

Travel Advisor

A mini–Project Report submitted in partial fulfilment of the requirements for the award of the degree of

Bachelor of Technology in Computer Science and Engineering

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Declaration

I hereby declare that the work which is being presented in the Mini Project “**Travel Advisor**”, in partial fulfilment of the requirements for Mini Project viva voice, is an authentic record of our own work carried under the supervision of **Gurpreet Kaur, Technical Trainer, Department of CEA.**

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BONAFIDE CERTIFICATE

Certified that this project report “**Travel Advisor**” is the bonafide work of “**Ashish Kumar and Amit Kumar Yadav**” who carried out the project work under my/our supervision.

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Submitted for the project viva-voce examination held on

ACKNOWLEDGEMENT

The success and final outcome of this project required a lot of guidance and assistance from many people and we are extremely privileged to have got this all along the completion of my project. All that we have done is only due to such supervision and assistance and we would not forget to thank them.

We respect and thank **Gurpreet Kaur** for providing me an opportunity to do the project work and giving us all support and guidance, which made us complete the project duly. We are extremely thankful to her for providing such a nice support and guidance, although she had a busy schedule managing the corporate affairs. We owe our deep gratitude to our project guide **Gurpreet Kaur** who took keen interest in my project work and guided us all along, till the completion of our project work by providing all the necessary information for developing a good project. After doing this project we can confidently say that this experience has not only enriched me with technical knowledge but also has unparsed the maturity of thought and vision. The attributes required in being a successful professional.

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ABSTRACT

No matter what type of trip you're looking to take, the Tour advisor app makes planning it easy and also lets you guide others on their way. Use our planning tool, Trips, to save and organize traveler-recommended places. See your saves on a map, as well as share and collaborate with your travel companions. Travel apps help users to research destinations, find good flight and accommodation deals, and book services. Apps like TripAdvisor also offer travel guides and allow users to check reviews and ratings from travelers. With more than 988 million reviews and opinions of nearly 8 million businesses, travelers turn to Trip advisor to find deals on accommodations, book experiences, reserve tables at delicious restaurants and discover great places nearby Tour Advisor is the most important player among the travel review websites and is considered to be one of the most trusted sources of getting reviews by former guests. The type of review usually impacts the hotel's ranking and visibility among the potential guests and is also open for them to see.

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1.1 Overview

This system was intended to develop an application for Tour guide to perform functionalities like accessing the basic information of a hotels monuments from tourism department and provide the convenient packages to the users.

The Online travel advisor provide the tour packages by reducing the paperwork, time consumption and makes the process of getting a guide for tour as simple and fast.

1.2 Objective

Travel Advisor is a web application for tourist to get details of packages of tours through online. A Tour Guide app is to show people places and areas that they are not familiar with and give them information and facts about the place they are visiting.

1.3 Organization of the Project

- In the next chapter the technology review is defined which includes terms like HTML, CSS, JavaScript.
- In the next chapter we deal with the software design. It includes the various data flow diagrams, use case diagrams etc.
- The following chapter implementation which includes all the output screens.
- The next chapter deals with the software testing.
- Final chapter has the conclusion part.

2.1 HTML

HTML stands for Hyper Text Markup Language, which is the most widely used language on the web to develop web pages. HTML was created by Berners-Lee in late 1991.

HTML is a must for students and working professionals to become a great software engineer specially when they are working in Web Development Domain. Some advantages of learning HTML are:

- You can create a website or customize an existing web template if you know HTML well.
- If you want to start a career as a professional web designer, HTML and CSS designing is a must skill.
- If you want to optimize your website, to boost its speed and performance, it is good to know HTML to yield best results.

2.2 CSS

Cascading Style Sheet (CSS) is a style sheet language. CSS is one of the core language of the open web and is standardized across Web browsers. CSS is used to style and lay out web pages, for example- to alter the font, color, size and spacing of your content, split it into multiple columns, or add animations and other decorative features. The name cascading comes from the specified priority scheme to determine which style rule applies if more than one rule matches a particular element. This cascading priority scheme is predictable.

2.3 JAVASCRIPT

JavaScript is a programming language that adds interactivity to your website (for example games, responses when buttons are pressed or data is entered in forms, dynamic styling, and animation). JavaScript itself is fairly compact yet very flexible. Developers have written a large variety of tools on top of the core JavaScript language, unlocking a vast amount of extra functionality with minimum effort. These include:

- Browser Application Programming Interfaces (APIs) — APIs built into web browsers, providing functionality like dynamically creating HTML and setting CSS styles, collecting and manipulating a video stream from the user's webcam, or generating 3D graphics and audio samples.
- Third-party APIs — Allow developers to incorporate functionality in their sites from other content providers, such as Twitter or Facebook.
- Third-party frameworks and libraries — You can apply these to your HTML to allow you to rapidly build up sites and applications.

