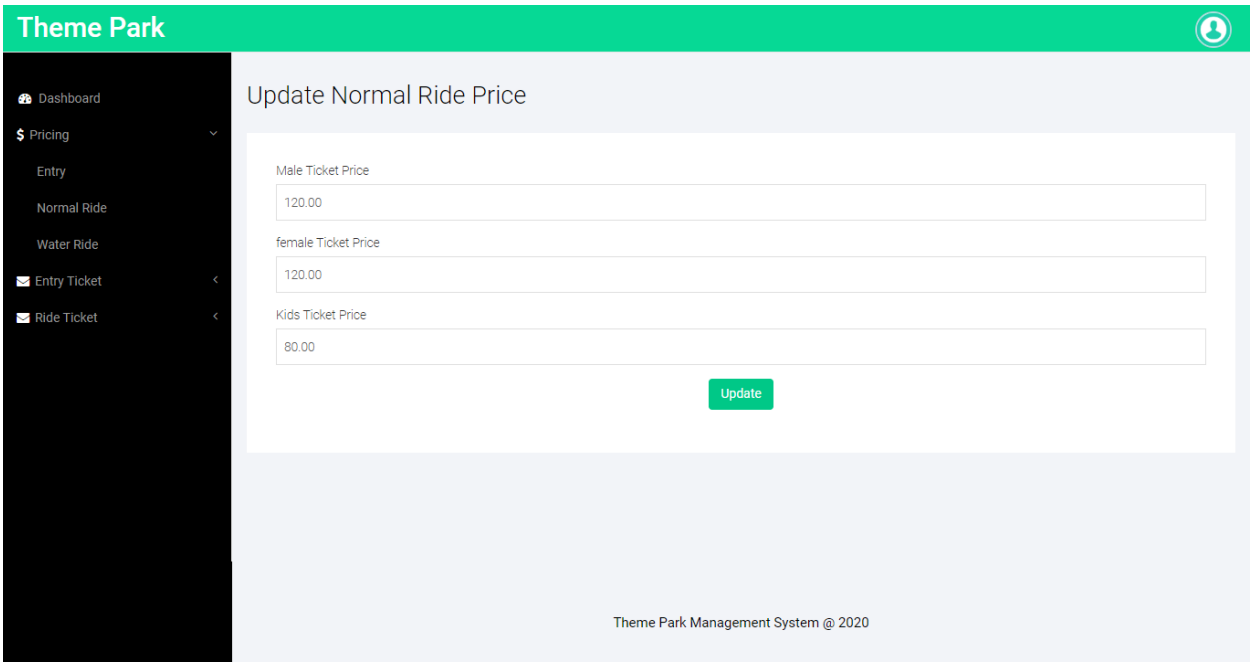
Change Password



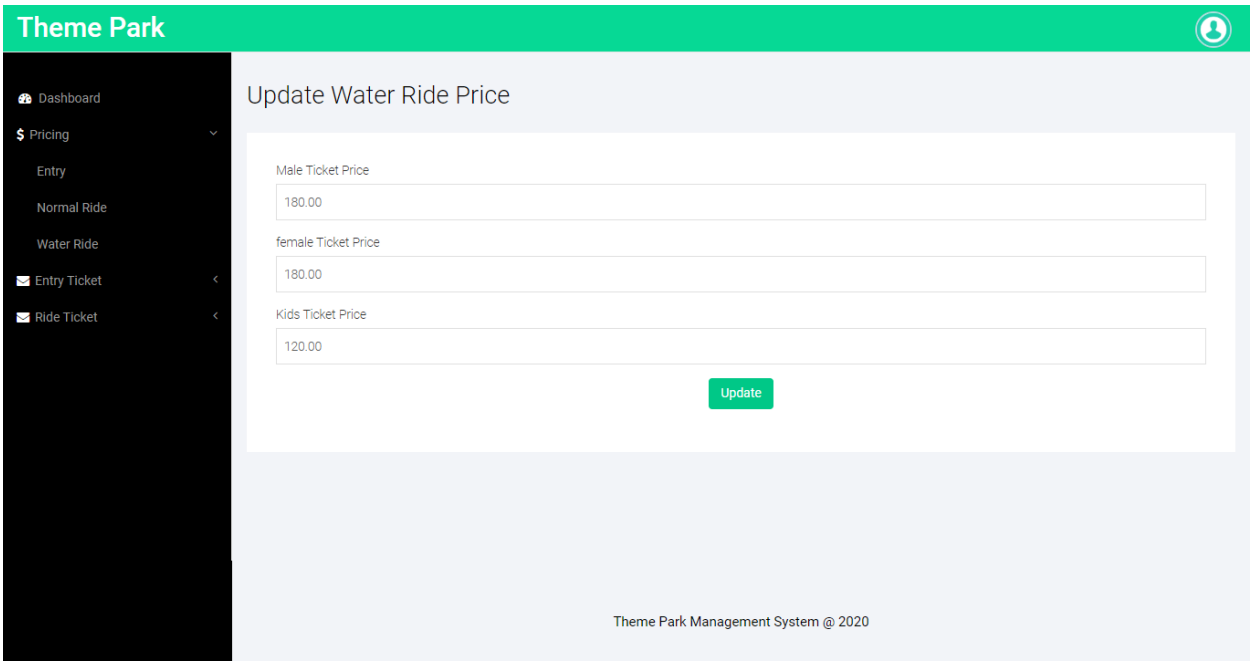
Entry Price



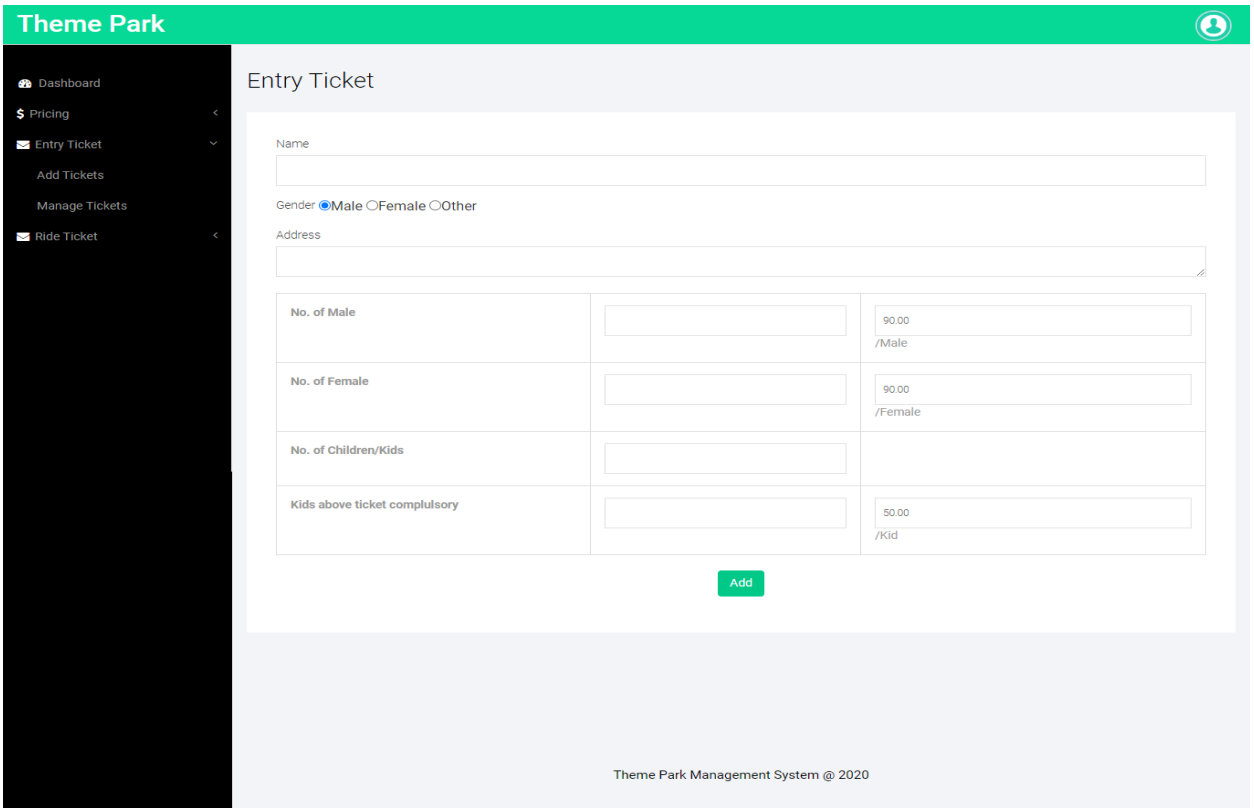
