ONLINE TOURS AND TRAVELS BOOKING PROJECT USING RAD FRAMEWORK

MINI PROJECT REPORT

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ABSTRACT

The "Tours and Travels" project is a web-based application designed to automate the processes involved in travel and tourism management. It utilizes HTML, CSS, and Python programming languages, with the front-end developed using HTML and CSS, and the back-end implemented using the Flask framework. The system aims to provide users with a convenient and centralized platform to explore, book, and confirm travel packages from anywhere in the world. The project focuses on enhancing the user experience by presenting comprehensive information about various travel destinations and tour details on a single dynamic website. Users can access this website through any browser, making it accessible to a wide range of users. The application consists of two main roles: the admin and the user. The admin has the authority to add new travel packages to the website by collaborating with travel agents and hotels. This functionality is achieved by creating a dedicated tour page that allows the admin to input all the necessary information for each package. Users can create accounts and sign in to the system to explore and book their desired travel packages. After making a booking, the user's request is sent to the admin for confirmation. The admin can review and manage these booking requests through a dedicated "Manage Booking" page. Once confirmed, users can view the confirmation details in their personal "My Booking" page. This project aims to simplify the process of travel and tour bookings, making it an easy-to-use platform for all travelers. By integrating various features, such as comprehensive tour information, booking management, and user confirmation, the system streamlines the entire travel experience.

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LIST OF ABBREVIATIONS

RAD	**Rapid Application Development**
IDE	**Integrated Development Environment**
SQL	**Structured Query Language**
DB	**Database**

CHAPTER 1

INTRODUCTION

Travel and tourism management system is used to book a tour from anywhere in the world by a single dynamic website which will help the user to know all about the places and tour details in a single website. The admin can add packages to the website from a certain travel agents and hotels by create a tour page. Then the users can sign in and book each project, they can be confirmed by the admin in their manage booking page. The user can see the confirmation in their my booking page. It is a easiest platform for all travelers which can be easily booked and know the all details. Tour Management system is a dynamic website for tourism business. It is dynamic and responsive web design. It is also called travel technology solution for agencies & tour operation. Nearly Everyone goes on a vacation for this ‘a Tourism management system’ would play a vital role in planning the perfect trip. The tourism management system allows the user of the system access all the details such as location, events, etc. The main purpose is to help tourism companies to manage customer and hotels etc. The system can also be used for both professional and business trips.

PROBLEM DEFINITION

The travel and tourism industry is vast and ever-growing, with millions of people worldwide planning and booking their travel experiences. However, the process of finding reliable information, exploring different tour options, and making bookings can often be time-consuming and overwhelming. There is a need for a centralized and user-friendly platform that automates these processes, making it easier for

travelers to access comprehensive tour details, make bookings, and receive timely confirmations.

The existing challenges in the travel and tourism industry include:

1 . Information Fragmentation: Travel information is scattered across various websites, making it difficult for users to find all the necessary details about a destination or tour in one place.

2 . User-Friendly Booking Systems: Many travel websites have complicated and cumbersome booking systems that deter users from completing the booking process, resulting in lost opportunities for both travelers and service providers.

3 . Manual Confirmation Processes: The traditional method of confirming bookings requires manual intervention from travel agents or administrators, causing delays and potential errors in the confirmation process.

4 . Limited Collaboration with Travel Agents and Hotels: Establishing partnerships and collaborations with travel agents and hotels can be challenging, resulting in limited tour options for users and decreased competitiveness for service providers.

The "Tours and Travels" project aims to address these challenges by developing a dynamic website with an intuitive user interface. By utilizing the RAD framework, the project focuses on automating the entire travel and tourism process, from browsing tour information to making bookings and receiving confirmations. The system also facilitates collaboration with travel agents and hotels, allowing for a wider range of tour options for users.

