

# Project Report

## 1.Introduction

### 1.1 Overview

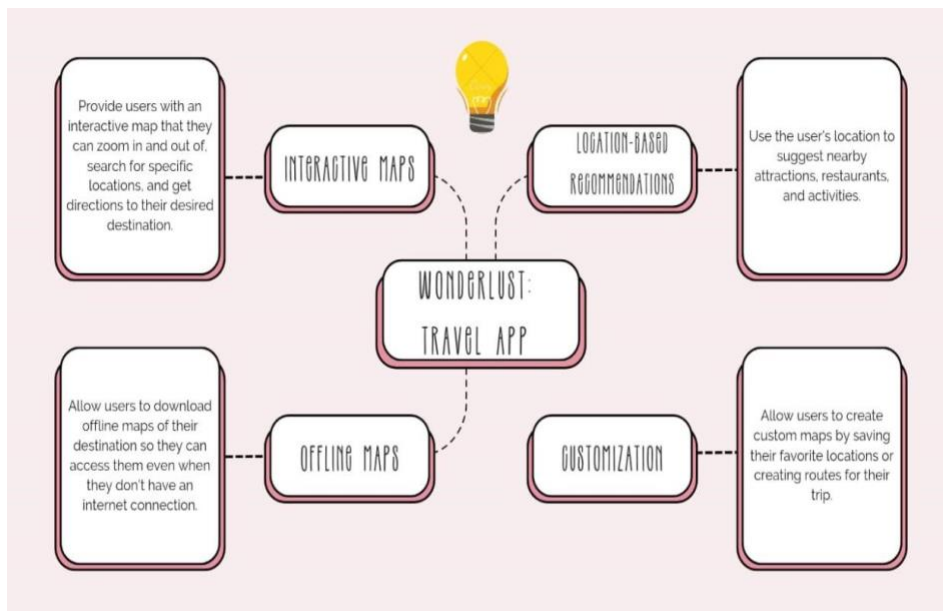
We have developed a Wanderlust travel and tracking app using Kotlin and Jetpack Compose. It is a compact app that you can travel anywhere everywhere.

### 1.2 Purpose

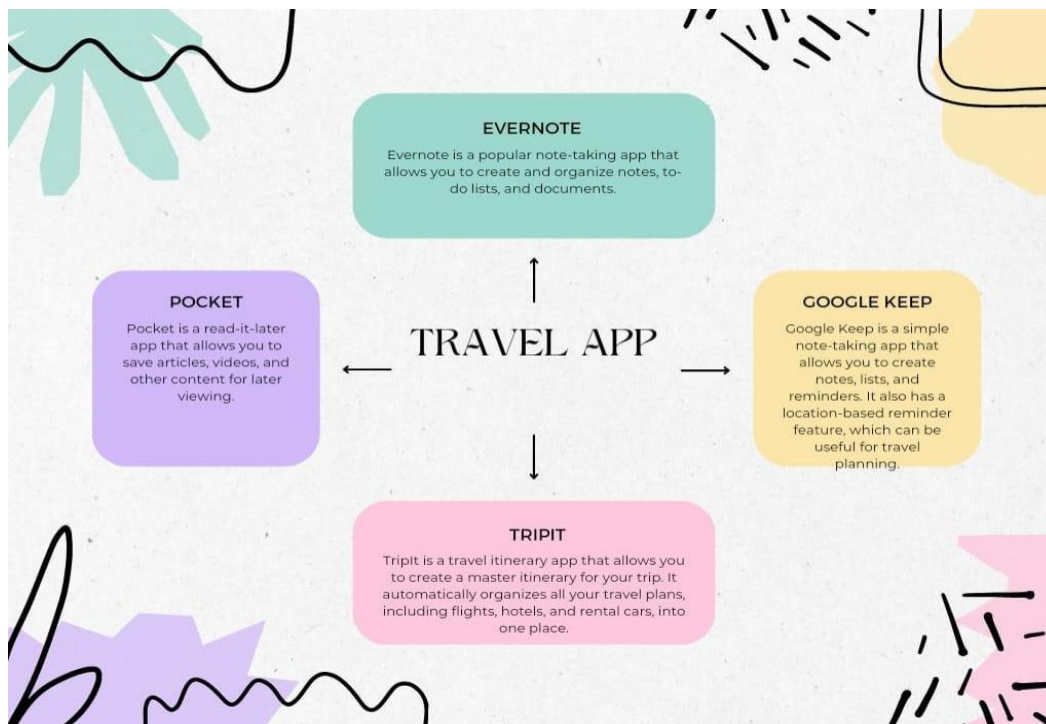
The main purpose of wanderlust is to develop an app that is comfortable to travel and tracking . Wanderlust is a strong desire to wander or travel and explore the world.

