VISVESVARAYA TECHNOLOGICAL UNIVERSITY

Belagavi-590018, Karnataka

A Mini Project Report on

"DANDELI TOURISM"

Submitted in partial fulfillment for the award of the degree in

Bachelor of Engineering in Computer Science & Engineering

Submitted by

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VTU Affiliated AICTE Approved

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Bangalore Technological Institute

BANGALORE TECHNOLOGICAL INSTITUTE

(ISO 9001:2015 Certified Institute)

Sarjapura Road, Kodathi, Bangalore-560035

Department of Computer Science & Engineering

2022-2023

BANGALORE TECHNOLOGICAL INSTITUTE
Bengaluru-35
(An ISO 9001:2015 Certified Institute)
Department of Computer Science andEngineering

CERTIFICATE

This is to certify that the Mini project report on **"DANDELI TOURISM"** carried out by **SOUNDARYA SINNUR [1BH20CS043] and SHREYA KUMARI [1BH20CS040]** the Bonafide students of **Bangalore Technological Institute**, **Bangalore** in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of **Visvesvaraya Technological University, Belgaum** during the year **2022-23**. Thus, it is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the report. The mini-project report has been approved, as it satisfies the academic requirement in the respect of the mini-project report prescribed for the said degree.

……

Mrs. Shylaja D N
Assistant Professor
Department of CSE

……..

DR. Sohan Kumar Gupta
H.O.D, Department of CSE

External Viva

Name of the Examiners	**Signature with date**
1……..…….....	..…..……
2……	…….....

….

DECLARATION

We are students of sixth semester **BE. COMPUTER SCIENCE AND ENGINEERING, BANGALORE TECHNOLOGICAL INSTITUTE, BANGALORE,** hereby declare that the Mini project on "**DANDELI TOURISM**" has been independently carried out by us at **Bangalore Technological Institute, Bengaluru** and submitted in partial fulfillment of the requirements for the award of the degree in **Bachelor of Engineering in Computer Science & Engineering** of the **Visvesvaraya Technological University, Belagavi** during the academic year **2022-23**.

We also declare that, to the best of our knowledge and believe the work reported here does not form or part of any other dissertation on the basis of which a degree or award was conferred on an early occasion of this by any other students.

PLACE: BENGALURU

DATE:

SOUNDARYA SINNUR	**1BH20CS043**	**……..….**
SHREYA KUMARI	**1BH20CS040**	**……..…..**

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Any achievement, be it scholastic or otherwise does not depend solely on the individual efforts but on the guidance, encouragement and cooperation of intellectuals and elders. I would like to take this opportunity to thank them all.

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Last but not the least, I acknowledge the support and feedback of our parents, guardians and friends, for their indispensable help always.

SOUNDARYA SINNUR [1BH20CS043]

SHREYA KUMARI [1BH20CS040]

ABSTRACT

This mobile guide has information on the tourism Agency in DANDELI, location of hotels, airlines, tourist centers of the places of dandeli. It also assists tourists in locating tourist centers of choice with the embedded Google Map. The application is to include all airlines plying the domestic ways of dandeli, few luxury hotels and tourist attractions in the country. The android framework would be implemented and a mobile client application that runs on the Android OS later than 3.2 (Honeycomb).Information is a paramount aspect of any society. To access adequate, complete and current information is the concern of everyone. The need for unadulterated information is a key factor that every society desire. Tourist guide which is an android application developed to address the challenges of where and how to get information.

CONTENTS

CHAPTER 1

INTRODUCTION

1.1 INTRODUCTION OF PROJECT

Tourism can be defined as the act of traveling for sightseeing, leisure, religious, family or business reasons usually for a limited time particularly away from one's home. Tourism as a word came from two Latin words: which are 'tornae' and 'ism'. 'Tornae' means a lathe or circle and 'ism' means an action or process. The suffix 'ist' means who performed an action (WTTC, 2002). According to theworld tourism organization (WTO), tourist is people who travel to other places for at most a year for reasons including business, leisure, and other purposes. 'A tourist is a person who travels for fun rather than for reasons related to business or an individual who travels to a place or attends a social event out ofcuriosity (Oxford dictionary).

