Tribhuvan University

Faculty of Humanities and Social Sciences

Project on

Tourism Information System

Submitted to

Department of Computer Application

Birendra Multiple Campus

In partial fulfillment of the requirements for the Bachelors in Computer Application

Submitted by

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Supervisor's Certificate

Tribhuvan University
Faculty Of Humanities and Social Sciences
Birendra Multiple Campus

Supervisor's Recommendation

We hereby recommend that this project prepared under my supervision by Basu Dev Lamichhane and Pawan Regmi entitled "**Tourism Information System**" in partial fulfillment of the requirements for the degree of Bachelor of Computer Application is recommended for the final evaluation.

…………………………

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LETTER OF APPROVAL

This is to attest to the fact that this project was completed by Basu Dev Lamichhane and Pawan Regmi entitled "**Tourism Information System**" in partial fulfillment of the requirements for the degree of Bachelor in Computer Application has been evaluated. In our opinion it is satisfactory in the scope and quality as a project for the required degree.\

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……………………………. **INTERNAL EXAMINER**	………………………………. **EXTERNAL EXAMINER**

Abstract

The Tourism Information System, named "Traverse Nepal", is a comprehensive platform designed to enhance the tourism experience in Nepal. This system aims to provide tourists with valuable and up-to-date information about various tourist destinations, accommodations, restaurants, cafes and local attractions across the country.

Traverse Nepal incorporates a personalized bucket list feature, allowing users to curate their own collection of desired places to visit. This feature enables users to save attractions, accommodations, restaurants, cafes, and other points of interest, creating a tailored itinerary for their future trips.

The search functionality of Traverse Nepal is designed to assist users in discovering specific destinations based on their preferences. Users can apply various filters such as location, category, to refine their search results and find the most suitable options.

The primary goal of Traverse Nepal is to provide tourists with a comprehensive and user-friendly platform for accessing accurate and up-to-date information about attractions and services across Nepal. By offering detailed descriptions, multimedia content, and user ratings, the system empowers users to make informed decisions about their travel plans.

Acknowledgement

We would like to express our heartfelt appreciation to our project supervisor, Mr. Narayan Prasad Dahal, for his invaluable guidance and support throughout the completion of this project. His expertise and advice played a crucial role in the successful and timely accomplishment of our goals.

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Table of Contents

List of Abbreviations

SQL : Structured Query Language

CSS : Cascading style sheet

DFD : Data Flow Diagram

ER : Entity Relationship

HTML : Hyper Text Markup Language

PHP : Hypertext Preprocessor

JS : JavaScript

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List of Tables

Chapter 1 : Introduction

1.1 Introduction

"Traverse Nepal" is a Tourism Information System project that aims to enhance the tourism experience in Nepal. The project focuses on developing an online platform where users can explore a wide range of tourist destinations, accommodations, restaurants, cafes, and other points of interest. With the goal of promoting Nepal as a preferred tourist destination, the website provides convenient access to information and facilitates online bookings for tourists. By offering a user-friendly interface, comprehensive details, and easy-to-use search features, "Traverse Nepal" aims to make the process of planning and exploring Nepal's attractions more seamless and enjoyable for tourists.

The project emphasizes the importance of accurate and up-to-date information, providing users with detailed descriptions, reviews, and ratings to help them make informed decisions. The website enables users to search for specific places based on their preferred genres, locations, facilities, and other relevant parameters, making it easier for them to find and plan visits to their desired destinations in Nepal. By leveraging technology and user-centric design principles, "Traverse Nepal" aims to enhance the overall tourism experience and contribute to the growth of the tourism industry in Nepal.

1.2 Problem Statements

The problems addressed by existing Tourism Information System are:

- Limited centralized info on Nepal's tourist spots and attractions.
- Inadequate user experience due to a lack of user-friendly and intuitive interface.
- Struggle to find specific info based on preferences (genres, locations, facilities etc.).
- Nepal tourism websites lack trust due to outdated info.

These issues in existing system might lead to reduced tourism engagements and trust issues. Solving these is vital for accurate, reliable, and accessible information for the growth of tourism activities. So that, "**Traverse Nepal**" is introduced to solve these problems.

1.3 Objectives

The main objectives of this major project are:

- To provide tourists with a diverse range of reliable and centralized information.
- To create a user-friendly and intuitive interface.
- To implement search feature with filters for precise user-specific information retrieval.
- To ensure updated and reliable information for increased trust among users.

1.4 Scope and Limitation

The main scope and deliverables of the project would be to:

- Quick access to detailed information about tourist destinations and other points of interest in Nepal.
- Development of a web-based platform that provides a user-friendly interface.
- Demonstration of a bug-free application that meets the specified requirements.
- Implementation of different features where user can search, like and view the location of different potential destinations.

The limitations of the system are:

- This system can only be used as a web-based system.
- No way for users to get suggestions of tourist destinations.
- No online payment is integrated in the system.
- There is no any feature of user support to address all possible customer queries or issues.

1.5 Report Organization

The report is structured into five chapters, aligning with the sections outlined in the Table of Contents. Each chapter is carefully organized with headings and sub-headings to cover essential aspects of the Systems Development Life Cycle (SDLC).

Chapter 1 provides an overview of the project, outlining its objectives and scopes. It sets the foundation for the entire document by introducing the problem statements and the goals the project aims to achieve.

Chapter 2 delves into the background study, offering context for the project, and conducts a comprehensive literature review. This section critically analyzes existing research and studies related to the project's subject matter.

Chapter 3 encompasses a detailed analysis and design of the system. It begins with the requirements analysis, outlining the project's necessities. The chapter further explores feasibility analysis, presenting insights into the project's viability. Detailed data modeling through Entity-Relationship (ER) diagrams and Data Flow Diagrams (DFD) is discussed, providing a clear understanding of the system's architecture.

Chapter 4 covers the implementation phase of the project, detailing the tools used and providing a comprehensive overview of module implementations. It also includes thorough testing methodologies, discussing both unit testing and system testing.

Chapter 5 reflects on the lessons learned throughout the project and draws conclusions based on the findings. It also provides insightful recommendations for future enhancements and developments related to the system.

The report concludes with a comprehensive list of references, acknowledging all the sources and research materials used during the project.