CHAPTER-3 SOFTWARE DESIGN

Software design is the process of implementing software solutions to one or more sets of problems. One of the main components of software design is the software requirements analysis (SRA).

3.1 Data Flow Diagram:

A DFD also known as a ‘bubble chart’, has the purpose of clarifying system requirements and identifying those transformations. It shows the flow of data through a system. It is a graphical tool because it represents a picture. The DFD may be partitioned into levels that represent increasing information flow and functional details.

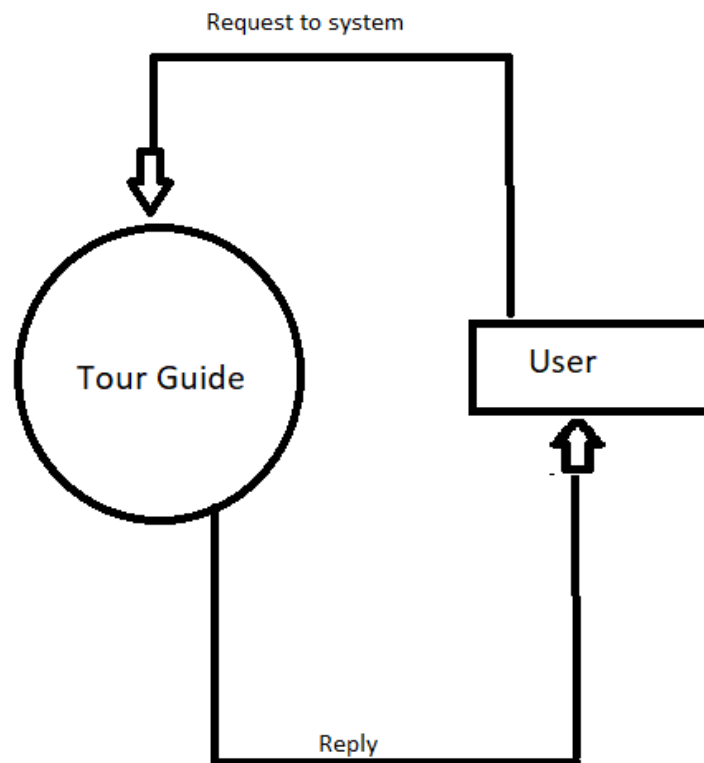


Fig.3.1 0-level DFD

3.2 Use Case Diagram:

Use Case Diagram gives a graphic overview of the actors involved in the system, different functions needed by those actors and how these different functions are interacted.

The purpose of this is to capture the dynamic aspect of a system. However, this definition is too generic to describe the purpose. Use Case Diagrams are used to gather the requirements of a system including internal and external influences. These requirements are mostly design requirement

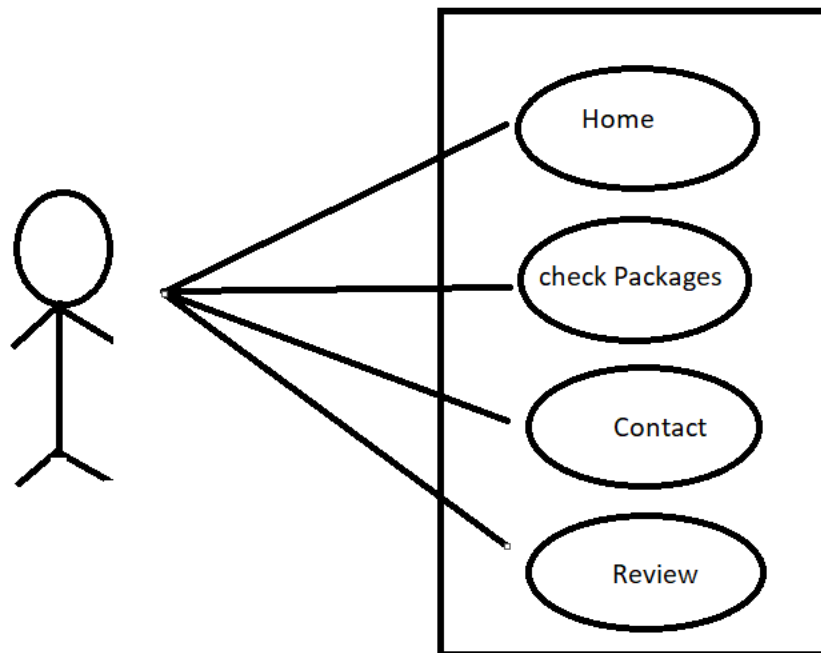


Fig. 3.2 Use Case Diagram

CHAPTER-4

IMPLEMENTATION AND USER INTERFACES

In this chapter we describe the various interfaces in the project like user interfaces, software interfaces and hardware interfaces. In the end output screens are shown depicting various screens in the system.

