

**A Major Project Phase-I Report
on
CHHATTISGARH YATRA
Submitted To**



**Chhattisgarh Swami Vivekanand Technical University
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For
The Partial Fulfillment of Degree
of
Bachelor of Technology
in
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Session: 2022 – 2023



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We the undersigned solemnly declare that the report of the Major Project phase -I work entitled "**Chhattisgarh Yatra**", is based on our own work carried out during the course of my study under the supervision of **Mr. Abhishek Kumar Saw**.

We assert that the statements made, and conclusions drawn are an outcome of the project work. We further declare that to the best of my knowledge and belief that the report does not contain any part of any work which has been submitted for the award of any other degree/diploma/certificate in this University/deemed the University of India or any other country.

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- iv) Is up to the desired standard both in respect of contents and language for being referred to the examiners.

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LIST OF SYMBOLS

,	Comma
.	Full Stop
,	Inverted comma
()	Parenthesis
:	Colon
-	Hyphen
“ ”	Double inverted comma
[]	Angle Bracket



LIST OF ABBREVIATIONS

RAM	Random Access Memory
GUI	Graphical User Interface
SDLC	Software Development Life Cycle
RAD	Rapid Application Development
SRS	System Requirement Specification
ResNet	Residual Networks
DFD	Data Flow Diagram
ER	Entity Relationship
GPS	Global Positioning System



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ABSTRACT

In tour planning, there are many mobile tourism applications involved, the process of searching, selecting, grouping, and sequencing destination-related products and services including attractions, accommodations, restaurants, and activities included in the travel and tour planning these tourism mobile applications will be changing the way of how traveler's plan and experience tourism in the future in Chhattisgarh. Research implicated that the already existing mobile applications for Chhattisgarh tourism only provide information about tourist spots and how to get there in images and text format. The Chhattisgarh tourism mobile application proposed by us will not only include booking options for travel accommodation but also allow the user to plan a trip completely according to their convenience. The main advantage of this application is that it gives users full control.

Keywords:-Application, Tourism, Planning, User, Accommodation, Travel, Attractions



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CHAPTER-1

INTRODUCTION



1. Introduction

Chhattisgarh has positioned itself as the destination full of surprises with some of the amazing destinations which could certainly lead to the growth of tourism in the future. It has created a niche for itself on the tourist map of India. The state is covered with nearly 45% of the forests and 32% of tribal population, therefore, it offers immense opportunities for Eco-Ethno, Adventure and Cultural tourism.

Chhattisgarh is known for its distinctive arts and crafts that mirror simplicity and traditions of the state and its people. They are one of the most interesting aspect of the State's offerings. The hand printing is generally done with the natural vegetable dye extracted from ail, found in the forest of Bastar. These fabrics include cotton saris – well-known as Bastar Kosa Saree, dress materials and drapes.

The main purpose of this project is to provide a best facility and travelling services for a customer to book hotels, flight and bus ticket for trip purpose. We have developed Chhattisgarh yatra application to provide a search platform find their tour places according to their choices. This is instead of to provide the best traveling services to the customers and travel agents. We have expanded tours and travel administration strategy to provide an exploration platform where a tourist can find their trip spots according to their choices. This method further assists to promote reliable and fascinating tourism so that people can celebrate their vacations in their favourite places. This process also encourages to expanding tourism with different cultures, communities, so that they enhance the tourism experience, adventure, and build pride. We create this system to establish and expand the structure of tourism that provides healthy interaction opportunities for tourists and natives and improves a better awareness of different cultures, traditional lifestyles, traditional knowledge and moralities. This system moreover provides a better way to connect with various events. This system also provides trip-related information like which spots are tourist attractions, cities, and regions. Tourists can also fetch the Map and navigation system and climate information. This project is useful for tourists who are unfamiliar with the places where they want to visit. The application displays geographic-based data to the people shifting to the different cities and to the people who are ready to go on a journey. The user can select any of the three choices available, which includes travel, food and accommodation facilities.



There are Three modules in this software, now:

Admin module:

- 1) Admin can manage the user and receive package from traveller & package management.
- 2) This module provides administrator-related functionality. Administrator manages all information and has access rights to add, delete, edit and view the data related to places, travels, routes, bookings, etc.

Customer module:

1. Customer can view package and booking
2. This module helps to customer.

Visitor module:

- 1) Visitor view site and give feedback.
- 2) View site

CHAPTER-2

LITERATURE REVIEW & PROBLEM IDENTIFICATION



2.1 Literature Review

Data analysis in terms of coding, organizing, filtering, categorizing, relating and related abstract concepts. The software allows making comparisons among different concepts simultaneously, which simplifies qualitative data analysis and improves the accuracy of research findings. Critical strategies, including method triangulation, conformability audit and member checks are applied to ensure trustworthiness of research findings.[1] Information search (traveller's perspectives), and market segmentation by information/booking channel. Perspective the reasons why travellers make use of different sources of information are investigated, whereas using another perspective, the observable outcome of that behaviour is raised.[2] Although, there is many things that we learn and know about the places in detail very well. It helps to know about the ancient things & their cultures in detail. Grand Tour, education, higher education, travel & tourism is the main topics for learn & discuss about it.[3] Tour and travel information is obtained mainly through communication media like newspaper, magazines etc. Today's mobile devices are becoming more intelligent, which provides information in mobile itself. Mobile Technology is now set to improve tourism in various fields.[4] Due to busy schedule people want quick and easy ways to obtain information of all kinds and tourism is no different. The Chhattisgarh yatra application is a tour management system which is based on internet provides self-guidance for tourists in mobile phones.

2.2 System analysis: Requirement analysis, SRS :

2.2.1 EXISTING SYSTEM: In the present system, a customer has to approach various agencies to find details of places and to book tickets. This often requires a lot of time and effort. A customer may not get the desired information from these offices and often the customer may be misguided. It is tedious for a customer to plan a particular journey and have it executed properly.

2.2.1.1 All work consider manually.

2.2.1.2 In Manual Booking System Customer has to go to the Travelling office.

2.2.1.3 Ask enquiry for Travelling then Book ticket Finally Paid Payment & Collect Receipt.

2.2.1.4 Difficult To Maintain the Customer Details of Package and Payment Receipt in Register.

2.2.1.5 They Register Tour Package in the notebook.



2.2.1.6 Add advertisement in Local newspaper or Local Market.

2.2.2 PROPOSED SYSTEM: The proposed system is a Mobile 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 proposed 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 start of trip. This will then travel company as well.

