TRAVEL MANAGEMENT SYSTEM

A Project Report submitted partial fulfillment of the requirements for the award of the degree of

Bachelor of Technology

In

Computer Science & Engineering

by

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Declaration

I/we hereby declare that the work which is being presented in the B.Tech. Project **"TRAVEL MANAGEMENT SYSTEM"**, in partial fulfillment of the requirements for the award of the ***Bachelor of Technology*** in Computer Science and Engineering and submitted to the Department of Computer Engineering and Applications of GLA University, Mathura, is an authentic record of my/our own work carried under the supervision of Mr. Bhanu Kapoor who is **Technical Traine**r in GLA University.

The contents of this project report, in full or in parts, have not been submitted to any other Institute or University for the award of any degree.

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Acknowledgement

It is my pleasure to acknowledge the assistance of Mr. Bhanu Kapoor without his guidance this project would not have been possible. First and foremost, I would like to express our gratitude to **Mr. Bhanu Kapoor** my project guide, for providing invaluable Encouragement, guidance and assistance. After doing this project I 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 being a successful professional.

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ABSTRACT

This project “TRAVEL MANAGEMENT SYSTEM” is used to automate all process of the travel and tourism, which deals with creation, booking and confirmation and user details. The project is designed HTML-PHP as front end and Xampp SQL Server 2008 as backend which works in any browsers. The coding language used HTML and PHP. 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. Keywords: Travel and tourism management, travel packages, tourism, package booking

Contents

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

1.1 OVERVIEW

In the existing system, each task is carried out manually and processing is also a tedious job. In previous system travelers were maintaining time table details manually in pen and paper, which was time taking and costly. The travelers is not able to achieve its need in time and also the results may not accurate. Because of the manual maintenance there are number of difficulties and drawbacks exist in the system. Some of them are 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 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 significant time Gives accurate information Simplifies the manual work It minimizes the documentation related work Provides up to date information Friendly Environment by providing warning messages. travelers details can be provided n booking confirmation notification This module is mainly based on admin. System will check the admin user name and password for authentication. After the verification for authorization the admin can be able to precede the process. All works are done under his control This module covers the details about the registration of users which they can be register by itself by adding data like name, password, email id and further details. After registration they can be sign in by their username and password. The admin can create packages by creating package page which the type, price, details, place details all the travel tour package details can be added here. Which it will be showed in user homepage

1.2 OBJECTIVE

The objective of the Travel and Tourism Management System Project is to develop a system that automates the processes and activities of the travel and the purpose is to design a system using which one can perform all operation related to traveling .

1.3 CONTRIBUTION

We also worked on this project with the same vision of 'team work' that leads to the completion of the project in the best possible way. We were a team of five members who had divided the different tasks related to the project. Each member had an idea of what he/she is supposed to do in order to contribute his/her bit towards the project completion. Each of us tried to complete the tasks assigned to us in the given time limits and then took over the heading task. This also helped us in developing some team management skills needed for the project development.

All of us were continuously working on the coding stuff trying to optimize at each step to achieve maximum possible accuracy and at the same time some of us completing the documentation part as per the progress of the project.

So, it is a common experience that working on any project as a team helps in completing it at a better pace and we also get an opportunity to pick the best solution presented by different team members for any problem that increases the efficiency of the project.

1.3 ISSUES & CHALLENGES

- Building and Maintaining the Credibility of Online Presence. ...
- Maintaining own Service Standard. ...
- Make Booking Procedure more Convenient. ...
- Dealing with Duplicate Data Entries. ...
- Providing Services as per Specific Requirements.

1.5 Organization of the project report:-

1.) Literature Review:

Contains the research works done over the project.

2.)Proposed Work:-

The algorithm and the pseudo code used in the project.

3.)Implementation and Result analysis:-

The implementation of the actual code and analyzing the outcomes of it.

4.)Conclusion:-

Conclusion of the report and preferring a classifier that might give best accuracy.

5.)References:-

The references taken for the completion of the project.

