MINI-PROJECT MID-REPORT
On
"Wed Development"

Submitted by

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Declaration

I/we hereby declare that the work which is being presented in the Bachelor of technology. Project **"Paryatan"**, in partial fulfillment of the requirements for the award of the **_Bachelor of Technology_** in Computer Science and Engineering and submitted to the Department of Computer Engineering and Applications of GLA University, Mathura, is an authentic record of my/our own work carried under the supervision of **Mr. Mandeep Singh, Technical Trainer, Dept. of CEA, GLA University.**

The contents of this project report, in full or in parts, have not been submitted to any other Institute or University for the award of any degree.

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Certificate

This is to certify that the project entitled "Paryatan", carried out in Mini Project – I Lab, is a bonafide work by Arpit Verma, Kavya Kumar, Ankur Varshney, Prabuddha Kumar, and Gaurav Yadav and is submitted in partial fulfillment of the requirements for the award of the degree Bachelor of Technology (Computer Science & Engineering).

Signature of Supervisor:

Name of Supervisor: Mr. Mandeep Singh
Date:15-11-2021

ACKNOWLEDGEMENT

Presenting the ascribed project paper report in this very simple and official form, we would like to place my deep gratitude to GLA University for providing us the instructor Mr. Mandeep Singh, our technical trainer and supervisor.

He has been helping us since Day 1 in this project. He provided us with the roadmap, the basic guidelines explaining on how to work on the project. He has been conducting regular meeting to check the progress of the project and providing us with the resources related to the project. Without his help, we wouldn't have been able to complete this project.

And at last but not the least we would like to thank our dear parents for helping us to grab this opportunity to get trained and also my colleagues who helped me find resources during the training.

Thanking You

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EXISTING SYSTEM

In the existing system, each task is carried out manually and processing is also a tedious job. In previous system travellers were maintaining time table details manually in pen and paper, which was time taking and costly. The travellers are not able to achieve its need in time and also the results may not accurate. Because of the manual maintenance there are number of difficulties and drawbacks exist in the system.

Some of them are :-

- It is time consuming.
- It leads to error prone results.
- It lacks of data security.

CONTEXT

This Website "Paryatan" has been submitted in partial fulfillment of the requirements for the award of the degree of Bachelor of Technology in Computer Science and Engineering at GLA University, Mathura supervised by Mr Mandeep Singh. This project has been completed approximately three months and has been executed in modules, meetings have been organised to check the progress of the work and for instructions and guidelines.

MOTIVATION

The purpose of the Tourism Management System project is to create a system that acts as a guide to provide users with details of various touring destinations as well as help them with the details of accommodation and Food services. Tourism has numerous tangible and intangible elements. Major tangible elements include transportation accommodation and other components of a hospitality industry. Major intangible elements relate to the purpose or motivation for becoming a tourist, such as rest relaxation the opportunity to meet new people and experience other cultures, or simply to do something different and have an adventure, It attracts tourists for is historical forts, places, art and culture.

OBJECTIVE

Tourism is vital for all counties, due to the income generated by the consumption of goods and services by tourists, the taxes levied on businesses in the tourism industry, and the opportunity for employment and economic advancement by working in the industry' Due to India's rich history, its cultural and geographical diversity, makes it international tourism. It is a menu driven guide which gives help with both national as well as international tourism. Helps with accommodation as well as Food services. This Website provides feedback facility for further improvements. It's give the user option to make notes while browsing the site.

Requirements

a). Software Requirements:

- Technology Implemented: Full Stack Web Development
- Languages/Technologies Used: HTML, CSS And JS
- IDE Used: Visual Studio Code
- Web Browser: Google Chrome

- GitHub: GitHub is a code hosting platform for version control and collaboration. It lets you and others work together on projects from anywhere. GitHub Repository: A GitHub repository can be used to store a development project. It can contain folders and any type of files (HTML, CSS, JavaScript, Documents, Data, Images). A GitHub repository should also include a license file and a README file about the project. A GitHub repository can also be used to store ideas, or any resources that you want to share.

