REC4TRAV

Abdullah Ömür Şenocak
Hüseyin Dikbasan
Taha Koyutürk
Pelin Su Gök
Ceren Eroğlu
Advisor: Prof. Dr. Ahmet Coşar

TABLE OF CONTENTS

INTRODUCTION

In our project, we aimed to suggest suitable places within a certain distance to users for a better travel experience and to increase sociality. In addition, we proceeded by taking into account that the interface is easy and understandable. Thus, we designed an application that can predict further increase in communication, popularity and travel experiences.

WHY REC4TRAV IS NECESSARY?

EASY ACCESIBILITY

Users will be able to access the app thanks to their mobile phones.

EXPOLATION

Users will be able to discover new places.

SHARING WITH COMMUNITY

Users will be able to show the places they have visited on the in-app social media platform.

PERSONAL ADVICE

By using the user interests, the app will be able to make a suggestion according to this determination.

WHAT HAPPENS AFTER REC4TRAV?

It will be possible to do the sightseeing activity in a more enjoyable and easy way.

To embark on new adventures.

Your friends will be able to see your instant location.

Informs you about the places to visit around yo

SIMILAR PROJECTS

Google Maps

Travel Shop Turkey

City Mapper

LiveTrekker

Zomato

Solution

The application we will make will be able to make suggestions according to the interests of the users and will be able to navigate to that location.

Thanks to the beautiful interface, they will be able to find everything in the easiest way.

Thanks to social media, they will be able to discover new places and share it.

TECHNOLOGY USED

ANDROID

Flutter

Dart

Visual Studio Code

Firebase

POSTMAN

Android Studio

IOS

SwiftUI
Better apps. Less code.

