A ONE STOP FOCUSING ON TOURISM

A PROJECT REPORT

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in partial fulfillment for the award of the degree of

BACHELOR OF TECHNOLOGY

IN

COMPUTER ENGINEERING

At

GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

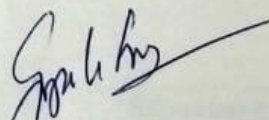## PRESIDENCY UNIVERSITY

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JANUARY 2025

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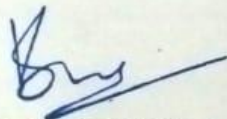
CERTIFICATE

This is to certify that the Project report **"A One Stop Focusing On Tourism"** being submitted by "DARSHAN S M, MANOHAR S V, K P PAWAN, CHETAN N" bearing roll number(s) "20211COM0040, 20211COM0043, 20211COM0067, 20211COM0057" in partial fulfillment of the requirement for the award of the degree of Bachelor of Technology in Computer Engineering is a bonafide work carried out under my supervision.
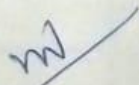
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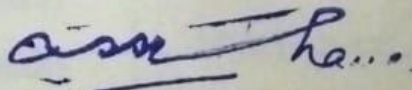School of CSE&IS
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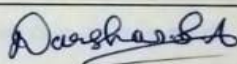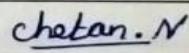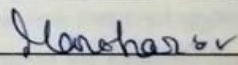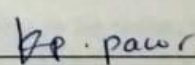Dean -School of CSE&IS
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DECLARATION

We hereby declare that the work, which is being presented in the project report entitled "**A One Stop Focusing On Tourism**" in partial fulfillment for the award of Degree of **Bachelor of Technology** in **Computer Engineering**, is a record of our own investigations carried under the guidance of **Amirtha Preeya V, Assistant Professor, School of Computer Science Engineering & Information Science, Presidency University, Bengaluru.**

We have not submitted the matter presented in this report anywhere for the award of any other Degree.

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ABSTRACT

Tourism demands innovative ways to become easier, more accessible, and improve user experiences while planning. The paper elaborates on the one-stop tourism platform developed as a mobile application using the Android Studio by writing Java code, in which it integrates major travel services, such as accommodation booking, transportation selection, and activity planning. It will eliminate inefficiencies through aggregation of these services while reducing time spent in planning so that traveling becomes smooth.

This app features robust login and registration capabilities in order to secure the users while creating highly personalized interactions. Storing the passwords via encrypted password storage with the option of multi-factor authentication is made to protect sensitive user information in this platform while providing for easy registration. The option is provided to the users so that they can create their own profile, enabling them to store their preferences, booking history, and saved itineraries; this would allow the recommendations for travel experiences to be as personalized as possible.

Some core features of the platform, notably for an end-user, include having access to a real-time mapping system powered by Google Maps API. This feature allows people to search for destinations, calculate distances between two points in kilometers, and view accurate travel times and routes through integration of location data, considering traffic and road conditions. The feature has also increased user convenience since it provides suggestions of the closest places to visit, restaurants to grab meals, and accommodations near where the route will be taken.

One-stop tourism platform is a transforming step in the travel industry. It addresses the challenges of modern tourism by harnessing advanced technologies, intuitive design, and a user-centered approach for accessibility, personalization, and sustainability. The application, developed on Android Studio and Java, demonstrates how technology can change the nature of travel planning to be easier, more efficient, and enjoyable. As the tourism industry grows at this rate, this kind of a platform will be the key that will unlock the future to ensure travel is accessible and rewarding for all.

ACKNOWLEDGEMENT

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CHAPTER-1

INTRODUCTION

Traveling is more of discovery of new cultures and breathtaking destinations rather than being between places. Thanks to how technology advances with such a big momentum, it has dramatically altered people's approach to travel. Nowadays, travelers call for solutions that are not just convenient but also efficient as per their tastes. Our tourism-focused application would answer the need in an all-rounded platform designed to simplify everything that a traveler wants-from knowing destinations to booking accommodations to planning an itinerary-the whole application will be serving as an all-in-one one-stop shop for users all around the world, thus creating a simple process for the travel world to go about their business in the simplest of ways possible.

Such advanced technological features as mapping services, intuitive user interfaces, and smooth booking systems are core to this exciting platform. Since the utilization of OpenStreetMap, users now view interlinked and detailed information on different applications that allow traveling to possible locations as required and needed. As a result, someone might like the easy position of the nearest accommodations, along with the most critical landmarks and the route of traveling in manners that will ensure smooth traveling - doable through their interface with the map. It indeed comes with not only a degree of explorative convenience but also traveling choices with travelers who are informed of their actions in real-time and so made.

Another core feature on the platform would be the room booking, making one of the most important things in travel easily accessible. In this sense, users could browse through a wide diversity of accommodations, from budget friendly to luxurious stays, which would ensure that every user finds something that suits his requirements. The application would make booking very intuitive and clear to users. One can easily go through different types of rooms such as single, double, or suites, hence making the cost based on your stay. Instant confirmations of booking along with safe payment options eliminate the pressure and uncertainty that comes around with the use of more traditional booking methods.

This service beyond basic accommodation services enables the preview of menus that the local restaurants have prepared for a day, with their prime focus on South Indian delicacies. This way, traveling within this region has made cultural experiences enjoyable since it ensures that users would plan their meals. Menus for breakfast, lunch, and dinner with proper prices are given in the application so travelers can enjoy authentic flavors and be wise over their budgets too.

Route planning and scheduling is part of the travel experience, and this application is excellent in offering personalized solutions. Travelers can input their starting points and destinations, specify dates of travel, and they will receive optimized travel plans. The app calculates the best routes and estimates travel times. Moreover, it considers alternative routes to provide users with a choice of flexibility and efficiency. It, therefore, ensures that travelers have a good time, eliminating unnecessary delays and discovering many hidden gems along the way.

This makes user management very easy while in the application through providing a safe and user-friendly registration and log-in method. It makes registration simple and straightforward while returning users can still have that personal feel and experience it by saving all their preferences, previous bookings, and travel itineraries for re-access at some other moment. There will be user-friendly dashboard or hub showing all travel activities as guaranteeing easy and structured access to information all the time.

Such a holistic application is just ideal for the adventurous individual, family travelers, business tourists, and cultural explorers who always seek more variety and experience. It really saves much time and energy since there is no need to have access to different apps or websites for the different needs. Integration of cultural elements such as promotion of local food, facilitating culturally enhanced experiences, and making it different from other run-of-the-mill travel solutions.

This tourism platform is designed in a scalable and adaptable manner, drawing from modern software architecture in order to allow further expansion in the future-whether in terms of new destinations, increased features, or integration of even more services like car hire and event bookings. It continues staying on the edge of technological development so that this platform stays relevant and value-added to its users.

CHAPTER-2

LITERATURE SURVEY

Introduction

Tourism is a significant contributor to the development of the global economy, cultural interchange, and personal satisfaction. However, travels are previously designed across a chain of destinations and services that consume time and add inefficiencies. Availability of mobile technology is allowing integrated solutions that have enabled improving customer experience during travel services because of aggregating disparate services. This paper discusses a one-stop tourism platform developed using Android Studio with Java, features, advantages, and contribution to the tourism industry.

2.1 Existing Travel Solutions and Their Limitations

Currently, the travel solutions are fragmented. A user has to depend on different platforms for accommodation, transportation, and the planning of activities. These include applications such as Airbnb, Booking.com, or Google Maps that offer but part of the whole journey while denying the integrative feature of it. An instance is, where even if it is superb at booking rooms for people, they cannot make transports and they won't provide directions hence another person has to search in some other application either to use the application Uber, public transit planners. This feature offers navigation and location-based services, but no itineraries of travels for one single traveler. It is because this fragmentation will lead to user experience gaps while a traveler would have to manipulate numerous applications with resultant inefficiency and less convenience.

2.2 Features of One-Stop Tourism Platform

Such drawbacks are removed by the one-stop tourism platform that offers an integrated application for covering all the significant services related to traveling. Some of its important features include the following

User Authentication and Personalization

The security access of users is ensured by the strong login and registration functionalities. Passwords are encrypted for safe storage, and multi-factor authentication protects sensitive

information if implemented. Users can create a profile that holds their preferences, booking history, and saved itineraries. The application will thus offer recommendations, which will aid in improving the user experience.

2.3 Real-Time Mapping System:

The platform uses real-time location services that are enabled through Google Maps API. It thus enables one to search for any destination, do distance calculations and get to know the travel route powered by the traffic and the road conditions.

Transport modules:

It also provides the option for users to choose their preferred mode of transportation according to budget and preference. It offers availability and prices for all vehicles at any time from economy cars to luxury sedans.

This application also interacts with APIs for constant updates regarding the status of vehicle availability and price.

2.4 Booking Accommodation

It aggregates data of leading hospitality service providers. The users can find hotels, homestays, or rental properties based on budget, location, and desired amenities.

It becomes easier with the advanced filtering options like closeness to the destination, environmental friendliness, and ratings of the users. Accommodation options are available to be chosen over a map.

2.5 Activity and Experience Planning:

It will offer a base where one will find available local guides and traveling options with the related activities of his or her destination.

It would be profile-based recommendation to users for more relevancy and attraction for them.

2.6 User Experience and Design:

It will be a material design-based application that will act as the base for an aesthetically pleasing interface. Added features of autocomplete input fields, live form validation, and proper error handling made the application more usable. Another key feature added is cross-

device compatibility, provided through responsive design.

2.7 Online Travel Agencies (OTAs):

OTAs have recently become some of the prominent players in the tourism sector, as they offer the services that include flight booking, hotel reservations, and car rentals. These platforms make the planning process of travelling much easier by providing one platform where all the service can be booked.

2.8 Travel Sites and Applications:

There are many sites as well as mobile applications nowadays that have been developed especially for modern travelers. Most of these platforms provide relevant information about destinations, attractions, and accommodations, along with booking facilities. Some applications also offer personalized recommendations depending on the preferences of a user.

2.9 Travel Social Networks:

Social media has greatly influenced the tourism industry. Travelers share their experiences and advice on social media, and this information influences other travelers' decisions. Travel-specific social networks have emerged in order to facilitate interactions among travelers and provide a platform for sharing travel tips and advice.

CHAPTER-3
RESEARCH GAPS OF EXISTING METHODS

3.1 Fragmented service ecosystems:

Multiple Platforms for Different Services: Most existing tourism platforms support individual services like making a reserving a hotel, or booking an activity. Each service must have its own interface, overwhelming the traveler with numerous apps and websites to visit and juggle. It takes much time for travelers to move between different platforms and compare and consolidate their plans. This is friction, especially for spontaneous or last-minute travelers. Most travel services do not interact with each other in real-time. For example, delaying flights do not always bring about changes in hotel and rental car reservations, and there is much frustration and discomfort in this regard.

3.2 Limited Personalization Capabilities:

Most of the platforms provide recommendations that are very broad based on very generic categories, such as budget-friendly hotels, and no consideration is given to individual preferences for types of activities (cultural vs. adventure), locations preferred, or dietary needs. Such an absence of predictive analytics is that traveling preferences change with time. However, most platforms are not tracking past behavior for the prediction of future choices. It is underexploited that such AI and machine learning models will predict and recommend personalized travel itineraries. While some allow users to save preferences or past bookings, very few improve over time based on the accumulation of data. A robust personalization engine can be coupled with the help of machine learning algorithms that keep improving travel recommendations for a user, much like making it a more curated one.

3.3 Information Overload:

Too Many Choices Most of the hotel and air travel search websites have more than hundreds of options without ranking any of them according to someone's specific needs. This confuses the minds of many travelers, including those who are not so experienced. Lack of Smart Filtering Many of the websites do not offer advanced filters and it becomes rather tough to drill down based on exact needs, such as tourist attractions, hotel amenities and so on. The problem is that there are too many options with no intelligent filtering or

prioritization. A traveler gets decision paralysis. The one-stop platform can sort options according to user interests, budget, and previous choices.

3.4 Lack of Real-Time Updates:

Many provide static information that soon turns out to be outdated. For example, when a booking process has just been initiated, the availability of rooms may change; weather conditions can affect plans for outdoor activities; however, the platforms do not take this into account. Information regarding transportation delays, cancellations, or even local emergencies is not readily available or well-integrated into most existing systems. Real-time updates would imply that no one reaches any destination without updated and sometimes incomplete itineraries. Travelers can change their plans on the fly, but the current platforms cannot do that instantly. Real-time data such as car availability, room reservations, or even the guided tour schedules can increase flexibility.