## 2.Problem Definition & Design Thinking

### 2.1 Empathy map



### 2.2 Ideation and Brainstorm map



### 3.Result

#### Register Page:

The image shows a mobile app registration page. At the top, there is a status bar with a 4G signal icon, the time 2:27, and a battery level icon. Below the status bar is a header area with a family illustration (a woman, a child, and a man with luggage) and the word "Register" in a cursive font. The main form consists of three input fields: "Username", "Email", and "Password". Below these fields is a blue "Register" button. At the bottom, there is a link that says "Have an account? Log in". The page is set against a light gray background with a subtle pattern.

4G 2:27 2:27 PM KEY MOD

*Register*

Username

Email


Password

Register

Have an account? [Log in](#)

## Login Page:

4G 2:26 2:26 PM DEV MODI



### Login


Login

[Register](#) [Forget password?](#)


## Main Page:

4G 2:27 2:27 PM DEV MODI


### Wanderlust Travel



**Bali**  
Super saver pack with less than \$10000  
7days/2persons



**Paris**  
Super saver pack with less than \$10000  
7days/2persons



# Material Page:



## *Bali*



### Day 1: Arrival and Relaxation

Arrive in Bali and check into your hotel or accommodation.

Spend the day relaxing and getting acclimated to the island.

If you have time, explore the nearby area or head to the beach.

### Day 2: Ubud Tour

Start your day early and head to Ubud, a cultural and artistic hub in Bali.

Visit the Monkey Forest and the Ubud Palace.

Take a tour of the Tegalalang Rice Terrace, a beautiful UNESCO World Heritage Site.

