

International Journal Of Advance Research, Ideas And Innovations In Technology

ISSN: 2454-132X Impact factor: 4.295 (Volume 5, Issue 3)

Available online at: www.ijariit.com

EAZY booking and recharge

Flavia Jyothi Dsouza
<u>flaviajyothi28@gmail.com</u>
N.M.A.M. Institute of Technology, Karkala, Karnataka

ABSTRACT

The main aim of the project is to provide a single platform for online party booking, product purchase, and recharge. EAZY booking and recharge helps customer to recharge 8 and 10 digit cards which are used in an entertainment center like shopping malls, gaming center, water parks. One needs to register the card that is supposed to be used by them. EAZY booking & recharge can be used to keep track of the overall points that are spent and saved. EAZY booking and recharge is also used to submit online party booking applications for hall booking, food delivery. One can also try to contact a party specialist to book the hall. In order to do so, one has to fill the required information and send it to the party specialist. People who are trying to save time while booking a party or recharging card, shopping food then EAZY booking and recharge is an ideal tool for them.

Keywords— EAZY booking, Card recharge

1. INTRODUCTION

Online card recharge and party booking have changed views of customers over the past few years. The traditional "brick and mortar" is changing to online party booking and online recharge for cards in many entertainment center.

EAZY booking and recharge is a web application that has come up with the idea of party booking and recharging of the cards, buying products online. Online party booking allows you to select the kind of hall you want to book for, you can opt for party specialist or you can build your own party. A number of the participants and the time schedule can be selected based on the requirement of the user, food items can be ordered based on the interest. In case if the user has any coupons then they can apply on the product while purchasing. Finally, party booking can be completed once after the user completes the payment. If a user is interested in contacting a party specialist to organize the party then they need to fill the required information and then send the request. Based on the information filled by the user party specialist will continue with the process of booking hall, food and then the payment. Card registration can be done by specifying the card number, User can keep track of the points that exist in a card and the amount of the points that are been spent in different places.

In case if a user is interested in buying a product while looking for a party destination then he or she can go ahead. In case if a user has any coupons then he or she can apply to the products in order to get a discount.

We can recharge a card by a specific amount. A new user can be registered by providing mandatory information's. Registered users can log in to the account and continue with the booking, payment, and recharge process.

2. PROBLEM DESCRIPTION

Traditional "brick and mortar" method of booking a party is more time-consuming. Security for the information will not be provided in the traditional method. As the early stages of development POS were used by the clients for the process of booking, recharge, and registration. This was not providing the user with a friendly user interface. In order to overcome these problems, we have come up with the idea of EAZY booking and recharge.

3. EXISTING SYSTEM WITH LIMITATIONS

As an early stage of implementation, POS application has been used by the user where the user interface was not so friendly. Multiple card readers like ACS readers, HF Key wedge, L readers, SS white readers are used which reads 8 digits and 10 digit cards. This was making the entire process of party booking and recharging of the card very complicated and expensive for the users.

3.1 Disadvantages of the existing system

- Brick and mortar booking.
- Time-consuming.
- Chances of confusion regarding payment are high.
- All offices will not be ready to clarify the confusion.
- Misbehavior of clients can be seen while approaching the ticket counter.
- Rare chances of applying the coupons while booking.

4. PROPOSED SYSTEM WITH OBJECTIVE

EAZY booking and recharge allows the user to register different types of cards one can recharge the card according to the requirement and can be used in different entertainment centers like gaming centers, parks, malls. One can plan for party independently or can request a party specialist to organize by specifying the requirements. Additional food items can be added. One can keep track of the points that exist in a card.

Dsouza Flavia Jyothi; International Journal of Advance Research, Ideas and Innovations in Technology

After each use of the card, the number of points will be reduced from the card. EAZY booking and recharge helps to reduce the time of booking a party place and food that is required since it is a single platform where one can boom for destination and food. The card number can be entered to get information about the pints, validity, offer, coupon information.

4.1 Advantages of the existing system

- Faster booking compared to brick and mortar method
- Chances of confusion regarding payment are low.
- Can keep track of a number of points that are available in the cards.
- The application works in a sorted manner.
- Coupons can be applied to the product easily since the client himself will be accessing the system.

5. OPERATING ENVIRONMENT

5.1 Hardware

Processor: Intel duel core/higher version Hard disk: 150GB recommended Memory: 1GB of ram recommended Display: Standard output display Keyboard: Standard keyboard Mouse: Mouse with two buttons

5.2 Software

Operating system: windows7 & above Programming language:

C#, Bootstrap, JS Backend: SQL

6. PRODUCT FUNCTIONALITY

6.1 Register

A new user has to be registered in order to get access to confidential areas. In case if a user is trying to register a mail id which has been already registered then the pop-up message is shown to the user. User has to give a strong password during registration

6.2 Login

This is used in order to make the application more secure. User has to enter valid mail id and the password. In case if a user fails to enter the valid password then popup message is shown to the user to enter valid username and password.

6.3 Forgot password

In case if a user has forgotten password then he or she can reset the password. Reset password link will be sent to user's mail id so that the user can change the password. The reset link can be used for 30minutes. In case if a user is trying to use the link after 30 minutes then the invalid token message is shown to the user.

6.4 My account

This will give details of the user who has signed into the application. It has submodules like change profile, card details and change password, order details.

6.5 Order summary

This will give details of the entire order that a signed user has done. One can view receipt in case he/she is willing to do so.

6.5 Plan a party

This module helps the client to plan a party either by contacting a party specialist or by booking for a party destination by themselves.

6.6 Contact party specialist

Can contact a specialist to book the party. User or the client has to enter the details about the party occasion, destination so that the party specialist will get to know the details of how the user wants his/her party to be.