2.2.2.1 Project Requirements

2.2.2.1.1 Developer:-

- Software's Required (With Versions duly mentioned)
- -React-Native (0.68)
- -NodeJs (V17.9.0 or Higher)
- -MongoDb (5.0.6 or higher)
- -Github (3.3.5 or higher)
- -Python ()
- -Google Colab
- -IDE (Using VS Code of V1.66.1 or Higher)
- Hardware Requirement
- -RAM -8GB(recommended)

2.2.2.1.2 End User:-

- **Software's Required** (With Versions duly mentioned)
 - Android(10 - Android Q)
- **Hardware Required**
 - Global Positioning System
 - Mobile phone (4GB min)

2.2.2.1.3 Front End Details:-

There will be a total of 9 Interfaces/Screens in this application. They include:

- 1.HomeScreen
- 2.Discover page
- 3. Accommodation page
- 4. Festivals
- 5.Maps
- 6. Log-in/ Sign-in page
- 7. Plan a tour
- 8. Transactions page
- 9. Confirmation page

2.3 SDLC Model

The spiral model combines the idea of iterative development with the systematic, controlled aspects of the waterfall model. This Spiral model is a combination of iterative development process model and sequential linear development model i.e. the waterfall model with a very high emphasis on risk analysis. It allows incremental releases of the product or incremental refinement through each iteration around the spiral.

The Spiral Model is widely used in the software industry as it is in sync with the natural development process of any product, i.e. learning with maturity which involves minimum risk for the customer as well as the development firms.

The following pointers explain the typical uses of a Spiral Model –

- a) When there is a budget constraint and risk evaluation is important.
- b) For medium to high-risk projects.
- c) Long-term project commitment because of potential changes to economic priorities as the requirements change with time.

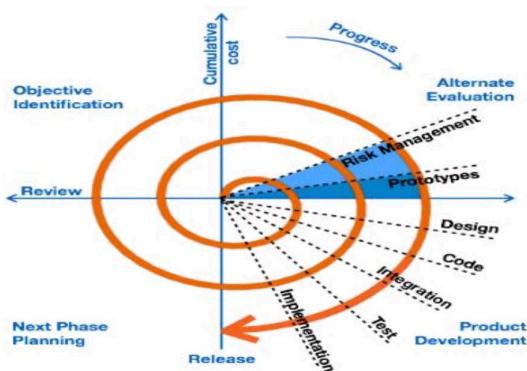


Fig. 2.3 Spiral Model Diagram



2.4 Data Flow Diagram

A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. A neat and clear DFD can depict the right amount of the system requirement graphically. It can be manual, automated, or a combination of both. It shows how data enters and leaves the system, what changes the information, and where data is stored.

The objective of a DFD is to show the scope and boundaries of a system as a whole. It may be used as a communication tool between a system analyst and any person who plays a part in the order that acts as a starting point for redesigning a system. The DFD is also called as a data flow graph or bubble chart.

The Data Flow Diagram has 4 components:

2.4.1 Process:

Input-to-output transformation in a system takes place because of process function. The Symbols of a process are rectangular with rounded corners, oval, rectangle or circle.

2.4.2 Data Flow:

Data flow describes the information transferring between different parts of the systems. The arrow symbol is the symbol of data flow. A relatable name should be given to the flow to determine the information which is being moved. Data flow also represents material along with information that is being moved.

2.4.3 Warehouse:

The data is stored in the warehouse for later use. Two horizontal lines represent the symbol of the store. The warehouse is simply not restricted to being a data file rather it can be anything like a folder with documents, an optical disc, or a filing cabinet.

2.4.4 Terminator:

The Terminator is an external entity that stands outside of the system and Communicates with the System.

A data flow diagram can dive into progressively more detail by using levels and layers, zeroing in on a particular piece. DFD levels are numbered 0, 1, and occasionally go to even Level 3 or beyond. The necessary level of detail depends on the scope of what you are trying to accomplish.

2.5 Level's of Data Flow Diagrams

2.5.1 DFD level 0 is also known as the fundamental system model, or context diagram represents the entire software requirement as a single bubble with input and output data denoted by incoming and outgoing arrows. Then the system is decomposed and described as a DFD with multiple bubbles. Parts of the system represented by each of these bubbles are then decomposed and documented as more and more detailed DFDs. This process may be repeated at as many levels as necessary until the program at hand is well understood. It is essential to preserve the number of inputs and outputs between levels, this concept is called leveling by DeMarco. Thus, if bubble "A" has two inputs x_1 and x_2 , and one output y , then the expanded DFD, that represents "A" should have exactly two external inputs and one external output.

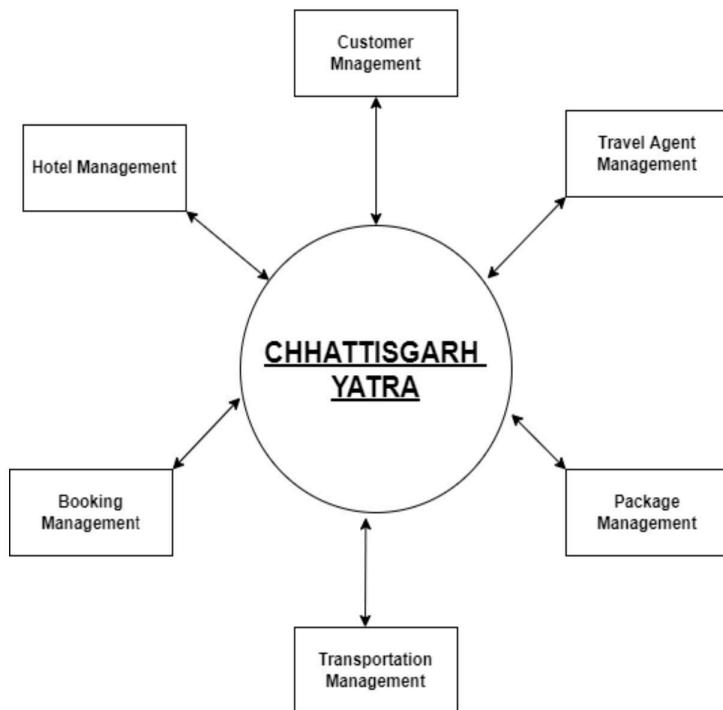


Fig. 2.5.1 Zero-Level Data Flow Diagram

2.5.2 DFD Level 1 provides a more detailed breakout of pieces of the Context Level Diagram. You will highlight the main functions carried out by the system, as you break down the high-

level process of the Context Diagram into its subprocesses.

First Level DFD (1st Level) of Chhattisgarh Yatra shows how the system is divided into subsystems (processes), each of which deals with one or more of the data flows to or from an external agent, and which together provide all of the functionality of the TravelAnd Tourism Management System system as a whole. It also identifies internal data stores of Tour, Hotel, Transportation, Booking, Package that must be present in order for the Travel system to do its job, and shows the flow of data between the various parts of Travel Agent, Package, Hotel, Tour, Transportation of the system. DFD Level 1 provides a more detailed breakout of pieces of the 1st level DFD. You will highlight the main functionalities of Travel.

Main entities and output of First Level DFD (1st Level DFD):

- Processing TravelAgent records and generate report of all TravelAgent
- Processing Customer records and generate report of all Customer
- Processing Package records and generate report of all Package
- Processing Booking records and generate report of all Booking
- Processing Hotel records and generate report of all Hotel Processing Tour records generate report of all Tour.