Additional supplementary materials, if any, are included in the appendices section.

Chapter 2 : Background Study and Literature Review

2.1 Background Study

The rise of online platforms has brought significant changes to the tourism industry, enabling tourists to access extensive information and make bookings conveniently. To develop an effective Tourism Information System like "Traverse Nepal," a thorough background study is essential. This study involves analyzing published materials and industry reports to gain insights into best practices, challenges, and emerging trends in online tourism platforms. By examining the experiences and expertise of professionals in the field, the project team can acquire valuable knowledge to create a user-friendly and informative system. The findings from the study will serve as a guide for the development and implementation of "Traverse Nepal," aiming to provide a reliable and user-centric platform for tourists exploring Nepal.

Through the background study, the project team will gain a deeper understanding of the evolving landscape of online tourism and the expectations of modern tourists. By examining industry literature and case studies, the team can identify successful strategies and industry standards for developing a robust Tourism Information System. This knowledge will inform the decision-making process and help shape the design, features, and functionalities of "Traverse Nepal." The project team will leverage the insights gained from the background study to create a platform that meets the needs of tourists, enhances their experience, and promotes the beauty and attractions of Nepal as a preferred tourist destination.

2.2 Literature Review

Various studies have highlighted the increasing significance of online platforms in the tourism industry, emphasizing the need for user-friendly interfaces and comprehensive information access [1]. Research has shown that online travel platforms play a crucial role in enhancing the overall travel experience by providing users with easy access to detailed information about attractions, accommodations, restaurants, and cafes [2].

Moreover, the literature emphasizes the importance of technological considerations in the development of tourism information systems. Studies have explored the use of web-based

technologies such as PHP, JavaScript, and MySQL, which have proven effective in creating dynamic and interactive platforms [3]. The integration of recommendation systems and online payment gateways has also been identified as valuable features for enhancing user satisfaction and convenience [4].

During our course of study, we came across many sites we did the same things as we planned to do but one thing, they had in common was they were not maintained well but were source of inspiration in terms of design. By leveraging the findings from existing research, the project can be informed by established knowledge and contribute to the growing body of literature on tourism information systems.

This Tourism Information System, "**Traverse Nepal**" serves as a robust solution addressing the shortcomings of previous platforms while fulfilling key goals. By providing tourists with diverse, centralized, and reliable information about Nepal's destinations, this system ensures an enriching experience. Its intuitive and user-friendly interface allows effortless navigation, catering to both tech-savvy and novice users alike. The inclusion of search features with filters enables precise information retrieval, enhancing user satisfaction and usability.

Additionally, this system's dedication to offering updated and trustworthy information instills confidence among users, overcoming the challenge of outdated data faced by existing systems. The quick access to detailed information, web-based user-friendly interface, and bug-free application aligns perfectly with the stated scopes, ensuring a seamless experience for users exploring Nepal's tourist spots.

While this system excels in several areas, acknowledging its limitations is crucial. Considering future integration with mobile platforms could enhance accessibility for users on the move. Implementing a destination suggestion feature would add a personalized touch, enhancing user engagement. Furthermore, incorporating online payment options and robust customer support would transform this system into a comprehensive, user-centric platform, addressing the needs of modern tourists effectively.

In essence, this Tourism Information System not only meets its defined goals and scopes but also presents a foundation for continual enhancement. Its user-focused approach,

coupled with potential future developments, ensures it remains at the forefront of Nepal's tourism information platforms, catering to the diverse needs of travelers efficiently and effectively.

Chapter 3 : System Analysis and Design

3.1 System Analysis

The system analysis phase of the Traverse Nepal project involves understanding the theoretical background and analyzing the problem at hand. The development process begins with planning and scheduling to ensure timely completion. Various structured analysis tools, such as data flow diagrams, Gantt charts, and process specifications, are utilized during this phase.

The system design phase provides a clear view of the required functionalities for code generation. The frontend of the platform utilizes HTML, CSS, and JavaScript, while the backend employs PHP as the server-side scripting language. MySQL is used as the database management system.

Traverse Nepal aims to be a highly automated and user-friendly platform for tourists. It incorporates the latest technology, unique features, and efficient search methods. The software has undergone rigorous testing to ensure its reliability, including testing for extreme and exceptional conditions. Any identified errors have been resolved during the testing phase, making the project more realistic and tailored to the needs of the tourism industry. The solution provided by Traverse Nepal enables efficient access to desired information and contributes to enhanced customer service in the future.

3.1.1 Requirement Analysis

The system is client-server architecture where a server is necessary to host the application and the database. The users will access the server to retrieve information from their desktops through their web-based interfaces.

i) Functional Requirements:

The functional criteria for Traverse Nepal include:

- **User registration:** At first, user must register their details to get login details.
- **User login:** Once user get login details (username, password), he/she can use his/her account for further process.
- **Post details:** Only admin can post tourism details. Like Tourist areas, cafes, hotels and restaurants.

- **View details:** User's account will permit them to view the place details added by the admin.

- **Like destinations:** Users can like the destination and mark it as the future destinations that they want to visit.

- **Search places:** User will search places by filtering by destinations, type, locations to choose the perfect place for the trip.