1.1 OBJECTIVE OF THE PROJECT

Provide a centralized platform for users to access comprehensive information about various travel destinations and tour packages. Simplify the booking process by offering a user-friendly interface that allows users to browse, select, and book their desired travel packages. Automate the confirmation process to reduce delays and errors, improving the overall efficiency of booking confirmations. Facilitate collaboration with travel agents and hotels to expand the range of available tour options for users.

Enhance the overall user experience by creating a seamless and convenient platform for travelers to plan and book their trips easily.

1.2 SIGNIFICANCE OF THE PROJECT

Streamlined Booking Process: By automating the booking process, the project simplifies and expedites the experience for users. This eliminates the need for manual intervention, reduces errors, and enhances overall efficiency.

Centralized Information Hub: The project provides a centralized platform where users can access comprehensive information about various travel destinations and tour packages. This saves users time and effort by eliminating the need to visit multiple websites or sources for gathering information.

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1.4 OUTLINE OF THE PROJECT

This project “TOURS AND TRAVELS” is used to automate all process of the travel and tourism, which deals with creation, booking and confirmation and user details. Travel and tourism management system is used to book a tour from anywhere in the world by a single dynamic website which will help the user to know all about the places and tour details in a single website. The admin can add packages to the website from a certain travel agents and hotels by create a Page.

CHAPTER 2

LITERATURE REVIEW

Theoretical Framework of RAD

1. One of the fundamental aspects of implementing a RAD framework in tours and travels management systems is to understand its theoretical foundations. This section focuses on the key concepts and principles behind RAD, including its iterative development process, prototyping, user involvement, and rapid feedback loops. It also highlights the advantages and challenges associated with RAD in the context of tours and travels management systems.

2. Case Studies on RAD in Tours and Travels Management Systems:
This section presents case studies that demonstrate the successful implementation of RAD in tours and travels management systems. These case studies shed light on the specific challenges faced by the industry and how RAD methodologies were utilized to overcome them. Examples may include the development of booking and reservation systems, itinerary planning modules, customer relationship management (CRM) tools, and real-time reporting and analytics dashboards.

3. Benefits of RAD in Tours and Travels Management Systems:
This section explores the various benefits that the RAD framework offers to tours and travels management systems. It discusses how RAD enables faster development cycles, reduces time-to-market, facilitates better collaboration between stakeholders, and allows for quick adaptability to changing requirements. The review also examines how RAD can improve customer satisfaction through rapid prototyping and continuous feedback integration.

CHAPTER 3

SYSTEM ANALYSIS

System analysis is a problem-solving technique that decays a system into component pieces for the purpose of studying how well those component parts work and interact to accomplish their purpose. The following chapter provides a detailed description of the existing system. It also provides an overview of the proposed system.

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.

3.1.1 Drawback:

- Increased transaction leads to increased source document and hence maintenance becomes difficult.
- If any admin, user entry is wrongly made then the maintenance becomes very difficult.

3.2 PROPOSED SYSTEM

The proposed system is designed to be more efficient than the manual system. It invokes all base tasks that are now carried out manually, such as the forms transactions and reports which is added advantage. The proposed System is completely computer-based application. Thousands of records can searched and displayed without taking any time.

3.2.1 Advantages of proposed system

- ◉ Gives accurate information
- ◉ Simplifies the manual work
- ◉ It minimizes the documentation related work
- ◉ Provides up to date information
- ◉ booking confirmation notification

CHAPTER 4

SOFTWARE DESCRIPTION

4.1 FRONT END

Visual Studio IDE:

Visual Studio Code, also commonly referred to as VS Code, is a source-code editor made by Microsoft with the Electron Framework, for Windows, Linux and macOS. Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git.