End your day with a traditional Balinese



## *Paris*



### Day 1: Arrival and Introduction

Check into your accommodation and freshen up

Take a stroll around the neighborhood to get acquainted

Visit the Eiffel Tower, preferably in the evening when it is lit up

Have a relaxing dinner at a nearby restaurant

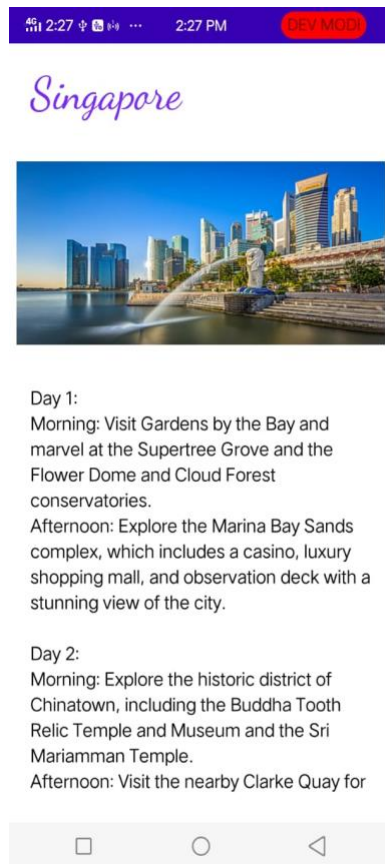
### Day 2: Art and History

Visit the Louvre Museum to see some of the world's most famous art pieces

Stroll through the Tuileries Garden and the Place de la Concorde

Visit the Orsay Museum, which houses a





## 4. Advantage:

- It's a chance to destress: Modern life tends to be busy and pressured with little time for yourself. Breaking from this routine helps you reset and relax
- It makes you creative: Getting out of your comfort zone and experiencing new things means you have to adapt and be resourceful. This can improve your problem-solving skills and make you a creative thinker
- It opens your mind: Experiencing different ways of life, cultures and views makes you more likely to show understanding and embrace new perspectives
- It boosts your confidence: Going to a new place with an unfamiliar language improves your ability to communicate with strangers and pushes you to become more outgoing.

