

**Project Report**

Course Title: Smartphone Application Development

Course Code: CSE 438

Section: 01

Session: Fall 2023

**Prepared for**

Mr. [Shakib Mahmud Dipto](mailto:shakib.mahmud@ulab.edu.bd)

Lecturer

Department of Computer Science and Engineering

University of Liberal Arts Bangladesh

Software Requirements Specification (SRS) for TourEase

1. Introduction

1**. Purpose**:

• Revolutionize travel experiences through an interactive platform.

• Provide guided tours and comprehensive location-based information.

• Enhance user convenience in travel planning and exploration.

2. **Scope**:

• Outline requirements and functionalities of TourEase.

• Serve as a guideline for developers, project managers, QA teams, etc.

• Develop a user-friendly mobile app for tourists, tour guides, and administrators.

• Provide extensive global travel information accessible at any time.

3**. Product Perspective**:

• Operate as an independent app interacting with external services

. • Seamlessly function across mobile and web platforms.

• Integrate with third-party services for an enhanced user experience. Product Functions:

• Sightseeing Tours:

Enables tourists to explore various places listed in the Agencies Data File.

• **Hotel Listings**: Provides information on nearby hotels, including cost details

. **• Billing Information**: Offers insights into bus fares, hotel bills, and charges for specific destinations.

• **Tour Guides**: Facilitates communication with different guides based on location. • Report Generation: Compiles details on locations, associated hotels, and a final journey fare report.

4. **User Classes and Characteristics**:

• Users possess moderate familiarity with personal computers and GUI.

• No assumed knowledge of networking or file transfer protocols.

• Only require an email and password for login purposes.

• 5. **Operating Environment**:

• Designed for iOS and Android smartphones.

• Requires access to GPS, internet connectivity, and device storage.

• Optimized for modern smartphone hardware and up-to-date OS 6.Design and Implementation Constraints:

• Responsiveness: Crucial across various screen sizes and resolutions.

• OS Guidelines: Adherence to mobile OS guidelines (iOS and Android).

• Third-Party Integration: Compliance with third-party APIs and requirements.

• Resource Constraints: Potential limitations based on budget and resource availability