TOURISM MANAGEMENT SYSTEM

A DESIGN PROJECT REPORT

Submitted by

FAYAS AHMED M

IGNATIUSS J

INFANT ALAN L

in partial fulfillment for the award of the degreeof

BACHELOR OF ENGINEERING

in

COMPUTER SCIENCE AND ENGINEERING

K.RAMAKRISHNAN COLLEGE OF TECHNOLOGY

(An Autonomous Institution, affiliated to Anna University Chennai and Approved by AICTE, New Delhi)

SAMAYAPURAM – 621 112

NOVEMBER, 2024

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BONAFIDE CERTIFICATE

Certified that this project report titled **"TOURISM MANAGEMENT SYSTEM"** is the bonafide work of **FAYAS AHMED M (811722104041), IGNATIUSS J (811722104055), INFANT ALAN L (811722104057)** who carried out the project under my supervision. Certified further, that to the best of my knowledge the work reported here in does not form part of any other project report or dissertation on the basis of which a degree or award was conferred on an earlier occasion on this or any other candidate.

SIGNATURE

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Submitted for the viva-voce examination held on …….

INTERNAL EXAMINER **EXTERNAL EXAMINER**

DECLARATION

We jointly declare that the project report on **"TOURISM MANAGEMENT SYSTEM "** is the result of original work done by us and best of our knowledge, similar work has not been submitted to **"ANNA UNIVERSITY CHENNAI"** for the requirement of Degree of **BACHELOR OF ENGINEERING** in the department of computer science and engineering. This project report is submitted on the partial fulfillment of the requirement of the award of Degree of **BACHELOR OF ENGINEERING**.

Signature

FAYAS AHMED M

IGNATIUSS J

INFANT ALAN L

Place: Samayapuram

Date:

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ABSTRACT

Nowadays tourism website can't give an adaptive package in its own suggestions. and can't get a package from inbuilt database by its predefined user's packages. Gather data from users through surveys, reviews, and interaction logs. This data will serve as the foundation for understanding user preferences and behavior by creating a loop to look to its feedback. Feedback loop: Create a feedback loop where users can rate and review the recommendations they receive. This feedback should be continuously fed into the system to improve the accuracy of future recommendations. Databases NoSQL databases for storing user data and feedback. Data Warehousing tools such as JSON is used for aggregating and analyzing large datasets. The proposed system, with its innovative features and focus on sustainability, offers a promising solution for enhancing tourism operations and promoting responsible tourism. In future directions, integration with emerging technologies such as artificial intelligence for enhancing user experience.

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LIST OF FIGURES

LIST OF ABBREVIATIONS

HTML	-	Hyper Text Markup Language
CSS	-	Cascading Style Sheets
API	-	Application Programmable Interface
IT	-	Information Technology
SDLC	-	Software Development Life Cycle
UI	-	User Interface
RAM	-	Random Access Memory
JS	-	Java script
JSON	-	JavaScript Object Notation.

CHAPTER 1

INTRODUCTION

1.1 GENERAL

Travel and Tourism management system is an online project to provide the complete information about the vehicles available for a tour. There are 2 different types of users. First the customer visits the site and enters the place from where to where he wishes to travel.. The employee of travel and tourism agency receives the mail and check which vehicle is available for that day and reverts back to the customer along with the quotation.

If the customer agrees for any one of the quotation, he can reply back along with agreed quotation. Then the agency will take down all the details of the customer and will send a confirmation message to the customer. On the day of the tour, the customer first must show the confirmation message to the driver for clarity and only then he will agree to drive after looking at the confirmation message. This software is user friendly and helps in finding the vehicle sooner rather than wandering manually everywhere to find for vehicles. Before the tour starts, half payment has to be done.

After the customer returns or reaches his final destination, he must pay full amount either through cash or through cards. After the travelling the customer can come back to the site and enter his feedback about the travel and tourism agency. If any good feedback will be taken positively and if any negative feedback too will be taken positively and try to improve what had lacked. The report is also generated periodically and the database will be cleared according to the time.

1.2 SCOPE OF THE PROJECT

The scope of a Tourism Management System project encompasses several key aspects, including the streamlining of booking and reservation processes for customers to easily book tours, accommodations, and other services online. It involves managing customer data, such as personal information, booking history, and preferences, to enhance personalized service.

1.3 OBJECTIVES

- To develop a system that automates the processes and activities of a travel and tourism agency.
- To develop a system that automates the processes and activities of a travel and the purpose is to design a system using which one can perform all operations related to traveling.
- To develop an integrated and user-friendly platform that covers all aspects of travel, from planning and booking to payment and feedback.
- To deliver its structure over comprehensive information on destinations, accommodations, transport options, and activities, all accessible in one place to simplify decision-making for tourists.

1.4 ORGANIZATION OF THE PROJECT

The Organization of the project deals with outlines of each chapter. Each chapter explains each part of the project. Each project outlines a specific topic of the project. The **Chapter 1** represents about the scope and organization of the project. In the **Chapter 2** we discussed about literature survey, which exploits the existing methodology and its disadvantages. **Chapter 3** depicts the system analysis and requirement of the project. **Chapter 4** explains the design and implementation of proposed system . **Chapter 5** represents the system testing. **Chapter 6** represents the result and discussion . **Chapter 7** gives the conclusion and future enhancement of the project.

CHAPTER 2

LITERATURE SURVEY

2.1 GENERAL

The literature survey for a Tourism Management System involves reviewing existing research and publications related to the development and implementation of such systems. This includes understanding the fundamental concepts, methodologies, and technologies used in tourism management, as well as the challenges and opportunities in this field.

2.2 Related Works

"Enhancing Tourism Experience Using AI-Powered Chatbots"[1]

The invetigation was performed over the Artificial Intelligence (AI) and Natural Language Processing (NLP). In this paper Kumar,S. & Gupta.R(2019) explored the implementation of AI-driven chatbots in tourism websites for customer assistance and booking management. Chatbots provided 24/7 service, addressed common queries, and recommended personalized travel packages.The major advantages of this work is said to be increased customer engagement, reduced operational costs, and scalability. But, here in this project, one main drawback is limitations in understanding complex queries and lack of emotional connection with users.

"Blockchain Technology for Secure and Transparent Tourism Management"[2]

The investigation was performed over the blockchain Technology for Secure and Transparent Tourism Management. In this paper, Wang, Y. et al.(2020) focused on the integration of blockchain for secure payment processing and transparent record-keeping in tourism transactions. Smart contracts were used to automate bookings and cancellations. The major disadvantages is said to be the enhanced trust, reduced fraud, and improved data security. But, here in this project, one main drawback is, high implementation cost and energy-intensive processes.

"Smart Tourism Systems Using IoT and Big Data"[3]

The investigation was performed over the Smart Tourism Systems Using IoT and Big Data. In this paper, Patel, A. & Mehta, V (2020) investigated how IoT devices (e.g., smart sensors) and Big Data analytics can optimize tourist flows, predict demand, and improve customer experiences. The major advantages is said to be the real-time data insights, improved resource allocation, and enhanced

user experience. But, here in this project, one main drawback is,Data privacy concerns and the complexity of integration.

"Personalized Itinerary Planning Using Machine Learning Algorithms"[4]

The investigation was performed over the personalized Itinerary Planning Using Machine Learning Algorithms. In this paper, Zhao, L. & Chen, M (2021) Proposed a model to recommend customized travel itineraries based on user preferences and past travel data. Techniques like clustering and collaborative filtering were utilized.The major advantages is said to be highly personalized experiences and better user retention. But, here in this project, one main drawback is, it requires large datasets and has potential biases in recommendations.

