TRIPPER APP
A PROJECT REPORT

Submitted by

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in partial fulfilment for the Award of Degree of

BACHELOR OF ENGINEERING

In

Computer Engineering

Ahmedabad Institute of Technology, Ahmedabad

Gujarat Technological University, Ahmedabad

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Ahmedabad Institute of Technology

CERTIFICATE

This is to certify that the project report submitted along with the project entitled **Tripper App** has been carried out by **Raval Shivam** under my guidance in partial fulfilment for the degree of Bachelor of Engineering in **C.E. Department**, 8th Semester of Gujarat Technological University, Ahmedabad during the academic year 2021-22.

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Date: 31/3/2022

Certificate from Company

"This is to certify that Mr. Shivam Raval has successfully completed Analysis and Design of the project on Tripper App under me. This work is original and has not been submitted elsewhere."

Duration: 06/01/2022 to 31/03/2022

Signed by project guide

Name: Kishan Prajapati

Designation: Sr. Android Developer

Kishan Prajapati
(Developer)

Khyati Shah
(Human Resources)

Ahmedabad Institute Of Technology

DECLARATION

We hereby declare that the Project report submitted along with the Project entitled **Tripper App** submitted in partial fulfilment for the degree of Bachelor of Engineering in **Computer Engineering** to Gujarat Technological University, Ahmedabad, is a bonafide record of original project work carried out by me at **Hyperlink Infosystem Private Limited** under the supervision of **Kishan Prajapati** and that no part of this report has been directly copied from any students' reports or taken from any other source, without providing due reference.

Shivam Raval

ACKNOWLEDGEMENT

I wish to express my sincere gratitude to my External guide **Mr. Kishan Prajapati** for continuously guiding me at the company and answering all my doubts with patience.

I also thank my parents, friends and all the members of the family for their precious support and encouragement which they had provided in completion of our work. In addition to that, we would also like to mention the company personals who gave us the permission to use and experience the valuable resources required for the internship.

Thus, in conclusion to the above said, we once again thank the staff members of **Hyperlink Infosystem Private Limited** for their valuable support in completion of the project.

Thank you,

Raval Shivam (180020107060)

ABSTRACT

People will always be interested in exploring new places. To make people's travel experiences as enjoyable as possible, A travel application can cater to travelers going on any type of holiday and can meet any user's needs. Consumers want to create itineraries, access travel guides, and book flights and hotel rooms conveniently. our travel technology provide whatever service user want to deliver into a Tripper app.

Tripper app provides a graphical interface for the user to have a better experience.

LIST OF FIGURES

LIST OF TABLES

TABLE OF CONTENTS

CHAPTER 1: OVERVIEW OF THE COMPANY

History

Hyperlink Infosystem Private Limited is a renowned mobile app development company & the best IT Software Solutions provider based in New York, USA & India, established in 2011.

Hyperlink InfoSystem is well known to craft the most innovative & eye catchy mobile apps & websites. We offer a wide range of customized services in mobile apps, website development, AR-VR Development, Game Development, BlockChain Development and much more. Our skilled team & our products are engineered to bring growth to your business. We believe in delivering the services without compromising on time and quality.

1.2) Work

- App Development
- Web Development
- E-Commerce Development
- Block Chain Development
- Game Development
- Salesforce Solutions

1.3) Organization Chart

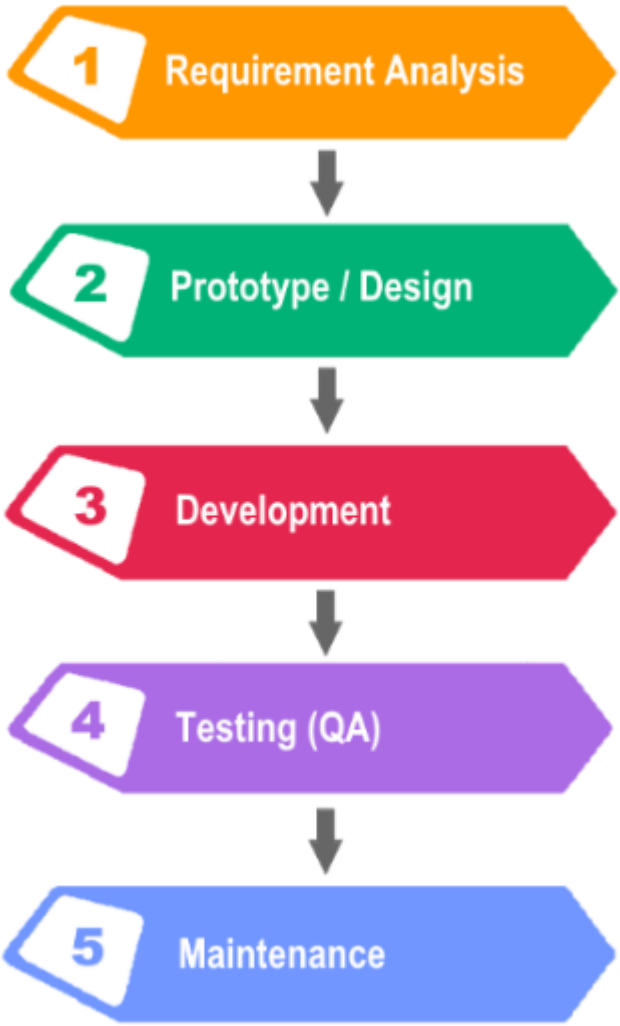

Figure 1 1.3 Organization Chart

CHAPTER 2: OVERVIEW OF DIFFERENT DEPARTMENT OF THE COMPANY AND LAYOUT OF THE PROCESS BEING CARRIED OUT IN THE COMPANY

2.1) Details about the work being carried out in each department

➢ App Development

The key to making a great Android app is to find programmers with both technical and artistic skills. This means your preferred programmer should know all aspects of using the Android OS but still be able to render artistic design for the app. It is actually not that easy to find such programmers – often a programmer may be blessed with technical skills but is lacking in artistry for the design aspect. **Hyperlink InfoSystem** can give you the pick of the best Android specialists we have so that your project will not only perform well but look great as well.

➢ Web Development

The website has become an essential and significant part of human life. Every business needs a website to showcase its skill, products, talents, and much more. Everything can be formed and updated with a website. Hyperlink InfoSystem understands the necessities and crafts exquisite website and CMS systems for start-ups or businesses. We are the leading tailor-made web development company, delivering the best web and CMS solutions across the globe.

➢ E-Commerce Development

E-Commerce websites transform businesses and help them to expand for the growth of the company. Match your needs and preferences with E-Commerce websites. All operations targeted at the creation, management, and evolution of a web store are covered under ecommerce website design and development. With one click, the operation online can perform in E-Commerce development. The UX/UI is the E-Commerce website's key factor, and large options attract customers and users.

➢ Block Chain Development

Nowadays Blockchain has become most discussed topic around many businesses, especially in the IT Field. This technology has made a new gateway for payments which is extremely secure. A blockchain is an excellent form of Database storage system, which uses records to store data or information. These records or blocks get copied automatically with the mechanism of cryptography providing a more secure data storage platform. This means, your data is stored securely in multiple areas, reducing the overall cost of data storage. The blockchain is the technology which supports the cryptocurrencies and Digital currencies.

▪ Game Development

Hyperlink Infosystem can assist you with developing a game with the most elevated level of quality. Our game developers and QA team will overcome any issues with development and delivery with a careful testing cycle. Before we deliver the final product, the Hyperlink QA testing team always tests the gaming solution to eliminate any defects that slipped through in the developing phase, along with any significant updates that need to be upgraded.

- Salesforce Solutions

A team of Hyperlink InfoSystem can help your organization in designing and implementing strong Salesforce-based solutions and get long-term advantages, whether you are a startup or a large Enterprise.

2.2) List the technical specifications of major equipment used in each department

- **App Development**

(1) Languages: Java, kotlin, Python, C, C++.
(2) Framework: Corona SDK, Xamarin, PhoneGap, Ionic, React Native
(3) Versions: Android ,P, O , N , M , etc.
(4) Android SDK: Development Tools, Android Studio, Android IDE, etc.

- **Web Development**

(1) PHP
(2) Drupal
(3) Cake PHP

- **E-Commerce Development**

(1) Magento
(2) BigCommerce
(3) Uber cart
(4) CS cart
(5) Prestashop
(6) Virtuemart

- **Block Chain Development**

  (1) Smart contract development
  (2) Cryptocurrency wallet development
  (3) Crypto exchange development
  (4) Ethereum app
  (5) Supply chain development

- **Game Development**

  (1) Mobile
  (2) HTML 5
  (3) Web
  (4) Metaverse NFT
  (5) Unity 3D
  (6) Concept

- **Salesforce Development**

  (1) Salesforce Mobile Development
  (2) Salesforce AppExchange Development
  (3) Salesforce Lightning Development

2.3) Explain in details about each stage of production

(i) Requirement Analysis

We follow the first and foremost priority of gathering requirements, resources and information to begin our project.

(ii) Prototype (Design)

After designing, you will get your prototype, which will be sent ahead for the development process for the product.

(iii) Development

Development of mobile application/web/blockchain started using latest tools and technologies with transparency.

(iv) Quality Assurance

Hyperlink values quality and provides 100% bug free application with no compromisation in it.

(v) Deployment

After trial and following all processes, your app is ready to launch on the App store or Play Store.