4.1 User Interfaces:

User interface is a part of software and is designed in such a way that it is expected to provide the user inside of the software. The UI provides fundamental platform for human-computer interaction. UI can be graphical, text based, audio-video based, depending upon the underlying hardware and software combination.

4.2 Software Interfaces:

3.1.a Front End: HTML, CSS, JavaScript

3.1.b Operating System: Windows 10

4.3 Hardware Interfaces:

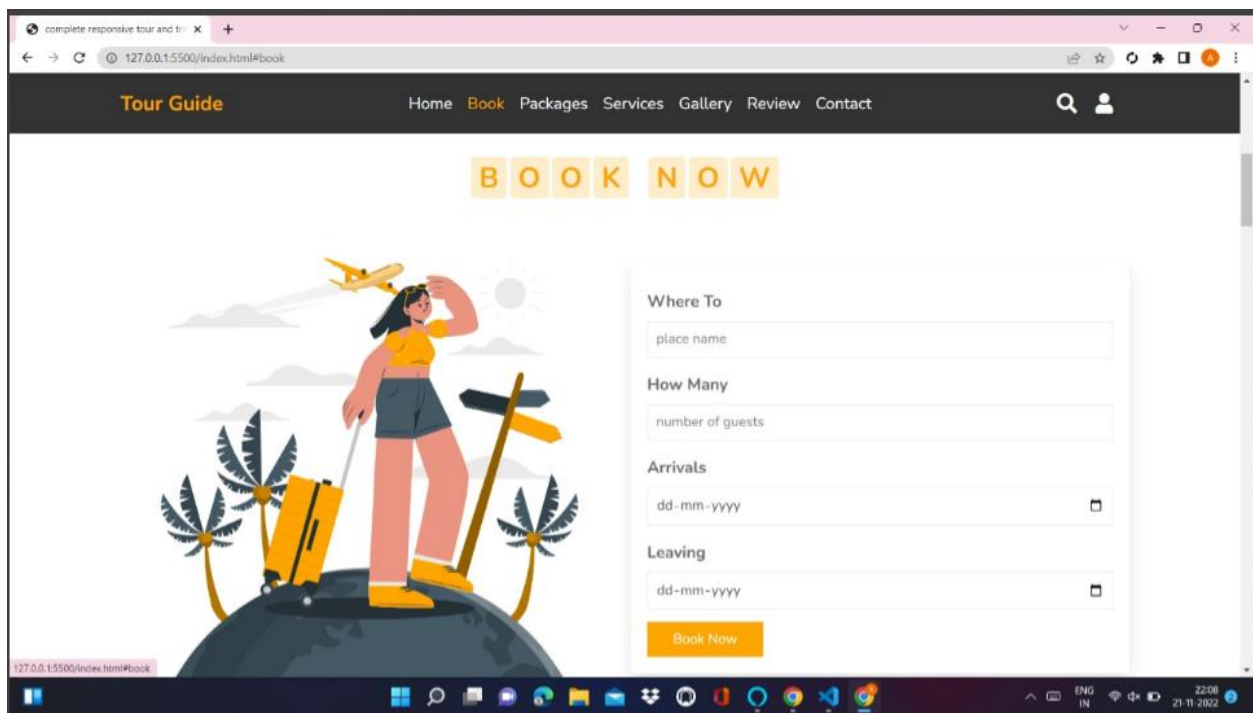
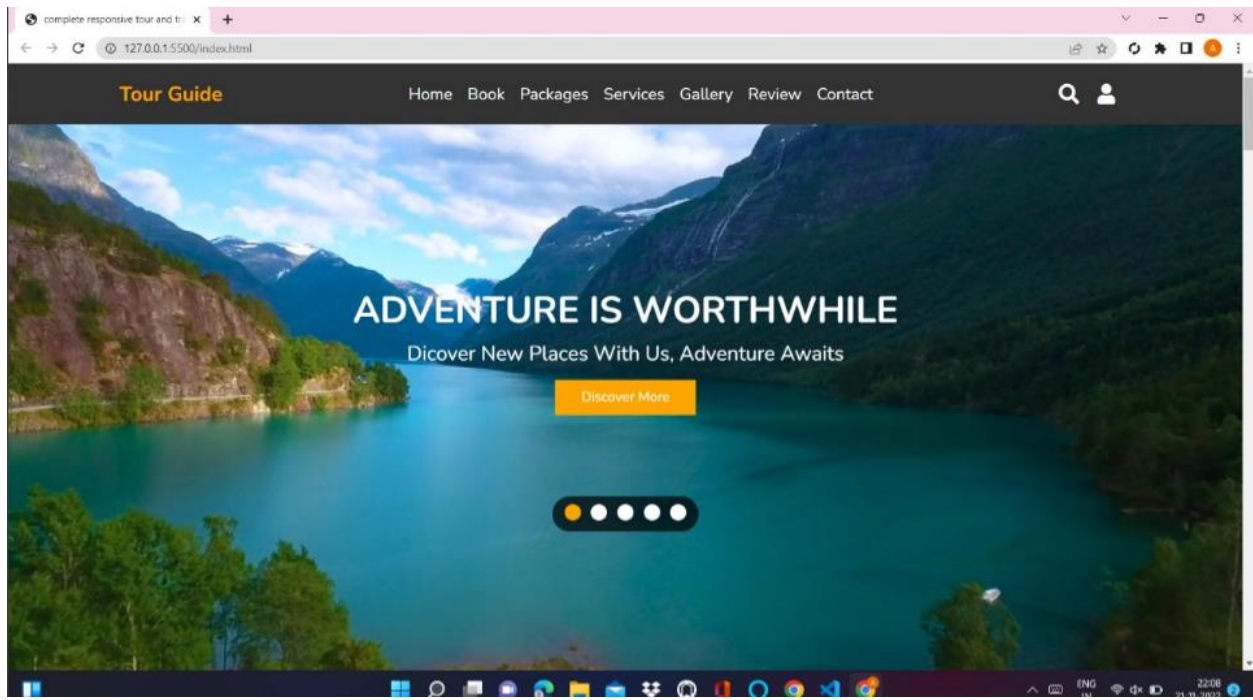
3.2.a Processor: Intel CORE i5