"Sustainability in Tourism Management through Cloud Computing"[5]

The investigation was performed over the sustainability in Tourism Management through Cloud Computing. In this paper, Singh, P. et al.(2022) highlighted the use of cloud platforms for managing tourism data, reducing physical paperwork, and enabling remote access to information. The major advantages is said to be Cost-effective, scalable, and eco-friendly. But, here in this project, one main drawback is, dependency on internet connectivity and potential data breaches.

"AR and VR Technologies for Enhanced Tourist Experiences"[6]

The investigation was performed over the AR and VR Technologies for Enhanced Tourist Experience. In this paper, Kumar,S. & Gupta.R(2019) explored how AR/VR applications allow tourists to experience destinations virtually before visiting. Technologies included 360-degree video tours and interactive maps. The major advantages is said to be increased tourist satisfaction and accessibility for those unable to travel physically. But, here in this project, one main drawback is, high development costs and the need for compatible hardware.

"Gamification in Tourism: Boosting Engagement through Digital Tools"[7]

The investigation was performed over the gamification in Tourism: Boosting Engagement through Digital Tools. In this paper,Tanaka, H. et al.(2023) Studied the application of gamification elements like rewards and leaderboards in tourism apps to encourage user interaction and engagement. The major advantages is said to be higher user motivation, customer loyalty, and brand awareness. But, here in this project, one main drawback is, over-reliance on technology and limited appeal to non-gamers.

"The Role of Predictive Analytics in Tourism Dend Forecasting"[8]

The investigation was performed over the Role of Predictive Analytics in Tourism Dend Forecasting. In this paper,Ahmed, I. & Khan, N (2024) discussed predictive models that utilize historical data to forecast tourism trends and demands, aiding in resource planning and marketing strategies.The major advantages is said to be improved decision-making and competitive advantage. But, here in this project, one main drawback is, that requires extensive data preprocessing and domain expertise.

CHAPTER 3

SYSTEM ANALYSIS AND REQUIREMENTS

3.1 EXISTING SYSTEM

In existing system,a customer needs to approach various agencies to find details of places and to book tickets. A customer may not get the desired information from these offices and often the customer may be misguided. It supports customer relationship management, promotes destinations through digital marketing, and leverages data analytics to understand visitor trends and improve decision-making. These systems often incorporate features like geographical mapping, inventory management, and compliance with regulatory standards to ensure efficient and sustainable operations. While widely used, challenges such as technological gaps, fragmented systems, and over-tourism management persist, driving the adoption of emerging trends like smart tourism, virtual reality, and blockchain solutions.

3.1.1 Drawbacks:

- Insufficient Real-Time Updates
- Security and Privacy Concerns

3.2 SYSTEM REQUIREMENTS

3.2.1 SOFTWARE REQUIREMENTS

Operating System	:	Windows 10
Coding Language	:	HTML,CSS,Java AND JS
Tools	:	VS code
Data Base	:	JSON

3.2.2 HARDWARE REQUIREMENTS

System	:	Intel i3
Hard Disk	:	500 GB
Monitor	:	15 VGA Color
Ram	:	4 GB

CHAPTER 4
DESIGN & IMPLEMENTATION OF PROPOSED SYSTEM

4.1 PROPOSED SYSTEM

The proposed Tourism Management System (TMS) aims to address the inefficiencies of existing systems by creating a centralized, technology-driven platform that integrates all aspects of tourism management. Unlike the fragmented and manual approaches currently in use, this system will offer a unified interface where users can seamlessly book flights, accommodations, tours, and transport, while service providers benefit from efficient operations. The system will leverage cutting-edge technologies like Artificial Intelligence (AI), Internet of Things , Big Data, and Augmented and Virtual Reality (AR/VR) to enhance user experience, improve decision-making, and ensure robust security.

By analyzing user preferences, past bookings, and feedback through AI and Machine Learning algorithms, the system will recommend tailored travel packages, itineraries, and deals. This ensures a customer-centric approach that enhances satisfaction and loyalty. In addition, an AI-powered virtual assistant will be integrated to provide 24/7 support, assisting users with queries, bookings, and modifications, thereby reducing dependency on human customer service representatives and speeding up response times.

4.2 ARCHITECTURE DIAGRAM

Here, Fig. 4.2.1 depicts the architecture of a Tourism Management System, highlighting its key functional modules. At the core is the central system that integrates various components to streamline operations.

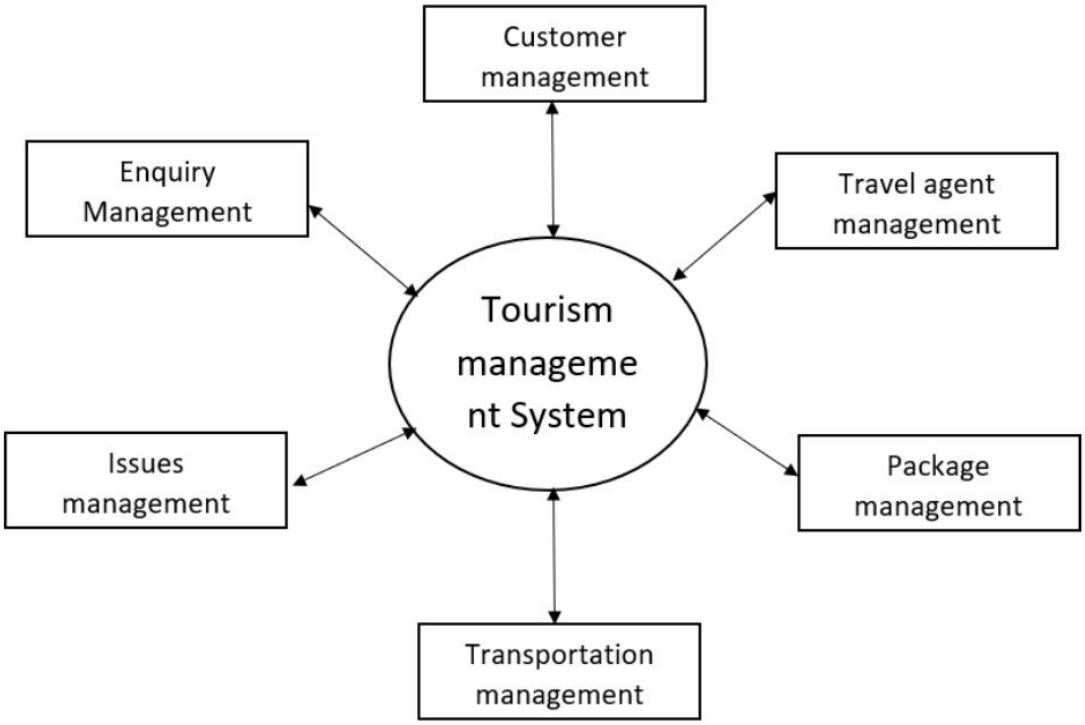

Fig .4.2.1 Architecture diagram

In proposed work,it manages customer interactions, including inquiries, bookings, and issue resolutions, while also overseeing travel agents, transportation services, and travel packages. The system ensures smooth coordination among these components, enabling efficient management of customer needs and operational processes within the tourism industry.

4.3 USE CASE DIAGRAM

A use case diagram for the Tourism Management System would depict the interactions between users (such as customers, admins, and travel agents) and the system's functionalities. It highlights key use cases like browsing tours, managing bookings, resolving issues, and handling transportation. This provides a clear overview of the system's scope and user roles. Here, below figure 4.3.1 depicts the use case diagram of proposed work.