Firebase

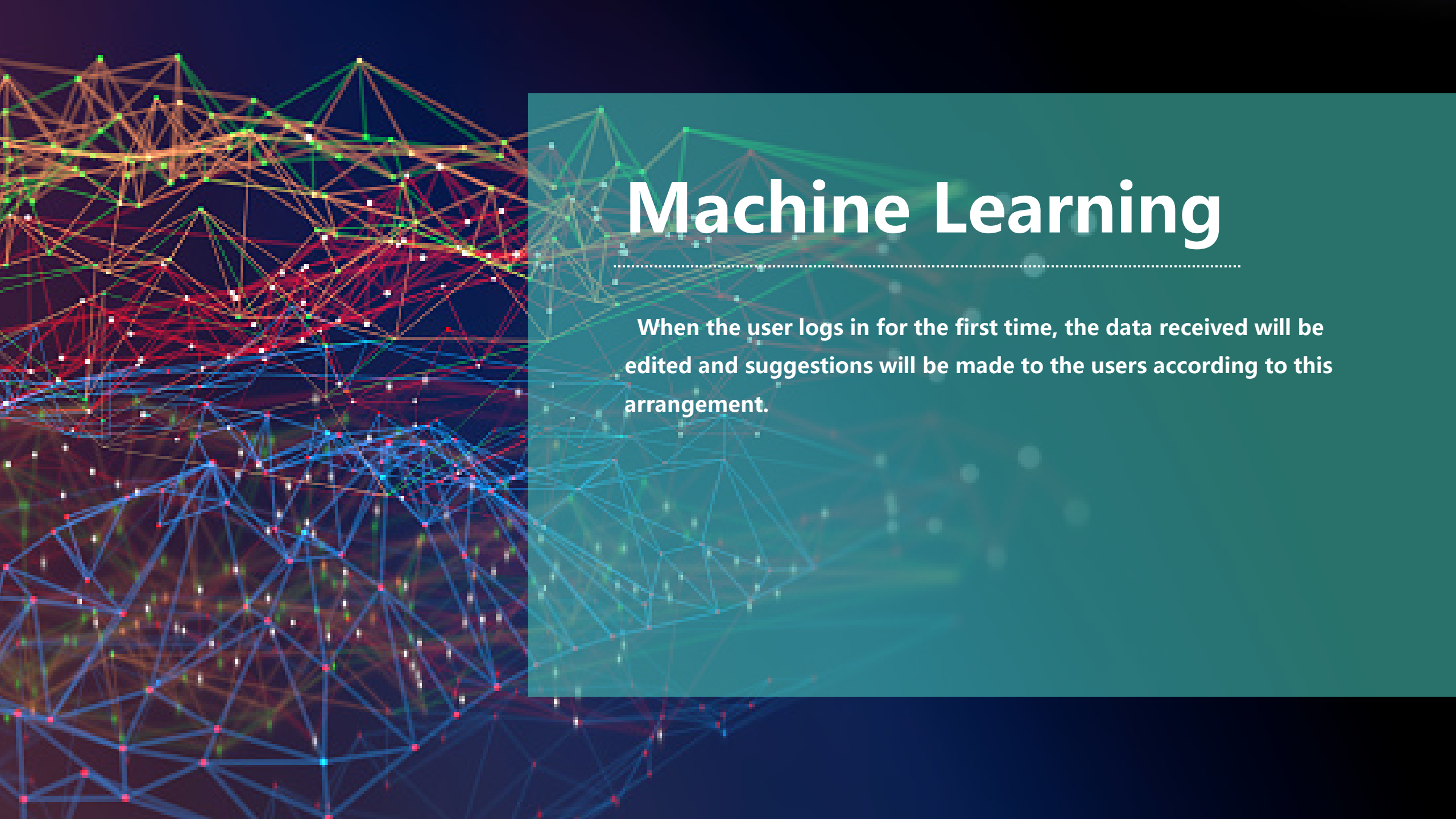
Xcode

ALAMOFIRE

COCOAPODS

Combine

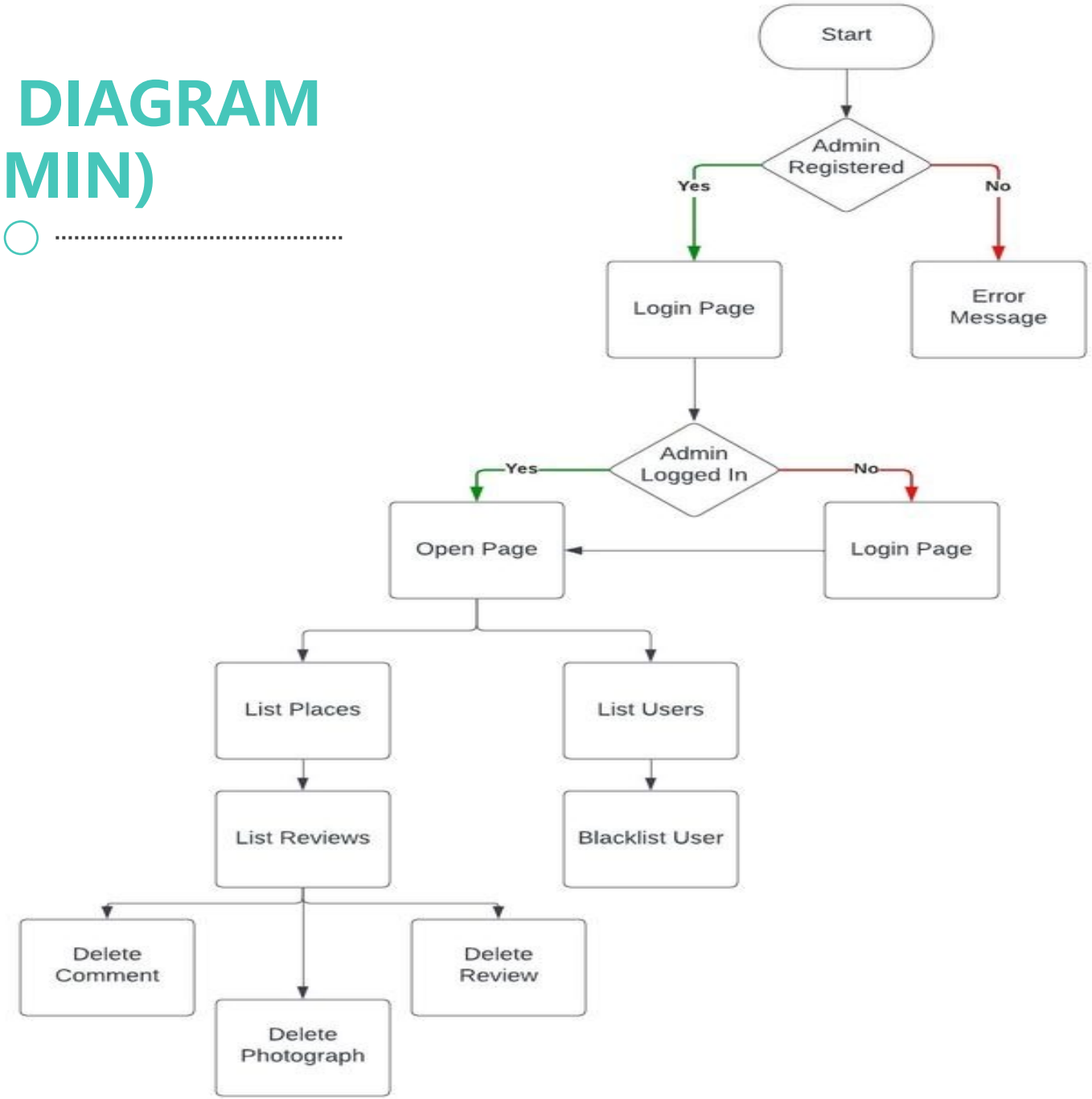
SDWebImage



