

**BUSITEMA UNIVERSITY**  
**FACULTY OF ENGINEERING**  
**DEPARTMENT OF COMPUTER ENGINEERING**

**ONLINE EVENT TICKETING SYSTEM ACCOMPLISHED WITH MOBILE MONEY  
PAYMENT**

**SUBMITTED**

**BY**

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**A project Report submitted to the Department of Computer Engineering in Partial fulfillment of the  
requirements for the award of Bachelor's degree in Computer Engineering at Busitema**

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## **DECLARATION**

I, WANYANA ROSE BU/UG/2013/1591, do hereby declare that this Project report is original and has not been submitted for any other degree award to any other University before.

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## **DEDICATION**

I dedicate this report to my Lord Jesus Christ, my beloved mother MS. NALUGO JOSEPHINE, my siblings, my excellent supervisor MR. LUSIBA BADRU, all my friends, and classmates.

Thank you all

## **LIST OF ACRONYMS**

APIs Application Programming Interfaces

CSS Cascading Style Sheets

ERD Entity-Relationship Diagrams

FUFA Federation of Uganda football association

HTML Hyper Text Markup Language

ICT information and communications technology

JSP Java Server Page

MNOs mobile network operators

MTN mobile telephone network

PHP Hypertext preprocessor

SQL Structured Query Language

SMS short message service

UCC Uganda Communications Commission

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## **ABSTRACT**

The entertainment industry is one of the most profitable sectors in the business world. People always spent money for being entertained, and so will they in the future.

Entertainment is important as it brings people together and is a good way for the entire family to bond. It diverts people's attention from their demanding lives and amuses them in their leisure time. Usually, entertainment is fun, enjoyable and pleasurable. Entertainment can take various forms including music, drama, storytelling, movie, sports, dance and traditional performances.

However, People getting to know about these events is a challenge, and then, in case they get to know, how they can attend these events, i.e. how they can get tickets (even for events that are far away from the customer's place) is also a challenge. This problem is currently being solved by ticket stores where event managers avail tickets to these stores and then customers have to go to these places and buy tickets. Unfortunately in most cases these are restricted by time, location, and most important by availability of tickets (available tickets are mostly limited to events taking place in a certain local area where a ticket store is located).

This project was therefore aimed at developing an online event ticketing system that is accomplished with mobile money payments to help eradicate the problem.

This work is arranged mainly in six chapters, chapter one includes the introduction of the project. Chapter two discusses the literature related to the system, chapter three illustrates the methodologies used in coming up with the working prototype of the system, chapter four includes system design and analysis, chapter five contains the implementation and testing of the system and chapter six contains the summary of the work, discussion and recommendations.



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# CHAPTER ONE INTRODUCTION

## 1.1 Background

Entertainment is important as it brings people together and is a good way for the entire family to bond. It diverts people's attention from their demanding lives and amuses them in their leisure time. Usually, entertainment is fun, enjoyable and pleasurable. Entertainment can take various forms including music, drama, storytelling, movie, sports, dance and traditional performances

The entertainment industry is one of the most profitable sectors in the business world. People always spent money for being entertained, and so will they in the future.

People are mainly attracted by live events like concerts, operas, sport, games, or revue shows. It gives people a great and unique entertainment experience. People getting to know about these events is a challenge, and then, in case they get to know, how they can attend these events, i.e. how they can get tickets (even for events that are far away from the customer's place) is also a challenge. This problem is currently being solved by ticket stores.

In Uganda currently the issue of selling tickets in the entertainment industry is being handled mostly by ticket stores (agents) where event managers avail tickets to these stores and then customers have to go to these places and buy tickets. Unfortunately in most cases these are restricted by time, location, and most important by availability of tickets (available tickets are mostly limited to events taking place in a certain local area where a ticket store is located).

This therefore calls for an Online Ticketing system accomplished with mobile money payments. It works as a web-based multi-agent application that allows the user to buy tickets online for events that are either stored in the system's own database or available using web services offered directly by the event provider but accessed by the online ticketing system. The users pays using mobile money because it is widely used in Uganda and it a simple way of processing payments and it serves the clients at lower cost per transaction and with reduced investment in the physical infrastructure[1]. Buying of tickets is made independent of time and location.

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