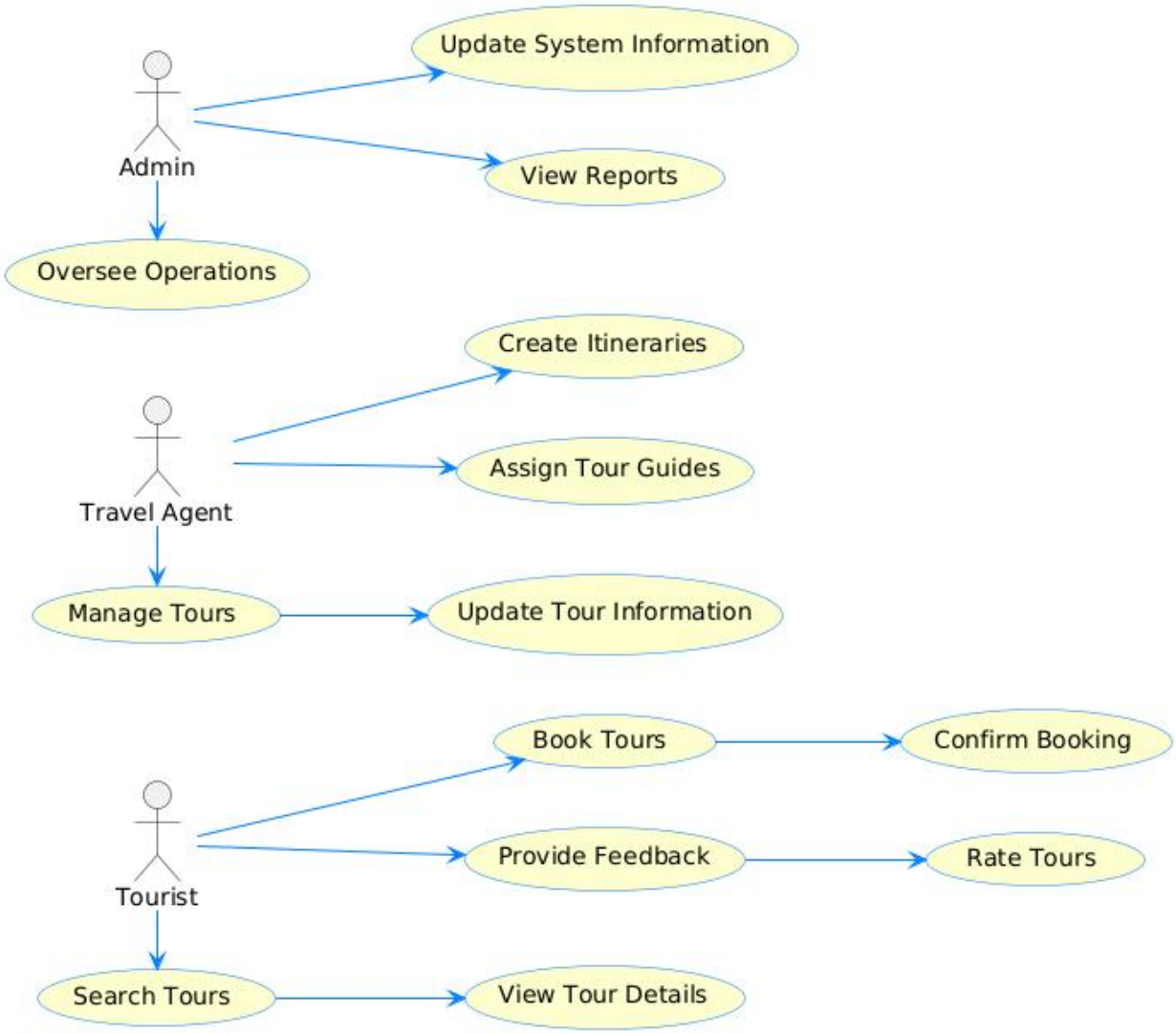

Fig. 4.3.1 Use case diagram

4.4 ACTIVITY DIAGRAM

The activity diagram illustrates the process of booking a tour within a Tourism Management System. It begins with the user accessing the system, either registering or logging in, and browsing tour packages. If a tour is selected, booking details are entered and sent to the admin for approval.Here, below figure 4.4.1 depicts the Activity diagram of proposed work.

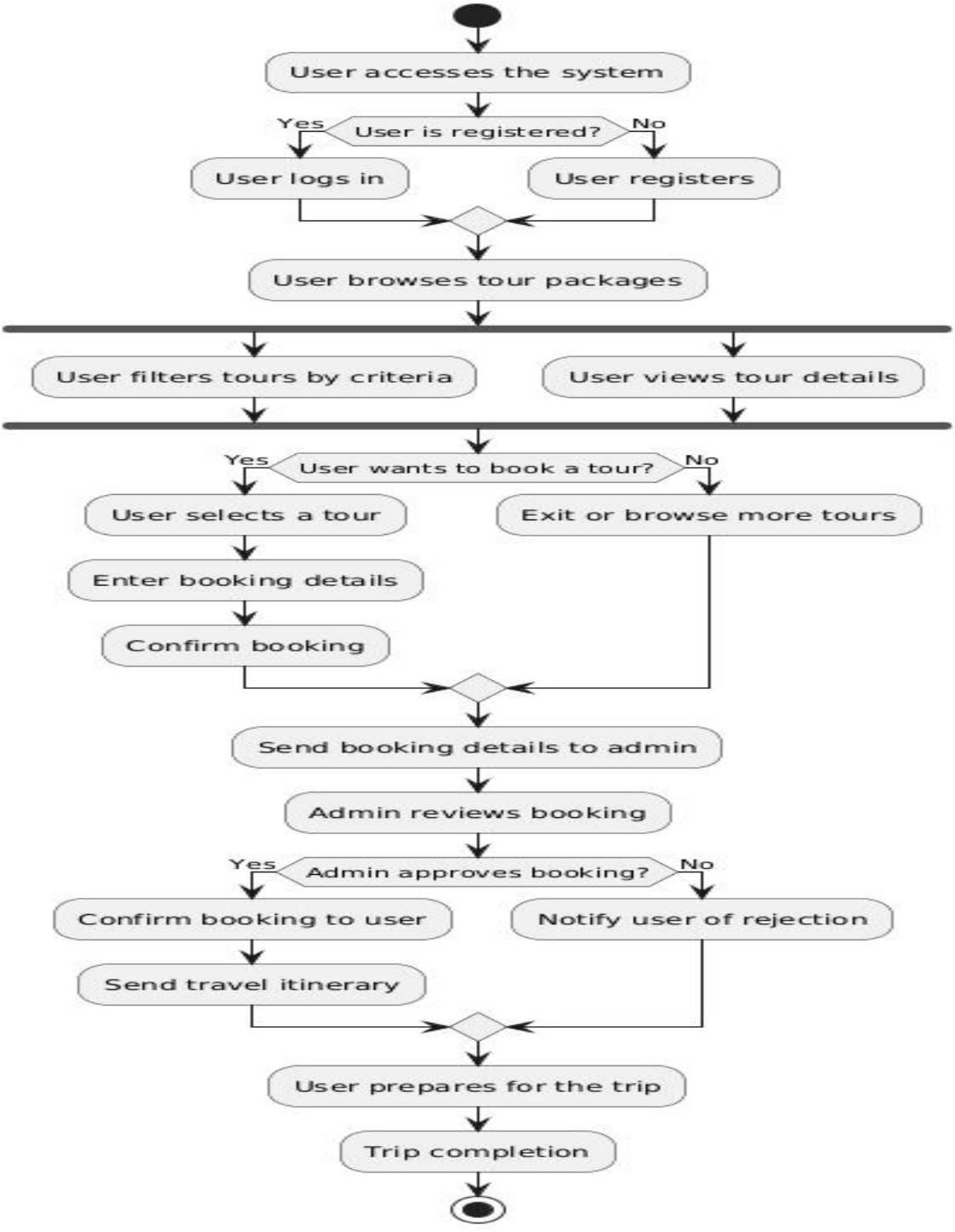

Fig 4.4.1 Activity diagram

4.5 SEQUENCE DIAGRAM

The sequence diagram illustrates the flow of interactions between a user, the Tourism Management System, the admin, and the tour guide. It showcases processes such as browsing tours, viewing details, booking tours, managing bookings, and updating information. Here, below figure 4.5.1 depicts the sequence diagram of proposed work.