## 5. Disadvantage:

### 1. It Costs a Lot of Money

I bet you're not surprised that travel costs money, and money doesn't grow on trees.

*How we all wish we were trust fund babies or won the lottery, so we could travel without worrying about money!*

There are a number of ways money is one of the biggest disadvantages of travelling.

### 2. Your Personal Information is More at Risk

I know this one sounds odd but hear me out!

When you're at home living your normal life, you're most likely using your home internet more often than not.

Your home internet is *very* safe because you're the only person who knows the password to access .

## 6. Application:

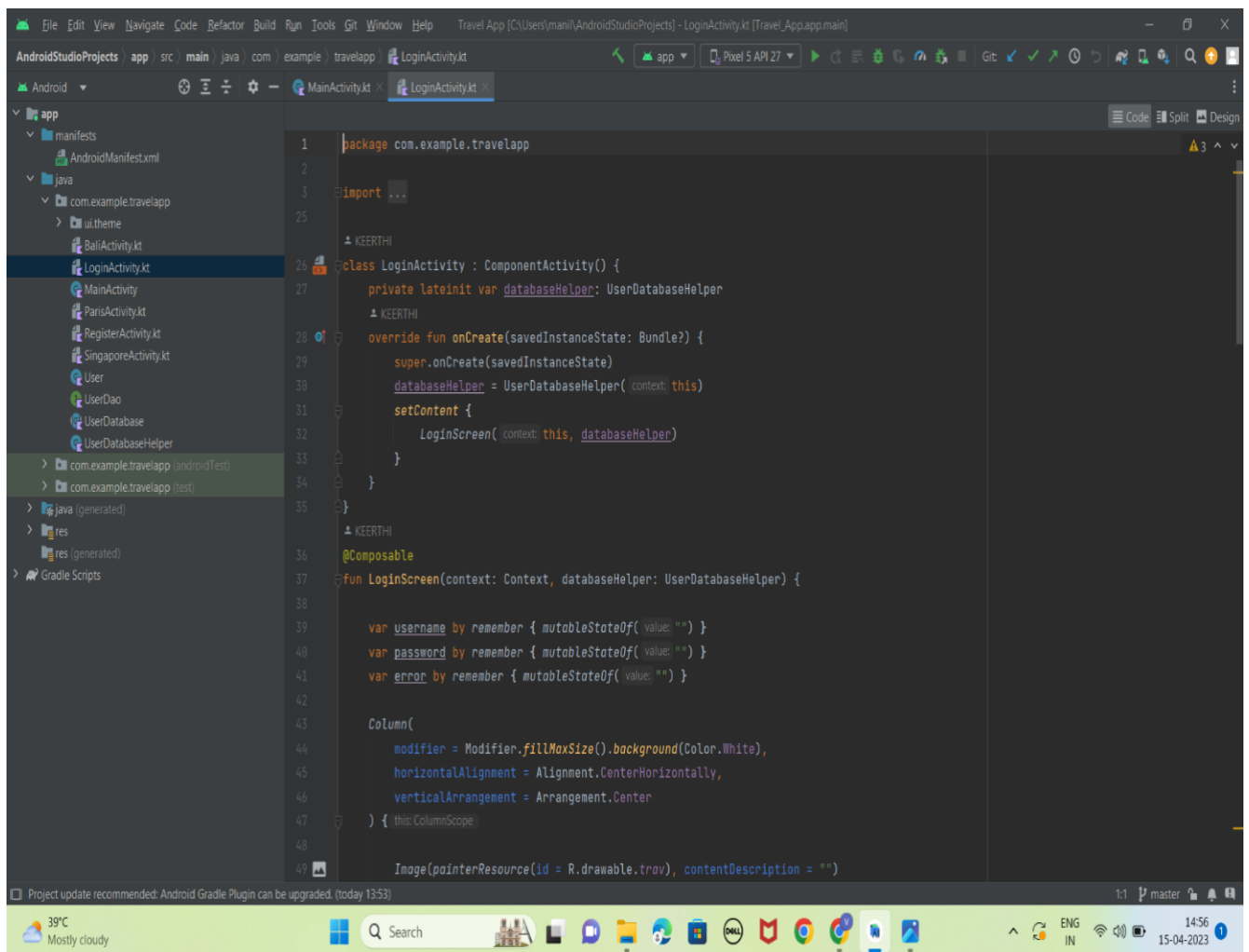
- User-friendly interface: The application should have a simple and intuitive Interface that allows users to easily search for and travel anywhere in the world
- Login and sign-up pages: Users should be able to create an account or log in to Access personalized features such as recommended places and lowest budget.
- Podcast page: The application should have a page dedicated to displaying a lots of tourism places of wanderlust

