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E-Ticketing System - Crowd Controlling System

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Abstract:

The project objective is to book tickets in online. The Online Ticketing System an Internet based application that can be accessed throughout the Net and can be accessed by anyone who has a net connection. This application will reserve the tickets. This online ticket reservation system provides an interface where any user of internet can access it. User is required to login to the system and needs a credit card for booking the tickets. Tickets can be checked at the entrance by scanning QR-code. But all this excitement vanishes after standing in hours in long queues to get tickets booked. Our app provides complete information regarding current crowd at that place by prediction . Ticket reservations are done using credit card and can be cancelled if needed. Our online tickets ticketing system is one of the best opportunities for those who cannot afford enough time to get their tickets reserved standing in long queues. People can book tickets online at any time of day or night. Our ticketing system also provides option to cancel the tickets which are reserved previously.

I. Introduction

Our project "E-Ticketing System – Crowd Controlling System" is basically an Online Ticking app in which the ticket will be generated in the form of Qr-code. We make two apps first one for the client side and second one for admin side. In client-side app customer will book their ticket and get a Qr-code in the form of ticket, our app will display the real-time data of crowd for that visiting place by data forecasting so that crowd get managed. The customer gets more benefit such as all private information enclosed in a Qr-code, so customer get security and get freedom from stand on the ticketing counter and get their paper ticketing. From the admin side app, the admin will scan the Qr-code by the app through mobile phone and give access to the customer in this way the admin also get benefit because some time in crowd the peoples will use same ticket several times, so because of Qr-code this will stop.

II. Problem Formulation

According to the problem statement, the problem that we find is that on the daily basis many people visit different-different place, after standing in hours in long queues to get tickets booked and in crowd many peoples had repletely use same ticket multiple times because in the crowd the ticket checker would be unable to check all the tickets correctly. The problem is formulated in the manner such a costumer would be able to book their ticket online through our app. Ticket will provided in a form of QR-code, on the entrance gate the checker will be able to scan that QR-code through their mobile. In this way the multiple use of same ticket will be reduced, and the costumers get extra time to enjoy their trip.

A. Recommendation System

The app will recommend different-different places to the costumers according to the previous trips. The main aim of our app is to provide a better interface and experience to costumers so that they get convenience to go anywhere they want. The app also provides the real time data of visitors at a particular place to control the crowd and recommend the best place to go.

B. App

The project is to make a app. The main objective of us that we make an app because the app is easy to use, and anyone would be able to use app instead of website because it is always available on the mobile phone but in website it is difficult according to our project, because the user need to open the web page several time so it is easy to open app by a single tap on the icon.

III. Literature Review

This study aims to evaluate the implementation of the Heritage Ticketing System. The success factors found in implementing the online ticketing system include supporting ticketing activities, data integration of all the things, the display supports users, the available features are quite complete, can provide information to customers clearly and accurately, greatly impacting individual performance.

This research will encourage the government to include the e-ticketing system in all the heritage places. By for-casting real-time data the crowd was control. This model can provide benefits to customers and government as well. The booking system is available for all users anywhere, anytime.

Various technologies operating the electronic game machine were disclosed. Electronic game machine will take the form of a communication module, Ticket virtual interface converter module, input devices, means of payment, memory devices and executing processors stored in memory devices.

Internet-based travel e-ticketing became popular in 1998, more than two percent of the tourism market transected via the Internet, Analysis expects a 7.5% increase annually. From the previous research, 9.5% of internet users use the internet to search and collect information related to tours and trips. Today ‘s business environment has changed, and information technology has challenged the tourism business in the distribution and sale of tourism products. According to data of buying and selling goods and services in Indonesia is in second place after social networking activities.

For them e-ticketing have become a cost-effective wat to save money. To increase internet ordering in Malaysia, it is important to understand the factors that influence consumer purchase intentions.

However, there is limited academic research in Malaysia, based in the Technology on the Acceptance Model, this study investigates the effect of perceived case if use and perceived ease of use and perceived benefits of purchasing online tickets. The result of the study indicated that perceived usefulness has a significant positive relationship with purchase intention, and that perceived usefulness fully mediates the relationship between perceived ease of use and purchase intention.

Computer-implemented methods for paperless electronic m tickets are available. This method methods includes reading, by the user’s device processor, the electronic ticket code displayed on the ticketing device, the electronic ticket code which has the information and instructions in the electronic in the electronic ticket code, by the user’s device processor, the information, and instructions on the ticketing device to get an electronic ticket. Computer systems and products for paperless e-tickets are also provided.