CHAPTER 3 : INTRODUCTION TO PROJECT

3.1 Project Summary

As people travel, they visit landmarks and capture photographs to mark the key moments along their journeys. Recently, people have begun capturing these memories more frequently on their smartphones and digital cameras, which offer convenient methods for storing entire scenes but cannot easily analyze the details within these scenes. Furthermore, these individuals need to develop an impossibly complex mental model while investigating different aspects of a location they plan to visit, preventing them from forming effective traveling communities. The application that I developed for this project presents informational, visual, historical, and experiential contexts of every famous places. It offers image-processing algorithms for detecting global classifications as well as local features within images, and it scaffolds the narrativization of place as a shared experience of place, allowing the application to facilitate the formation of travel- and preservation-conscious communities.

3.2 Purpose

The aim of the project is to develop an android app that helps travelers on his journey. The purpose of our project is to provide the basic idea on some common conversation in the different places that the travelers need to go after coming to that place. The main aim of this research is to develop a mobile travel guide application with added functions to an existing application. Especially in this application, the interaction between users is the new function compared to traditional travel. The main objectives of the project are to understand the basic of android development involved in app development, to understand the trends and working of Travel app currently used, to understand how to implement the different algorithm on the real-time problem, to understand the flow in software development and documentation associated with it.

3.3 Objectives

1. Explore ideas related to concrete places and abstract spaces to present appropriate contexts for lighthouses within my application;
2. Design the user interface using an iterative, audience-involved process to ensure optimal usability within the target audience;
3. Create efficient and easily extensible data structures within the application to allow for simple updates to the information it presents; and
4. Develop a set of image-processing algorithms that can classify photographs of lighthouses and identify the presence of color- and shape-based features within these images.

3.4 Scope

We will use the agile methodology, Object-Oriented Programming model and MVP and MVC are architectural patterns in our project.

Agile Methodology is the term that is used for accrual and iterative app development approach that involves breaking down of the whole mobile app development process cycle in a number of different tasks. The whole set of segregated processes are then categorized in a number of sub-tasks, where each one of the tasks is treated as separate modules along the app development team. Then, every single of the module is handed over to a specialized cross-functioning team of specialists who then work on every module as an independent mini-project.

3.5 Technology

➢ Kotlin

The Kotlin programming language is a modern language that gives you more power for your everyday tasks. Kotlin is concise, safe, pragmatic, and focused on interoperability with Java code. It can be used almost everywhere Java is used today: for server-side development, Android apps, and much more. Kotlin is 100% compatible with all existing Java frameworks, and has good tooling support. It's a pragmatic language with a very low learning curve, and can be quickly grasped by

Java developers. Kotlin code might be compiled not only to JVM bytecode but to JavaScript and Native code as well, but this course is focused on Kotlin/JVM. This course aims to share with you the power and the beauty of Kotlin. We'll have a basic overview of the language, as well as a discussion of many corner cases, especially concerning Java interoperability. The course is based on your Java experience; it shows the similarities between the two languages and focuses on what's going to be different. Note that this course won't cover the programming fundamentals. We'll discuss: basic syntax, nullability, functional programming with Kotlin, object-oriented programming with Kotlin, the power of the Kotlin standard library, and Java interoperability.

➢ Android Studio

Android Studio is the official Integrated Development Environment (IDE) for android application development. Android Studio provides more features that enhance our productivity while building Android apps.

Android Studio was announced on 16th May 2013 at the Google I/O conference as an official IDE for Android app development. It started its early access preview from version 0.1 in May 2013. The first stable built version was released in December 2014, starts from version 1.0.

Since 7th May 2019, Kotlin is Google's preferred language for Android application development. Besides this, other programming languages are supported by Android Studio.

3.6 Project Planning

- Project planning is part of project management, which relates to the use of schedules such as Gantt charts to plan and subsequently report progress within the project environment.
- Initially, the project scope is defined and the appropriate methods for completing the project are determined. Following this step, the durations for the various tasks necessary to complete the work are listed and grouped into a work breakdown structure.

- Project planning is often used to organize different areas of a project, including project plans, workloads and the management of teams and individuals.
    - We decided to follow the SDLC i.e. Software Development Life Cycle while planning various phases of our project. This method consists of following activities:
    - Determination of system requirements
    - System Analysis
    - Design of system
    - Development of software
    - System Testing
    - Implementation and Evaluation

3.6.1 Project Scheduling

- Project Scheduling is the culmination of a planning activity that is primary component of software project management.
- When combined with estimation methods and risk analysis, scheduling, establishes a road map for the project management.
- Scheduling begins with the process composition. The characteristics of the project are used to adapt an appropriate task set for the work to be done.
- The task network is used to compute the critical project path, a time line chart and a variety of project information.
- When creating a software project schedule, the planner begins with a set of tasks. If automated tools are used, the work breakdown is input as a task network or task outline. Effort, duration, and start date are then input for each task. In addition, tasks may be assigned to specific individuals.
- As a consequence of this input, a timeline chart, also called a Gantt chart is generating. A Timeline Chart can be developed for the entire project. Timeline Charts depict a part of a software project schedule
- All project tasks are listed in the left-hand column. The horizontal bars indicate the duration of each task. When multiple bars occur at the same time on the calendar, task

concurrency is implied. The diamonds indicate milestones, which indicate the place where our project reach.

3.6.2 Project Development Approach

Incremental Model design

The incremental build model is a method of software development where the model is designed, implemented and tested incrementally (a little more is added each time) until the product is finished. It involves both development and maintenance. The product is defined as finished when it satisfies all of its requirements. This model combines the elements of the waterfall model with the iterative philosophy of prototyping.

Following is the pictorial representation of Iterative and Incremental model:

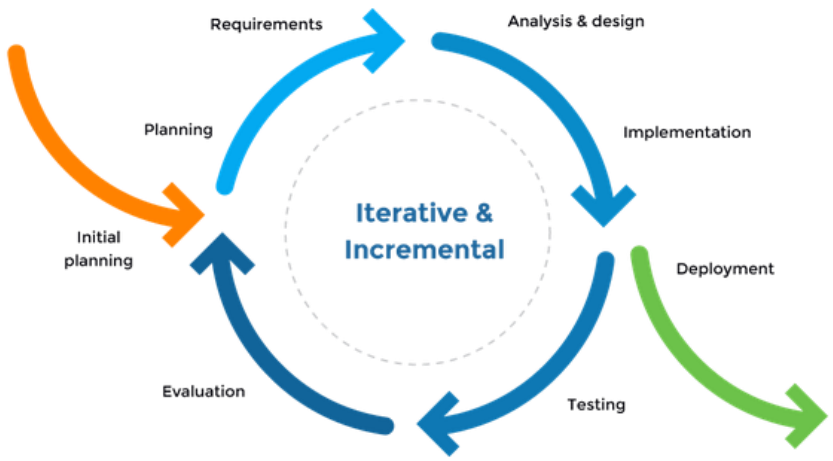

Figure 2 Incremental Model

Resources with needed skill set are not available and are planned to be used on contract basis for specific iterations.

- There are some high-risk features and goals which may change in the future.
- Integration and Testing: All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.
- Deployment of system: Once the functional and nonfunctional testing is done, the product is deployed in the customer environment or released into the market.

- Maintenance: There are some issues which come up in the client environment. To fix those issues patches are released. Also, to enhance the product some better versions are released. Maintenance is done to deliver these changes in the customer environment

3.7 Gantt Chart

Table 1 3.7 Gantt Chart

Sr. No.	Milestones	Milestone (days)	Duration (days)
1	Requirements	25	27
2	Analysis and Module Specification	32	35
3	Designing	60	50
4	Coding	55	60
5	Documentation	15	17
Total days		187	189

Table 2 3.7 Gantt Chart 2

Development Phase	100 Days (0-20 | 21-40 | 41-60 | 61-80 | 81-100)	Duration
Requirement Gathering & Analysis		7
Designing		10
Coding		48
Testing		5
Implementation		5
Documentation		Parallel
Total (Days)	100	

Table 3 3.7 Gantt Chart 3

Module↓	Month→	January			February				March			
		2nd week	3rd week	4th week	1st week	2nd week	3rd week	4th week	1st week	2nd week	3rd week	4th week
Analysis & Required Gathering												
Design												
implemantation												
tesing												
documantation												
Final presentation												

CHAPTER 4 : SYSTEM ANALYSIS

4.1 Study of a current system

There are tons of different travel apps out there today, with all kind of interesting features. In today's market there are different app with different-different function, as an example google maps for maps and location, other is trivago for hotel booking and so on. The main problem of frequent travelers who are traveling whole around the world needs this kind of app, but due to limited storage and switching to different apps it becomes tedious for the traveler and spoils the mood. So, the smart travel guide app is the solution for the traveler, which will give integrated features of all other featured apps in one app.

4.2 Problem of a current system

- The main problem of frequent traveler who is traveling whole around the world needs this kind of app, but due to limited storage and switching to different apps it becomes tedious for the traveler and it spoils the mood. By surveying the frequent traveler, we get to know the need of them they wanted an app which has the functionality of all various travel app does in the market today.
- The goal of the project is to do develop an android app that helps traveler on his journey.