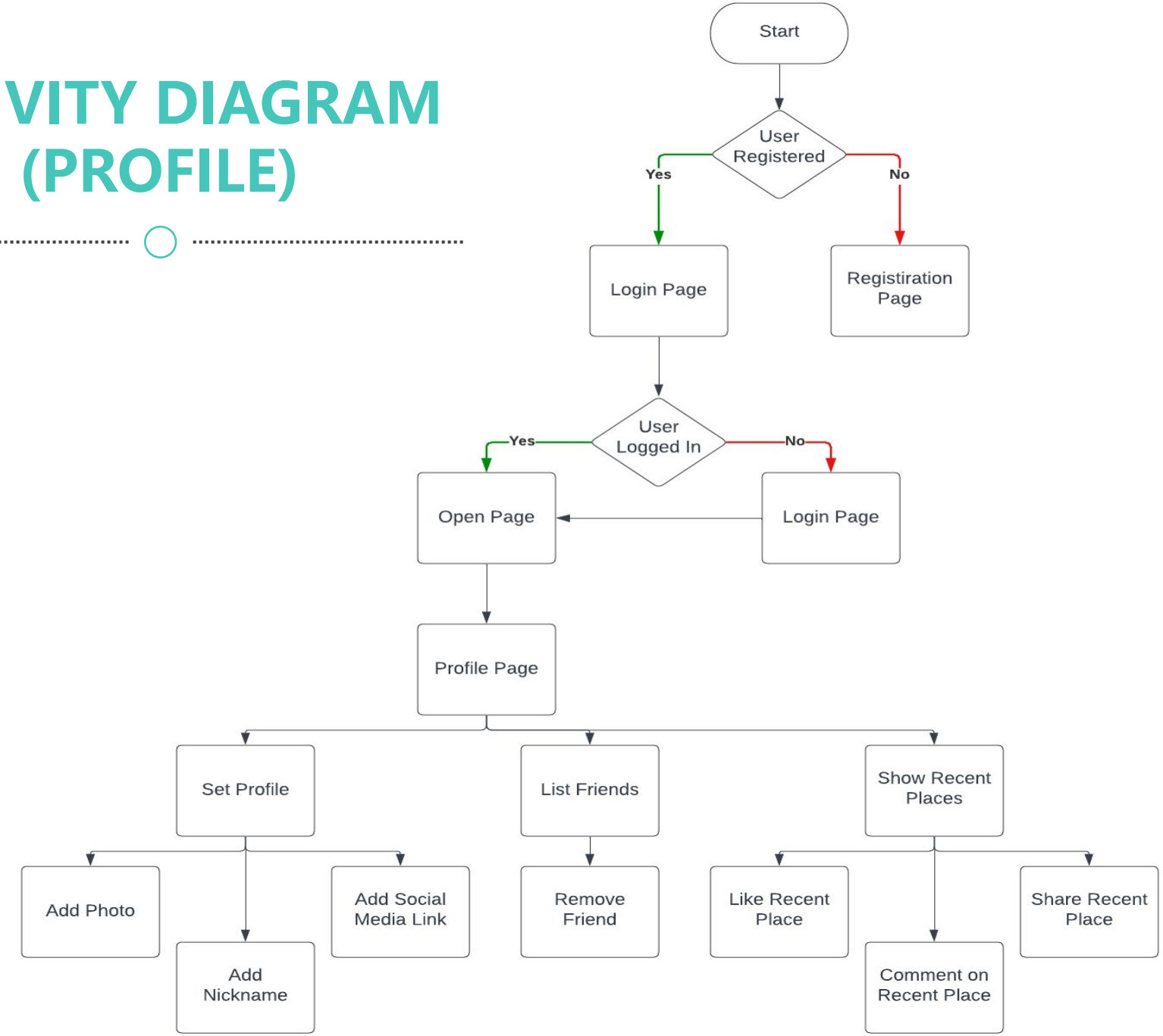
Machine Learning

When the user logs in for the first time, the data received will be edited and