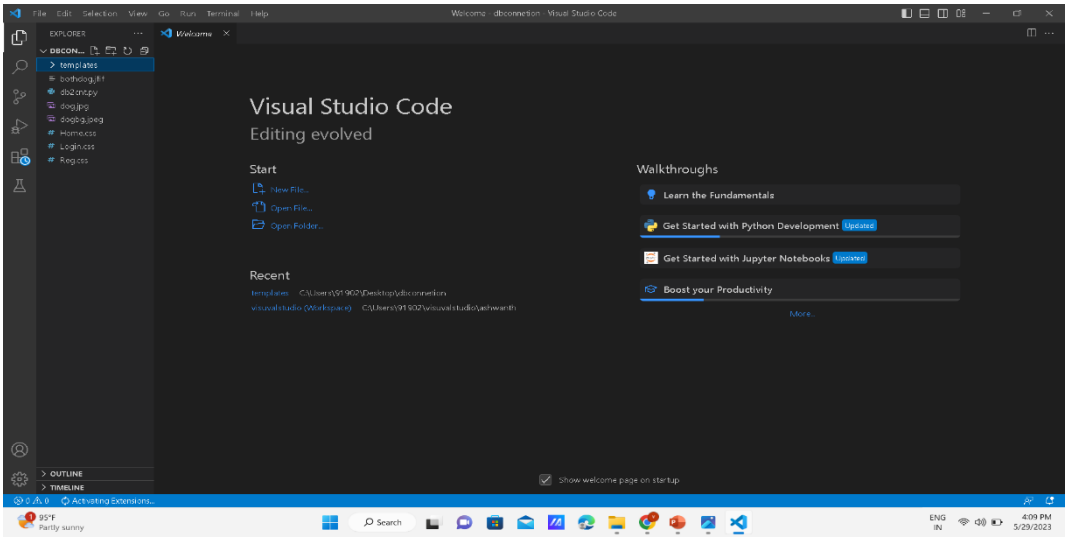


Figure 4.1 Visual Studio IDE

4.1.1.1Features of Visual studio :

Visual Studio is a popular integrated development environment (IDE) created by Microsoft. It provides a comprehensive set of features and tools for software development across various platforms. Here are some key features of Visual Studio:

Code Editor: Visual Studio offers a powerful code editor with syntax highlighting, code completion, and code refactoring capabilities. It supports multiple programming languages, including C#, C++, Python, JavaScript, and more.

Debugging Tools: Visual Studio provides advanced debugging features, such as breakpoints, watch windows, call stacks, and step-by-step execution, to help developers identify and fix bugs in their code.

Integrated Version Control: Visual Studio integrates with popular version control systems like Git and offers tools for managing source code repositories, branching, merging, and conflict resolution.

Project and Solution Management: You can organize your code into projects and solutions within Visual Studio. It allows you to manage dependencies, references, and build configurations for your applications.

Code Analysis and Metrics: Visual Studio includes built-in static code analysis tools that help identify potential issues and improve code quality. It also provides code metrics to measure code complexity, maintainability, and other software engineering metrics.

Test and Performance Tools: Visual Studio offers features for unit testing, automated testing, and performance profiling. It helps you write and execute tests, analyze test coverage, and measure application performance.

Extensibility: Visual Studio is highly extensible, allowing developers to enhance its capabilities through extensions. The Visual Studio Marketplace

offers a vast collection of extensions for various programming languages, frameworks, and tools.

Cloud Development: With Visual Studio, you can build cloud-based applications using Azure services. It provides integrated tools for deploying, managing, and debugging applications on Microsoft Azure.

Mobile and Web Development: Visual Studio supports cross-platform mobile app development for Android, iOS, and Windows platforms using frameworks like Xamarin and React Native. It also offers robust web development features with support for HTML, CSS, JavaScript, and popular web frameworks.

Collaboration and Team Development: Visual Studio provides features for collaborative development, including live sharing, code reviews, and task management integration. It enables developers to work together efficiently in a team environment.

These are just a few of the many features that Visual Studio offers. The IDE is constantly evolving, and new features and enhancements are regularly added with each new release.