4.3 Requirement of a new system

- The user should have the appropriate version of windows.
- The system should have up to 2 GB ram minimum requirement for the application.
- The application should be installed on the system.
- So, this is the overall process of making the Online system worked, and the user can get the policy without any headache of the agent and sometimes do not need to provide a commission to them.

4.4 Feasibility Study

- After doing the project, study and analysing all the existing or required functionalities of the system, the next task is to do the feasibility study for the project. It includes considerations of all the possible ways to provide solutions to

the given problem. The proposed solution should satisfy all the user requirements and should be flexible enough.

i) Economic Feasibility

- This is a very important aspect to be considered while developing a project. We decided technology based on minimum possible cost factor.
- Overall, we have estimated that the benefits the organization is going to receive from the proposed system will surely overcome initial costs.

ii) Technical Feasibility

- This includes the study of function, performance and constraints that may affect the ability to achieve an acceptable system. We studied complete functionality to be provided in the system as described in the SRS and check if everything is possible or not.

4.5 Functional Requirements

- The application must have user registration and login option.
- The application must have registration and sign in option with google and Facebook API.
- The application must have shopping cart for ordering foods.
- The application must have password recovery system with email address for users.
- The application must have menu add and edit option.

4.6 Non-Functional Requirements

- The application must have a user interface.
- The user interface must be user friendly.
- Users should get confirmation and warning message.

CHAPTER 5 : SYSTEM DESIGN

Development of computerized systems requires analysis of the process to be digitized in order to enable a correct system, a system that functions as required and to assist the potential users of the system understand the general functionality of the system. The analysis specifies the system's objectives and constraints to which designers have to comply. The purpose of doing analysis is to transform the system's major inputs into structured specification.

5.1 Context Diagram

This is a brief structure which depicts the environment in which a software system exists and helps in communicating about what lies outside the system boundary

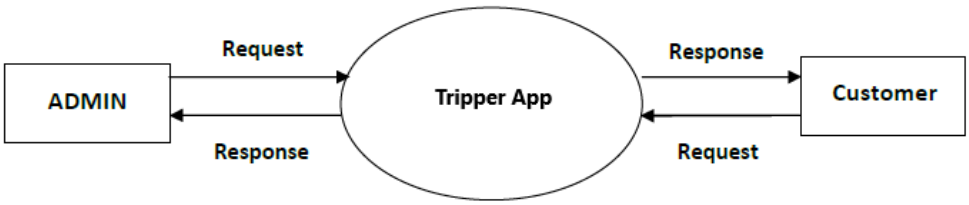

Figure 3 5.1 Context Diagram

5.2 Data - Flow Diagram

It is a two-dimensional diagram that explains how data is processed and transferred in a system. The graphical depiction identifies each source of data and how it interacts with other data sources to reach a common output.

(i) Administrator module

- Functionalities provided:
- Create usernames and passwords
- View/ edit / delete user accounts