suggestions will be made to the users according to this arrangement.

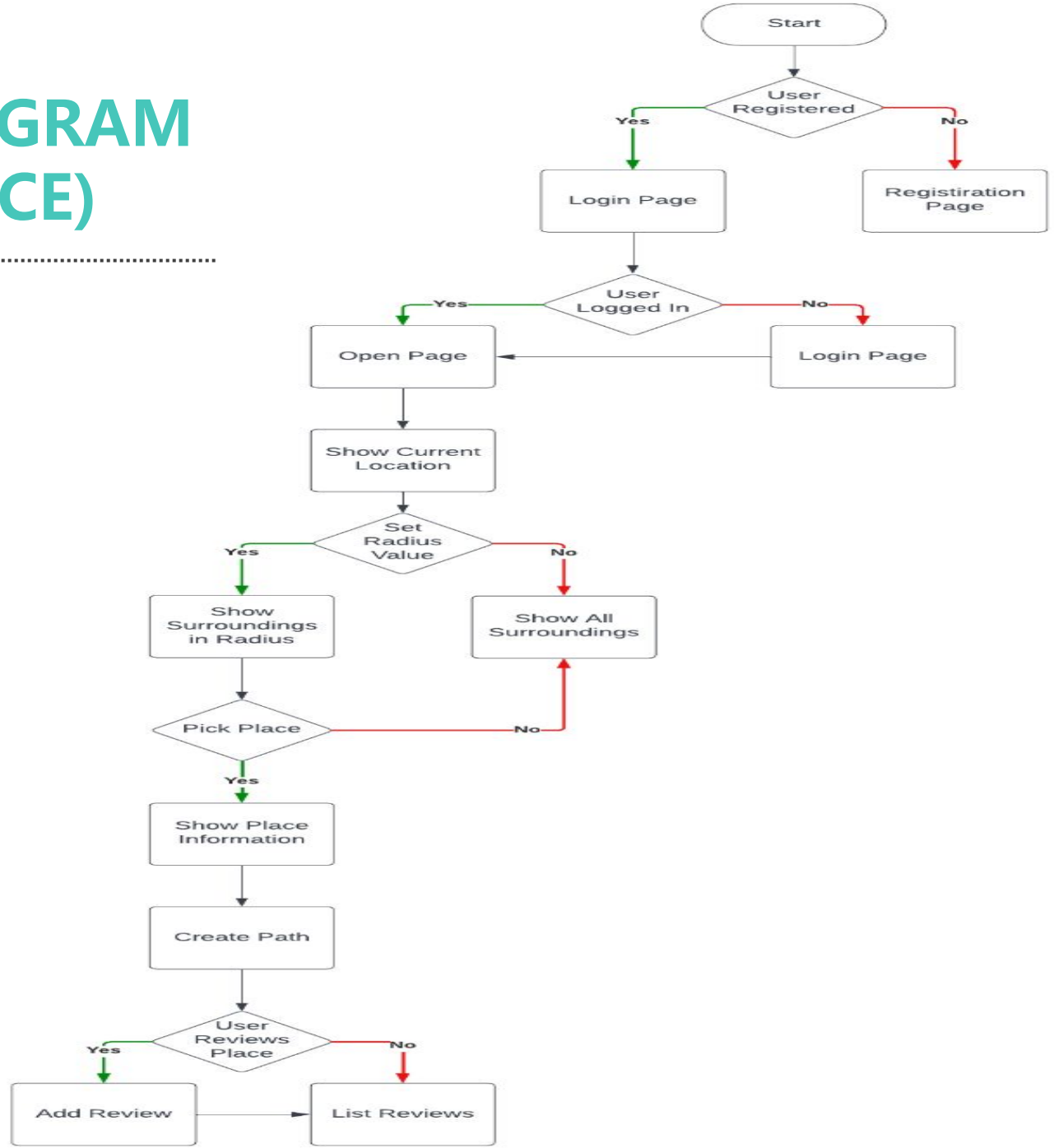
ACTIVITY DIAGRAM (ADMIN)