## 7. Conclusion:

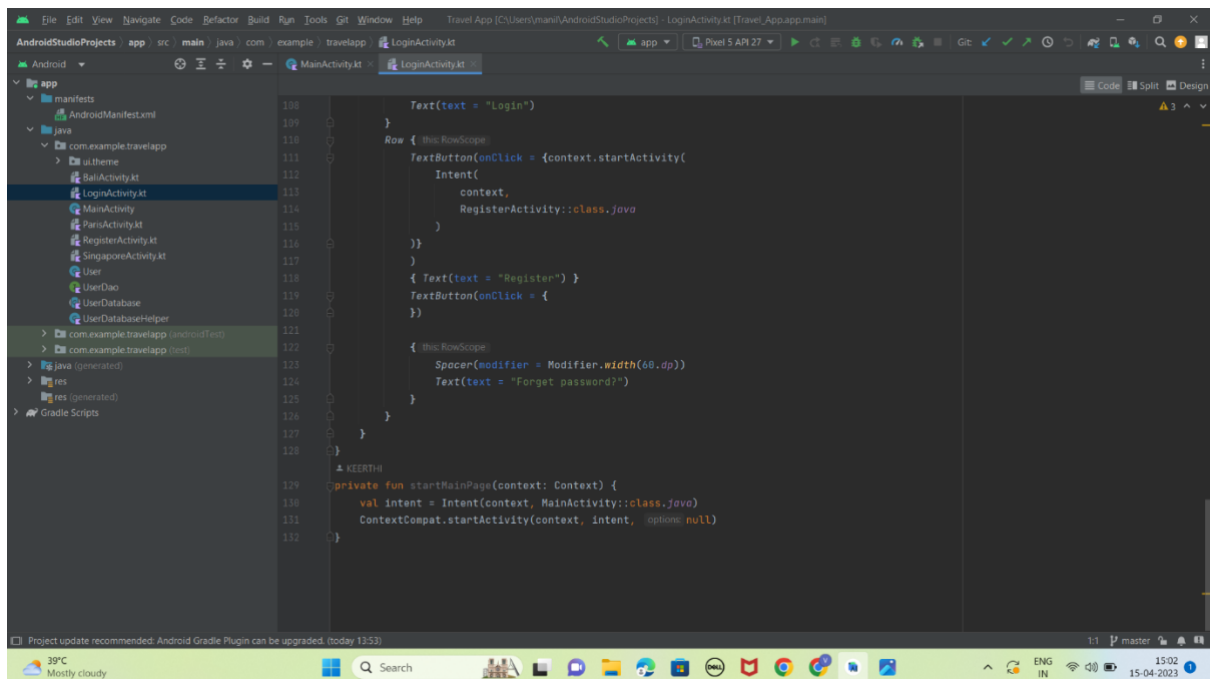
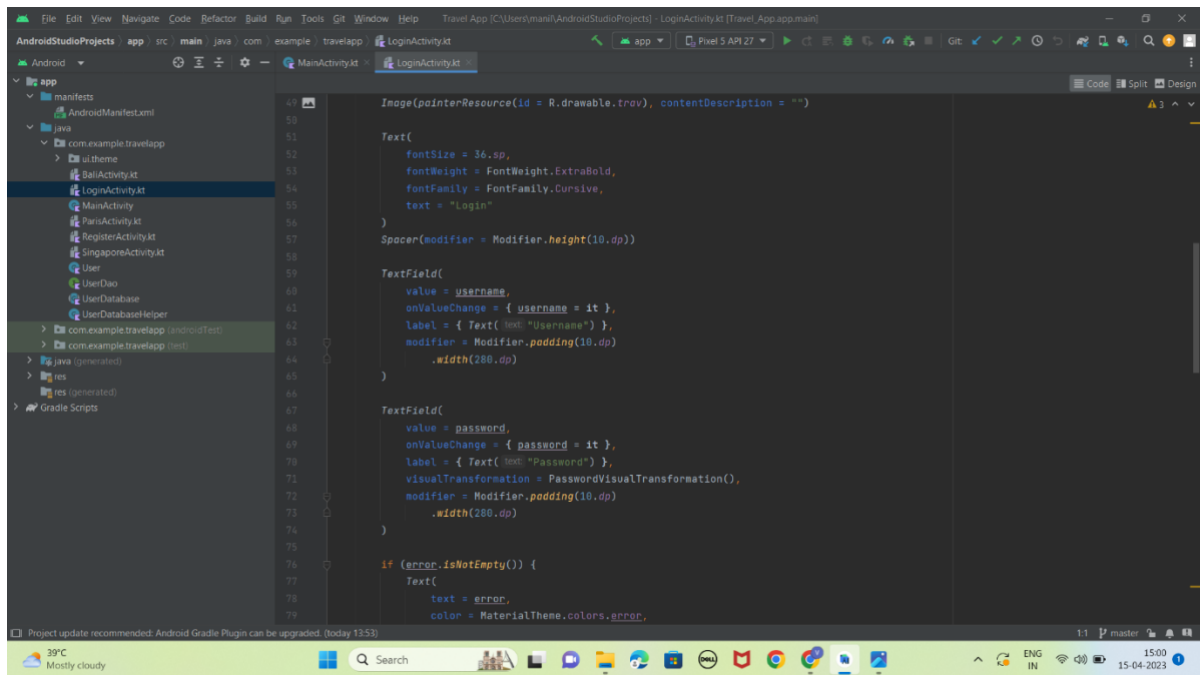
Overall wanderlust is a simple to use travel app that provides a very easy to use Interface for everybody. Further improvements can be added to this app which is being Discussed in the next session.