3.5 Lack of concentration on sustainable tourism:

There are very few of these types of portals where travelers can book alternatives to sustainable accommodations, carbon offsetting programs, or even transport choices, as awareness of these concerns is still growing. Little Support to the Local Community: On tourism platforms, a tourist's attention is mostly given to worldwide hotel chains and familiar tourists' attractions without a chance to contribute the local business, authentic experience, or cultural engagement activity that supports the local community. There is a lack of educational content on responsible travel, which only a few platforms are offering in terms of educating the traveler to become conscious of sustainable travel practices such as carbon footprint reduction, over-tourism, or the importance of supporting indigenous cultures.

3.6 Poor error handling and user support:

Poor Input Validation. Most applications do not handle errors well in terms of incomplete, incorrect, or conflicting inputs. For instance, suppose the date entered is wrong or conflicting activities were selected; then booking fails without any specific feedback. There may be some general help sections which are not well prepared to deal with the actual problems one may need in an actual scenario, such as last-minute cancellations or special requests for accommodations. Most of the critical points of the planning process have

relatively limited guiding information for users. Current platforms lack detailed, constructive error messages when problems arise. A one-stop tourism platform can provide dynamic feedback that would help users solve problems efficiently and improve the overall user experience.

3.7 Challenges in Integration of Local Experiences:

Local Guides and Cultural Sensitivity: Most platforms poorly integrate local guides into their itineraries. Even when possible, the guides are usually not trained to be sensitive to cultures, reducing the experience quality. Local opportunities missed are usually on the mainstream offerings of current platforms and do not have any unique or niche activities, for example local festivals, family-owned businesses, or local eco-tourism ventures. A high majority of the tourists awaits such out-of-the-way experiences. reservation techniques direct the tourist from eventually experiencing the culture in which they are visiting.

3.8 No Means to Administer All Their Costs:

There seem to be not much leeway on what the rates for the airlines and hotels are unless offering some type of fluctuation due to demand, time of year, or customer loyalty reduction. The traveler will find it hard to change the budget plans whenever they want to change their itinerary. This will make the planning process not only inefficient but also frustrating. Most of the platforms do not have features that help a user optimize their costs such as suggesting cheap alternatives or tracking price trends for specific activities or services.

3.9 Accessibility Features:

The gap in the platforms offering specific services to people with disabilities, such as accessible hotel rooms, wheelchair-accessible transportation, or hearing-impaired accommodations, is enormous. Non-Universal Interfaces: Platforms often fail to design accessible user interfaces that consider the diversity of accessibility needs, such as text-to-speech, high-contrast visual elements, or alternative input methods.The current systems do not support users with special needs, such as dietary requirements, medical conditions, or mobility limitations.

3.10 Scalability and maintenance issues:

With the increasing number of user traffic, the load time of the tourism platform cannot be kept fast. This situation becomes even tougher at the peak times. A scalable backend system must be provided to handle huge data sets easily, say bookings or live updates. Most platforms experience downtime in peak traffic times due to poor architecture of the system, losing business opportunities and frustrating customers. Integrated services of a seamless user interface with real-time data or dynamic pricing require a pretty robust backend system that manages heavy loads and complex functions.

3.11 Lack of Community Engagement Features:

Relatively fewer platforms create that community feel by connecting similar kinds of people together in terms of traveler interest, experience, and even goals. Added features can include, for instance, user-generated reviews or sharing a trip with a community; however, many applications usually miss out on it. Most platforms lack features that support easy group bookings, like for families, friends, or corporate events. The addition of collaborative planning tools would greatly enhance the planning experience.

Closing the Gaps:

1. Building a completely integrated platform that combines booking, transport, itinerary planning, and real-time data.

2. Using mobile applications in java to create personal experiences based on past behavior, user preferences, and predictive models.

3. Integrating sustainability features, local experiences, and accessibility tools to create a more inclusive and responsible tourism ecosystem.

4. Ensuring scalable, maintainable backend architecture for high-performance usage during peak seasons.

CHAPTER-4
PROPOSED METHODOLOGY

The proposed approaches for the development of a tourist-based mobile application are based on Java as the core development language. It is built on an extremely strong set of libraries, supports Android application development tools, and offers platform independence that makes it ideal for developing a reliable mobile application with all the key features. We now illustrate the step-by-step methodology of building the application in the next section. It begins with collecting requirements by holding stakeholder meetings, conducting surveys, and analyzing the market, then it defines the features of an application like destination search, booking options, itinerary planning, and user reviews.With this requirement in place, a structured plan with feature prioritization, timeline estimation, and resource allocation will be prepared.

4.1 Application Architecture Design:

A modular architecture for the application should be proposed using the MVC pattern so that separation of concerns can be feasible. The back-end logic is implemented by using Java while the controller and the user interface is implemented by using XML layouts in Android. The Model layer has to deal with the interaction with the database and also with the data operations.

4.2 Development of Back End with Java:

Using the core Java fundamentals, the application will be developed in the backend using Spring Boot frameworks. Simultaneous concurrent user requests like data login and fetching will occur optimally due to Java's multithread ability. RESTful APIs would be designed, developed, and deployed as seamless interfaces between the client side and server side for various functionalities like user authentication or updates, data retrieval, etc.

4.3 Database Integration:

In this process of storing and retrieving data about the tourist destination, a relational database like MySQL or SQLite will be used. User profiles, booking records, and other details about destination can be stored and retrieved by this database. This paper will make use of the JDBC

for acting as an interface while accessing the database. In doing so, queries get executed effectively and layout is done such that when numbers are increased data is still retrieved.

4.4 Java and XML for Front-end Development:

Android Studio will be used for developing the UI. The layout will be defined by XML, and functionality will be implemented by Java. Navigation menus, search bars, and interactive maps will be developed using Java libraries and Android APIs. Intuitive and responsive screens will be designed to enhance the user experience. Custom adapters and Java classes will manage dynamic data in UI components like RecyclerViews and ListViews.

4.5 External API Integration:

All such services will be offered such as booking a hotel, search flights, and even navigation from a map. The Java libraries include using Retrofit to call for the data return from API request. Such libraries make using RESTful web services a little easier, and real-time information including weather conditions, location-based suggestions as well as information application.

4.6 Real-Time Notifications and Updates:

Firebase Cloud Messaging will be used for integration with push notifications. Using Java, event handling of a confirmation booking, reminder, and offer will be well-implemented so that all this information will reach in real time. at all times is reaching a user. Implementation of Security Very visible application security in the application is ensured. All libraries encrypted with Java data using the feature on SSL shall be employed especially for data relevant to the user such as credentials and even financial details. All mechanisms of authenticating users such as hash mechanism and also session management would considered.

4.7 Testing and Debugging:

Testing will be given in all the development cycles. Junit would be used in unit testing for the code written in Java, which then tests every component whether that works well or not. UI testing will be done by utilizing frameworks such as where it checks the functionality of the

user interface. To validate that all constituents of an application work flawlessly, integration tests like interaction with databases and API integrations are involved. The final step will include packaging and deploying the application to Google Play Store. Once deployed, the post-deployment maintenance will consist of upgrading the app with new features, bug fixing, and performance checks. As Java maintains backward compatibility, the update will not break functionality on older versions of Android and thus provide a smooth experience.

4.8 Scalability and Future Enhancements:

This is one thing by which the application will grow along with user demand. Having native interfacing capabilities between Java and Cloud services like Google Cloud or AWS, it would enable huge amounts of data being stored and processed without facing any hindrances. Thinking about modular development and Clean Architecture, it could offer support for local transportation, or even suggestions about traveling, to be quite effortlessly added to the next version of the application.

CHAPTER-5
OBJECTIVES

5.1 User Experience:

A core mobile tourism application should primarily have a smooth, intuitive user experience. It has to be very easy for one to navigate through this app so that it's available to its users. Such will enable the ability of finding the sought information on it rapidly. The design of the application should be appealing visually and responsive, so that it can work well across different devices and screen sizes. The application should be designed so friendly to the tourists both at low and high tech. This will make touring, or planning, or even booking a trip experience interestingly easy and less stressful for him.

5.2 Completeness of Travel Information Provided:

The mobile application will replete with providing the tourists current information regarding tourist attractions destinations, accommodations, air routes, transportations as well as local attractions. Users should be able to search the destination of their choice based on reviews from other travelers and get access to key travel details, including opening hours, contact information, and price ranges. This objective is what will ensure that the application is a one-stop shop for all travel information, thereby aiding tourists to make better decisions about trips.

5.3 Travel Information:

The hotel activity booking and local transportation booking are considered as core aims in developing this tourism mobile application. This booking third-party API comprises booking the hotel, making searches on flights, booking the activities, and third party, hence users end completing the whole process on traveling by sitting within the app. The ultimate objective will be to design an integrated platform through which users can plan all the stages of their trips with little more than a few swipes, thus saving them quite some time and effort.

5.4 Personalization for Tailor-made Recommendations:

An essential aspect of the application is personal recommendation to users based on behavior or past preference. The application would probably collect and analyze all possible information regarding users' preferences, destinations visited, activities for a user, and further recommends a destination, accommodation, or an experience. This will most likely increase the engagement of the users because, according to tastes, people tend to act on the places of visit suggested to them. In addition, the application can provide an option to enable users to schedule a personalized schedule or add favorite places for later visits.

5.5 Travel Real-Time Updates and Notifications:

This means providing real-time updates and informing app users about flight delays, confirmation of bookings, current weather conditions, or other important events such as emergencies and travel advisories. As this is provided in an informative manner, it lets the users take appropriate decisions while on a tour, hence well-equipped with changes during the time of travel. This will give users safety and confidence to go places that they may not be aware.

5.6 Social interaction and community building:

The application should allow the experience of users to share reviews, tips, and personal experiences about traveling through an application. Social features included in the application are about the review system, allowing users to share photos taken during travel, and users can follow others for the essence of community in traveling. As a result, the travelers learn from others' experience and get hidden gems and excellent advice from fellow users themselves. This also increases the trust and authenticity of the app as, when people decide to travel, they refer to the reviews of their peers and recommendations.

5.7 Data Security and Privacy:

Security and privacy are very relevant objectives while developing a tourist mobile application. Users will eventually share sensitive information like payment details, personal travel plans, and even identity particulars. The application should ensure that the data of the users is highly protected with security features regarding encryption, payment gateways, and multi-factor authentication. Another very important goal would be compliance with the

privacy laws such as GDPR, as tourists should be safe in the knowledge that their personal data will be dealt with responsibly.

5.8 Continuous improvement with new features:

Last, the general objective is the constant improvement of the application through the addition of new features, correction of bugs, and improvement of existing functionalities. The tourism sector is dynamic, and user needs change over time. Hence, the application will have to be updated regularly in order to give the newest functionalities, support additional destinations and services, and be in line with the latest trends in travel technology. In this respect, the application will remain competitive because it will continue to provide with the changing needs of a tourist.

5.9 Multi-Platform Compatibility:

Since people are going mobile day by day, the user can access apps from any kind of device, ranging from a smartphone, tablet, to even wearables. One of the major goals of the mobile tourism app is multi-platform compatibility. It should work flawlessly on Android as well as iOS. There should be uniformity so the users can choose whether or not they want to be in touch with the app through one of the given ways. It can be done by responsive design for viewing on tablets or even become a web application which complements the mobile one and possesses features that enable the user to reach it from any one of these platforms.

CHAPTER-6
SYSTEM DESIGN & IMPLEMENTATION

Fig 6.1: Architectural Design

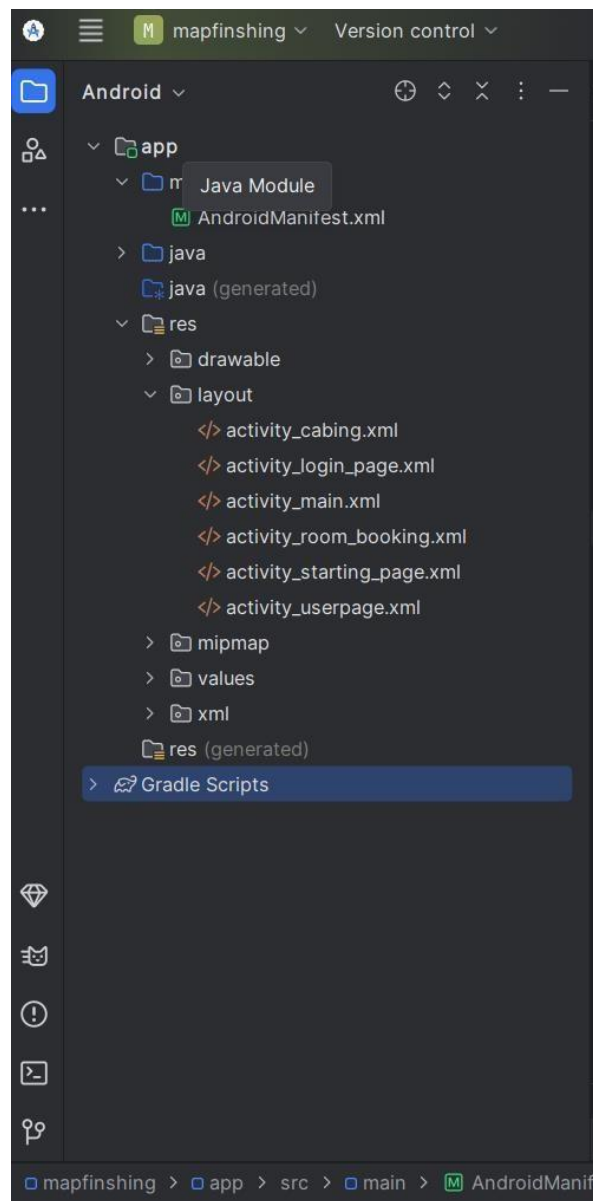## 6.1 Key Modules in Open Architecture

- **User Management Module:** Handles user authentication, authorization, and profile management.
- **Tour Management Module:** Manages destination information, tour packages, and itineraries.
- **Booking System Module :** Manages booking processes, including availability checks and payment processing.
- **Notification Module :** Sends notifications to users regarding bookings, promotions, and updates.
- **UI Design:** Interactive interface for selecting vehicles, entering distance, and confirming bookings.
- **Vehicle Selection Logic:** Dynamic handling of user inputs for selecting bikes or cars with corresponding details.
- **Pricing Calculation:** Calculates the total cost based on selected vehicle type and distance entered.
- **Data Persistence (Optional):** Stores booking information for future use or integration with backend systems.

