“TRAVEL AND TOURISM MANAGEMENT SYSTEM”

A Project report submitted

In the partial fulfillment the award of degree of

BACHELOR OFTECHNOLOGY

IN

COMPUTER SCIENCE AND ENGINEERING (2019-2023)

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE

This is to certify that the project work entitled **"TRAVEL MANAGEMENT SYSTEM"** is a fulfillment of project work done by **R LOKESH(Reg.No.211801390031), PS BHARATH KUMAR (Reg.No.211801390022),A MANOJ(Reg.No.211801390009), T SATEESH(Reg.No.211801390020)** for the award the degree of **BACHELOR OF TECHNOLOGY in COMPUTER SCIENCE AND ENGINEERING**, during academic year 2022-2023.

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ACKNOWLEDGEMENT

It is with at most pleasure and excitement we submit our project partial fulfillment of the requirement for the award of Bachelor of Technology.

The project is a result to the cumulate efforts, support, guidance, encouragement and inspiration from many of those for whom we have to give our truthful honor and express gratitude through bringing out this project at the outset as per our knowledge.

I convey my special thanks to our project **Mrs. ANURADHA P, M.Tech,(Ph.D.) Asst. Professor** who has guided, encouraged and tremendously supported me to enhance my knowledge with present working of this project to bring out enriching the quality of project.

I express my appreciativeness to Mr**. R.LAKSHMAN RAO(Asst. Prof.) and Head of the Department,** who facilitated us to providing the friendly environment which helped to enhance my skills in present project.

I would also like to extend my gratitude to **Dr. K. V. G. KRISHNA MURTHY, Dean-School of Engineering And Technology, Centurion University of Technology and Management** who has helped us to attain all the requirements of the project.

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At the outset, we thank to **Sri. G.S.N.RAJU**, beloved **Vice Chancellor of Centurion University of Technology and Management** who is the back bone by providing for completion of this project, Thank you sir.

DECLAERATION

We hereby declare that the project entitled "**TRAVEL AND TOURISM MANAGEMENT SYSTEM**" submitted to the fulfillment of award the degree of B. TECH (CSE) at **CENTURION UNIVERSITY OF TECHNOLOGY AND MANAGEMENT** (A.P).

This project work in original has not been submitted so far in any part or full forany other university or institute for the award of any degree or diploma.

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ABSTRACT

This project is a detailed review of the tour and travels management system. the main objective of this website is to know the package related to the trip and journey with the best facility and current offer. searching will be very easy .at a single click will be able to fetch the required data. nowadays, multiple travel packages are existing from various websites to approximately all locations over the world. a customer demonstrates that it is extremely complicated to search for multiple packages for significant websites, contact, and communication with the travel agents and more options that exists in it which is a passive method and time-consuming. this project will assist travelers to recommend the best travel package among all the packages with relevant information such as image, hotel facility, google map facility, transport facility, and description about the places where they want to visit. the tour and travels management system will be helpful for tourism.

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1.INTRODUCTION

The tour and travels management system is a software application designed to provide customers with the best facilities and travel services for booking hotels, flights, and bus tickets for trip purposes. The main goal of this system is to provide a user-friendly search platform that allows customers to find their desired tour destinations based on their preferences. The system aims to provide the best traveling services to both customers and travel agents alike.

The tour and travels management system is designed to expand the tourism industry by providing an exploration platform for tourists to find their ideal trip spots based on their choices. By doing so, the system hopes to establish and expand the structure of tourism that provides healthy interaction opportunities for tourists and locals, which promotes a better awareness of different cultures, traditional lifestyles, traditional knowledge, and moral values.

In addition to this, the system also provides customers with trip-related information such as tourist attractions, cities, and regions. This information helps customers plan their trips more efficiently and make informed decisions about where to go and what to see. The system also enables customers to connect with various events, which adds to their overall travel experience.

Overall, the tour and travels management system is designed to provide customers with a comprehensive travel solution that helps them plan their trips more efficiently, while also promoting tourism and cultural awareness.

The tour and travels management system offers a variety of features to make the travel planning process easier for customers. One such feature is the ability to search for hotels, flights, and bus tickets based on specific criteria such as price, location, amenities, and more. This makes it easy for customers to find the best deals and options that meet their unique travel needs and preferences.

Moreover, the system also includes a booking and reservation system that allows customers to book their travel arrangements online. This not only saves time and effort but also provides customers with the convenience of booking their travel arrangements from the comfort of their own homes.

Another key feature of the tour and travels management system is its ability to provide customers with real-time updates and notifications. This means that customers can receive alerts about their travel arrangements, such as flight delays or cancellations, in real-time. This helps customers stay informed and adapt to any unexpected changes in their travel plans.

2. SYSTEM ANALYSIS

2.1 Existing System

In the existing system, each task is carried out manually and processing is also a tedious job. in previous system travelers were maintaining time table details manually in pen and paper, which was time taking and costly. the travelers is 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 as follow

Disadvantages of existing system:

- all work consider manually.
- in manual booking system customer has to go to the travelling office.
- ask enquiry for travelling then book ticket finally paid payment & collect receipt.
- difficult to maintain the customer details of package and payment receipt in register. Ø they register tour package in the notebook.
- use travelling facility for the limited area or person.
- in the existing manual system of travel management, much time and money is wasted in reservation of bus or plane to destination, hotel at destination, etc. it involves a lot of manual paper works and the customers need to stay on queue for a long time. to root out such drawbacks of travel agencies, the whole system of management requires to be automated using computer and internet technology.

2.2 Proposed System

The proposed system is a web based application and maintains a centralized repository of all related information. the system allows one to easily access the relevant information and make necessary travel arrangements. users can decide about the places where they want to visit and make bookings online for travel and accommodation.

The propose system is highly automated and makes the travelling activities much easier and flexible. the user can get the very right information at the very right time. customers can get the knowledge of the hotels and vehicles they are going to use in their trip prior to their starting of trip. this will the travel company as well.

Advantages of the proposed system:

- gives accurate information
- simplifies the manual work
- it minimizes the documentation related work
- provides up to date information
- friendly environment by providing warning messages.
- travelers details can be provided
- booking confirmation notification
- the addition of this proposed travel management web-based platform in a traveling agency facilitates the features like online ticket booking, online hotel booking, purchasing of travel package online, and much more. it saves time of both the service providers and the customers.

2.3 System Requirements

2.3.1 Hardware Requirements

Hardware : intel i3 and above

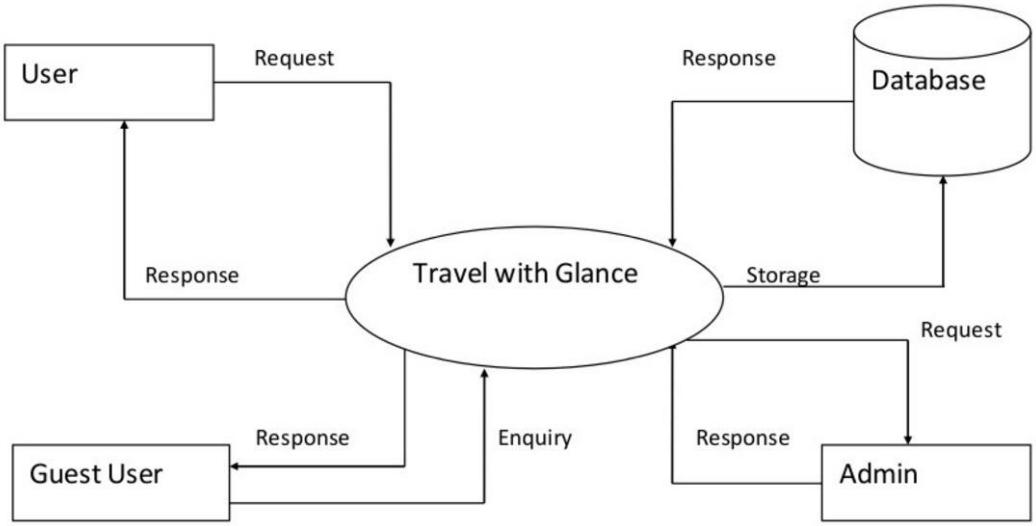
RAM : 4gb (minimum)

2.3.2 Software Requirements

- OPERATING SYSTEM : WINDOWS
- TECHNOLOGY : CORE JAVA, ADV JAVA (JDBC, SERVLETS, JSP)
- DATABASE : ORACLE
- SOFTWARE : J2SDK1.5, TOMCAT 5.5, ORACLE 9I

3.METHODOLOGY

3.1 System architecture:



3.2 Algorithm description:

The travel and tourism management system is a software application that helps travel agencies and tour operators manage their day-to-day operations efficiently. It automates the process of managing bookings, reservations, and payments, and provides a streamlined workflow for managing customer information, itineraries, and other travel-related data. Here is a general algorithm description for building a travel and tourism management system using Java:

Define the requirements and scope of the system: Identify the needs of the travel agency or tour operator and define the features and functionality of the system. This includes creating a list of user requirements, defining the scope of the system, and outlining the system architecture.

Design the user interface: Create a user interface design for the system that is easy to use and provides a clear view of all the functions. The user interface should be responsive and customizable to meet the specific needs of the travel agency or tour operator.

Develop the database schema: Create a database schema to store all the data related to the travel agency or tour operator, including customer information, bookings, reservations, and payments. This should include defining the relationships between different data entities and creating tables to store data.

Develop the backend: Develop the backend of the system using Java, including the logic for managing customer data, bookings, reservations, and payments. This should include creating classes, methods, and functions to manage the data stored in the database and handle user requests.

Integrate payment gateways: Integrate payment gateways into the system to enable customers to make online payments for their bookings and reservations. This should include setting up a secure payment gateway that can handle multiple payment methods and currencies.

Test and deploy the system: Test the system thoroughly to ensure it meets the user requirements and works as expected. This includes performing functional and non-functional testing, including unit testing, integration testing, and system testing. Once the system is fully tested, it can be deployed to the production environment.

Provide ongoing support: Provide ongoing support to the travel agency or tour operator to ensure the system works smoothly and meets their changing needs over time. This includes providing training to users, fixing bugs and issues, and updating the system as necessary to meet new requirements.

3.3Modular Design:

1. Admin authentication This module is mainly based on admin. System will check the admin user name and password for authentication. After the verification for authorization the admin can be able to precede the process. All works are done under his control.
2. User Interface Module: The User Interface Module provides an interface for the user to interact with the system. It includes all the graphical elements, such as menus, buttons, and forms. This module is responsible for accepting user input, validating it, and passing it to the next module for processing.
3. User Registration This module covers the details about the registration of users which they can be register by itself by adding data like name, password, email id and further details. After registration they can be sign in by their username and password.
4. Customer Management Module: The Customer Management Module manages customer information, including personal details, contact information, and booking history. It provides functions for adding, updating, and deleting customer records, as well as searching for customer information.
5. Booking Module: The Booking Module handles the booking process, including flight, hotel, and other reservations. It allows users to search for available bookings, select the desired bookings, and complete the booking process. It also handles the cancellation and modification of booking. Package booking In this module maintain the booking of travel packages by the user by selecting a various packages with date and certain comments.
6. Booking confirmation/manage Booking confirmation is the process of confirming the booked packages by the admin that is booked by the user with date and comment. Also admin can manage the booking by cancelling.
7. Payment Module: The Payment Module handles payment processing for bookings. It integrates with payment gateways to securely process payments and confirm bookings.

4.IMPLEMENTATION

4.1 HISTORY OF JAVA:

Java is a programming language that was developed by James Gosling and his team at Sun Microsystems in the mid-1990s. The language was originally designed for use in embedded systems, but it quickly became popular as a general-purpose programming language. Here is a brief history of Java:

- In 1991, a group of engineers at Sun Microsystems, led by James Gosling, began work on a new programming language, which was initially called "Oak."
- The language was designed for use in embedded systems, such as set-top boxes and other consumer electronics devices.
- In 1995, the language was renamed "Java" and released to the public. It was accompanied by the Java Development Kit (JDK), which included a set of tools for developing and testing Java programs.
- Java's popularity grew quickly, due in part to its "write once, run anywhere" philosophy. This meant that Java programs could be run on any device that had a Java Virtual Machine (JVM), regardless of the underlying hardware and operating system.
- In 1996, Sun Microsystems released the first version of Java Enterprise Edition (Java EE), which was designed for building enterprise applications.
- In 2006, Sun Microsystems released the first version of Java Platform, Standard Edition (Java SE), which was designed for building desktop and server applications.
- In 2009, Sun Microsystems was acquired by Oracle Corporation. Oracle has since continued to develop and support Java.
- In 2011, Oracle released Java 7, which introduced several new features and improvements, including support for dynamic languages and better support for multicore processors.
- In 2014, Oracle released Java 8, which included a number of new features, such as lambda expressions, the Stream API, and the Date and Time API.
- In recent years, Java has continued to evolve and improve, with new releases introducing new features and improvements. Today, Java is one of the most popular programming languages in use, and it is used to build a wide variety of applications, from mobile apps to enterprise systems.

What is Java?

Java is a popular programming language that was first released in 1995 by Sun Micro systems

, now owned by Oracle Corporation. It was designed to be portable, which means that Java programs can run on different operating systems without requiring any changes to the code.

Java is used for a wide range of applications, including developing desktop, mobile, and web applications, building enterprise-level software, creating games and other multimedia applications, and for scientific and numerical computing. It is also widely used in the development of Android mobile applications.

Java programs are typically compiled into bytecode, which can be run on any machine with a JVM. Java also supports dynamic class loading, which allows new code to be added to a running pr Object-oriented programming.

OBJECT-ORIENTED PROGRAMMING:

Object-oriented programming (OOP) is at the core of Java. In fact, all Java programs are to some extent object-oriented. OOP is so integral to Java that it is best to understand its basic principles before you begin writing even simple Java programs. Therefore, this chapter begins with a discussion of the theoretical aspects of OOP. The Three OOP Principles.All object-oriented programming languages provide mechanisms that help you implement the object-oriented model. They are encapsulation, inheritance, and polymorphism.