- Visual Studio Code: Visual Studio Code is a free source-code editor made by Microsoft for Windows, Linux and macOS. [7] Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git. Users can change the theme, keyboard shortcuts, preferences, and install extensions that add additional functionality. Microsoft has released Visual Studio Code's source code on the VS Code repository of GitHub.com, under the permissive MIT License, while the compiled binaries are freeware.

b). Hardware Requirements:

- Processor Required: Intel i3
- Operating System: Windows 10
- RAM: 8GB
- Hardware Devices: Computer System
- Hard Disk: 256G

ABSTRACT

This is a mini Project work undertaken in context of partial fulfilment of the B.Tech. I have tried my best to make the complicated process of the Tourism as simple as possible using Structured, Modular technique & Menu oriented interface. I have tried to design the software in such a way that user may not have any difficulty in using this package & further expansion is possible without much effort. The purpose of the Tourism Management System project is to create a system that acts as a guide to provide users with details of various touring destinations as well as help them with the details of accommodation and Food services. Tourism has numerous tangible and intangible elements. Major tangible elements include transportation accommodation and other components of a hospitality industry. Major intangible elements relate to the purpose or motivation for becoming a tourist, such as rest relaxation the opportunity to meet new people and experience other cultures, or simply to do something different and have an adventure, It attracts tourists for is historical forts, places, art and culture, Tourism is vital for all counties, due to the income generated by the consumption of goods and services by tourists, the taxes levied on businesses in the tourism industry, and the opportunity for employment and economic advancement by working in the industry' Due to India's rich history, its cultural and geographical diversity, makes it international tourism. It is a menu driven guide which gives help with both national as well as international tourism. Helps with accommodation as well as Food services. This Website provides feedback facility for further improvements. It's give the user option to make notes while browsing the site.

Contents

Chapter 1

Introduction

Today Developers around the world are making efforts to enhance user experience of using application as well as to enhance the developer's workflow of designing applications to deliver projects and rollout change requests under strict timeline. Stacks can be used to build web applications in the shortest span of time. The stacks used in web development are basically the response of software engineers to current demands. They have essentially adopted pre-existing frameworks (including JavaScript) to make their lives easier. HTML, CSS and JavaScript work together to form the front-end design of a website by applying information that affects content, style and interactivity of a site. They are HTML, CSS and JavaScript and they are considered to be the backbone of the web. When it comes to web development there is front-end web development and back end-web development. These three languages are for front-end web development and are responsible for what you can see and do on a website. They are referred to as client side languages as they run in the browser (Google Chrome, Firefox etc.) of your computer. The browser translates these languages and the result of this translation is the visual web page.

Pre-requisite

Hands-on knowledge of Visual Studio Code and Github is essential before working on the concepts for making of webpages. Make sure that you have the browser or chrome installed and running before opening website.

Chapter 2

Technologies Used

Main Pilars of Web Development are:-

HTML

HTML stands for **H**yper**t**ext **M**arkup **L**anguage, and it is the most widely used language to write Web Pages.

- Hypertext refers to the way in which Web pages (HTML documents) are linked together. Thus, the link available on a webpage is called Hypertext.
  - As its name suggests, HTML is a Markup Language which means you use HTML to simply "mark-up" a text document with tags that tell a Web browser how to structure it to display.

Originally, HTML was developed with the intent of defining the structure of documents like headings, paragraphs, lists, and so forth to facilitate the sharing of scientific information between researchers.

Now, HTML is being widely used to format web pages with the help of different tags available in HTML language.

Applications of HTML

There are lot more things you can do with HTML.

- You can publish documents online with text, images, lists, tables, etc.
- You can access web resources such as images, videos or other HTML document via hyperlinks.
- You can create forms to collect user inputs like name, e-mail address, comments, etc.
- You can include images, videos, sound clips, flash movies, applications and other HTML documents directly inside an HTML document.
- You can create offline version of your website that work without internet.
- You can store data in the user's web browser and access later on.
- You can find the current location of your website's visitor.

CSS

CSS is short for **C**ascading **S**tyle **S**heets, and is the preferred way for setting the look and feel of a website. Cascading Style Sheets (CSS) is a markup language responsible for how your web pages will look like. It controls the colors, fonts, and layouts of your website elements.

This style sheet language also allows you to add effects or animations to your website. You can use it to display some CSS animations like click button effects, spinners or loaders, and animated backgrounds. Without CSS, your website will appear as a plain HTML page.

The cascading means that a style applied to a parent element will also apply to all children elements within the parent. For example, setting the colour of body text will mean all headings and paragraphs within the body will also be the same colour.