2. LITERATURE REVIEW

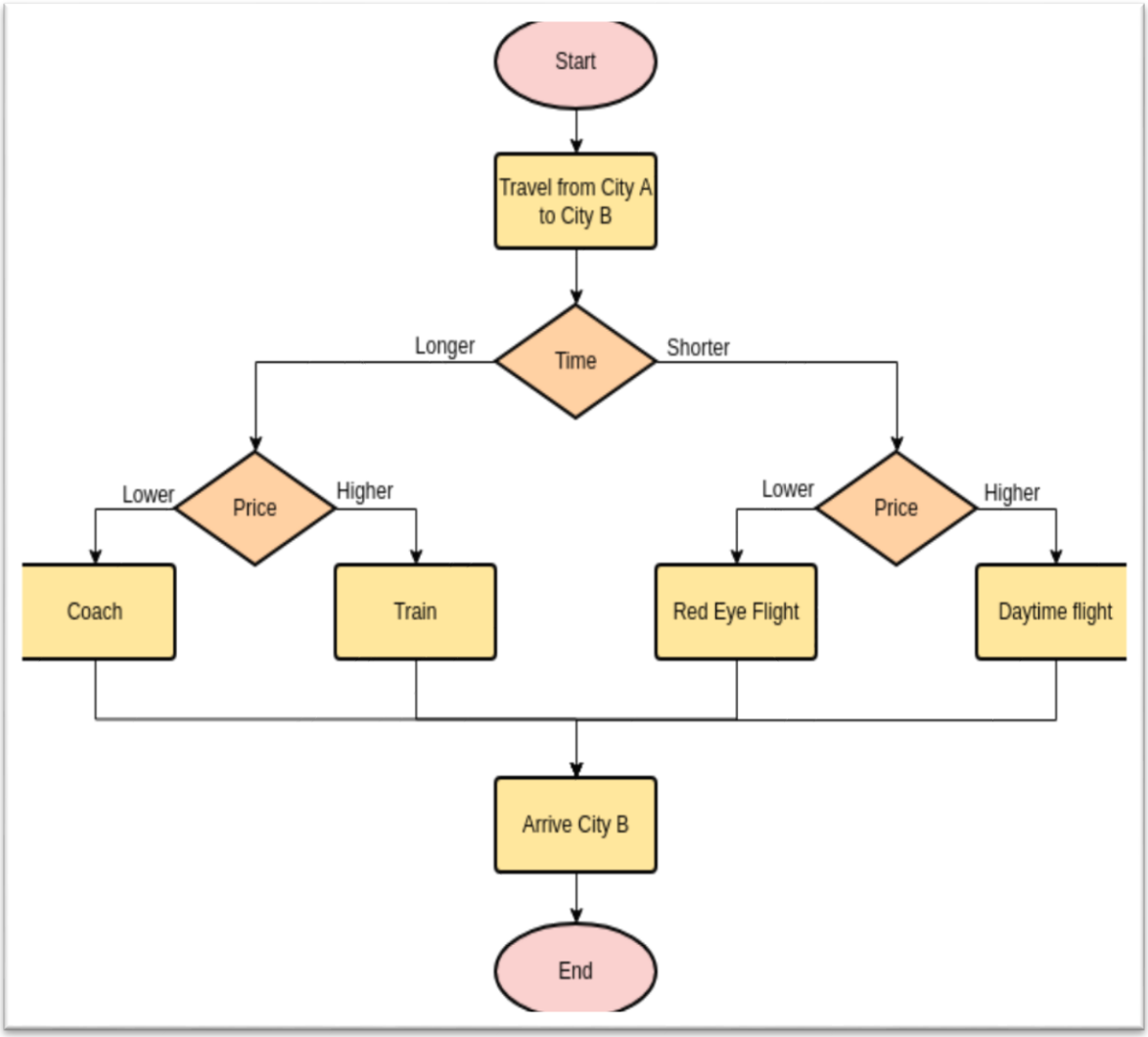
Tourism activities can refer to an extension of a brand–consumer relationship. While growth in many industries is flat, worldwide tourism revenues continue to grow. A literature review is not only a crucial endeavour for any academic research, but also the foundation and inspiration for substantial, useful research. Among extant studies on tourism management (TM), few are on literature review while most are concerned with specific issues or countries/areas. This paper aims to draw up an integrated framework of TM. Little effort has been made to systematically examine the vast TM-related literature so as to facilitate better understandings of TM. To eliminate the gap among the extant studies and develop the TM trajectory, a content analysis was undertaken using keywords "TM" in 5 online electronic databases from 1990 to 2013. Based on 773 articles, we discovered the number of publications on TM has significantly increased since 2000 and a steady growth since 2008. While 773 articles are scattered across 196 journals, most appeared in 11 academic journals. We also categorize articles into 10 conceptual groups based on a proposed conceptual framework. The main contribution is to provide a conceptual framework incorporating keyword indexes to operationalize the coverage of TM.
ore recently, growth has been witnessed in the use of content analyses as a data analysis approach by scholars within the Hospitality and Tourism context (e.g., Adeyinka-Ojo, Nair & Khoo-Lattimore, 2014;Chang & Katrichis, 2016). There is an also a growing tendency to conduct content analyses based on user-generated photographs (Stepchenkova & Zhan, 2013), including content in the form of travelers' online reviews (Lu & Stepchenkova, 2015) A review of existing literature has revealed an increasing number of studies in which a content analysis is adopted as a data treatment technique within the Hospitality and Tourism context (e.g. Chang & Katrichis, 2016;Gros et al., 2013;Mura & Pahlevan-Sharif, 2015;Prayag & Ryan, 2011), given the deeper understanding of the phenomenon being investigated provided to the user. Aside from content analyses, there are many other approaches available for the analysis of qualitative data, including discourse analyses, analyses of online texts or narrative analyses, and text analyses (Pahlevan-Sharif et al., 2019) Another qualitative content analysis method is the literature review approach, which has recently become a popular technique among tourism scholars in this field (see Chang & Katrichis, 2016;Law et al., 2009). This approach comprises four main stages, namely material collection, descriptive analysis, category selection and material evaluation (Mayring, 2003)