Encapsulation

Encapsulation is the mechanism that binds together code and the data it manipulates, and keeps both safe from outside interference and misuse. One way to think about encapsulation is as a protective wrapper that prevents the code and data from being arbitrarily accessed by other code defined outside the wrapper. Access to the code and data inside the wrapper is tightly controlled through a well-defined interface. To relate this to the real world, consider the automatic transmission on an automobile. It encapsulates hundreds of bits of information about your engine, such as how much you are accelerating, the pitch of the surface you are on, and the position of the shift lever. You, as the user, have only one method of affecting this complex **encapsulation:** by moving the gear-shift lever. You can’t affect the transmission by

using the turn signal or windshield wipers, for example. Thus, the gear-shift lever is a well-defined (indeed, unique) interface to the transmission. Further, what occurs inside the transmission does not affect objects outside the transmission. For example, shifting gears does not turn on the headlights! Because an automatic transmission is encapsulated, dozens of car manufacturers can implement one in any way they please. However, from the driver's point of view, they all work the same. This same idea can be applied to programming. The power of encapsulated code is that everyone knows how to access it and thus can use it regardless of the implementation details—and without fear of unexpected side effects. In Java, the basis of encapsulation is the class. Although the class will be examined in great detail later in this book, the following brief discussion will be helpful now. A class defines the structure and behavior (data and code) that will be shared by a set of objects. Each object of a given class contains the structure and behavior defined by the class, as if it were stamped out by a mold in the shape of the class. For this reason, objects are sometimes referred to as instances of a class. Thus, a class is a logical construct; an object has physical reality. When you create a class, you will specify the code and data that constitute that class. Collectively, these elements are called members of the class.

Inheritance

Inheritance is the process by which one object acquires the properties of another object. This is important because it supports the concept of hierarchical classification. As mentioned earlier, most knowledge is made manageable by hierarchical (that is, top-down) classifications. For example, a Golden Retriever is part of the classification dog, which in turn is part of the mammal class, which is under the larger class animal. Without the use of hierarchies, each object would need to define all of its characteristics explicitly. However, by use of inheritance, an object need only define those qualities that make it unique within its class. It can inherit its general attributes from its parent. Thus, it is the inheritance mechanism that makes it possible for one object to be a specific instance of a more general case. Let's take a closer look at this process.

Most people naturally view the world as made up of objects that are related to each other in a hierarchical way, such as animals, mammals, and dogs. If you wanted to describe animals in an abstract way, you would say they have some attributes, such as size, intelligence, and type of skeletal system. Animals also have certain behavioral aspects; they eat, breathe, and sleep. This description of attributes and behavior is the class definition for animals. If you wanted to describe a more specific class of animals,

such as mammals, they would have more specific attributes, such as type of teeth and mammary glands. This is known as a subclass of animals, where animals are referred to as mammals' superclass.

Since mammals are simply more precisely specified animals, they inherit all of the attributes from animals. A deeply inherited subclass inherits all of the attributes from each of its ancestors in the class hierarchy. Inheritance interacts with encapsulation as well. If a given class encapsulates some attributes, then any subclass will have the same attributes plus any that it adds as part of its specialization. This is a key concept that lets object-oriented programs grow in complexity linearly rather than geometrically.

A new subclass inherits all of the attributes of all of its ancestors. It does not have unpredictable interactions with the majority of the rest of the code in the system.

Polymorphism

Polymorphism (from Greek, meaning "many forms") is a feature that allows one interface to be used for a general class of actions. The specific action is determined by the exact nature of the situation. Consider a stack (which is a lastin, first-out list). You might have a program that requires three types of stacks. One stack is used for integer values, one for floating-point values, and one for characters. The algorithm that implements each stack is the same, even though the data being stored differs. In a non–object-oriented language, you would be required to create three different sets of stack routines, with each set using different names. However, because of polymorphism, in Java you can specify a general set of stack routines that all share the same names. More generally, the concept of polymorphism is often expressed by the phrase "one interface, multiple methods." This means that it is possible to design a generic interface to a group of related activities. This helps reduce complexity by allowing the same interface to be used to specify a general class of action. It is the compiler's job to select the specific action (that is, method) as it applies to each situation. You, the programmer, do not need to make this selection manually. You need only remember and utilize the general interface. Extending the dog analogy, a dog's sense of smell is polymorphic. If the dog smells a cat, it will bark and run after it. If the dog smells its food, it will salivate and run to its bowl. The same sense of smell is at work in both situations. The difference is what is being smelled, that is, the type of data being operated upon by the dog's nose! This same general concept can be implemented in Java as it applies to methods within

a Java program.

Description

Java is a high-level, object-oriented programming language that is widely used for developing applications of various types, including desktop, web, mobile, and enterprise applications. It was designed to be platform-independent, meaning that Java code can be written once and run on any system that has a Java Virtual Machine (JVM) installed.

One of the key features of Java is its memory management system, which uses automatic garbage collection to free up memory that is no longer being used by a program. This makes Java programs more stable and less prone to memory leaks than programs written in other languages.

Java also has a rich set of libraries and frameworks that make it easy to build complex applications. For example, the Java Standard Library includes classes for working with files, networking, and input/output, while the Java Enterprise Edition includes a set of APIs for building web-based applications.

Java programs are typically compiled into bytecode, which is a low-level language that can be interpreted by the JVM. This makes it possible for Java programs to be run on any platform that has a JVM installed, without the need for recompilation.

Overall, Java is a powerful and flexible programming language that is used by millions of developers around the world to build a wide variety of applications. Its popularity is due in large part to its ease of use, platform independence, and extensive libraries and frameworks.

Features

1.Platform independence: Java programs can run on any platform that has a Java Virtual Machine (JVM) installed, without requiring any platform-specific modifications. This is achieved through the use of bytecode, which is compiled from the source code and can be run on any machine with a JVM.

2.Automatic memory management: Java has built-in garbage collection, which automatically frees up memory that is no longer being used by the program. This makes it easier to write memory-safe programs.

3.Multithreading support: Java supports multithreading, which allows multiple threads of execution to run concurrently within a program. This makes it possible to write programs that can perform multiple tasks at the same time.

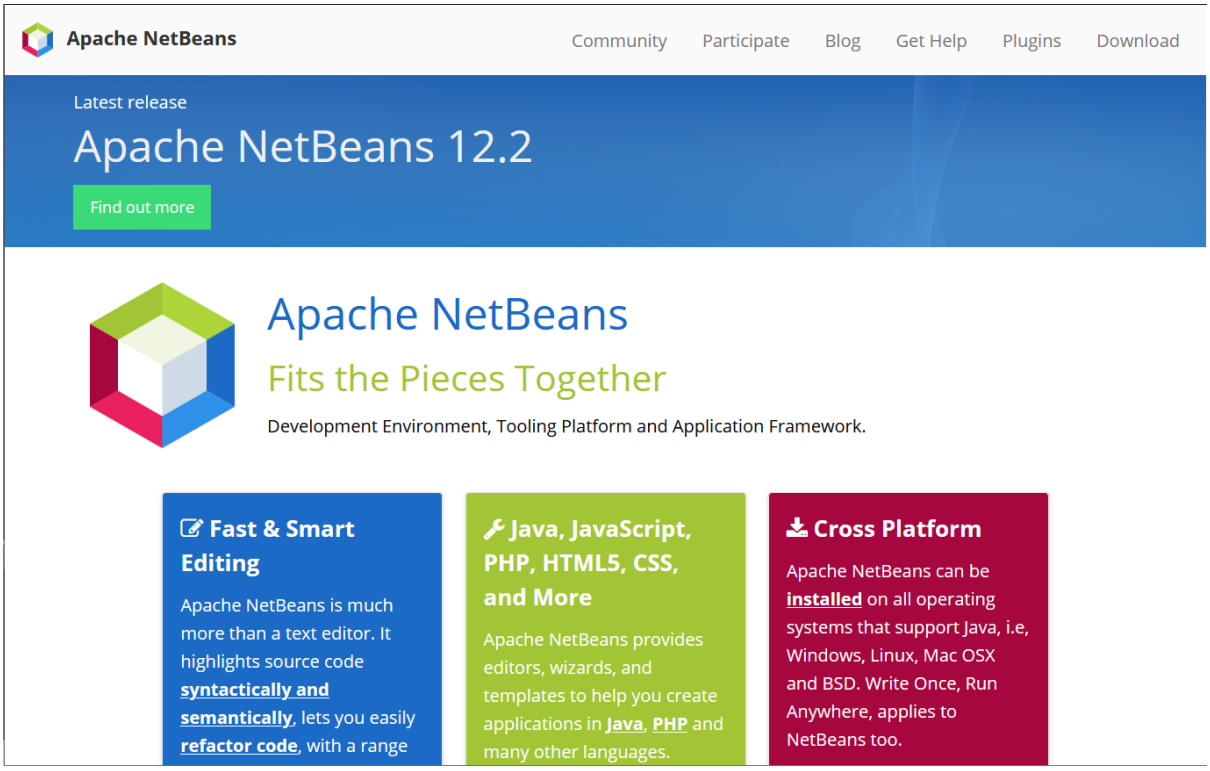
4.Exception handling: Java has a robust exception handling mechanism, which allows programs to recover from unexpected errors and continue running. This makes it easier to write reliable, fault-tolerant programs.

5.Extensive libraries: Java has a large number of built-in libraries that provide a range of functionality, including input/output, networking, database access, and graphical user interface (GUI) programming.

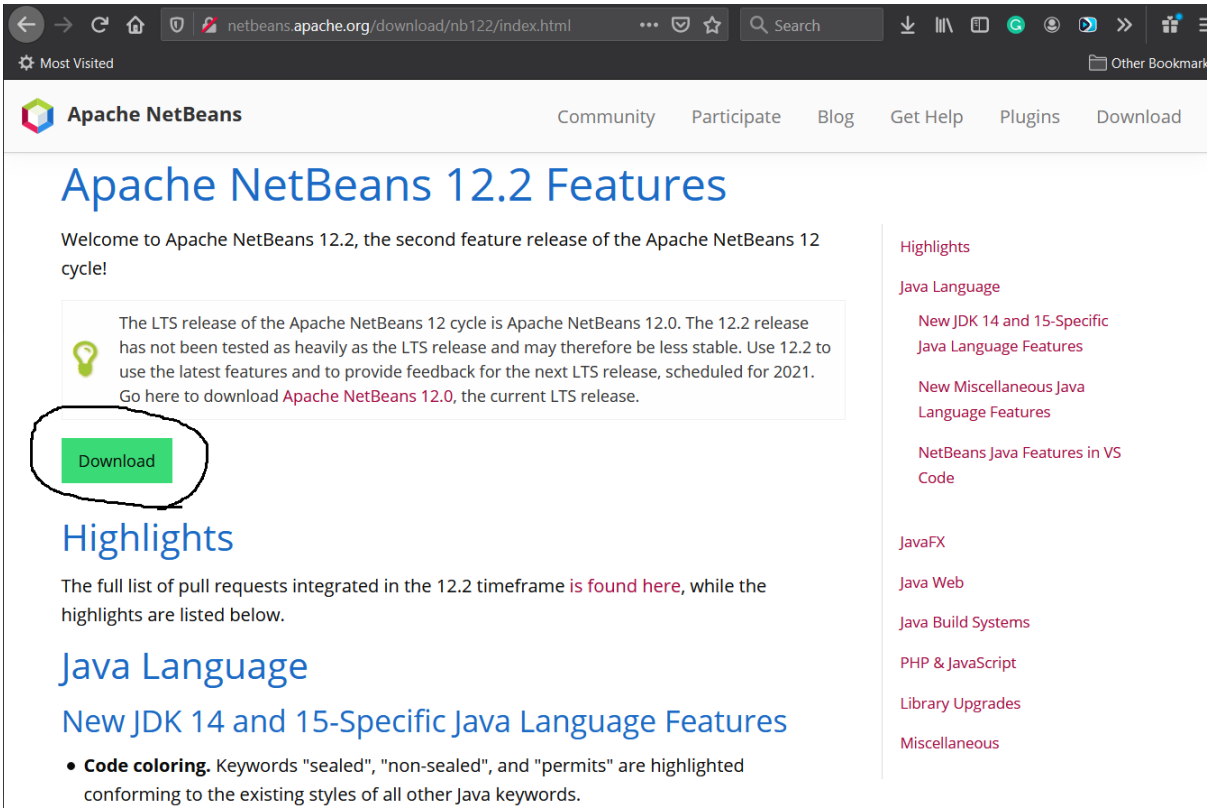
6.Security: Java has built-in security features that make it a popular choice for developing secure applications, including support for digital signatures, authentication, and encryption.

4.2 NetBeans IDE:

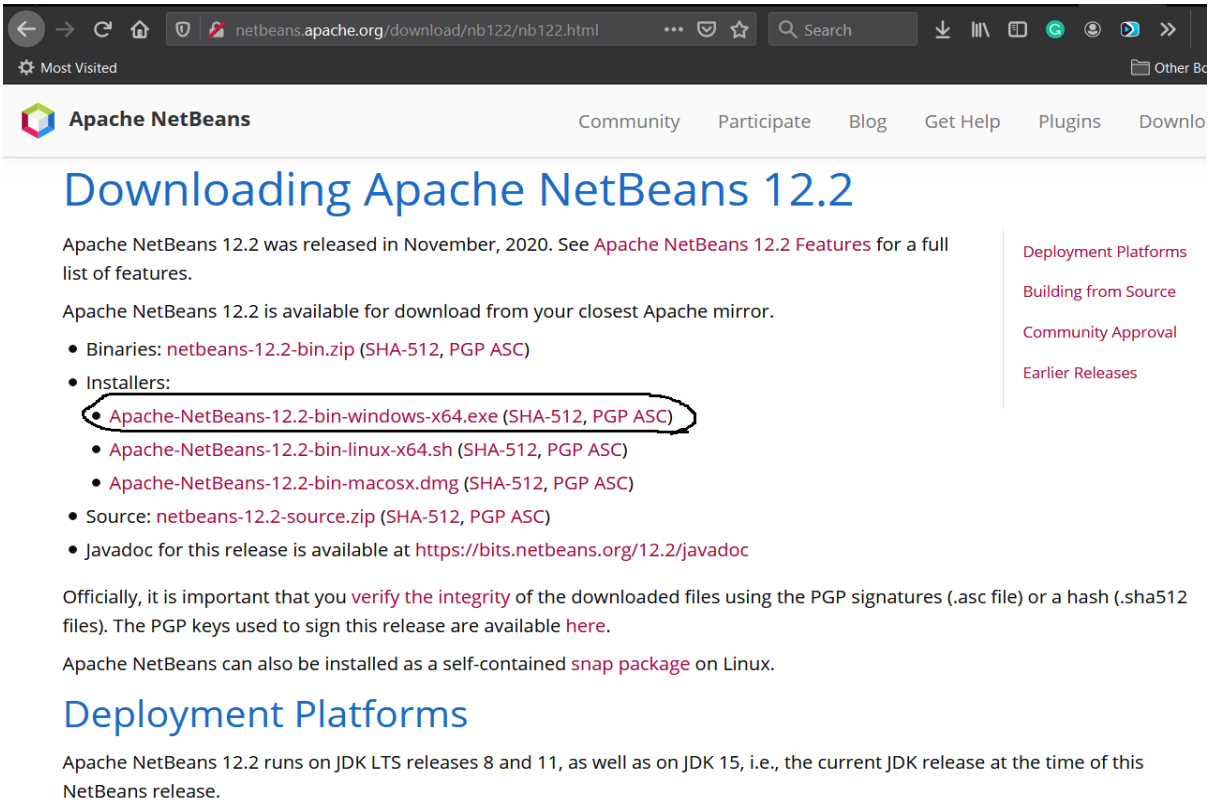
NetBeans is one of the most popular and free IDE used to develop Java and JEE applications. It provides several in-built features including code hinting, database tool, git, svn, etc required to develop software using Java. This tutorial provides all the steps required to install NetBeans 12 for Java development on Windows 10 using the installer provided by Apache.