4.1.1.2Advantages of Visual studio IDE:

1.Cross-Platform Support
2. Lightweight and Fast
3. Extensibility and Customization
4. IntelliSense
5. Integrated Terminal
6. Version Control Integration
7. Debugger
8. Task Automation
9. Live Share Collaboration
10. Community and Documentation

4.2 BACK END

4.2.1 DB2 server:

IBM DB2 is a relational database management system (RDBMS) developed by IBM. It is designed to store, organize, and retrieve large amounts of structured data efficiently. DB2 is widely used in enterprise environments for various applications, including transaction processing, data warehousing, and business intelligence.

4.2.1.1Features of IBM DB2:

Relational Database: DB2 follows the relational database model, which means data is organized into tables with rows and columns. Relationships between tables are established using keys, allowing for efficient data retrieval and manipulation.

SQL Interface: DB2 supports the Structured Query Language (SQL) as its primary interface for interacting with the database. SQL allows users to perform tasks such as creating and modifying database structures, querying data, and managing access controls.

High Scalability and Performance: DB2 is known for its scalability, allowing it to handle large volumes of data and high concurrent user loads. It employs various optimization techniques, such as indexing, query optimization, and caching, to enhance performance.

Data Integrity and Security: DB2 ensures data integrity by enforcing rules and constraints on the stored data. It supports features like primary keys, unique constraints, foreign keys, and check constraints. Additionally, it provides robust security mechanisms, including user authentication, access control, and encryption, to protect sensitive data.

Multi-Platform Support: DB2 is available on various operating systems, including Windows, Linux, Unix, and z/OS (mainframe). This cross-platform compatibility allows organizations to deploy DB2 in heterogeneous environments.

Advanced Analytics: DB2 offers advanced analytics capabilities, including built-in support for online analytical processing (OLAP), data mining, and predictive analytics. These features enable organizations to extract meaningful insights from their data.

Availability and Disaster Recovery: DB2 provides features like high availability and disaster recovery to ensure continuous access to data. It supports replication and clustering technologies to replicate data across multiple servers and maintain redundancy.

Tools and Ecosystem: IBM provides a range of tools and utilities to support DB2, including graphical administration tools, development frameworks, and monitoring utilities. There is also a vibrant ecosystem of third-party tools and applications built around DB2.

4.3Kubernetes:

Kubernetes is an open-source Container Management tool that automates container deployment, container scaling, descaling, and container load balancing (also called a container orchestration tool). It is written in Golang and has a vast community because it was first developed by Google and later donated to CNCF (Cloud Native Computing Foundation). Kubernetes can group 'n' number of containers into one logical unit for managing and deploying them easily. It works brilliantly with all cloud vendors i.e. public, hybrid, and on-premises.