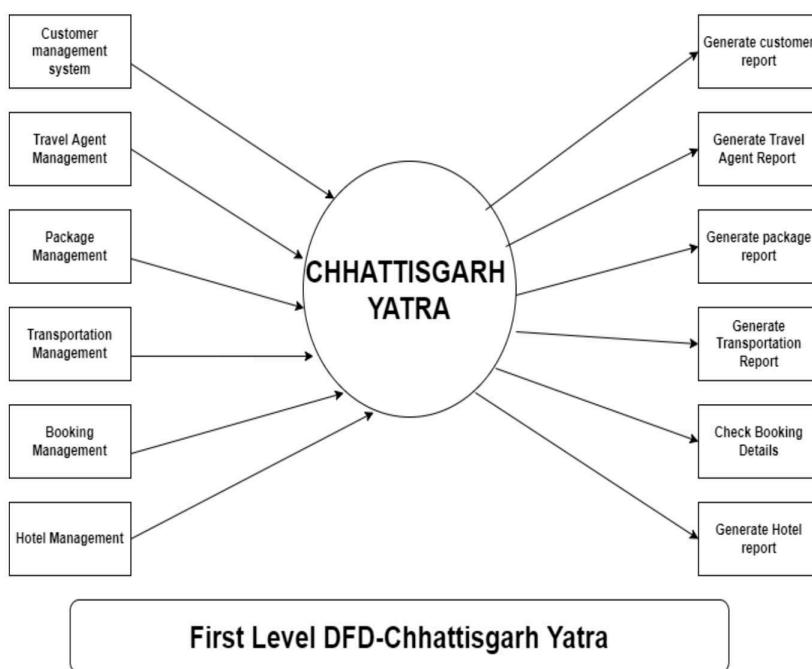


Fig.2.5.2 First level data flow diagram

CHAPTER-3

METHODOLOGY

3.1 Workflow Diagram

A workflow diagram (also known as a workflow) provides a graphic overview of the business process. Using standardized symbols and shapes, the workflow shows step-by-step how your work is completed from start to finish. It also shows who is responsible for work at what point in the process. Designing a workflow involves first conducting a thorough workflow analysis, which can expose potential weaknesses. A workflow analysis can help you define, standardize and identify critical areas of your process.

A workflow chart is commonly used for documentation and implementation purposes since it provides a general overview of a business process. It's often the foundation for other documentation including flowcharts, data flow diagram, projects and more.

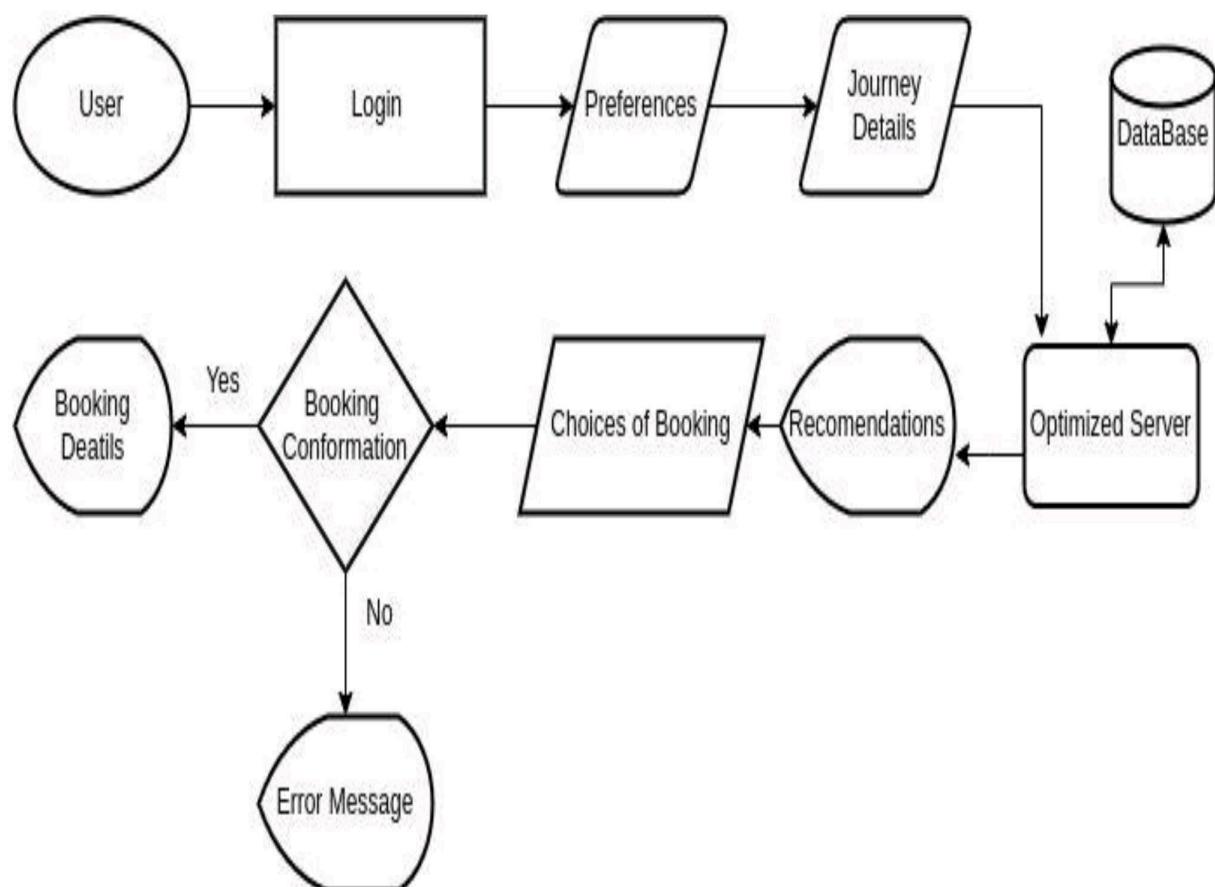


Fig. 3.1 Workflow Diagram



3.2 E-R Diagram

ERD stands for entity relationship diagram. People also call these types of diagrams ER diagrams and Entity Relationship Models. An ERD visualizes the relationships between entities like people, things, or concepts in a database. An ERD will also often visualize the attributes of these entities.

By defining the entities, their attributes, and showing the relationships between them, an ER diagram can illustrate the logical structure of databases. This is useful for engineers hoping to either document a database as it exists or sketch out a design of a new database.

An ER diagram can help businesses document existing databases and thereby troubleshoot logic or deployment problems or spot inefficiencies and help improve processes when a business wants to undertake business process re-engineering. ERDs can also be used to design and model new databases and make sure that engineers can identify any logic or design flaws before they're implemented in production.

- Document an existing database structure
- Debug, troubleshoot, and analyze
- Design a new database
- Gather design requirements
- Business process re-engineering (**BPR**)

When documenting a system or process, looking at the system in multiple ways increases the understanding of that system. ERD diagrams are commonly used in conjunction with a data flow diagram to display the contents of a data store. They help us to visualize how data is connected in a general way, and are particularly useful for constructing a relational database.

