Project Report

On

ONLINE TOURISM MANAGEMENT SYSTEM

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CERTIFICATE

This is to certify that the project work titled " **ONLINE TOURISM MANAGEMENT SYSTEM**" is a bonafied project work submitted by **P.Dasthagiramma & G.Malini** In the department of COMPUTER SCIENCE ENGINEERING in partial fulfillment of requirements for the award of degree of Bachelor of Technology in Computer science and engineering for the year 2021-2022 carried out the work under the supervision

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HEAD OF THE DEPARTMENT
P.HARINADHA

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1.Abstract

Pakages is a web application which shows categories of adventurous places. Under this categories, a list of places will be displayed.
Anyone who visits thewebsite can check the packages. With the help of instructions they can make quick booking for which they want to travel.The places which we are displayed are very adventurous and enthusiastic.

2.Introduction

Most of the people in this world like to travel from one place to another no matter whether it is a small or large distance. Some People like to travel by train,flight,bus or by any other means of transport. This travel and tourism application is designed for the travel agency in which there is only one option of doing offroad treking reservation in order to reach the intended destination.The travel and tourism system is one of the application that will help the customers for booking tickets for desired destination or Location. Booking of tickets will be done with a great ease and without any difficulty.The user interface must be simple and easy to understand.This application will help in accessing the information related to the travel to the particular destination with great ease and users can track the information related to the toursvery easily.

3.Purpose

The main objective of this document is to present the requirements of this project. This project “Project Name” is used to automate all process of the travel and tourism, which deals with creation, booking and user details. Travel and tourism management is used to book a tour from anywhere in the world by a single dynamic website which will help the user to know all about the places and tour details in a single website. The admin will manage all the details of the website.It is an easiest platform for all travellers which can be easily booked and know the all details.

4.Scope

Project Name project can prove to be immensely useful for the travellers and travel agents with little management facilities.There are annually 1652 million domestic travellers in our country according to the statistic provided by ministry of tourism.This huge number of travellers who need an affordable and comfortable journey can use this software to find their suitable option.The proposed system is designed to be more efficient than the manual system.It invokes all base tasks that are now carried out manually, such as the forms transactions and reports which is added advantage.The proposed System is completely computer-based application.

5.Modules

Modules that can be included in the tourist management system application SRS are as follows:

• Home module : This module will give information about the popular places or most visit places avilable in the website.• About module : This module will give information about the tourist management website like and services provided by the tourist Management.

• Packages module : This module will give the detailed information about the adventurous places.

• Booking module : This module will ask for the information of the customer which are required for the booking of the tour.

6.Overall Description

6.1 Product Functions

• Shows available modules
• Shows available places provided by the travel agency
• Booking the tour

6.2 Operating Environment

•All Operating Systems
•Some of the browsers

7.SOFTWARE REQUIREMENT SPECIFICATION

Software Requirement Specification is a description of full software system requirements. Software Requirement Specification describes the behaviour of software from user's point of view.The functional requirements and non-functional requirements are following:

7.1 Functional Requirements

1. User Registration:
This module covers the details of the users which are required for the registration. User can register itself by adding data like name, password,

email id and further details. After registration they can be sign in by their username and password.

2. Package Creation:
The admin can add packages to the package module ,which includes the price, place details of the place.All the tour package details can be added in the package module.Most popular places are shown in homepage of this website.

3. Booking:
This module maintain the booking of travel packages by the user by selecting a place within the avilable date.Booking module ask the details of email,address of the customer,price,arrival time etc.And finally tour is booked to the desired location.

7.2 Non-Functional Requirements

1.Reliability:
User should get appropriate information about Places and tourism.Sensitive details of users are safe and secured.

2.Usability:
Checking that the system is easy to handle and navigates in the most expected ways with no delays. It has good graphical user interface. It is user friendly. So user feel easy to use.

3.Availability:
User should get information 24x7. User can access this software any time,anywhere.Most of the requests send to the application should be answered within time.

4.Performance:
Tourism management System application should be able to respond to the queries submitted by the customer without much delay. When a user searches for a tour location, the application should not take much time to return the results, similarly for the motel and package information.

5.Security:
As it is a web based application it should be more secure in order to save confidential data from hackers.Our software hides the confidential data like contact info of our users.

6.Platform Compatibility:
This tool will work on any kind of operating system without modifying it.

7.Efficiency:
It is efficient for all user.Because it is easy to use and easy to understand. It has simple way of work that user want to do.

7.3 Software Requirements

Scripting Languages
•HTML
•CSS
•Bootstrap
•JAVA SCRIPT
•PHP

7.4 Hardware Requirements
A computer system or laptop with basic configuration.

8. Software Requirement Analysis

Software requirement analysis is important part of our project. If requirement of project is clear then a project can be done easily.Our objectives for software requirement are:

Objective/Goals

• Customer can report of complain or give feedback through online.
• Admin can know which problem and where and can know everything about website.

9. Design Introduction:

Design is the first step in the development phase for any techniques and principles for the purpose of defining a device, a process or system in sufficient detail to permit its physical realization. Once the software requirements have been analyzed and specified the software design involves three technical activities - design, coding, implementation and testing that are required to build and verify the software.

The design activities are of main importance in this phase, because in this activity, decisions ultimately affecting the success of the software implementation and its ease of maintenance are made. These decisions have the final bearing upon reliability and maintainability of the system.Design is the only way to accurately translate the customer's requirements into finished software or a system.

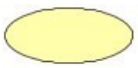
Design is the place where quality is fostered in development. Software design is a process through which requirements are translated into a representation of software. Software design is conducted in two steps. Preliminary design is concerned with the transformation of requirements into data.

9.1 UML Diagrams:

Actor:

A coherent set of roles that users of use cases play when interacting with the use cases.an observable result of value of an actor.

Use case: A description of sequence of actions, including variants, that a system performs yields an observable result of value of an actor. actor diagram is drawned in a eclipse shape.



UML stands for Unified Modeling Language. UML is a language for specifying, visualizing and documenting the system. This is the step while developing any product after analysis. The goal from this is to produce a model of the entities involved in the project which later need to be built. The representation of the entities that are to be used in the product being developed need to be designed.

9.1.1 USECASE DIAGRAMS:

Use case diagrams model behavior within a system and helps the developers understand of what the user require. The stick man represents what's called an actor.