- **View locations:** User can view the location of different destinations and can make the decisions accordingly.
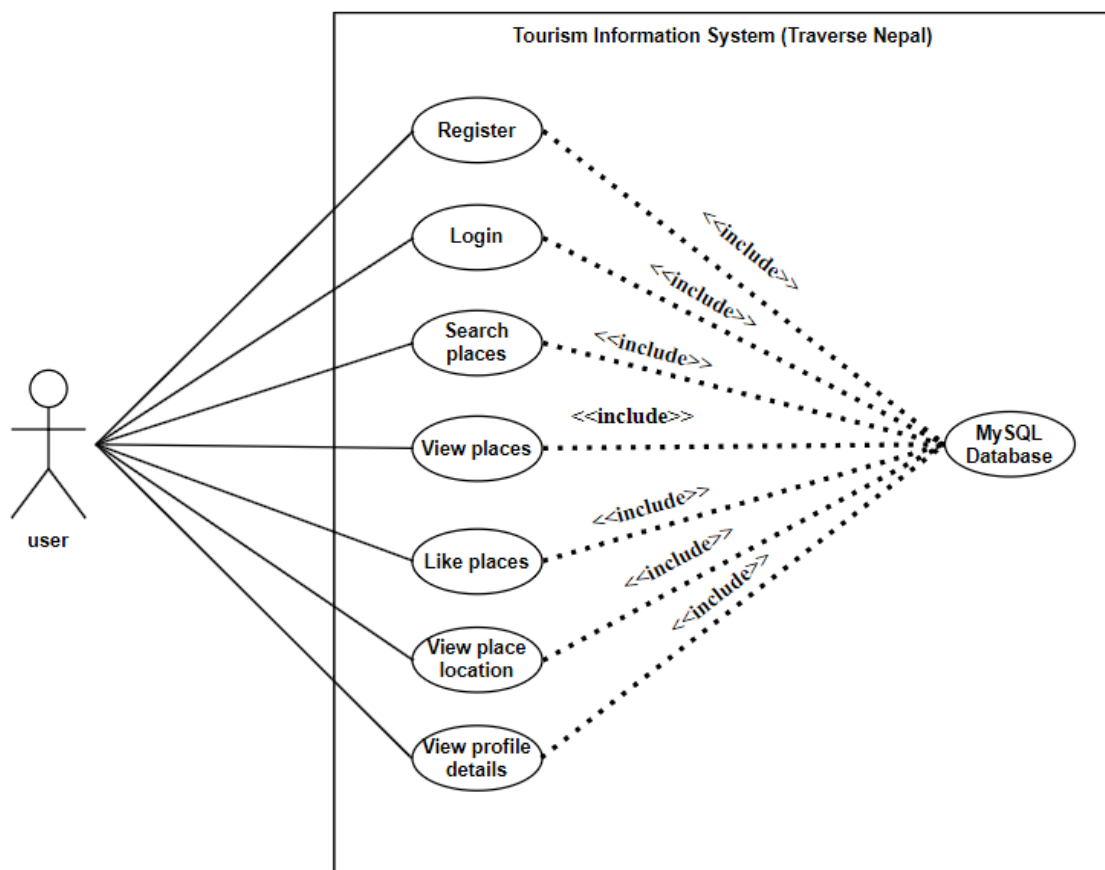
Fig- 3-1 : User-side Use-case Diagram for Traverse Nepal
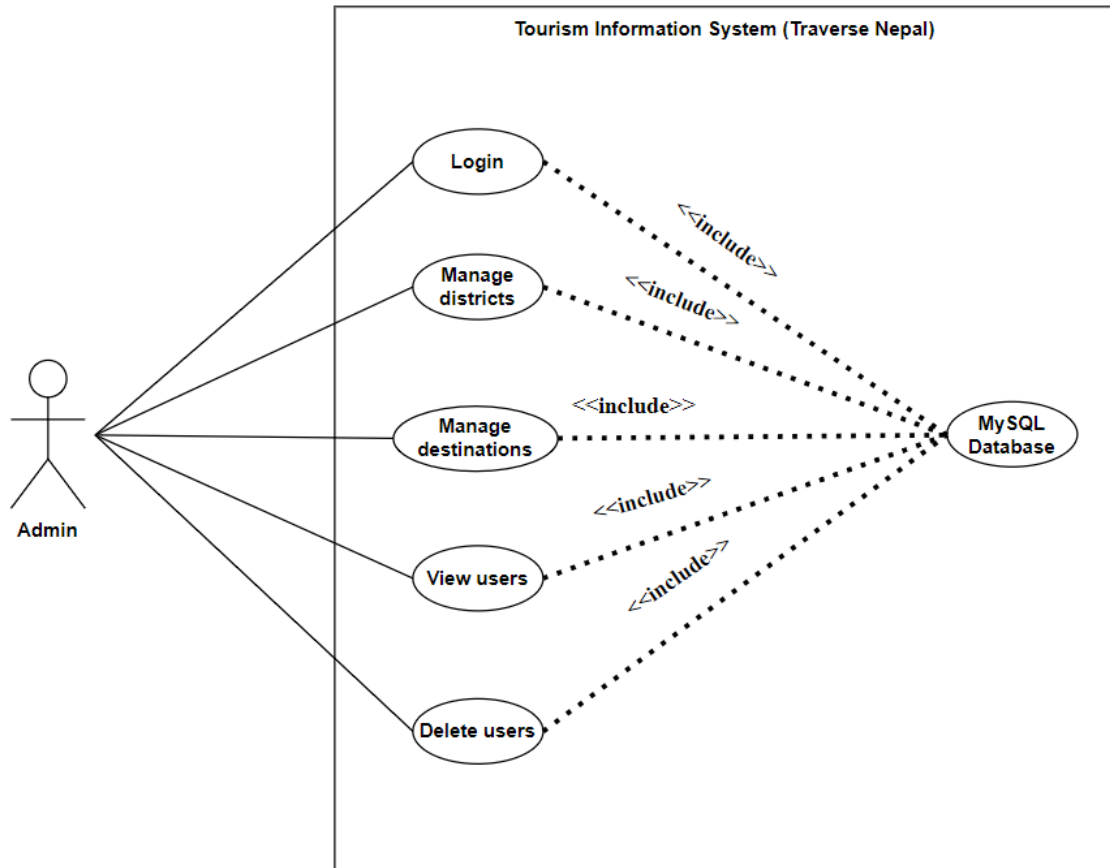
Fig- 3-2 : Admin-side Use-case Diagram for Traverse Nepal

ii) Non-Functional Requirements:

Non-Function Requirement describes how having flawless system can achieve greater customer satisfaction, some of them are listed are listed below:

- **Reliable:** The system is capable of handling any errors that may occur now or in the future.

- **Usability:** The system is simple to use for all types of clients, so they shouldn't struggle to utilize it.

- **Performance:** The system is tuned so that it can respond to users and administrators in a timely manner.

- **Accessibility and Availability:** The system will be available at all times without any downtime also it is platform independent.