Here in our ER diagram the entities are customer, package, account, hotel, etc and the attributes are username, id, id_number, password, gender, email, phone, price, days, etc. The relationships describe whether the customer has an account or not, whether a package has been booked or not, whether a hotel has been booked or not, etc

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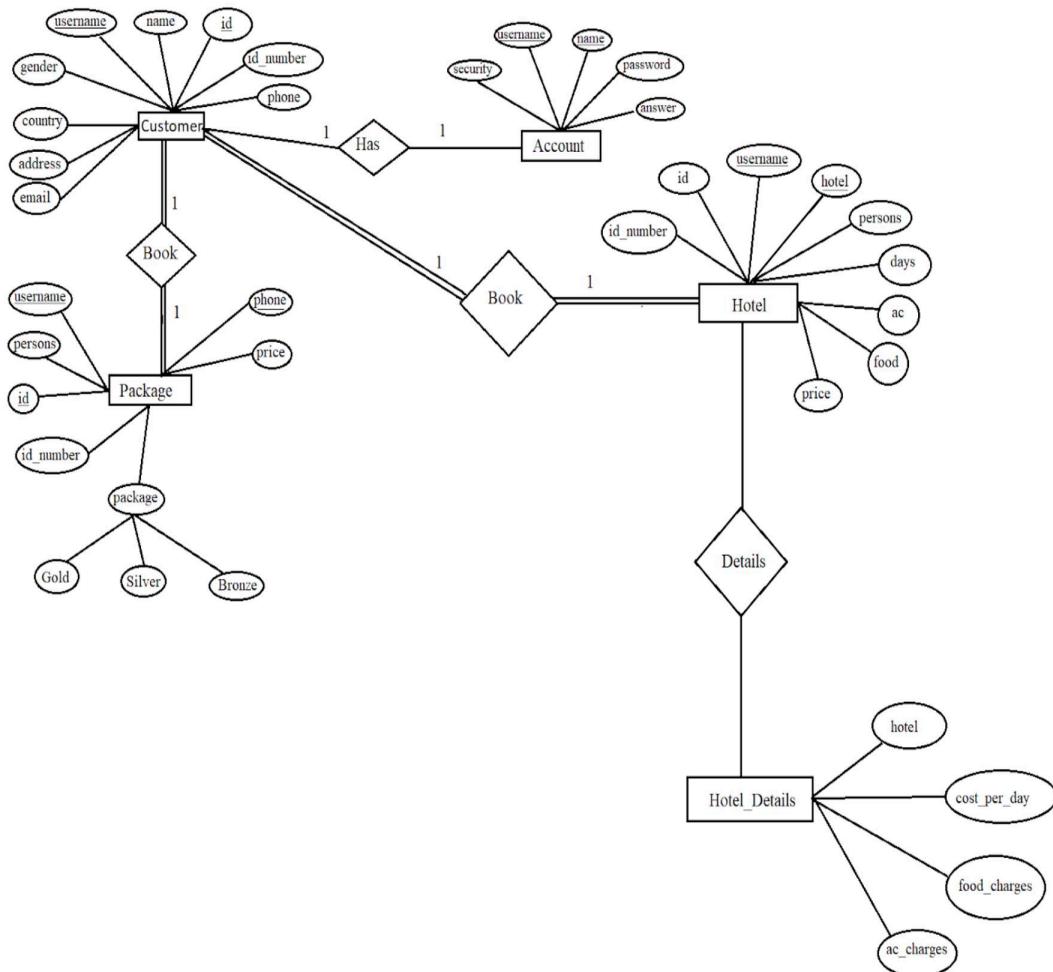


Fig. 3.2 E-R Diagram

3.3 Use Case Diagram

In the Unified Modeling Language (UML), a use case diagram can summarize the details of your system's users (also known as actors) and their interactions with the system. To build one, you'll use a set of specialized symbols and connectors. A use case diagram doesn't go into a lot of detail—for example, don't expect it to model the order in which steps are performed



Instead, a proper use case diagram depicts a high-level overview of the relationship between use cases, actors, and systems. Experts recommend that use case diagrams be used to supplement a more descriptive textual use case.

UML is the modeling toolkit that you can use to build your diagrams. Use cases are represented with a labeled oval shape. Stick figures represent actors in the process, and the actor's participation in the system is modeled with a line between the actor and use case. To depict the system boundary, draw a box around the use case itself.

The actors are on the outside of the system's border, whilst the use cases are on the inside. The behaviour of the system as viewed through the eyes of the actor is described in a use case. It explains the system's role as a series of events that result in a visible consequence for the actor.

Use Case Diagrams: What Are They Good For? The objective of a use case diagram is to capture a system's dynamic nature.. However, this definition is too generic to describe the purpose, as other four diagrams (activity, sequence, collaboration, and State chart) also have the same purpose. We will look into some specific purpose, which will distinguish it from other four diagrams. This Use Case Diagram is a graphic depiction of the interactions among the elements of the Chhattisgarh Yatra. It represents the methodology used in system analysis to identify, clarify, and organize system requirements of the Chhattisgarh yatra. The main actors of the Chhattisgarh yatra Tourism Management System in this Use Case Diagram are the Super Admin, System User, Agents, and Student, who perform different types of use cases such as Customers, Manage Packages, Manage Transportation, Manage Booking, Managing Hotel, Manage Tour, Manage, Manage Users and Full Tourism Management System Operations. Major elements of the UML use case diagram of the Chhattisgarh Yatra are shown in the picture below.

The relationships between and among the actors and the use cases of Chhattisgarh Yatra:

- **Super Admin Entity:** Use cases of Super Admin are Customer, Manage Travel Agent, Manage Package, Manage Transportation, Manage Booking, Manage Hotel, Manage Tour, Manage, Manage Users and Full Tourism Management System Operations

- **System User Entity:** Use cases of System User are Customer, Manage Travel Agent, Manage Package, Manage Transportation, Manage Booking, Manage Hotel, Manage Tour, Manage

- **Student Entity:** Use cases of Student are Search Tours, Request for Quotations, View Invoices, Making Payment