## Appendix:

### Login Activity:

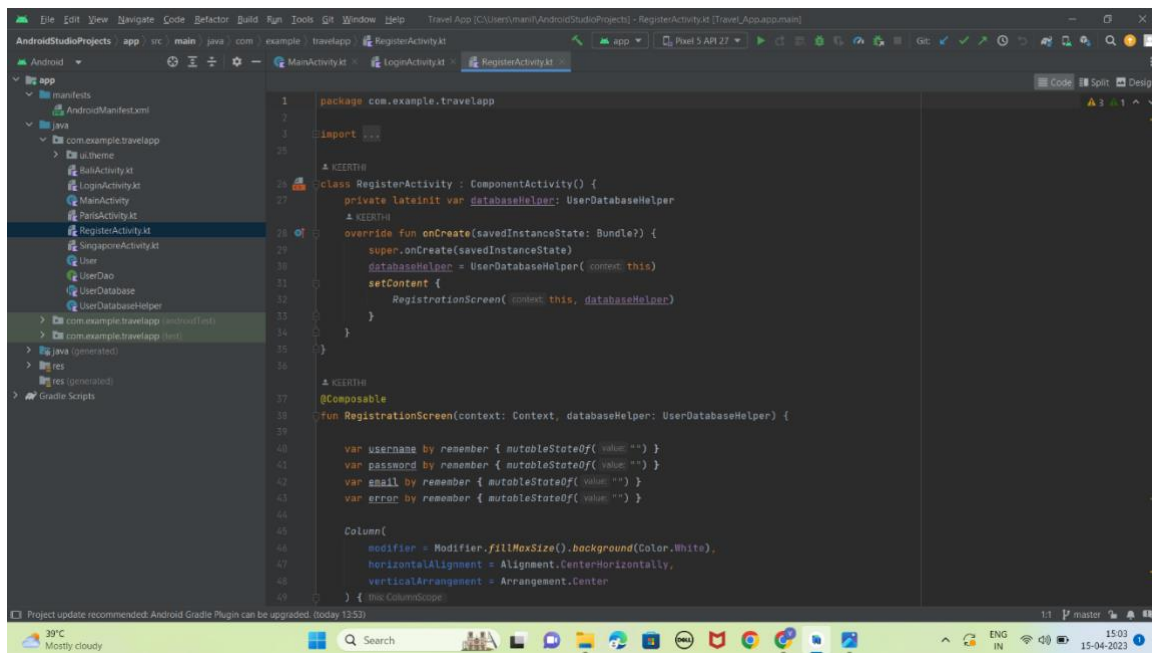


```
1 package com.example.travelapp
2
3 import ...
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26 class LoginActivity : AppCompatActivity() {
27     private lateinit var databaseHelper: UserDatabaseHelper
28     override fun onCreate(savedInstanceState: Bundle?) {
29         super.onCreate(savedInstanceState)
30         databaseHelper = UserDatabaseHelper(context = this)
31         setContent {
32             LoginScreen(context = this, databaseHelper)
33         }
34     }
35 }
36
37 @Composable
38 fun LoginScreen(context: Context, databaseHelper: UserDatabaseHelper) {
39     var username by remember { mutableStateOf(value: "") }
40     var password by remember { mutableStateOf(value: "") }
41     var error by remember { mutableStateOf(value: "") }
42
43     Column(
44         modifier = Modifier.fillMaxSize().background(Color.White),
45         horizontalAlignment = Alignment.CenterHorizontally,
46         verticalArrangement = Arrangement.Center
47     ) {
48         Image(painterResource(id = R.drawable.trav), contentDescription = "")
49     }
50 }
```