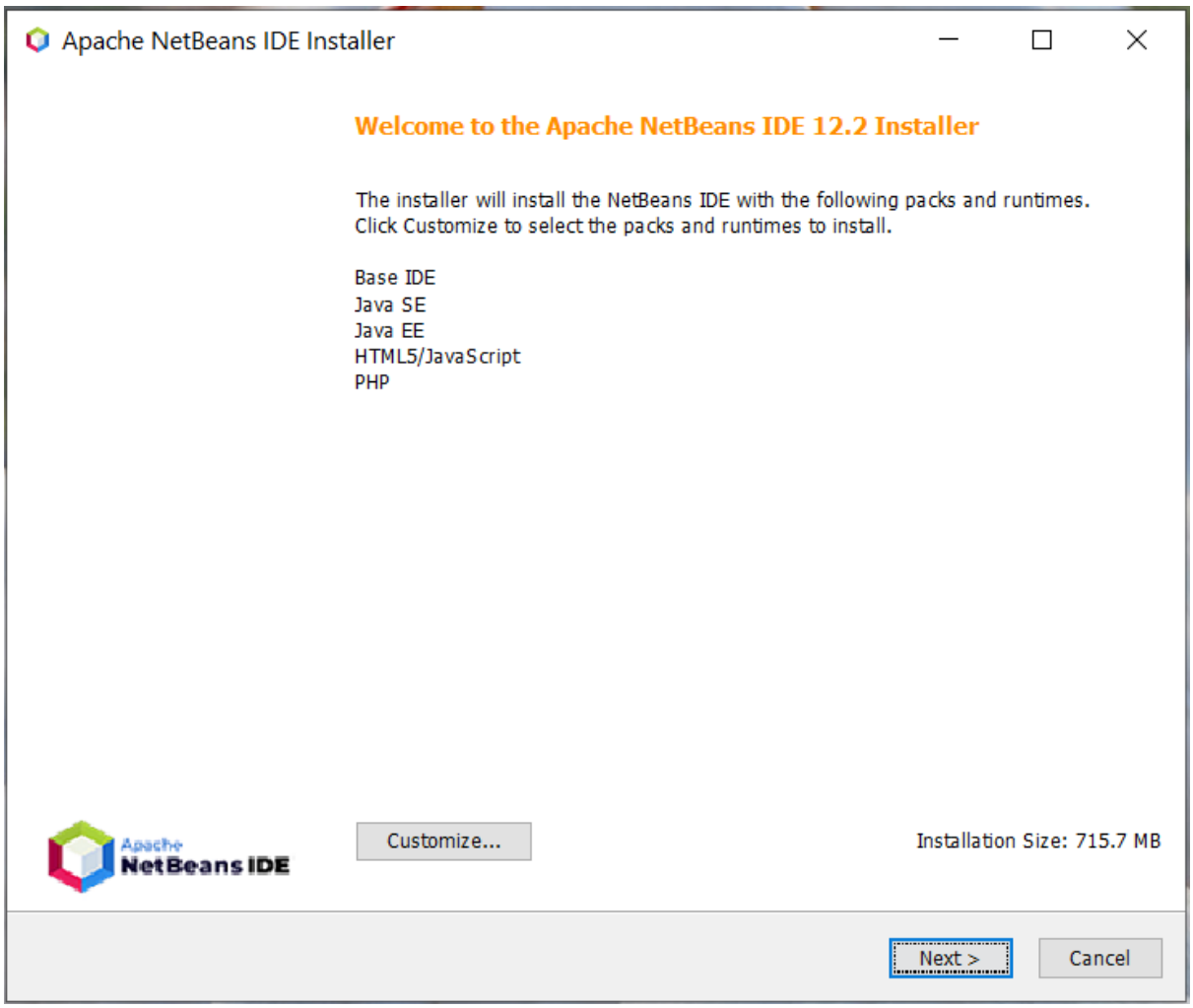
Click the **Find Out More Button** as shown in Fig 1. It will navigate to the NetBeans Features Page.



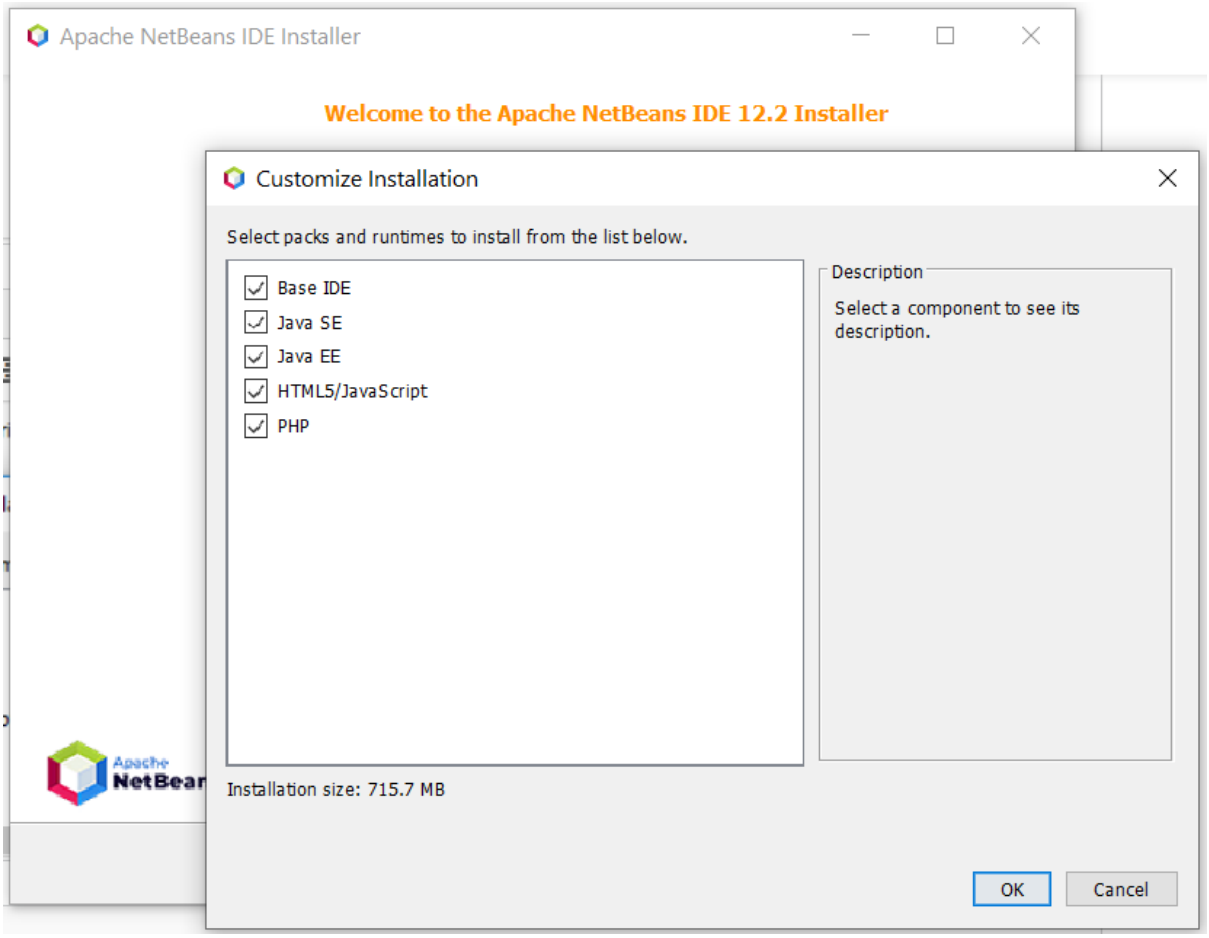
Now click the **Download Button** to navigate to the Downloads Page of NetBeans .



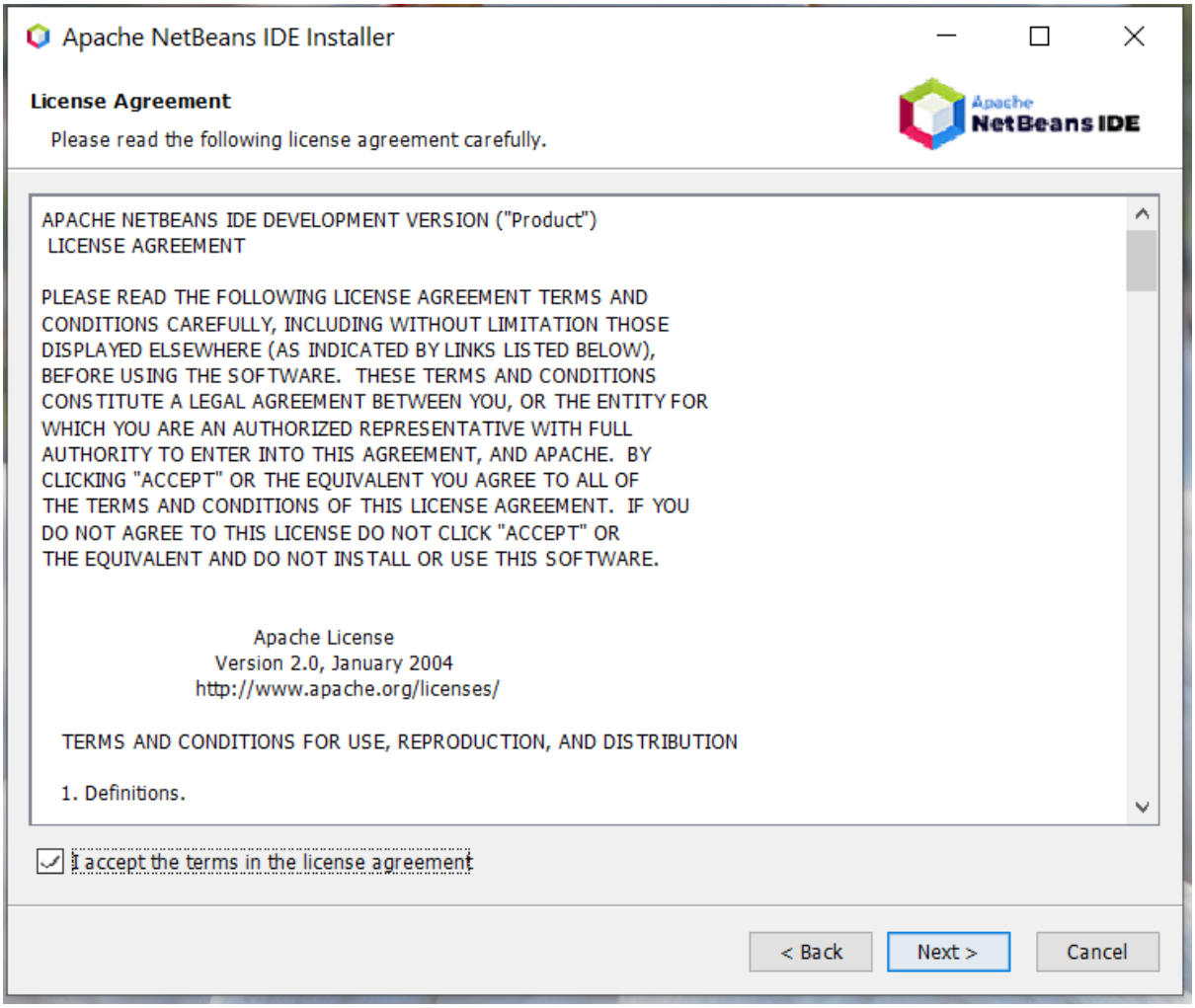
Next, it will show the **Welcome Screen** having options to choose the components.



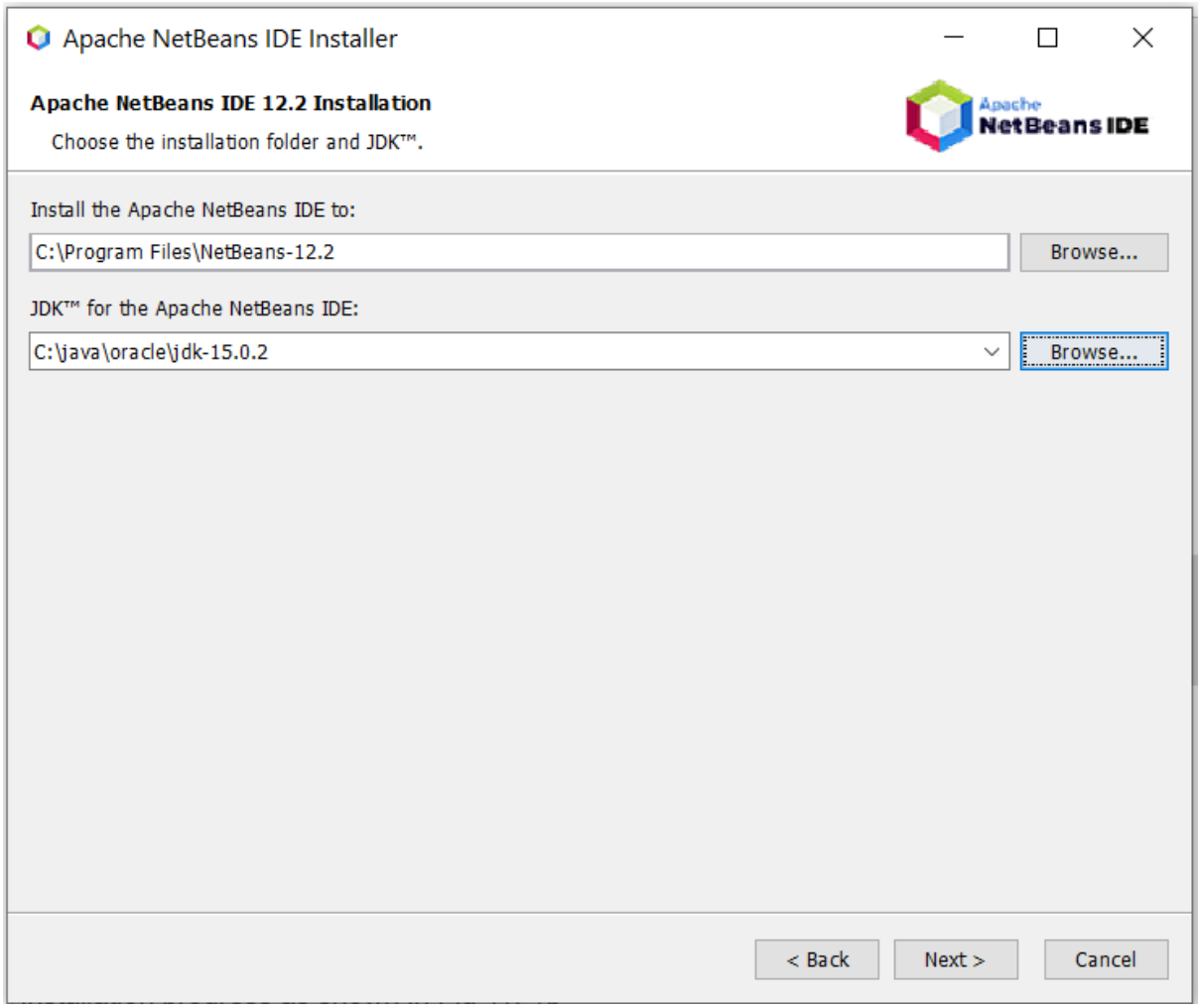
It provides options to customize the components to be installed using the **Customize**.