In recent years, tourism revenues have continued to increase worldwide because of the emergence of an ideology of entertainment and the increase in countries' national income. Tourism has become part of people's lives, both local and international (Chang & Katrichis, 2016). There is also a set of factors that work as a dam for tourism development, such as economic growth, improving places for access, and political liberalization, given the role of technology in action (Tolkach 2016)

Technology primarily works with the organization's three strategies, quality, and direction, human resource management, plus information technology. It solves its ability to communicate problems with customers, so organizations must take advantage of these innovative approaches to technology (Chang & Katrichis, 2016). Technology is bringing about a gradual revolution in the tourism industry

Tourism is the movement of people from their place of residence to a remote location for a temporary period so that you may consider tourism a social, cultural, and economic phenomenon (Chang & Katrichis, 2016). In other words, tourism can be defined as a commercial activity that depends mainly on extensive information and many human resources (Steinbauer & Werthner, 2016.

PROPOSED FRAME WORK

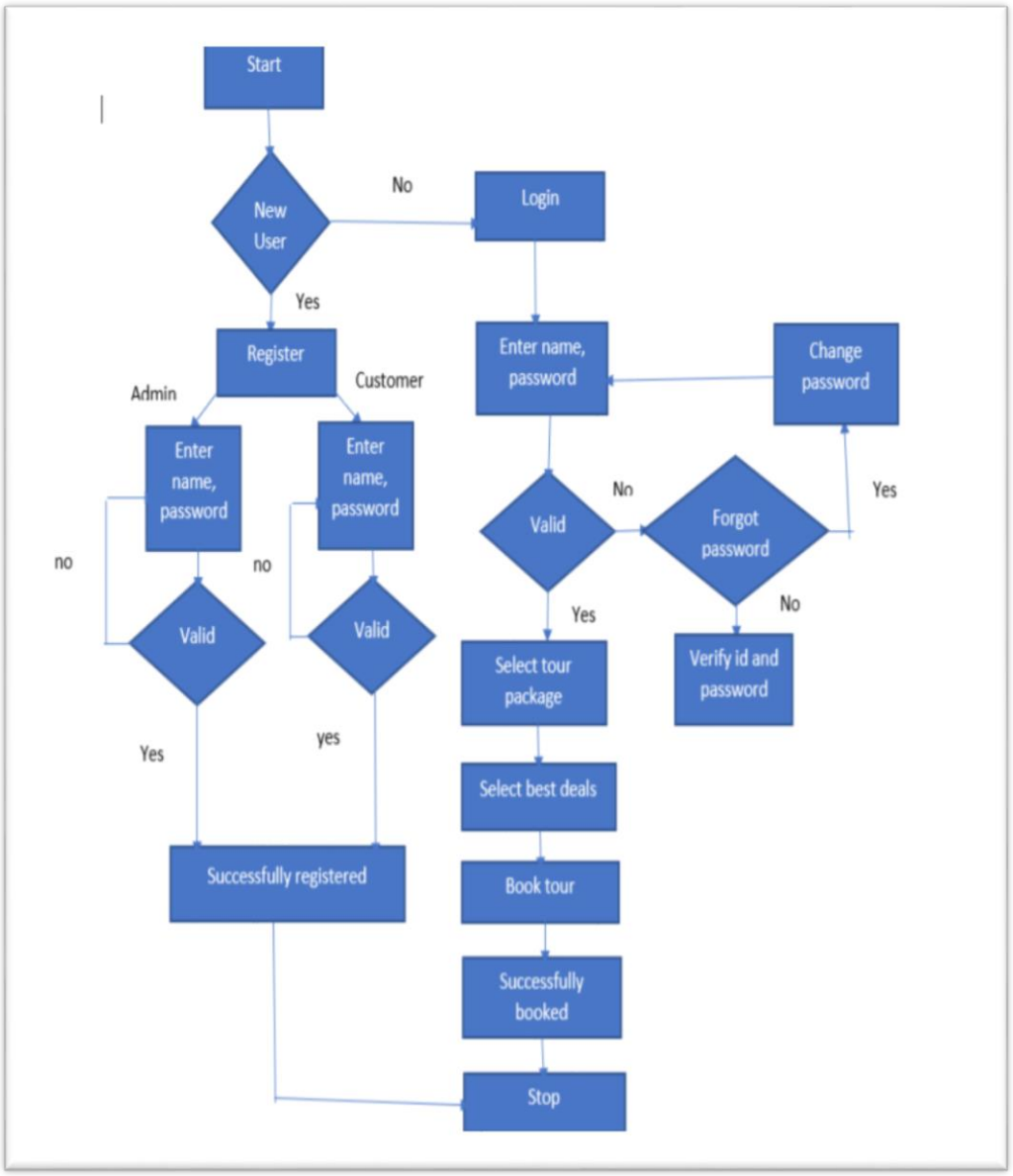


Explanation the Frame work

The For a travel site, this means that design can be the determining factor in whether a visitor trusts recommendations and information And considering the significant investments that go into planning a trip, trust is essential It can make or break a traveler's decision to take a certain tour, stay at a certain hotel, or even visit a city or country altogether Plus, beyond serving as a trustworthy source of inspiration, a travel site also needs to give would-be travelers all the information they need to arrange their travel plan Once a visitor is convinced that they need to see the sights in the photos for themselves, it should be easy for them to plan their trip This means that the site needs to have straightforward travel information, helpful logistical details, and tips that will help visitors simplify the travel process all the rest So whether you're considering launching a new travel site, or you're ready to improve an existing one, you want to make sure you leave no stone .That's why in this post, I'll cover the essential elements your site needs to include, then go over 20 examples of travel sites you can use to There are tons of different types of sites that fall under the travel site umbrella The design elements you need depend on the type of site you're running blogger or tour company So as you read through this post, keep in mind that not all of the recommendations will apply to your site.But in general, the ideal travel website should include a mix of the following:

- High-quality photography
- A brief summary of the area, with highlights of important places
- Hotel recommendations with web links to hotel and booking sites
- Information about recreation and outdoor activities
- Guides to arts and culture, including museums, theaters, and other attractions
- Packing tips
- Maps and guides
- Public transport information
- Airport information
- Relevant tips on language and local dialect