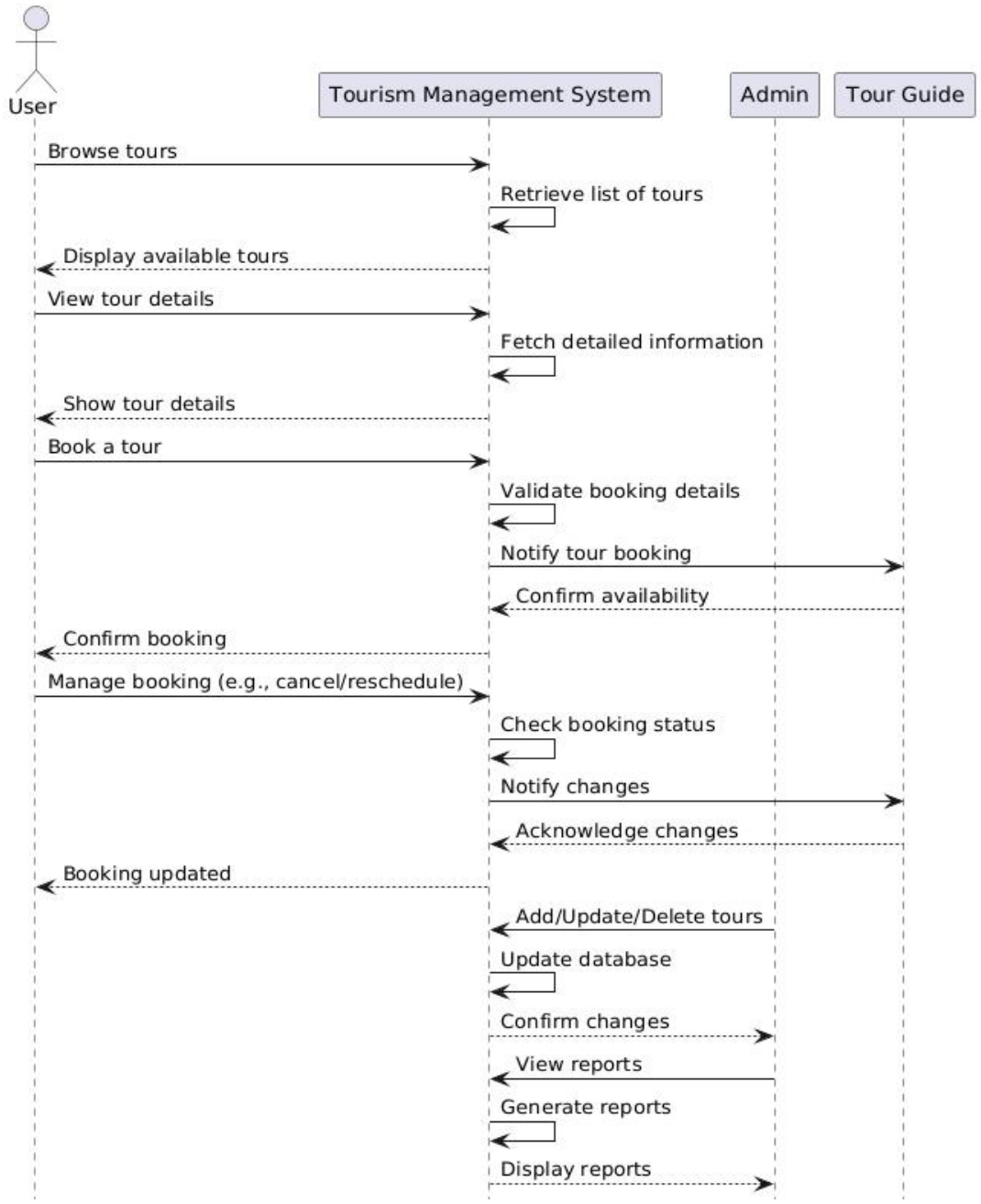

Fig .4.5.1 Sequence diagram

CHAPTER 5
SYSTEM TESTING

5.1 GENERAL

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionality of components, Sub-assemblies, assemblies and\or a finished product It is the process of exercising software with the intent of ensuring that the Software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test type addresses a specific testing requirement.

5.2 TESTING STEPS

- Unit Testing.
- System Testing
- White Box Testing
- Black Box Testing

TYPE OF TESTS

5.2.1UNIT TESTING

Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application .it is done after the completion of an individual unit before integration.

5.2.2 SYSTEM TESTING

System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration oriented system integration test. System testing is based on process

descriptions and flows, emphasizing pre-driven process links and integration points.

5.2.3 WHITE BOX TESTING

White Box Testing is a testing in which in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purpose. It is used to test areas that cannot be reached from a black box level.

5.2.4 BLACK BOX TESTING

Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document, such as specification or requirements document. It is a testing in which the software under test is treated, as a black box cannot “see” into it. The test provides inputs and responds to outputs without considering how the software works.

CHAPTER 6

CONCLUSION AND FUTURE ENHANCEMENT

6.1 CONCLUSION

Tourism is currently recognized as a global industry which is growing at a high rate like any other industry. Access to relevant and accurate information is at the heart of tourism. Here, the proposed project on Tourism Management System tries to bridge the gap by noting what tourist perceives as relevant. Hence, the aim of this project entails the design and implementation of a platform that will assist tourist in gaining access to travel to various tourist locations.

6.2 FUTURE ENHANCEMENTS

- Furthermore, the focus on sustainability and responsible tourism will drive the development of eco-friendly solutions.
- Tourism management systems can incorporate features that promote sustainable practices, such as carbon footprint tracking, waste reduction initiatives, and the promotion of local businesses.
- Implementing digital wallets like PayPal, Apple Pay, and Google Wallet can provide a se amless and secure payment experience for tourists. This can also cater to international tou rists who prefer using their familiar payment methods.

APPENDIX A

SOURCE CODE:

Index.html

```
<!DOCTYPE html>
<html lang="en">
<head>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <!-- Favicon Icon -->
   <link rel="icon" type="image/x-icon" href="/assets/brand-icon.svg">
   <!-- Font Awesome CDN -->
   <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-
awesome/6.4.0/css/all.min.css" integrity="sha512-
iecdLmaskl7CVkqkXNQ/ZH/XLlvWZOJyj7Yy7tcenmpD1ypASozpmT/E0iPtmFIB46ZmdtAc9eNB
vH0H/ZpiBw==" crossorigin="anonymous" referrerpolicy="no-referrer" />
   <!-- Links To All Style Files -->
   <link rel="stylesheet" href="./main.css">
   <link rel="stylesheet" href="./styles/hero.css">
<link rel="stylesheet" href="./styles/services.css">
   <link rel="stylesheet" href="./styles/feedback-section.css">
   <title>EPIC ADVENTURE! | Embark On New Adventures</title>
</head>
<body>
   <header>
      <nav class="container">
         <img src="./assets/brand-logo.svg" alt="E A ">
         <ul>
```

```
            <li><a href="/">Home</a></li>
            <li><a href="destination.html">Destination</a></li>
            <li><a href="feedback.html">Feedback</a></li>
            <li><a href="prices.html">Pricing</a></li>
        </ul>
        <!-- <div id="toggle">
            <label class="switch">
                <input type="checkbox">
                <span class="slider round"></span>
            </label>
        </div> -->
        <div id="login-container">
            <a href="./login.html" id="loginBtn"><i class="fa-solid fa-user" id="login-btn"></i></a>
            <div style="display: none;">
                <a href='./checkout.html'><i class="fa-solid fa-cart-shopping" style="margin-
right:1rem"></i></a>
                <a href="/" id="logout-btn" class='btn-small' style='border-radius:50px;color:var(--
white)'>Log Out</a>
            </div>
        </div>
        <div class="responsive-nav">
            <i class="fa-solid fa-bars" style="color:var(--white-light)"></i>
            <div class="responsive-nav-content">
                <ul>
                    <li><a href="/">Home</a></li>
                    <li><a href="/destination.html">Destination</a></li>
                    <li><a href="/feedback.html">Feedback</a></li>
                    <li><a href="/prices.html">Pricing</a></li>
                </ul>
                <div id="login-container">
                    <a href="./login.html" id="loginBtn"><i class="fa-solid fa-user" id="login-
btn"></i></a>
                    <div style="display: none;">
                        <a href='./checkout.html'><i class="fa-solid fa-cart-shopping" style="margin-
```

```
right:1rem"></i></a>
                    <a href="/" id="logout-btn" class='btn-small' style='border-radius:50px;color:var(--
white)'>Log Out </a>
                  </div>
                </div>
              </div>
            </div>
          </nav>
        </header>
        <main>
          <section class="container hero-section fade-in">
            <div class="hero-content-container">
             <div class="hero-content">
                <h1>EPIC <span style="color:var(--highlight)">ADVENTURE!</span></h1>
                <p>Epic Adventure is a service for booking travels</p>
             </div>
             <div class="searchbox">
                <input id="search" type="text" placeholder="Enter Location">
                <button id="search-btn" class="btn">Search</button>
             </div>
            </div>
            <div class="hero-image-container">
             <img src="./assets/Hero Image.png" alt="Hero Image">
            </div>
          </section>
          <section class="background-dark fade-in">
            <section class="container services">
              <div class="services-cards">
                <div class="card service large-card">
                  <div class="service-img-container">
                    <i class="fa-solid fa-map"><i class="fa-solid fa-location-dot" style="color:var(--
primary)"></i></i>
```

Login.html

```
 <!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <!-- Favicon Icon -->
    <link rel="icon" type="image/x-icon" href="/assets/brand-icon.svg">

    <!-- Font Awesome CDN -->
    <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-
awesome/6.4.0/css/all.min.css" integrity="sha512-
iecdLmaskl7CVkqkXNQ/ZH/XLlvWZOJyj7Yy7tcenmpD1ypASozpmT/E0iPtmFIB46ZmdtAc9eNB
vH0H/ZpiBw==" crossorigin="anonymous" referrerpolicy="no-referrer" />
    <!-- Links To All Style Files -->
    <link rel="stylesheet" href="./main.css">
    <title>Every Sunday | Login </title>
    <style>
        /* Add your CSS here(optional) */
        *{
            color: white;
        }
        #box{
            min-height: 80vh;
            width: min(500px,95%);
            border: 5px solid whitesmoke;
            margin: auto;
            background-color: var(--background-dark);
```

```
        overflow: hidden;
        border-radius: 2rem;
        border:2px solid var(--background-light);
        margin-block: 5rem;
        padding-block: 1rem;
        position:relative;
    }
    #watermark{
        position: absolute;
        position: absolute;
        bottom:-3%;
        right: 2%;
        font-size: 8rem;
        color:var(--background-light);
        opacity: 0.2;
    }
    .logSignTogle{
        width: 70%;
        margin: 2rem auto;
        display: flex;
        justify-content: flex-start;
        gap:1rem;

    }
    .inactive{
        padding: 0.5em 1.5rem;
        border:1px solid var(--primary);
        background-color: transpant;
}
```

Destination.html

```
<!DOCTYPE html>
```

```
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>Destinations</title>
    <!-- Favicon Icon -->
    <link rel="icon" type="image/x-icon" href="/assets/brand-icon.svg">

     <!-- Font Awesome CDN -->
<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-
awesome/6.4.0/css/all.min.css" integrity="sha512-
iecdLmaskl7CVkqkXNQ/ZH/XLlvWZOJyj7Yy7tcenmpD1ypASozpmT/E0iPtmFIB46ZmdtAc9eNB
vH0H/ZpiBw==" crossorigin="anonymous" referrerpolicy="no-referrer" />

     <!-- Links To All Style Files -->
     <link rel="stylesheet" href="./main.css">
</head>
<style>
    main{
        position: relative;
    }
    .btn-small{
        background-image: none;
        background-color: var(--primary);
    }
    .destinations{
        padding-block: 2rem;
        display: grid;
        grid-template-columns:1fr 1fr 1fr 1fr;
        grid-template-areas:
        "toolbar toolbar toolbar toolbar"
        "sidebar maincontent maincontent maincontent";
        gap:3rem 2rem;
```

```
    }
    .toolbar{
        width:100%;
        grid-area: toolbar;
        display: flex;
        align-items: center;
        justify-content: space-between;
        padding-bottom: 2rem;
        border-bottom: 1px solid var(--background-light);
}
.col-btns{
        display: flex;
    }
    .col-btn{
        margin-left: 0.5rem;
        color:var(--background-light);
        background-color: transpant;
}
```

main.js

```
let main_container = document.querySelector("#blank");
let loader = document.getElementById("loader");
let col2 = document.getElementById("2-col");
let col3 = document.getElementById("3-col");
let searchinp = document.querySelector("#mainsearch>input");
let searchbtn = document.querySelector("#mainsearch>button");
let paginationContainer = document.querySelector("#pagination-container");
let lowToHighBtn = document.querySelector("#lowToHigh");
let highToLowBtn = document.querySelector("#highToLow");
let filterByCountry = document.querySelector("#country");
let filterByRating = Array.from(
  document.querySelectorAll(".filter-rating>div")
);
let filterByPrice = Array.from(
```

```
  document.querySelectorAll(".filter-price>.filter-price-option")
);
let destinationDialog = document.querySelector("#destination-dialog");
let closeDestinationBtn = document.querySelector("#close-destination");
let destinationImgContainer = document.querySelector(
  "#destination-img-container"
);
let destinationImgRow = document.querySelector("#destination-img-row");
let destinationDescription = document.querySelector("#destination-description");
let destinationActivity = document.querySelector("#destination-activity");
let destinationAttractions = document.querySelector("#destination-attractions");

let baseURL = `https://mock-every-sunday-server.onrender.com/`;
let destinationURL = `${baseURL}destinations`;
let limit = 12;
let totalCount, numPages, imageUrl;
// All Event Listeners go here
// searchbtn.addEventListener("click", fetchDestination);
window.addEventListener("load", () => fetchAllDestinations(1));
// fetchAllDestinations(1)
searchinp.addEventListener("input", (e) => {
  e.preventDefault();
  fetchBySearch(1);
});
lowToHighBtn.addEventListener("click", () => filterPriceSort("asc", 1));
highToLowBtn.addEventListener("click", () => filterPriceSort("desc", 1));
filterByCountry.addEventListener("change", () =>
  filterDestinationsByCountry(1)
);
filterByRating.forEach((ratingFilter) => {
  ratingFilter.addEventListener("click", () => {
    // console.log(ratingFilter.getAttribute("data"));
    filterDestinationsByRating(ratingFilter.getAttribute("data"), 1);
  });
```

```
});
filterByPrice.forEach((priceRange) => {
  priceRange.addEventListener("click", () => {
```