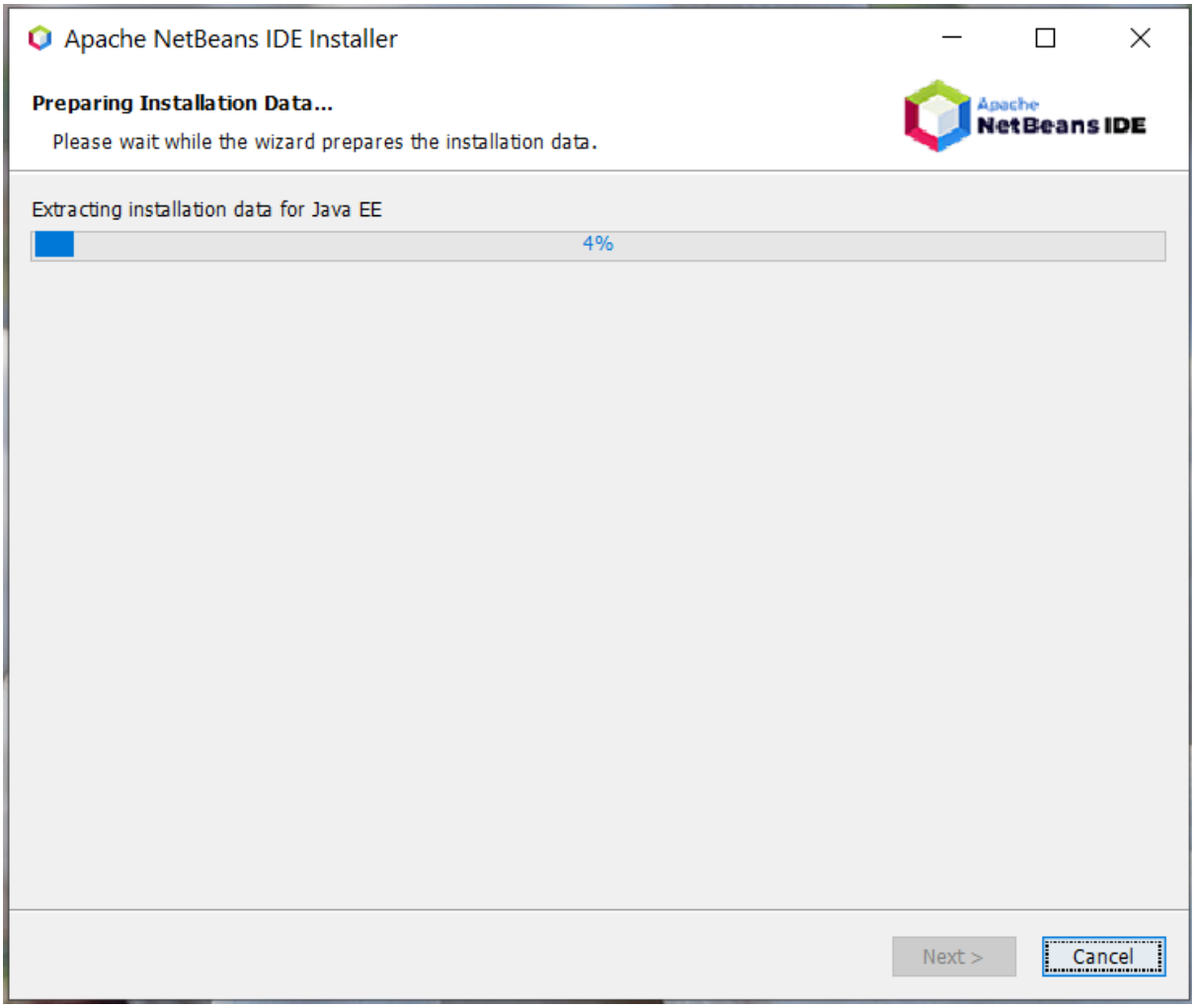
kept all the components selected and clicked the **Next Button** to continue the installation. The installer asks to accept the **License Agreement** on the next screen.



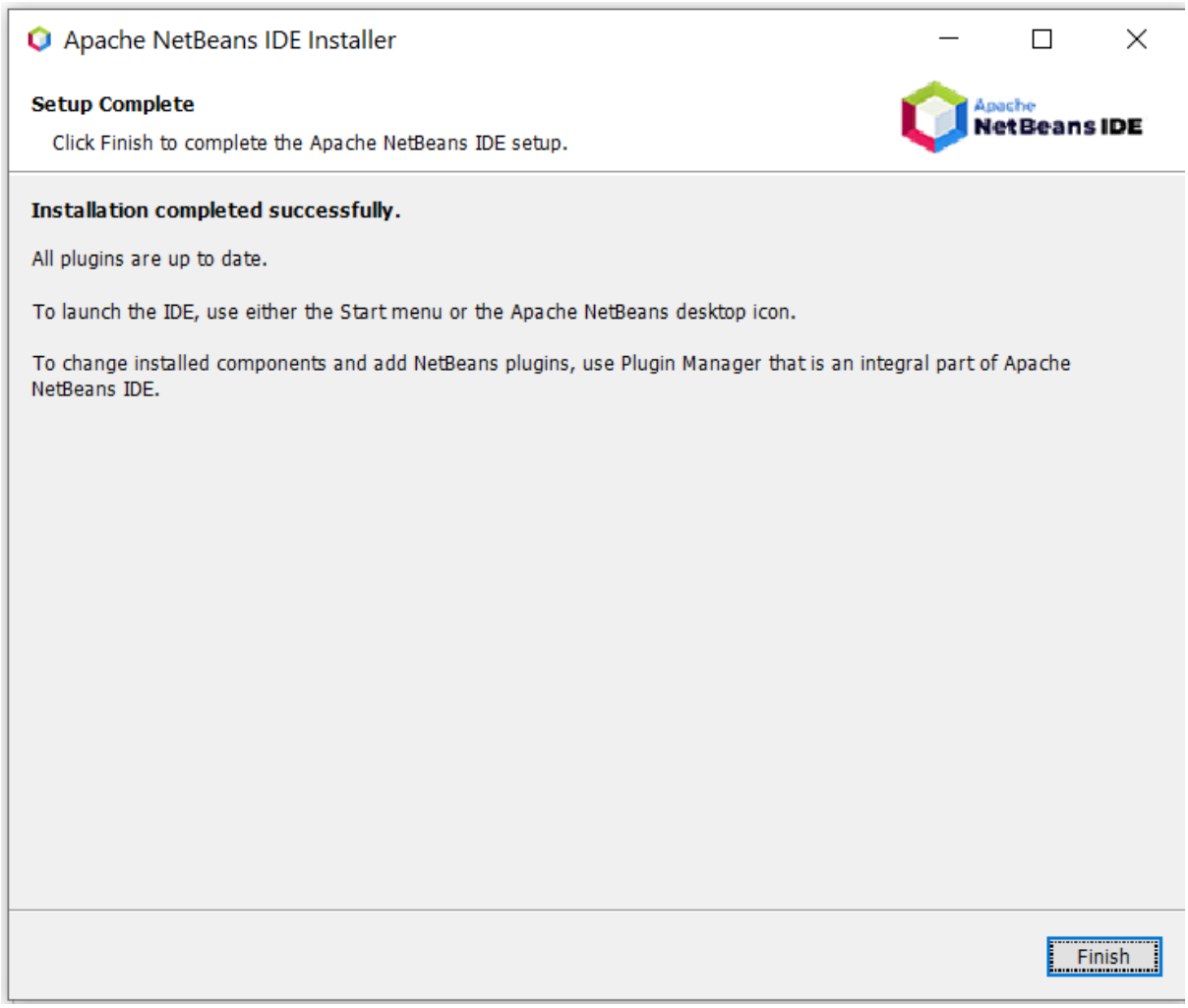
Now click the **Next Button** to configure the installation path and JDK path.



Now click the **Install Button** to start the installation. It will show the installation.

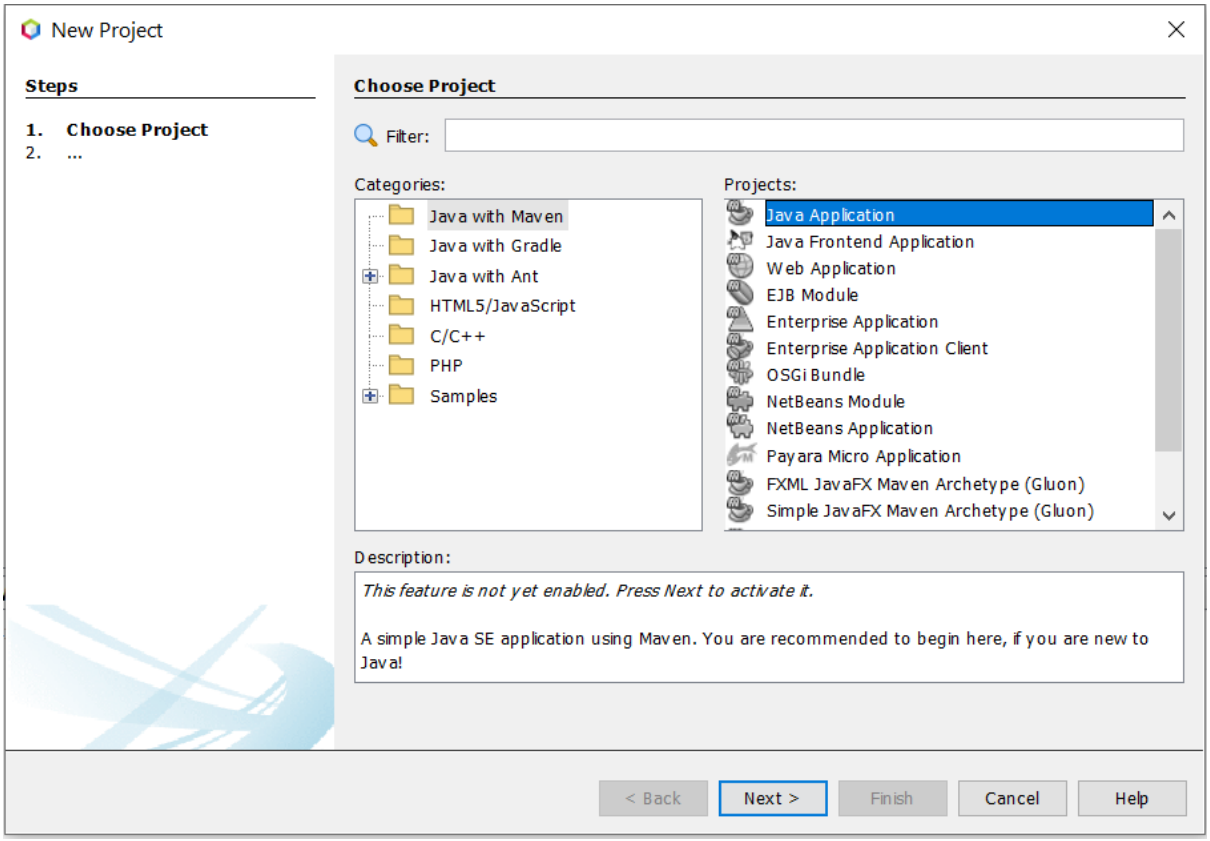


It will show the **Success Screen** after completing the installation.