A tourist can be a sick person who is after special medical needs which is unavailable at home, a businessman who travels with family for business is alsoknown as business tourist, educationist travel to another town, city or country to further their educational career, adventurists who look for some unusual or bizarre experience fun seeker or leisure tourists who want to be refreshed with comfort while enjoying a break from normal routine of life and etc.. A typical human tourist guide is an individual that assist and provide information on the culture, history, and heritage to people who are on an organized tour. A human guide also provides assistance and information to individual clients in historicalsites, educational establishments and venues of relevant interest.

A tourist guide is an information system used widely to manage activities of a tourist and make his/her trip comfortable and convenient. Sequel to the understanding of the tourist management concept, several features are considered much important. The researcher would lay more emphasis on services and activities to be enjoyed by the tourist for easy navigation, access, and Comfort in dandeli. No solution can certainly solve all the problems hence, the scope of the study has to be defined. Tourist guide (Information System for Tourists) is a mobile client application that runs on the Android OS later than 3.2 (Honeycomb). The application is intended to serve as a compass for the Tourists in dandeli. It contains some overview of dandeli tourism agency as a body and as well as information relating to hotels, airlines, history, languages and tourist centers of each of

the thirty-six states in dandeli. The Google map API is embedded in it. This enables the user to navigate easily to and around his/her place of choice.

1.2 ANDROID STUDIO

1.2.1 HISTORY

Android Studio is the official integrated development environment (IDE) for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for Android development. It is available for download on Windows, macOS and Linux based operating systems or as a subscription-based service in 2020. It is a replacement for the Eclipse Android Development Tools (E-ADT) as the primary IDE for native Android application development.

Android Studio was announced on May 16, 2013, at the Google I/O conference. It was in the early access preview stage starting from version 0.1 in May 2013, then entered beta stage starting from version 0.8 which was released in June 2014. The first stable build was released in December 2014, starting from version 1.0.

On May 7, 2019, Kotlin replaced Java as Google's preferred language for Android app development. Java is still supported, as is C++.

1.2.2 FEATURE

The following features are provided in the current stable version:

- Gradle-based build support
- Android-specific refactoring and quick fixes
- Lint tools to catch performance, usability, version compatibility and other problems
- ProGuard integration and app-signing capabilities
- Template-based wizards to create common Android designs and components
- A rich layout editor that allows users to drag-and-drop UI components, option to preview layouts on multiple screen configurations
- Support for building Android Wear apps
- Built-in support for Google Cloud Platform, enabling integration with Firebase Cloud Messaging (Earlier 'Google Cloud Messaging') and Google App Engine
- Android Virtual Device (Emulator) to run and debug apps in the Android studio.

Android Studio supports all the same programming languages of IntelliJ (and CLion) e.g. Java, C++, and more with extensions, such as Go; and Android Studio 3.0 or later supports Kotlin and "all Java 7 language features and a subset of Java 8 language features that vary by platform version." External projects backport some Java 9 features. While IntelliJ states that Android Studio supports all released Java versions, and Java 12, it's not clear to what level Android Studio supports

Java versions up to Java 12 (the documentation mentions partial Java 8 support). At least some new language features up to Java 12 are usable in Android.

Once an app has been compiled with Android Studio, it can be published on the Google Play Store. The application has to be in line with the Google Play Store developer content polic

CHAPTER 2
SYSTEM REQUIREMENTS

2.1. HARDWARE REQUIREMENTS

System	:	Pentium IV 2.4 GHz
RAM	:	8 GB RAM or more
Disk Space	:	8 GB of Available space
CPU Architecture	:	x86_64 CPU Architecture
Generation	:	2nd generation Intel Core
Hard Disk	:	40 GB.
MOBILE	:	ANDROID
Screen Resolution	:	1280 x 800 minimum resolution

2.2. SOFTWARE REQUIREMENTS

2.2.1. DESKTOP REQUIREMENTS FOR DEVELOPMENT

Operating system	:	64-bit Microsoft Windows 8/10
UI Software	:	Figma (UI Designing)
Coding Language	:	Kotlin, XML
Tool Kit	:	Android Arctic Fox

2.2.2. USER REQUIREMENTS

Device	:	Any ANDROID device
Operating System	:	ANDROID OS

2.3. DATABASE REQUIREMENTS

Real time Database	:	Android Default Storage

CHAPTER 3
PROGRAMMING LANGUAGE

3.1 JAVA

As the project is developing an Android Application, the default programming language is Java. All Android applications are built using Java in Android Studio or Kotlin or both. Java is a popular and widely used language throughout the world. As mentioned Java is one of the powerful programming languages like C, C++. developed by Sun Microsystems which has many powerful features as described below. After the development of C, C++, Java has come into evolution by addressing their drawbacks.