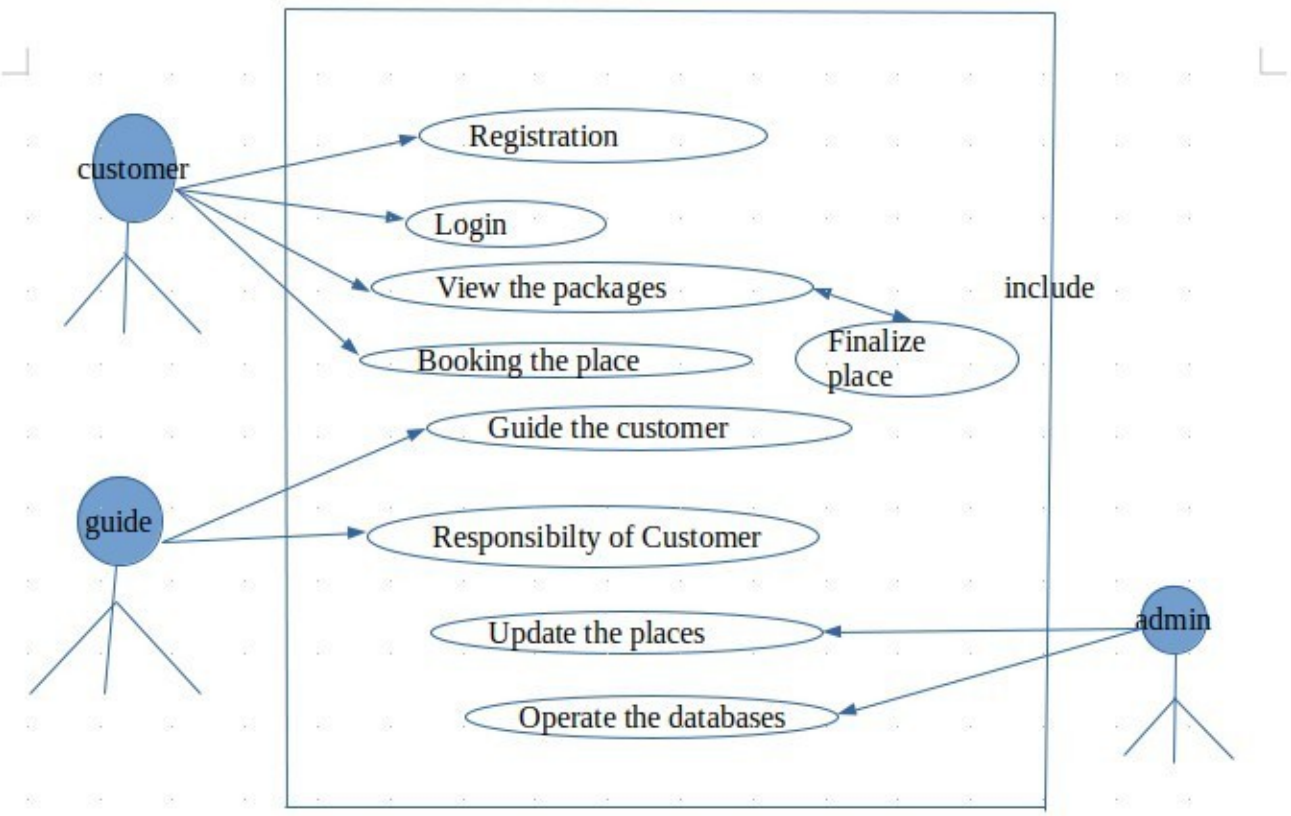
Use case diagram can be useful for getting an overall view of the system and clarifying that can do and more importantly what they can't do.

Use case diagram consists of use cases and actors and shows the interaction between the use case and actors.

- The purpose is to show the interactions between the use case and actor.
- To represent the system requirements from user's perspective.
- An actor could be the end-user of the system or an external system.

USECASE DIAGRAM: A Use case is a description of set of sequence of actions. Graphically it is rendered as an ellipse with solid line including only its name. Use case diagram is a behavioral diagram that shows a set of use cases and actors and their relationship. It is an association between the use cases and actors. An actor represents a real-world object. Primary Actor – Sender, Secondary Actor Receiver.

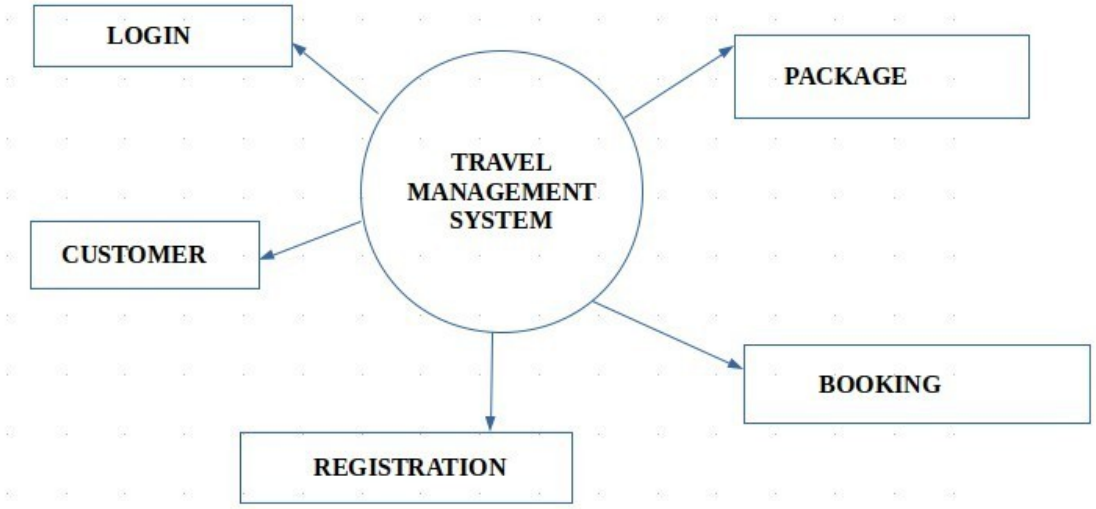
Usecase diagram:



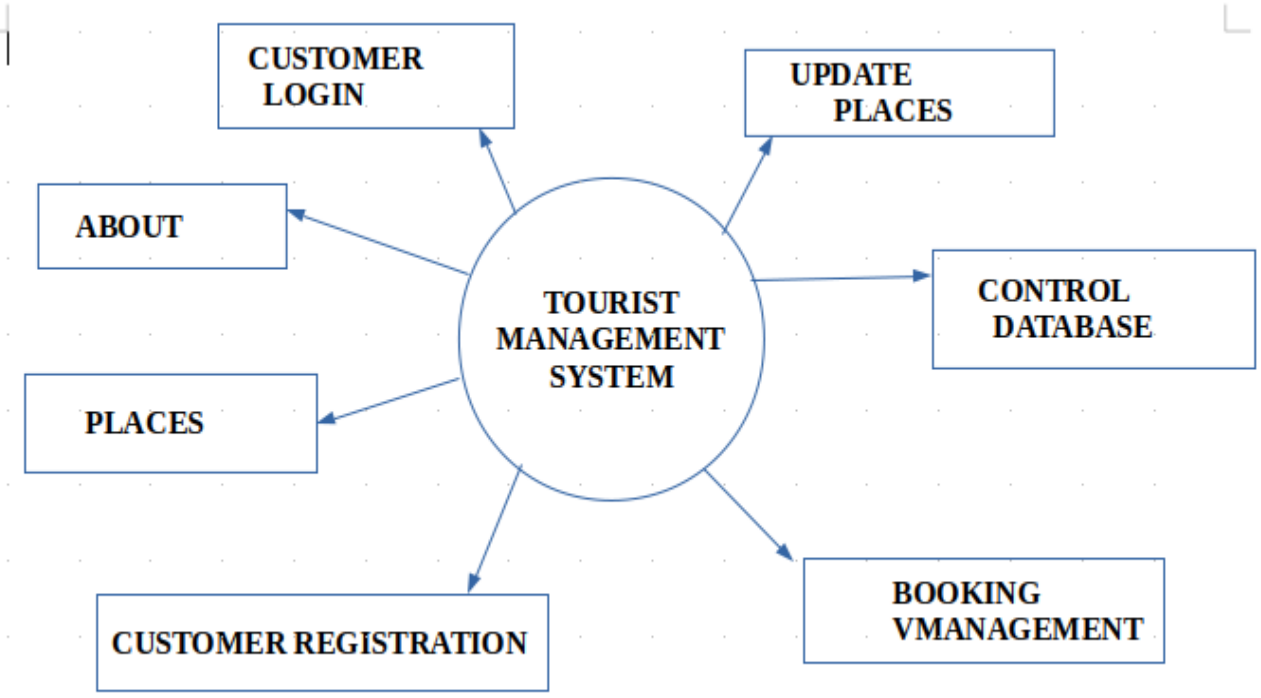
9.2 SYSTEM DESIGN:

9.2.1 DFD Diagrams

DFD Level 0:



DFD Level 1:


CUSTOMER LOGIN
UPDATE PLACES
ABOUT
TOURIST MANAGEMENT SYSTEM
CONTROL DATABASE
PLACES
CUSTOMER REGISTRATION
BOOKING VMANAGEMENT

9.2.2 ER Diagram:

The Entity-Relationship (ER) model was originally proposed by Peter in 1976 [Chen76] as a way to unify the network and relational database views. Simply stated the ER model is a conceptual data model that views the real world as entities and relationships. A basic component of the model is the Entity-Relationship diagram which is used to visually represent data objects. Since Chen wrote his paper the model has been extended and today it is commonly used for database design for the database designer, the utility of the ER model is:

- It maps well to the relational model. The constructs used in the ER model can easily be transformed into relational tables.
- It is simple and easy to understand with a minimum of training. Therefore, the model can be used by the database designer to communicate the design to the end user.
- In addition, the model can be used as a design plan by the database developer o implement a data model in specific database management software.

ER Notation

There is no standard for representing data objects in ER diagrams. Each modeling methodology uses its own notation. The original notation used by Chen is widely used in academics texts and journals but rarely seen in either CASE tools or publications by non-academics. Today, there are a number of notations used; among the more common are Bachman, crow's foot, and IDEFIX.

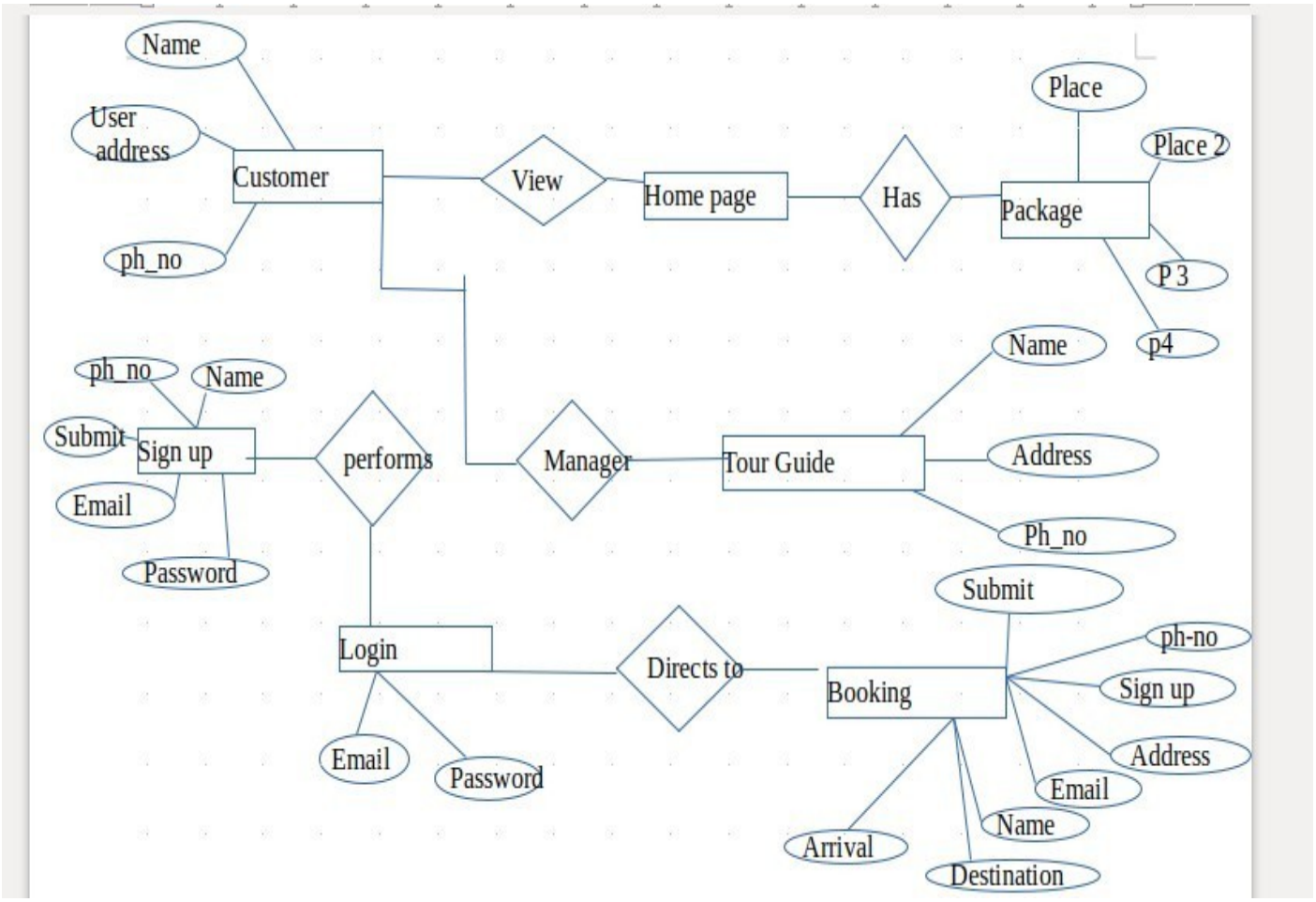
All notational styles represent entities as rectangular boxes and relationships as lines connecting boxes. Each style uses a special set of symbols to represent the cardinality of a connection. The notation used in this document is from Martin. The symbols used for the basic ER constructs are:

- **Entities** are represented by labeled rectangles. The label is the name of the entity. Entity names should be singular nouns.
- **Relationships** are represented by a solid line connecting two entities. The name of the relationship is written above the line. Relationship names should be verbs

- **Attributes**, when included, are listed inside the entity rectangle. Attributes which are identifiers are underlined. Attribute names should be singular nouns.
- **Cardinality** of many is represented by a line ending in a crow's foot. If the crow's foot is omitted, the cardinality is one.

Existence is represented by placing a circle or a perpendicular bar on the line. Mandatory existence is shown by the bar (looks like a 1) next to the entity for an instance is required. Optional existence is shown by placing a circle next to the entity that is optional.

ER Diagram



10.Implementation and System Testing

After all phase have been perfectly done, the system will be implemented to the server and the system can be used.

System Testing

The goal of the system testing process was to determine all faults in our project .The program was subjected to a set of test inputs and many explanations were made and based on these explanations it will be decided whether the program behaves as expected or not. Our Project went through two levels of testing

1. Unit testing

2 .Integration testing

Unit Testing

Unit testing is commenced when a unit has been created and effectively reviewed .In order to test a single module we need to provide a complete environment i.e. besides the section we would require The procedures belonging to other units that the unit under test calls Non local data structures that module accesses .A procedure to call the functions of the unit under test with appropriate parameters

1. Test for the admin module

Testing admin login form-This form is used for log in of administrator of the system. In this form we enter the username and password if both are correct administration page will open otherwise if any of data is wrong it will get redirected back to the login page and again ask the details.

Report Generation: admin can generate report from the main database.

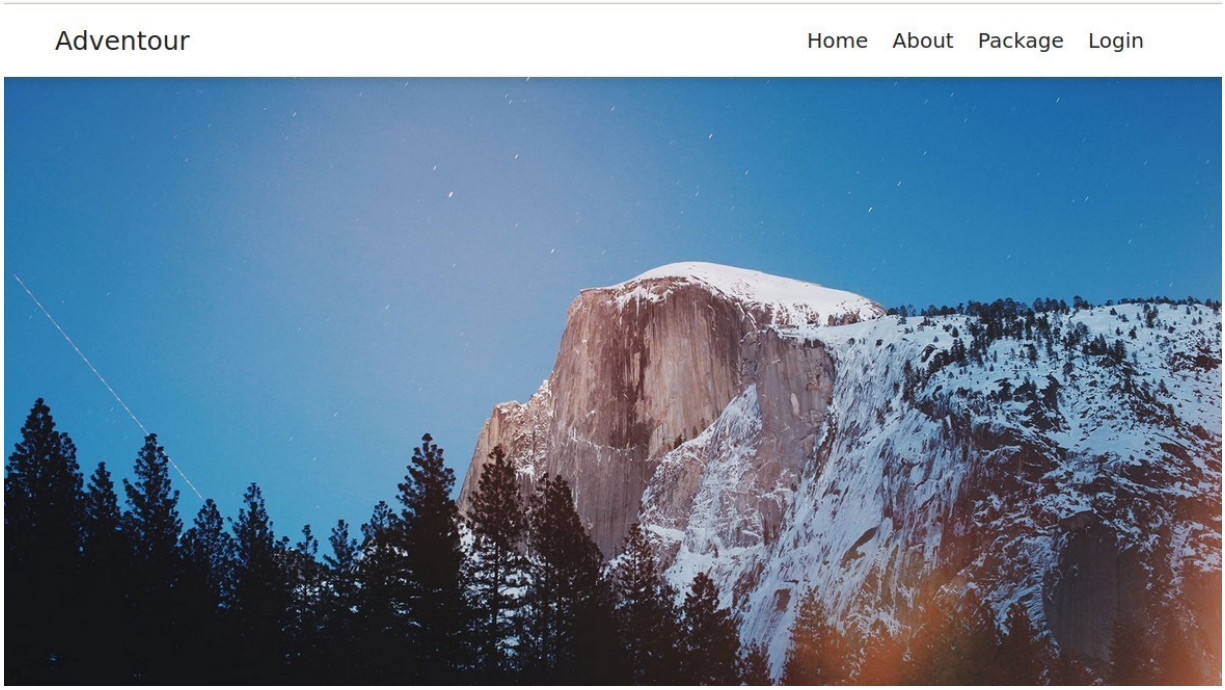
Integration Testing

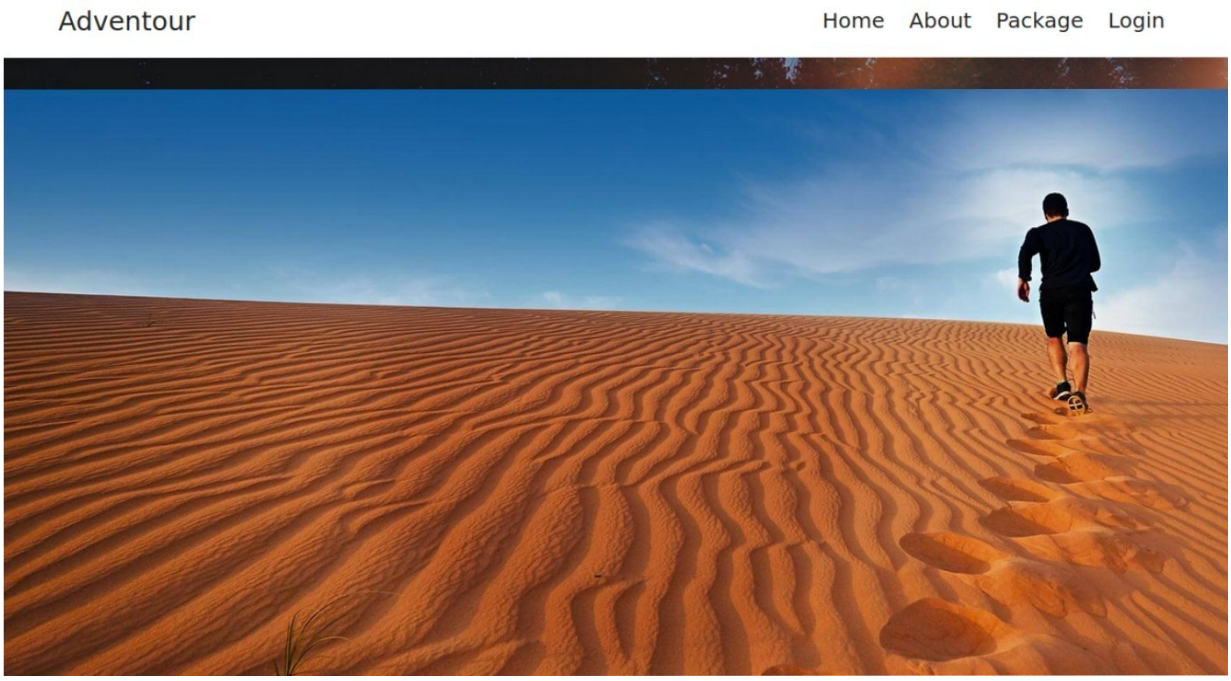
In the Integration testing we test various combination of the project module by providing the input.