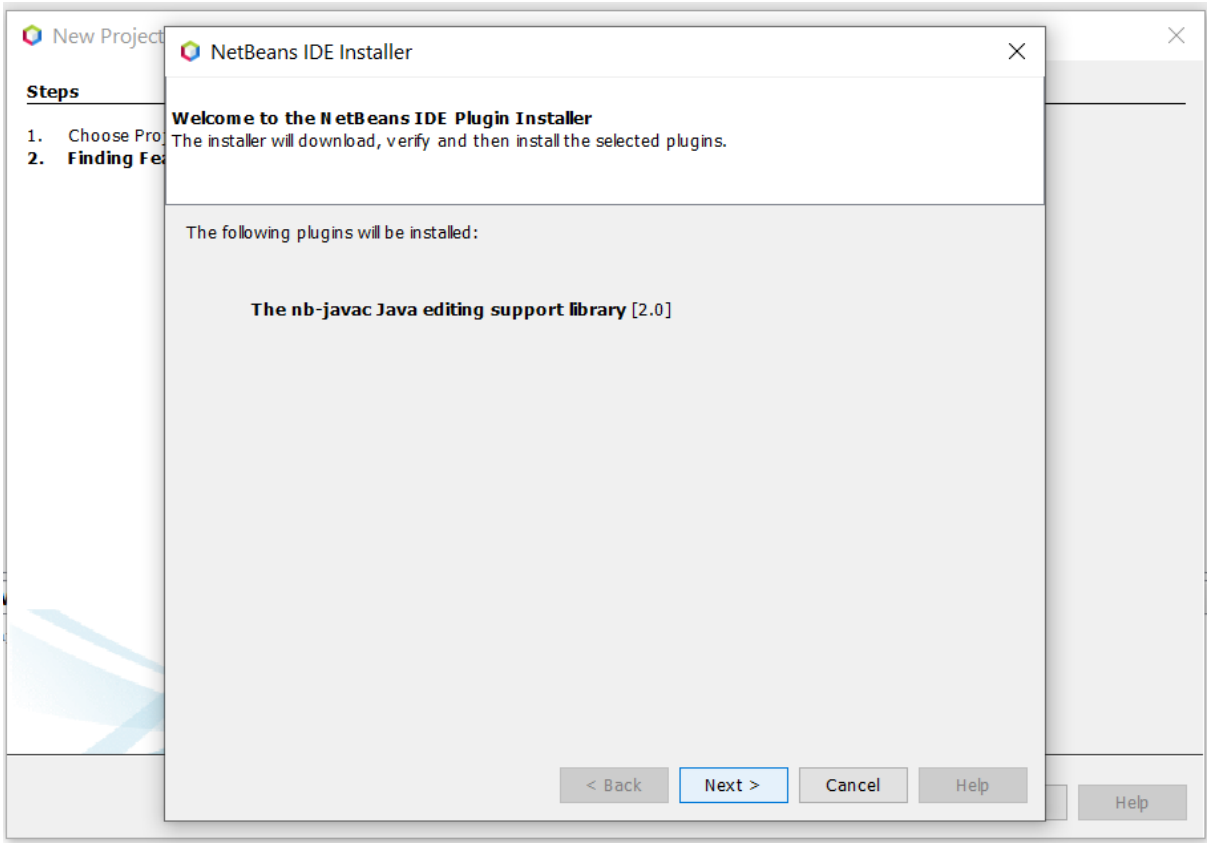


Create Java Project

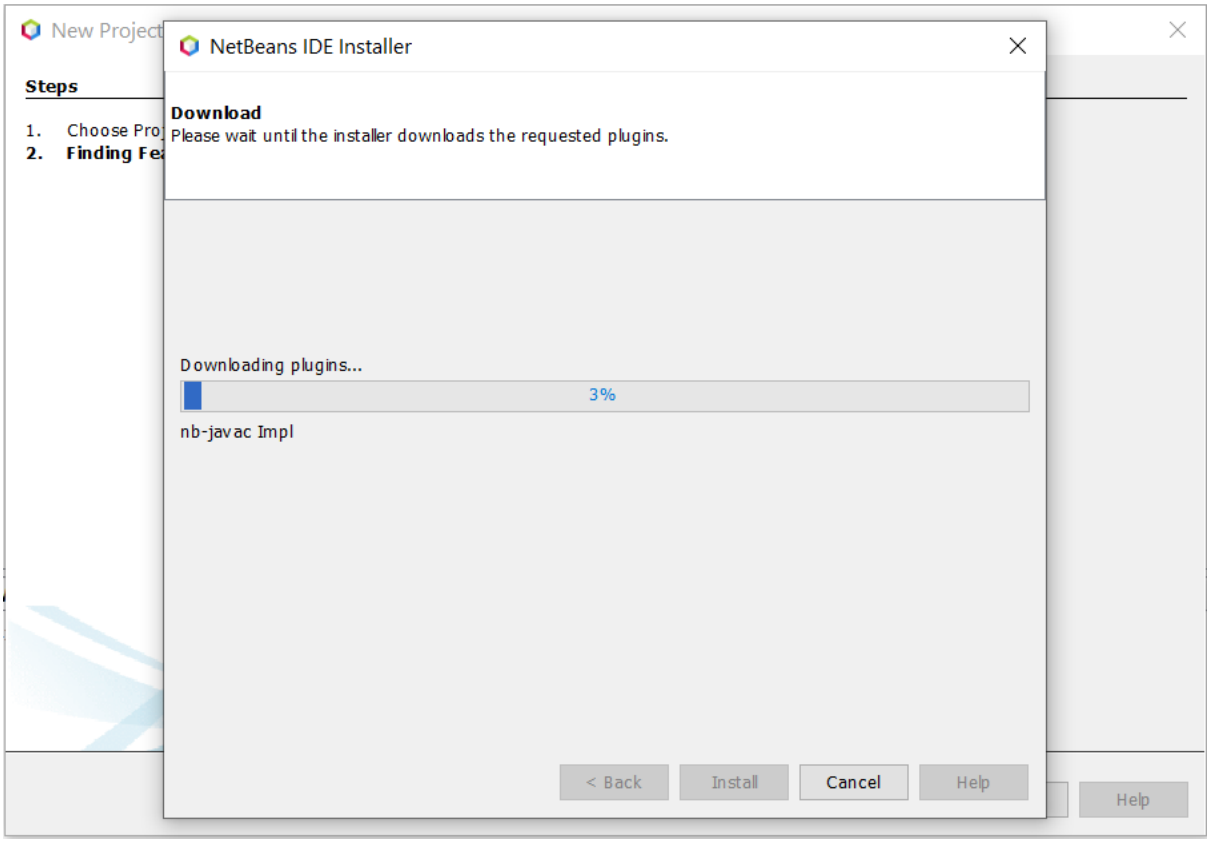
Start the IDE in case it's not running. Now click the **File Options** on **Main Menu** -> **New Project**. It will show the **New Project Wizard** .

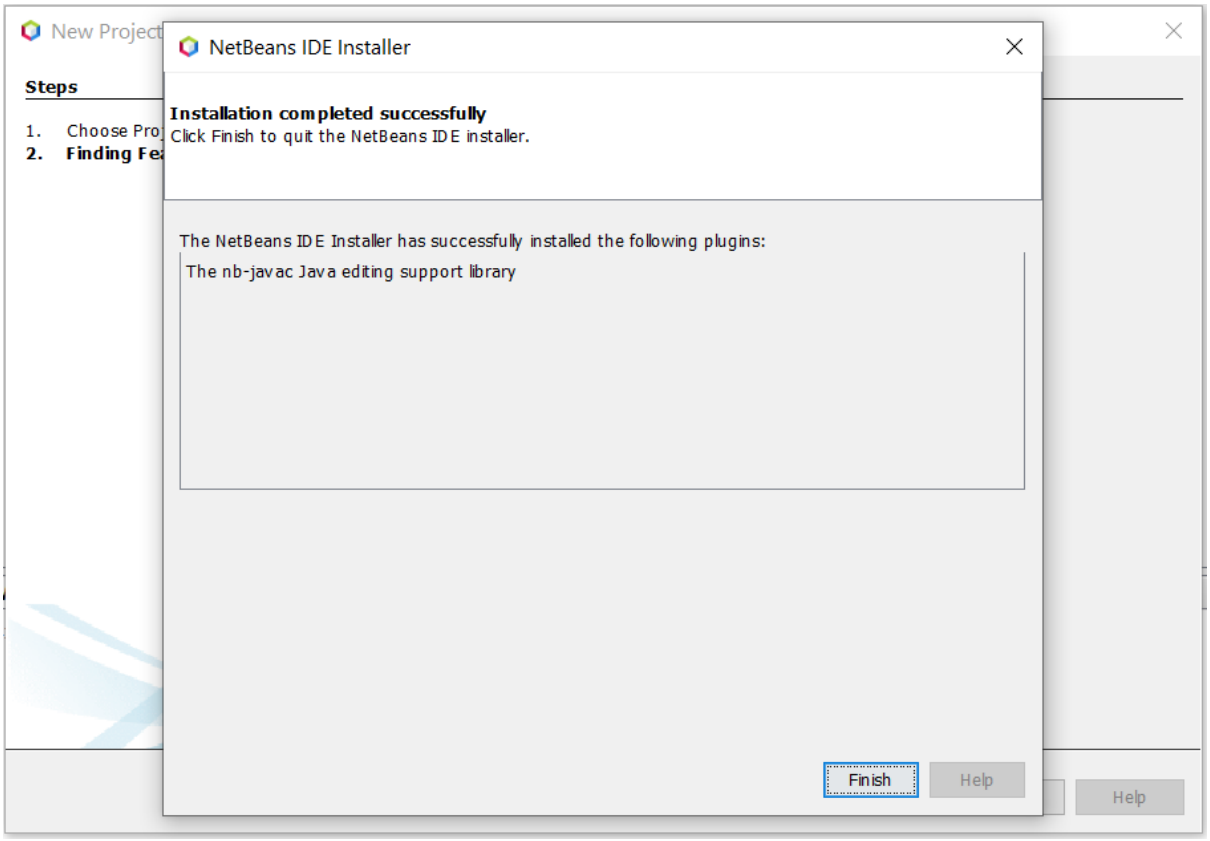


Select **Java with Maven** from the **Categories option** and also select **Java Application** from **Projects option** .



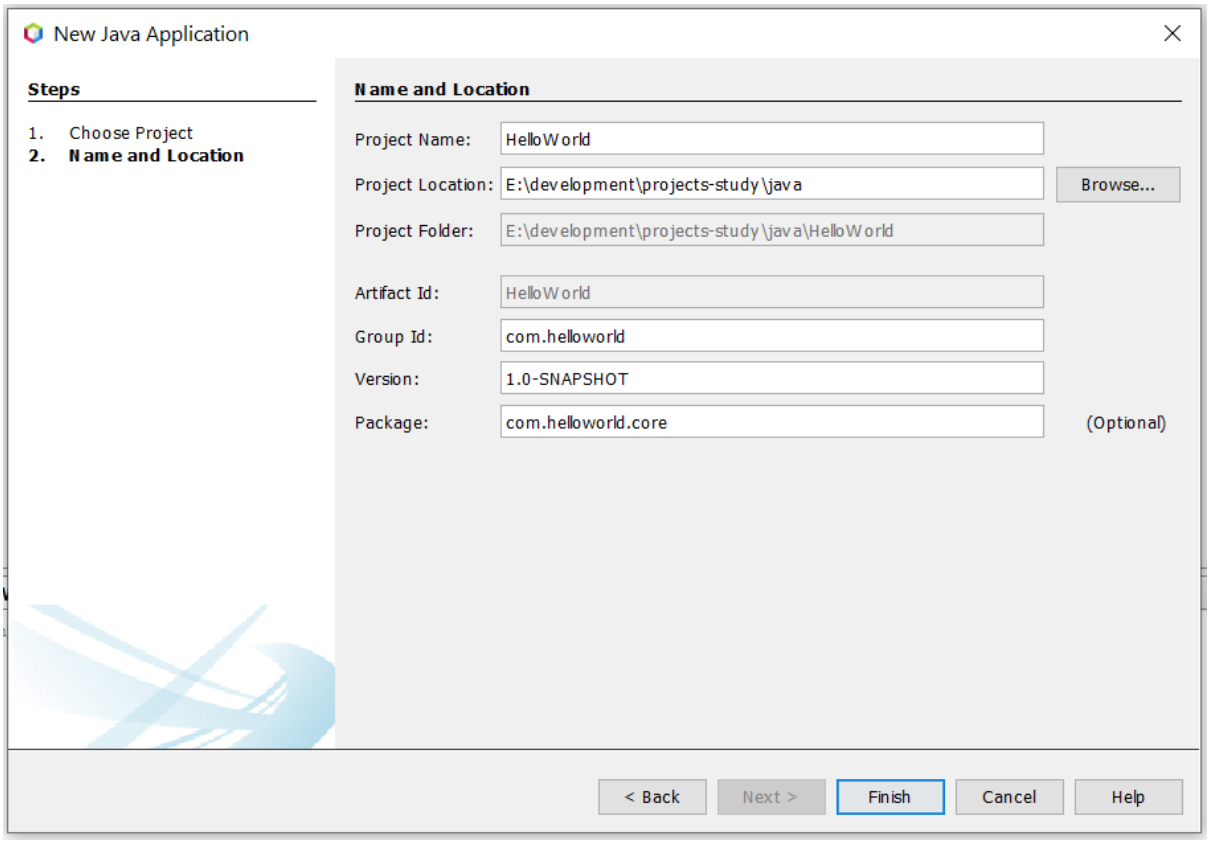
Now click **Install Button** to start installing the **nb-javac** extension. It will show the installation progress and the success message.



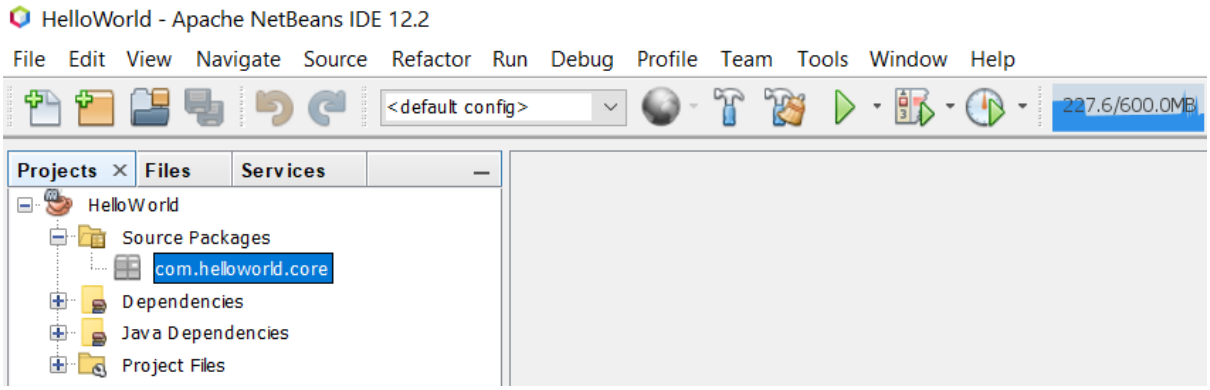


Now click **Finish Button** to complete the installation of the **nb-javac** extension. The next screen shows the progress of the Java SE activation.

Once JAVA SE is activated, we can continue with the project configuration



Now click the **Finish Button** to complete the project set up. The project with the default package created by NetBeans.



