

Airport Ticketing System - README

Features

- View available flights with details (destination, departure time, price, available seats)
- Book tickets for selected flights
- Load flight and booking data from CSV files
- Save updated bookings to a file
- Open different booking files at runtime
- GUI built using tkinter and enhanced with an image using Pillow (PIL)

File Structure

```
project-folder/  
|-- airplane_image.png      # Image used in the GUI  
|-- bookings.csv           # (Optional) Initial bookings data  
|-- flights.csv            # Flight data (required)  
|-- ticketing_system.py    # Main Python script  
|-- README.md              # This file
```

Requirements

- Python 3.x
- Required libraries:
 - tkinter (built-in with Python)
 - csv (built-in with Python)
 - Pillow (install separately)

Install Pillow:

```
pip install pillow
```

Usage Instructions

1. Prepare the flights.csv file with headers:

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flight_number,destination,departure_time,price,capacity,available_seats

2. (Optional) Create bookings.csv file:

flight_number,num_tickets,total_price

3. Run the application:

python ticketing_system.py

4. Use the GUI to view flights, book tickets, save bookings, and open booking files

Image Requirement

Place an image named airplane_image.png in the same folder as your script.

It will be resized to 200x200 pixels and displayed on the GUI.

Notes

- All data is stored in CSV format for simplicity.
- Booking operations check seat availability before proceeding.
- Saved booking files include flight_number, num_tickets, and total_price.

Author

Developed as a simple GUI project using Python and tkinter.