It is one of the open source projects that could be easily installed in our machine. The language is also easy to learn, understand and implement. Java is used in various kinds of applications like Web, Desktop, Mobile, and Big Data. Many powerful features are supported by Java including various libraries, application services, graphics library for 2D/3D applications. The language is flexible enough to maintain code complexity, test, implementation, integration and support. Apart from these, there are other key features which make Java more special. It is object oriented programming language, one of the important hierarchies in the programming languages which is used to implement real time applications, it provides for code reusability, it has a platform independence feature including any virtual machines (Write Once Read Everywhere), as in no need to write the code for different OS as the Java Compilers convert the java source files to bytecode and this could be interpreted by any machine and the actual code is compiled irrespective of any machine, OS. It is more secure as the compilers are designed efficiently to figure out any kind of errors.

3.2 XML

XML (Extensible Markup Language) is a markup language similar to HTML, but without predefined tags to use. Instead, you define your own tags designed specifically for your needs. This is a powerful way to store data in a format that can be stored, searched, and shared. Most importantly, since the fundamental format of XML is standardized, if you share or transmit XML across systems or platforms, either locally or over the internet, the recipient can still parse the data due to the standardized XML syntax.

CHAPTER 4

SYSTEM DESIGN

4.1 DESIGN APPROACH

This project is based on the functional design approach, which helps in understanding the design of the project in a simpler way by explaining its flow, use cases, and implementation more like a modular approach. For example, there are different modules in this project which have separate functionality and other sub functionalities/ modules.

All the modules are designed, implemented and integrated together to make a flawless working application.

4.2 DETAILED DESIGN

Leveraging device software and hardware

Mobile apps can leverage almost any aspect of their operating system, from cameras, device storage, and app stores to fingerprint sensors, credit card scanners, and more. It’s unnecessary to reinvent the wheel when iOS and Android offer native UI elements and functions that users already enjoy and know how to use.

A slide reinforces the impression that the previous screen is still underneath, as if the user might want to revert back to it (like reading the full Tweet in a new screen, then returning to the feed). A push shoves the previous screen out of view, suggesting that it’s safely out of the way for users that don’t want to return to it.

CHAPTER 5
ANDROID STUDIO

Android Studio is exclusively designed for developing Android applications. It consists of all Android SDK tools to design, develop, maintain, test, debug and publish our app. The IDE is designed very efficiently which makes the developer's job easy. It also supports the IntelliJ IDE, the main idea behind this IDE is that it automatically senses the variables, methods, classes, built-in functions or it could be anything else when we press the first letter of it. Say, suppose we declare a few variables or methods that start with an 'S', it automatically senses everything that starts with an 'S' and makes suggestions. It also supports Git as a version control system to maintain the app changes and push them into github. All java files, layout files (for design) are integrated into a single project easily. After the completion of the project, the whole application could be put as an .APK (Android Package) file, in which we can run that APK file in any device and use the application. Other main tools include Android SDK, ADB, and Gradle Build.

5.1 ANDROID SOFTWARE DEVELOPMENT KIT (SDK)

One of the main tools used in developing android applications, as it packages many core features into one SDK and it can be used in the application easily. This helps us to avoid writing a lot of code, and building applications faster.

5.2 ANDROID DEBUG BRIDGE (ADB)

Android SDK uses ADB tool as a connection device which allows us to connect the Android Devices or Emulator with the machine via USB. After developing or while developing applications, we can connect with the device to check how the application runs. Later, we can debug and run the applications.

5.3 GRADLE BUILD

Gradle Scripts are the recent feature that is added to Android Studio. It is basically an automated build system which is used to automate the various phases involved in designing an application that includes design, development, test, debug, and publish. We need to configure the project and modules by mentioning all the supported jar files,SDK's, version name, level, compiled SDK version, build tools version. to ensure that the developed app is compatible with the

device/emulator. Gradle is also similar to Ant and Maven which helps in maintaining java projects (repositories).