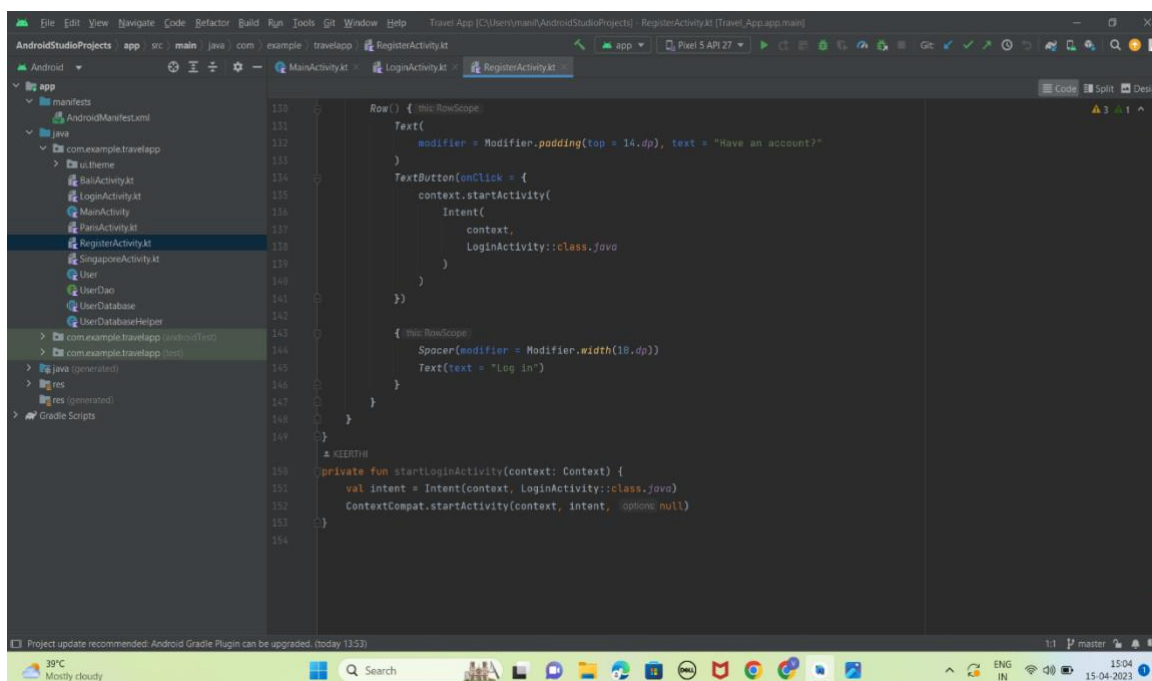




# Register Activity:



```
1 package com.example.travelapp
2
3 import androidx.appcompat.app.AppCompatActivity
4
5 class RegisterActivity : AppCompatActivity() {
6     private lateinit var databaseHelper: UserDatabaseHelper
7
8     override fun onCreate(savedInstanceState: Bundle?) {
9         super.onCreate(savedInstanceState)
10         setContentView(R.layout.activity_register)
11         databaseHelper = UserDatabaseHelper(this)
12     }
13
14     @Composable
15     fun RegistrationScreen(context: Context, databaseHelper: UserDatabaseHelper) {
16
17         var username by remember { mutableStateOf("") }
18         var password by remember { mutableStateOf("") }
19         var email by remember { mutableStateOf("") }
20         var error by remember { mutableStateOf("") }
21
22         Column(
23             modifier = Modifier.fillMaxSize().background(Color.White),
24             horizontalAlignment = Alignment.CenterHorizontally,
25             verticalArrangement = Arrangement.Center
26         ) {
27             // ...
28         }
29     }
30 }
```



```
110 Row() {
111     Text(
112         modifier = Modifier.padding(top = 14.dp), text = "Have an account?"
113     )
114     TextButton(onClick = {
115         context.startActivity(
116             Intent(
117                 context,
118                 LoginActivity::class.java
119             )
120         )
121     })
122
123     { this RowScope
124         Spacer(modifier = Modifier.width(18.dp))
125         Text(text = "Log in")
126     }
127 }
128
129 @Composable
130 private fun startLoginActivity(context: Context) {
131     val intent = Intent(context, LoginActivity::class.java)
132     ContextCompat.startActivity(context, intent, options = null)
133 }
134 }
```