Normal Ride Price



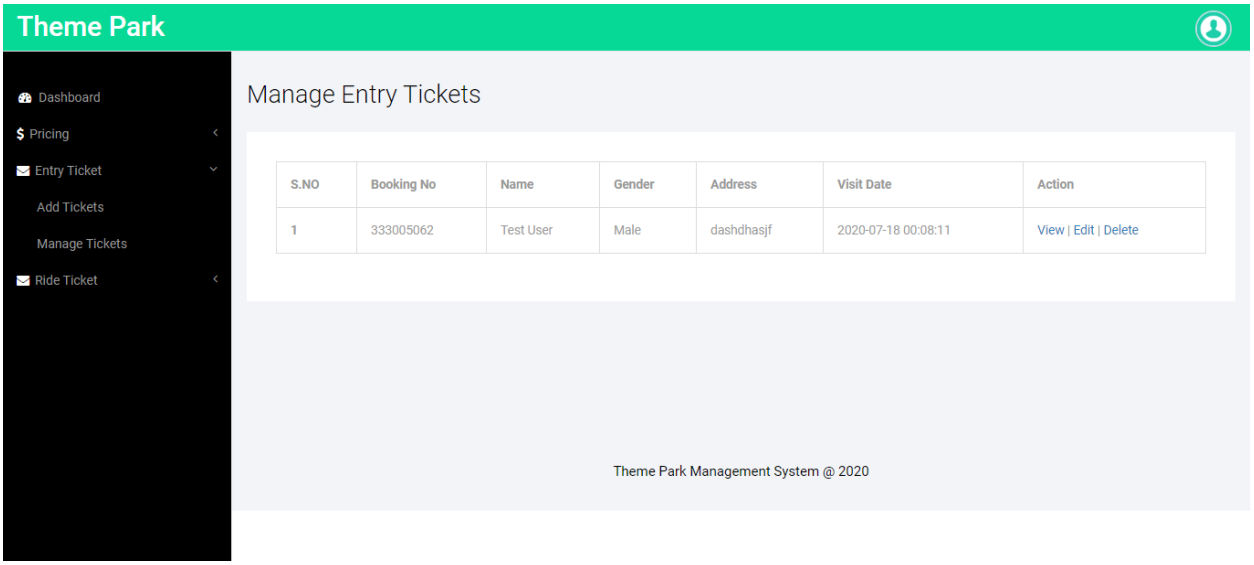
Water Ride Price



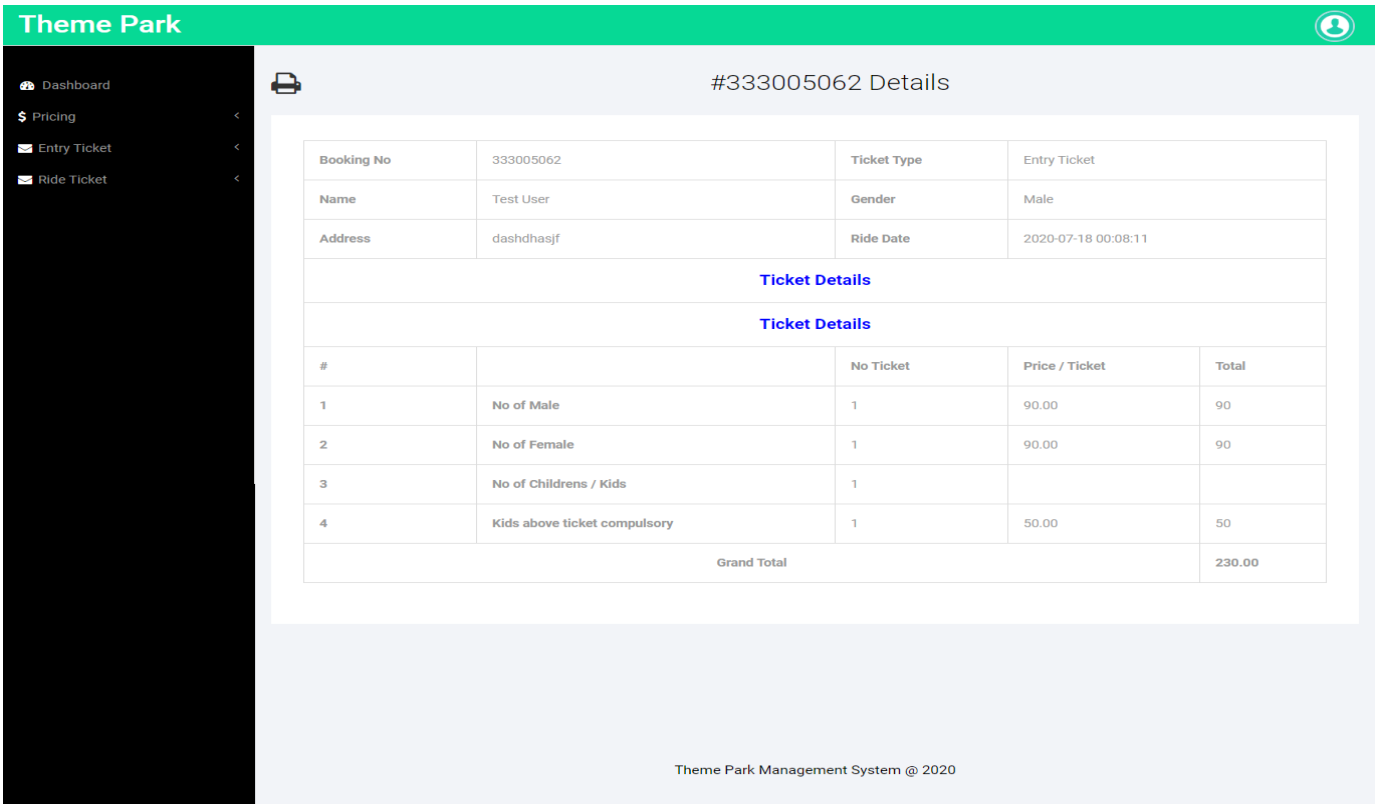
Add Tickets



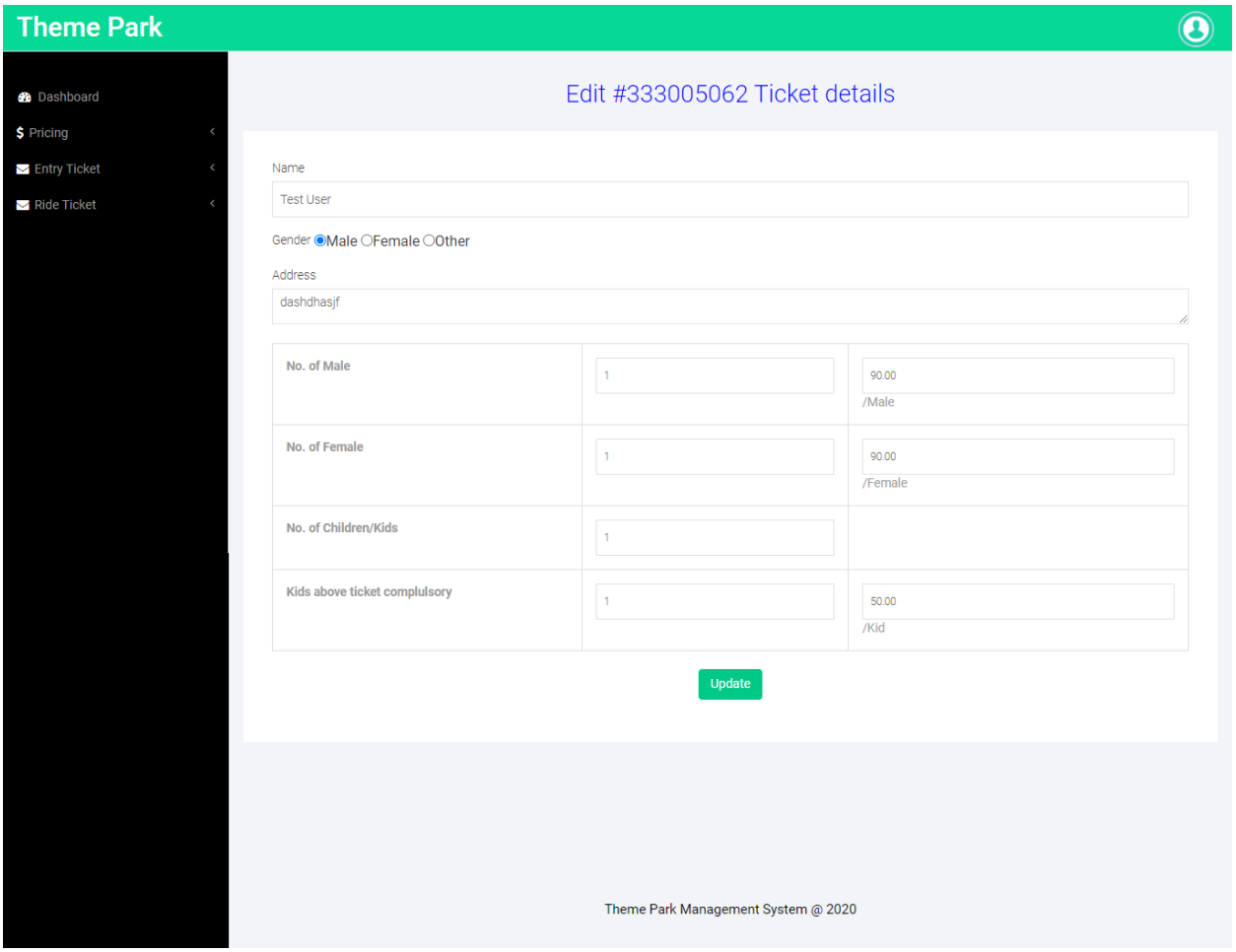