PROPOSED WORK ALGORITHM:-

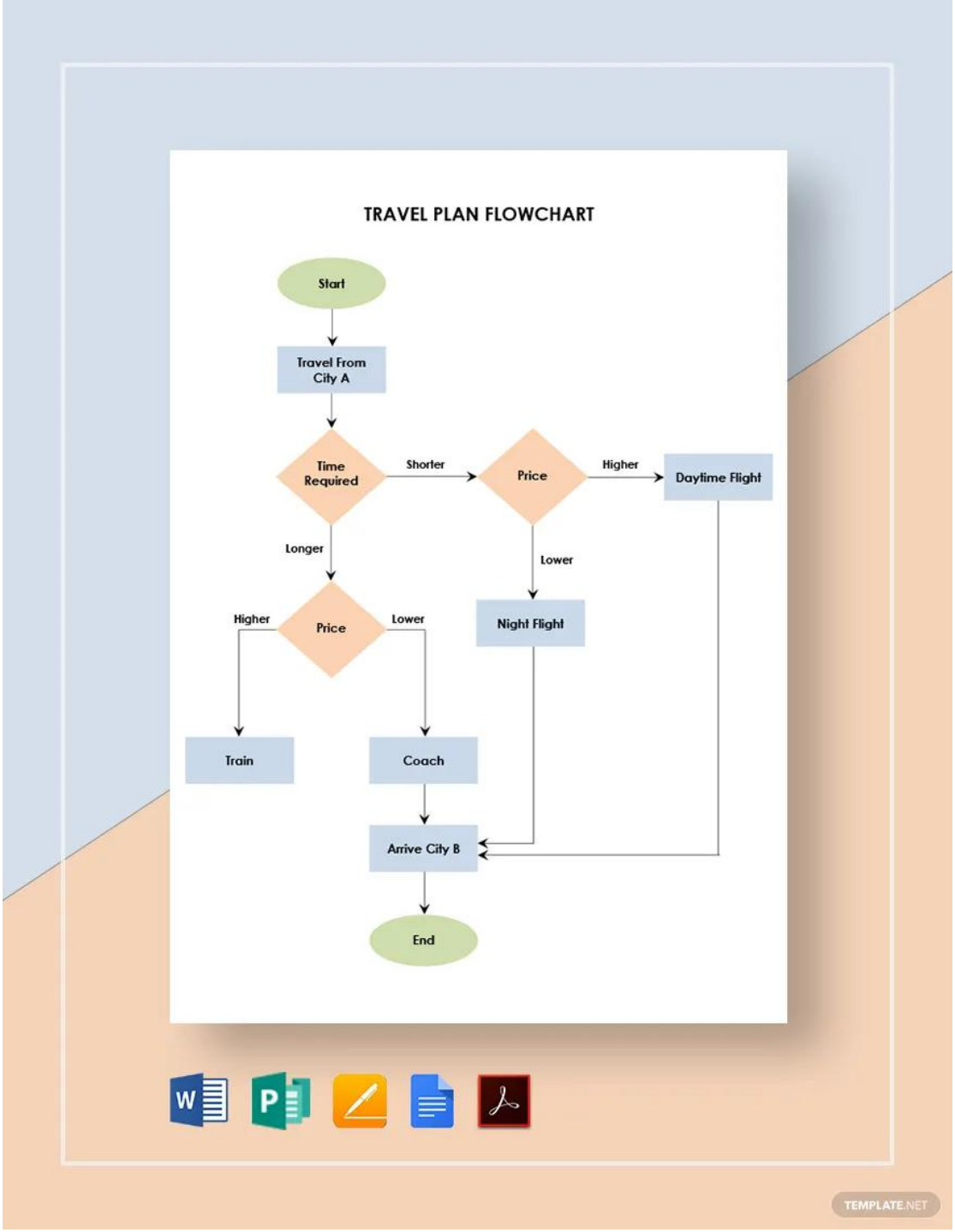


A number of TTDPs are generated by combining a set of queries, a set of cost budgets, and a set of start and end-points. For the experiments described in the following paragraphs, the index is queried with the Dutch equivalent of the following keywords: “garden,” “factory,” “statue,” “monastery,” “restaurant,” “museum,” “architecture,” and “historical.” Each query takes 70 ms on average, including opening the index for reading. To improve the speed of retrieval, a number of index readers can be opened beforehand and maintained in a pool, so that they can be selected whenever a query is executed. In this way, the retrieval time is reduced to 50 ms on average. Preprocessing the query takes 15 ms on average.

Possible distance budgets are 8000, 10,000 and 12,000 meters. POIs used as starting and end-points are the railway station (longitude 3.710378, latitude 51.035843), a hotel (longitude 3.729866, latitude 51.050471), and a public car park (longitude 3.725977,

latitude 51.042422). Four different combinations of these points are used: starting and ending at the railway station, starting and ending at the hotel, starting and ending at the public park, and starting at the railway station and ending at the hotel.

