# CHOOSING THE SUB-OPTIMAL JOURNEY IN A TRAVEL TICKET SYSTEM

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One of the fields where agent-oriented programming techniques can be successfully applied is the travel ticket reservation problem. This paper presents one travel ticket system and reports the progress made in its implementation in Java. Besides the travel ticket reservations, the system is capable of sub-optimal journey selection. Generally, the system consists of three types of agents: agents located at stations/airports **(facility agents)**, agents performing the parallel search for optimal journey **(travel agents)**, and agents providing geographical information **(geographical agents)**. The agents are geographically distributed all over the world. They communicate with each other and allow user access through the Internet. In the paper an idea how to implement a travel agent using fuzzy reasoning to accomplish the sub optimal journey is presented here.