5. SAMPLE CODE

Main Screen

```
package travel.management.system;
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
public class Splash {
public static void main(String[] args){
 SplashFrame f1 = new SplashFrame();
f1.setVisible(true);
int i;
int x=1;
for(i=2; i<=600; i+=10, x+=7){
 f1.setLocation(900 - ((i+x)/2), 500 - (i/2));
 f1.setSize(i+x,i);
 try
{
              Thread.sleep(10);
          }catch(Exception e){} } }  }
 class SplashFrame extends JFrame implements Runnable{
   Thread t1;
   SplashFrame(){
      setLayout(new FlowLayout());
      ImageIcon c1 = new
ImageIcon(ClassLoader.getSystemResource("icons/splash.jpg"));
      Image i1 = c1.getImage().getScaledInstance(1030,
750,Image.SCALE_DEFAULT);
      ImageIcon i2 = new ImageIcon(i1);

      JLabel l1 = new JLabel(i2);
      add(l1);
      setUndecorated(true);
```

```
        t1 = new Thread(this);
        t1.start();
    }
public void run(){
       try{
           Thread.sleep(2000);
           this.setVisible(false);

           Login l = new Login();
           l.setVisible(true);
        }catch(Exception e){
           e.printStackTrace();
        }
    }
}
```

6. OUTPUT SCREEN

6.1 User Login

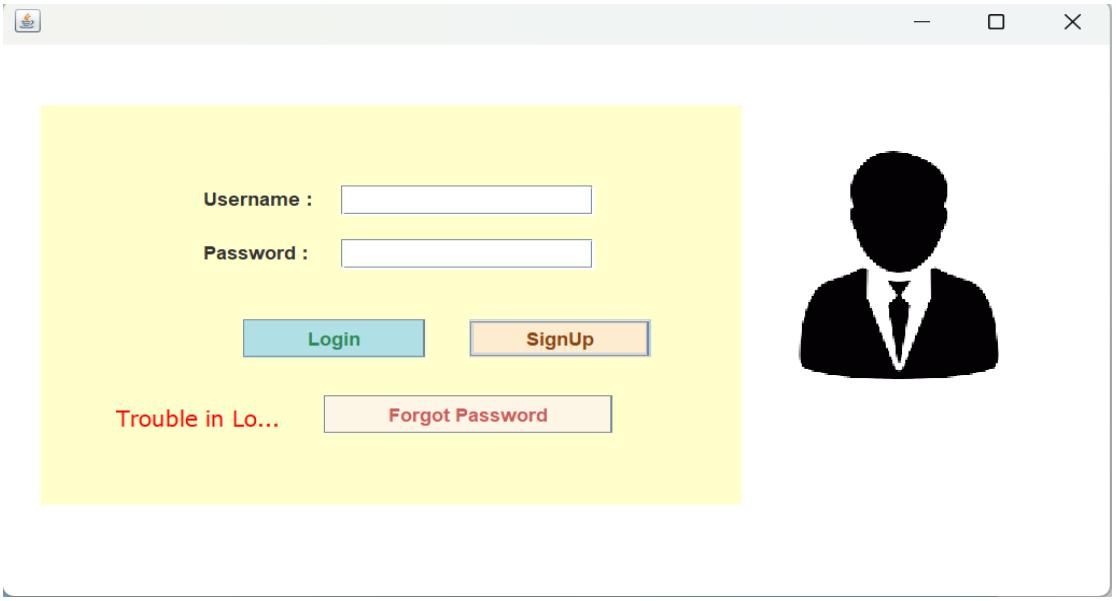


Fig:6.1(User Login)

In this login page user can have options like username,password,forgot password,login and sign up options if user forgets the user name or password he/she can retrive the credentials using it.

6.2 Sign in

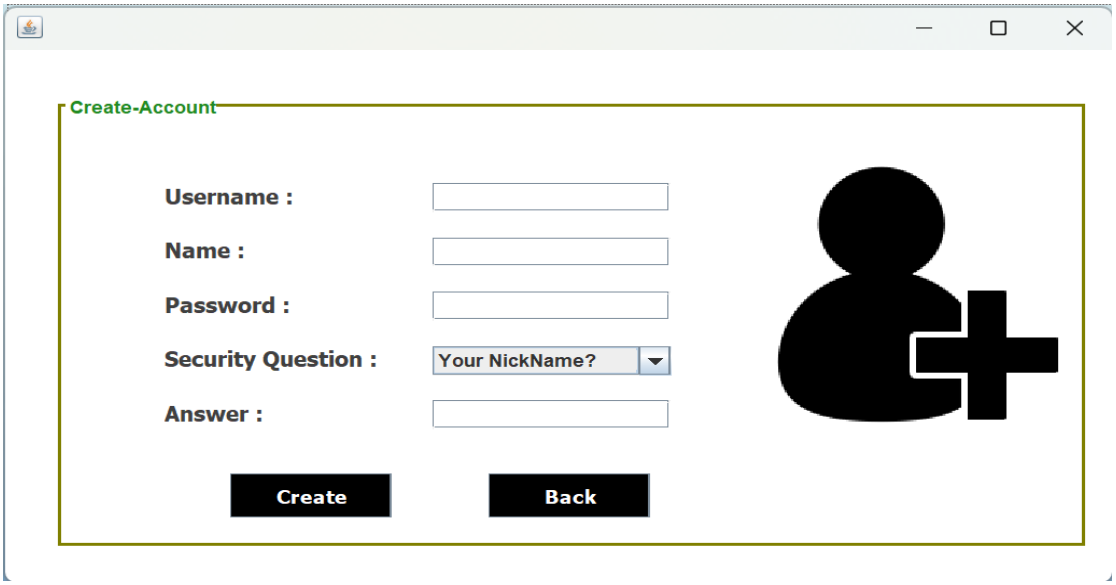


Fig:6.2(Sign in)

If an user was new to our site he/she can create there profile using the sing up option he will be asken the basic details to create there profiles like security question and its answer to retrive the credentials if forgotten.

6.3 Forget password

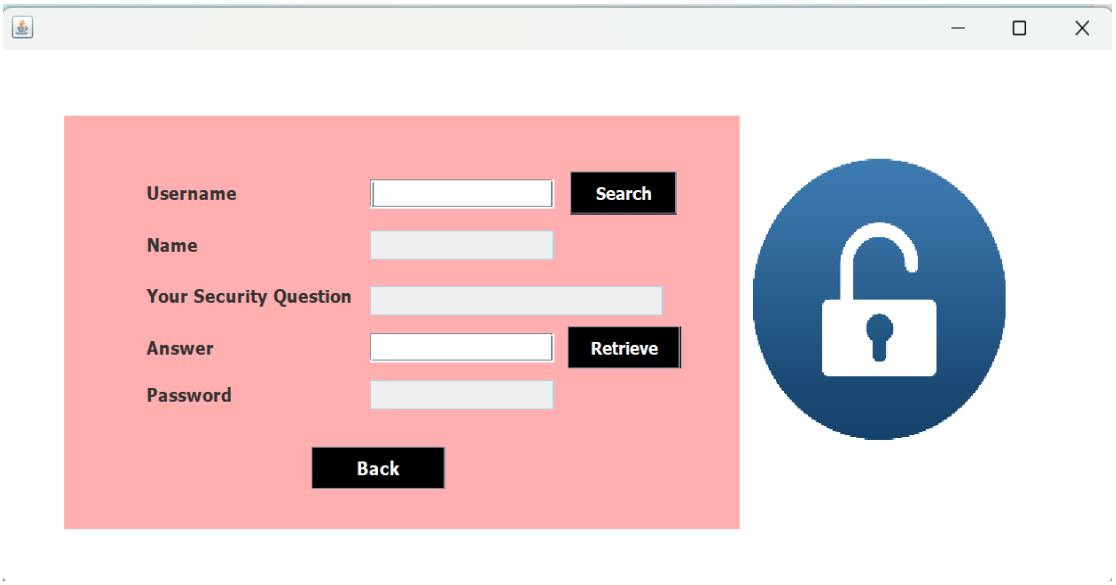


Fig:6.3(Forget password)

In the forget password page the user will be asken to enter the username,name,security question and answer which was given in signup page and new password.

6.4 Loading screen

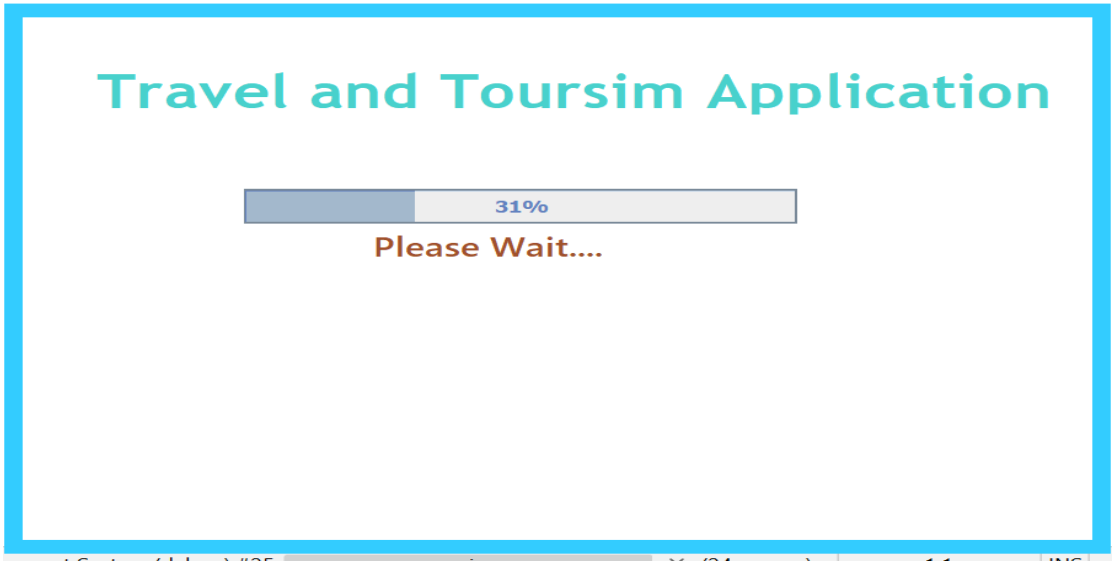


Fig: 6.4(Loading screen)

6.5 Dash board

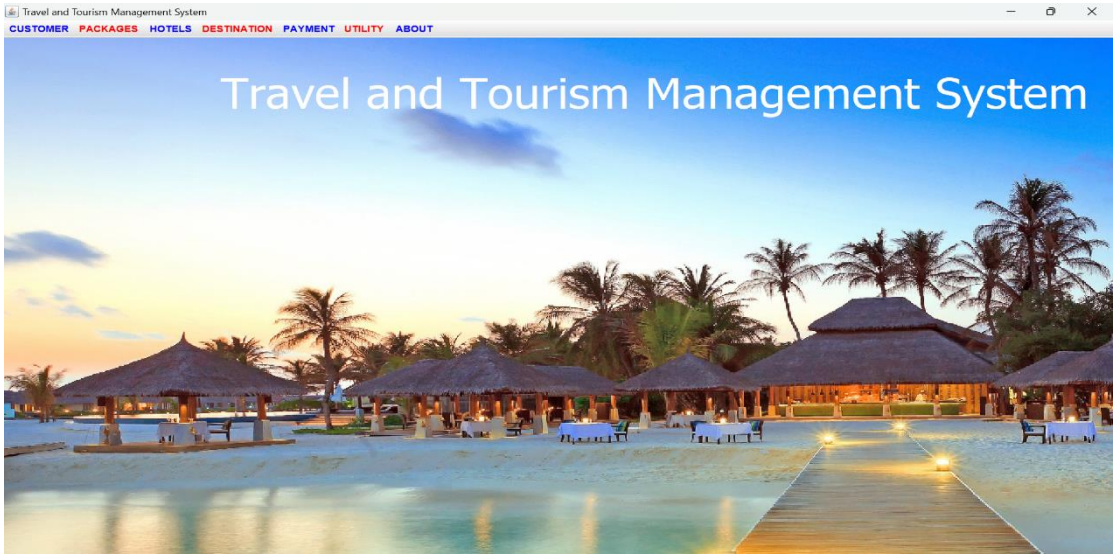


Fig: 6.5 (Dash board)

The dashboard page of our sites have options like customer,packages,hotels,destination,payments,utility and about us options

6.6 Add customer

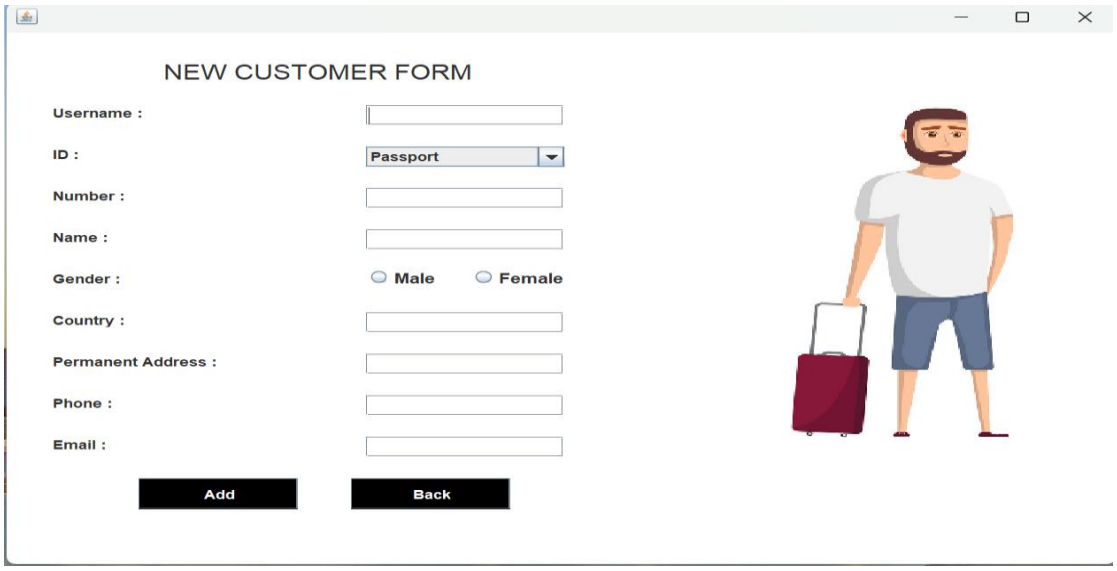


Fig: 6.6(Add customer)

If an user wants to add an new coustomers details he/she can add the details using coustomer details page from dash board

6.7 Update customer

Fig: 6.7 (Update customer)