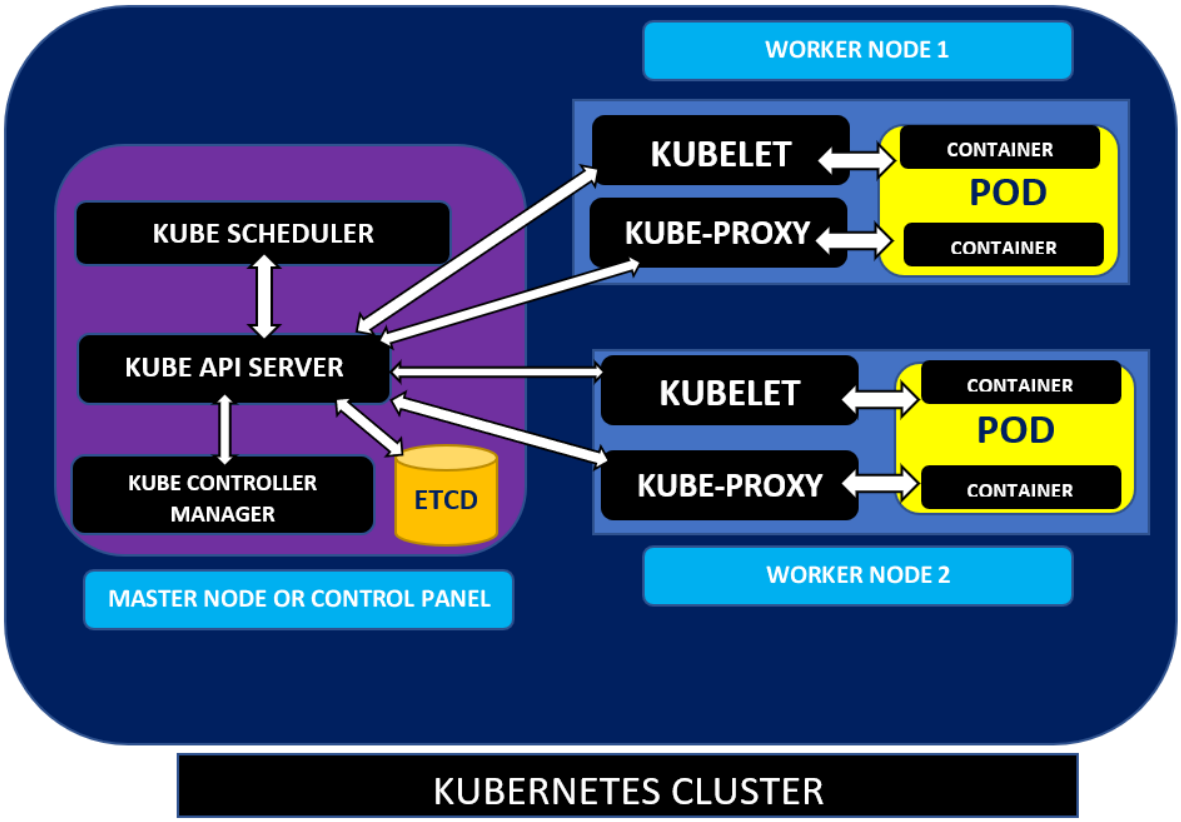


Figure 4.3 :Kubernetes Cluster

CHAPTER 5

PROJECT DESCRIPTION

5.1 OVERVIEW OF THE PROJECT

This project "TOURS AND TRAVELS" is used to automate all process of the travel and tourism, which deals with creation, booking and confirmation and user details. Travel and tourism management system is used to book a tour from anywhere in the world by a single dynamic website which will help the user to know all about the places and tour details in a single website. The admin can add packages to the website from a certain travel agents and hotels by create a tour page. Then the users can sign in and book each project, they can be confirmed by the admin in their manage booking page. The user can see the confirmation in their, my booking page. It is an easiest platform for all travelers which can be easily booked and know the all details.

5.2 ER DIAGRAM

An entity–relationship model (ER model) describes inter-related things of interest in a specific domain of knowledge. An ER model is composed of entity types (which classify the things of interest) and specifies relationships that can exist between instances of those entity types. In software engineering an ER model is commonly formed to represent things that a business needs to remember in order to perform business processes. Consequently, the ER model becomes an abstract data model that defines a data or information structure that can be implemented in a database, typically a relational database.