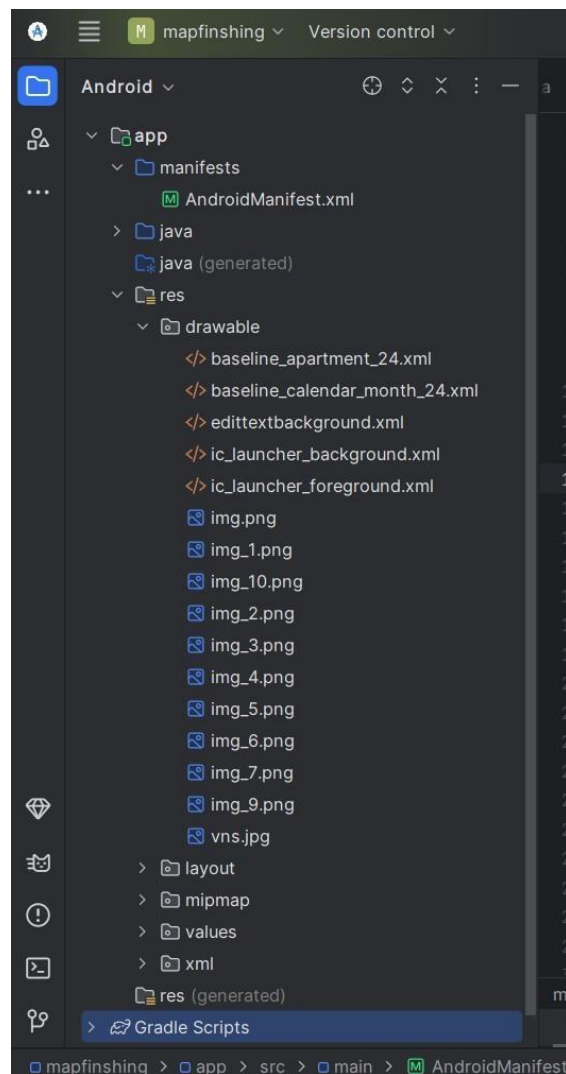**6.2 DESIGN AND DEVELOP THE APP**
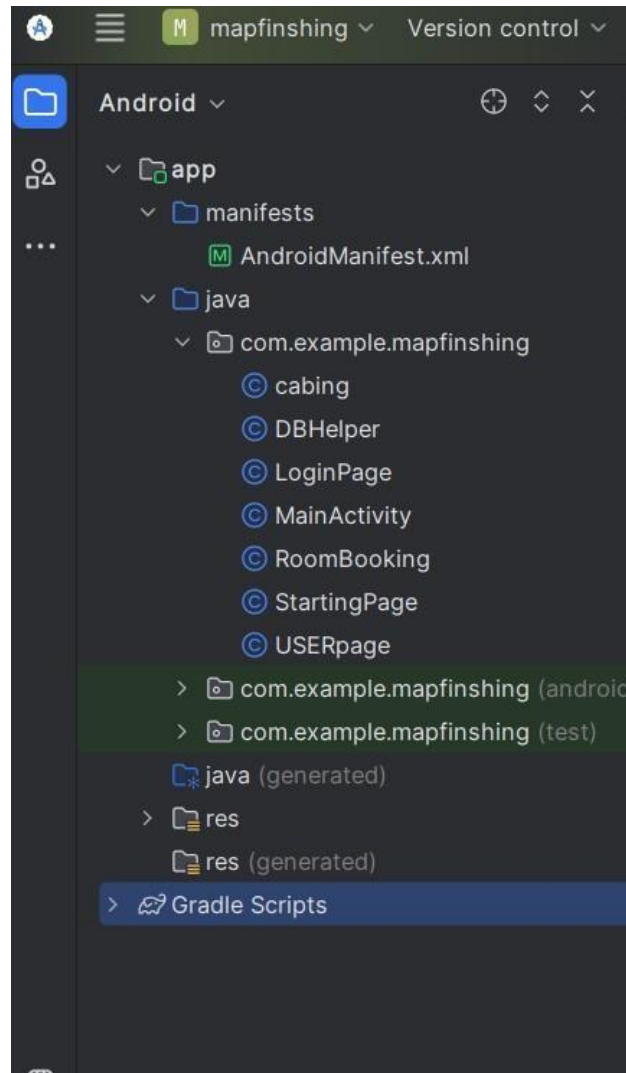
Fig 6.2: Java-SQLite

Java is one of the major programming languages, used for developing Android applications in Android Studio. This enables building of powerful and flexible user interfaces and management of application logic, interaction with the Android framework, and many more. Using this language, developers can also tap into the APIs and libraries built into Android for creating responsive feature-rich mobile applications. One of the main reasons it is largely in use is its property of being object-oriented coupled with strong community support along with compatibility with the Android OS.

Fig 6.3:XML

XML is very crucial in designing the UI and layout of Android applications in Android Studio. It describes the structure and the appearance of an application, that is, the buttons, text views, image views, and so on with their attributes such as size, color, positioning, and so on. The XML files are usually located in the res/layout folder, and they are associated with the Java or Kotlin code through resource IDs. XML separates the UI design from the application logic and ensures a clear and organized code structure, which is easier to manage and maintain in the app. It allows data-binding and also combines quite easily with Android tools like Layout Editor, where the designers can design visually and can make real-time adjustments.

Fig 6.4: Drawable

Drawable is a highly versatile resource used to define visual elements such as images, shapes, gradients, animations, and other graphical effects for the user interface. Such resources are placed in the res/drawable directory and may include bitmap images, for example, PNG, JPG, or WebP, and scalable vector graphics, as well as shapes or states defined with XML. Background images, icons, or special graphics for the UI are set using drawables when declaring buttons, text views, and layouts. Drawables can be used in the layout files in XML through the attributes android:src or android:background; similarly, they can be utilized programmatically in Java/Kotlin code by the methods of setBackground() or setImageDrawable(). The state-based styling with selectors supports drawables, and adjustments dynamically through layer lists or animations to help developers create pleasing and interactive user interfaces.

CHAPTER-7

TIMELINE FOR EXECUTION OF PROJECT

(GANTT CHART)
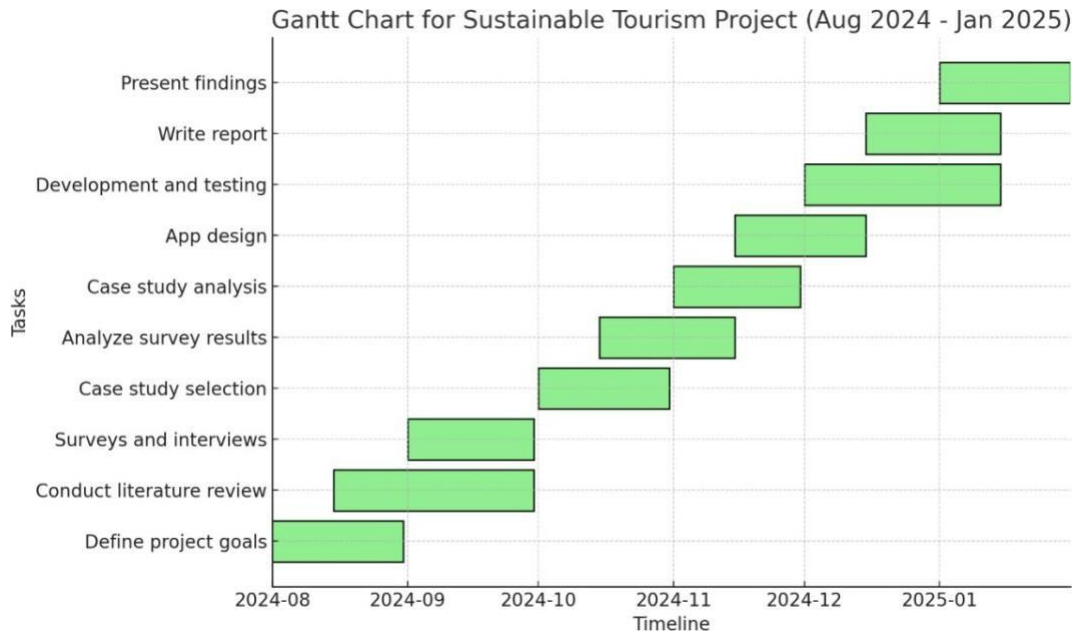
Fig 7.1: Gantt Chart

CHAPTER-8

OUTCOMES

8.1 MainActivity (User Registration and Login Navigation)
Outcomes:

- **User Registration:**
  - Users can sign up with a username and password.
  - It will check all fields are filled, and passwords are matched.
  - Checks for existing usernames and does not allow duplicate accounts.
  - On successful registration, it redirects the user to the starting page (StartingPage).
  - Shows error messages on invalid inputs like empty fields and mismatched passwords.
- **Navigation to Login Page:**
- Users can switch to the login page (LoginPage) if they already have an account.

Expected Results:

- A new user account is successfully created and stored in the database.
- Proper error messages guide the user during registration issues.
- Smooth navigation between registration and login pages.

8.2 LoginPage (User Login)
Outcomes:

- **Login Validation:**
- Users can log in using valid credentials (username and password).
- Checks the database for username-password matches.
- Displays success messages for correct credentials and redirects to StartingPage.
- Shows error messages for invalid login attempts (e.g., incorrect username or password).

Expected Results:

- Successfully authenticated users are granted access to the app's main functionality.
- Unauthorized login attempts are blocked with appropriate error feedback.

8.3 StartingPage (Trip Setup)
Outcomes:

- **Input Collection:**

- Users can select their starting location and destination using an autocomplete feature.

- A date picker allows users to choose their travel date easily.

- **Trip Summary:**

  - Displays the selected trip details, including locations and travel date, as a toast.

- **Navigation to Room Booking:**

  - Once trip details are confirmed, users are redirected to the RoomBooking activity.

Expected Results:

- Users successfully enter and confirm trip details.

- Locations are auto-suggested, improving input speed and accuracy.

- Navigation to the next step (room booking) occurs smoothly after confirming trip details.

8.4 RoomBooking (Room Selection and Price Calculation)
Outcomes:

- **Room Selection:**

  - Users can choose from three room types: Single Room, Double Room, or 3BHK.

  - Input validation ensures users specify the number of nights and select a room type.

- **Price Calculation:**

  - The app calculates the total price based on the room type and number of nights.

  - Displays a confirmation message with the room type, total price, and duration of stay.

- **Navigation to Vehicle Booking:**

  - After confirming the room booking, users are redirected to the VehicleBooking activity.

Expected Results:

- Room booking is successfully recorded, and pricing is calculated correctly.

- Input errors (e.g., no room type selected or invalid number of nights) are flagged.

- Users proceed to the vehicle booking stage without interruptions.

Overall Outcomes for the Application

1. **User Authentication and Navigation:**

   - The app ensures secure user registration and login, allowing access only to authenticated users.

   - Seamless navigation between activities provides a coherent user experience.

2. **Trip Planning:**
   - Starting location, destination, and travel dates are collected efficiently.
   - The autocomplete feature enhances usability by suggesting valid inputs.

3. **Room Booking:**
   - Accurate room selection and pricing calculations ensure clarity and correctness.
   - Provides a preview of booking details before proceeding.

4. **Error Handling and Feedback:**
   - Input validation prevents incomplete or invalid submissions.
   - Toast messages offer real-time feedback for user actions.

Long-Term Outcomes:

- **Enhanced Usability:**
  - The app simplifies trip planning and booking processes.