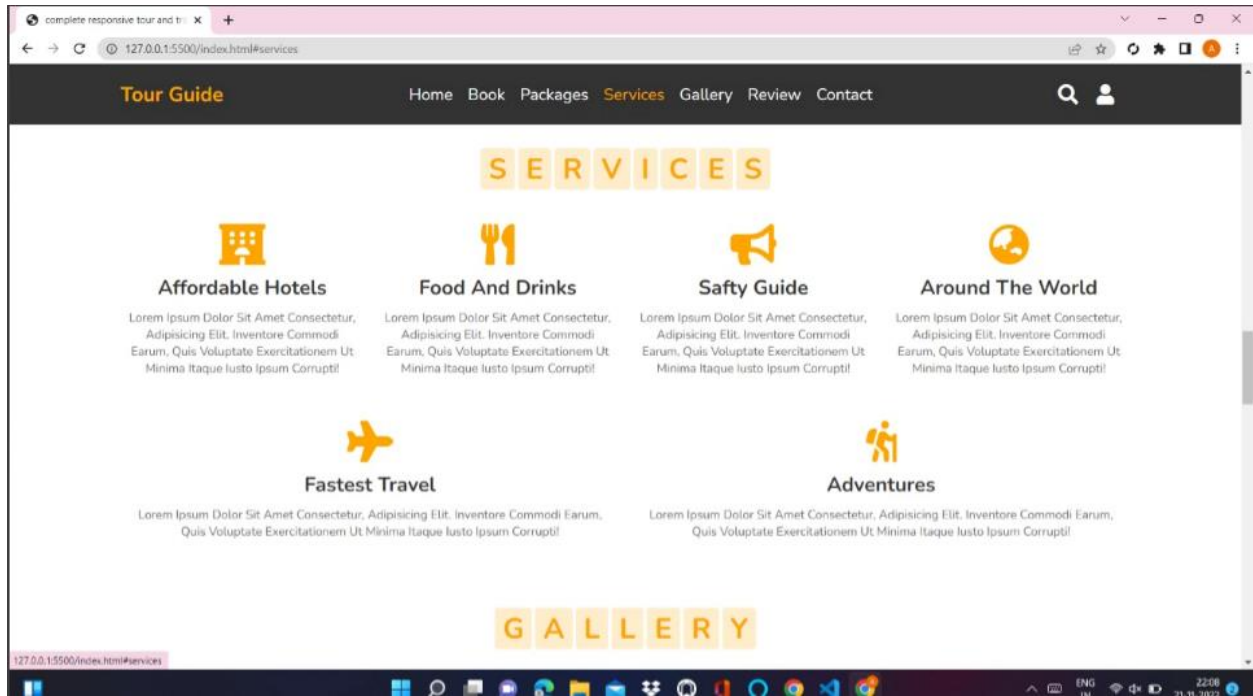
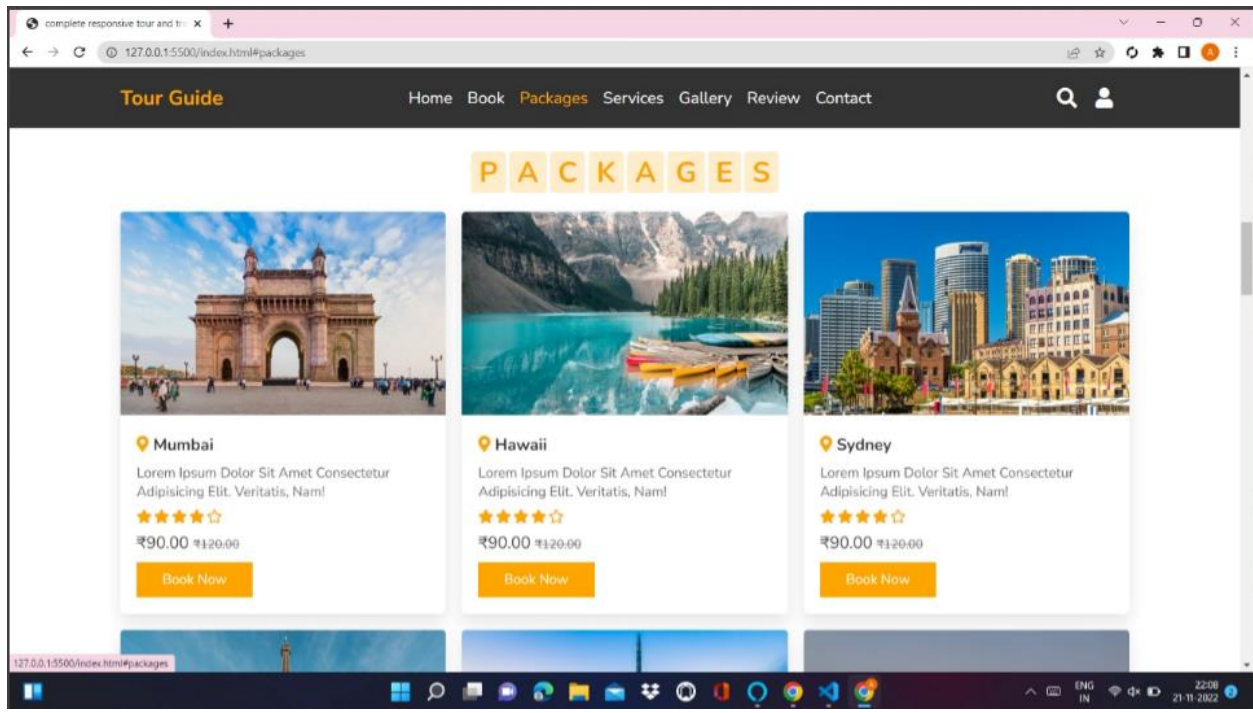