5.2.1 : Customer and Admin

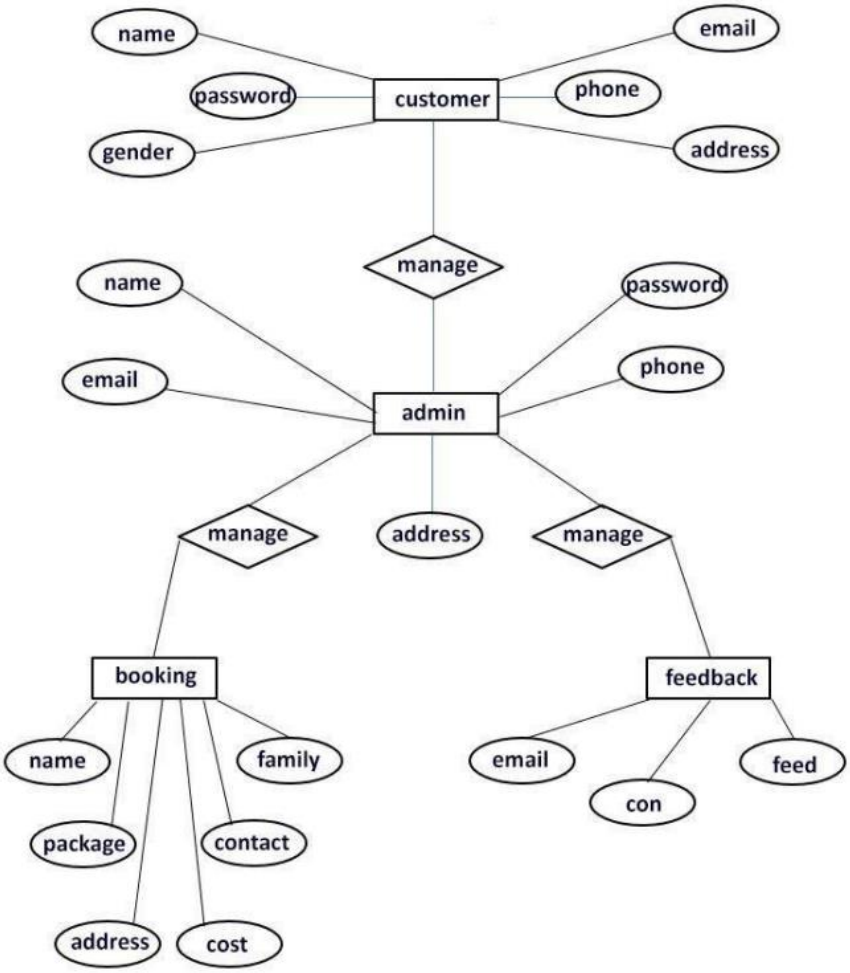


Figure 5.2.1 ER diagram

5.3 DESIGN

File design sits at the technical kernel of the software engineering process and is applied regardless of the development paradigm and area of application. Design is the first step in the development phase for any engineered product or system. The designer's goal is to produce a model or representation of an entity that will later be built. Beginning, once system requirement have been specified and analyzed, system design is the first of the three technical activities -design, code and test that is required to build and verify software.

5.4 INPUT DESIGN

Input design is a part of overall system design. The main objective during the input design is as given below:

- ◉To produce a cost-effective method of input.
- ◉To achieve the highest possible level of accuracy.
- ◉To ensure that the input is acceptable and understood by the user.

5.4.1 Input Type

It is necessary to determine the various types of inputs. Inputs can be categorized as follows:

- ◉External inputs, which are prime inputs for the system.
- ◉Internal inputs, which are user communications with the system.
- ◉Operational, which are computer department's communications to the system?
- ◉Interactive, which are inputs entered during a dialogue.

5.4.2 Input Media

At this stage choice has to be made about the input media. To conclude about the input media consideration has to be given to;

- ◉Type of input
- ◉Flexibility of format
- ◉Speed
- ◉Accuracy
- ◉Verification methods

5.5 OUTPUT DESIGN

Outputs from computer systems are required primarily to communicate the results of processing to users. They are also used to provide a permanent copy of the results for later consultation. The various types of outputs in general are:

- ◉External Outputs, whose destination is outside the organization.

◉Internal Outputs whose destination is within organization.

◉User's main interface with the computer.

◉Operational outputs whose use is purely with in the computer department.

◉Interface outputs, which involve the user in communicating directly.

5.5.1 Output Definition

The outputs should be defined in terms of the following points:

◉Type of the output

◉Content of the output

◉Format of the output

◉Location of the output

◉Frequency of the output

◉Volume of the output

◉Sequence of the output

It is not always desirable to print or display data as it is held on a computer. It should be decided as which form of the output is the most suitable.

For Example

◉Will decimal points need to be inserted

◉Should leading zeros be suppressed.

5.5.1.1 Output Media

In the next stage it is to be decided that which medium is the most appropriate for the output. The main considerations when deciding about the output media are:

◉The suitability for the device to the particular application.

◉The need for a hard copy.