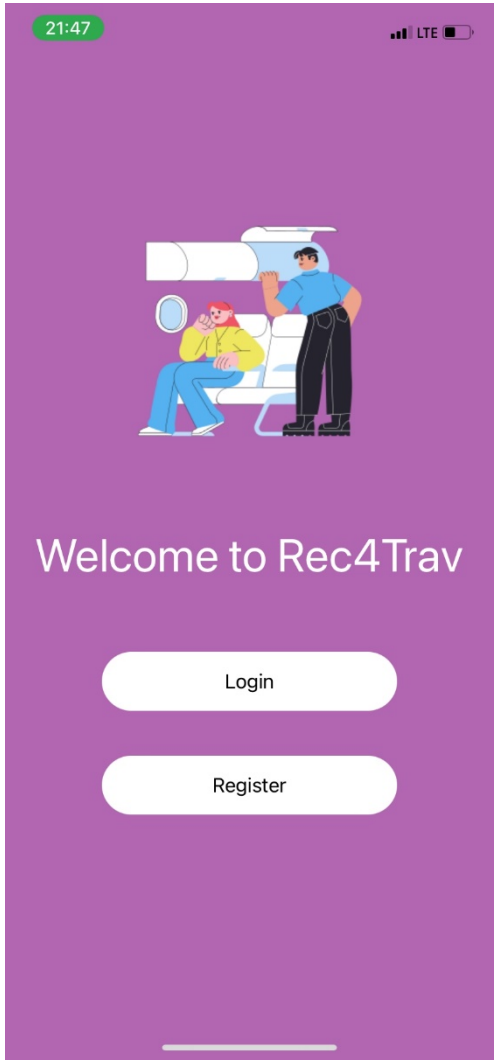
ACTIVITY DIAGRAM (PROFILE)