The generated tourist trip design problems are included in Tables 1 and 2. Each problem consists of a number of POIs that can be visited. Each POI is described by its longitude, latitude, and the score. The keywords that describe each problem are transformed into a query vector. The similarity between this query vector and each document vector in the index results in the score of the corresponding POI. This score is the result of the TF-IDF vector weighing scheme. Points of interest with a higher score are considered more relevant than POIs with lower scores. Points of interest with a score equal to zero are assumed not to be relevant and are discarded from the problem. A POI can be relevant for different queries and thus may appear in different problems. In this case the user's interest is defined by multiple keywords, the query vector will contain multiple dimensions, and more POIs will be relevant



Steps for applying algo:

1. Consider city 1 as the starting and ending point. Since the route is cyclic, we can consider any point as a starting point.
2. Generate all (n-1)! permutations of cities.
3. Calculate the cost of every permutation and keep track of the minimum cost permutation.
4. Return the permutation with minimum cost.

Fact Finding Techniques:

We mainly used three fact finding techniques to find out for ourselves the correct information on the basis of which we will build the software. These fact finding techniques are extremely important because these are the facts on basis of which we can build the software that comprises of a friendly environment for the members work with. This is the reason why fact finding is an important activity grouped under the second phase "Requirement Analysis" of the Software Development life cycle.

Front-end and Back-end: Front-end:
Java, Bootstrap (Framework) Back-end: Phpmyadmin

Hardware and Software Requirements:

Minimum Hardware Requirements:
Processor: PIII 500MHZ or above
RAM: 128MB RAM Hard Disk: 100MB Free Hard disk space
Monitor: Standard Color Monitor

Minimum Software Requirements:
Operating System: Any Windows Family
Software : Java
Database: Phpmyadmin

SYSTEM DESIGN & DEVELOPMENT

➢System design is the solution to the creation of a new system. This phase is composed of several systems. This phase focuses on the detailed implementation of the feasible system. It emphasis on translating design specifications to performance specification. System design has two phases of development logical and physical design.

➢ During logical design phase the analyst describes inputs (sources), out puts (destinations), databases (data sores) and procedures (data flows) all in a format that meats the uses requirements. The analyst also specifies the user needs and at a level that virtually determines the information flow into and out of the system and the data resources. Here the logical design is done through data flow diagrams and database design.

➢ The physical design is followed by physical design or coding. Physical design produces the working system by defining the design specifications, which tell the programmers exactly what the candidate system must do. The programmers write the necessary programs that accept input from the user, perform necessary processing on accepted data through call and produce the required report on a hard copy or display it on the screen