6.8 View customer details

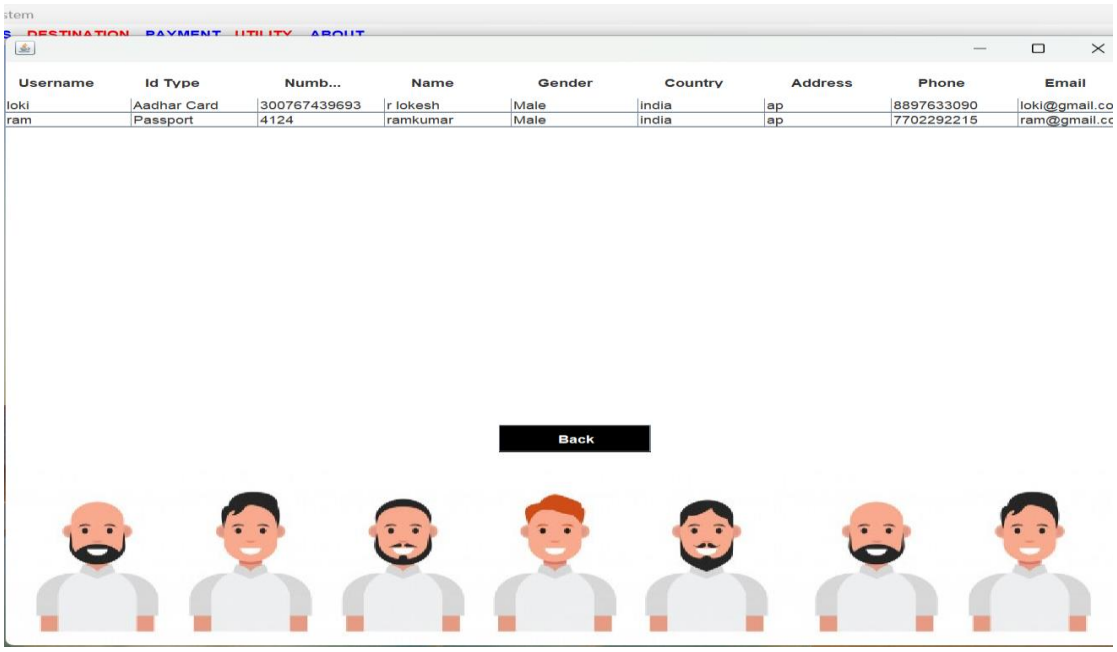


Fig: 6.8 (View customer details)

In view coustomer details page user can cross check or update any details if required

6.9 Delete Customer Details

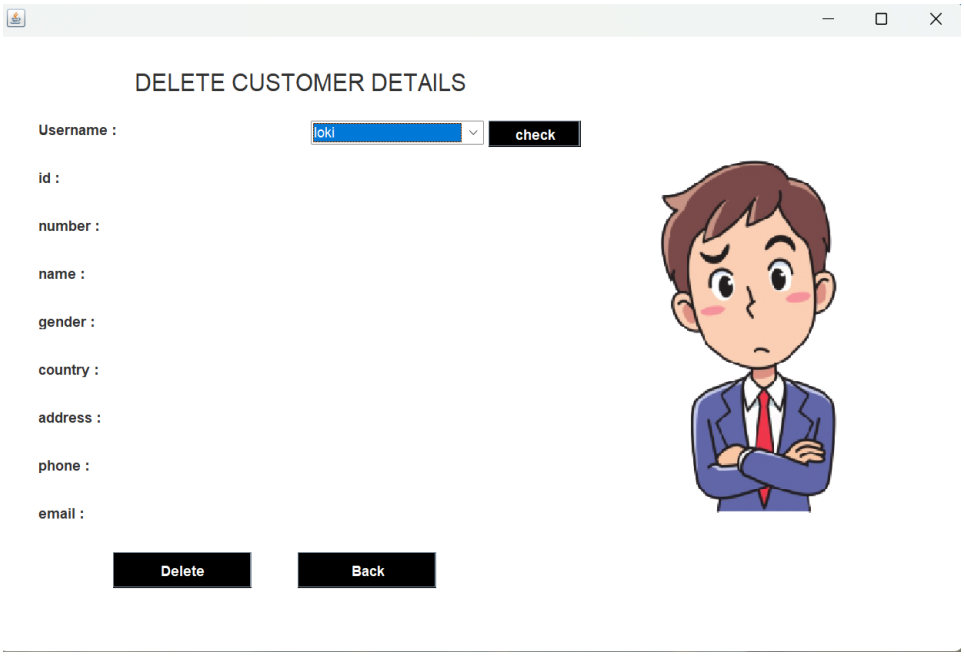


Fig: 6.9(Delete Customer Details)

if users need to delete any coustomer details he/she can do the same using the delete coustomer using coustomer page

6.10 View packages

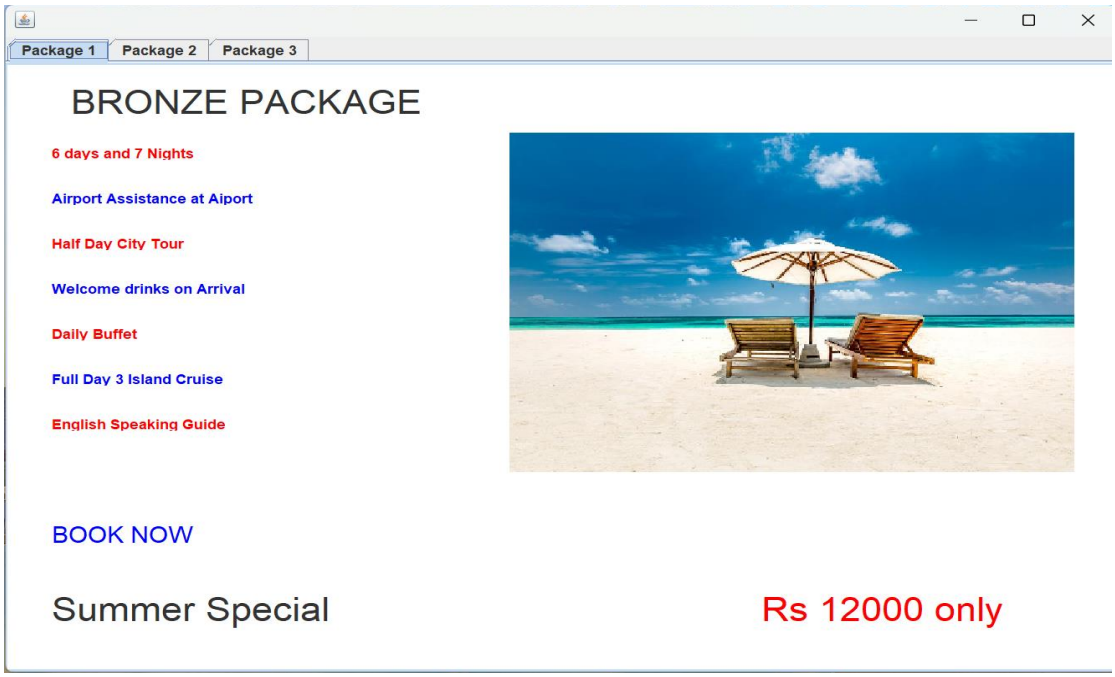


Fig: 6.10 View packages

The coustomer can choose thire packages based on there planed budgets our built in packages option we are providingthe packages based on there intrests and budgets

6.11 Book package

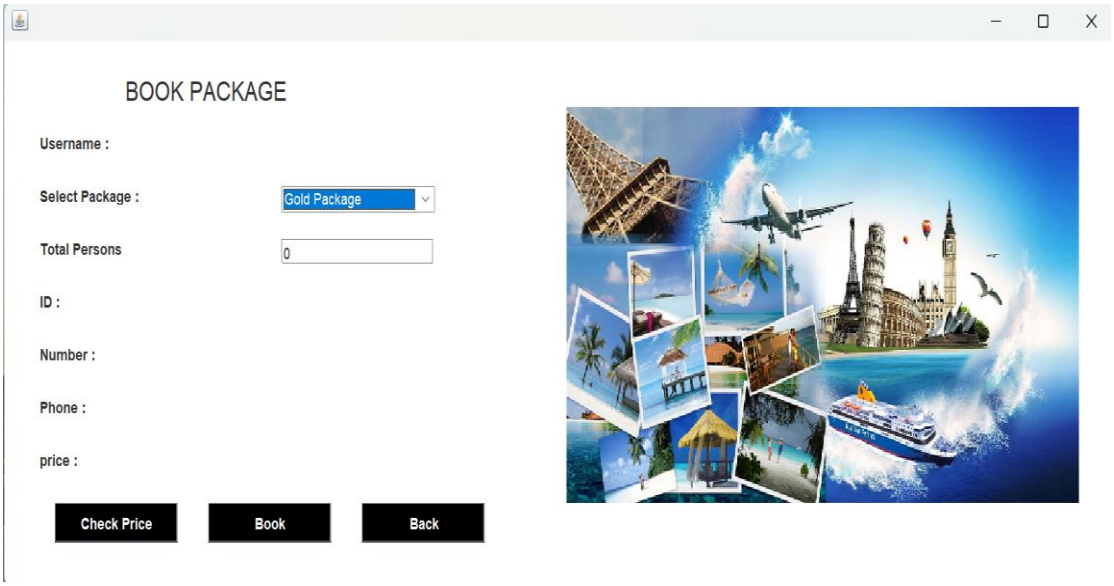


Fig: 6.11 (Book package)

The booking package contains username,pckage selection,total persons, any id proof details,phone number,
Prices

6.12 View package details

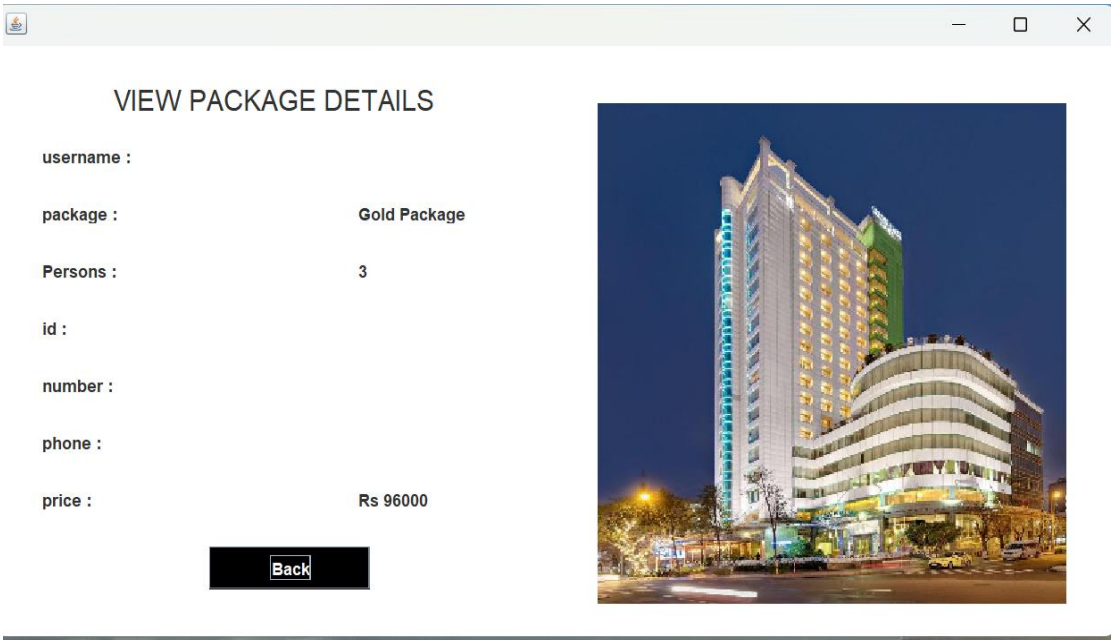


Fig: 6.12 (View package details)

Package details can be reviewed in the view package details sections

6.13 Book hotel

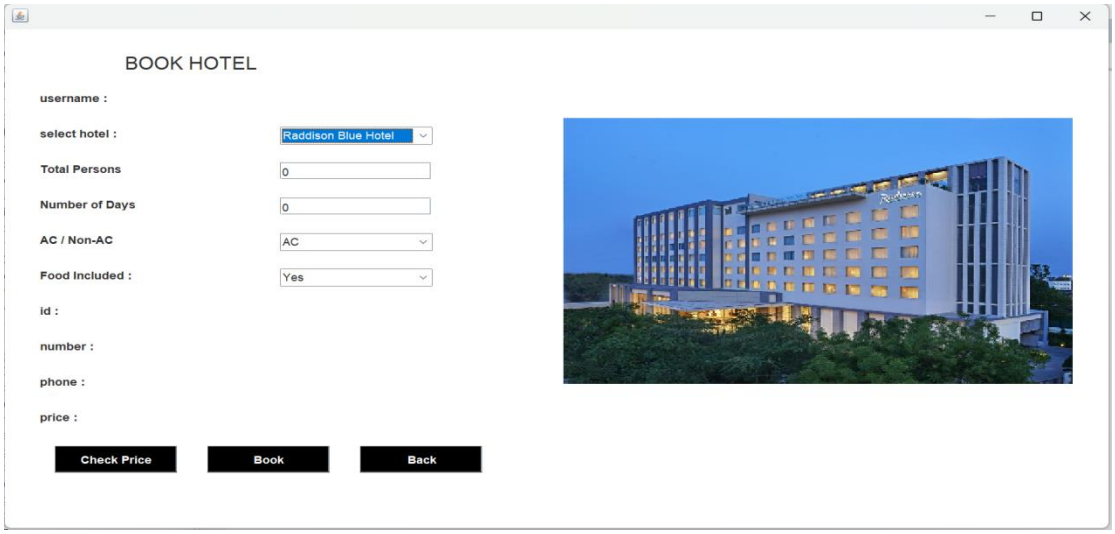


Fig: 6.13(Book hotel)

In book hotel portal users can book their stay in there vecations periods

6.14 View hotel

\

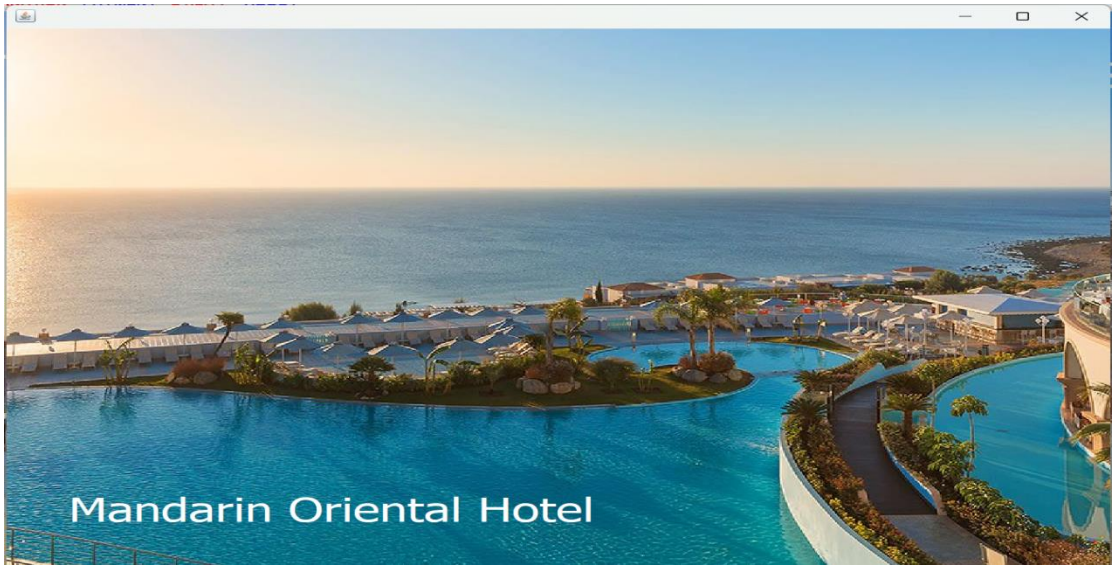


Fig: 6.14(View hotel)