3.1.2 Feasibility Analysis:

i) Technical Feasibility

- Assessing the compatibility of the proposed system with different devices, operating systems, and web browsers.
- Analyzing the availability of necessary technical resources and infrastructure for system development and hosting.
- Ensuring scalability and flexibility to accommodate future growth and updates.

ii) Operational Feasibility

- Evaluation of the system's usability and user experience to ensure ease of navigation and information accessibility.
- Assessment of the system's reliability, performance, and security measures.

iii) Economic Feasibility

- Identifying potential cost savings or efficiencies that Traverse Nepal can provide compared to traditional offline tourism information methods.
- Assessing the potential competitive advantage that Traverse Nepal can offer over existing or future competitors in the online tourism information space.

iv) Schedule Feasibility

System Development Phases	Month 1	Month 2	Month 3	Month 4	Month 5	Month 6
Study	■					
Analysis	■					
Design		■	■			
Development			■	■	■	
Testing				■	■	
Implementation						■
Documentation	■	■	■	■	■	■

Fig- 3-3: Gantt Chart for Traverse Nepal

3.1.3 Data Modelling (ER-Diagram)
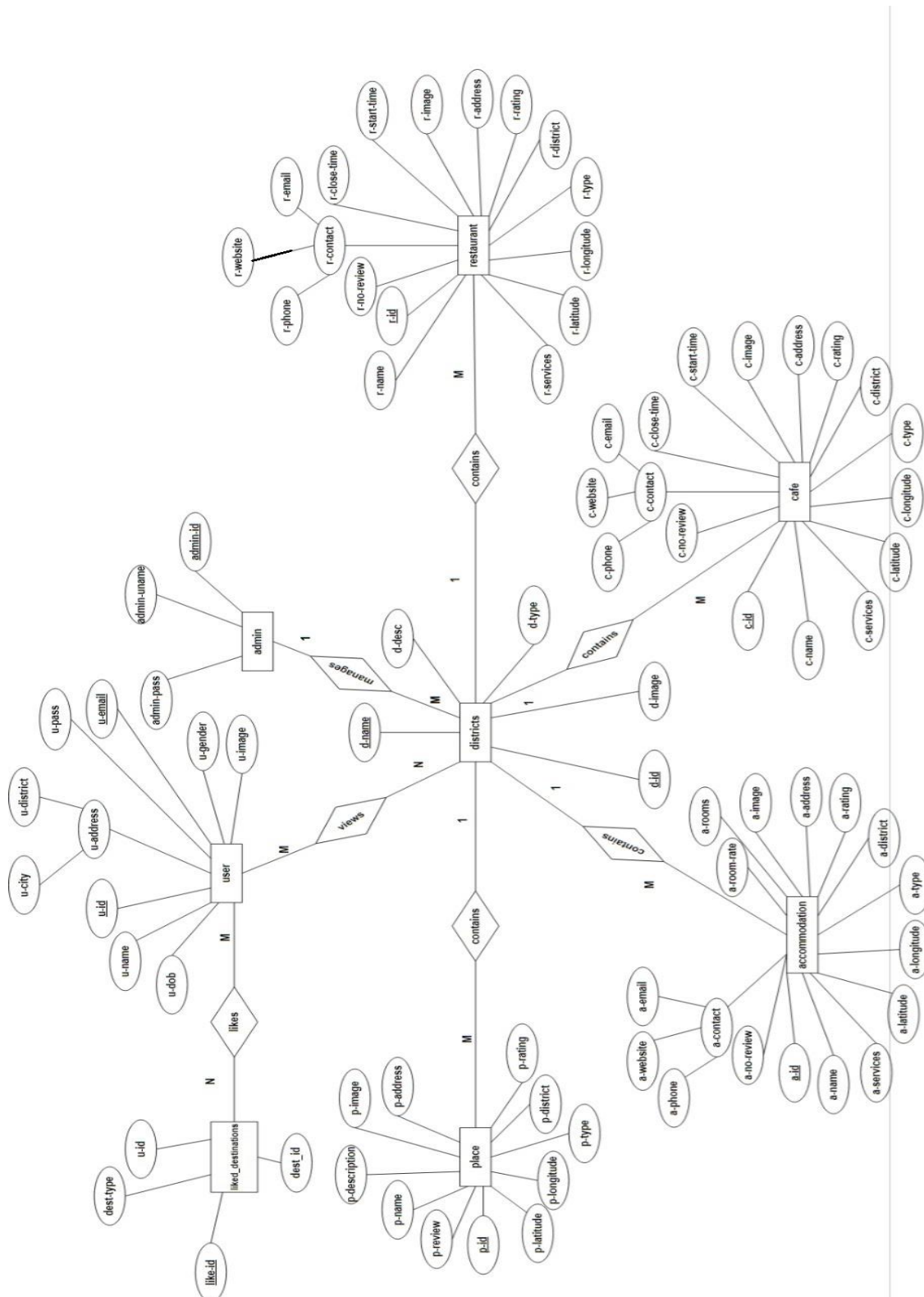
Fig- 3-4 : ER-Diagram

3.1.4 Data Flow diagram (DFD)
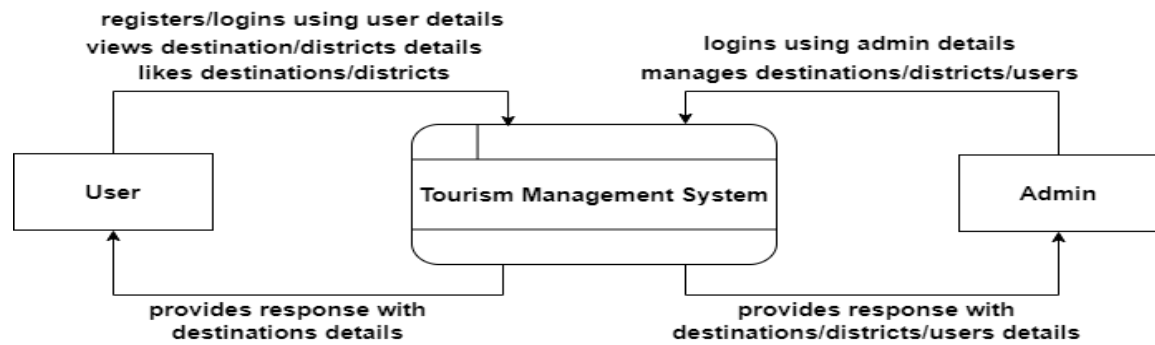
Fig- 3-5: Level 0 DFD
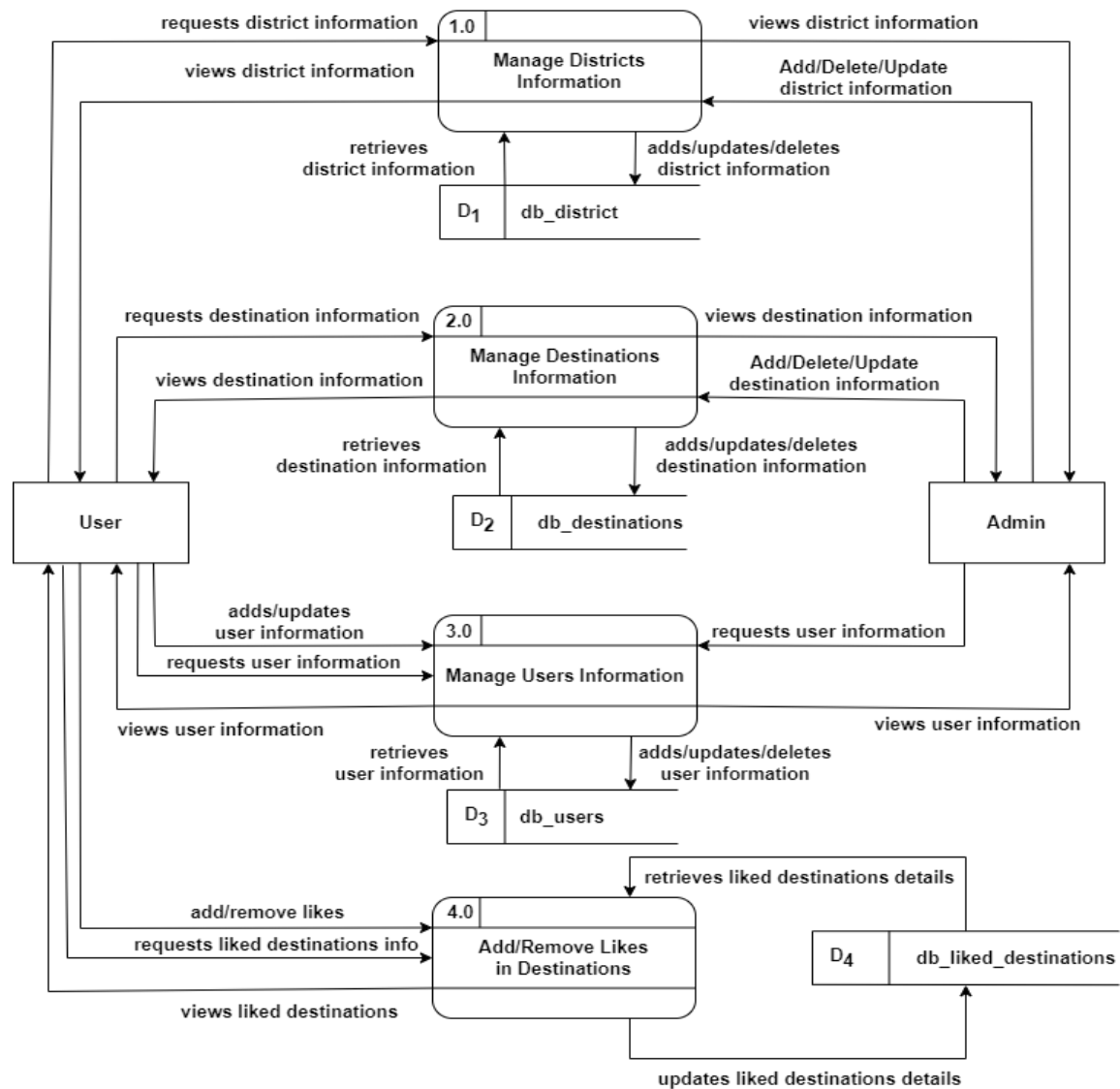
Fig- 3-6 Level 1 DFD
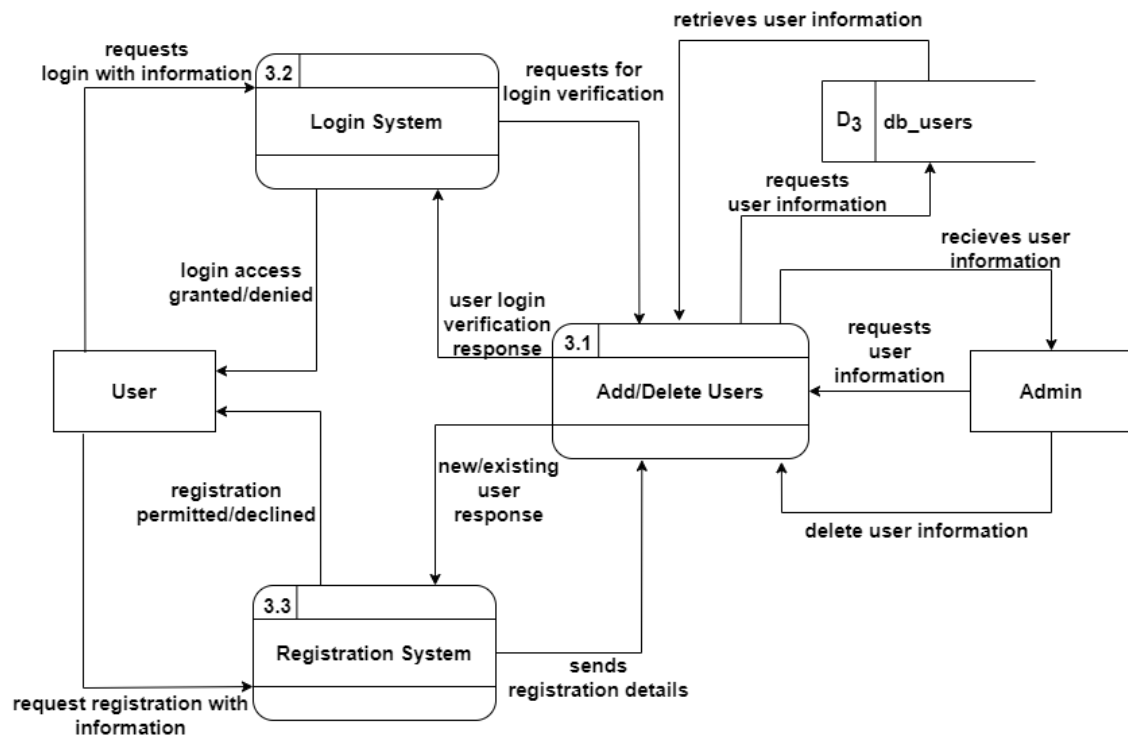
Fig- 3-7 Level 2 DFD (User Management System)

3.2 System Design

Here we represent overall concept of how our system can work. In our system there are two sides. They are the admin and the user; the admin role is to manage all the destinations and district details and users while the user can view the destination's information and like the destinations they desire to save for future bucket list after registering to the site and logging in with correct credentials.