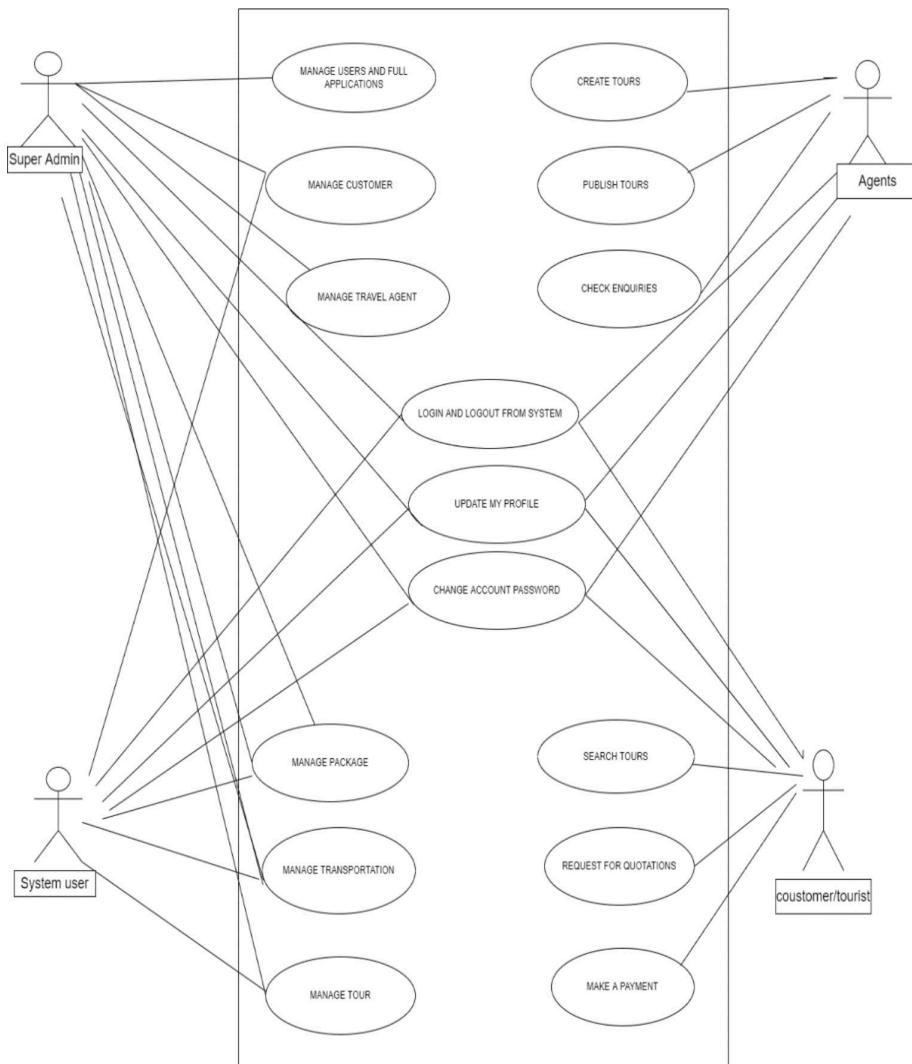


Fig. 3.3 Use Case Diagram

3.4 Sequence & Activity Diagram

3.4.1 Sequence diagram

Sequence Diagrams are interaction diagrams that detail how operations are carried out. They capture the interaction between objects in the context of a collaboration. Sequence Diagrams are time focus and they show the order of the interaction visually by using the vertical axis of the diagram to represent time what messages are sent and when. Sequence Diagrams captures:

- the interaction that takes place in a collaboration that either realizes a use case or an operation (instance diagrams or generic diagrams)
- high-level interactions between the user of the system and the system, between the system and other systems, or between subsystems (sometimes known as a system sequence diagram)

3.4.1.1 Purpose of Sequence Diagram:

- Model high-level interaction between active objects in a system
- Model the interaction between object instances within a collaboration that realizes a use case
- Model the interaction between objects within a collaboration that realizes an operation
- Either model generic interactions (showing all possible paths through the interaction) or specific instances of an interaction (showing just one path through the interaction)

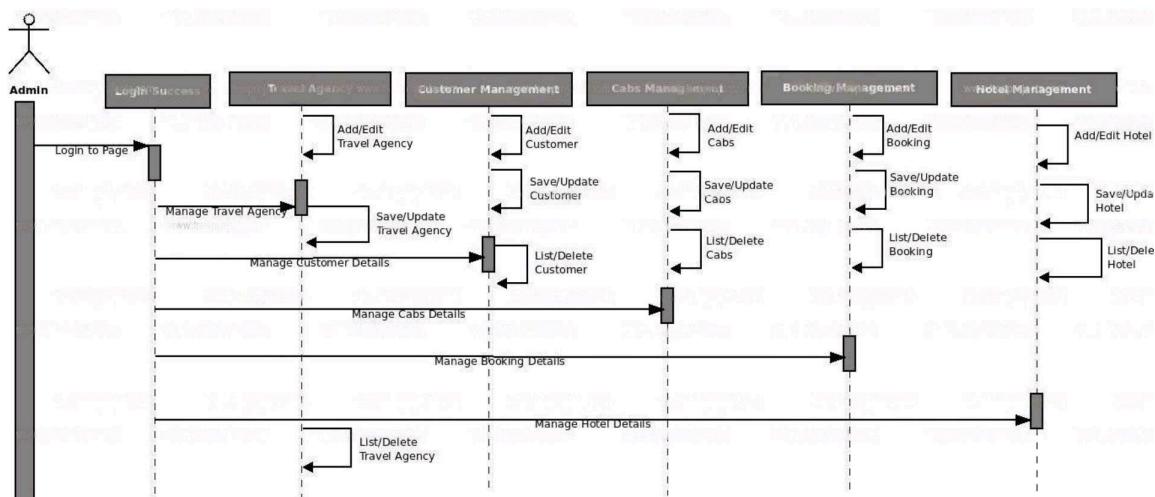


Fig. 3.4.1 Sequence Diagram

3.4.2 Activity diagram-

Activity diagram is another important behavioral diagram in UML diagram to describe dynamic aspects of the system. Activity diagram is essentially an advanced version of flow chart that modeling the flow from one activity to another activity. Activity Diagrams describe how activities are coordinated to provide a service which can be at different levels of abstraction. Typically, an event needs to be achieved by some operations, particularly where the operation is intended to achieve a number of different things that require coordination, or how the events in a single use case relate to one another, in particular, use cases where

activities may overlap and require coordination. It is also suitable for modeling how a collection of use cases coordinate to represent business workflow

- Identify candidate use cases, through the examination of business workflows
- Identify pre- and post-conditions (the context) for use cases
- Model workflows between/within use cases
- Model complex workflows in operations on objects
- Model in detail complex activities in high-level activity Diagram