MENU TREE

*Login

• MDI Form

• Employee Details

▪ Driver's Info

▪ Conductor's Info

• Bus Details

▪ Long Route

▪ Short Route

• Concession Details

▪ Select

• Normal Concession

• Free Concession

▪ Select

• Reservation

• Cancellation

• Pantry

• Report

▪ Concession

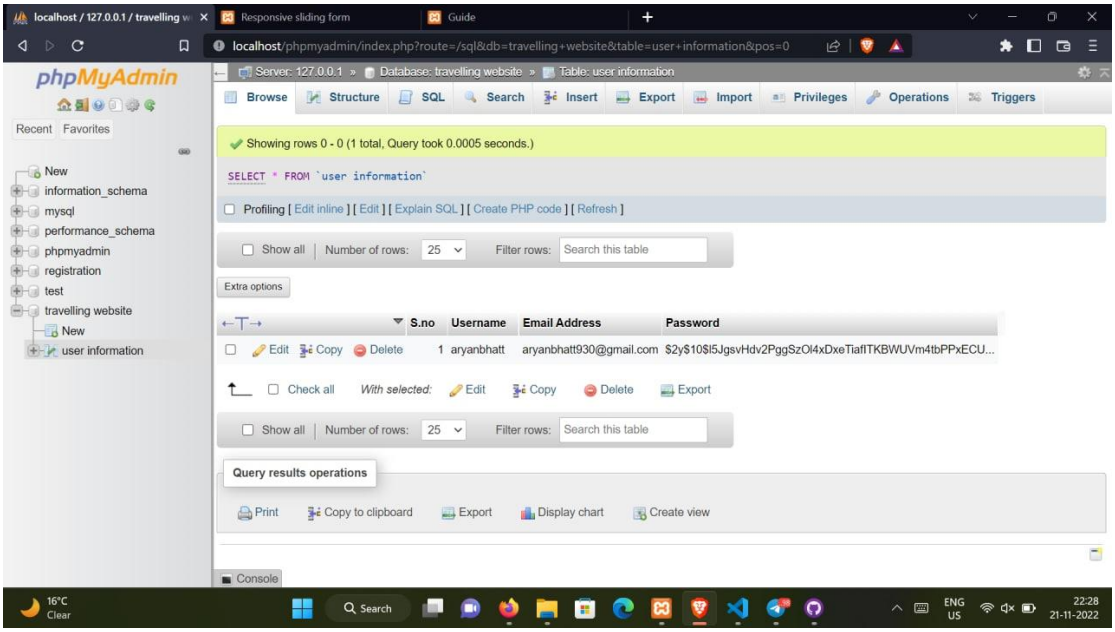
• Utility

▪ Calculator

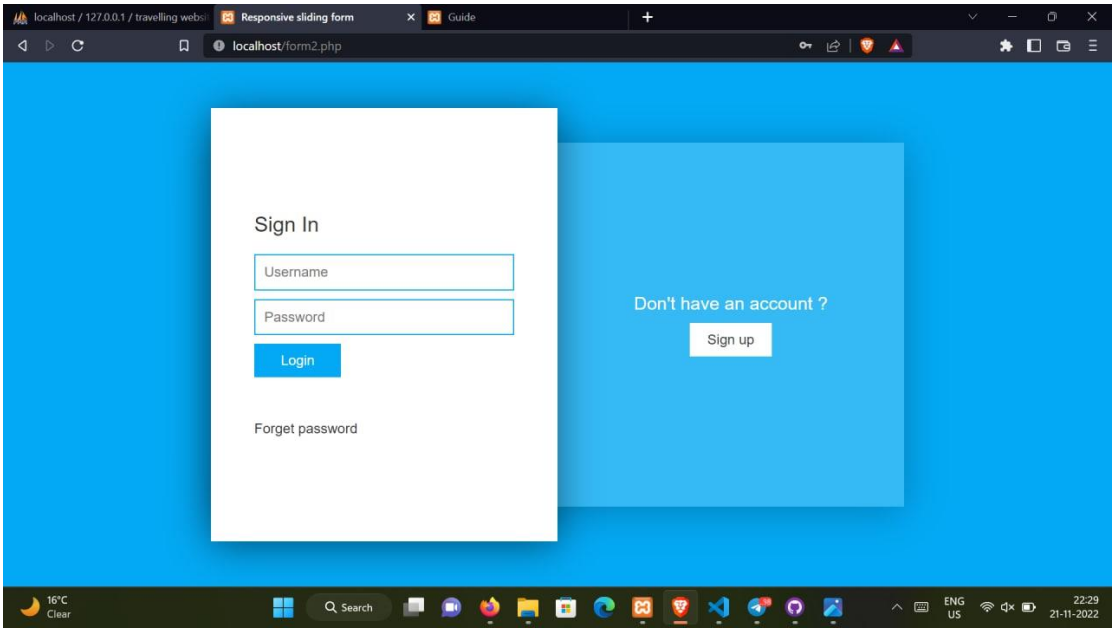
▪ Notepad

• Exit

DATABASE DESIGN



LOGIN SCREEN



CODE

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>

</head>
<body>
    <div class="container">
    <form action="form.php" method="post">
        <table>
            <tr>

        <td>Name<input type="text" name="name"></td>
            </tr>

            <tr>
        <td>E-Mail<input type="text" name="mail"></td>
            </tr>

            <tr>
```

```
        <td>Password<input type="text" name="password"><br></td>
            </tr>

        <input type="submit" name="save" value="Save">
       <input type="submit" name="display" value="Display">