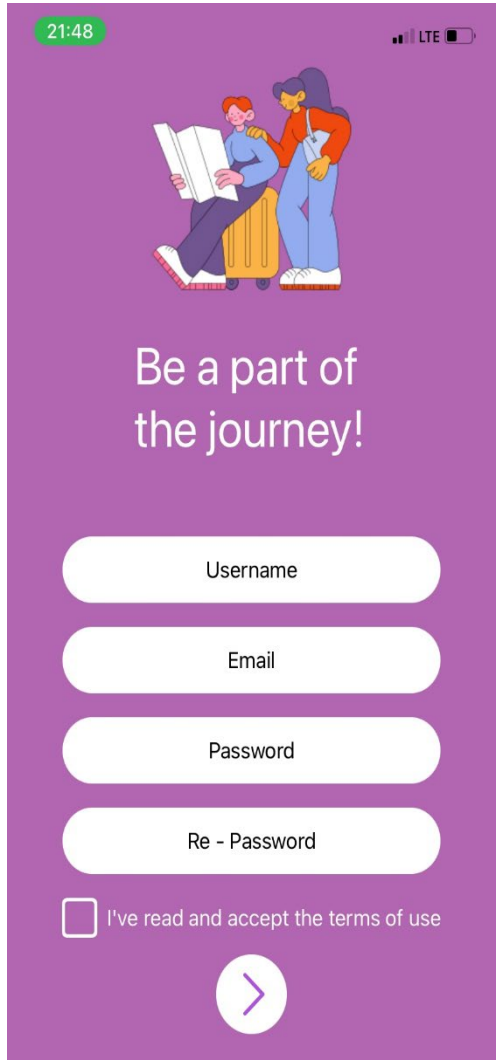


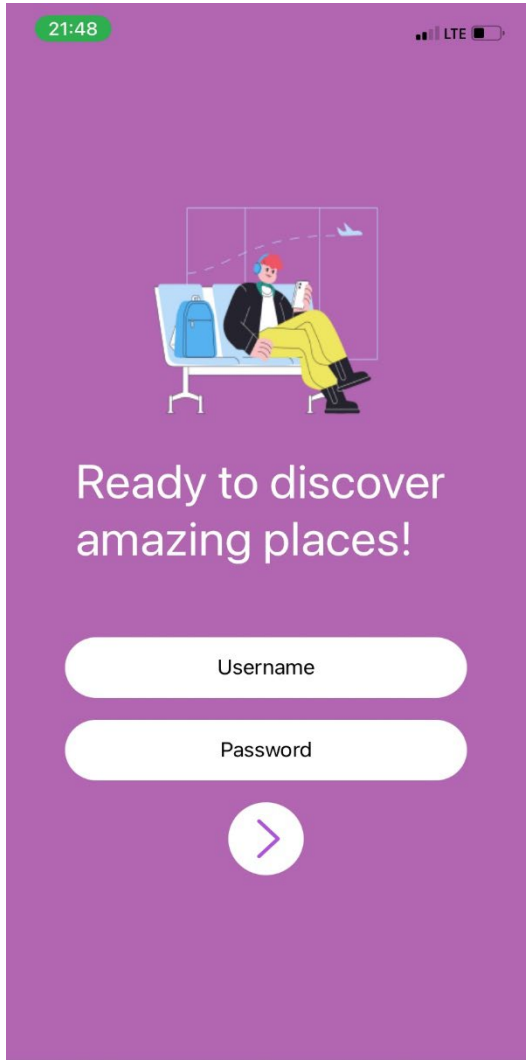
ACTIVITY DIAGRAM (VISIT PLACE)



