

# BOOMOV

**MOVIE TICKET  
BOOKING SYSTEM**

# TEAM

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# ABSTRACT

“Be a yardstick of quality. Some people aren’t used to an environment where excellence is expected.” ~ Steve Jobs

**W**atching movies are an integral part of our lives....

It is our duty to make the movie booking experience effortless and seamless. With the help of this project we aim to understand the industrial implementation of Coding, learn problem solving and effective collaboration with colleagues. Hence develop a Movie Ticket Booking System **“BOOMOV”** which allows users to book a movie in the most seamless way possible. As per the project guidelines we intend to use C as the programming language.

After the users are done booking their movie tickets they will be provided a token which can be further saved on their phones and will function as e-boarding pass in airports.

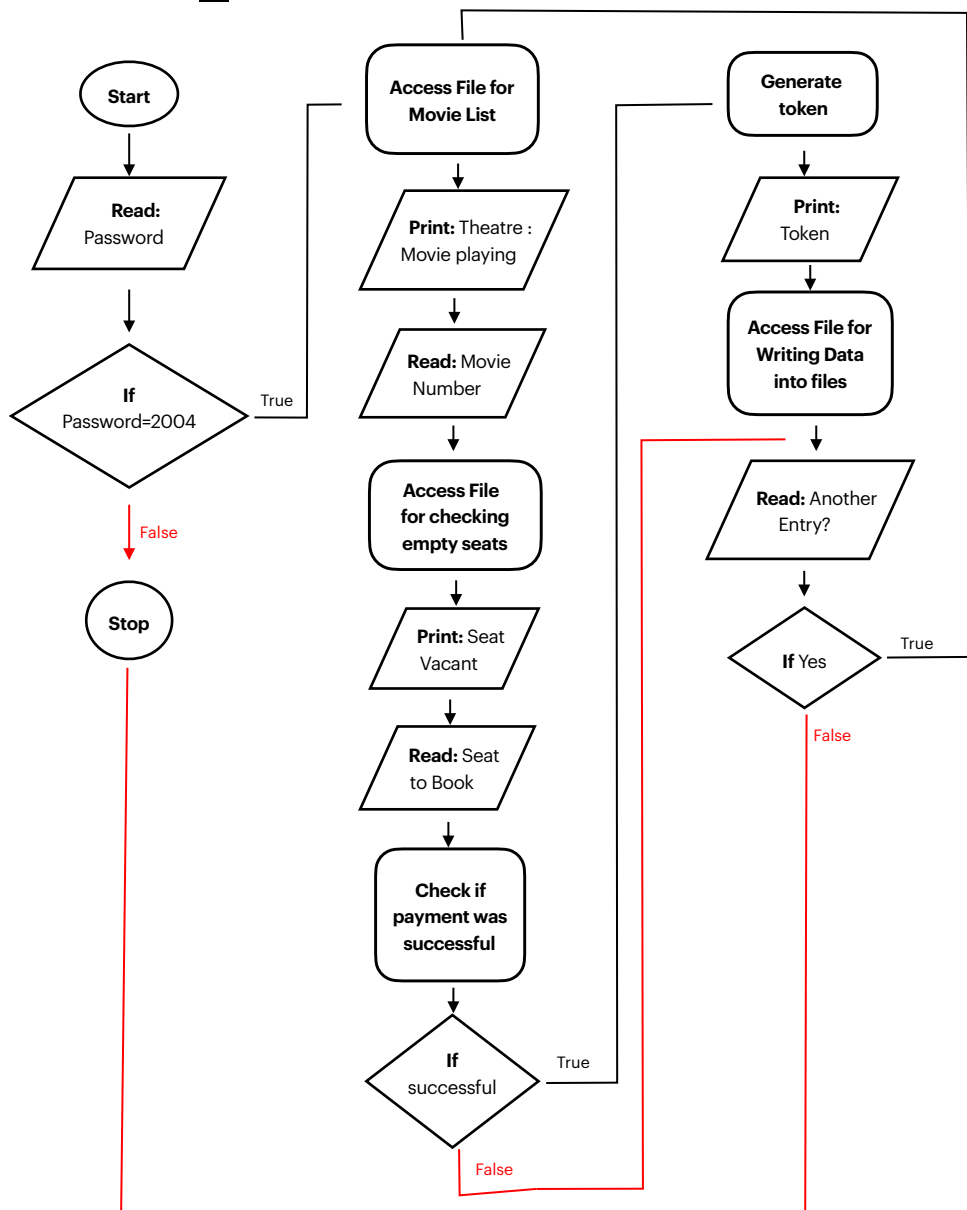
When it comes to BOOMOV we believe that customers always come first. Hence we will be offering free cancellation before 24 hours of the movie. Customers will be able to view their tickets as soon as their tickets are booked and the payment handshake is successful.