- **Data Security:**
  - Basic input validation lays the groundwork for secure and error-free data handling.

- **User Engagement:**
  - A smooth and intuitive user interface encourages continued use of the app.

8.5 Map Integration(Searching Hotel)

- **Outcome:** The app initializes a map using OSMDroid, allowing multi-touch interactions like zoom and scroll.

- **Behavior:**
  - The map centers at a placeholder location initially ((0.0, 0.0)).
  - Users can interact with the map for navigation.

8.5.1 Location Access

- **Outcome:** The app requests location access and overlays the user's current location on the map if permissions are granted.

- **Behavior:**
  - When the app starts, it prompts for location permissions.
  - If granted, the user's location is displayed using MyLocationNewOverlay.
  - If denied, the app gracefully disables location-based features with a toast message indicating "Permission denied."

8.5.2 Hotel Search Functionality

- **Outcome:** The app allows users to search for hotels by name or keyword using the Nominatim API.

- **Behavior:**

  - If the user's location is available, the search results are biased towards nearby areas.

  - The app fetches up to 10 results, parses them, and displays corresponding markers on the map.

  - If no location is available, the app performs a standard search without bias.

8.5.3 Marker Display

- **Outcome:** The app displays search results as markers on the map, providing details and interactions.

- **Behavior:**

  - Previous markers are cleared before displaying new results to avoid clutter.

  - Markers are dynamically added for each hotel in the search results.

  - Clicking a marker shows detailed hotel information in a dialog, including the distance from the user.

8.5.4 Distance Calculation

- **Outcome:** The app calculates and displays the distance between the user's location and the hotels in kilometers.

- **Behavior:**

  - The distance is calculated using Location.distanceBetween.

  - If the user's location is unavailable, distance-related features are disabled.

8.5.5 Hotel Details

- **Outcome:** Clicking a marker displays a dialog with hotel details, distance, and a South Indian menu with prices.

- **Behavior:**

  - The dialog includes:

  - Address of the hotel.

  - Distance from the user's location (if available).

  - Menu details for morning, afternoon, and evening with specific South Indian dishes and prices.

8.5.6 Error Handling
- **Outcome:** The app handles errors gracefully during location access, API calls, or JSON parsing.
- **Behavior:**
  - Displays a toast message "Search failed" if an API call fails.
  - Displays "No results found" if the API returns an empty response.
  - Catches exceptions during JSON parsing or API requests to prevent crashes.

8.5.7 User Interface
- **Outcome:** The app has a minimal and functional UI.
- **Behavior:**
  - Users can input a search query using an EditText field and trigger the search with a button.
  - Location and search results dynamically update the map.

Strengths

1. **Efficient Map Usage:** Interactive map with real-time location updates.
2. **Relevance of Results:** Biases search results based on the user's location.
3. **Informative Dialogs:** Provides detailed hotel information, including menus and prices.
4. **User Experience:** Smooth transitions between location updates, search, and result display.

Potential Improvements

1. **Offline Map Tiles:** Cache map tiles for offline use.
2. **Advanced Search:** Add filters (e.g., ratings, price ranges) to refine hotel searches.
3. **Marker Clustering:** Use clustering for better performance in areas with dense results.
4. **Custom Marker Icons:** Enhance visual distinction for different categories of results.
5. **Dynamic Location Updates:** Continuously update the user's location instead of only during initialization.
6. **Error Feedback:** Provide more specific error messages for failed operations (e.g., "No internet connection").

CHAPTER-9
RESULTS AND DISCUSSIONS

MainActivity involves user registration and in this regards, the program checks for fields input, ensures there is no duplication using a helper class then prompts the user to login page or starting page. It also has error checking for a case whereby no field has been filled in, the passwords don't tally among other things. Still, passwords must be hashed safely. UI feedback will contain dialog boxes or animations, and database security will prevent SQL injection. The LoginPage should let the user login through validation of entered credentials against the database, with intelligible feedback for whether it succeeded or not, and to navigate to the StartingPage once logged in successfully. Even though the logic is simple, error feedback could suggest why something has gone wrong, and there must be a "Forgot Password" feature. The StartingPage contains input fields for a starting location, destination, and travel date. Locations are supported with autocomplete. The date picker field for valid dates supports date input, however, just to confirm the details of the trip before providing actual navigation, this summary should ensure that locations are not duplicates, handle invalid inputs, and format travel dates for clarity. Room type and nights are presented to the user, and upon clicking, it computes the price, which is presented before letting the user move forward to the vehicle booking page. Everything looks neat and organized while calculating prices; however, limitations in input validation, preview of prices, and ability to modify or cancel bookings will add much richness to the experience. The application is strong in error handling, fluid navigation, and maintaining separated activities and responsibilities but requires strengthening on data security using password hashing, modular reusable code, and scalability by introducing a backend server. The features to enrich the user experience are visual confirmations and consistency in the design language with animation. For map integration, it makes use of osmdroid to render maps. Multi-touch gestures can be performed while the map centers itself based on user searches dynamically. The results of hotels appear in real-time with markers, and the overlay shows where the user is. It shall permit fluid interactions but views such as satellite or terrain should also be optional along with the mechanisms for retrying the location access denied.

CHAPTER-10

CONCLUSION

A one-stop tourism platform would be a landmark step for how people would engage with services and organize their travels. All the big problems both consumers and providers have would be solved easily, for all the disparate parts of the industry would, for the first time, integrate into a user-friendly, one-application platform. That means that regarding the foundation, there are three main aspects, and these include easier planning and navigation for travel, smooth experiences for a customer, and further efficiency in operations for making a usage of modern technologies coupled with applications which are appropriately designed.

This is precisely where one of the prominent attractions of one-stop tourism is creating seamless services, altogether coupled with full integration of services under one interface. This is thereby making the whole process of travelers while booking , accommodations, activities, and transportation involve multiple bookings that are burdensome in this task. That is, it integrates everything into a coherent system meaning the services could no longer have to be juggled in different platforms which saves their precious time. By utilizing complex algorithms, the web will make recommendations of a personal nature about their needs based on consumer behavior, previous activity and actual information in real-time; it would cater to personal.

Intelligent Search functions can improve the usability as well as accessibility of the site. Some of the obvious ones include natural language process which allows the consumer finding the destination, where the users can find the proper accommodation and what they must do with conversation-like inquiry. Apart from visual search, the site supports semantic search for accurate context results, so that the explorers can surf for destinations, attractions, or even activities using images and videos. This type of advanced search feature makes the site much more user-friendly and ensures easy search and selection of the best options for trips.

Another important factor for a single-stop tourism site to consider is the security and reliability of the site. This further builds on reliability because users can do the transaction without having to refer to other platforms. It, therefore, fills the minds of users with trust and confidence, which is important for the long-term success of any digital service.

The system is made highly accessible, so that the platform ensures that the system caters to a vast range of users. The application features make the application accessible and friendly to all sorts of disabled users, using voice input, and making an interface with the screen reader. However, customization is also an interface, in so much that it helps to render the offline functionality much to the point of the connectivity issue. Hence, with that, they are able to access all the basic services as well as information, especially even where the internet connectivity would not be very strong. This inclusiveness and user-friendliness of this strategy.

The features that make this platform unique in the travel industry are its sustainability features. People are increasingly becoming sensitive to environmental issues, thus making them seek relatively environmentally friendly options. The carbon footprint insights into travel choice and greener alternatives make it socially responsible. The dissemination of sustainable practices makes the platform in agreement with current values and contribute to more general environmental objectives. This two-fold approach regarding user satisfaction and ecological responsibility makes the platform relevant to an emerging industry. Regarding service providers, the system has benefits more than encouraging customer engagement. The output of actionable insights from the predictive analytics will summarize all the user data regarding the optimization strategies for pricing, inventory handling, and resources allocation, making it a strategic growth tool for businesses because the system can forecast travel trends and identify opportunities in those trends. It also has the ability to efficiently interface external APIs, which cover map services and booking systems, thus making the operations effective enough to let the providers offer better services with much overhead.

The user experience stands at the top of its design and implementation. Material design will be applied to make it look very delightful and intuitive to make sure that it is responsivethat is compatible with an ample spectrum of devices and screen resolutions. All these features are designed to make it user interface easy to access so that everyone, a non-technical person, can achieve this. Customer review platforms offer an avenue through which customers express their experiences with the services in this manner; hence, there is continuous improvement as With personalization applied to it, this tool is helpful for the modern-day travelers. The platform gives the most tailored recommendations about destinations, accommodations, and activities based on the user's preferences, patterns of behavior, and even historical data. This

kind of customized recommendation increases the user's satisfaction and repeated engagement. Along with all these, the addition of social media and the reviews of the users build up further credibility and authenticity so that the users rely on experiences of others.

Apart from the technical and functional requirements, this one-stop tourist portal is targeted to bring more inclusiveness in experience to the travel fraternity. Solutions available in the one-stop platform overcome barriers faced by the less savvy traveler or people with a disability to make tourism much more accessible and balanced. Localized content, multilanguage support, and region-specific recommendations make it a good resource for every type of user.

Economic impact would also be equally gigantic, since such a platform would make bookings easy and would thereby enhance customer satisfaction, resulting in more loyalty and repeat business from the service provider's perspective. All this would enrich the stakeholders while making them ready to take proper decisions at the right times for the optimization of revenue generation and operational efficiency. Also, the enormous scale of the platform ensures that the increased demand from the tourism sector is completely fulfilled. In other words, it is an ultimate solution for the concerned parties involved in the industry for all time.

This is a one-stop tourism platform that represents a transformational approach to modern travel management, combining essential services that focus on user convenience and adoption of state-of-the-art technologies to overcome the key issues while unlocking new opportunities for growth and innovation. Its focus on security, personalization, and sustainability makes it apt for fulfilling the dynamic needs of tourists. This will spur tourism and make such systems indispensable in framing the future of a tourism sector that won't be inaccessible to visit and make it productive as well as accountable. Such a holistic solution enhances its user experience and provides the next stage for development parameters; this is positioning travel towards the future where communities become more interconnected and environmentally sensitive as well.

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APPENDIX-A

PSUEDOCODE

1. USER PAGE

- Enter UserName: dars

- Enter Password: dars@12

- Confirm Password: dars@12

- Select Register Button on click

  if successful:

    Go to the starting page and proceed with booking.

  else:

    Display error message

2. LOGIN PAGE

- Display login form

  if login successful:

    Navigate to Booking Activity

  else:

    Display error message

3. STARTING PAGE

- Enter Source Place

- Enter Destination Place

- Select Date

- On "Submit Button," click

  if fields are valid:

    Display Booking fields Successful message

  else:

    Display error message

4. ROOM BOOKING

- Enter Number of Nights
- Select Radio Button
    - ➢ Single Room
    - ➢ Double Room
    - ➢ 3BHK
- On "Confirm Room Booking," click

    if fields are valid:

    Display Successful Booking Details

    Navigate to Cab Booking Activity

    else:

    Display error message

5. CAB BOOKING

- Select Bike
    - ➢ RX100
    - ➢ Activa
    - ➢ Splendor
- Select Car
    - ➢ Sedan
    - ➢ SUV
    - ➢ Hatchback
- Enter Distance(kms)
- On "Confirm Booking," click

    if fields are valid:

    Display Succssful Booked Message

    Else:

    Display error message

- On "Nearby Hotel," click

    Navigate to Map Activity

6. MAP

- Display the Map User Location

- Enter the Hotel Address

  if hotel address are valid:

  Address Marker point will display on map screen

  After click on marker, user will get the details of distance, Food Menu, price.

  else:

  Display error message

APPENDIX-B

SCREENSHOTS
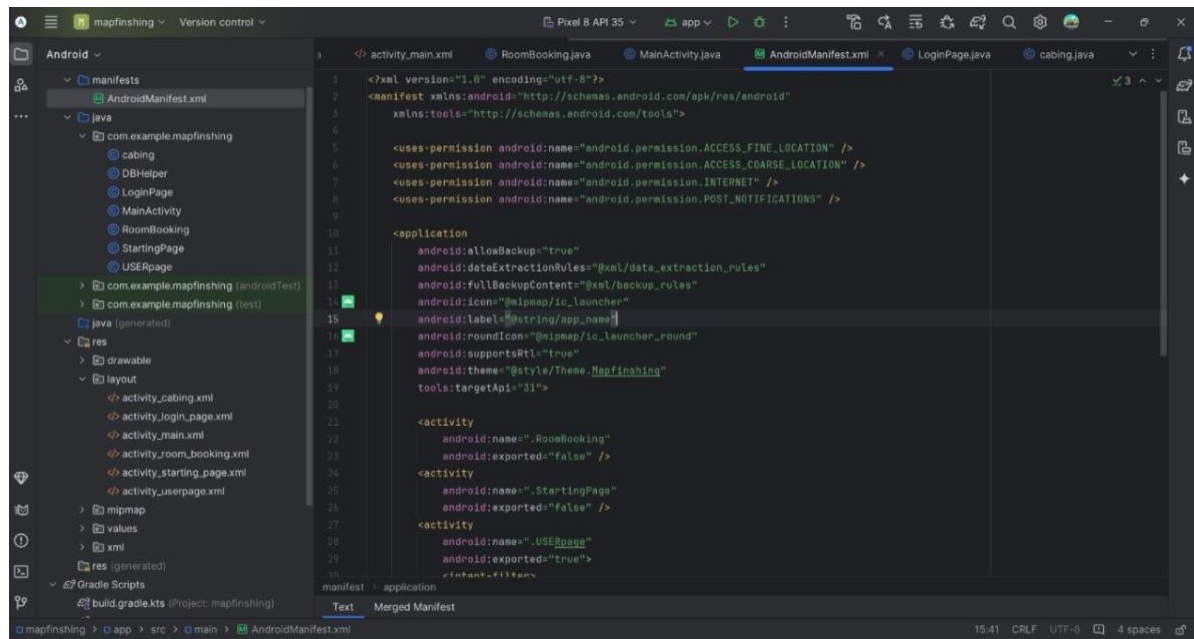
Screenshot 1:AndroidManifest.xml
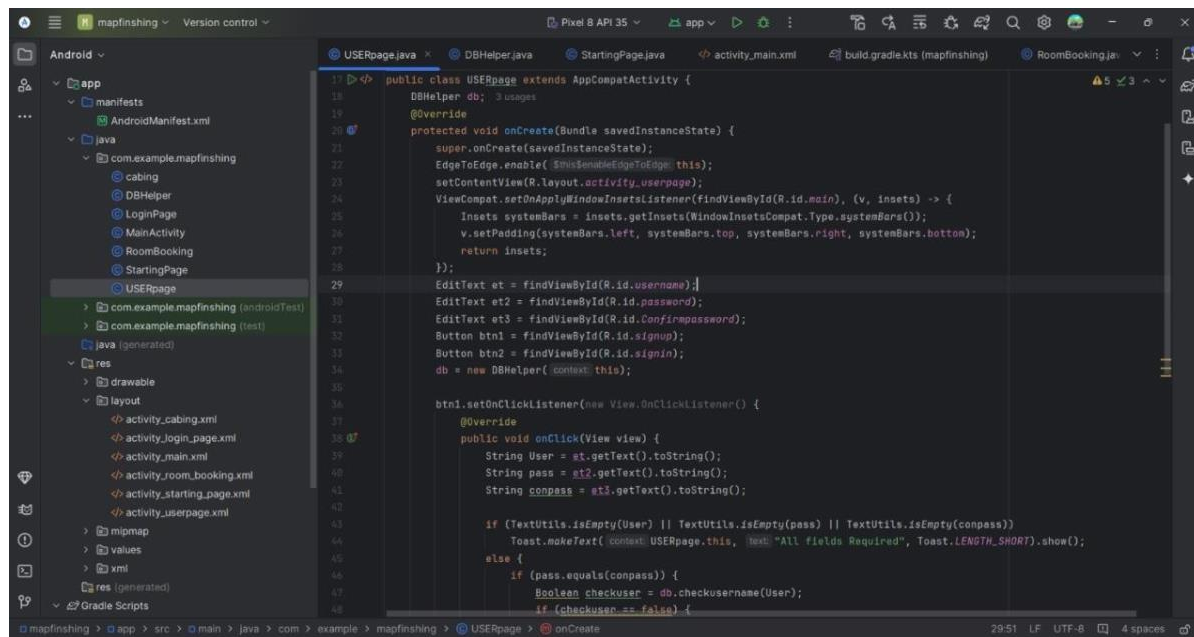
Screenshot 2:UserRegisterPage.Java
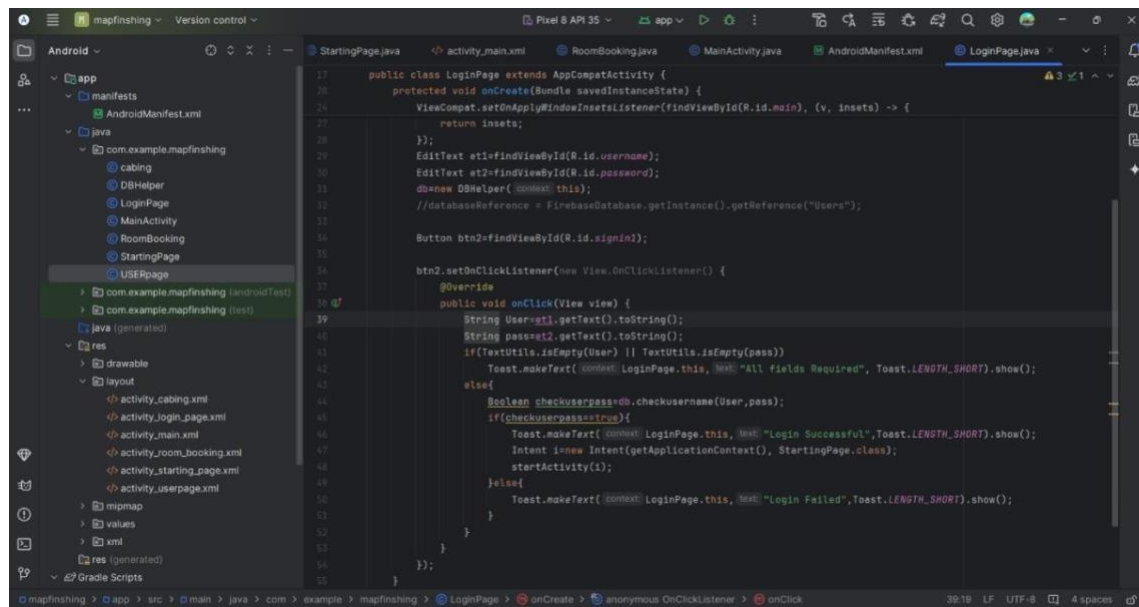
Screenshot 3:LoginPage.Java
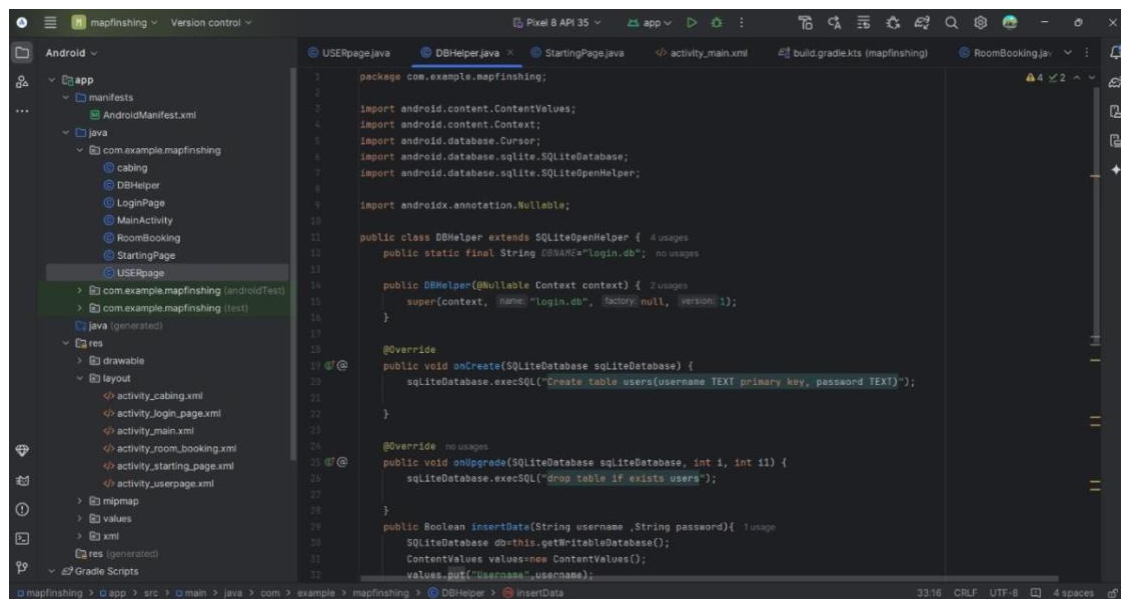
Screenshot 4:DBHELPER.Java
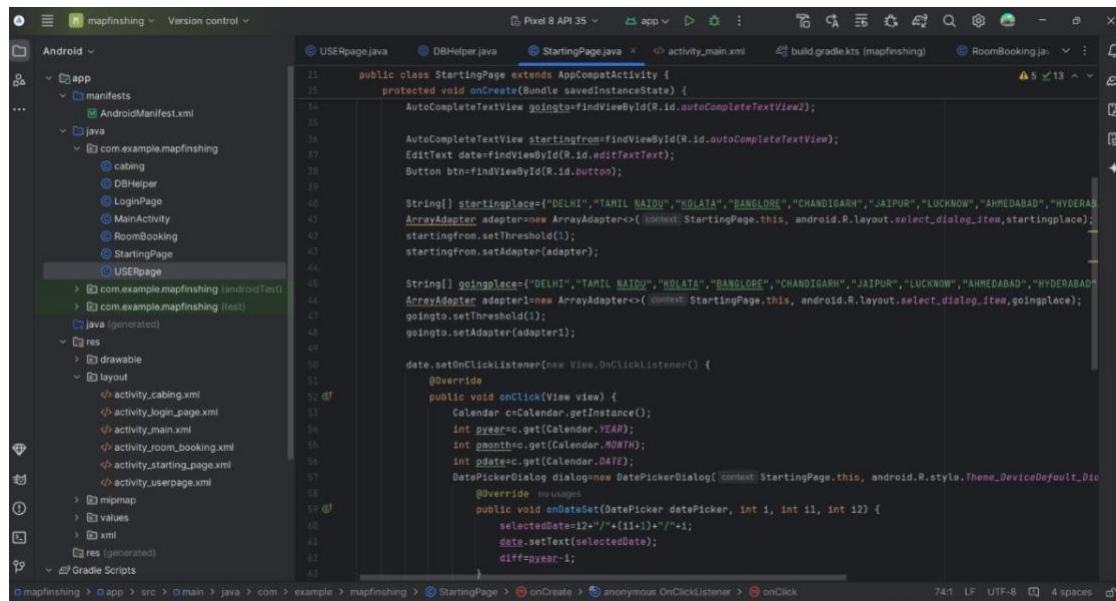
Screenshot 5: StartingPage.Java
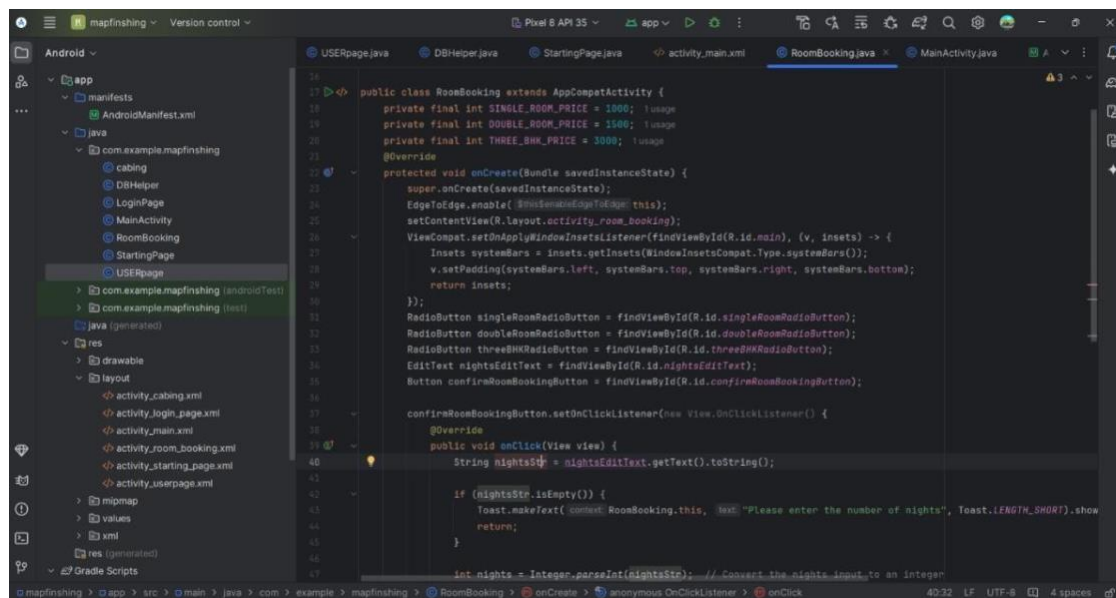
Screenshot 6:RoomBooking.Java
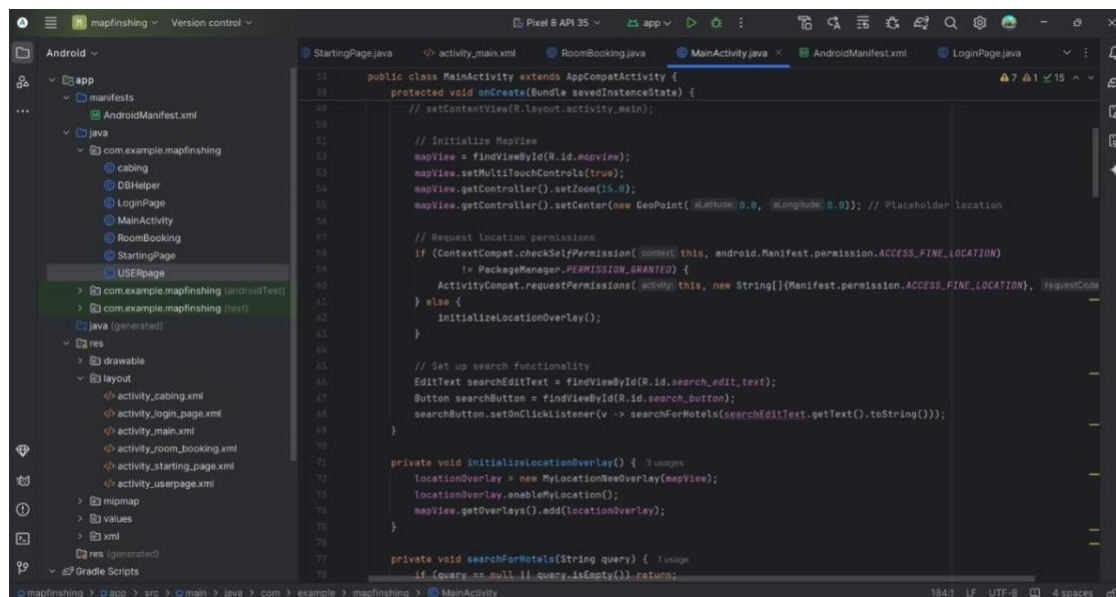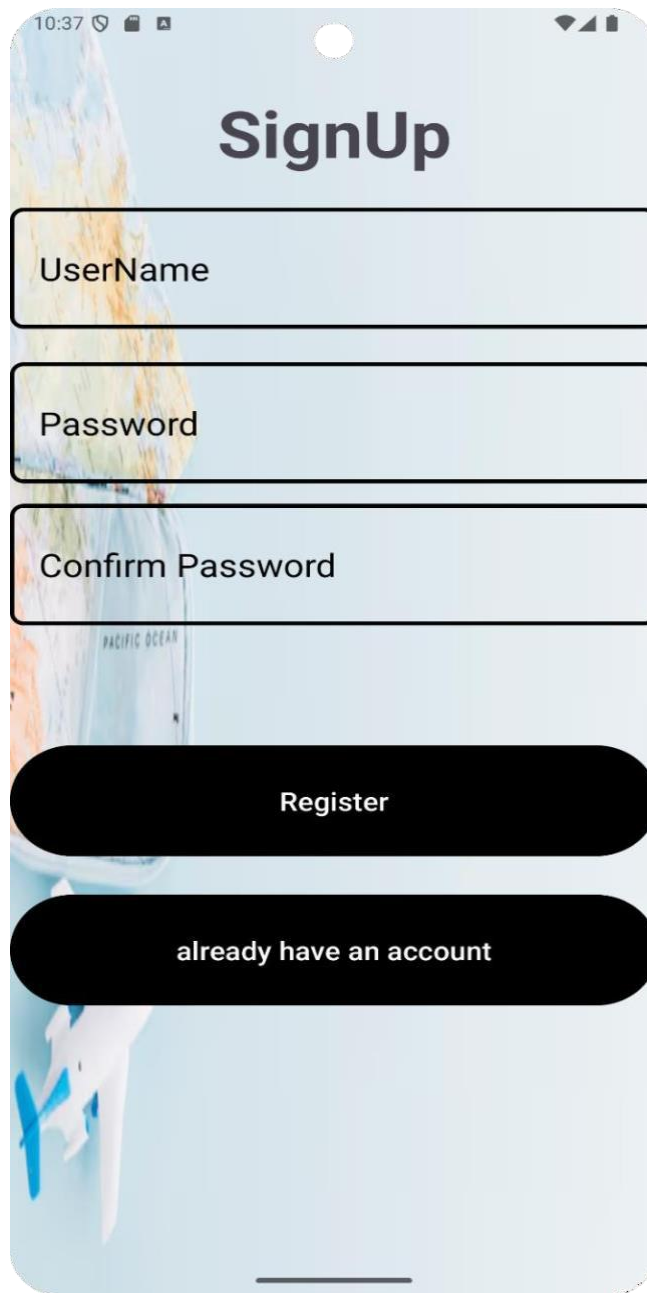
Screenshot 7:MAP.Java
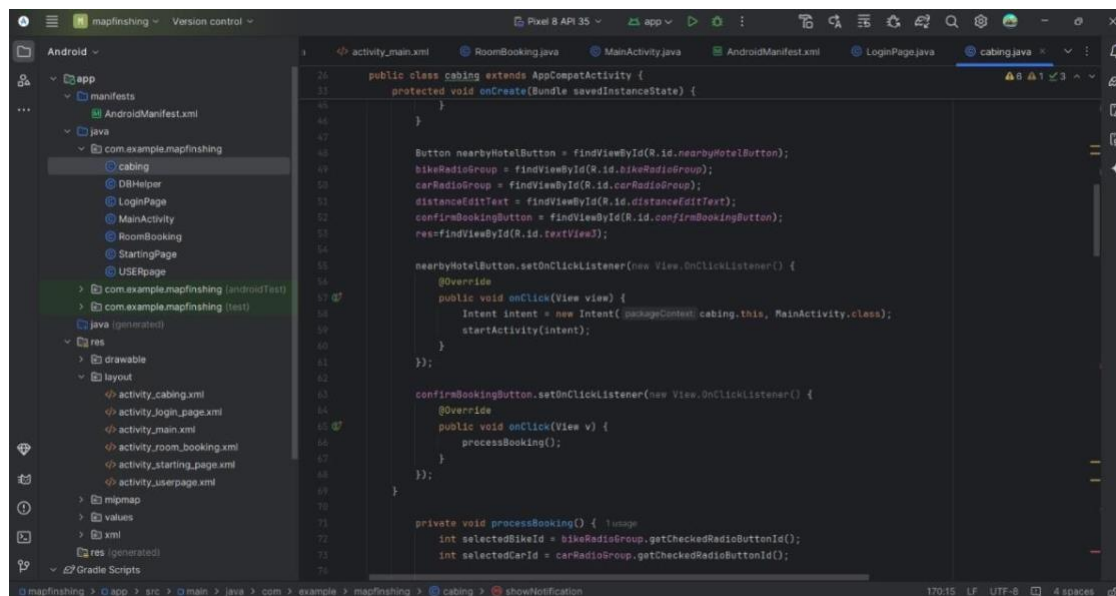
Screenshot 8:CabBooking.Java