Admin Side

Home Section: For home page you can see the number of places, accommodations, restaurants, cafes, districts and users.

Destinations Section: In the destinations section admin has the ability to add, update or remove destinations. It contains following sub sections:

- **Manage places/attractions section :** Admin can view, add, update and delete different places and attractions.
- **Manage accommodations section :** Admin can view, add, update and delete different accommodations.

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- **Manage restaurants section :** Admin can view, add, update and delete different restaurants.
- **Manage cafes section :** Admin can view, add, update and delete different cafes.

District Section: In the district section admin has the ability to manage districts.

Users Section: In the user's section admin has the ability to view and delete the users.

User Side

Home Section: From here the user can fill up the basic information to register to the site and login upon proper registration which enables them to view destinations details.

Search Section: From here user can explore different destinations by searching it up by using filters on destination type (places, accommodations, restaurants, cafes), district. The user can also know different attractions, restaurants etc. in the district he currently is by clicking in "Nearby Places" option while searching.

Profile Section: From this section the user can see their personal information and also can change the profile picture of their need.

Destination Details page: In this page the user can actually view the information related to the selected destinations (places, restaurants, accommodations, cafes). Also, they can like the destination and also view the location in map.

Liked Trips section: In this page the user can look up all the district, attractions, restaurants, cafes etc. that they previously liked while surfing the website.

3.2.1 Architectural Design
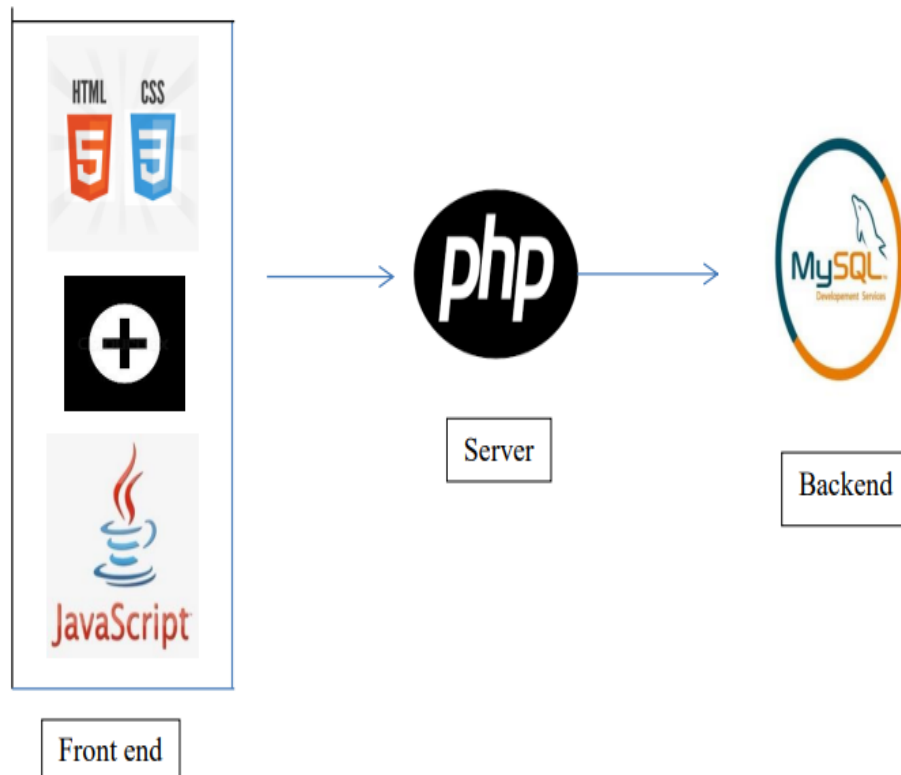
Fig- 3-8 Architectural design of Traverse Nepal

3.2.2 Database Schema Design

tbl_accommodation
- a_id : int(11)
- a_name : varchar(255)
- a_image : text
- a_type : varchar(255)
- a_services : varchar(255)
- a_address : varchar(255)
- a_district : int(11)
- a_latitude : varchar(255)
- a_longitude : varchar(255)
- a_rating : float
- a_num_reviews : int(11)
- a_no_of_rooms : tinyint(4)
- a_room_rate : varchar(255)
- a_phone : varchar(255)
- a_email : varchar(255)
- a_website : varchar(255)

tbl_district
- d_id : int(11)
- d_name : varchar(50)
- d_desc : text
- d_image : text
- d_type : varchar(50)

tbl_cafe
- c_id : int(11)
- c_name : varchar(255)
- c_image : varchar(255)
- c_address : varchar(255)
- c_district : int(11)
- c_latitude : varchar(255)
- c_longitude : varchar(255)
- c_type : varchar(255)
- c_services : varchar(255)
- c_rating : varchar(4)
- c_num_reviews : int(11)
- c_phone : varchar(255)
- c_email : varchar(255)
- c_website : varchar(255)
- c_starttime : varchar(255)
- c_closetime : varchar(255)

tbl_user
- u_id : int(11)
- u_name : varchar(255)
- u_email : varchar(255)
- u_pass : varchar(255)
- u_city : varchar(255)
- u_district : varchar(255)
- u_gender : enum('Male','Female','Others')
- u_dob : date
- u_image : varchar(255)