The traditional paper-based ticket system has some major problems, such as theft, extension of time, illegible records due to mutilated tickets etc. Using digital technology to increase its productivity, that is, implementing e-tickets instead of paper-based tickets, can make a real difference in the delivery of construction materials.

Exemplary systems for tracking real-world activity can include databases and servers in communication with guest communication devices. Such databases can store digital tickets for individual guests at a venue, as well as information on a number of real-world activities each determined based on one or more conditions and tied to a predetermined prize. The server can include a communication interface that receives information captured by an active communication device from one of the guests and a processor that executes instructions to analyze the captured information to detect one or more conditions associated with one of the real-world activities and to update the digital ticket associated with it. active communication device regarding the prize that has been determined. Notifications can then be sent to active communication devices regarding the rewards.

The ticket system process is a technically regulated procedure. With a ticketing system, user submissions become tickets that will be forwarded to be followed up by the IT Helpdesk and IT Officer. Activities in ticket management generally consist of collecting ticket data as a whole, receiving tickets, receiving tickets, delegating tickets to closing tickets.

IV. Methodology

“Online E ticketing system with QR generation App” has various method as described below:-

NO	METHOD	FUNCTIONS	BENEFITS	TECHNOLOGY
1	QR Generator	User get a unique QR by scanning they get access to ticket of a selected place.	Saves time and efforts.	Uses zing in Android and MT Barcode scanner in IOS.
2	Current visitors count	By this a user can decide is it comfortable to go or not .	Saves from Buffet and gives a full freedom.	Statistics and Fire Base data base.
3	User Verification	This is the function by using which user can sign and get access to various methods it has it and password.	Gives security and privacy.	Firebase Authentication
4	Data Forecasting	By this managing the crowd becomes easy and according to that management is done. It provides a efficient management..	Saves Money and provides a good experience to the visitors due to proper management.	Moving average,.
5	User Interface	It is an interface or UI to interact with the software easily.	Anyone who knows mobile features can use it easily.	Flutter and Dart.

6	User Data Storage	It gives facility to store your history of payments and other things.	User has proof of Payment and Bookings of ticket.	Firestore Database by firebase.

Interface of the client-side app

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<tr>
<td>Sign up page</td>
<td>Page display images of places which was searched my user</td>
<td>Ticket in the form of QR-code</td>
<td>Billing Page</td>
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Interface of the Admin-Side app

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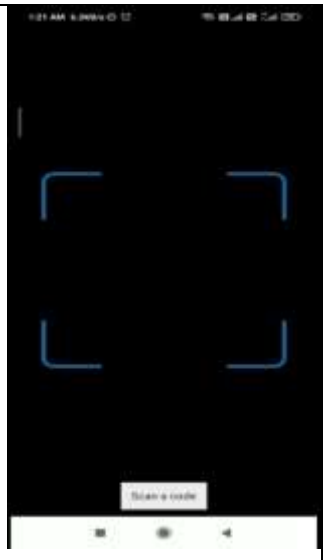
<td>  </td>
</tr>
<tr>
<td>Sign up page</td>
<td>Scanning through app</td>
<td>Data Forecasting</td>
<td>QR-code Scanner</td>
</tr>
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V. Result Discussion

QR e-ticket system is mainly for buying the tickets. This ticket can be purchased only with a smartphone. application, where they can carry there smart phone tickets as QR (Quick Response). Customers can register for the ticket by specifying the destination. This application will generate a QR code according to the information entered by the user and which will be used by the conductor or authorized person to scan the ticket. Each user's information is stored in a firebase for security purposes. The ticket checker is also equipped with an examiner application to search and check user tickets for inspection purposes.

Firebase implements most of the firebase standards, which use a dynamically typed, weak firebase syntax that does not guarantee domain integrity. Firebase operations can be performed multi-tasking, although writing can only be performed sequentially. The source code for Firebase is in the public domain. Firebase has many builds for programming languages. It is the most widely used database, the most widely used database engine.

VI. Conclusion

Purchase of RFID tickets, GPS, WIFI, AZTEC codes are used but there are some drawbacks to this technique. QR-based e-ticketing system uses the QR code concept. QR codes are two-dimensional fast response codes that are now gaining fame and popularity in the United States. They are easy to use and versatile. The main advantage of this code itself is that it is storing a large amount of information that is easy to scan and save to a mobile device.

This system allows people to register for a bus pass. It also allows the user to update the pass by updating the details. This system uses a mobile android application for bus passes. Passengers and ticket checkers will have an android app. Passengers want to enter basic information such as name, address, banking details, source and destination, etc. which are stored in a database and generated in the form of a QR code. Scan QR code ticket checker via android app and hence validation will be checked through it.

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