JavaScript

JavaScript is a **client-side scripting language** of web developed by **Netscape** in 1995 with the name LiveScript. **JavaScript** is used to build **interactive websites** with **dynamic** features and to **validate form data**. JavaScript is **high-level**, **dynamic** and **browser interpreted** programming language, supported by all modern web browsers. Apart from web browser, JavaScript is also used to build scalable

web applications using Node JS. JavaScript is also being used widely in game development and Mobile application development.

JavaScript is also known as the **Programming Language of web** as it is the only programming language for Web browsers. JavaScript is *an object-based scripting language* which is lightweight and cross-platform. The programs in this language are called scripts. They can be written right in a web page's HTML and run automatically as the page loads. Scripts are provided and executed as plain text. They don't need special preparation or compilation to run. The browser has an embedded engine sometimes called a "JavaScript virtual machine".

JavaScript Applications

JavaScript is the widely used programming language, all over the world. It has the largest open-source package repository in the world (npm). Every type of software uses JavaScript, including the server code (Node.js), productivity apps, 3D games, robots, **IoT** devices. JavaScript has achieved the goal, set by Java a long time ago: write once, run anywhere. There are various JavaScript uses in different segments.

Chapter 3

List of Figures

1. Home Page:

This website is created for travel and tourism purpose and hence it is also named as Paryatan website .

On the dashboard you see

Log In (Database):-
It needs   the user to enter his/her name and mobile numbers for entering the website.

Menu:-
Indian Tour:- It takes you to guide for touring major Indian cities.
Foreign Tour:- It takes you to guide for touring major International cities.
Contact Us:- It helps users to contact for seeking any help regarding website
Feedback:- Its gives the user facility to provide feedback for improving the system.
Themes:-It takes the user to places according to his/her taste or depending on occasion.

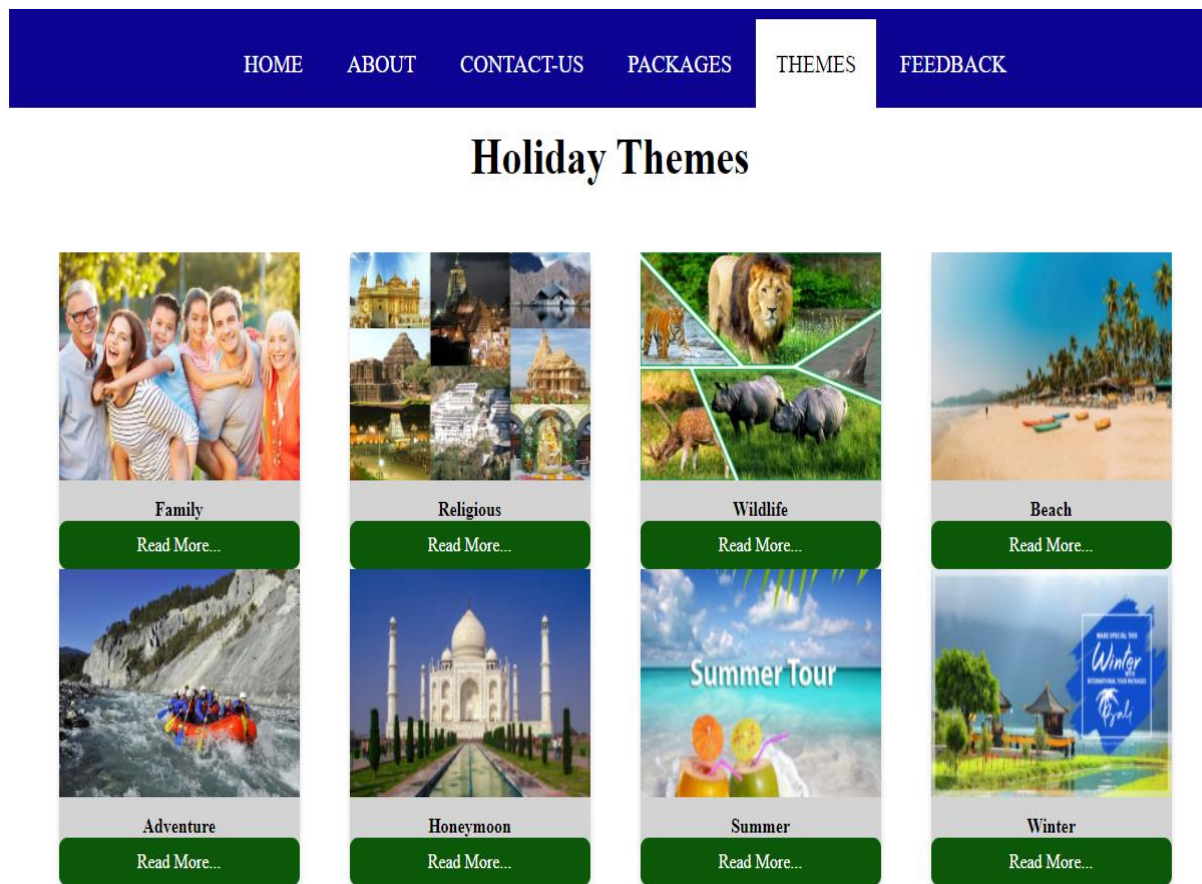HOME   ABOUT   CONTACT-US   PACKAGES   THEMES   FEEDBACK