Filter

admin.css

```
@import
url("https://fonts.googleapis.com/css2?family=Audiowide&family=Outfit:wght@100;200;300;400;50
0;600;700;800;900&family=Poppins:ital,wght@0,100;0,200;0,300;0,400;0,500;0,600;0,700;0,800;0,
900;1,100;1,200;1,300;1,400;1,500;1,600;1,700;1,800;1,900&display=swap");
:root {


  --primary: #ff7c47; /* brand color */
  --primary-light: #ffae8d; /* brand color light */
  --background-dark: #193282; /* darker background color */
  --background: #4465dd; /* main background color */
  --background-light: #7693fc; /* lighter background color */
  --accent: #d95afb; /* main accent color (for card backgrounds and stuff)*/
  --highlight: #f5e577; /* main hightlight color for text and icons */
  --white: #fff; /* main text and heading color */
  --white-light: rgba(255, 255, 255, 0.813);
  --success: #2ecc71;
  --failure: #e74c3c;

  /* TYPOGRAPHY */
  /* Font Styles */
  --heading-font-style: "Outfit", sans-serif;
  --primary-font-style: "Poppins", sans-serif;
  --secondary-font-style: "Audiowide", cursive;
  /* Font Sizes */
  --h1: 4rem;
  --h1-small: 3rem;
  --h2: 3rem;
```

```
  --h2-small: 2rem;
  --h3: 2rem;
  --h3-small: 1.5rem;
  --h4: 1rem;
  --h4-small: 0.9rem;
  --button-small: 0.85rem;
  --button: 1.05rem;
  --paragraph: 1rem;
  --paragraph-small: 0.85rem;
  --nav-link: 0.9rem; /* for links in navgation and footer */
  --icon-size: 1.25rem;
  --icon-size-small: 1rem;
}

::before,
*::after {
  box-sizing: border-box;
  margin: 0;
  padding: 0;
}
```