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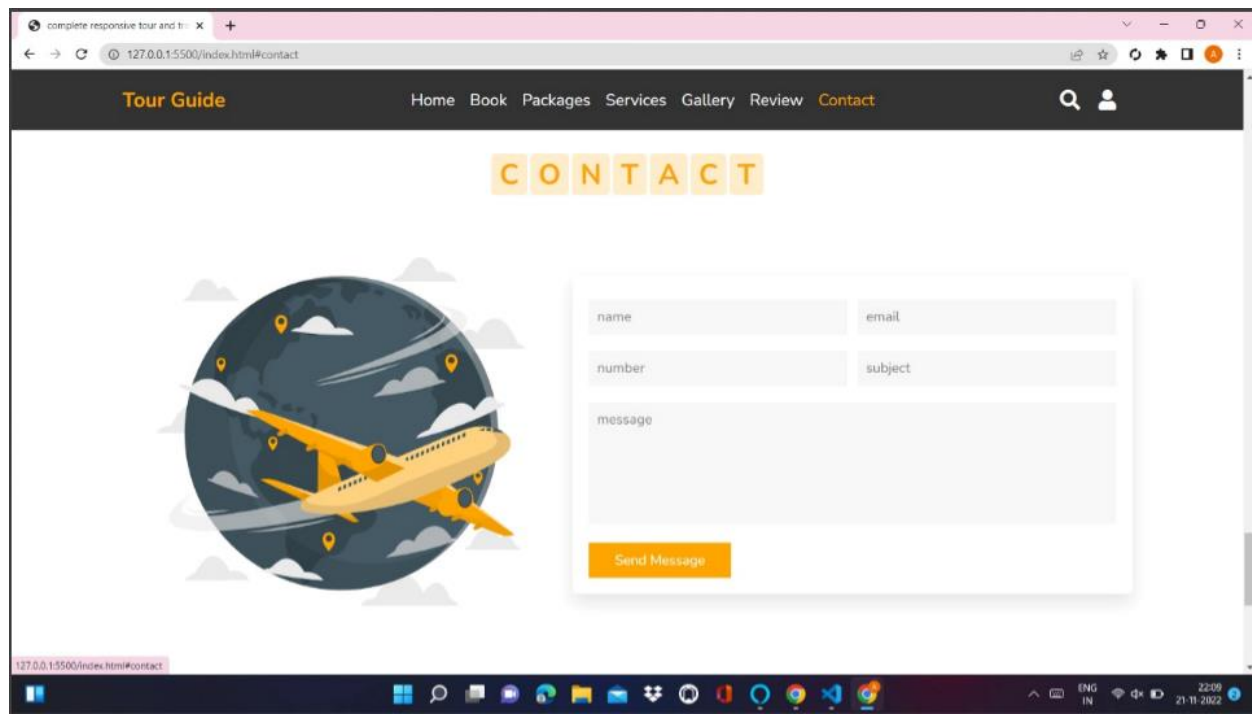