5.4 ANDROID DEVICE MONITOR

If we want to access all the hidden files that are generated when we run the application, we can use the monitor. We can select any project and explore the files that are related to that project. But, as they are hidden files, we need root permissions to access them. Suppose, if we run the app on the device, we need to root the device and run commands in adb shell to get permissions.

5.5 SDK MANAGER

It is one of the main tools to maintain the updates of all the installed components required to run the project. It also notifies us when the project is not compatible with the device or any other compatibility issues and to download any component that is required.

5.6 AVD MANAGER

It is used to create virtual devices of any desired API level to support higher level SDK's in case our device does not support it. Using emulators to test the application is difficult as it might be a little slower when compared to a real device.

CHAPTER 6

CODE

MainActivity.xml

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
xmlns:app="http://schemas.android.com/apk/res-auto"
xmlns:tools="http://schemas.android.com/tools"
android:layout_width="match_parent"
android:layout_height="match_parent"
android:background="@drawable/bg2">


<TextView
android:id="@+id/textView"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_marginStart="8dp"
android:layout_marginTop="8dp"
android:layout_marginEnd="8dp"
android:text="Login here"
android:textSize="20sp"
android:textStyle="bold|italic"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toTopOf="parent" />

<EditText
android:id="@+id/emailLogin"
android:layout_width="match_parent"
android:layout_height="50dp"
android:layout_marginStart="16dp"
android:layout_marginTop="24dp"
android:layout_marginEnd="16dp"
android:ems="10"
android:hint="enter your email"
android:inputType="textWebEmailAddress|textPersonName"
app:layout_constraintEnd_toEndOf="parent"
```

```
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/textView" />

<EditText
    android:id="@+id/passLogin"
    android:layout_width="match_parent"
    android:layout_height="50dp"
    android:layout_marginStart="16dp"
    android:layout_marginTop="16dp"
    android:layout_marginEnd="16dp"
    android:ems="10"
    android:hint="enter your password"
    android:inputType="textPersonName|textPassword"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/emailLogin" />

<Button
    android:id="@+id/buttonLogin"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginStart="16dp"
    android:layout_marginTop="8dp"
    android:layout_marginEnd="16dp"
    android:text="login"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toBottomOf="@+id/passLogin" />

<TextView
    android:id="@+id/textView2"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginStart="16dp"
    android:layout_marginTop="16dp"
    android:layout_marginEnd="16dp"
    android:text="Not registered ? register below"
    android:textStyle="bold"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
```

```
        app:layout_constraintTop_toBottomOf="@+id/buttonLogin" />

    <Button
        android:id="@+id/buttonRegsiter"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginStart="16dp"
        android:layout_marginTop="16dp"
        android:layout_marginEnd="16dp"
        android:text="register"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/textView2" />

    <ProgressBar
        android:id="@+id/progressBar"
        style="?android:attr/progressBarStyle"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginStart="16dp"
        android:layout_marginTop="16dp"
        android:layout_marginEnd="16dp"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/buttonRegsiter" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

MainActivity.java

```
package com.example.android.tourfc;

import android.content.Intent;
import android.os.Bundle;
//import android.support.annotation.NonNull;
//import android.support.annotation.Nullable;
//import android.support.v7.app.AppCompatActivity;
//import android.support.v7.widget.LinearLayoutManager;
//import android.support.v7.widget.RecyclerView;
import android.text.TextUtils;
```

```
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.ProgressBar;
import android.widget.Toast;

import androidx.annotation.NonNull;
import androidx.annotation.Nullable;
import androidx.appcompat.app.AppCompatActivity;

import com.example.android.tourfc.model.AttractionCollection;
import com.example.android.tourfc.model.AttractionRepository;
import com.google.android.gms.tasks.OnCompleteListener;
import com.google.android.gms.tasks.Task;
import com.google.firebase.auth.AuthResult;
import com.google.firebase.auth.FirebaseAuth;
import com.google.firebase.auth.FirebaseUser;

import java.util.List;

public class MainActivity extends AppCompatActivity {
private EditText emailTextView, passwordTextView;
private Button Btn,buttonReg;
private ProgressBar progressbar;


private FirebaseAuth mAuth;
@Override
protected void onCreate(@Nullable Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
setContentView(R.layout.activity_main);

buttonReg=findViewById(R.id.buttonRegsiter);
buttonReg.setOnClickListener(new View.OnClickListener() {
@Override
public void onClick(View view) {
```