        </table>

    </form>
</div>

</body>
</html>
```

TESTING

Testing is very vital for any system to be successfully implemented. The common view is that it is performed to prove that there are no errors in a program. Therefore the most useful and practical approach is with the explicit intention of finding the errors. The system is tested experimentally to ensure that the software does not fail. The system is run according to its specifications and in the way the user expects. Following testing practices are used. The system will process as normal input preparation of test-sample data.

STRATERGIES FOR TESTING

Unit Testing

Each and every module was intensively tested to check for errors and defects. All possible mistakes were rectified. Manually code is tested like logical errors. Once the manual checking is over the compilation has been done. Syntactical error if any has to be corrected. After the clean compilation of the program, some dummy data as per specifications has been used for testing of that module to see if it works as specified

Integration Testing

Integration testing uncovers errors that arise when modules are integrated to build the overall system. The purpose of integration testing is to detect any inconsistencies between the software units that are integrated together (called assemblages) All the unit tested modules were integrated & the errors that occurred were removed and the overall program structure was build as specified by the design.

System Testing

System testing of software or hardware is testing conducted on a complete, integrated system to evaluate the system's compliance with its specified requirements. System testing falls within the scope of black box testing, and as such, should require no knowledge of the inner design of the code or logic. System testing is used to detect defects both within the "interassemblages" and also within the system as a whole.

TEST CASES

Test Scenario ID	Test Scenario	Test Case ID	Test Steps	Input	Expected Result	Actual Result	Result
Ts-1	Check url	Tc-1	Go to:https://in.bookmyshow.com	URL:https://in.bookmyshow.com	Homepage is displayed	As expected	Pass
Ts-2	Check Sign in	Tc-2	Click Sign in		Login page will be displayed	As expected	Pass
Ts-3	Check login with valid data	Tc-3	Enter valid mobile number click login	Mobile Number:**********	Homepage will be displayed	As expected	Pass
		Tc-4	Click Forget password		Forget password page will be displayed	As expected	Pass
		Tc-5	Enter invalid mobile number click login	Mobile Number: ..121.644.454	"Please enter the valid mobile number" message willbe displayed	As expected	Pass
		Tc-6	Enter valid Emailid in invalid format	Mail id: gmail.com@xyz	"Invalid format" message should be displayed	It accept the invalid format	Fail
		Tc-7	Enter invalid email id	Mail id: *+@gmail.com	"Invalid emailid" message should be displayed	It accept the invalid emailid	Fail
		Tc-8	Enter already registerd number in signup	Mobilenumber: **********	"This mobile number is already registered" message should be displayed	It accept the mobile number	Fail
		Tc-9	Enter invalid otp code	OTP:111111	"We couldn't verify your code.Please tryagain"message will be displayed	As expected	Pass
		Tc-10	Click Terms and Conditions		Terms and Conditions page will be displayed	As expected	Pass

CONCLUSION

It was great opportunity for us as a student to learn and understand various aspects associated with project development. I did undergo from various phases of project development life cycle like analysis , design ,coding , implementation , and testing. The preceding material is a sincere effort from my side to create the “TOUR AND TRAVEL MANAGEMENT” project . I got the idea about the ups and downs taking place during the project development. I analyzed the problems and solved those problems that were faced in my project. The project shows the flow of each and every transaction which is being carried out by the desired user successfully thus giving him the desired result.

5. CONCLUSION

The problem of crop vandalization by wild animals has become a major social problem in current time. In other words, while utilizing his/her crop production, every farmer should be aware and take into consideration the fact that animals are living beings and need to be protected from any potential suffering. It requires urgent attention and an effective solution. Thus, this project carries a great social relevance as it will help farmers in protecting their fields and save them from significant financial losses and will save them from the unproductive efforts that they endure for the protection of their fields this project uses Convoloutional Neutral Network (CNN) algorithm to detect the amimals in farm. The algorithm classifies animals efficiently with a good number of accuracy and also the image of the detected animals is displayed for a better result so that it can be used for other purposes such as detecting wild animals entering in human habitat and to prevent wildlife poaching and even human animal conflicts.

REFERENCE WORK

Books:

- Hands-on ML with Scikit-Learn, Keras & TensorFlow -Aurelien Geron
- VB.NET
- SQL 2 - James Groff
- Software Engineering – A Parishioners Approach - Roger S. Pressman

Websites:

- www.google.com
- https://www.w3schools.com/
- https://www.javatpoint.com/
- https://www.phpmyadmin.net/