The primary objective is to test the module interfaces in order to confirm that no errors are occurring when one module invokes the other module.

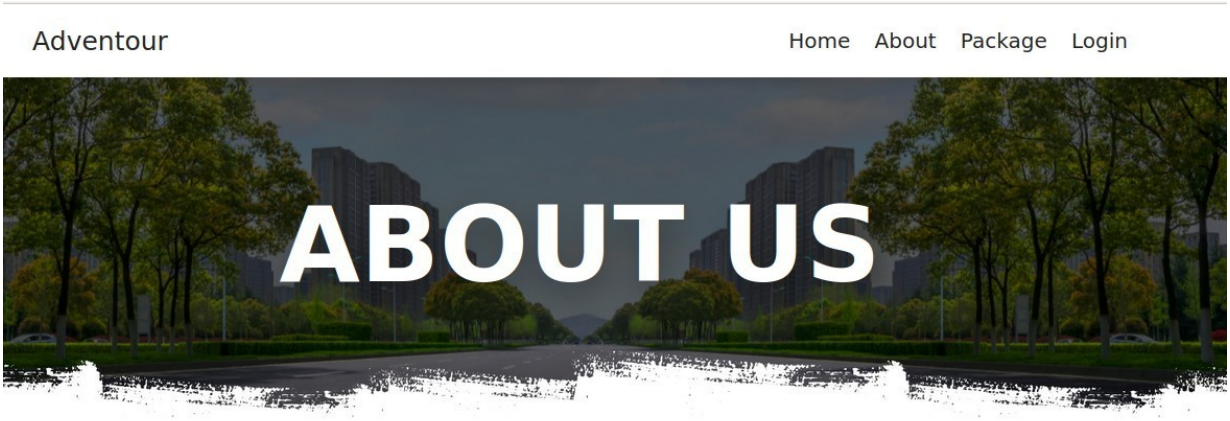
11.Evaluation