Paryatan
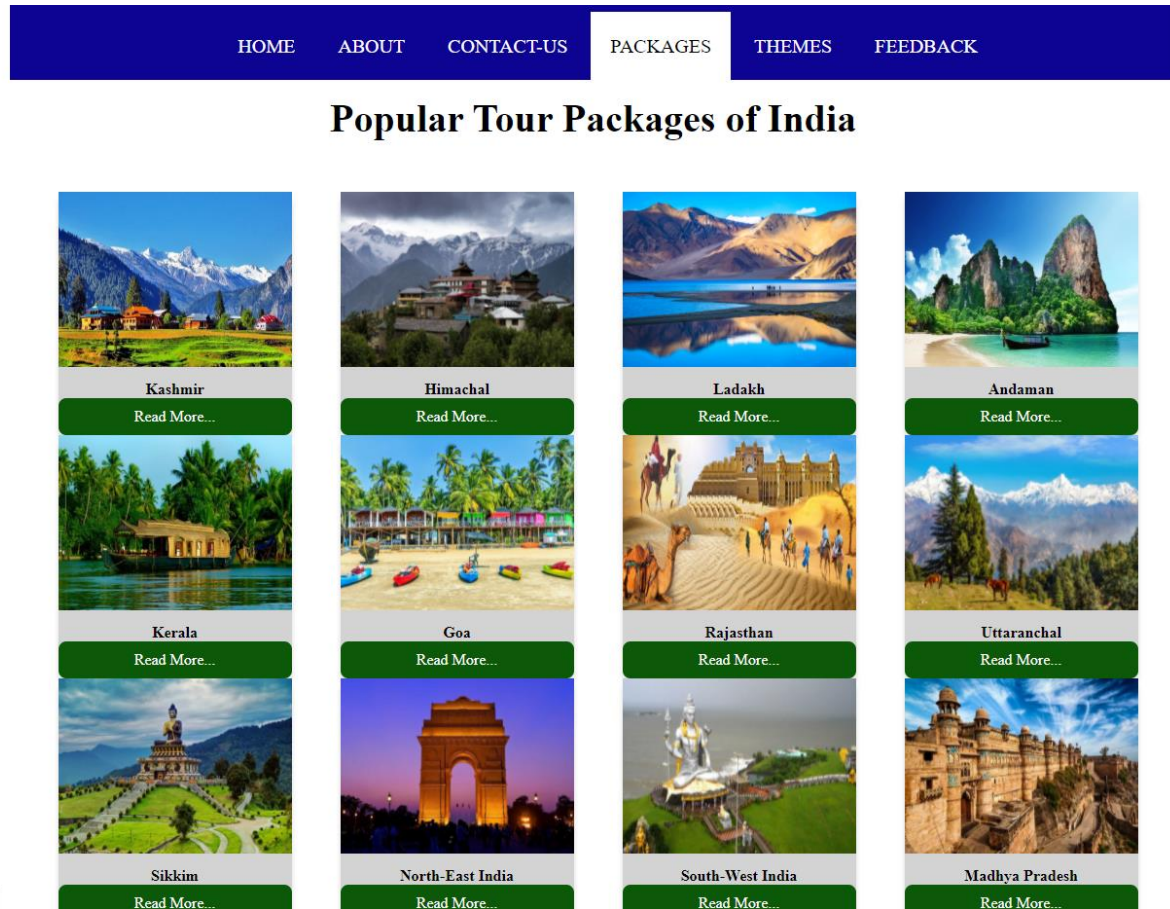
2.Packages:

It shows you the popular destinations and packages available. It further gives you more information about the particular destinations like accommodations, routes and local food.