Manage Entry Tickets



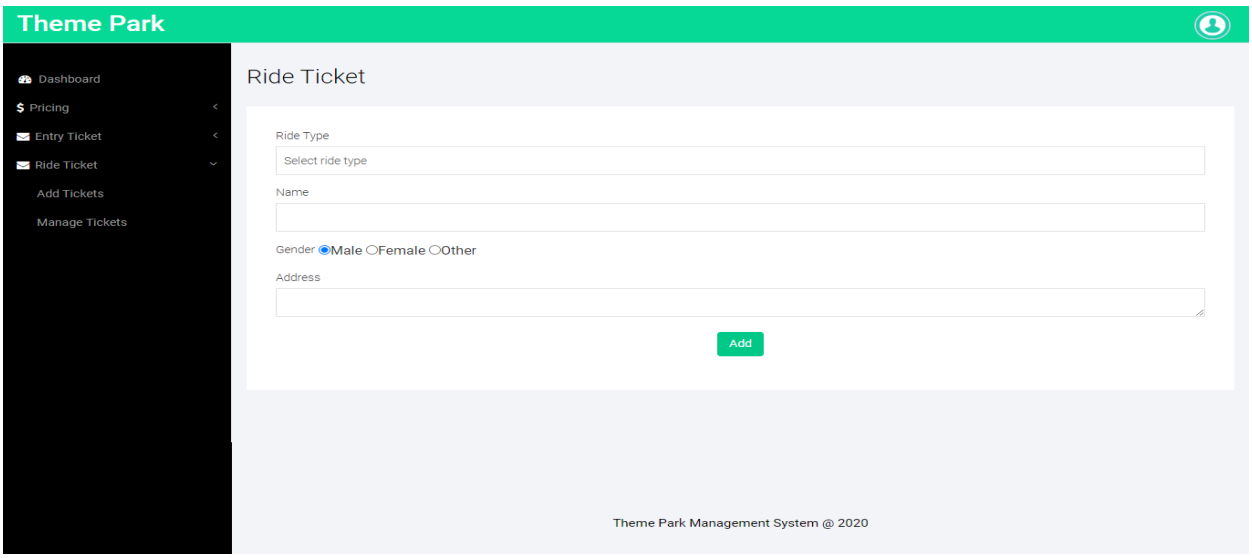
View Entry Tickets



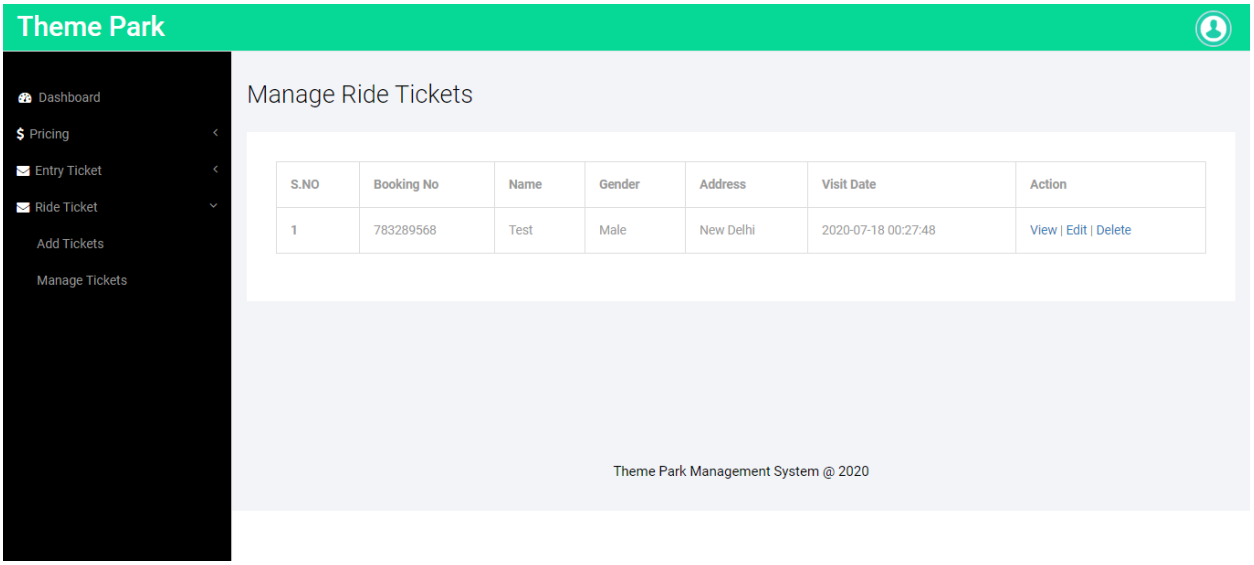
Edit Entry Tickets