Home Page

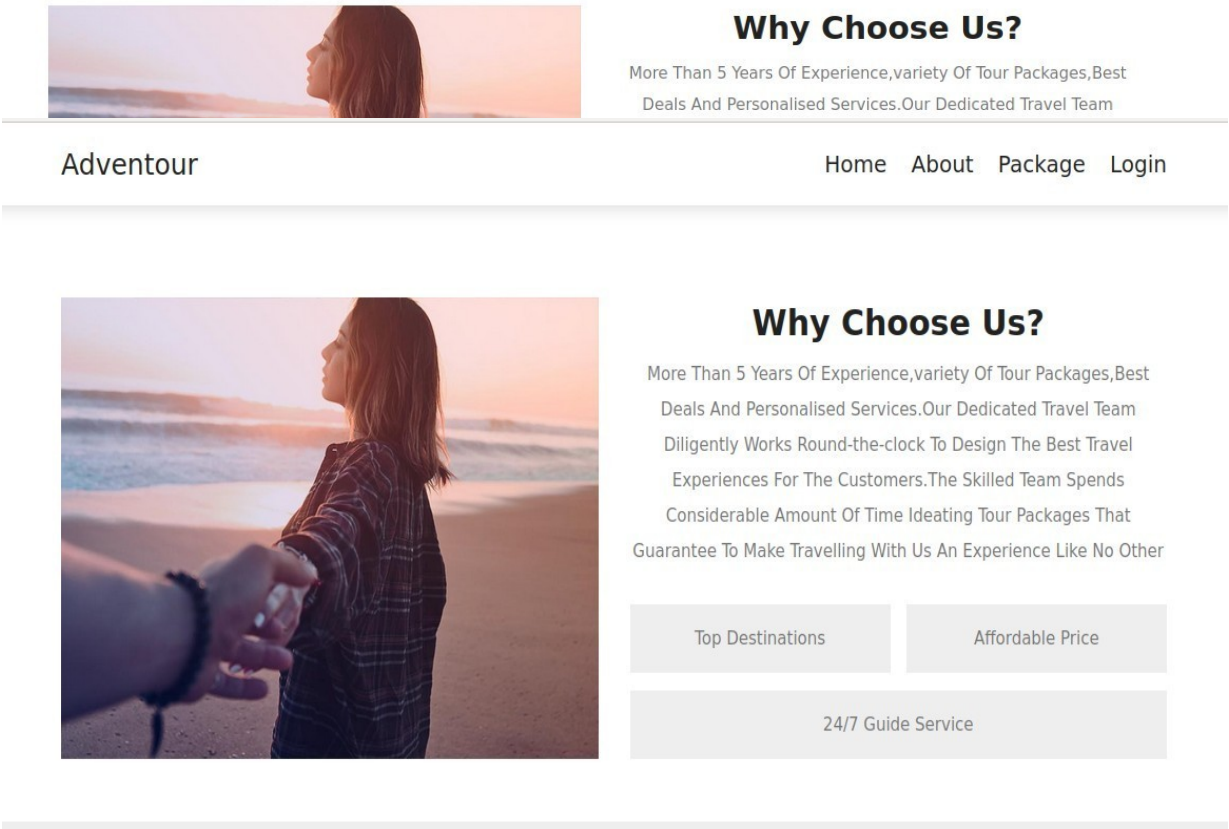




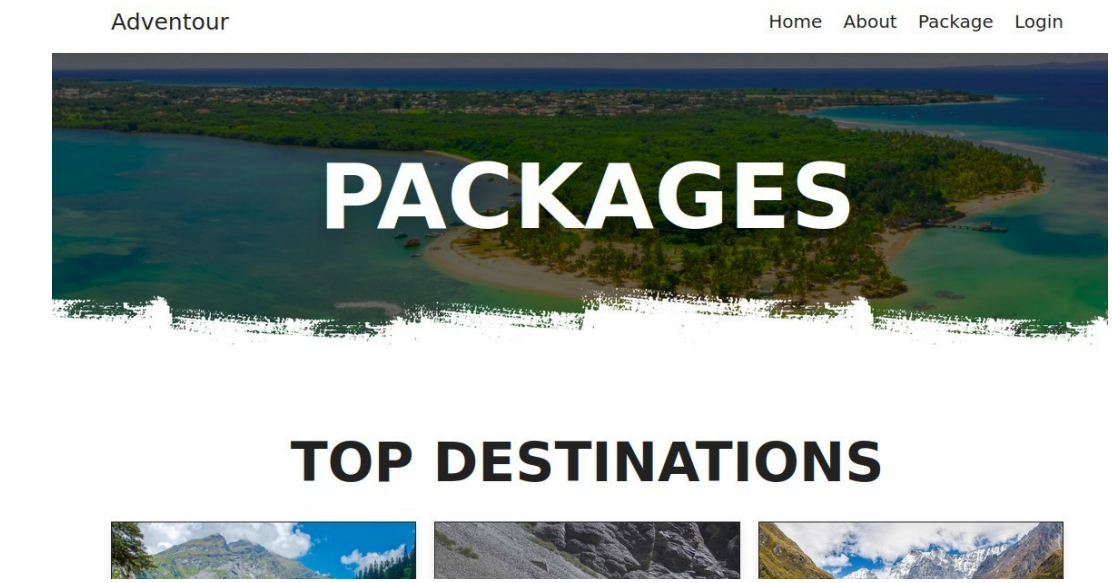
About page

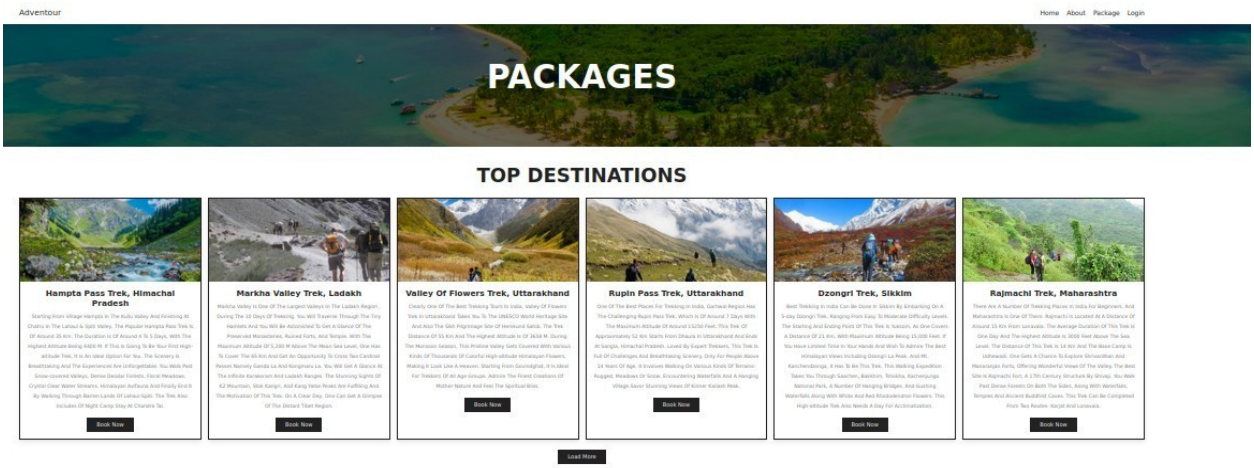


Why choose us page

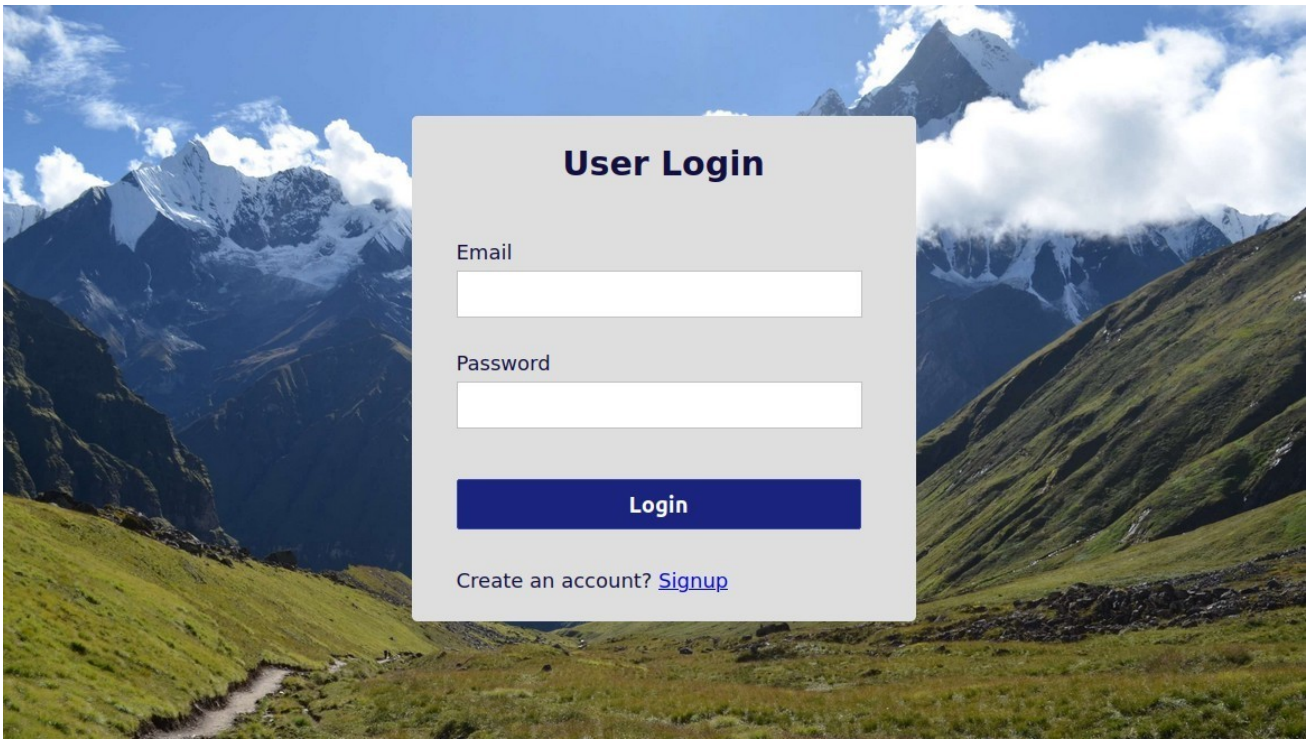