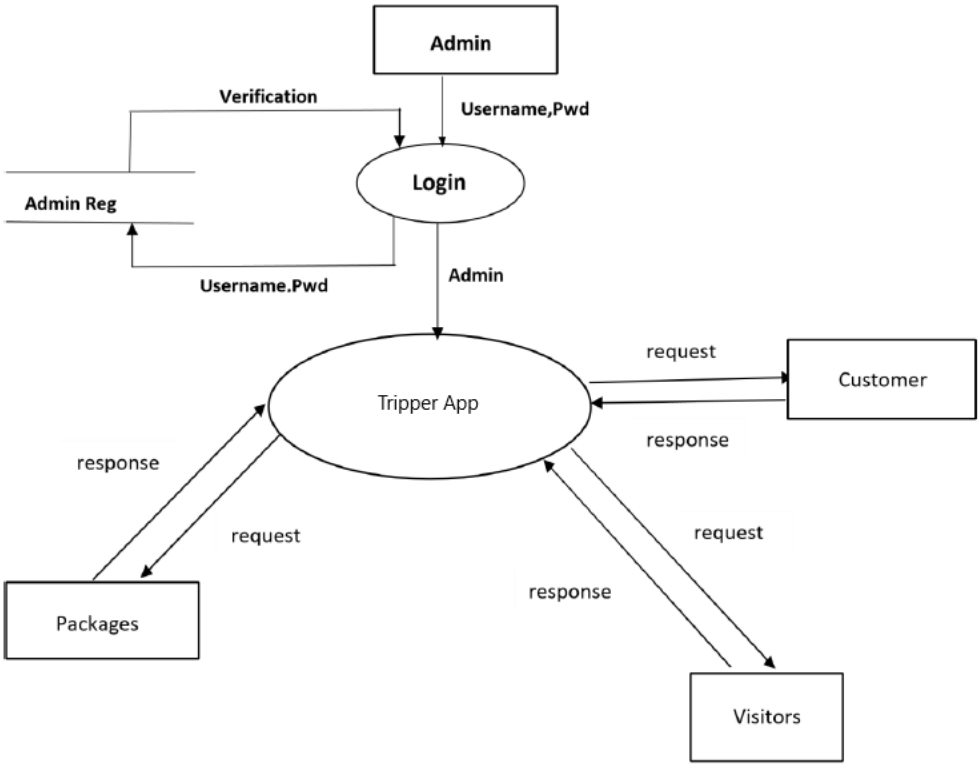

Figure 4 5.2 First Level Admin DFD

Fig 5.2 First level Data Flow Diagram for ADMIN

(ii) Administrator module

Functionalities provided

- View product's list
- Booking info
- Packages
- Visitors info
- Place orders

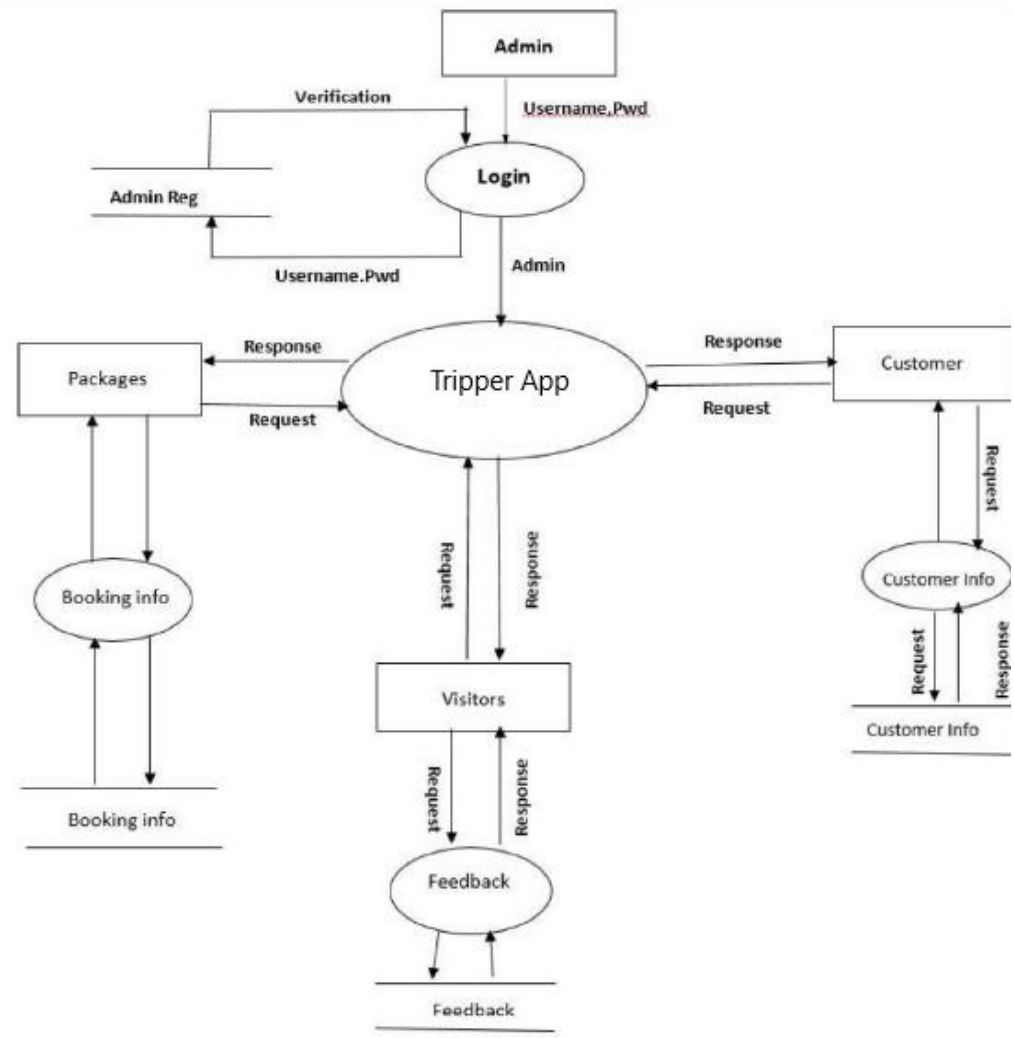

Figure 5 5.2.1 Second Level Admin DFD

Fig 5.2.1 Second level Data Flow Diagram for ADMIN

(iii) Customer module

Functionalities provided

- Create usernames and passwords
- View/ edit / delete customers accounts

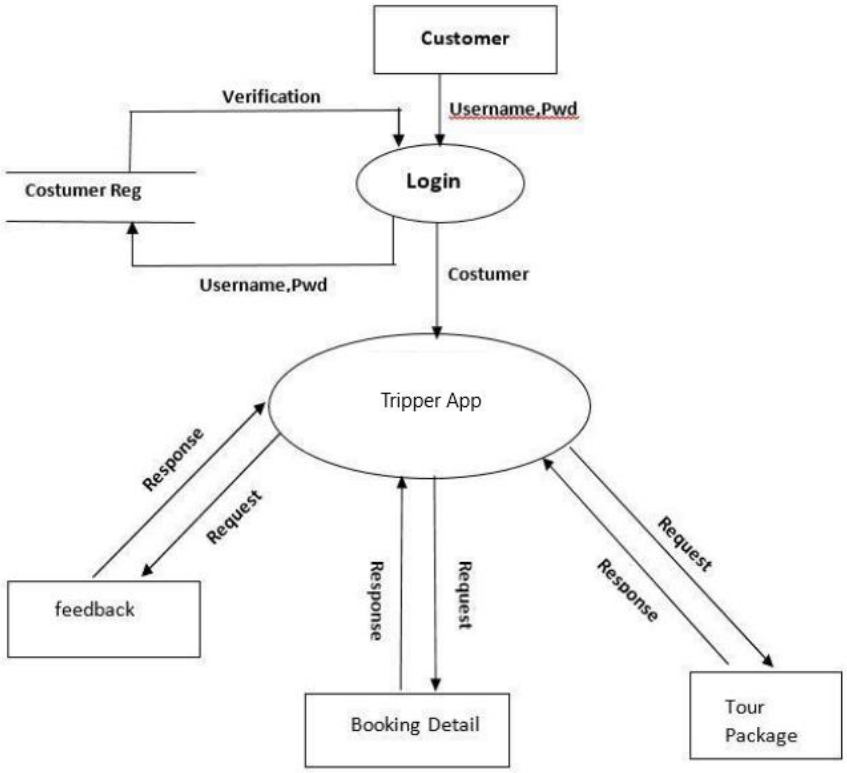

Figure 6 5.2.2 First Level Customer DFD

Fig 5.2.2 First Level Data Flow Diagram for Customer

(iv) Customer module

Functionalities provided:

- Customer Registration
- Booking Details
- Tour packages
- Feedback

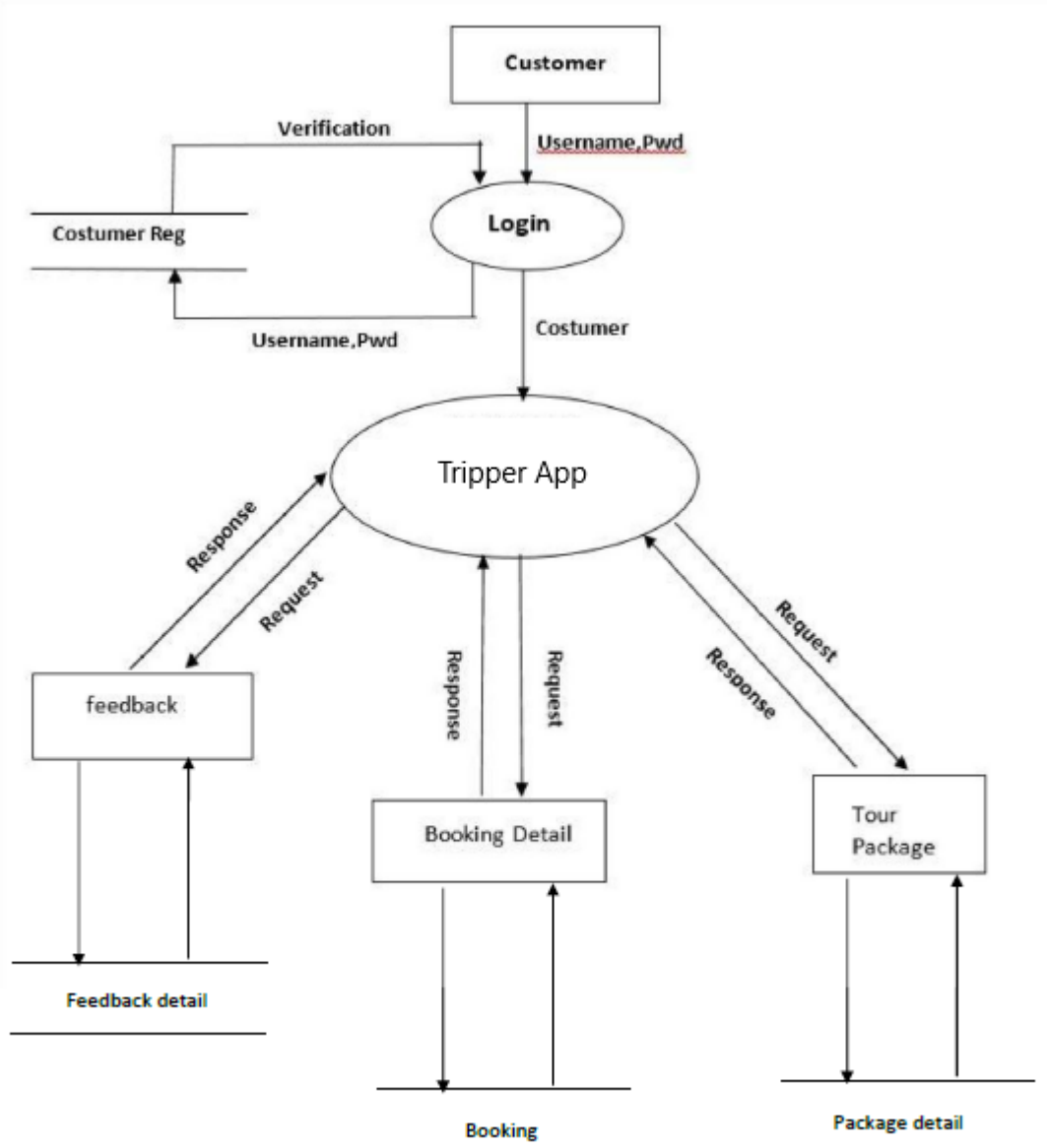

Figure 7 5.2.3 Second Level Customer DFD

Fig 5.2.3 Second Level Data Flow Diagram for Customer

5.3 Flow - Chart Diagram

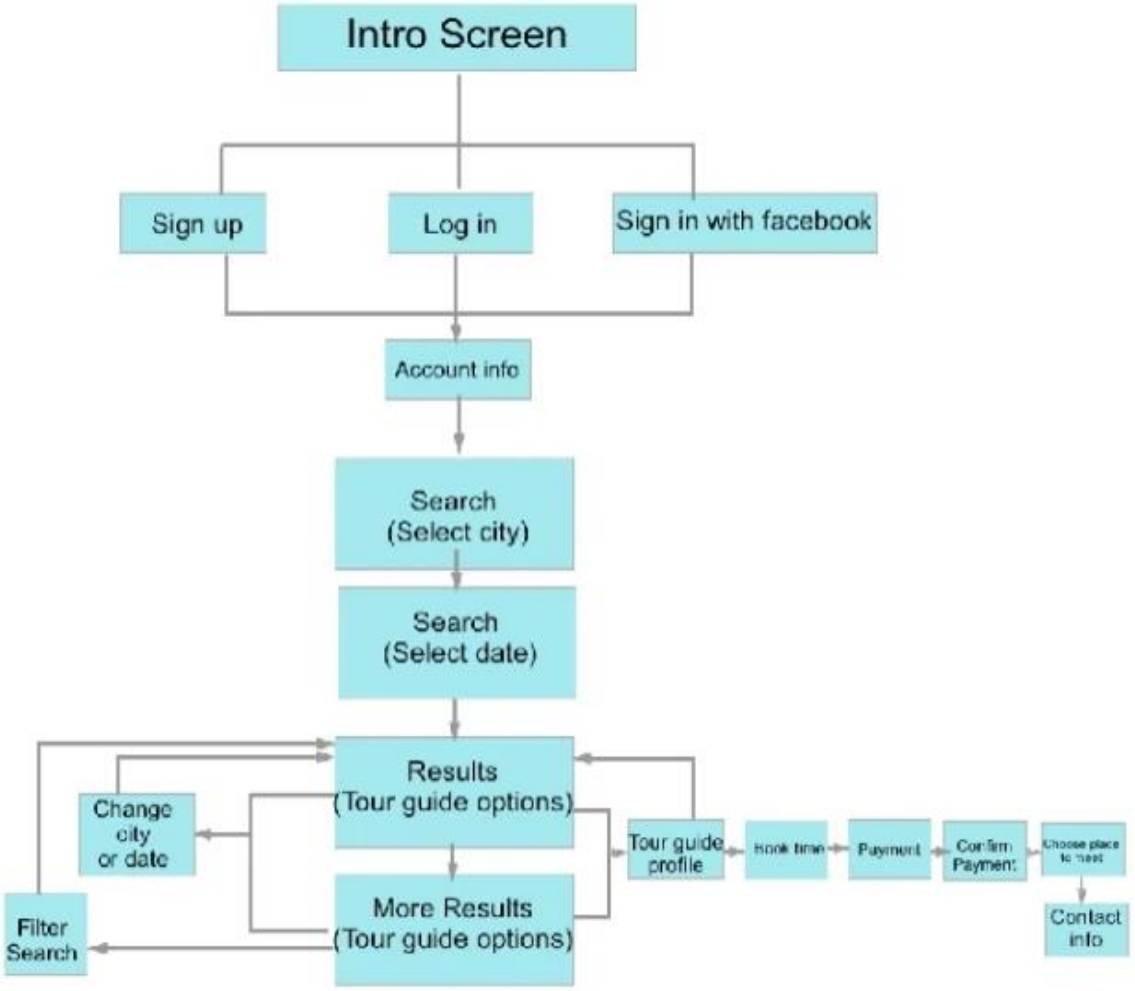

Figure 8 5.3 Flow Chart Diagram

Fig 5.3 Flow Chart Diagram

5.4 ER Diagram

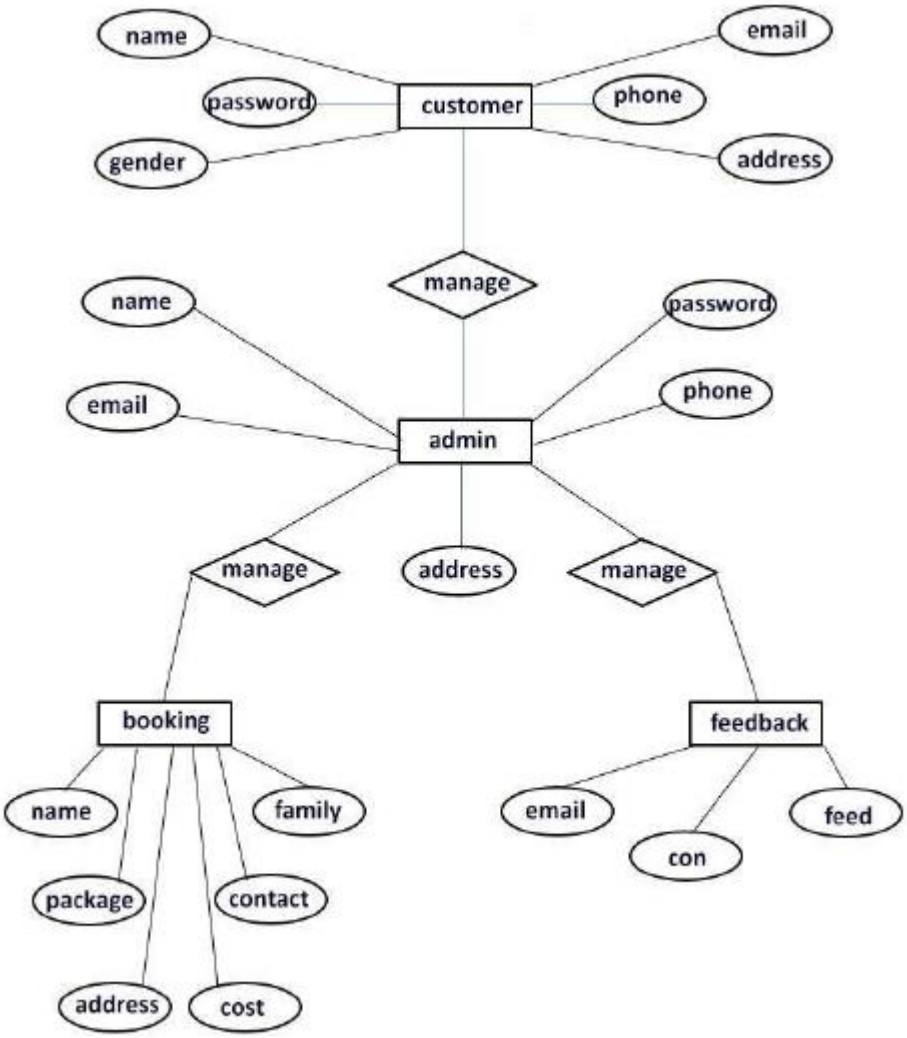

Figure 9 5.4 ER Diagram for Customer And Admin

Fig 5.4 ER Diagram For Customer and Admin

5.5 USE CASE DIAGRAM

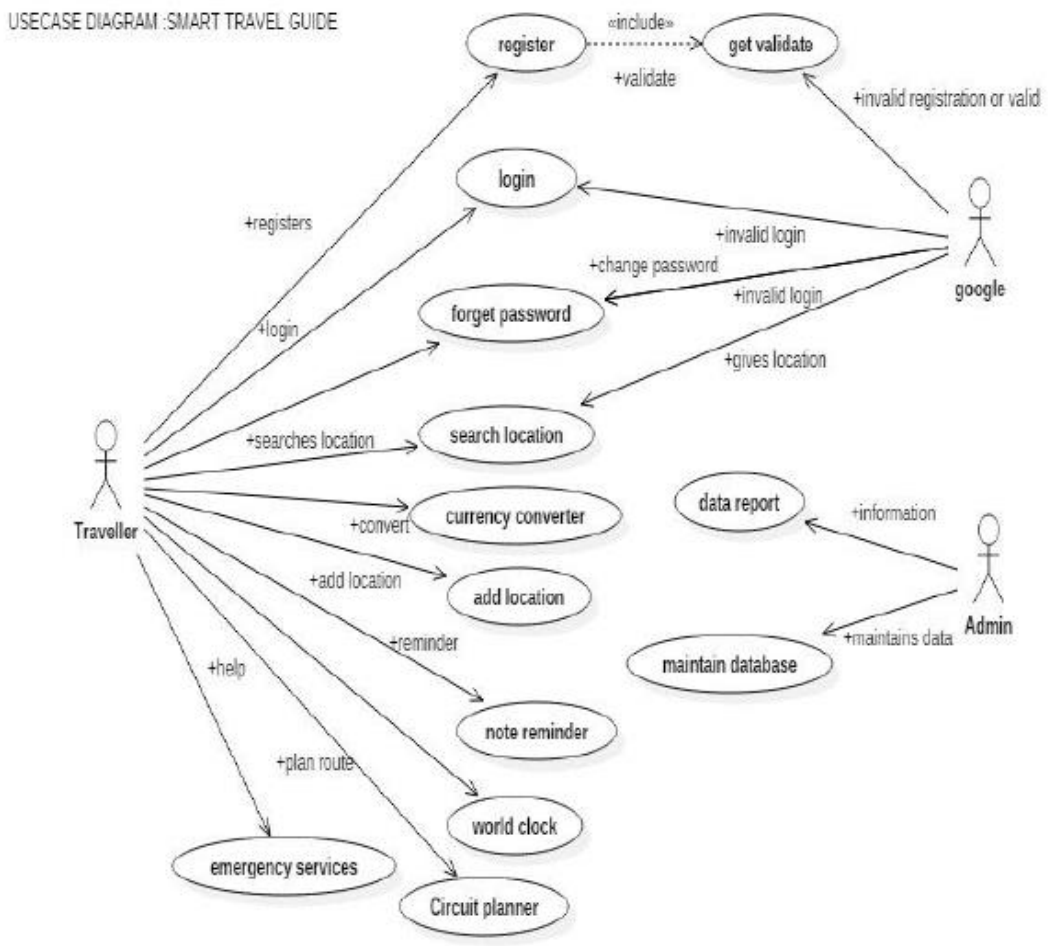

Figure 10 5.5 Use Case Diagram

Fig 5.5 Use Case Diagram

5.6 CLASS DIAGRAM

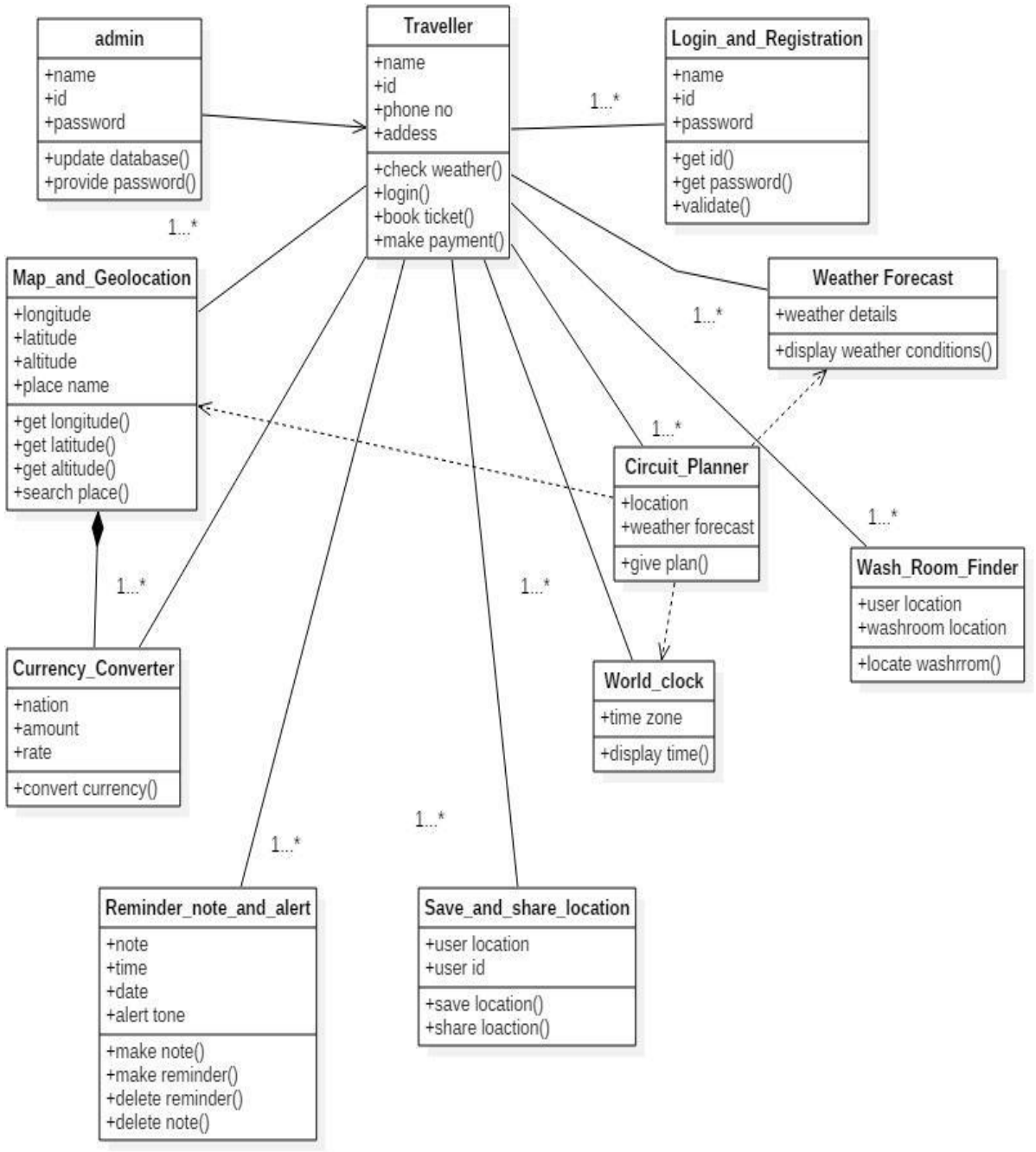

Figure 11 5.6 Class Diagram

Fig 5.6 Class Diagram

CHAPTER 6: IMPLEMENTATION

6.1 Implementation

- Technology

Kotlin

- Kotlin is a programming language that was released in 2011 by JetBrains, a company that sells integrated development environments (IDEs) for programming languages. Since then, it's become a favorite language for developers and replaced Java in many software projects.

Advantages

Kotlin's creation arose after Lead Developer Dmitry Jemerov sought features he couldn't find in Java. Scala, another language that runs on the Java Virtual Machine (JVM), was close to what he wanted, but it took too long to compile.

Jemerov wanted a language that had all the features of more modern programming languages, would run on the JVM, and would compile as fast as Java. So he created his own language, Kotlin.

Kotlin was designed as a replacement for Java on the Android operating system. Eight years after it was released, in 2019, Google finally agreed with Jemerov and most Android developers and announced that Kotlin was the preferred language for Android app development.

Here are some reasons developers prefer Kotlin to Java

- Kotlin is concise, saving time that you'd otherwise spend writing boilerplate code in Java.
- You can convert a Java file into a Kotlin file with just a script.
- Kotlin has no runtime overhead. Sometimes, adding features to a language means it has more overhead, which lowers its performance. Not so with Kotlin.

- Kotlin has a large community. If you ever get stuck, you can easily find other developers to help you on coding forums and social networks.
- Kotlin streamlines asynchronous programming. Making network and database calls asynchronously in Java is clumsy and painful. Kotlin has coroutines that make asynchronous programming simple and efficient.
- Kotlin handles nulls. A null in Java can crash a program if you haven't prepared for it. In Kotlin, you can add a simple operator to variables that may be null to prevent these crashes.
- Kotlin can run on multiple platforms. Kotlin can run anywhere Java runs, so you can use it to build cross-platform apps.
- It's easy to switch to Kotlin. Kotlin is fully compatible with Java, so you don't have to change all your code at once. You can slowly migrate an application to use Kotlin.

Android

- Android is an open source and Linux-based **Operating System** for mobile devices such as smartphones and tablet computers. Android was developed by the *Open Handset Alliance*, led by Google, and other companies.