◉The response time required.

◉The location of the users.

5.6 DATABASE DESIGN

The database design involves creation of tables. Tables are represented in physical database as stored files. They have their own independent existence. A table consists of rows and columns. Each column corresponds to a piece of information called field. A set of fields constitutes a record. The record contains all the information, specific to a particular item.

- Data Integration
- Data Integrity
- Data Independence

CHAPTER 6

SYSTEM DEVELOPMENT

6.1 MODULE DESCRIPTION

1. User Management Module

This module handles user registration, authentication, and profile management functionalities. Users can log in, and update their profile information.

It includes features like name, phone no, email verification, and user role management.

2. Tour Information Module

This module is responsible for displaying comprehensive information

various tour packages and destinations. Users can search and browse through available tours, view details such as itinerary, pricing, and accommodations.

It may include features like tour categorization, ratings, reviews, and interactive maps for better user experience.

3. Booking Module

This module allows users to select and book their desired tour packages.

Users can choose the date, number of participants, and other relevant details during the booking process. It includes features like real-time availability checking, pricing calculation, and secure payment options.

4. Notification Module

This module handles sending notifications and alerts to users and admins.

Users receive confirmation emails, booking reminders, and updates about their bookings. Admins receive notifications for new bookings, cancellations, and other relevant system events.

5. Reporting Module

This module generates various reports for administrators to analyze and track the performance of the system. It may include reports on booking statistics, revenue analysis, user feedback, and tour popularity.

CHAPTER 7

TESTING AND IMPLEMENTATION

7.1 TESTING

Testing is a process, which reveals errors in the program. It is the major quality measure employed during software development. During testing, the program is executed with a set of conditions known as test cases and the output is evaluated to determine whether the program is performing as expected.

Software testing is the process of testing the functionality and correctness of software by running it. Process of executing a program with the intent of finding an error. A good test case is one that has a high probability of finding an as yet undiscovered error. A successful test is one that uncovers an as yet undiscovered error. Software testing is usually performed for two reasons.

◉Defect detection

◉Reliability estimation

7.1.1 Testing Objective

◉Testing is a process of executing a program with the intent of finding an error.

◉A good test case is one that has a high probability of finding an as yet undiscovered.

◉A successful test is one that uncovers an as yet undiscovered error.

7.1.1.1 Testing Principles

◉All tests should be traceable to customer requirements.

◉Tests should be planned large before testing begins.

◉Testing should begin “In the Small” and progress towards “In the Large”.

7.1.1.2 Types of Testing

In order to make sure that the system does not have errors, the different levels of testing strategies that are applied at differing phases of software development are:

◉White box testing

◉Black box testing

◉Unit testing

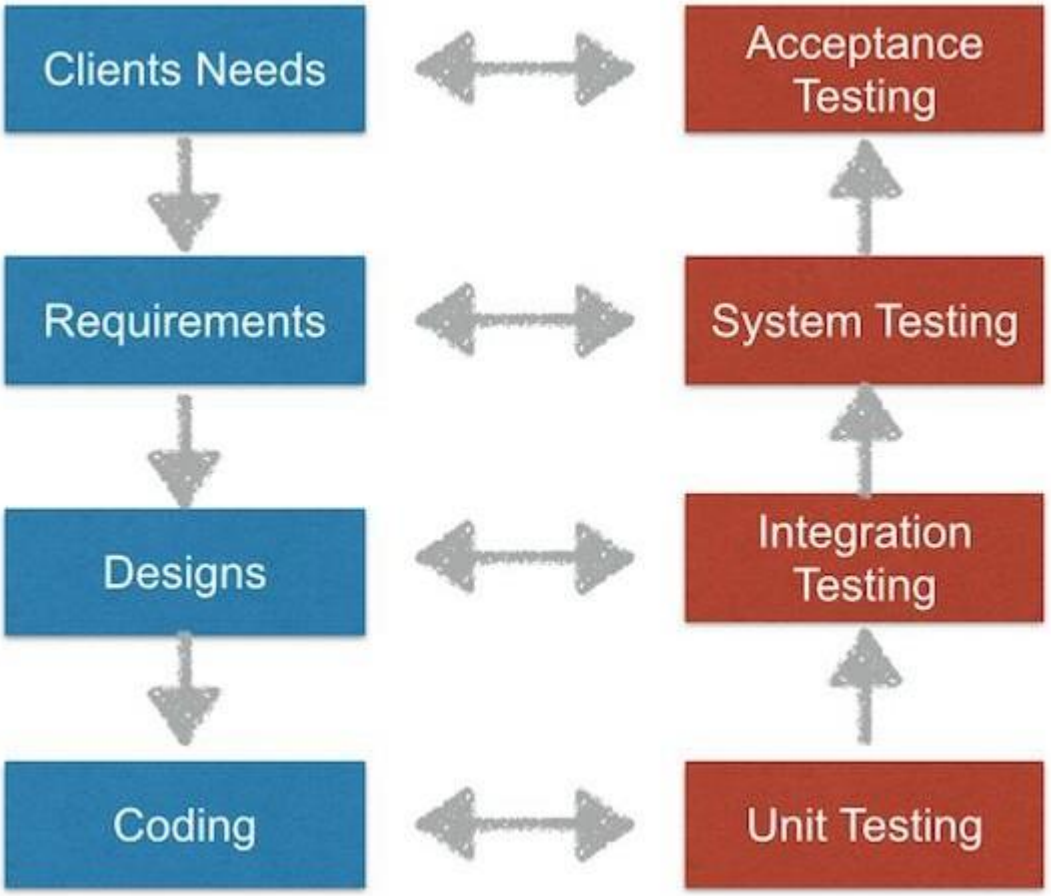
◉Integration testing

7.2 SYSTEM TESTING

System Testing is a level of testing that validates the complete and fully integrated software product. The purpose of a system test is to evaluate the end-to-end system specifications. Usually, the software is only one element of a larger computer-based system. Ultimately, the software is interface with other software/hardware systems. System Testing is actually a series of different tests whose sole purpose is to exercise the full computer-based system.

7.2.1 Acceptance Testing

Acceptance testing, a testing technique performed to determine whether or not the software system has met the requirement specifications. The main purpose of this test is to evaluate the system's compliance with the business requirements and verify if it is has met the required criteria for delivery to end users.



7.2.1 figure Acceptance testing

7.2.1.1 Validation Testing

The system has been tested and implemented successfully and thus ensured that all the requirements as listed in the software requirements specification are completely fulfilled. In case of erroneous input corresponding error messages are displayed.

7.2.1.2 Verification Testing

Verification is the process of evaluating work-products of a development phase to determine whether they meet the specified requirements. Verification ensures that the product is built according to the requirements and design specifications.

7.3 SYSTEM IMPLEMENTATION

Implementation is the stage in the project where the theoretical design is turned into a working system. The most crucial stage is achieving a successful new system and giving a user confidence in that the new system will work efficiently and effectively in the implementation stage. The stage consists of

1. Testing a developed program with sample data.
2. Detection and correction of error.
3. Creating whether the system meets a user requirement.
4. making necessary changes as desired by users.
5. Training user personal.

7.3.1 User Training

It is designed to prepare the users for testing & converting the system. There is several ways to trail the users they are:

1) User manual.
2) Help screens.
3) Training demonstrations.

1) User manual:

The summary of important functions about the system & software can be provided as a document to the user. User training is designed to prepare the user for testing and convening a system.

The summary of important functions about the system and the software can be provided as a document to the user,

- Open http page
- Type the file name with URL Default.aspx in the address bar
- Click the menu's

2) Help screens:

This features now available in every software package, especially when it is used with a menu. The user selects the “Help” option from the menu. The systems are success the necessary description or information for user references.

3) Training demonstration:

Another user training element is a training demonstration. Live demonstration with personal contact is extremely effective for training users.