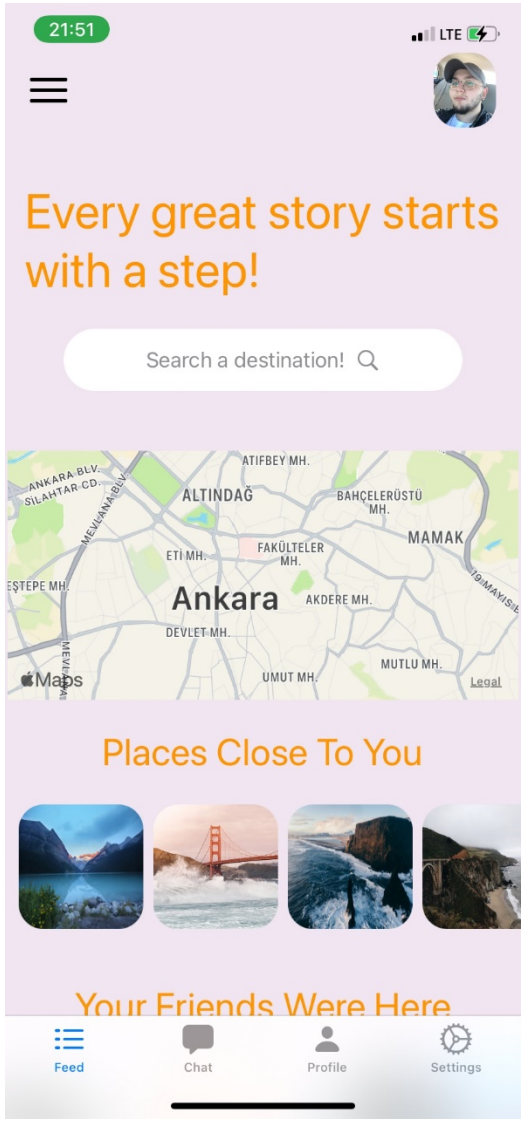
USER INTERFACE

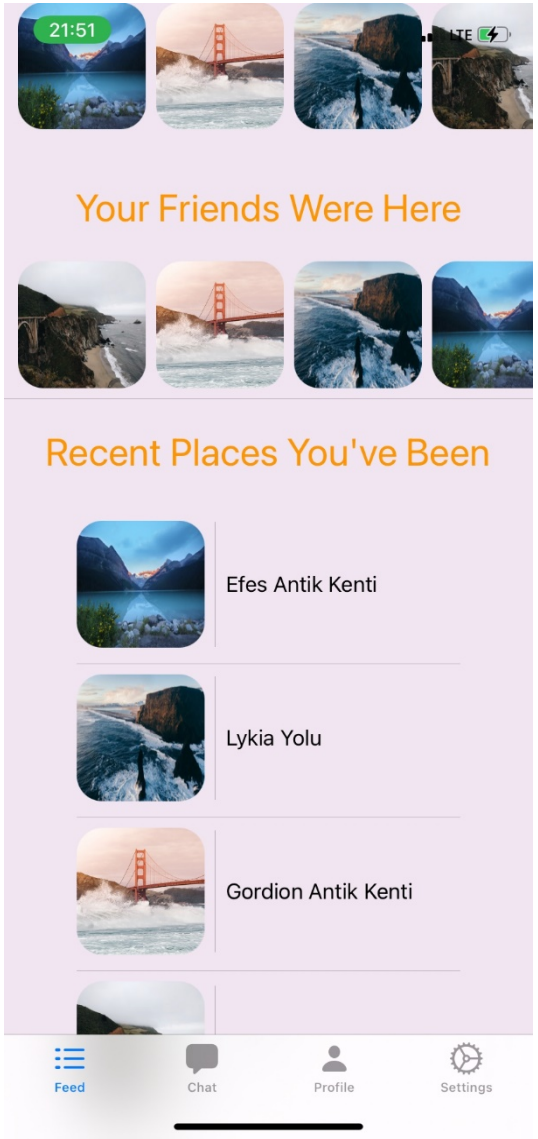


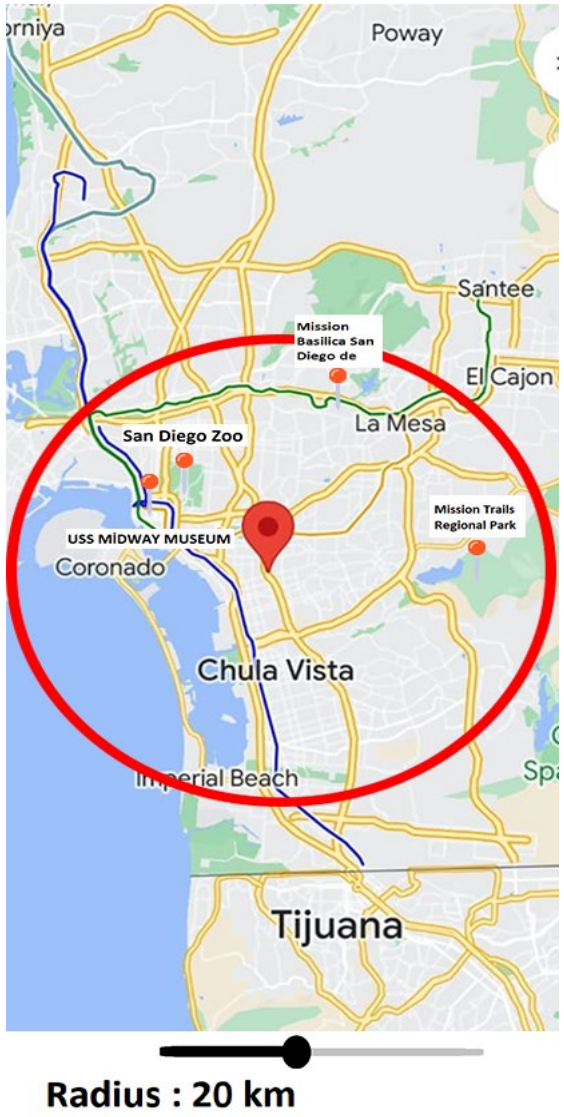




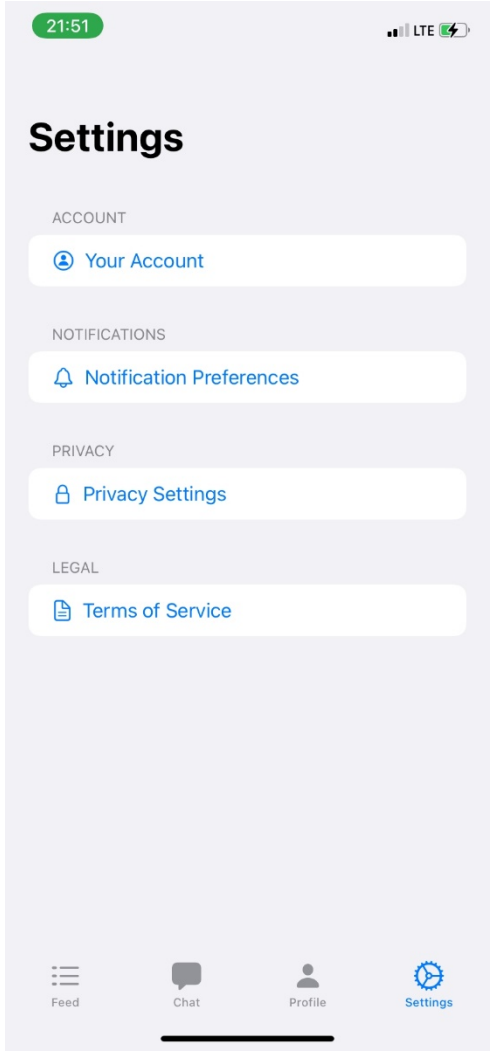
USER INTERFACE







USER INTERFACE



PROJECT WORK PLAN

Project Phases	Week1	Week2	Week3	Week4	Week5	Week6	Week7	Week8	Week9	Week10	Week11	Week12	Week13	Week14	Presentation Dates		
Project Proposal Form																	
Project Selection Form																	
Project Work Plan																	
Literature Review																	
Software Requirements Specification																	
Project Webpage																	
Software Design Description																	
Project Report																	
Presentation																	

CONCLUSION

- As a result, users will be able to learn the places to visit around them and determine the way to go with the suggestion received by machine learning while traveling or in the location where they are.
- In addition, this application will appeal to many people because it can work on operating systems such as IOS and Android.

REFERENCES

https://github.com/CankayaUniversity/ceng-407-408-2022-2023-Recommendation-System-for-Travelers/blob/98500858037cf8f2f1d7e698b5c4b84b11c6c4bc/2022-05-RecommendationSystemforTravelers.pdf

https://slidesgo.com/

https://github.com/orgs/CankayaUniversity/repositories

THANKS FOR YOUR LISTENING