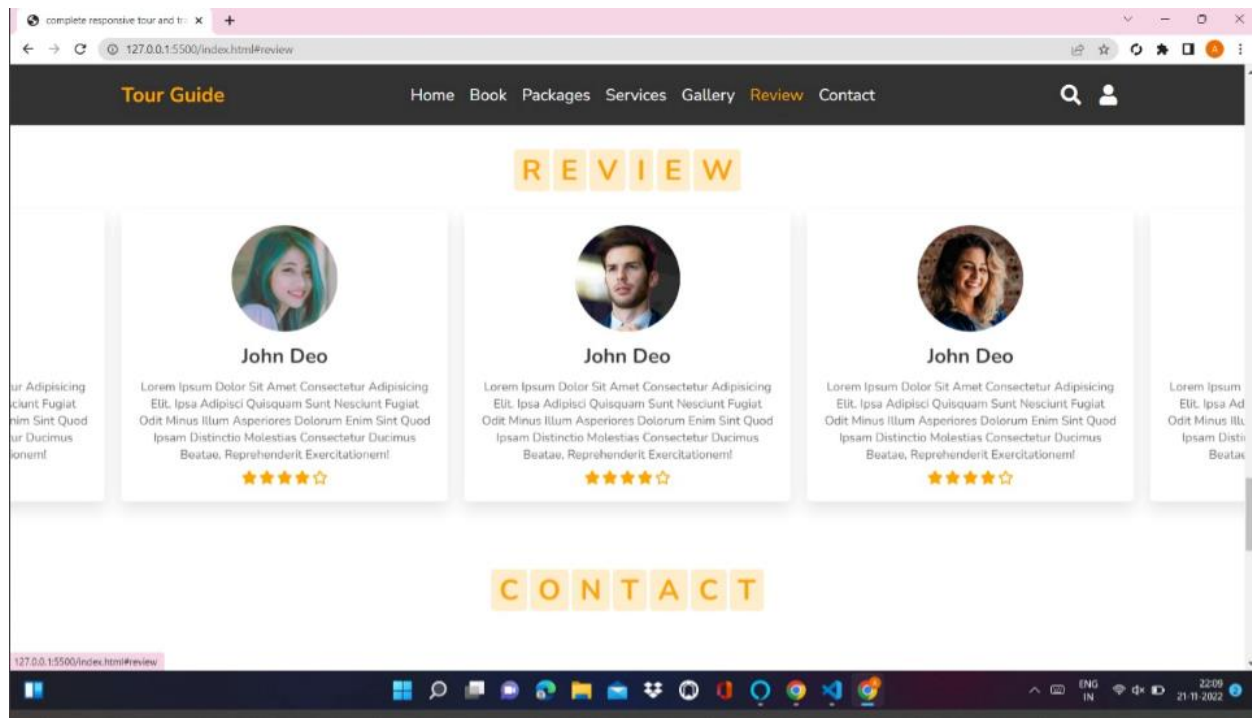
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