3. Themes

It takes the user to places according to his/her taste or depending on occasion.

Chapter 4

Software Testing

Once source code has been generated, software must be tested to uncover as many errors as possible before delivery. It is very important to work the system successfully and achieve high quality of software. Testing include designing a series of test cases that have a high likelihood of finding errors by applying software-testing techniques. System testing makes logical assumptions that if all the parts of the system are correct, the goal will be successfully achieved. The system should be checked logically. Validations and cross checks should be there. Avoid duplications of record that cause redundancy of data. In other Words, Testing is the process of evaluating a system or its component(s) with the intent to find whether it satisfies the specified requirements or not. It is executing a system in order to identify any gaps, errors, or missing requirements in contrary to the actual requirements.

The preliminary goal of implementation is to write source code and internal documentation so that conformance of the code to its specifications can be easily verified, and so that debugging, testing and modifications are eased. This goal can be achieved by making the source code as clear and straightforward as possible. Simplicity, clarity and elegance are the hallmark of good programs, obscurity, cleverness, and complexity are indications of inadequate design and misdirected thinking. Source code clarity is enhanced by structured coding techniques, by good coding style, by, appropriate supporting documents, by good internal comments, and by feature provided in modern programming languages. The implementation team should be provided with a well-defined set of software requirement, an architectural design specification, and a detailed design description. Each team member must understand the objectives of implementation.

4.1 TERMINOLOGY

Error The term error is used in two ways. It refers to the difference between the actual output of software and the correct output, in this interpretation, error is essential a measure of the difference between actual and ideal. Error is also to used to refer to human action that result in software containing a defect or fault.

Fault is a condition that causes to fail in performing its required function. A fault is a basic reason for software malfunction and is synonymous with the commonly used term Bug.

Failure is the inability of a system or component to perform a required function according to its specifications. A software failure occurs if the behavior of the software is the different from the specified behavior. Failure may be caused due to functional or performance reasons.

4.2 TYPES OF TESTING

a. Unit Testing The term unit testing comprises the sets of tests performed by an individual programmer prior to integration of the unit into a larger system. A program unit is usually small enough that the programmer who developed it can test it in great detail, and certainly in greater detail than will be possible when the unit is integrated into an evolving software product. In the unit testing the programs are tested separately, independent of each other. Since the check is done at the program level, it is also called program teasing.

b. Module Testing A module and encapsulates related component. So can be tested without other system module.

c. Subsystem Testing Subsystem testing may be independently design and implemented common problems are sub-system interface mistake in this checking we concenton it. There are four categories of tests that a programmer will typically perform on a program unit.

i Functional test

ii Performance test

iii Stress test

iv Structure test

Functional Test Functional test cases involve exercising the code with Nominal input values for which expected results are known; as well as boundary values (minimum values, maximum values and values on and just outside the functional boundaries) and special values.

Performance Test Performance testing determines the amount of execution time spent in various parts of the unit, program throughput, response time, and device utilization by the program unit. A certain amount of avoid expending too much effort on fine-tuning of a program unit that contributes little to the overall performance of the entire system. Performance testing is most productive at the subsystem and system levels.

Stress Test Stress test are those designed to intentionally break the unit. A great deal can be learned about the strengths and limitations of a program by examining the manner in which a program unit breaks.

Structure Test Structure tests are concerned with exercising the internal logic of a program and traversing particular execution paths. Some authors refer collectively to functional performance and stress testing as "black box" testing. While structure testing is referred to as "white box" or "glass box" testing. The major activities in structural testing are deciding which path to exercise, deriving test date to exercise those paths, determining the test coverage criterion to be used, executing the test, and measuring the test coverage achieved when the test cases are exercised.

Chapter 5

Conclusion

We have completed more than half of our project within time limit with the coordination of our team members under the supervision of our mentor Mr. Mandee

Our project repository is available at

GitHub - Prabuddha16/Paryatan: Mini Project Repo

Chapter 6

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