# TOPICS USED

1. Conditional Statement
2. Arrays
3. Comments
4. Operators
5. File Handling
6. Pointers
7. Random Library

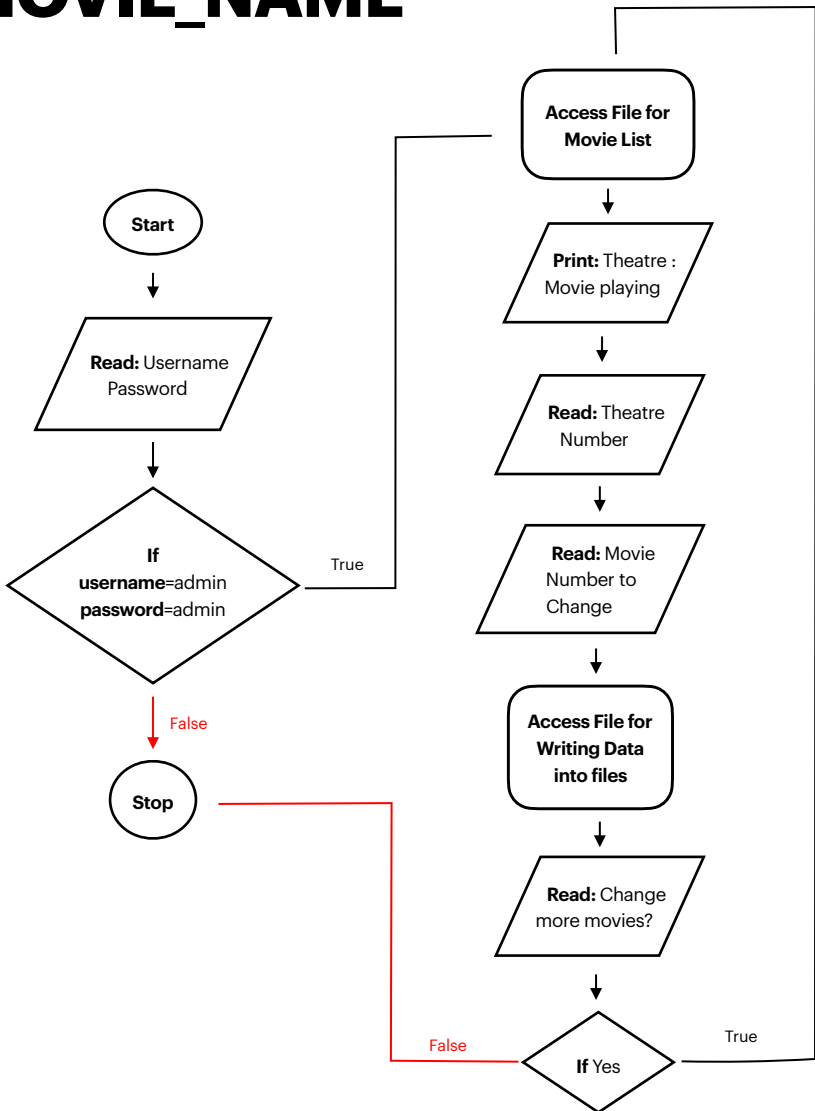
# SYSTEM DESIGN

## DESK\_MAIN



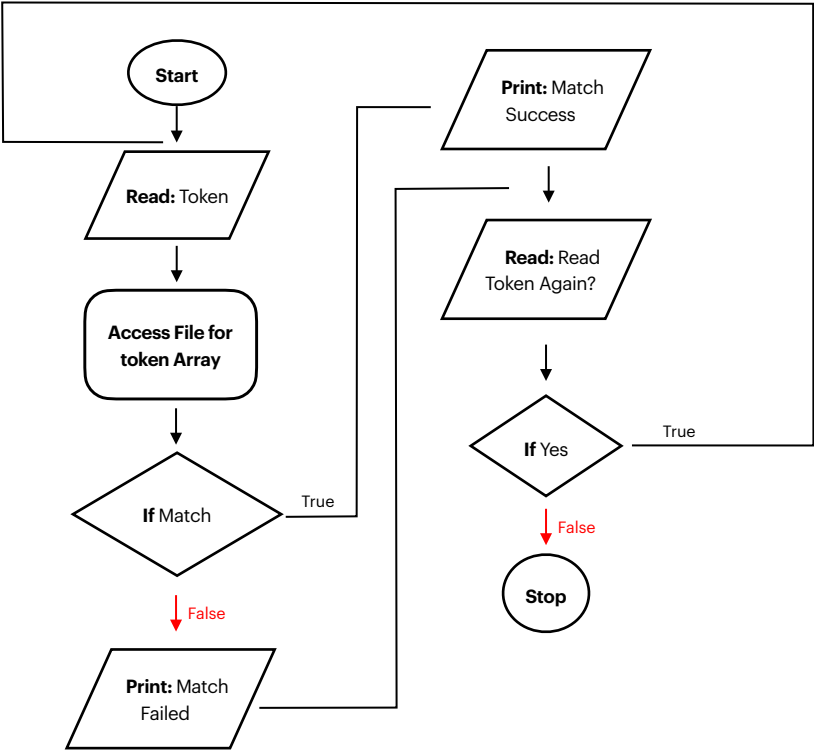
# SYSTEM DESIGN

## MOVIE\_NAME



# SYSTEM DESIGN

## ENTRY\_TOKEN\_CHECK





# IMPLEMENTATION

Since real life usage of C is very limited we will be implementing our product on cashier positions placed outside theatre responsible for booking tickets. This software will be operated by the booth officer as many people are unfamiliar with legacy terminal operation and GUI is not feasible with C.

## OUTPUT of the Code Given Bellow :

### Desk\_main.c

```
Greetings!!! Kindly Enter the Desk Password to Continue...: 2004
The Following Movies are being played in these Movie Theatre Right Now...
Theatre-1: 23
Theatre-2: 34
Theatre-3: 69
Theatre-4: 26
Theatre-5: 12
Theatre-6: 22
Theatre-7: 46
Theatre-8: 99
Theatre-9: 86
Theatre-10: 62
```

```
Which Movie would you like to watch? : 23
```

```
Kindly Wait till we process empty seats...
```

```
#####
```

0	1	2	3	4	5	6	7	8	9
-	11	12	13	14	15	16	17	18	19
20	21	22	-	24	25	26	-	28	29
30	31	32	33	34	35	36	37	38	39
40	-	42	43	44	45	-	47	48	49
50	51	52	-	-	55	56	57	58	59
60	61	-	63	64	65	-	67	68	-
-	71	72	-	-	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
-	91	92	-	-	-	96	97	98	99

```
Movie Screen This Way
```

```
|||||
Which Seat would you like to book? : 44
```

```
Which Seat would you like to book? : 35
```

```