APPENDIX B

OUTPUT SCREENSHOT

TOURISM MANAGEMENT SYSTEM

1. REGISTRATION PAGE

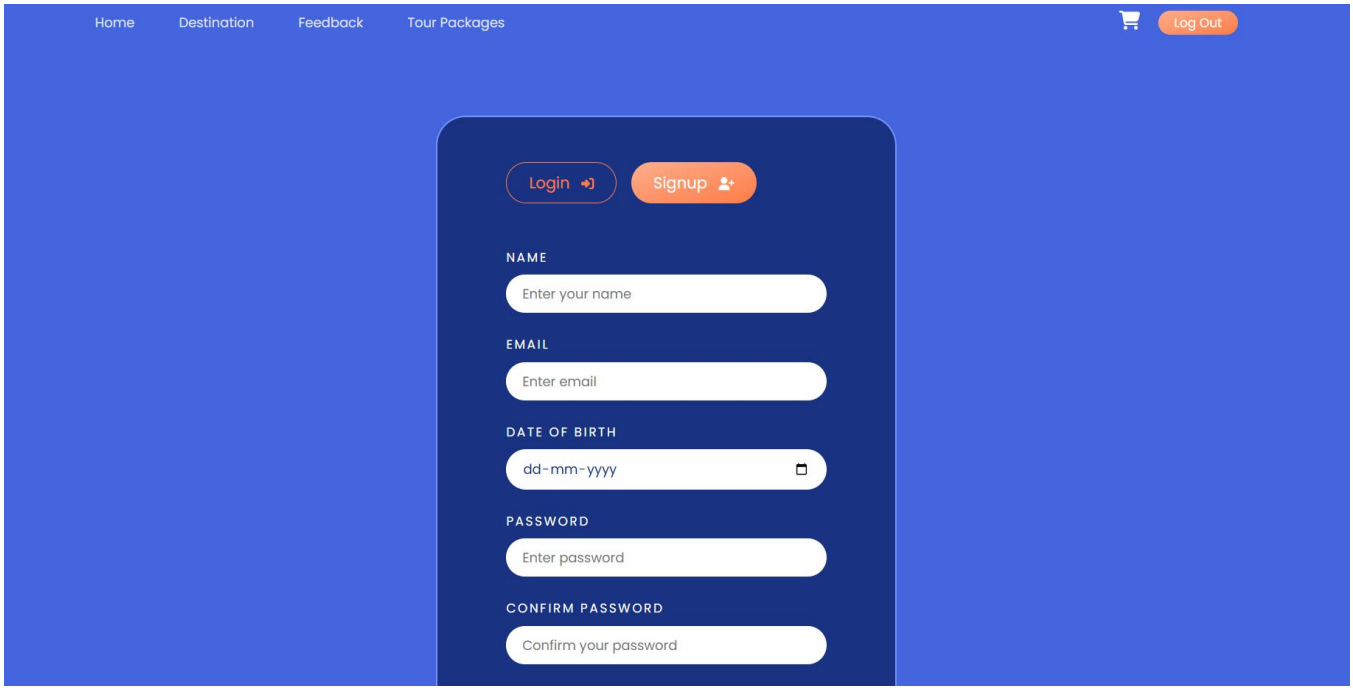

Fig B.1 REGISTRATION PAGE

2. LOGIN PAGE

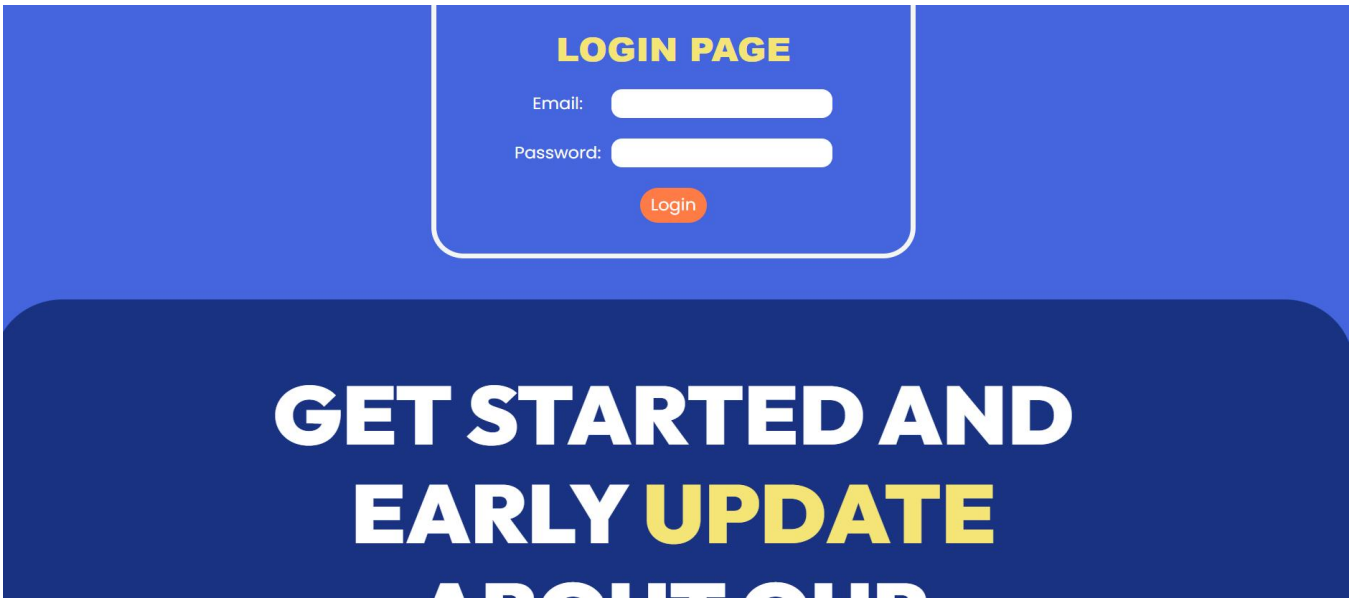

Fig B.2 LOGIN PAGE

3. HOME SCREEN

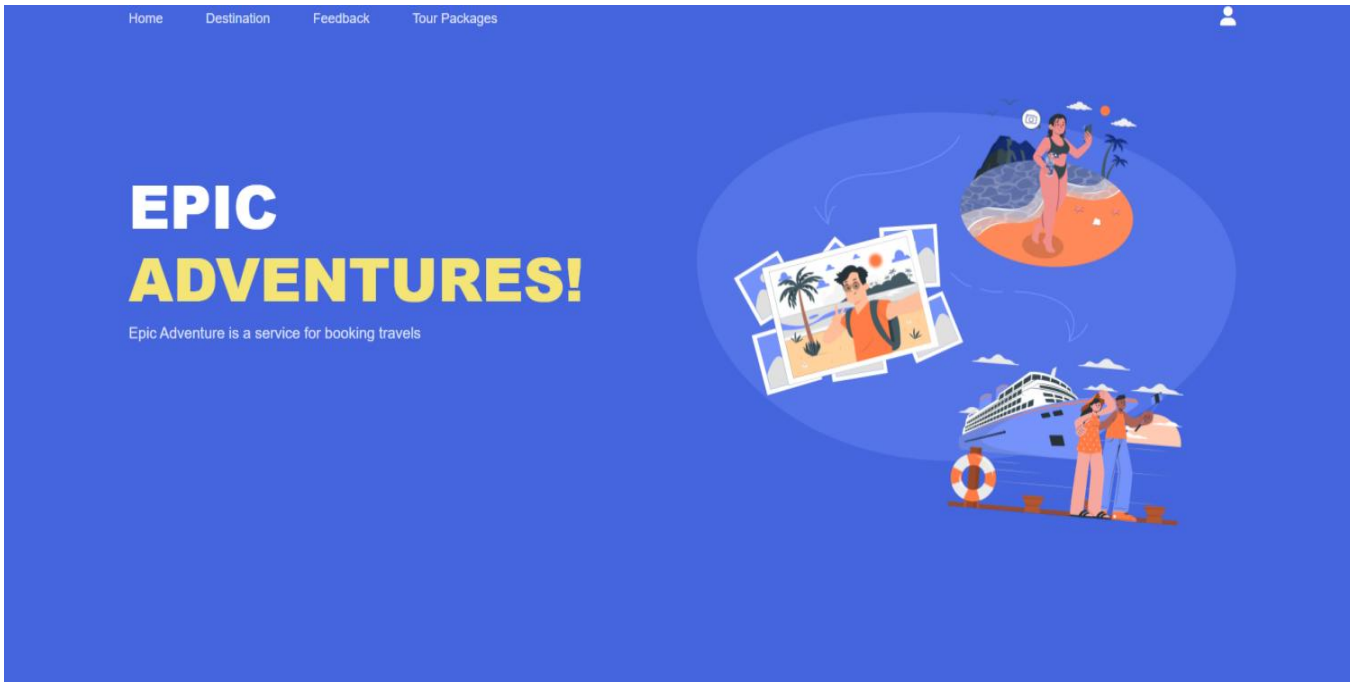

Fig B.3 HOME SCREEN

4, INFO PAGE

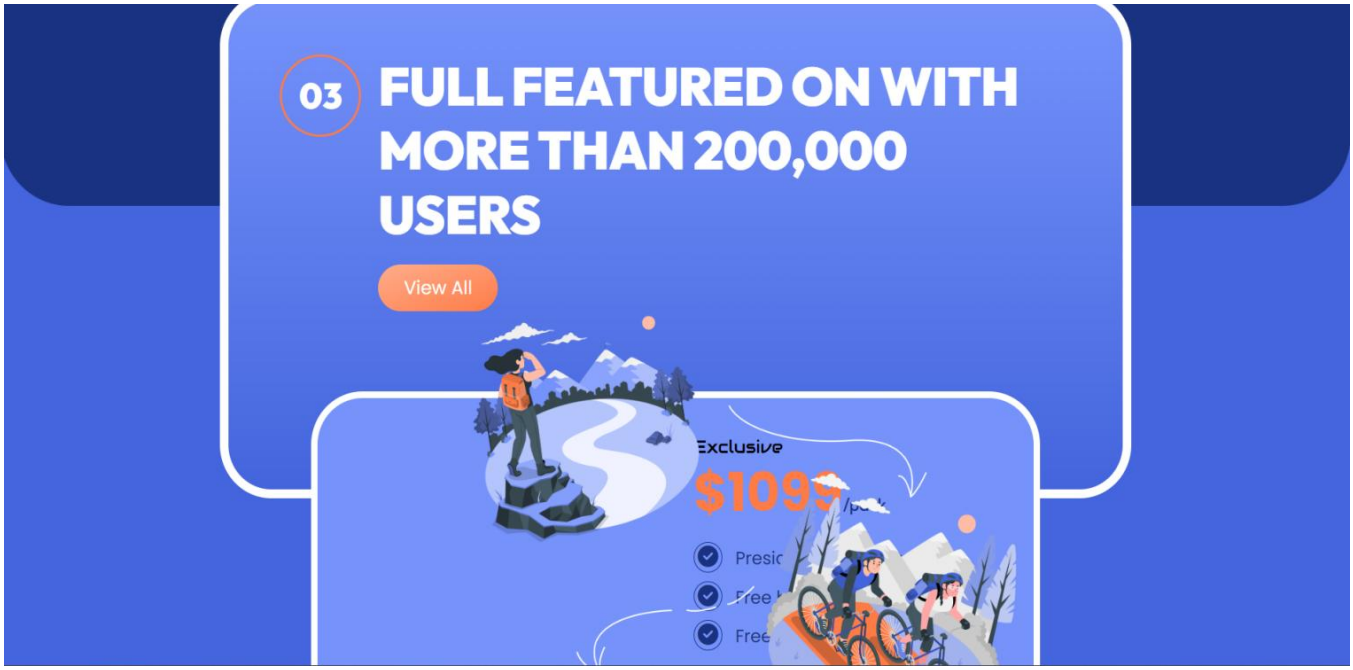

