

**ONLINE MOVIE TICKET BOOKING SYSTEM**

to

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by

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1. **INTRODUCTION**

**1.1 Introduction to the System**

* Movie Ticket Booking is an application for Online Ticket Booking for

movies.

* This is an online web site on which user as well as theatre owner register themselves and uses this site to update movies in theatre and search for particular location of theatre as well as book tickets for particular movie.
* Also theatre authority can check by ticket number for valid user.
* The goal of this system is to make people book tickets easily.
* Movie Ticket booking system is one of the essential applications of E- commerce.
* With the development of Internet and security technology, more and more people begin to consume online, which is more convenient and personal than traditional way.
* Online movie booking system’s (also known as ‘e-booking’) have been

developed to overcome the drawbacks of paper based voting system

**1.2 OBJECTIVE**

* This online application enables the end users to register tickets online, select the required seats available. By using this application the work of the user is reduced. The user will be given a username and a password to login.
* This system will minimize the number of staff at the Ticket-Box-Office.
* User can book tickets at anytime from anywhere to anywhere with just few clicks securely.
* Promotes new movies over the internet and gain maximum profits.
* Provides 24 x 7 service to the customers.

**2. RELATED WORK**

**2.1 LITERATURE SURVEY**

Literature survey is the most important step in software development process. Before developing the application it is necessary to determine the time factor, economy and company strength. Once these things are satisfied, ten next steps are to determine which operating and language can be used for developing the tool. Once the programmers start building the application the programmers need lot of external support. This support can be obtained from senior programmers, from book or from websites. Before building the system the above considerations are taken into account for developing the proposed system.

**2.2 FEASIBLE STUDY**

The feasibility of the project is analyzed in this phase and business proposal is put forth with a very general plan for the project and some cost estimates. During system analysis the feasibility study of the proposed system is to be carried out. This is to ensure that the proposed system is not a burden to the company. For feasibility analysis, some understanding of the major requirements for the system is essential. The feasibility study is useful to evaluate the cost and benefits of the system requested. The feasibility study tries to anticipate future scenarios of software development.

Three key considerations involved in the feasibility analysis are

* ECONOMICAL FEASIBILITY
* TECHNICAL FEASIBILITY
* OPERATIONAL FEASIBILITY

**ECONOMICAL FEASIBILITY**

It is the measure of cost effectiveness of the system. You don’t need to purchase the any special software or hardware from the market, so effectively reducing the cost. No maintenance is required.

### TECHNICAL FEASIBILITY

The technical requirements of the system are as specified in the software and hardware requirements section. As hardware and software

required to operate the system are easily available and no extra hardware

is required hence it is technically feasible.

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**OPERATIONAL FEASIBILITY**

The application is user friendly and hence any person can operate or use the proposed system as no special kind of training or expertise person will be required.

**2.3 REQUIREMENTS**

### Hardware Requirement:

The System must run over the internet, all the hardware shall require to connect internet will be hardware interface for the system. As for e.g. Modem, WAN – LAN, Ethernet Cross-Cable.

### Software Requirements:

The system is on server so it requires the any scripting language like PHP, VBScript etc.

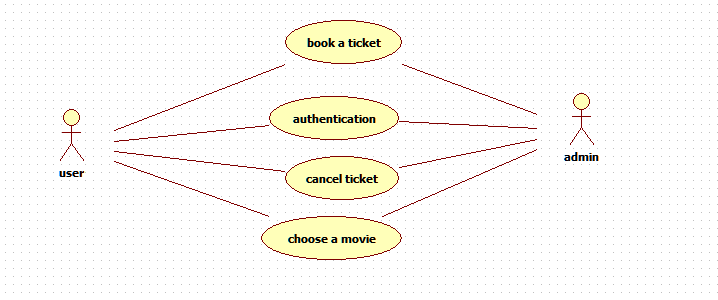
The system require Data Base also for the store the any transaction of the system like MYSQL etc. system also require DNS(domain name space) for the naming on the internet.

At the last user need web browser for interact with the system.

**3. DESIGN AND IMPLEMENTATION**

**3.1 UML DIAGRAMS**

**Use Case Diagram:**



**Sub-usecase diagram-1**



**Sub-usecase diagram-2**



**Class Diagram:**



**Sequence Diagram:**



**Collaboration Diagram:**



**State Transition Diagram:**



**Activity Diagram:**



**3.2 MODULES**

**Use Case Description:**

Authentication:

* If a customer is new user, he can request to register. A register page opens and asks total information about the customer.
* If customer is already registered, he can login using his username and password.
* Book a movie ticket.
* Customer can choose from the movies available and book one or more tickets depending on his need.

Make Payment:

* After booking the tickets, customer is redirected to a payment page where the customer needs to pay the money for tickets.
* Update movies.
* Admin can update the movies and show timings as he needs.

**Class diagram description**

**Various classes in our project:**

* Movies
* User
* Book ticket
* Administrator
* Make payment

**1 ) User class has following attributes**

Name

Address

Ph.no

Birthday

Email

Credit card details

**Operations of user class**

Create account

Logon

Logout

Update profile

Search for movie

Book movie

Make payment

Cancel ticket

**2) Movie class has the following attributes**

Movie Name

Movie Show

Venue

**Operations of movie class**

Update Details

**3) Administrator has the following attributes**

ID

Name

Password

**Operations of admin class**

Add movie records

Update movie records

Delete movie records

**4)** **Book ticket class attributes**

Number of tickets available

Movie Name

Show Number

Date

Time

Venue

**Book ticket class has following operations**

Updates seats available

**5) Make payment class attributes**

Transaction id

Id

User id

Amount

**Make payment class operations**

Confirm transactions

Return money on cancellation

**Relations between classes**

**User and movie classes**

**Relation name: view**

One or many users can bok a single movie. One or many movbies can be booked by a single user.

**Admin and Movie classes**

**Relation name: update**

One or more movies can be updated by a administrator.

**User and book ticket classes**

**Relation name: Book**

One or many users can bok a single movie ticket. One or many movie tickets can be booked by a single user.

**User and make payment classes**

**Relation name: make payment**

One user can make a payment at a time.

**RESULT AND CONCLUSION**

Overall we have developed a system in focus of booking tickets online for any movie irrespective of place. This will be helpful to many people. People can get desired seats from anywhere without reaching out theaters and can book tickets on the go.

In future we plan to make the system more dynamic and enable an option so that theaters in every corner of each and every place to adopt this system. There will be an gprs enabled to automatically fetch the location of user instead of entering destination which suggests the nearby theaters for easy convenience of the user