- Android offers a unified approach to application development for mobile devices which means developers need only develop for Android, and their applications should be able to run on different devices powered by Android.
- The first beta version of the Android Software Development Kit (SDK) was released by Google in 2007 where as the first commercial version, Android 1.0, was released in September 2008.

6.2 Outcomes

The aim of proposed a system is to develop a system of improved facilities. the proposed system can overcome all the limitation of the existing system.

- Security of data.
- Ensure data accuracies.
- Proper control of the higher officials.
- Minimum time needed for various processing.
- Greater efficiency.
- Better service.
- Minimum time required

6.3 Database Tables

6.3.1 Table Name: Signup

Description- To store the customer Details

Table 4 6.3.1 SignUp

Sr. No.	Name	DataType	Constraints	Description
1.	Name	Varchar(32)	Primary key	Store Customer name
2.	Email	Varchar(32)	Not null	Store Email
3.	pass	Varchar(32)	Not null	Store Password
4.	Phone	Varchar(50)	Not null	Store Phone no.
5.	Address	Varchar(100)	Not null	Store Address
6.	gender	Varchar(100)	Not null	Store gender

6.3.2 Table Name: admin

Description- To store the admin Details

Table 5 6.3.2 Admin

Sr. No.	Name	DataType	Constraints	Description
1.	Name	Varchar(32)	Primary key	Store Name
2.	Email	Varchar(32)	Not null	Store Email
3.	pass	Varchar(32)	Not null	Store Pass
4.	Phone	Varchar(50)	Not null	Store Phone
5.	Address	Varchar(100)	Not null	Store address

6.3.3 Table Name: Booking

Description- To store the booking Details

Table 6 6.3.3 Bookimg

Sr. No.	Name	DataType	Constraints	Description
1.	Name	Varchar(32)	Primary key	Store Name
2.	family	Varchar(32)	Not null	Store Family Detail
3.	Cost	Varchar(32)	Not null	Store cost Detail
4.	Package	Varchar(50)	Not null	Store package detail
5.	Contact	Varchar(100)	Not null	Store contact detail
6.	Address	Varchar(100)	Not Null	Store address

6.3.4 Table Name: feedback

Description- To store the feedback Details

Table 7 6.3.4 Feedback

Sr. No.	Name	DataType	Constraints	Description
1.	Email	Varchar(100)	Primary key	Store Email
2.	Con	Varchar(15)	Null	Store contact
3.	feed	Varchar(200)	Not null	Store Feedback

6.4 MODULE SPECIFICATIONS

❖ Authentication Module

In order to securely access an app service, users need to authenticate to the service they need to provide proof of their identity. For an application that accesses a third-party service, the security problem is even more complicated. Not only does the user need to be authenticated to access the service, but the application also needs to be authorized to act on the user's behalf.

❖ Base Module

For most existing app projects, we don't need to change anything in our base module's build configuration. However, if we are considering adding feature modules to our app project or if we previously released our app using multiple APKs, there are some aspects to the base module's build configuration.

❖ Payment Module

- The Payment Request API brings to the web a built-in browser-based interface that allows users to enter required payment information easier than ever before. The API can also invoke platform-specific payment apps.

- Compared to using just Android Intents, Web Payments allow better integration with the browser, security, and user experience:

6.5 Screen Shorts

6.5.1 Log In page

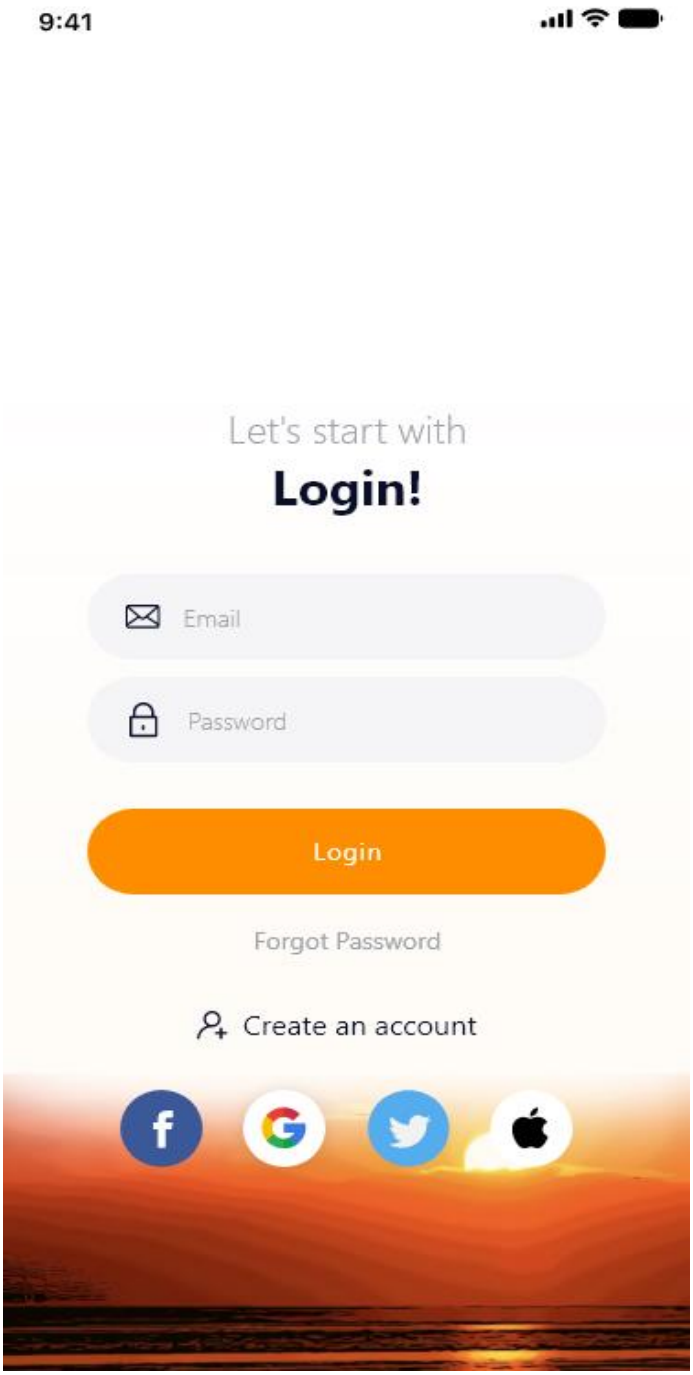

Figure 12 6.5.1 Log-In Screen

6.5.2 Create Account

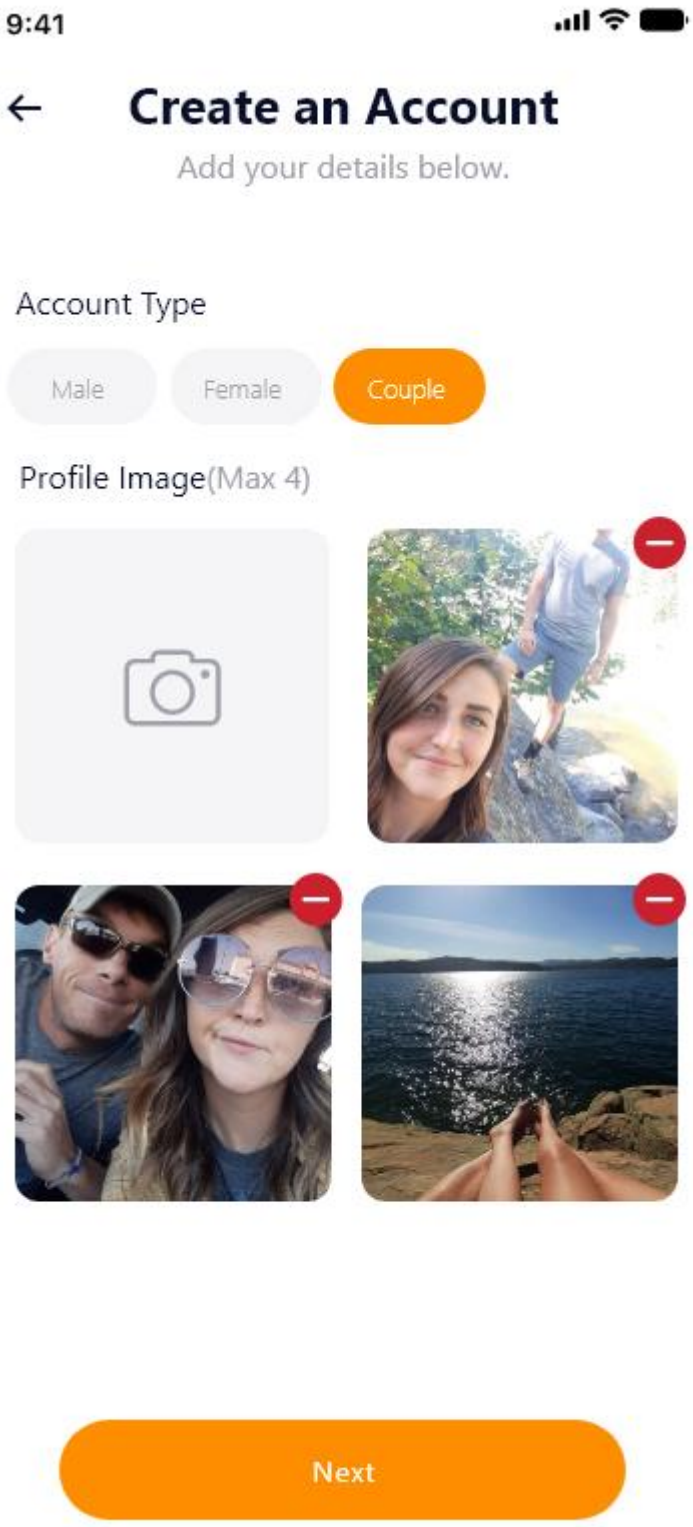

Figure 13 6.5.2 Create Account Screen

6.4.3 Home Page

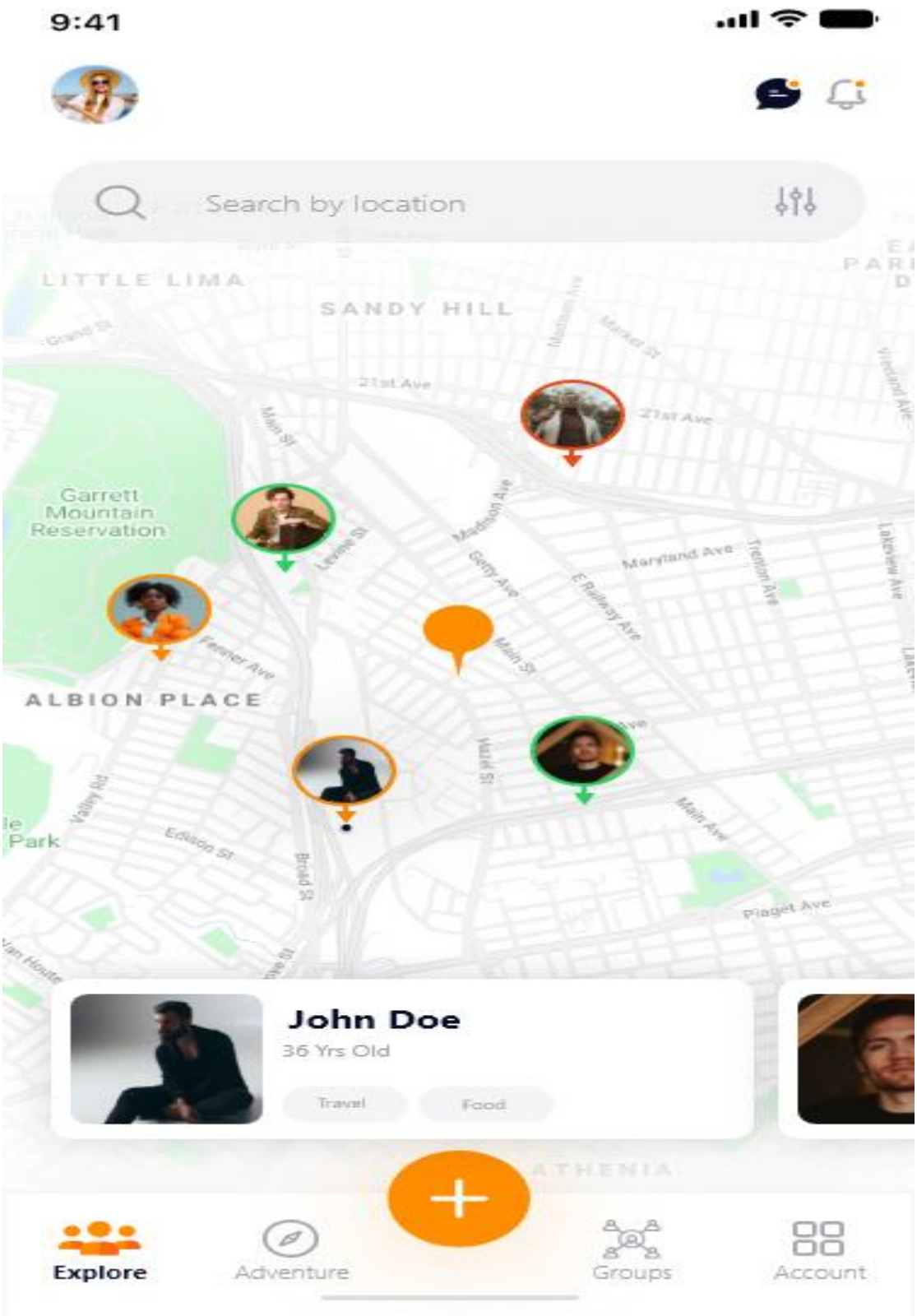

Figure 14 6.4.3 Home Screen