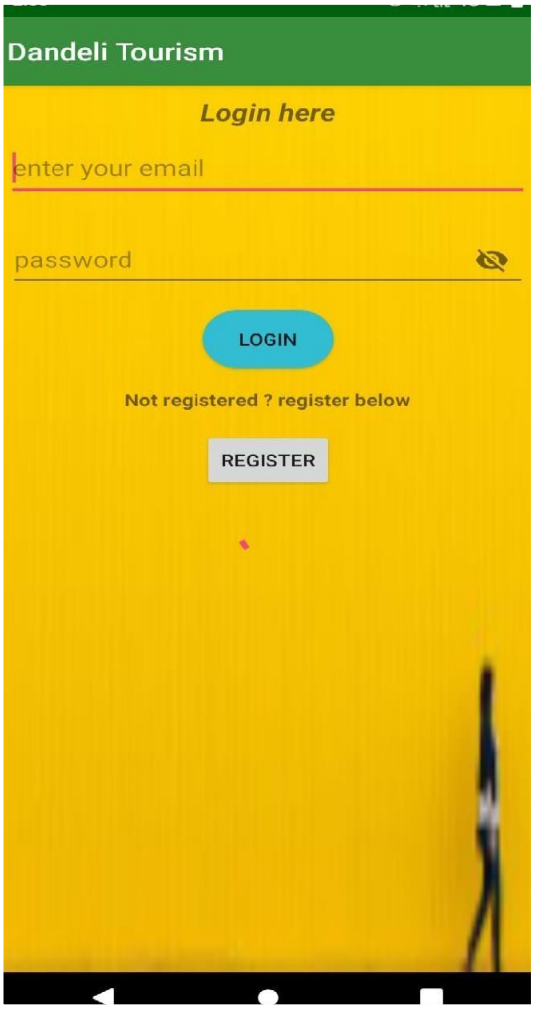
```
Intent intent=new Intent(MainActivity.this,SignupActivity.class);
startActivity(intent);
}
});

mAuth = FirebaseAuth.getInstance();

// initialising all views through id defined above
emailTextView = findViewById(R.id.emailLogin);
passwordTextView = findViewById(R.id.passLogin);
Btn = findViewById(R.id.buttonLogin);
progressbar = findViewById(R.id.progressBar);

// Set on Click Listener on Sign-in button
Btn.setOnClickListener(new View.OnClickListener() {
@Override
public void onClick(View v)
{
loginUserAccount();
                        }
                });
        }

private void loginUserAccount()
        {

// show the visibility of progress bar to show loading
progressbar.setVisibility(View.VISIBLE);

// Take the value of two edit texts in Strings
String email, password;
email = emailTextView.getText().toString();
password = passwordTextView.getText().toString();

// validations for input email and password
if (TextUtils.isEmpty(email)) {
```

```
Toast.makeText(getApplicationContext(),
"Please enter email!!",
Toast.LENGTH_LONG)
.show();
return;
                }

if (TextUtils.isEmpty(password)) {
Toast.makeText(getApplicationContext(),
"Please enter password!!",
Toast.LENGTH_LONG)
.show();
return;
                }

// signin existing user
mAuth.signInWithEmailAndPassword(email, password)
.addOnCompleteListener(
new OnCompleteListener<AuthResult>() {
@Override
public  void  onComplete(
@NonNull Task<AuthResult> task)
{
if (task.isSuccessful()) {
Toast.makeText(getApplicationContext(),
"Login successful!!",
Toast.LENGTH_LONG)
        .show();
progressbar.setVisibility(View.GONE);
Intent intent= new Intent(MainActivity.this
        HomeActivity.class);
startActivity(intent);
}
else {
Toast.makeText(getApplicationContext(),
"Login failed!!",
```