SignUp Page
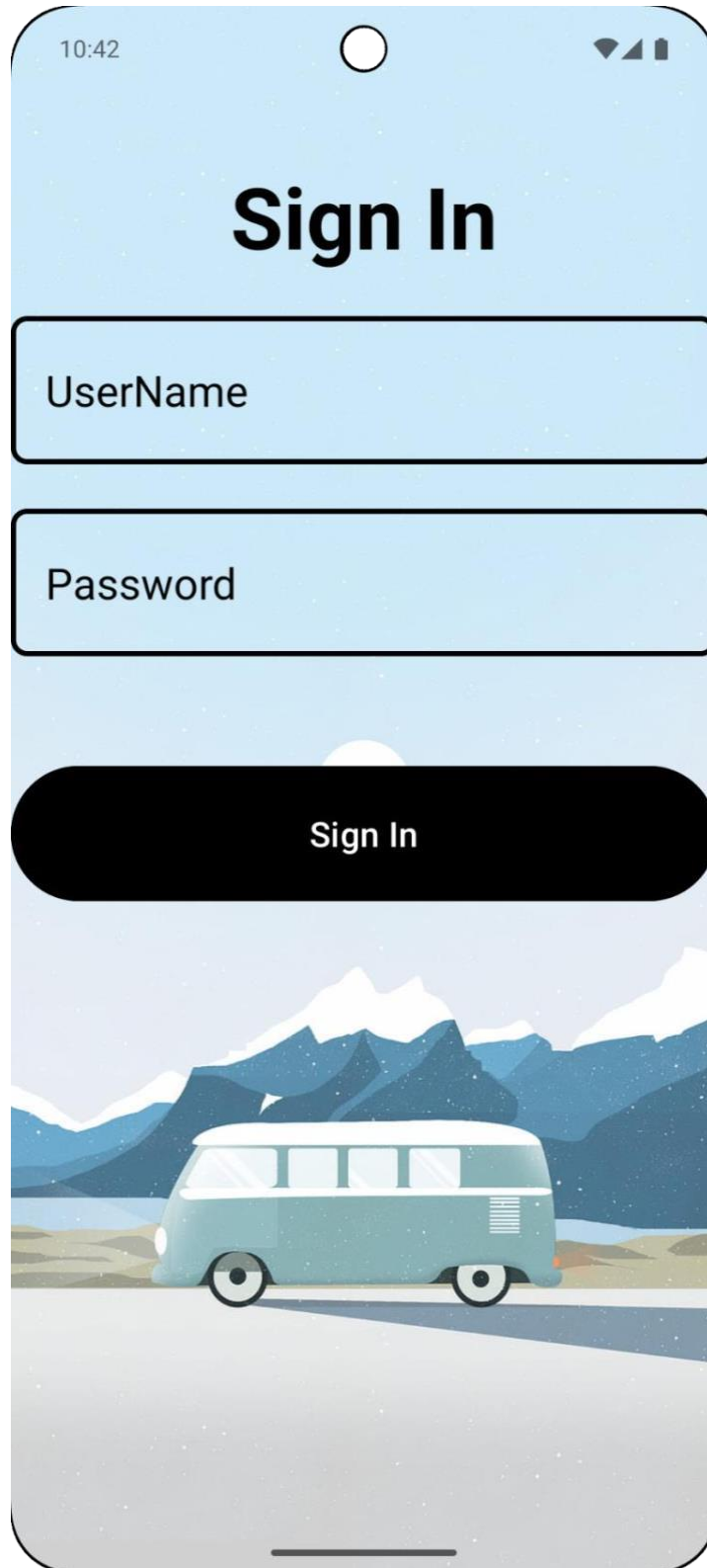
SignInPage
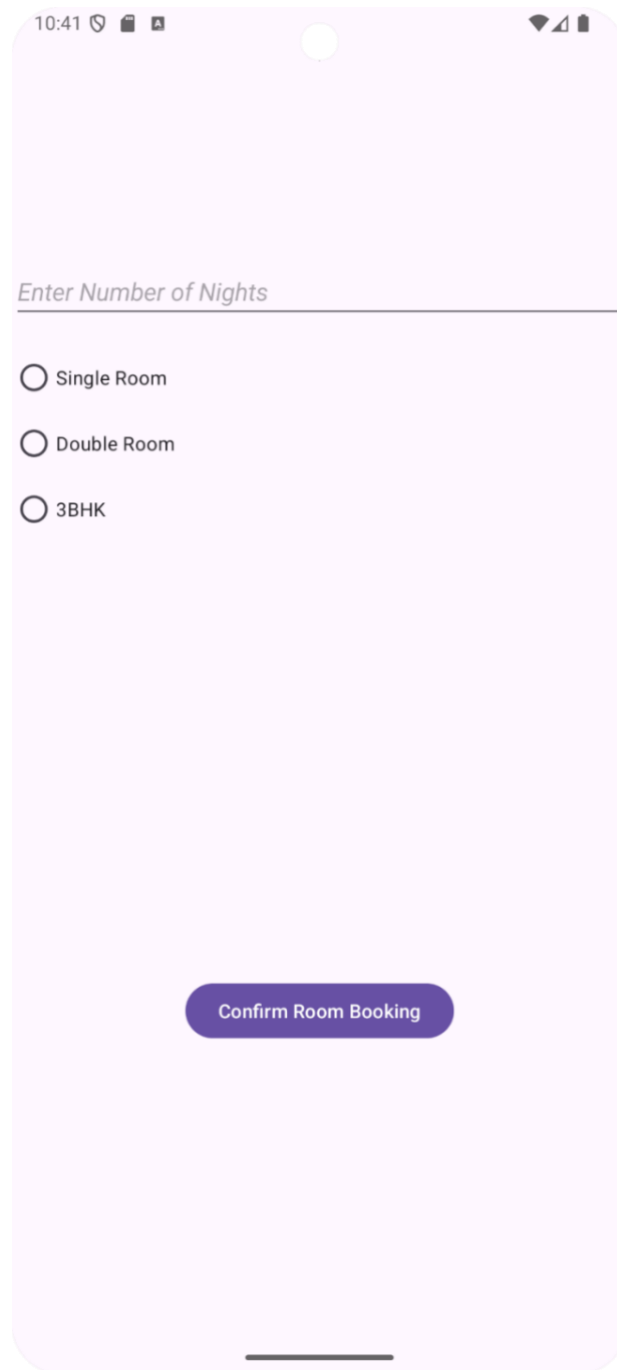
StartingPage

RoomBookingPage

Vehicles Booking

MAP HOTEL

A ONE STOP FOCUSING ON TOURISM

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Abstract

This paper introduces "A One Stop Focusing on Tourism" a framework to Travel using technology. A mobile application integrates key aspects of tourism, one-stop tourism through a mobile application developed on the Android Studio by writing Java code that embodies most of the major travel services in terms of booking accommodations, selection of transportation, and planning of activities. It is developed on Android Studio with a strong basis for scalable and efficient mobile solutions. The back-end is built for high-traffic volumes, and the application communicates with APIs that allow the exchange of data related to vehicle availability, hotel booking, and location-based services. One-stop tourism platform is a revolutionizing move in the travel sector. It provides services, personalization, and sustainability as responses to the problems in tourism within this very technologically advanced, user-friendly design, and accessible approach. The application is designed with Android Studio and Java in order to prove to the world how this technological world is making traveling easier, efficient, and enjoyable. And in fact, when the industry grows at such a rate, then such a platform will be a key opening the doors of a promising future for traveling being accessible and rewarding to all.