Fig B.4 INFO PAGE

5. DESTINATION PAGE

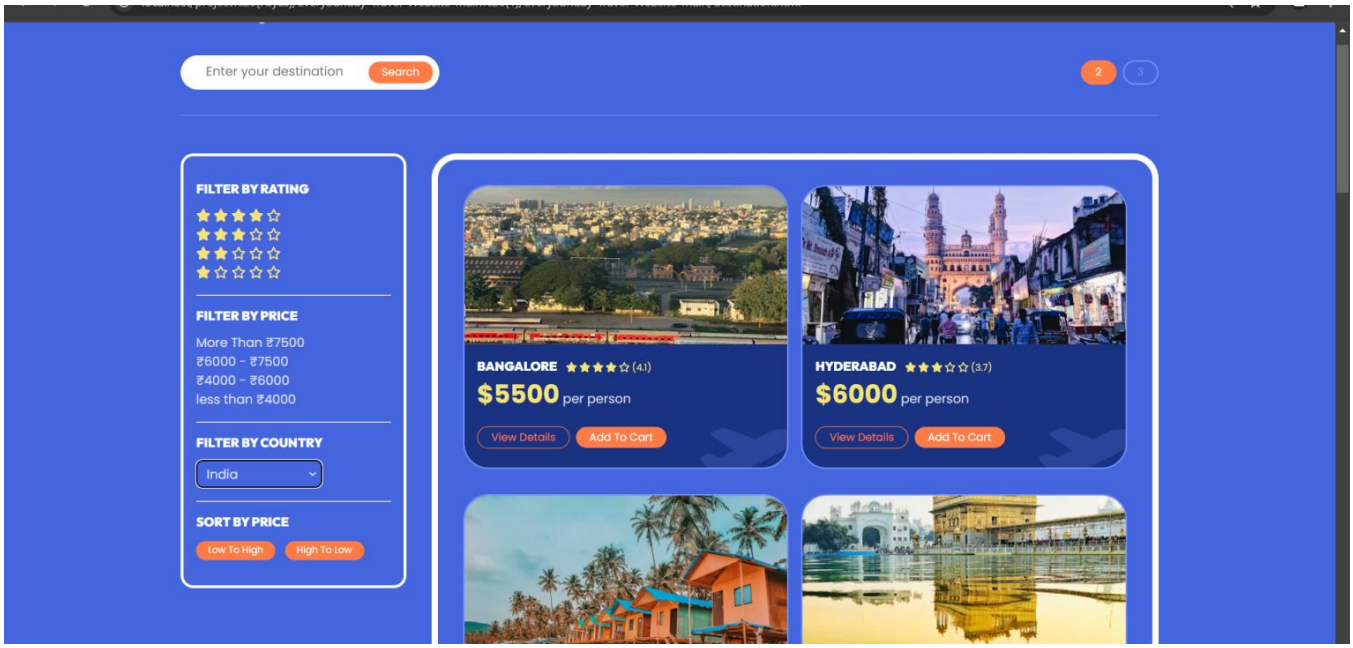

Fig B.5 DESTINATION PAGE

6. PRICING PAGE

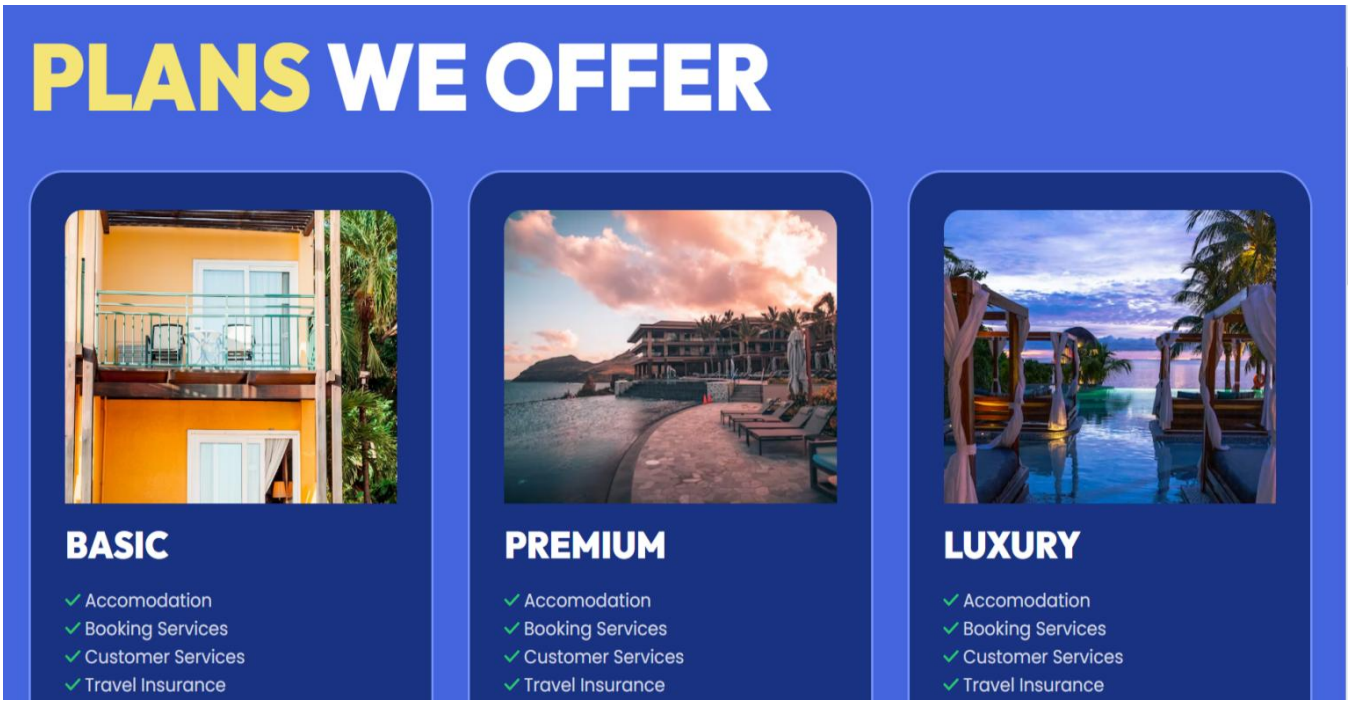

Fig B.6 PRICING PAGE

7. FEEDBACK PAGE

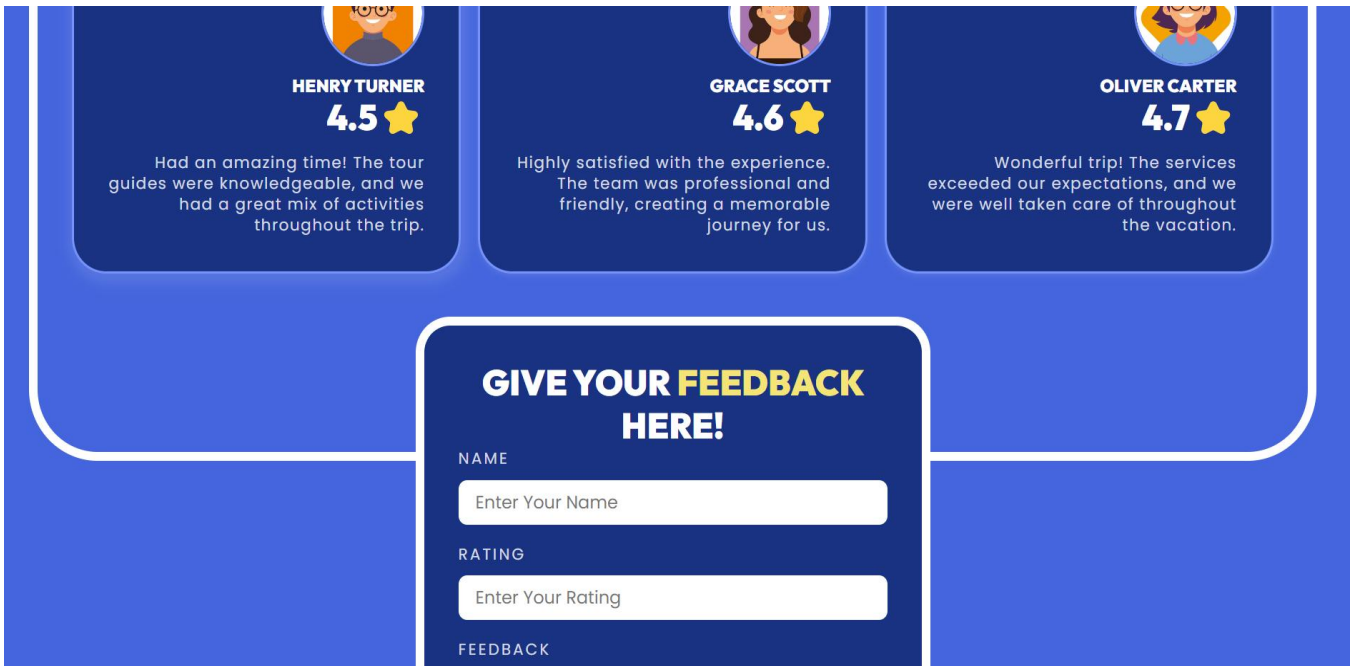

Fig B.7 FEEDBACK PAGE

8. ADMIN PAGE

Fig B.8 ADMIN PAGE

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