6.7 Book your own party

One can proceed in booking a party in the desired destination by using this module. User has to choose the party occasion and kind of party that he wants to book for.

6.8 View availability

Helps to check whether the required party destination is available. The user gets a clear idea about the schedules that he can book for.

6.9 Card registration

New cards can be registered by specifying either 8 digit numbers or 10 digit number. In case the card is already registered then the popup message is shown to the user.

6.10 Payment

For the payment different third-party payment gateways are used which allows the user to do fully secured transactions.

7. PAYMENT GATEWAYS

A payment gateway is the merchant service provided by e-commerce application which authorizes credit cards or other payment processes during e-business. Most of the companies make use of it for the secure payment. Playpal, Bambora payment gateways are used in EAZY booking and recharge web application.

7.1 Paypal Gateway

It is one of the trusted payment gateway used by many ecommerce websites for online transfer and traditional methods like check and money order. It is the world's largest internet payment company. It provides

- Duel privacy
- Faster money transfer
- Data encryption.

7.2 Bambora gateway

Bambora is one of the leading payment provides in Canada. Different benefits offered by Bambora are

- Convenient Payment Processing
- Fuss-Free Payments for Customers
- Secure Transactions

8. OTHER NON FUNCTIONAL REQUIREMENTS

8.1 Graphical user interface

- User-friendly interface is designed.
- Within a simple graphical interface, the system is designed specifically so that the training cost is reduced.

8.2 Reliability and availability

- The system shall provide storage of information.
- A huge amount of data should be easily stored in a database without any error

8.3 Performance

- The product performance will be a bit higher when compared to others.
- The product should be error free and should be able to manage the huge amount of data.

8.4 Security

• The system shall take care of confidential user information by providing encryption and decryption.

9. RESULT AND DISCUSSION

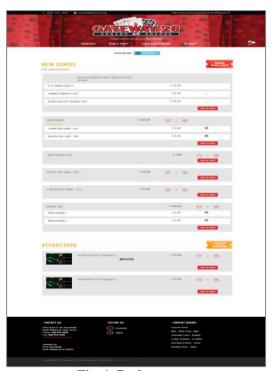


Fig. 1: Package page

Packages may contain combo product, normal product as well as attraction products. One can buy the product by increasing the quantity followed by clicking on add to cart button.

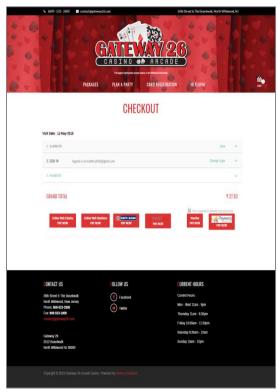


Fig. 2: Checkout page

After clicking add to cart page is redirected to check out where one can increase the quantity in case the user is willing to do so and save it. User can select the payment gateway according to their wish and proceed with payment.



Fig. 3: Receipt page

After the completion of payment user can view the receipt and the receipt can be printed or downloaded in .pdf format. In addition to this, the receipt is sent to the user's mail.

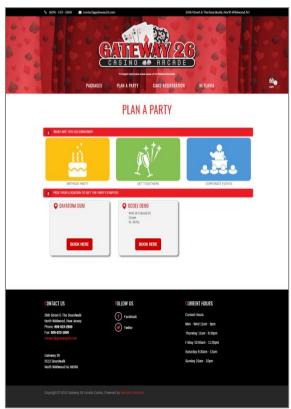


Fig. 4: Plan a party

User needs to select the party occasion, destination and schedule to do the booking.

Dsouza Flavia Jyothi; International Journal of Advance Research, Ideas and Innovations in Technology

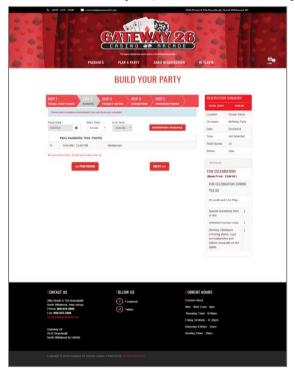


Fig. 5: Plan a party schedule page

In this page, the user can select the schedule according to the requirement and availability.



CARD REGISTRATION & BALANCE CHECK





Fig. 6: Card registration

User can register 8/10 digit card using this module and then proceed with the recharge of the card in case if the card is already been registered with others name then the user is not allowed to register it again.

10. CONCLUSION

The development of EAZY booking and recharge started with the process of requirement collection. This software fulfils all the requirements that are been specified under software requirement and specification module. Once all the requirements were clear then the design and implementation were started. The software has been tested through unit testing, integration testing. User-friendly interface has been provided so that there will not be any confusion.

11. FUTURE ENHANCEMENTS

The application has been developed keeping in mind that future enhancements can be easily implemented. New modules can be added according to the request of the clients. EAZY booking and recharge can be made more effective by adding the following feature:

- Booking Confirmation by message facility
- It can be implemented in IOS platform

12. REFERENCES

- [1] Monika Verma, Prof. Pankaj Jagtap, "Comparative study of different payment Gateway", International Journal of Scientific & Engineering Research Volume 8, Issue 6, June-2017
- [2] Ms Pallavi Khadse, Ms Pooja Tekade, Ms Shilpa Tuteja, "Online Hall Booking Management System", International Journal for Research in Applied Science & Engineering Technology (IJRASET)
- [3] Kudvenkat, "C# Tutorials for Beginners",https://www.youtube.com/playlist?list=PLAC32 5451207E3105
- [4] Kudvenkat, "SQL Tutorials for Beginners",https://www.youtube.com/playlist?list=PL08903 FB7ACA1C2FB