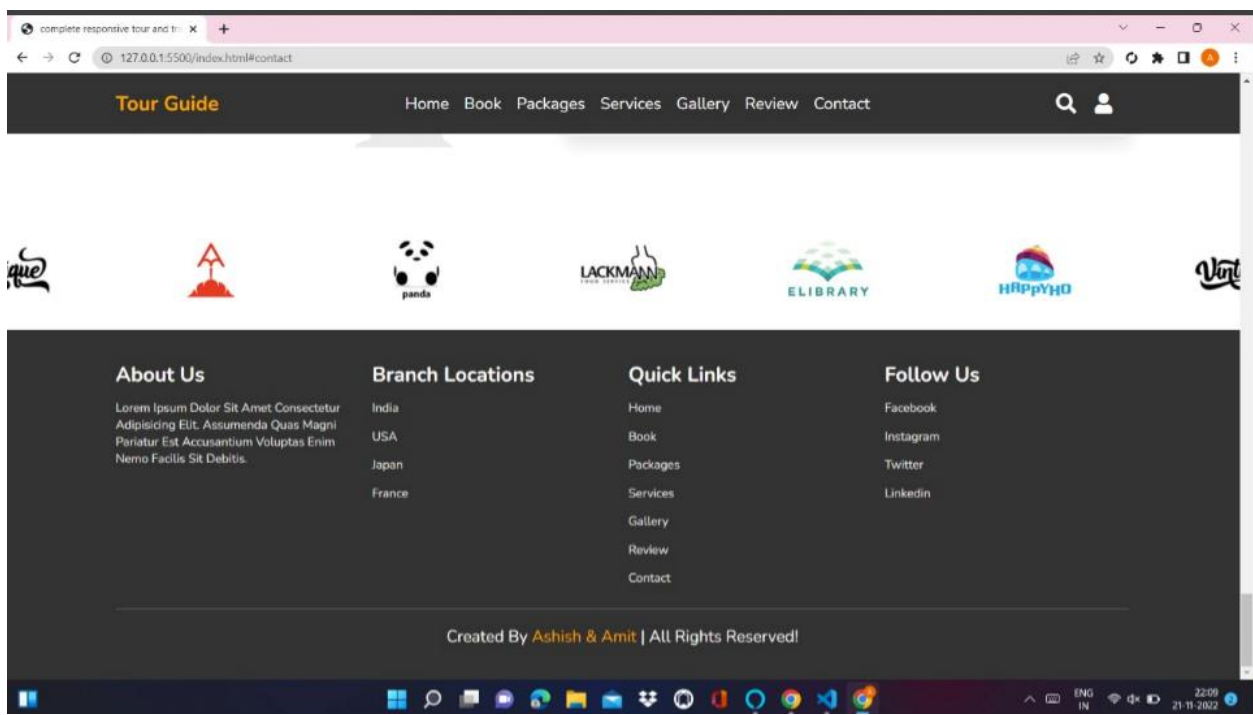
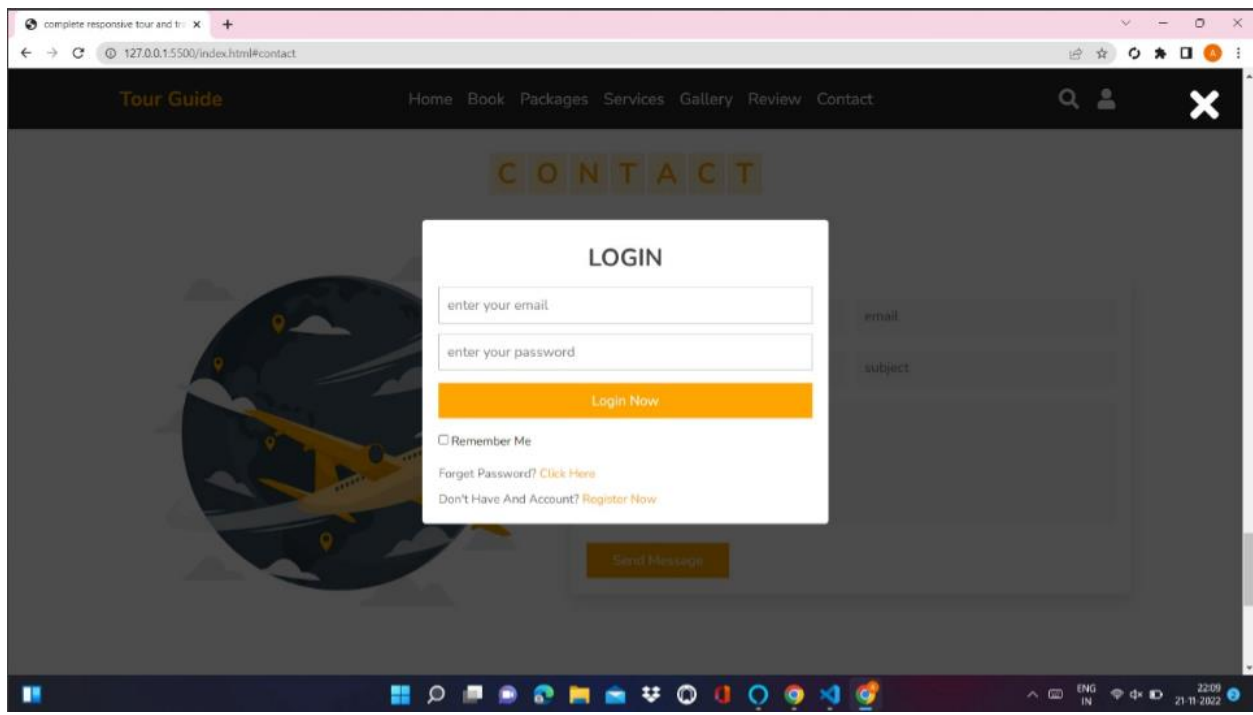
4.4 Output Screens:

Front Page-









CHAPTER-5

SOFTWARE TESTING

Testing is one of the most important phases in the software development activity. In the software development lifecycle (SDLC), the main aim of the testing process is the quality: the developed software is tested against attaining the required functionality and performance.

During the testing process the software is worked with some particular test cases and the output of the test cases are analyzed whether the software is working according to the expectations or not.

5.1 Introduction

The success of the testing process is determining the errors which mostly depend upon the test case criteria, for testing any software we need to have a description of the expected behavior of the system and method of determining whether the observed behaviour confirmed to the expected behaviour.

Level of Testing:

Since the errors in the software can be injured at any stage. So, we have to carry out the testing process at a different level during the development. The basic levels of testing are Unit Integration, System Testing and Acceptance Testing.

The Unit Testing is carried out on coding. Here different modules are tested against the specifications produced during design for the modules. In case of Integration Testing different tested modules are combined into sub systems and tested. In case of the system testing the full software is tested and in the next level of testing the system is tested with user requirement document prepared during SRS.

There are two basic approaches for testing. They are

Functional Testing:

In functional testing test cases are decided solely on the basis of requirements of the program or the module and the internals of the program or modules are not considered for selection of test cases. This is also called Black Box Testing.

Structural Testing:

In Structural Testing test cases are generated on actual code of the program or module to be tested. This is called White Testing.

5.2 Testing Process

A number of activities must be performed for testing software. Testing starts with test plan. Test plan identifies all testing related activities that need to be performed along with the schedule and guidelines for testing. The plan also specifies the levels of testing that need to be done, by identifying the different testing units. For each unit specified in the plan first the test cases and reports are produced. These reports are analyzed.

Test plan:

Test plan is a general document for the entire project, which defines the scope, approach to be taken and the personal responsibility for different activities of testing. The inputs for forming test plans are:

Project plan

Requirements documents

System design

Test Case Specification:

Although there is one test plan for the entire project, test cases have to be specified separately for each test case. Test case specification gives for each item to be tested. All test cases and outputs expected for those test cases.

Test Case Execution and Analysis:

The steps to be performed for executing the test cases are specified in separate document called test procedure specification. This document specifies any specify requirements that exist for setting the test environment and describes the methods and formats for reporting the results of testing.

Unit Testing:

Unit testing mainly focused first in the smallest and low-level modules, proceeding one at a time. Bottom-up testing was performed on each module. As developing a driver program, that tests modules by developed or used. But for the purpose of testing, modules themselves were used as stubs, to print verification of the actions performed. After the lower-level modules were tested, the modules that in the next higher level those make use of the lower modules were tested.

Each module was tested against required functionally and test cases were developed to test the boundary values.

Integration Testing:

Integration testing is a systematic technique for constructing the program structure, while at the same time conducting tests to uncover errors associated with interfacing. As the system consists of the number of modules the interfaces to be tested were between the edges of the two modules. The software tested under this was an incremental bottom-up approach.

Bottom-up approach integration strategy was implemented with the following steps.

- Low level modules were combined into clusters that perform specific software sub fractions.
- The clusters were then tested.

CHAPTER-6 CONCLUSION

This web application was successfully created and stored all the travel admin tourism packages booking, creation managing and tour details into the database using this application. The application was tested very well and the errors were properly debugged. Testing also concluded that the performance of the system is satisfactory. All the necessary output is generated. This system thus provides an easy way to automate all the functionalities of consumption. If this application is implemented in few consumptions, it will be helpful. Further enhancements can be made to the project, so that the website functions in a very attractive and useful manner than the present one. It is concluded that the application works well and satisfy the needs.

The application is tested very well and errors are properly debugged. It also acts as the sharing of files to the valuable resources

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