tbl_place
- p_id : int(11)
- p_name : varchar(255)
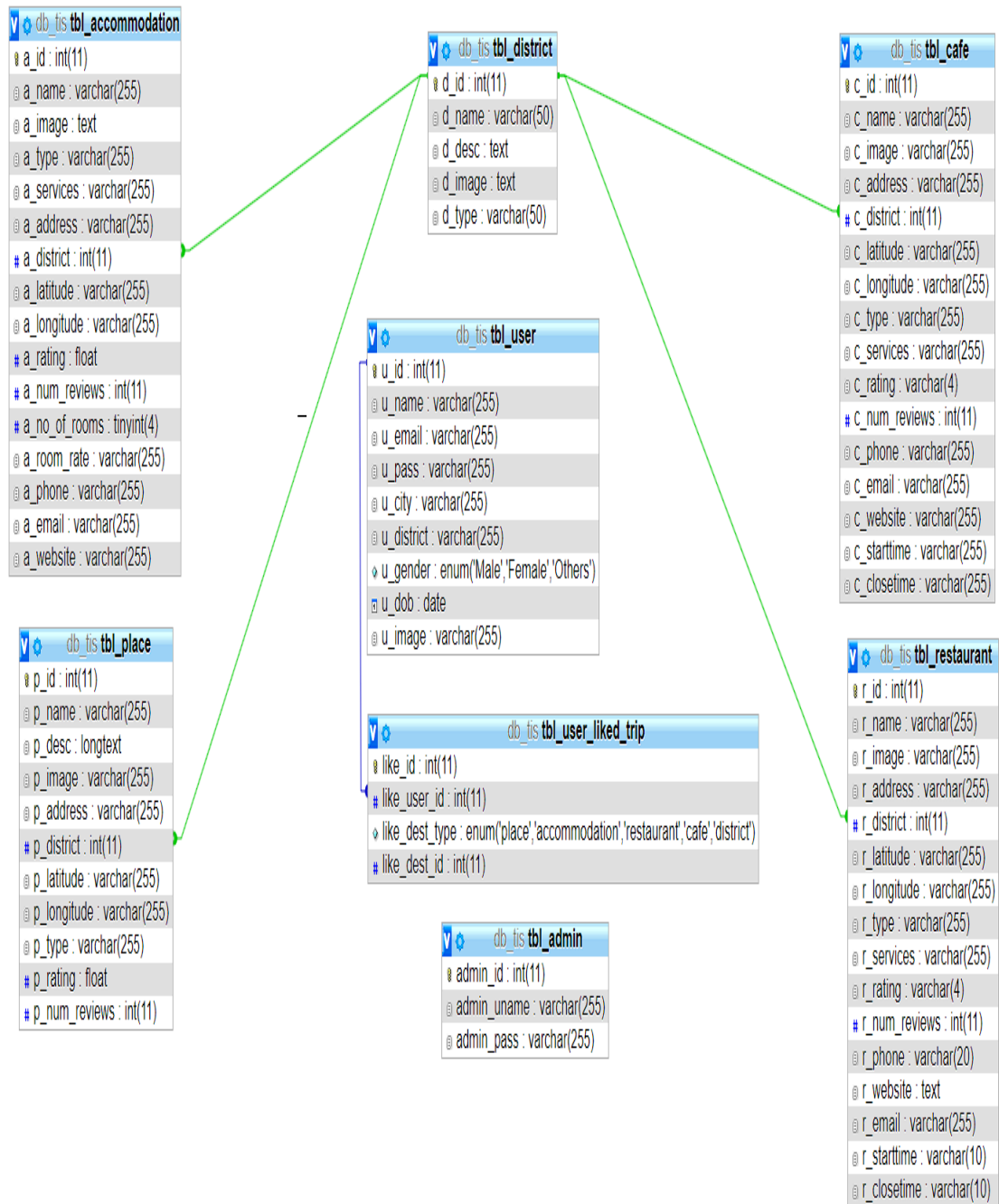- p_desc : longtext
- p_image : varchar(255)
- p_address : varchar(255)
- p_district : int(11)
- p_latitude : varchar(255)
- p_longitude : varchar(255)
- p_type : varchar(255)
- p_rating : float
- p_num_reviews : int(11)

tbl_user_liked_trip
- like_id : int(11)
- like_user_id : int(11)
- like_dest_type : enum('place','accommodation','restaurant','cafe','district')
- like_dest_id : int(11)

tbl_admin
- admin_id : int(11)
- admin_uname : varchar(255)
- admin_pass : varchar(255)

tbl_restaurant
- r_id : int(11)
- r_name : varchar(255)
- r_image : varchar(255)
- r_address : varchar(255)
- r_district : int(11)
- r_latitude : varchar(255)
- r_longitude : varchar(255)
- r_type : varchar(255)
- r_services : varchar(255)
- r_rating : varchar(4)
- r_num_reviews : int(11)
- r_phone : varchar(20)
- r_website : text
- r_email : varchar(255)
- r_starttime : varchar(10)
- r_closetime : varchar(10)

Fig- 3-9 Database Schema Design of Traverse Nepal

3.2.3 Interface Design

In the Tourism Information System interface design, the home page features a prominent header displaying the system logo and name. Users are greeted with a welcoming message and are provided with the option to either log in or register. For first-time users, there is a registration form that includes fields such as name, email, password, date of birth, gender, city, district etc.

Upon logging in, users land on the dashboard featuring a search bar with filters (types, locations, genres) and a user profile section for easy account navigation. The dashboard displays categorized destinations (places, accommodations, restaurants, cafes) as cards with key details. Users can like destinations, view them on the map, and enjoy infinite scrolling for seamless exploration. Detailed destination pages include media, descriptions, liking options, and map view.Additionally, users have a dedicated profile page displaying their profile picture, basic information.

Users have a dedicated Liked Destinations page accessible from the main menu or dashboard button. Here, they can view a curated list of their favorite destinations, each displayed with essential details. This feature provides a personalized experience, allowing users to conveniently revisit their preferred places, accommodations, restaurants, and cafes, all in one organized location.

The interface includes interactive elements such as modules for registration and search filters, tooltips for guiding users, and notifications to convey messages about successful actions. Throughout the design, principles of consistency, user-friendly navigation, mobile responsiveness, accessibility, and visual appeal are adhered to, ensuring a seamless and visually engaging user experience.

