FULL STACK PROJECT REPORT

**On**

**Tourism Website Frontend**

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Abstract

The face is one of the easiest ways to distinguish the humans identity from the animals. Face Detection is a facial identification system that uses predefined features of a face to identify the faces in a picture. Face detection, whose goal is to find out the size and location of faces in given image, is an essential and foundational process in many face recognition systems. The results of the face detection process are used as the input data for face recognition or other algorithms. As a challenging task, face detection from still images has attracted a lot of researchers from the fields of computer vision and pattern recognition. Many different effective methods had been proposed in the last decades, and some of them have achieved good results. In this Project, two face detection methods are used and compared.

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**1. Introduction**

* 1. **Introduction**

The project is a tourism website that offers various tour packages to different tourist destinations across the world. Destinations are also categorised in different categories like : places for kids, couples ,family holiday , adventure trip ,hiking destinations etc. Each destination has its own information card displaying a picture of the place with some text with it. It is a hyperlinked card which when clicked will take the user to a different webpage which contains detailed information about that destination.

1.2 **Motivation and Objective**

Our motivation has been the increased interest of people wanting to travel to different parts of the world. Many people want to travel the world and want to make their stay and travel special , said that many are afraid that if they do not plan their tour properly they might miss out on some exiting and interesting things. So we came up with the idea of providing a fully planned tour and trips to people so that they don’t have to spend weeks and months just to make their holiday/visit memorable. Travel Monkey aims to provide the best in class services and tour packages to its customers so that they can enjoy every moment of their travel.

**2. Software Requirement Analysis**

**2.1** **Web Browser:**

A web browser, or simply "browser," is an application used to access and view websites. Common web browsers include Microsoft Internet Explorer, Google Chrome, Mozilla Firefox, and Apple Safari.

The primary function of a web browser is to render HTML, the code used to design or "mark up" web pages. Each time a browser loads a web page, it processes the HTML, which may include text, links, and references to images and other items, such as cascading style sheets and JavaScript functions. The browser processes these items, then, renders them in the browser window.

**2.2** **Brackets:**

Brackets is a source code editor with a primary focus on web development. Created by Adobe Systems, it is free and open-source software licensed under the MIT License, and is currently maintained on GitHub by Adobe and other open-source developers. It is written in JavaScript, HTML and CSS. Brackets is cross-platform, available for macOS, Windows, and most Linux distributions. The main purpose of brackets is its live HTML, CSS and JavaScript editing functionality.

**2.2** **Modules and their functionality**:

**2.2.1 Home Page Module:** The home page is the default page which will be loaded first for each person visiting the website. It contains navigaion bar on the top with brand name and various other hyperlinks on it and two links for sign up and login as well. It is fixed nav bar. Below the navbar, there is a slideshow of slides of various destinations. Following is an image grid of various places to visit and in the last there is a footer containing information about developers and links to their social media.

**2.2.2 Destination Module:** This module contains information about various places for visiting. Like Paris, London, Rome etc. Clicking a destinations card will redirect you to another page which contains more information about it. Then there are three tabs named ‘About’, ‘Photos’, ‘Places to Visit’ (popular landmarks of that destination). Destination page tells about the best things of that place.

**2.2.3 Sign Up Module:** The Sign Up section comes when clicked on the Sign Up Button given in the navigation bar at the top ,a little of animation is used to show the contents of Sign Up . User gets certain benefits when signing in as then only user can book the tours package.

**2.2.4 Login Module:** Login Form comes when user clicks on the Login Button in the navigation bar and only those users who have previously signed in can only Login as there given credentials are stored in the database and for the rest, will show error.

On entering the correct username and password, user is logged in and he/she can verify this by checking their username on the front page of website.

**2.2.5 Loader Module:** This module is used to show the loading screen while the page is being load. Loading Screen consists of four different colored dots jumping in a repeated pattern.

**2.2.4 NotYetAvailable Module:** This module comes in working when the user clicks on some link which is not yet available but is under development.

**3. User Interface**

## 3.1 Main Page:

The main page which will be visible to every visiting person and this contains all the other sections directly or indirectly.

**3.2 Destinations:**

**3.2.1 Paris:**

**3.2.2 HongKong, Disneyland**

**4. Conclusion**

The computational models, which were implemented in this project, were chosen after extensive research, and the successful testing results confirm that the choices made by the researcher were reliable. As we have seen LBP is significantly faster than Haar and not that much behind in accuracy so depending on the needs of our application we can use any of the above-mentioned face detection algorithms. Face detection has rich real-time applications that include facial recognition, emotions detection (smile detection), facial features detection (like eyes), face tracking etc. You can also explore more exciting machine learning and computer vision algorithms available in OpenCV library.

**5. Bibliography**

[1] https://stackoverflow.com/

[2] https://www.w3schools.com/bootstrap/

[3] https://travel.usnews.com/

[4] https://getbootstrap.com/

**6. Appendix**

import cv2