Users can preview their hotels before booking thir st

6.15 View booked hotel details

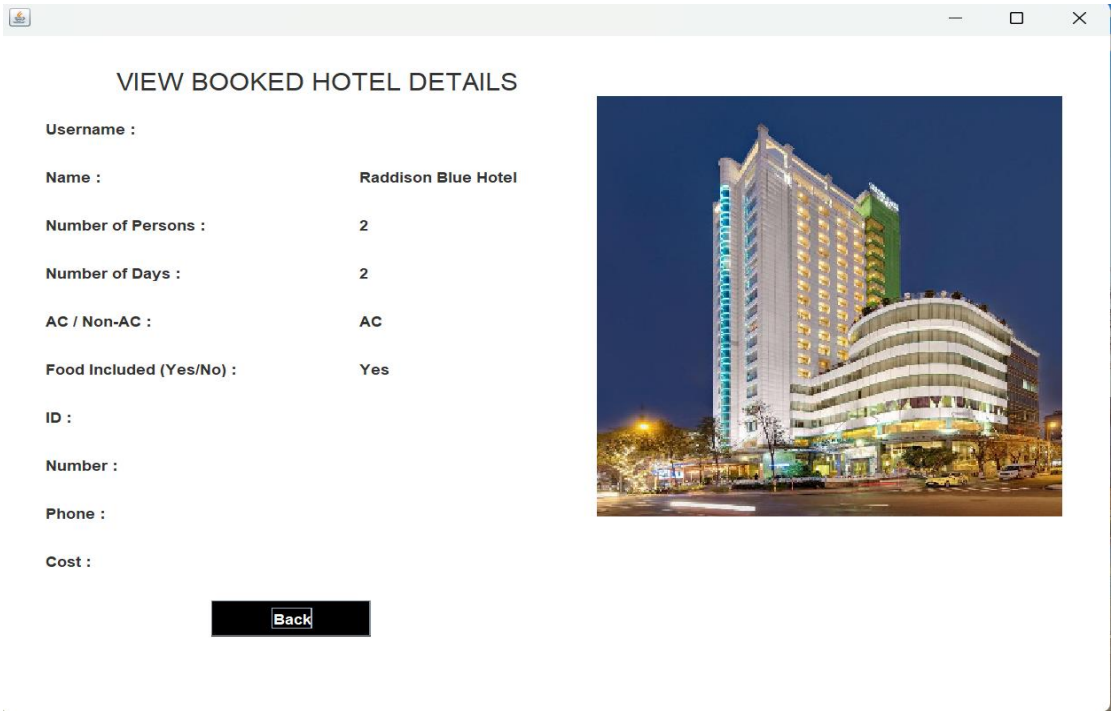


Fig: 6.15 (View booked hotel details)

After booking the stay user can preview the details when ever they want on the view booking details portals

6.16 Paytm

Fig: 6.16 (Paytm)

Our payment portal allows online payment methods susch as paytm,goole pay,etc..,

6.17 Notepad

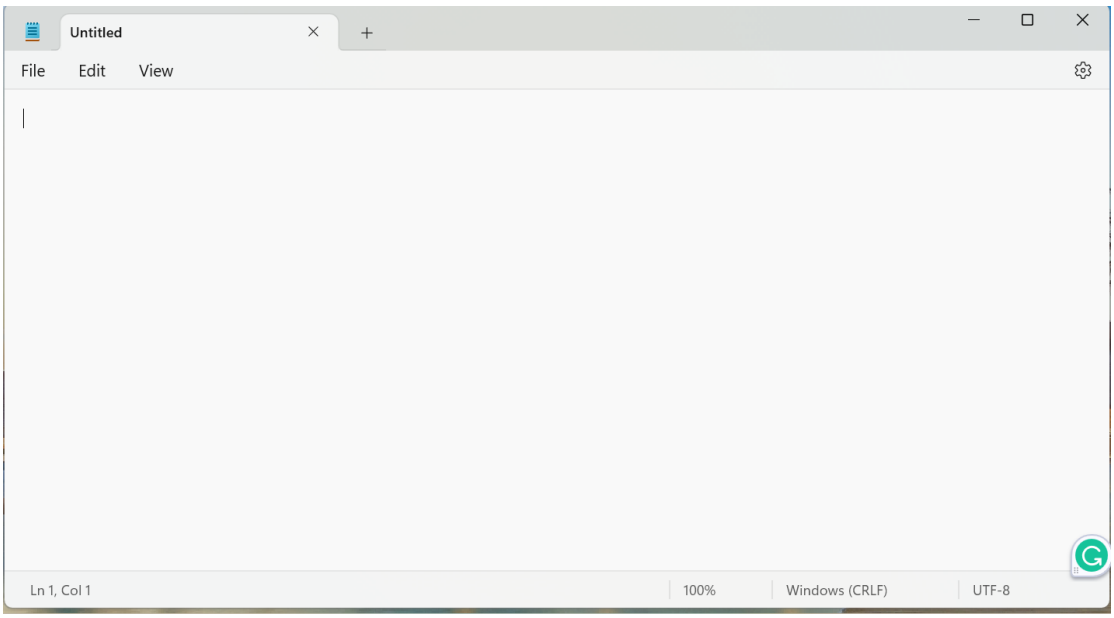


Fig: 6.17 (Notepad)

Note pad option allows user to plan there veccation accordingly before booking

6.18 Calculator

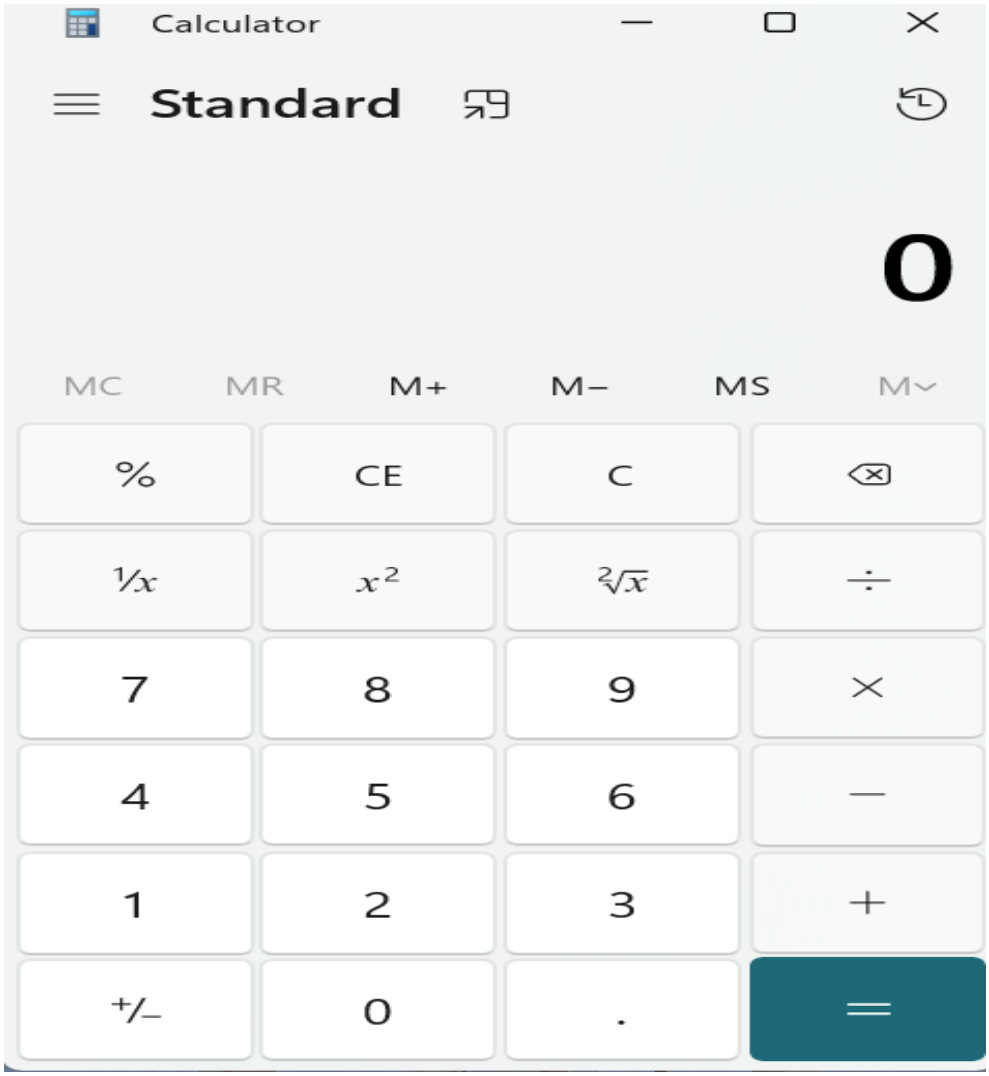


Fig: 6.18(Calculator)

And caliculator option to caliculate the expenses accordingly

6.19 about

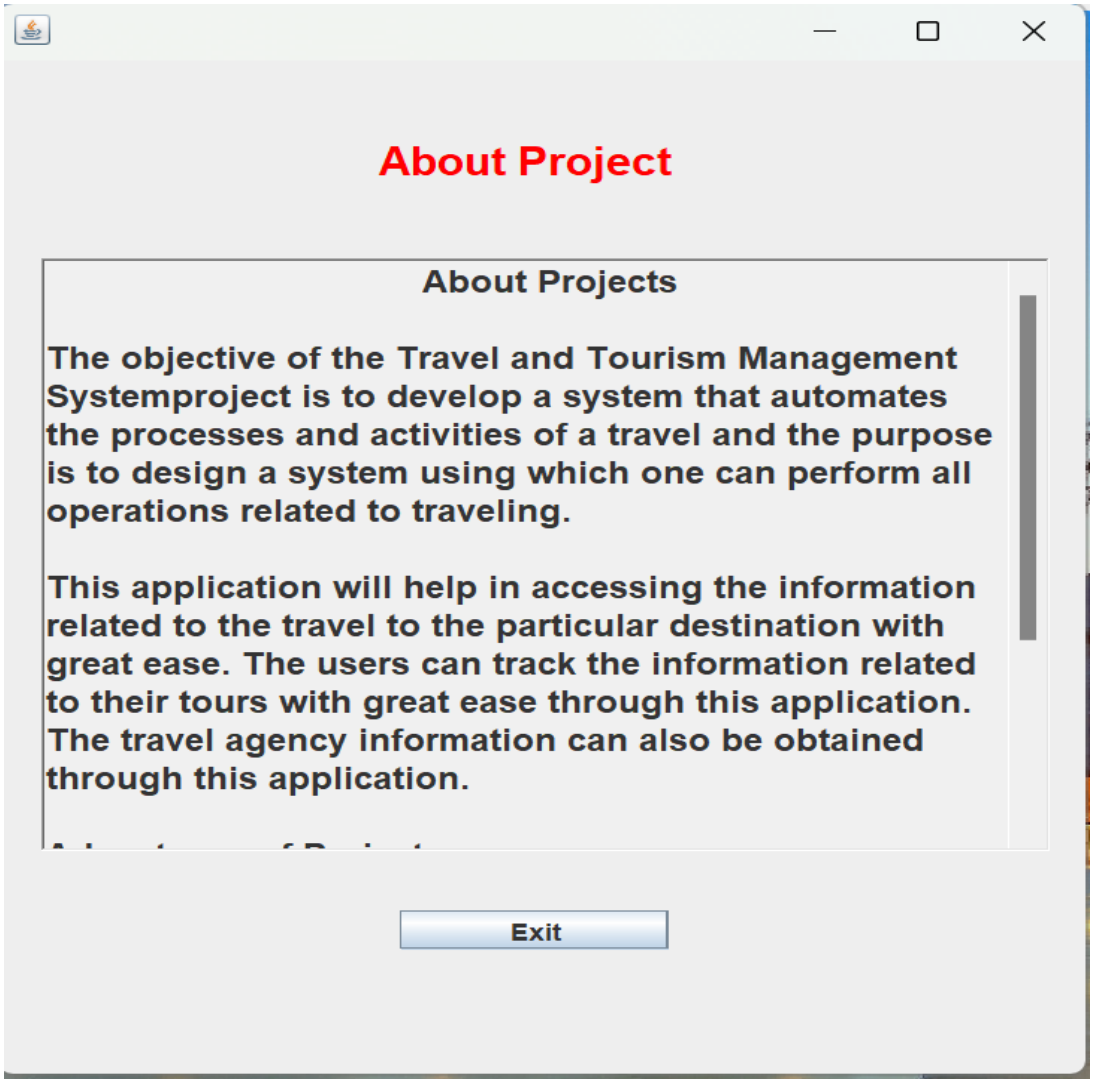


Fig: 6.19(about)

About us gives the detailed manuall and details of our project

CONCLUSION

This project entitled travel management system, developed in java, is an attempt to computerize the different operations in travel agencies. the project is very flexible and secured; admins can incorporate new features and manage the modules of the system as per requirements. being a web-based software, it can be accessed from anywhere with internet.Here we have presented the design of a tour management system that can provide the users with the required tourism guidance required anytime and anywhere. this is a combination of smartphone and internet services. the tour management website contributes a reasonable way for the users to schedule their trips, since it provides detailed information about the tourist places including description, image and map. this method includes various features/services such as delivering customized packages, the distance between the source and destination location, google maps, online ticket booking, etc. this process achieves its main goal by pertaining to real-time data.

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3. Ole Helvig Jensen “Implementing the Viola-Jones travelling and tourism Algorithm”