## Main Activity:

```
package com.example.travelapp

import android.content.Context
import android.content.Intent
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.clickable
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.rememberScrollState
import androidx.compose.foundation.verticalScroll
import androidx.compose.material.Card
import androidx.compose.material.Text
import androidx.compose.runtime.Composable
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.draw.scale
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.res.stringResource
import androidx.compose.ui.text.font.FontFamily
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.text.style.TextAlign
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
```

```
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            TravelApp(context = this)
        }
    }

    @Composable
    fun TravelApp(context: Context) {
        Column(
            modifier = Modifier
                .padding(20.dp)
                .verticalScroll(rememberScrollState())
        ) {
            Text(
                fontSize = 40.sp,
                color = Color(android.graphics.Color.rgb(120, 40, 251)),
                fontFamily = FontFamily.Cursive,
                text = "Wanderlust Travel"
            )

            Spacer(modifier = Modifier.height(20.dp))
        }
    }
}
```

```

// 02
Card(
    modifier = Modifier
        .fillMaxWidth()
        .height(250.dp)
        .clickable {
            context.startActivity(
                Intent(context, BaliActivity::class.java)
            )
        },
    elevation = 8.dp
)
{
    Column(
        horizontalAlignment = Alignment.CenterHorizontally
    ) { this.ColumnScope
        Image(
            painterResource(id = R.drawable.bali), contentDescription = "",
            modifier = Modifier
                .height(150.dp)
                .scale(scaleX = 1.2F, scaleY = 1F)
        )

        Text(
            text = stringResource(id = R.string.place_1),
            fontSize = 18.sp
        )

        Text(

```

```

        Text(
            text = stringResource(id = R.string.plan), color = Color.Gray,
            fontSize = 16.sp
        )
    }
}

Spacer(modifier = Modifier.height(20.dp))

//02
Card(
    modifier = Modifier
        .fillMaxWidth()
        .height(250.dp)
        .clickable {
            context.startActivity(
                Intent(context, ParisActivity::class.java)
            )
        },
    elevation = 8.dp
)
{
    Column(
        horizontalAlignment = Alignment.CenterHorizontally
    ) { this.ColumnScope
        Image(
            painterResource(id = R.drawable.paris), contentDescription = "",
            modifier = Modifier

```

```

        modifier = Modifier
            .height(150.dp)
            .scale(scaleX = 1.2F, scaleY = 1F)
    )

    Text(
        text = stringResource(id = R.string.place_2),
        fontSize = 18.sp
    )

    Text(
        text = stringResource(id = R.string.description),
        fontWeight = FontWeight.Light,
        fontSize = 16.sp,
        textAlign = TextAlign.Center,
    )

    Text(
        text = stringResource(id = R.string.plan), color = Color.Gray,
        fontSize = 16.sp
    )
}

Spacer(modifier = Modifier.height(20.dp))

//03
Card(
    modifier = Modifier
        .fillMaxWidth()

```

2:53 130:1 GB1F UTF-8 4 spaces master

```

        .fillMaxWidth()
        .height(250.dp)
        .clickable {
            context.startActivity(
                Intent(context, SingaporeActivity::class.java)
            )
        },
        elevation = 8.dp
    )
{
    Column(
        horizontalAlignment = Alignment.CenterHorizontally
    ) { this: ColumnScope
        Image(
            painterResource(id = R.drawable.singapore), contentDescription = "",
            modifier = Modifier
                .height(150.dp)
                .scale(scaleX = 1.2F, scaleY = 1F)
        )

        Text(
            text = stringResource(id = R.string.place_3),
            fontSize = 18.sp
        )

        Text(
            text = stringResource(id = R.string.description),
            fontWeight = FontWeight.Light,
            fontSize = 16.sp,

```

```
        text = stringResource(id = R.string.place_3),
        fontSize = 18.sp
    )

    Text(
        text = stringResource(id = R.string.description),
        fontWeight = FontWeight.Light,
        fontSize = 16.sp,
        textAlign = TextAlign.Center,
    )

    Text(
        text = stringResource(id = R.string.plan), color = Color.Gray,
        fontSize = 16.sp
    )
}

Spacer(modifier = Modifier.height(20.dp))
}
```