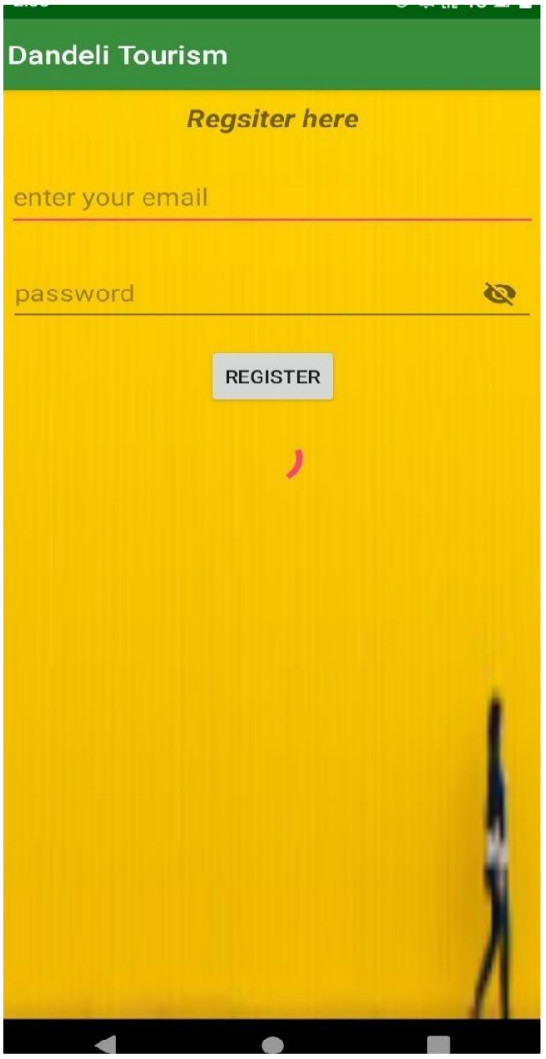
```
  Toast.LENGTH_LONG)
  .show();
  progressbar.setVisibility(View.GONE);
 }
 }
 });
 }
  @Override
  public void onStart() {
  super.onStart();
  FirebaseUser currentUser = mAuth.getCurrentUser();
  if (currentUser == null) {
                        // No user is signed in
  } else {
  Toast.makeText(this, "current user fetched",
  Toast.LENGTH_SHORT).show();
  Intent intent=new Intent(MainActivity.this,HomeActivity.class);
  startActivity(intent);
  }
        }


  }
```

CHAPTER 7

SCREENSHOTS

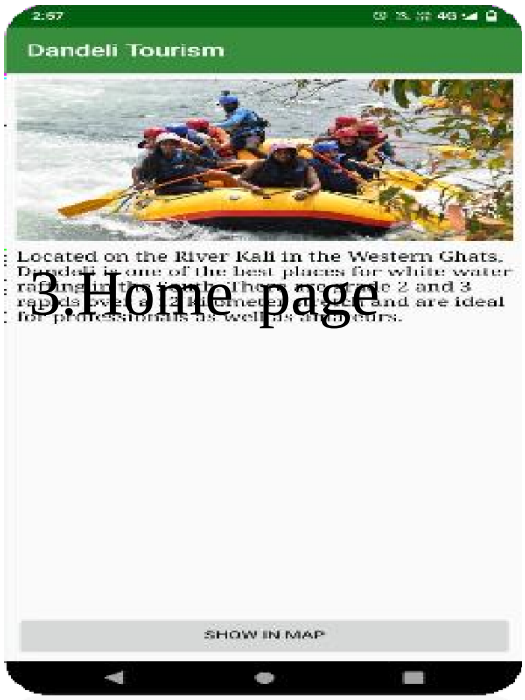


1.LOGIN PAGE:



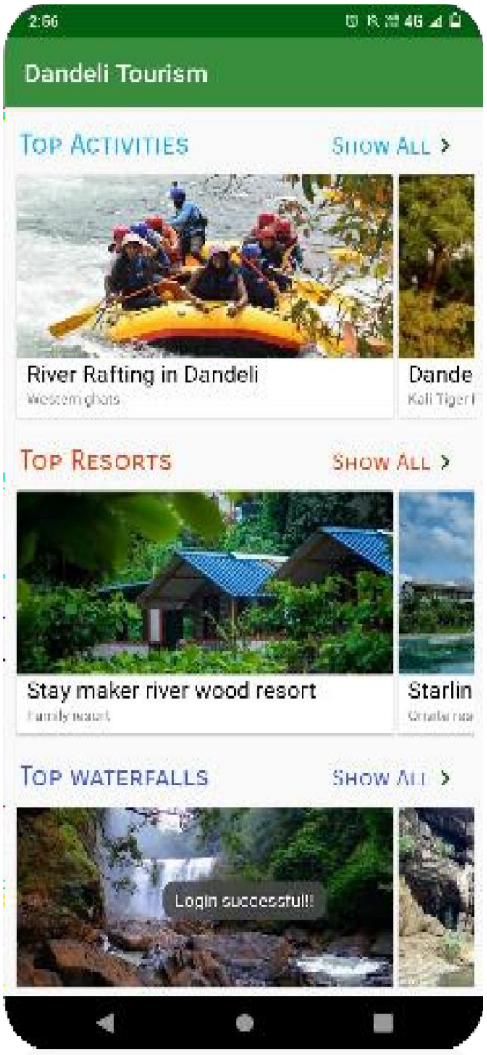
2. REGISTER PAGE:

3. Activity:

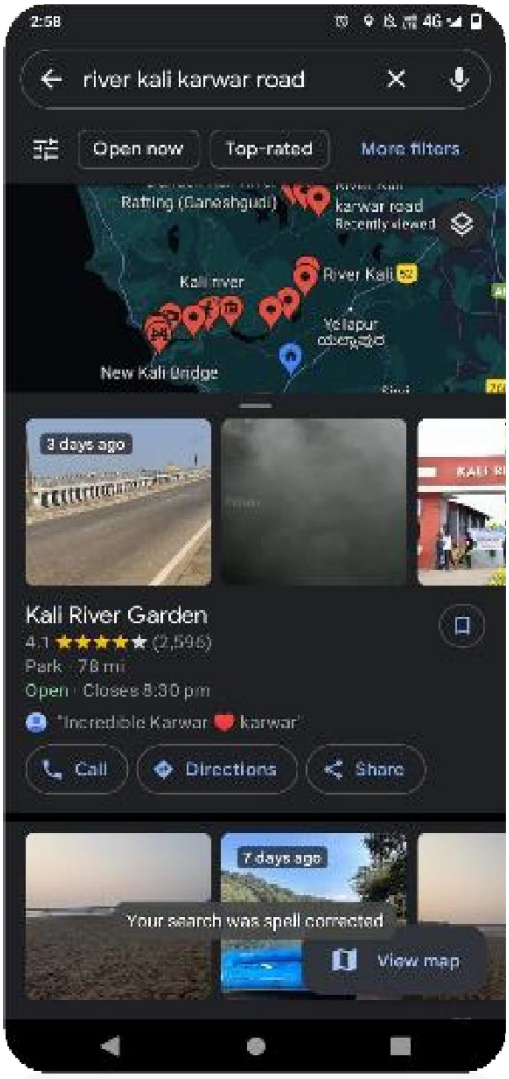


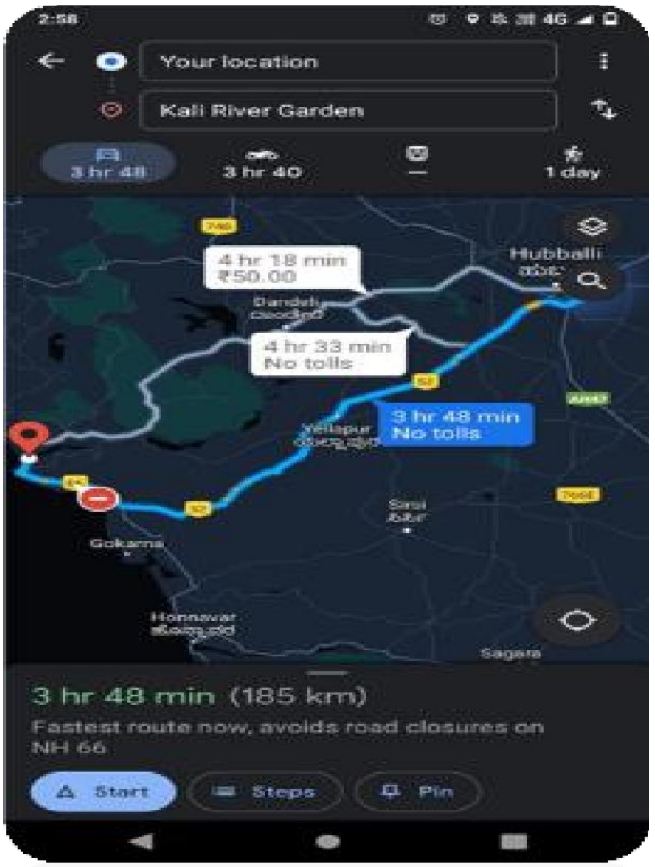
3.Home page

4. Home page:

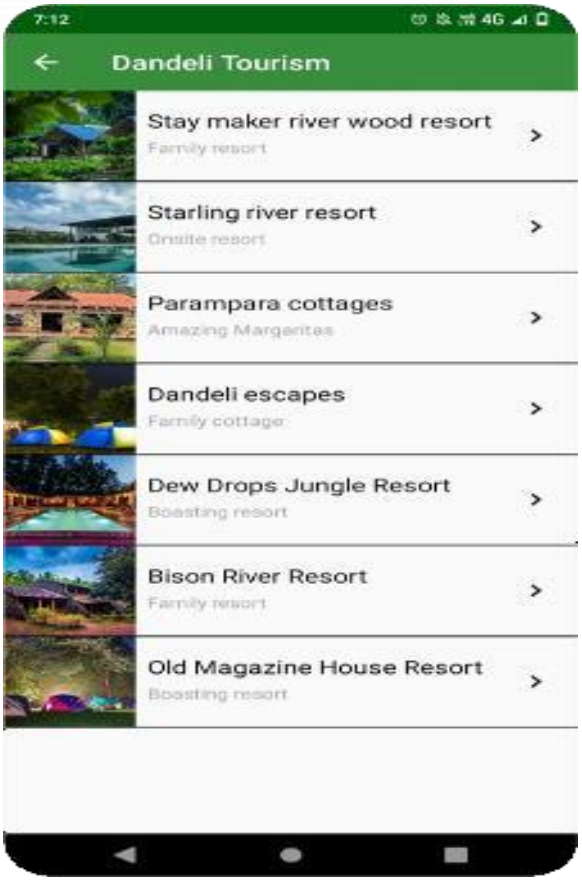


5. Map


river kali karwar road
Open now
Top-rated
More filters
Kali river
River Kali
New Kali Bridge
3 days ago
Kali River Garden
4.1 (2,596)
Park · 78 mi
Open · Closes 8:30 pm
"Incredible Karwar karwar"
Call
Directions
Share
7 days ago
Your search was spell corrected
View map


Your location
Kali River Garden
3 hr 48
3 hr 40
1 day
4 hr 18 min
₹50.00
4 hr 33 min
No tolls
3 hr 48 min
No tolls
Hubballi
Gokarna
Sagara
3 hr 48 min (185 km)
Fastest route now, avoids road closures on NH 66
Start
Steps
Pin

6 Library:


7:12
4G
Dandeli Tourism
Stay maker river wood resort
Family resort
Starling river resort
Onsite resort
Parampara cottages
Amazing Margeritas
Dandeli escapes
Family cottage
Dew Drops Jungle Resort
Boasting resort
Bison River Resort
Family resort
Old Magazine House Resort
Boasting resort

CHAPTER 8

CONCLUSION

- The authors concluded that tourist guide which is an android application gives room for accesses to genuine information about tourism and this eases the stress of dandeli tourists traveling around who are bothered about their destinations.
- The appalso addresses some of the questions that might be resident in the minds of the people. The developed tourist guide is very easy to navigate through and can be assessed by just anyone no matter their level of knowledge on technology.
- The tourist guide is an answer to the question in the minds of many prospective dandeli Tourists. Tourist guide (Information System for Tourists) is a mobile client application that runs on the Android OS later than 3.2 (Honeycomb).
- The applicationalso served as a compass for the Tourists in dandeli. The app contains some overview of dandeli tourism agency as a body and as well as information relating to hotels, airlines, history, languages and tourist centers of each of the thirty- six statesin dandeli. The Google map API is embedded in it. This enables the user to navigate easily to and around his/her place of choice.

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