Package page

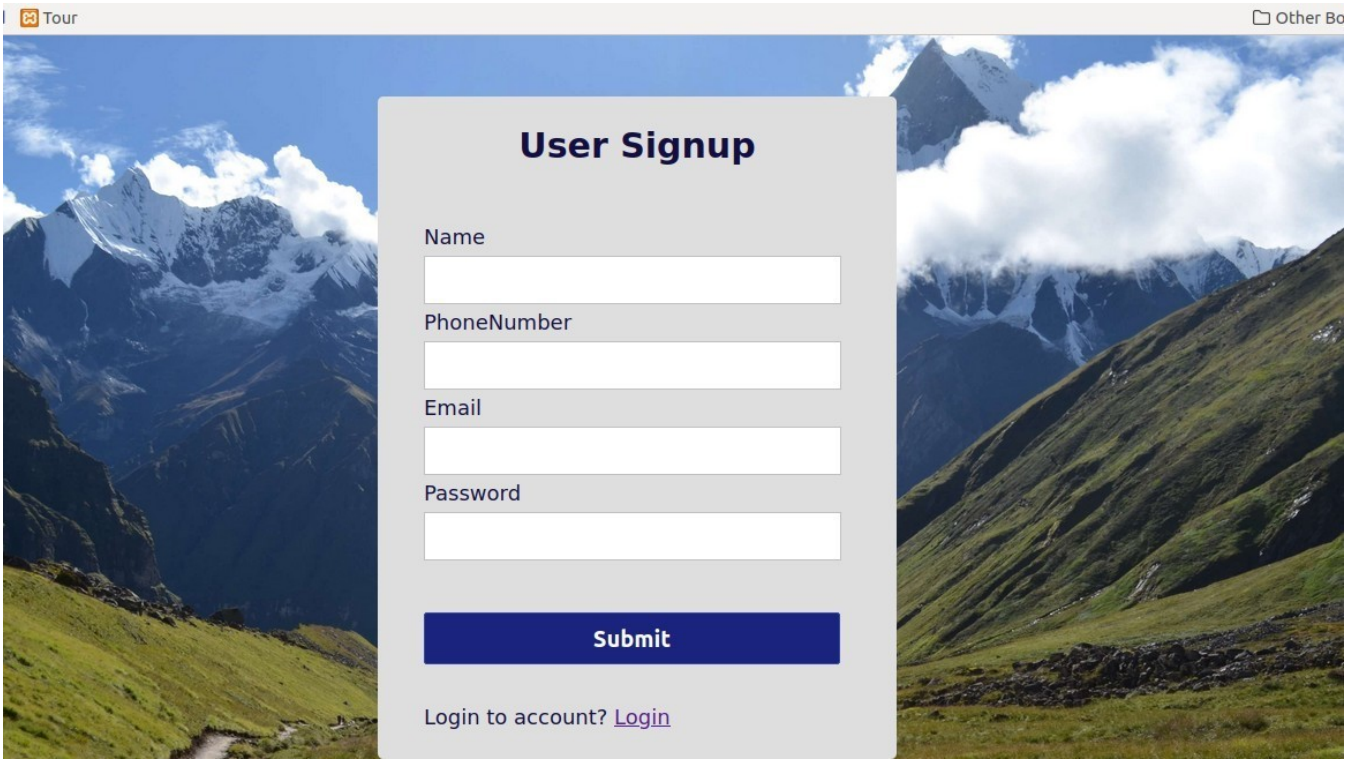




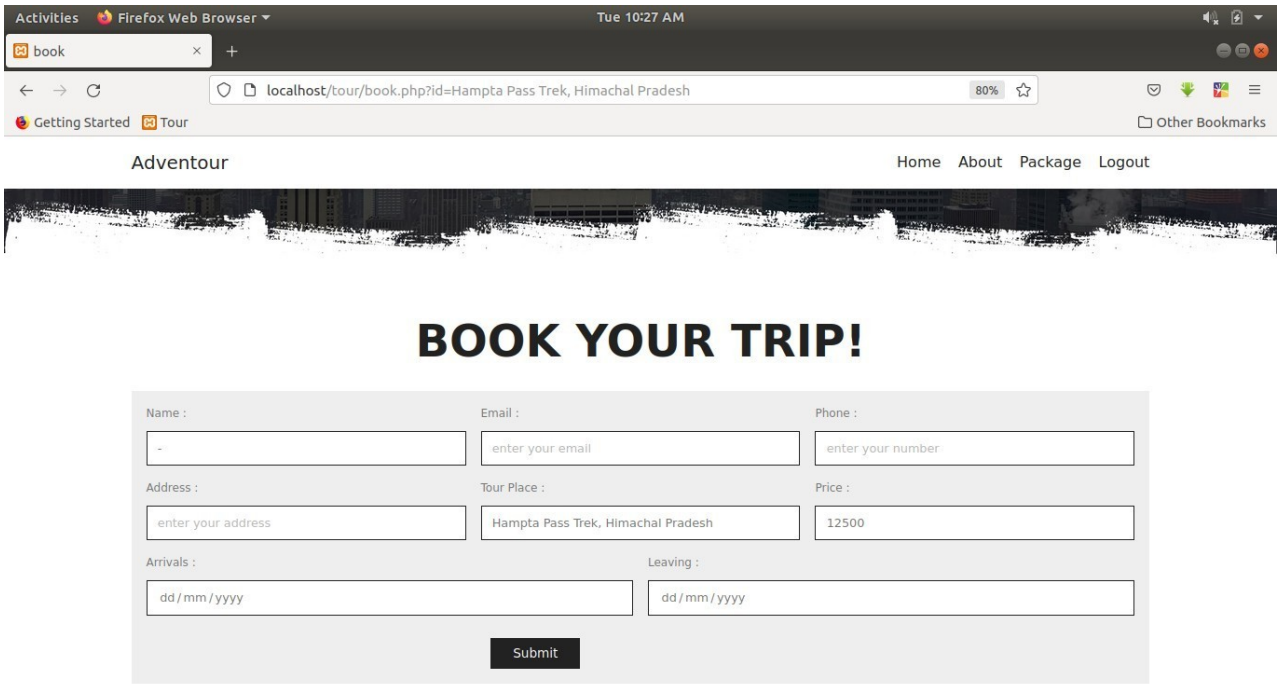
Login page: If user is already existed then he can directly login into the page.