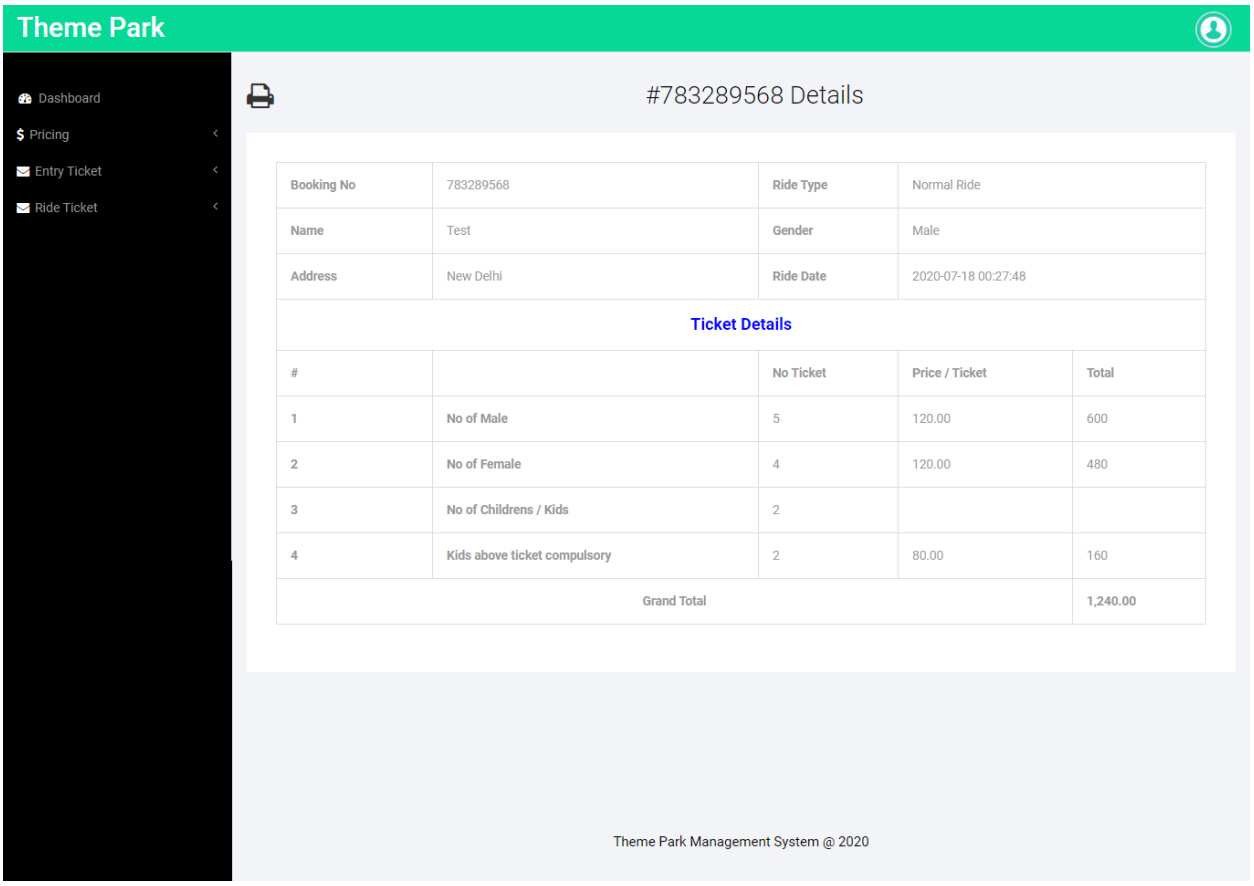
Add Ride Tickets



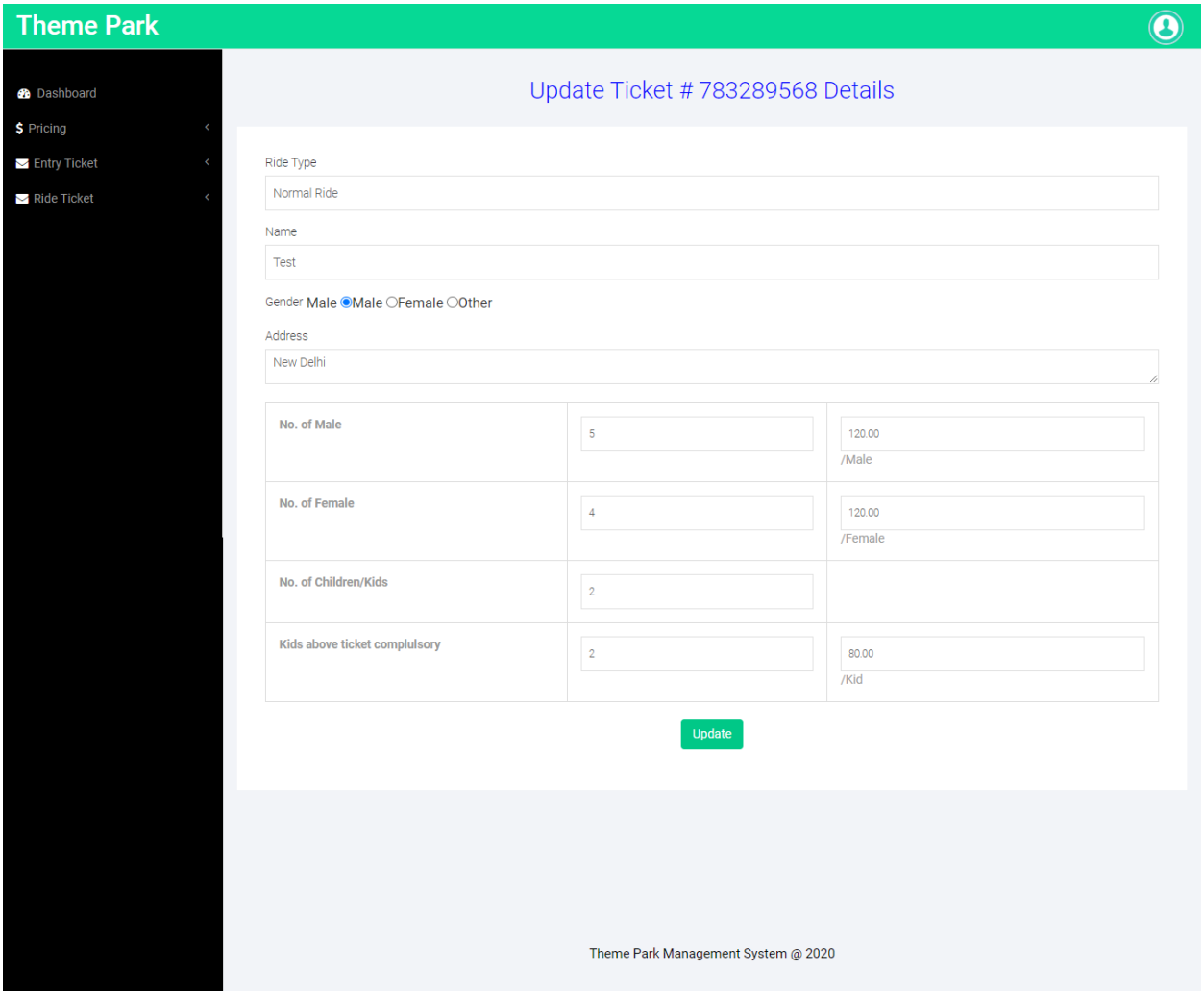
Manage Ride Tickets



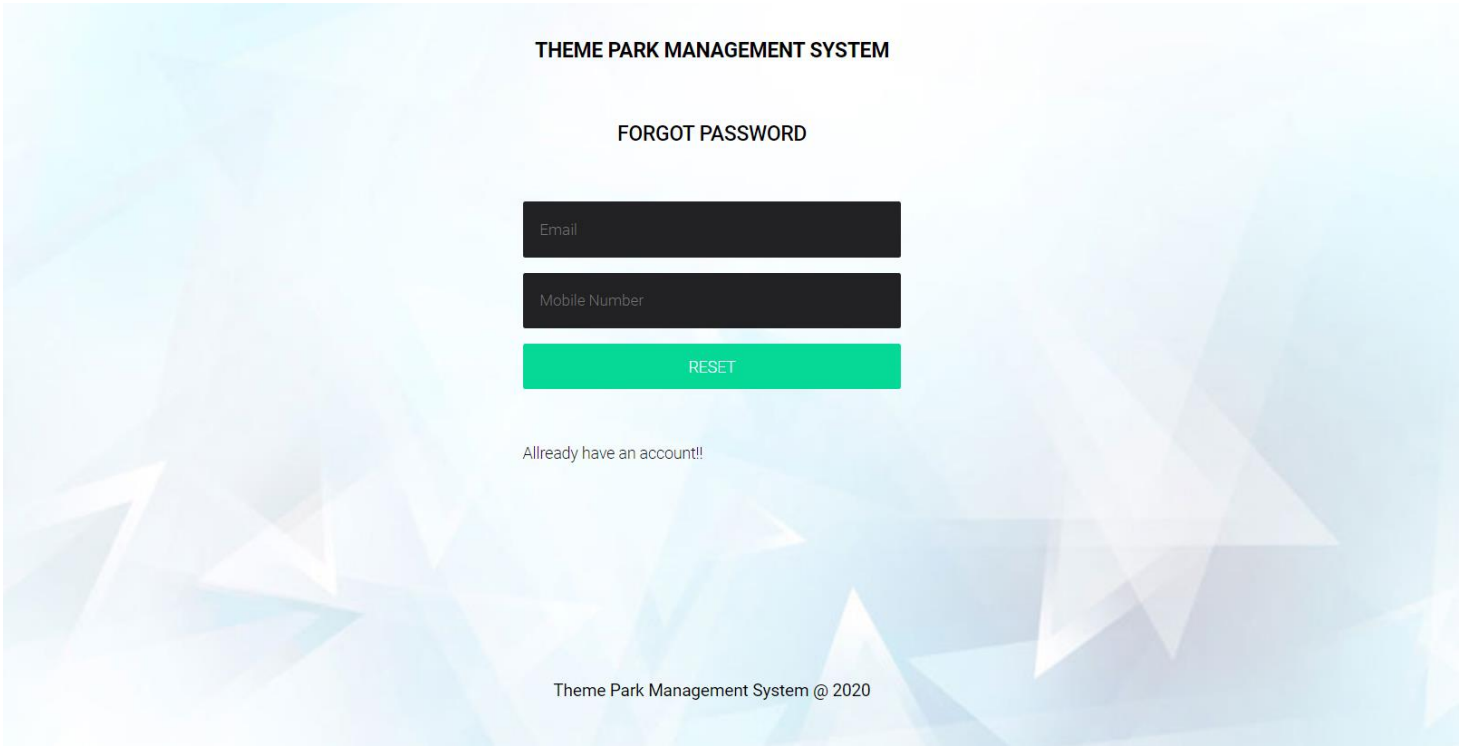