Keywords: Connected A One Stop Focusing Tourism transformation, Mobile Application, Traveling to different states, SQLite, XML, Market visibility, Real time synchronization.

I. INTRODUCTION

The project is a mobile application based on the Android platforms and focusing on tourism booking and accommodation services. It has an easy interface for a user to go through, and then he or she can reserve rooms or cabins, thereby becoming basic for travelers to use. Login systems are enabled in the application that manage authentications of all users, and this ensures security along with personalized service.

The application further uses a standard framework for Android development, wherein its core functionality is on Java and definitions of user interface using XML. This holds the key modules of room booking, user profile, and management of a local database to support DBHelper in the storage and retrieval of data. Further, the application supports aspects of user-friendliness through its visually attractive layouts and assets. The project is built with Gradle and Kotlin DSL, supporting effective dependency and build management to ensure that the project is scalable and maintainable. The is an all-inclusive solution for any traveler who is looking for an easy, seamless, and dependable platform for accommodations. Such advanced technological features as mapping services, intuitive user interfaces, and smooth booking systems are core to this exciting platform. Since the utilization of OpenStreetMap, users now view interlinked and detailed information on different applications that allow traveling to possible locations as required and needed. As a result, someone might like the easy position of the nearest accommodations, along with the most critical landmarks and the route of traveling in manners that will ensure smooth traveling - doable through their interface with the map.

II. LITERATURE REVIEW

2.1 Existing Travel Solutions and Their Limitations

Currently, the travel solutions are fragmented. A user has to depend on different platforms for

accommodation, transportation, and the planning of activities. These include applications such as , Booking.com, or Maps that offer but part of the whole journey while denying the integrative feature of it. An instance is, where even if it is superb at booking rooms for people, they cannot make transports and they won't provide directions hence another person has to search in some other application either to use the application Uber, public transit planners.

2.2 Real-Time Mapping System:

The platform uses real-time location services that are enabled through Maps It thus enables one to search for any destination, do distance calculations and get to know the travel route powered by the traffic and the road conditions. It also provides the option for users to choose their preferred mode of transportation according to budget and preference.

2.3 Booking Accommodation

It aggregates data of leading hospitality service providers. The users can find hotels, homestays, or rental properties based on budget, location, and desired amenities. It becomes easier with the advanced filtering options like closeness to the destination, environmental friendliness, and ratings of the users. Accommodation options are available to be chosen over a map.

2.4 Activity and Experience Planning:

It will offer a base where one will find available local guides and traveling options with the related activities of his or her destination. It would be profile-based recommendation to users for more relevancy and attraction for them.

III. PROPOSE SYSTEM

The proposed approaches for the development of a tourist-based mobile application are based on Java as the core development language. It is built on an extremely strong set of libraries, supports Android application development tools, and offers platform independence that makes it ideal for developing a reliable mobile application with all the key features.

The system was designed based on an **MVC(Model-View-Controller)** architecture to ensure separation of concerns.

- The user interface (View) was designed using Android Studio.
- The backend logic (Controller) handles interactions and navigation
- The data management (Model) is handled by Local store and SQLite database.
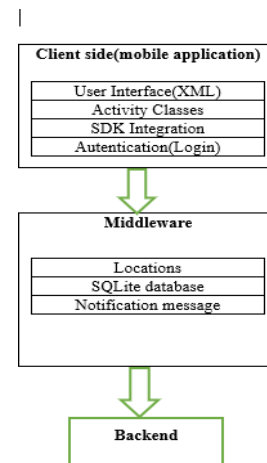
3.1 Application Architecture Design:

A modular architecture for the application should be proposed using the MVC pattern so that separation of concerns can be feasible. The back-end logic is implemented by using Java while the controller and the user interface is implemented by using XML layouts in Android. The Model layer has to deal with the interaction with the database and also with the data operations.

3.2 Database Integration:

In this process of storing and retrieving data about the tourist destination, a relational database like MySQL or SQLite will be used. booking records, and other details about destination can be stored and retrieved by this database.

3.4 Testing and Debugging:

Testing will be given in all the development cycles. Junit would be used in unit testing for the code written in Java, which then tests every component whether that works well or not. UI testing will be done by utilizing frameworks such

the user interface. To validate that all constituents of an application work flawlessly, integration tests like interaction with databases and API integrations are involved.The final step will include packaging and deploying the application to Google Play Store.

IV. Implementation

.

- **User Management Module :** Handles user authentication, authorization, and profile management.
- **Tour Management Module :** Manages destination information, tour packages, and itineraries.
- **Booking System Module :** Manages booking processes, including availability checks and payment processing.
- **Notification Module :** Sends notifications to users regarding bookings, promotions, and updates.
- **UI Design:** Interactive interface for selecting vehicles, entering distance, and confirming bookings.
- **Vehicle Selection Logic:** Dynamic handling of user inputs for selecting bikes or cars with corresponding details.
- **Pricing Calculation:** Calculates the total cost based on selected vehicle type and distance entered.
- **SQLite:** Stores booking information for future use or integration with backend systems.

DESIGN AND DEVELOP THE APP
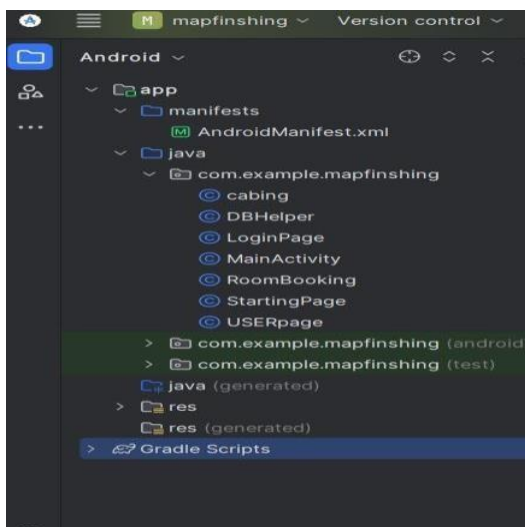
fig 4.2:Java-SQLite

Java is one of the major programming languages, used for developing Android applications in Android Studio. This enables building of powerful and flexible user interfaces and management of application logic, interaction with the Android framework, and many more. Using this language, developers can also tap into the APIs and libraries built into Android for creating responsive feature-rich mobile applications. One of the main reasons it is largely in use is its property of being object-oriented coupled with strong community support along with compatibility with the Android OS.
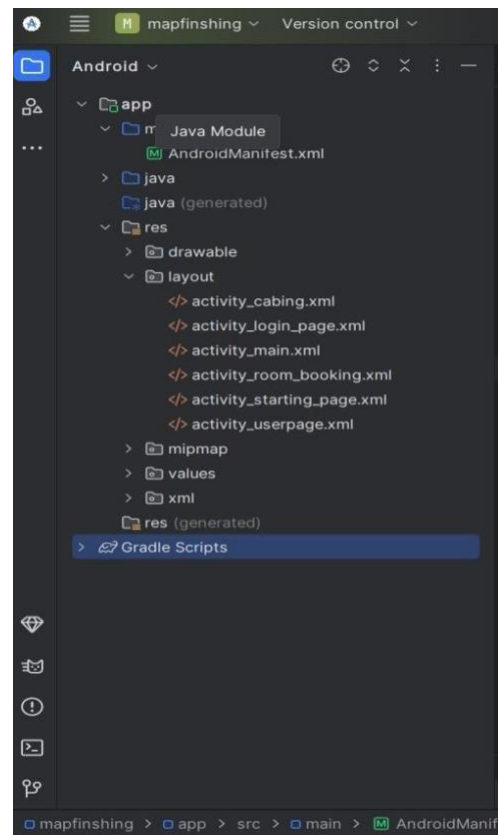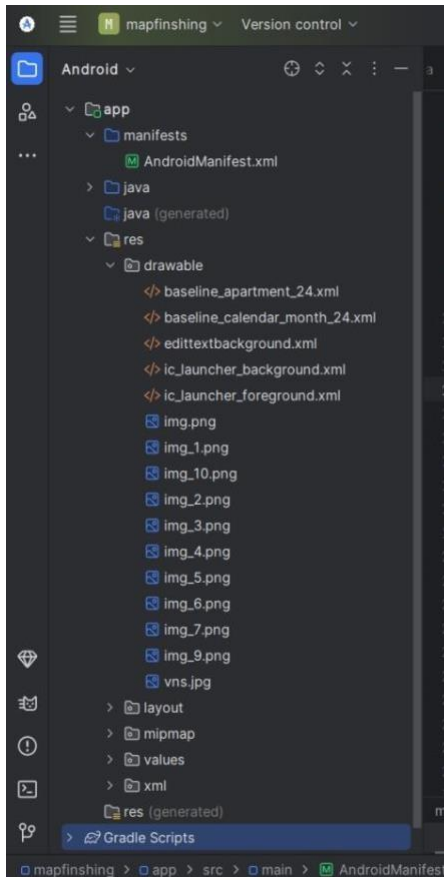

fig 4.3:XML

XML is very crucial in designing the UI and layout of Android applications in Android Studio. It describes the structure and the appearance of an application, that is, the buttons, text views, image views, and so on with their attributes such as size, color, positioning, and so on. The XML files are usually located in the res/layout folder, and they are associated with the Java or Kotlin code through resource IDs. XML separates the UI design from the application logic and ensures a clear and organized code structure, which is easier to manage and maintain in the app. It allows data-binding and also combines quite easily with Android tools like

Layout Editor, where the designers can design visually and can make real-time adjustments.

fig 4.4: Drawable

Drawable is a highly versatile resource used to define visual elements such as images, shapes, gradients, animations, and other graphical effects for the user interface. Such resources are placed in the res/drawable directory and may include bitmap images, for example, PNG, JPG, or WebP, and scalable vector graphics, as well as shapes or states defined with XML. Background images, icons, or special graphics for the UI are set using drawables when declaring buttons, text views, and layouts. Drawables can be used in the layout files in XML through the attributes android:src or android:background; similarly, they can be utilized programmatically in Java/Kotlin code by the methods of setBackground (or setImageDrawable(). The state-based styling with selectors supports drawables, and adjustments dynamically through layer lists or animations to help developers create pleasing and interactive user interfaces.