Chapter 4 : Implementation and Testing

4.1 Implementation

Implementation is the manifestation of a technical specification as a program or software component using computer programming.

This chapter details each stage of the development and implementation of Traverse Nepal, including the tools, programming language, and technologies that were used. In the previous chapter, the paper began with a detailed description of the required analysis and design of the proposed system. In this chapter, the paper will explore various aspects of the combined system that consider leave management, user profiles, editing user details, project management, and so forth, which improve the system's functionality and provide instructions for users.

4.1.1 Tools Used

The implementation procedure has included input from the Waterfall Model. After a careful analysis of the database, design and implementation was brought to light but in order for user to interacts and communicate with it, a simple and understanding GUI was built as the basic structure of the system with the controls to add and retrieve information based on user need.

Languages used:

- For Frontend - HTML, CSS, JS
- For Backend – PHP, MySQL

Diagram tools used: Draw.io, Visual Paradigm

So, forward looking of database table, we create DFD and ER diagram in the draw.io. The actual implementation has been done by using PHP, JS, HTML and CSS. PHP has been used to interact with the backend database which is MySQL in this case. In this implementation, the user input given by user and translates them in the commands understandable to the backend database. Being a web-based system, PHP also manages the output the backend database produces, which is subsequently shown on the browser screen.

4.1.2 Implementation Details of Modules

The modules created for the Traverse Nepal store are listed below:

4.1.2.1 Admin Module

In this module, admin can have to login to get access to manage destinations (places, accommodations, restaurants, cafe), user's information using a simple web-based admin panel.

4.1.2.2 User Module

In this module, User can see view different categories of destinations by logging in also he/she can like and save destinations to view it later using a simple web-based system.

4.2 Testing

Software testing is the process of evaluating and verifying that a software product or application does what it is supposed to do. The benefits of testing include preventing bugs, reducing development costs and improving performance.

4.2.1 Unit Testing

Unit testing plays a crucial role in ensuring the quality and reliability of the Traverse Nepal system. It involves testing individual units or components of the system to verify their functionality and adherence to the defined requirements.

Unit tests are automated and are run each time the code is changed to ensure that new code does not break existing functionality. Unit tests are designed to validate the smallest possible unit of code, such as a function or a method, and test it in isolation from the rest of the system. This allows developers to quickly identify and fix any issues early in the development process, improving the overall quality of the software and reducing the time required for later testing.

4.2.2 System Testing

System testing is the process of evaluating an integrated, finished piece of software. A Functional Requirement Specification (FRS) is used to guide system testing.

Table 4-1 User Login Test

Test case id	Test scenario	Test steps	Test data	Expected result	Actual result	Pass / fail
1	Check user Login with valid data	1.Go to site: - http://localhost/Tourism-Information-System/login.php 2.Enter email and password. 3. Submit.	Email: "basulamichane991 @gmail.com Password: "Nepal@12345"	User will be redirect to search which is as expected.	As expected,	Pass
2	Check user Login with invalid data	1.Go to site: - http://localhost/Tourism-Information-System/login.php 2.Enter email and password 3. Submit.	Email: "basulamichane99 1@ gmail.com Password: "Nepal@1234"	User would be able Login.	Not as expected,	Fail

Table 4-2 Admin Login Test case

Test case id	Test scenario	Test steps	Test data	Expected result	Actual result	Pass/ fail
1	Check admin login with valid data	1.Go to site: - http://localhost/Tourism-Information-System/admin/login.php 2.Enter email and password. 3. Submit.	Email: "admin" Password: "admin"	Admin will be redirect to search page which is as expected.	As expected,	Pass
2	Check admin Login with invalid data	1.Go to site: - http://localhost/Tourism-Information-System/admin/login.php 2.Enter email and password 3. Submit.	Email: "admin" Password: "adm"	Admin would be able Login	Not as expected,	Fail

Chapter 5 : Conclusion and Future Recommendation

5.1 Lesson Learnt / Outcome

"**Traverse Nepal**" has achieved its primary objectives of developing a user-friendly Tourism Information System where users can access details of attractions, accommodations, restaurants, and cafes, and save them for their future bucket list. Although the project may have room for further improvement, it has successfully fulfilled the essential requirements for its success.

The development of Traverse Nepal has highlighted several valuable lessons. Firstly, prioritizing the user experience and ensuring an intuitive interface is crucial. Regular updates and maintenance of the information database are essential to provide users with accurate and up-to-date details. Secondly, assessing technical feasibility and scalability during the development phase contributes to a robust and efficient system. Implementing comprehensive testing and quality assurance processes helps identify and resolve issues early on.

Overall, the outcome of Traverse Nepal is a functional and user-oriented Tourism Information System that empowers users to explore and plan their travel experiences in Nepal. While further optimization and expansion are possible, the project has successfully accomplished its initial objectives and serves as a solid foundation for future development and growth.

5.2 Conclusion

The tourism industry has witnessed a significant transformation with the emergence of online platforms like Traverse Nepal. Unlike the traditional approach, where tourism information was limited to physical locations, the advent of technology has revolutionized the way people explore and plan their travel experiences. Traverse Nepal offers a convenient and user-friendly web-based platform that allows users to access detailed information about attractions, accommodations, restaurants, and cafes.

By leveraging technologies such as PHP, JavaScript, and MySQL, Traverse Nepal enables users to easily search for their desired destinations and save them for future

reference. This digital approach provides a seamless and efficient way for both users and tourism service providers to interact and fulfill their respective needs. The platform streamlines the process of accessing and managing tourism-related information, enhancing the overall user experience.

Participating in the development of Traverse Nepal has been an enriching experience, as it involved tackling the challenges associated with creating an innovative and functional tourism information system. The utilization of modern web technologies has paved the way for improved efficiency, accessibility, and satisfaction for users seeking to explore the diverse attractions of Nepal.

5.3 Future Recommendations

In terms of future enhancements, Traverse Nepal has the potential to incorporate additional features to improve its practicality, reliability, and convenience. For instance, an intelligent recommendation system could be implemented to suggest personalized travel options based on user preferences. Additionally, integrating an online payment gateway would streamline the booking process and enhance user convenience. These enhancements would further enhance the user experience and make Traverse Nepal a comprehensive and user-friendly tourism platform.

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