View Ride Tickets



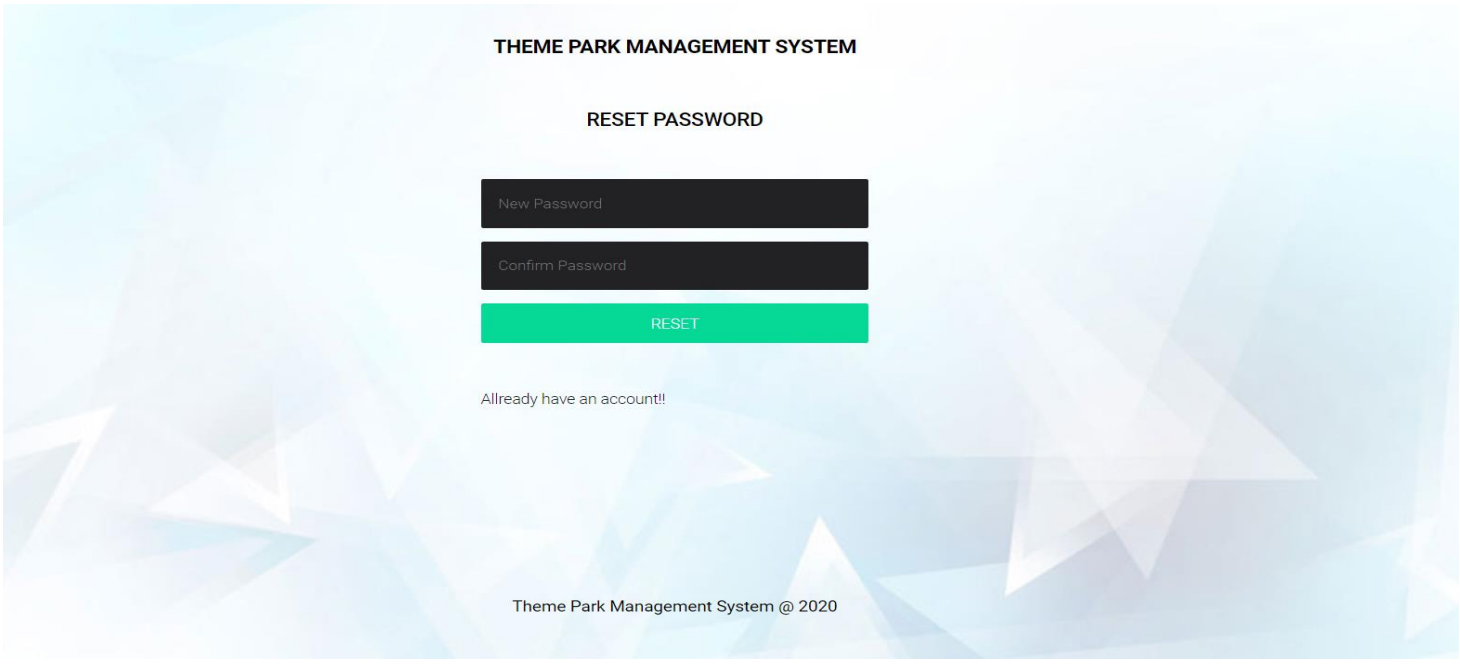
Edit Ride Tickets



Forgot Password



Reset Password



Conclusion

The project titled as **Theme Park Management System** was deeply studied and analyzed to design the code and implement. It was done under the guidance of the experienced project guide. All the current requirements and possibilities have been taken care during the project time.

Theme Park Management System is a web based application which manages and handles the people ticket who visited in the park.

Bibliography

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For XAMPP

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