V. Results and Discussion
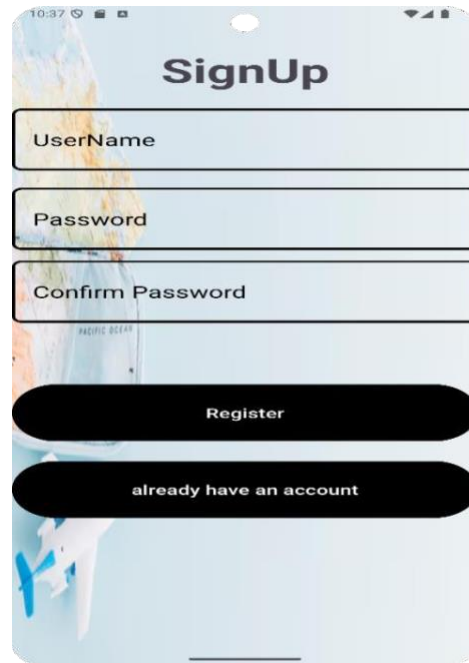
fig 5.1 SignUp page

MainActivity involves user registration and in this regards, the program checks for fields input, ensures there is no duplication using a helper class then prompts the user to login page or starting page. It also has error checking for a case whereby no field has been filled in, the passwords don't tally among other things. Still, passwords must be hashed safely. UI feedback will contain dialog boxes or animations, and database security will prevent SQL injection.

fig. 5.2 Sign in page

The LoginPage should let the user login through validation of entered credentials against the database, with intelligible feedback for whether it succeeded or not, and to navigate to the StartingPage once logged in successfully.
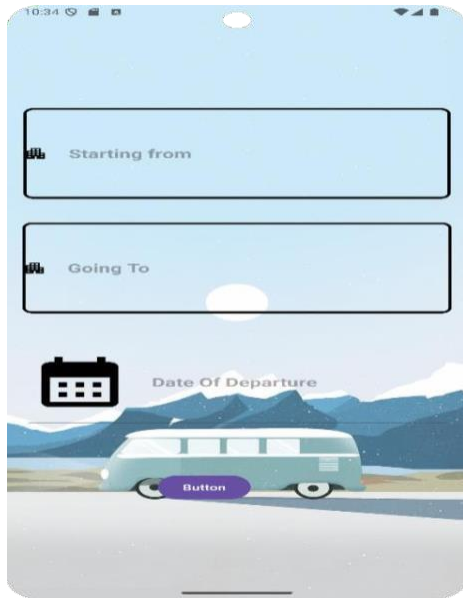

fig 5.3 Starting Page

StartingPage contains input fields for a starting source and destination, and travel date. The date picker field for valid dates supports date input, however, just to confirm the details of the trip before providing actual navigation.
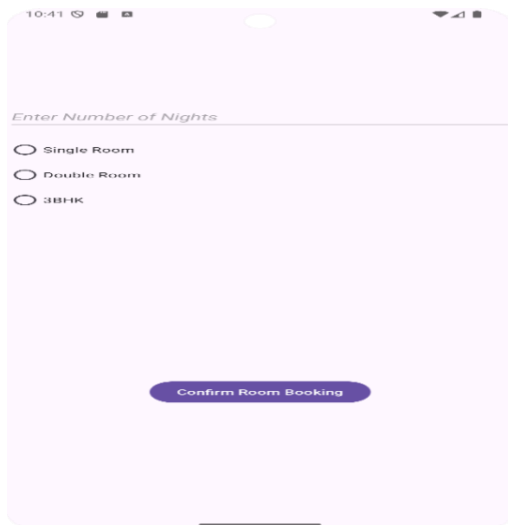

fig. 5.4 RoomBooking

Room type and nights are presented to the user, and upon clicking, it computes the price, which

is presented before letting the user move forward to the vehicle booking page.
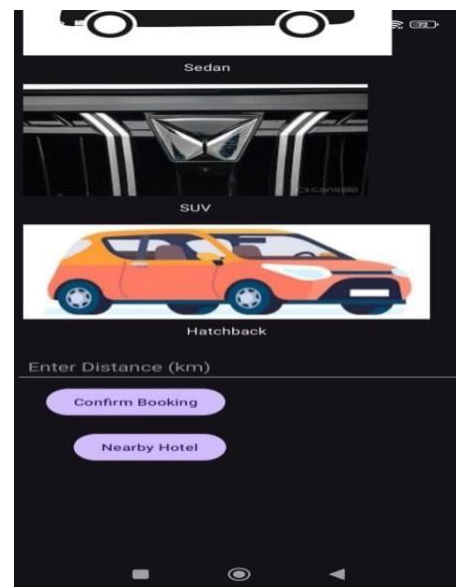
fig 5.5 CabBooking

This application will empower the user with the option to choose a specific vehicle: bicycles like RX100, Activa and Splendor and sedans, SUVs, or Hatchback in cars, travel distance inputting. The application computes the expense depending on pre-set rates for different types of vehicles.
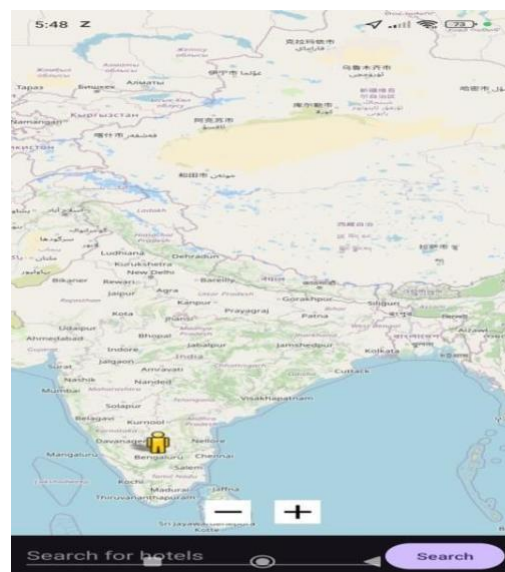
fig 5.5 UserLocation

Map integration, it makes use of osmdroid to render maps. Multi-touch gestures can be performed while the map centers itself based on user searches dynamically.
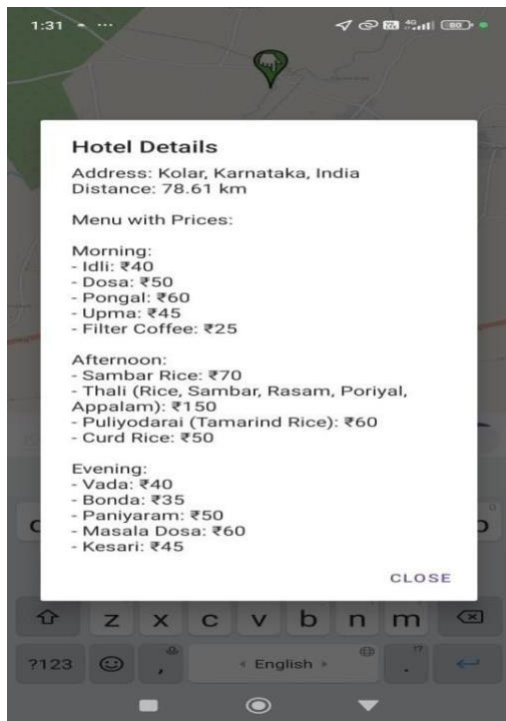
fig. 5.6 Hotel Menu

The results of hotels appear in real-time with markers, and the overlay shows where the user is. It shall permit fluid interactions but views such as satellite or terrain should also be optional along with the mechanisms for retrying the location access denied.

VI. Conclusion

one-stop tourism epitomizes convenience and efficiency for modern travelers by offering a comprehensive suite of services, including transportation, accommodation, guided tours, and dining, all within a single package. This integrative approach significantly simplifies the travel planning process, saving both time and effort while often presenting cost benefits through bundled deals.With one-stop tourism, travelers can enjoy a seamless journey from booking to the trip's conclusion, allowing more time to immerse themselves in their chosen destination. The meticulous coordination and planning ensure a stress-free experience, enhancing the overall travel adventure. Moreover, providers of one-stop tourism possess extensive local knowledge and connections,

guaranteeing access to the finest experiences and hidden gems each destination offers.

VII. REFERENCES

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APPENDIX-C

ENCLOSURES

1. Journal Publication/Conference Paper Presented Certificates of all students.

ISSN: 2349-6002 | ESTD Year: 2014 | Monthly Issue

International Journal of Innovative Research in Technology (IJIRT)

An International Scholarly Open Access, Peer-Reviewed Journal

Ref No: IJIRT172227/Volume 11/Issue 8/

ISSN 2349-6002

Subject: Publication of paper at International Journal of Innovative Research in Technology

Dear Author,

With Greetings we are informing you that your paper has been successfully published in the International Journal of Innovative Research in Technology (ISSN: 2349-6002)

Following are the details regarding the published paper.

About IJIRT: An International Scholarly Open Access Journal, Peer-Reviewed, Refereed Journal Impact factor Calculated by Google Scholar and Semantic Scholar, AI-Powered Research Tool, Multidisciplinary, Monthly, Multilanguage Journal, Indexing in All Major Databases and Metadata, Citation Generator, Impact Factor 8.01, ISSN: 2349-6002

UGC Approval	: UGC and ISSN Approved - UGC Approved
Journal No	: 47859
Link	: https://www.ugc.ac.in/journallist/subjectwisejurnallist.aspx?tid=MjM0OTUxNjI=&&did=U2VhcmNNoIGJ5IEITU04=
Paper ID	: IJIRT172227
Title of the Paper	: A ONE STOP FOCUSING ON TOURISM
Impact Factor	: 7.367 (Calculated by Google Scholar)
Published In	: Volume 11, Issue 8
Publication Date	: 16-Jan-2025
Page No	: 2521-2527
Published URL	: https://ijirt.org/Article?manuscript=172227
Authors	: Darshan S M, Amirtha Preeya V, Chetan N, K P Pawan, Manohar S V

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School of Computer Science Engineering, Presidency University.

2. Similarity Index/Plagiarism Check Report Clearly Showing the percentage(%)

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3. Details of mapping the project with the Sustainable Development Goals (SDGs)
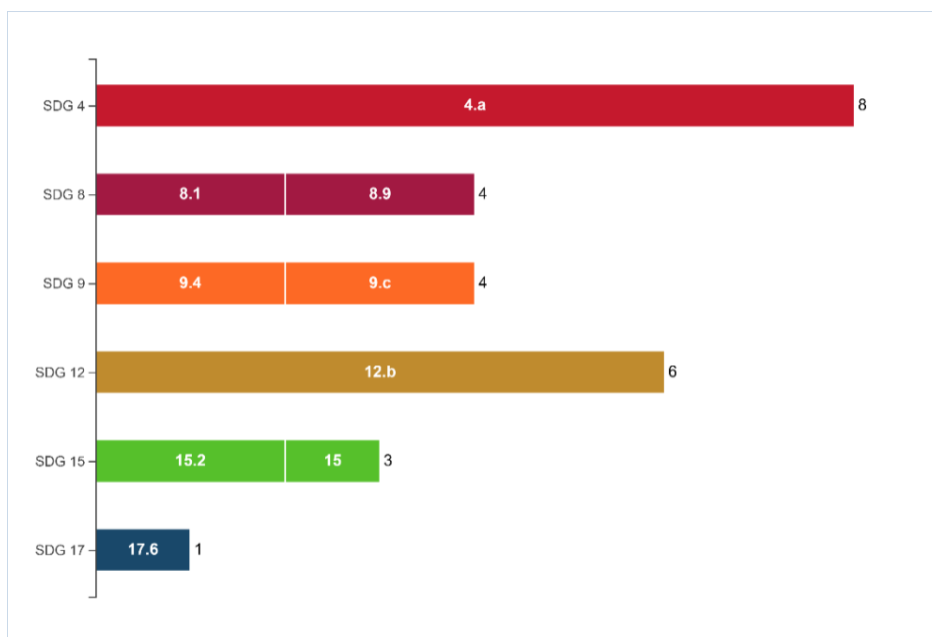
The provided SDG mapping for the "One Stop Solution Focusing on Tourism" project indicates the relevant Sustainable Development Goals (SDGs) and targets associated with the initiative.

Key SDGs and Their Connection to Tourism:

1. **SDG 4: Quality Education (30.8%)**

   o *Relevance*: Initiatives may focus on education and training related to tourism, such as upskilling local communities, enhancing knowledge about sustainable tourism practices, and promoting cultural heritage awareness.

   o *Target*: Example - 4.a (building and upgrading education facilities).

2. **SDG 8: Decent Work and Economic Growth (23.1%)**

   o *Relevance*: Tourism contributes to job creation, economic development, and sustainable business opportunities, fostering inclusive growth in the sector.

   o *Targets*: Examples - 8.1 (sustain per capita economic growth), 8.9 (promoting sustainable tourism that creates jobs).

3. **SDG 9: Industry, Innovation, and Infrastructure (15.4%)**

   o *Relevance*: Development of smart tourism infrastructure and innovative technologies to enhance tourist experiences and operational efficiency.

   o *Targets*: Examples - 9.4 (upgrade infrastructure), 9.c (increase access to information and communications technology).

4. **SDG 12: Responsible Consumption and Production (15.4%)**

   o *Relevance*: Focus on promoting sustainable tourism practices, reducing environmental impact, and ensuring sustainable resource management.

   o *Target*: Example - 12.b (develop and implement tools to monitor sustainable tourism impacts).

5. **SDG 15: Life on Land (11.5%)**

   o *Relevance*: Conservation of biodiversity, protection of natural landscapes, and integration of eco-tourism practices.

   o *Target*: Example - 15.2 (promote sustainable management of forests).

6. **SDG 17: Partnerships for the Goals (11.5%)**

   o *Relevance*: Encouraging collaborations between governments, private sectors, and communities to achieve tourism sustainability goals.

   o *Target*: Example - 17.6 (enhance North-South and South-South cooperation).