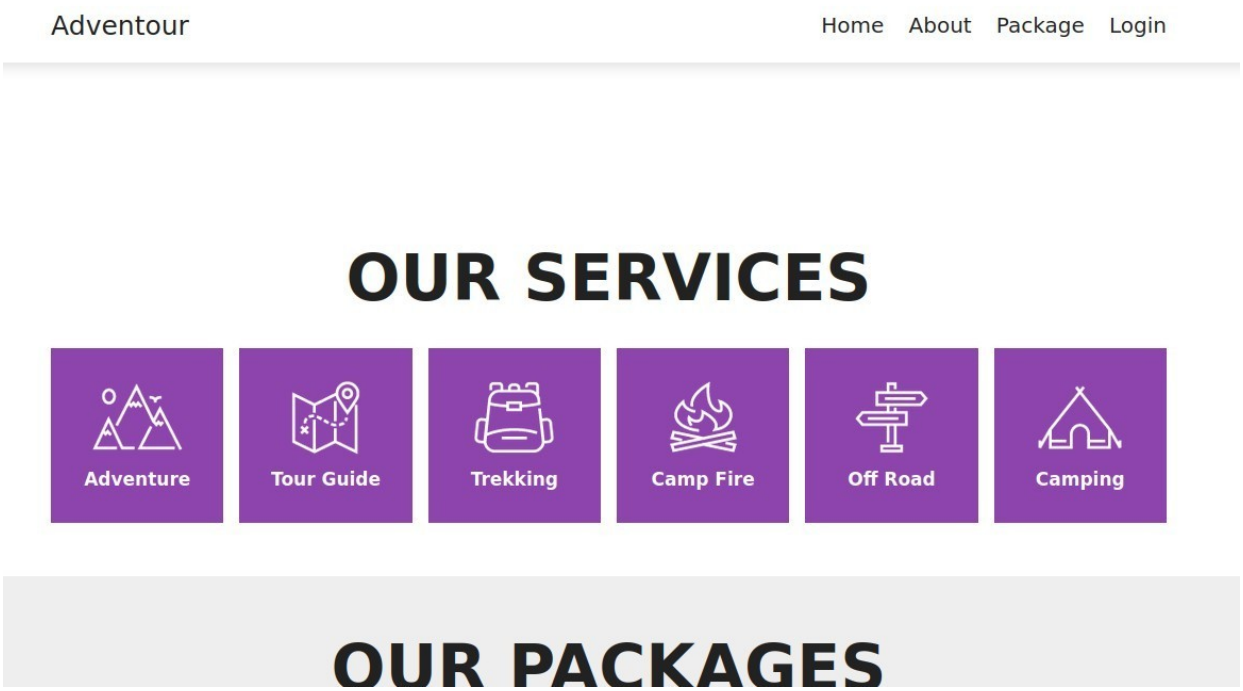
Signup page: If user is new to the site then he/she must signup the site first.



Book your trip page:



Our services page:



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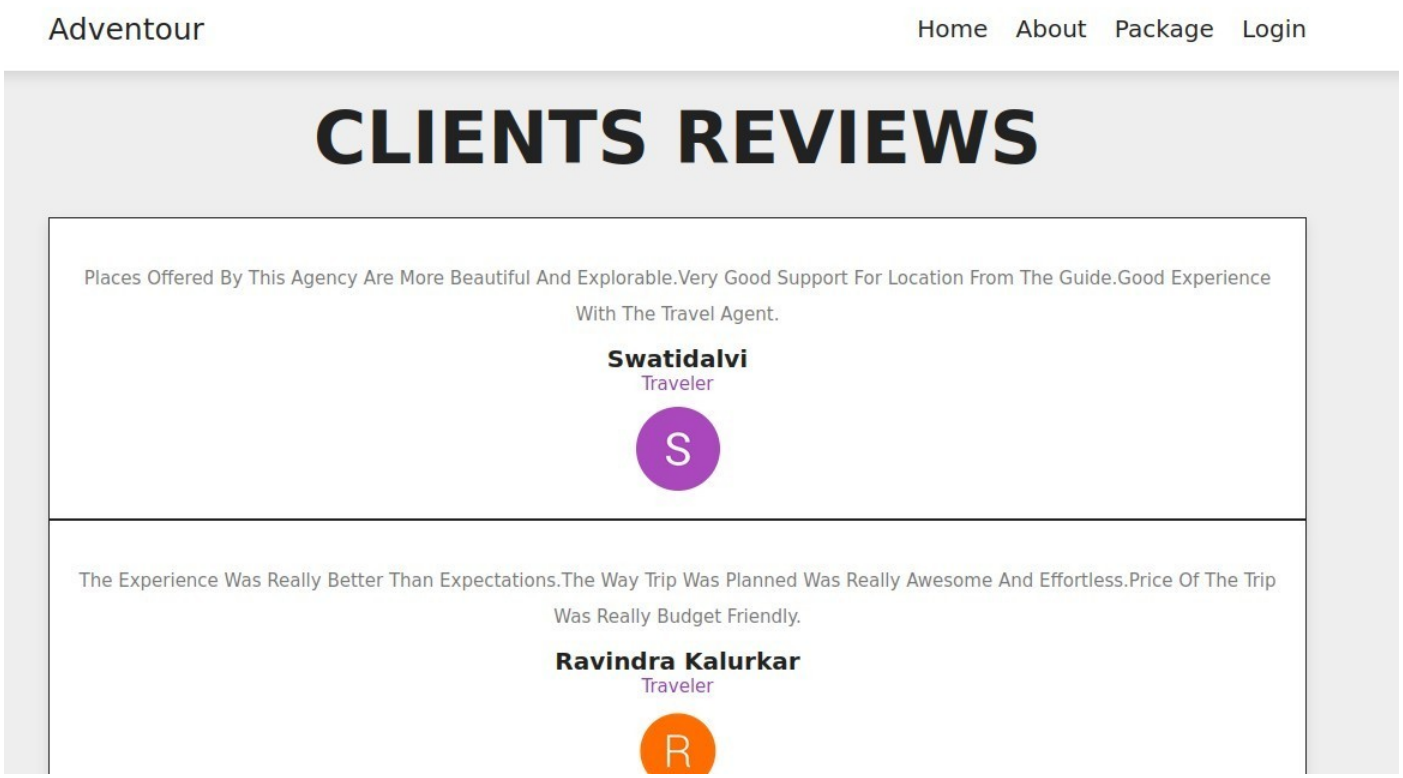
Reviews page:



12.Conclusion

In conclusion,we can say that tourism is a very productive activity both for the tourist and the government.As they support each other simuntaneousluy.Also,the government should consider improvinfg the conditions of the country as more number of tourist visit their country.

**********THANKYOU**********