!!!!To Be responed by Cashier Only  
Was the payment succfeull? (1 for Yes): 1
```

```
Token Generation Success-...
```

```
|||||
```

```
Token Number:- 3304
```

```
|||||
```

```
Transaction Complete...
```

```
Would you Like to Shutdown Program? 0 for Yes: █
```

## Movie\_name.c

```
Username: admin
```

```
Password: admin
```

```
Kindly Wait Till the Database is Loaded...
```

```
Currently The Following Movies are assigned to the Following Movie Halls..
```

```
Theatre-1: 23
```

```
Theatre-2: 34
```

```
Theatre-3: 69
```

```
Theatre-4: 26
```

```
Theatre-5: 12
```

```
Theatre-6: 22
```

```
Theatre-7: 46
```

```
Theatre-8: 99
```

```
Theatre-9: 3
```

```
Theatre-10: 62
```

```
Which Movie Theatre would you like to Edit? : 3
```

```
What Movie would you like to change it to? : 69
```

```
Would you Like to Change more movies? 0 for No: █
```

## Entry\_token\_check.c

```
Enter the Token to Check: 3304
```

```
Token is Correct.
```

```
Would you like to check again(1 for Yes): 1
```

```
Enter the Token to Check: 3305
```

```
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
```

```
Token Incorrect.
```

```
Would you like to check again(1 for Yes): █
```

The Software has 3 main parts and will be written by the below allotted members.

1. Riya ~ User Interaction
2. Shashant ~ Payment Handshake
3. Yash ~ Database Management/File Handling

# REFERENCES

1. W3 Schools.
2. Geeks for Geeks.
3. Youtube.
4. Stack-overflow (Problem Solving)
5. Github (Effective Collaboration)