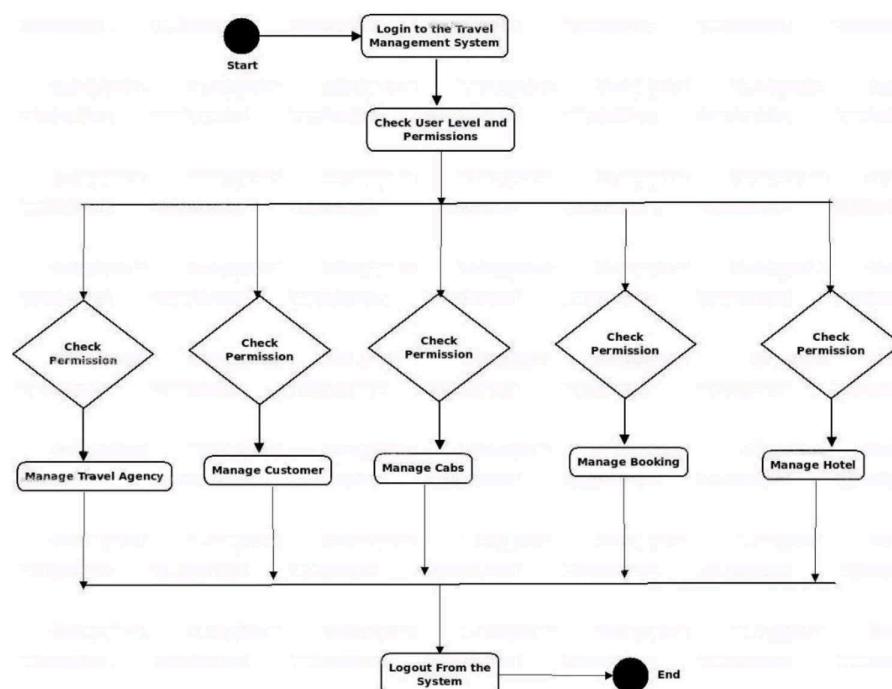


Fig. 3.4.2 Activity Diagram

3.5 Component & Class Diagram

3.5.1 Component diagram

Component diagrams are used in modeling the physical aspects of object-oriented systems that are used for visualizing, specifying, and documenting component-based systems and also for constructing executable systems through forward and reverse engineering. Component diagrams are essentially class diagrams that focus on a system's components that often used to model the static implementation view of a system. A component diagram breaks down the actual system under development into various high levels of functionality. Each component is

responsible for one clear aim within the entire system and only interacts with other essential elements on a need-to-know basis.

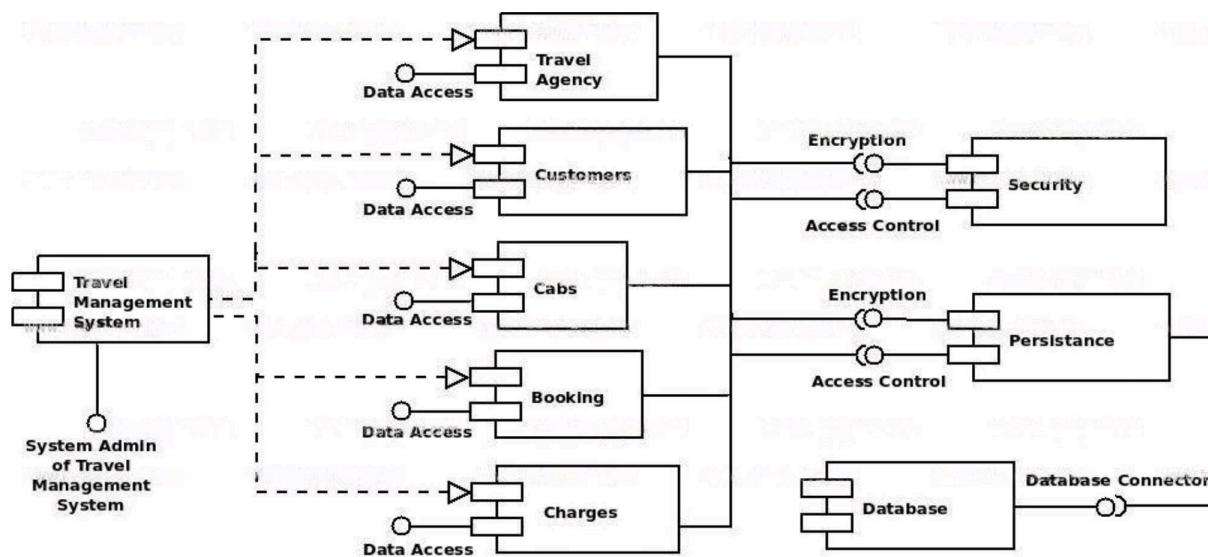


Fig. 3.5.1 Component Diagram

3.5.2 Class diagram

In software engineering, a class diagram in the [Unified Modeling Language \(UML\)](#) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among objects. Purpose of Class Diagrams

1. Shows static structure of classifiers in a system
2. Diagram provides a basic notation for other structure diagrams prescribed by UML
3. Helpful for developers and other team members too
4. Business Analysts can use class diagrams to model systems from a business perspective

A UML class diagram is made up of:

- A set of classes and
- A set of relationships between classes

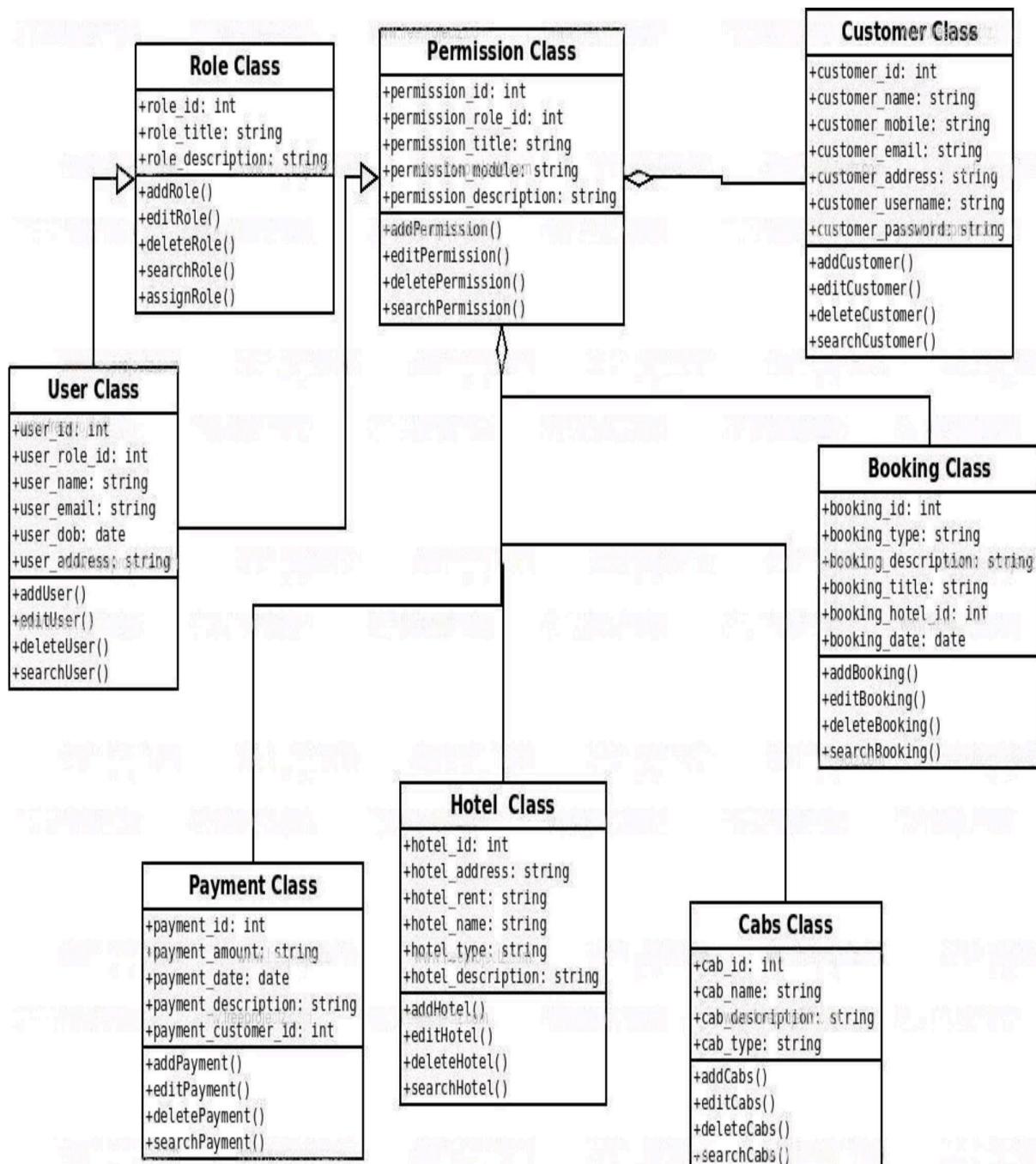


Fig. 3.5.2 Class Diagram

CHAPTER-4

RESULT

4.1 Initial page - The page shows the first page that a user would come across once he open the app. The page allows the user to discover places under different categories, log in option, a menu bar etc



Figure 4.1-Home Page

. 4.2 Discover chhattisgarh - It is a all-places at one-spot page of the app. We have added all the types of places i.e. sanctuaries, waterfalls , temples, etc at one place so that everything looks categorized

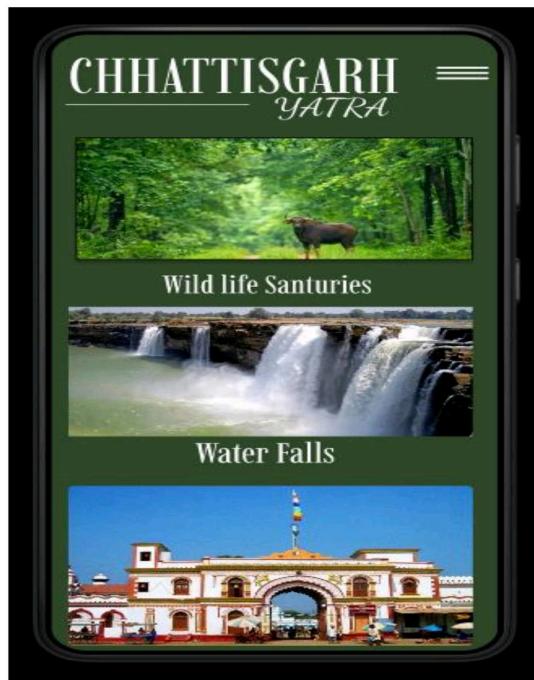


Figure 4.2-Discover Page

4.3 Menu Bar - menu bar represents all the features in one place. Accommodation, festivals, maps plan a tour are a few options to name



Figure 4.3-Menu Page

4.4 Jungle Backons - Chhattisgarh is a state of forests and tribal communities. We have added every bit of flora and fauna that is in the state

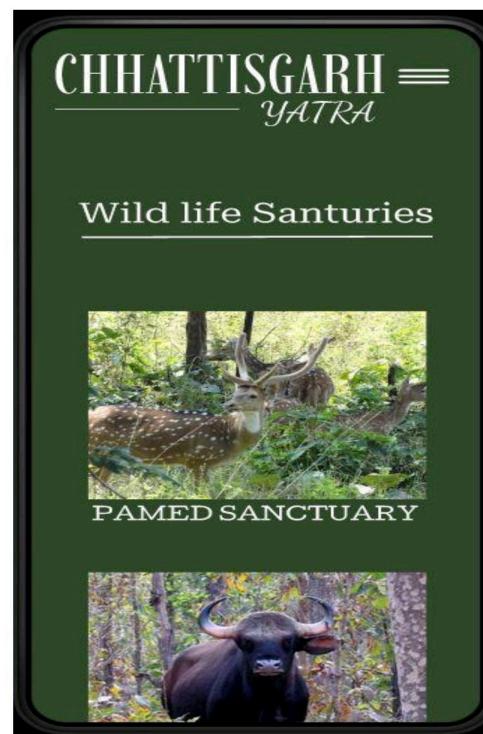


Figure 4.4- Wildlife Sanctuaries

4.5 My Account- This is the login page where a user can enter credentials and access account.



Figure 4.5-Login Page

4.6 Festivals of Chhattisgarh- In this page, we have brought some of the popular festivals in Chhattisgarh for you like Bastar Dussehra Festival and many more

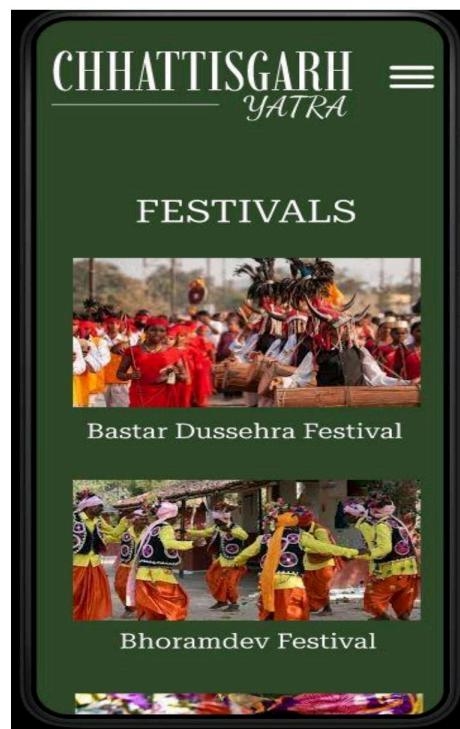


Figure 4.6-Festivals Page

4.7 Handicraft -Chhattisgarh is known for its distinctive arts and crafts that mirror simplicity and traditions of the state and its people. This is the page to access it.

