

Building a movie ticket booking application on the Flutter platform

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Abstract: This topic focuses on building a mobile application that allows users to easily book movie tickets through the Flutter platform. In the current context, with the strong development of digital technology and the increasing demand for online entertainment, there is a need for technical solutions to support more efficient electronic ticket purchasing. The objective of this topic is to design and implement a movie ticket booking system that meets the requirements of users and cinema managers. The research methodology includes needs analysis, user interface design, application development, and testing to ensure feasibility. The expected outcome of this topic is to provide an effective and convenient technical solution for the electronic ticket booking market, contributing to the advancement of technology in the entertainment sector.

Keywords: Flutter, mobile application, movie ticket booking