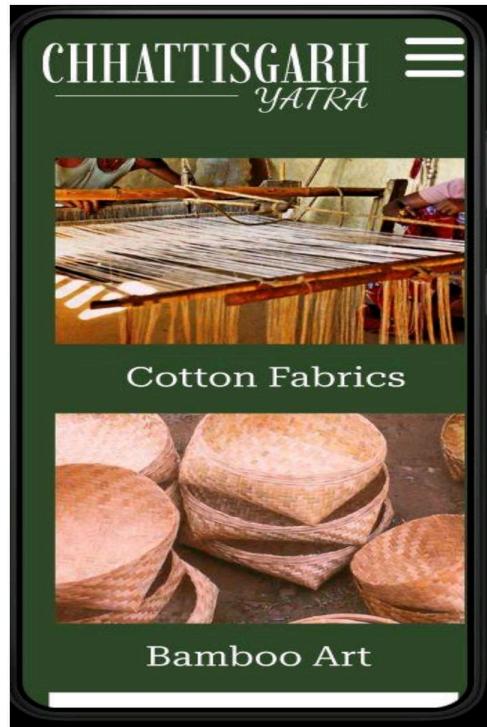


Figure 4.7-Art and Craft

4.8 Feel the Divine- In Chhattisgarh, the attraction which you can't afford to miss if you are a religious person is the range of exquisitely carved historic temples. Through this page, you can navigate through different temple

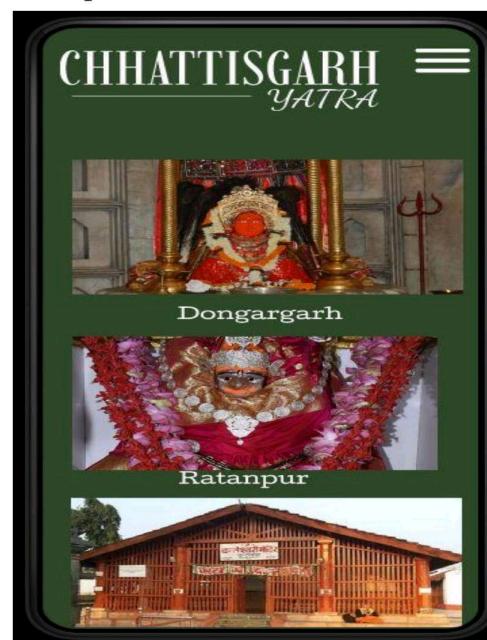


Figure 4.8-Temples

CHAPTER-5

CONCLUSION



5. Conclusion

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.

This project will help us gain knowledge of Application building, Basics of ML and AI, Database and GitHub collaboration

- Tourism This project will facilitate easy booking and planning for everyone desiring a fun trip to Chhattisgarh. It will also bring awareness to people about everything AI has to offer.
- This project will reduce user's effort as they won't have to do everything manually and with correct guidance, even senior citizens can make the best usage of this application.
- 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.

CHAPTER-6

FUTURE SCOPE



6. Future Scope

The future scope of this project will be to enhance the facilities it provides to its end users by increasing its reach, helping discover new locations, etc.

- We will include more functionality as per user require.
- Multiple package can booked by one customer at a time.
- Updated feature should enhanced for all modules.
- Real-time feedback facility available on our Application.
- Chhattisgarh yatra application will try to serve all expectations.
- Not a single Application is ever considering as complete forever firstly because there is always something new requirement also are growing day by day.

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EMOJIFY- CREATE YOUR EMOJIS WITH DEEP-LEARNING

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Abstract-An emoji is a picture that expresses an emotion, a thing, or a sign. emojis and the emotions they are designed to express are linked in our minds. This signifies that our brains process them as emotional communication rather than words. Emojis were developed as a means of representing emotions Like punctuation, emojis can be used to replace body language and voice tone in text-based communication to convey emotion, such as sarcasm or humor. In recent years, emojis have become an inevitable trend in marketing, particularly in effective verbal communication, and data recovery for sentiment analysis and viewpoint mining .by increasing the semantic quality of visual messages, emoji allow people to express their identities and feelings more "authentically."

In comment forms, emojis are also used. Emojis' contribution to comment form is more than that of other commenting techniques. Emojis are used to change the degree of the text's emotions or how they are expressed through emojis. Emojis can be used to express emotions like sarcasm, irony, or non-textual humor in informal text communication (ITC) by emulating facial expressions. Emojis, which allow users to choose from lengthy lists, are one way to express nonverbal cues. emotional acclaim These studies' thesis looks at how facial traits are used by emojis in real-time. Additionally, provides criteria for assessing facial features and real-time perception of face expression popularity. The developed program features seven facial expressions for humans: happiness, surprise, neutrality, fear, disgust, anger, and sadness. The expressions that are being communicated by humans are those expressions that can be expressed. The studies of such speech are crucial because of their capacity to increase emotional reactions and the way they sell touch among individuals. The task's output recommends an emoji with the appropriate facial emotion.

Keywords—Deep Learning (DL), dataset, Convolutional Neural Network (CNN), Emoji, Informal Text Communication (ITC), Communications, Expressions, Emotions, Techniques, Humor, Brains, Sarcasm, comment, perception, feelings.

I. INTRODUCTION

Emoji usage is widespread today. A completely new language was created by emojis that make it feasible to communicate ideas and emotions in ways that weren't previously utilized. This visual language is currently in vogue for usage in online communication, and it isn't just available on Twitter anymore; it is also available on Facebook, Instagram, and all other big websites. Today's generation prefers to interact with one another mostly through the use of electronic gadgets and emoticons.

Emojify is a piece of software that can be used. Now that emoticons and avatars are available, it offers options. The brain community has

become a more valuable tool in recent years, using many locations as illustrations of never-ending educational endeavors. This study is entirely based on a system that makes use of a convolutional neural network. We are assembling a group of convolutional neural networks to understand facial expressions. Then, we will map their feelings using the relevant avatars or emojis for each person. About 30,0 fac RGB images are included, representing a wide spectrum of emotions. Length limited to 48 by 48, and the primary labels suggest that it may be divided into seven types: 0=Neutral, 1=Disgusted, 2=Happy, 3=Anger, 4=Sad, 5=Fearful, and 6=Surprised.

II.LITERATURE SURVEY

A substantial amount of research has been conducted on the psychological and linguistic aspects of emojis as well as how they are used. It has been successful to conduct a detailed examination of the current research in the relevant areas. Since they now had access to a large variety of colorful and expressive emoji pictogramme, users automatically stopped using non-standard orthographies for expressing communication on Social platforms This transformation was made possible via emojis.

Emojis' ability to replace user-defined verbal affordances with predetermined graphical symbols could revolutionize online writing, according to a 2015 article by Eisenstein and Pavalanathan[7]. Emoji could perform relationally beneficial tasks in discourse that are not always connected with discrete manifestations of emotion, according to Kelly and Watts (2015)[8], who agreed with this assessment and indicated that emoji could play these roles. Additionally, Emojis could be quite useful for shaping conversations or encouraging amusing behavior. Emojis were shown to be "tools" that express human emotions in the same year by Novak et al. (2015)[6]. When sentiment categorization models were built utilizing analysis of 1.6 million annotated tweets written in 13 different languages and then applied to various real-time situations, this was discovered. This enabled the observation of the aforementioned phenomena.

According to Stark and Crawford (2015)[9], emojis were realistically utilized to standardize, capitalize on, and focus on the strength of the effect in human social relationships online, where emoticons served as vibrant methods of social expression. To standardize, capitalize on, and accentuate the potency of the effect in online human social interactions, in other words, the practical application of emojis. They felt that the use of emojis was intended to standardize, emphasize, and profit from this expressive power. According to Zhu (2015)[10], Emojis are stylized representations of facial expressions that are used in text-based communication to convey a variety of emotions. Even though the perception of the appropriate ways to portray emotion, attitude, and attention-based intents in online interactions has been fundamentally