6.4.4 Subscription plan

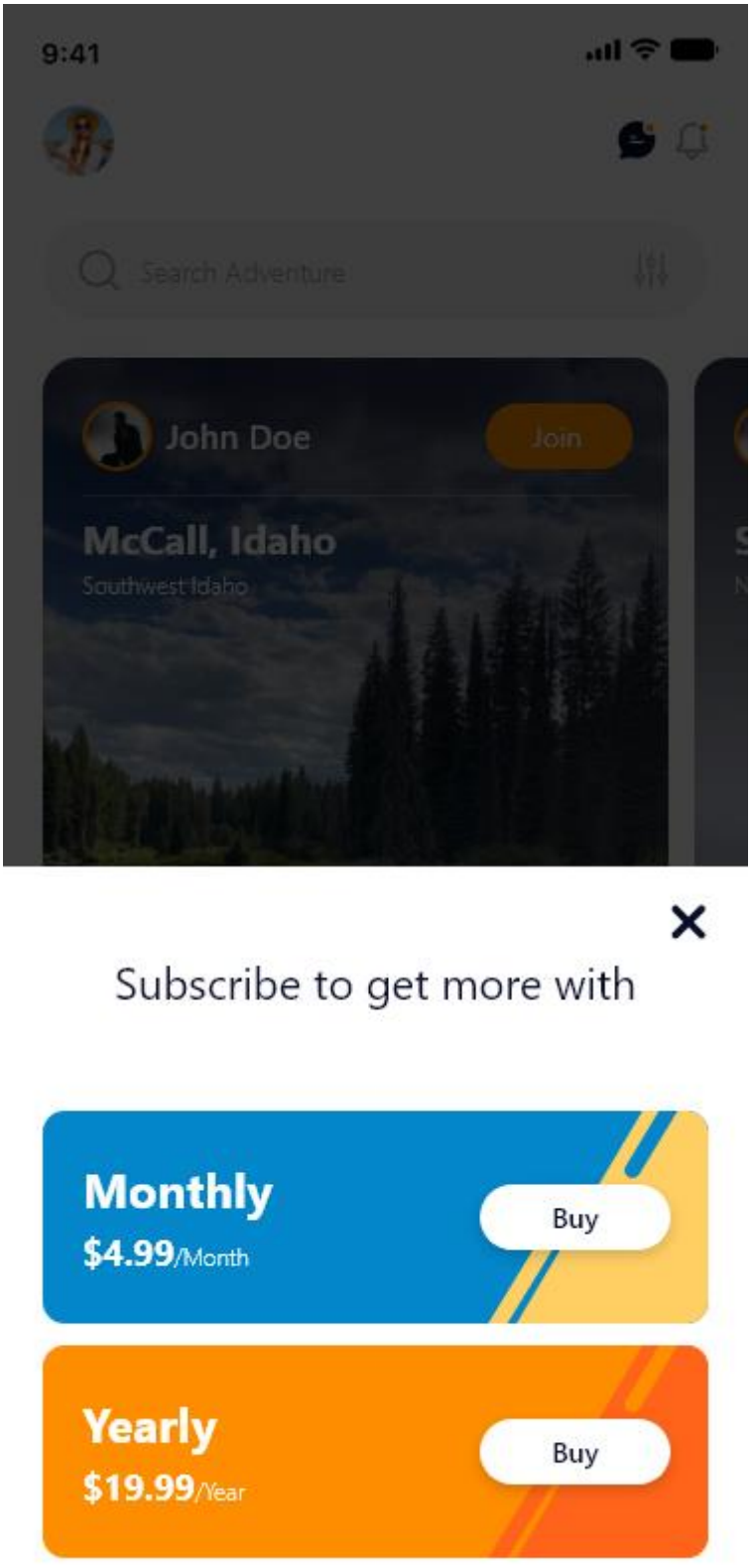

Figure 15 6.4.4 Subscription Plan Screen

6.4.5 Adventure

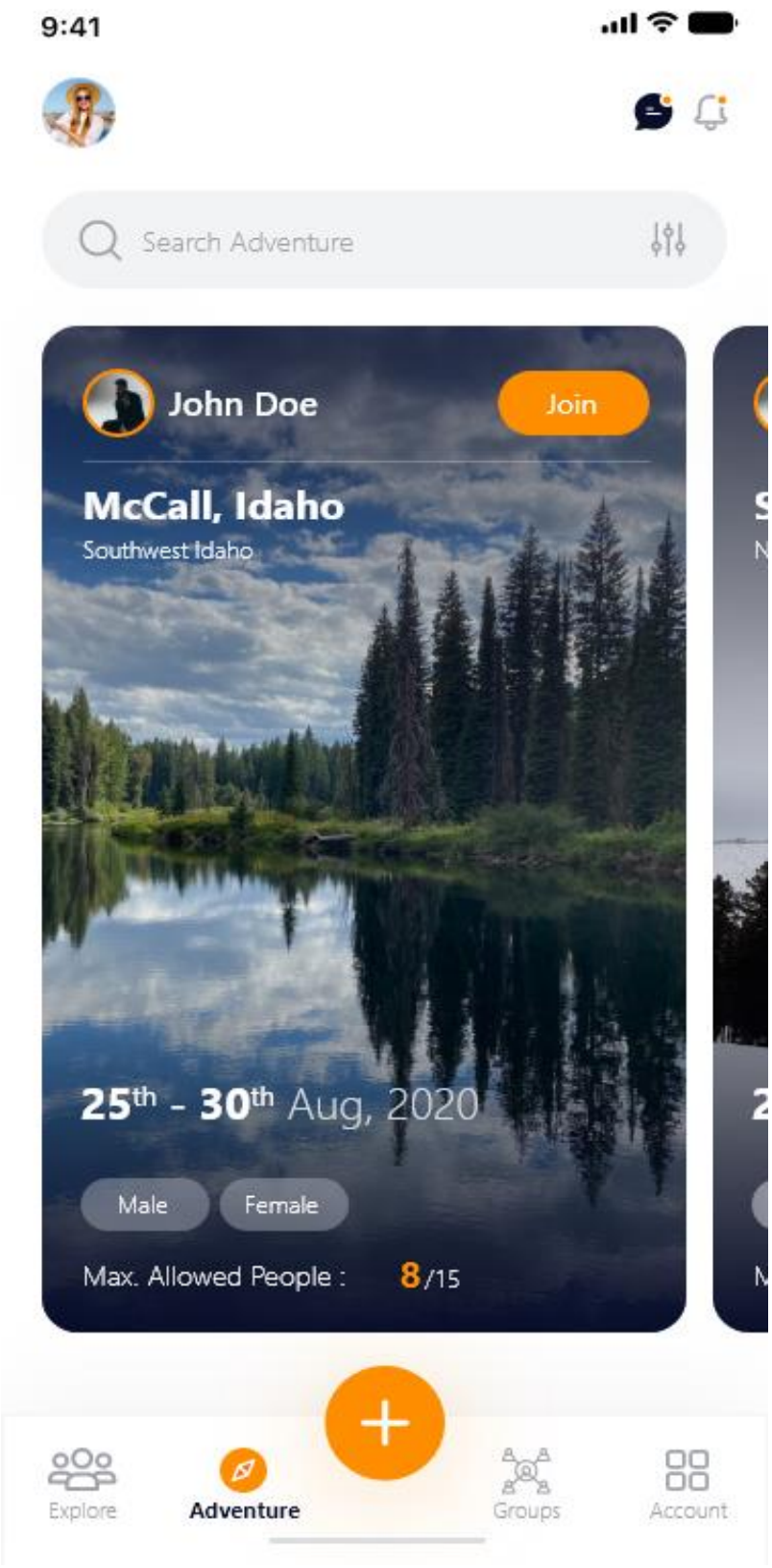

Figure 16 6.4.5 Adventure Screen

6.4.5 Filters

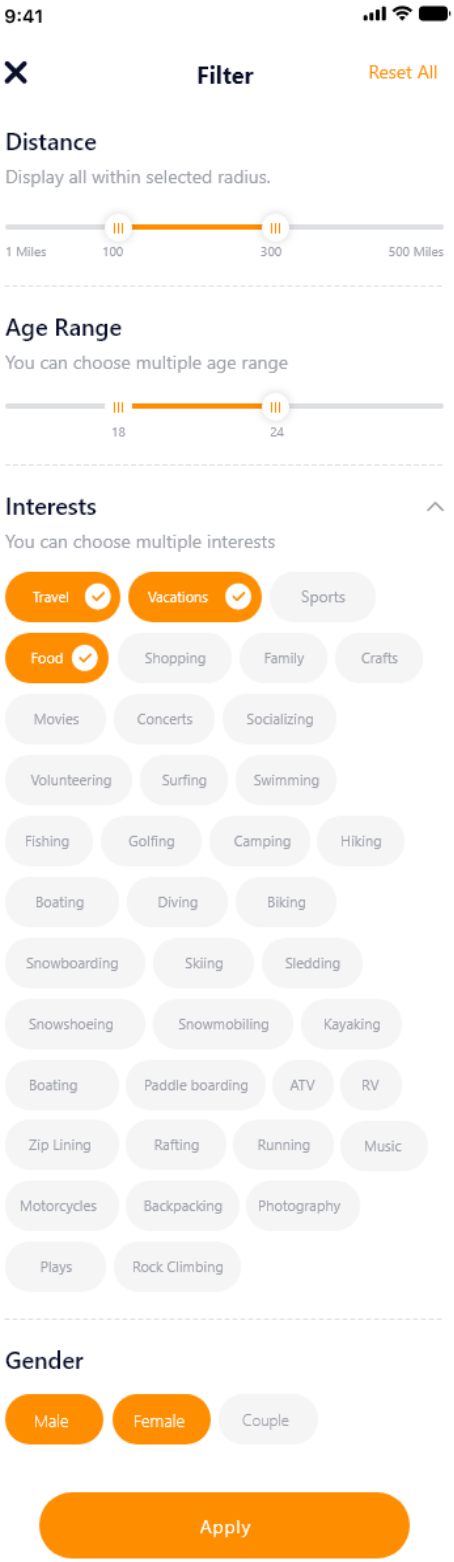

Figure 17 6.4.5 Filters Screen

6.4.6 Groups

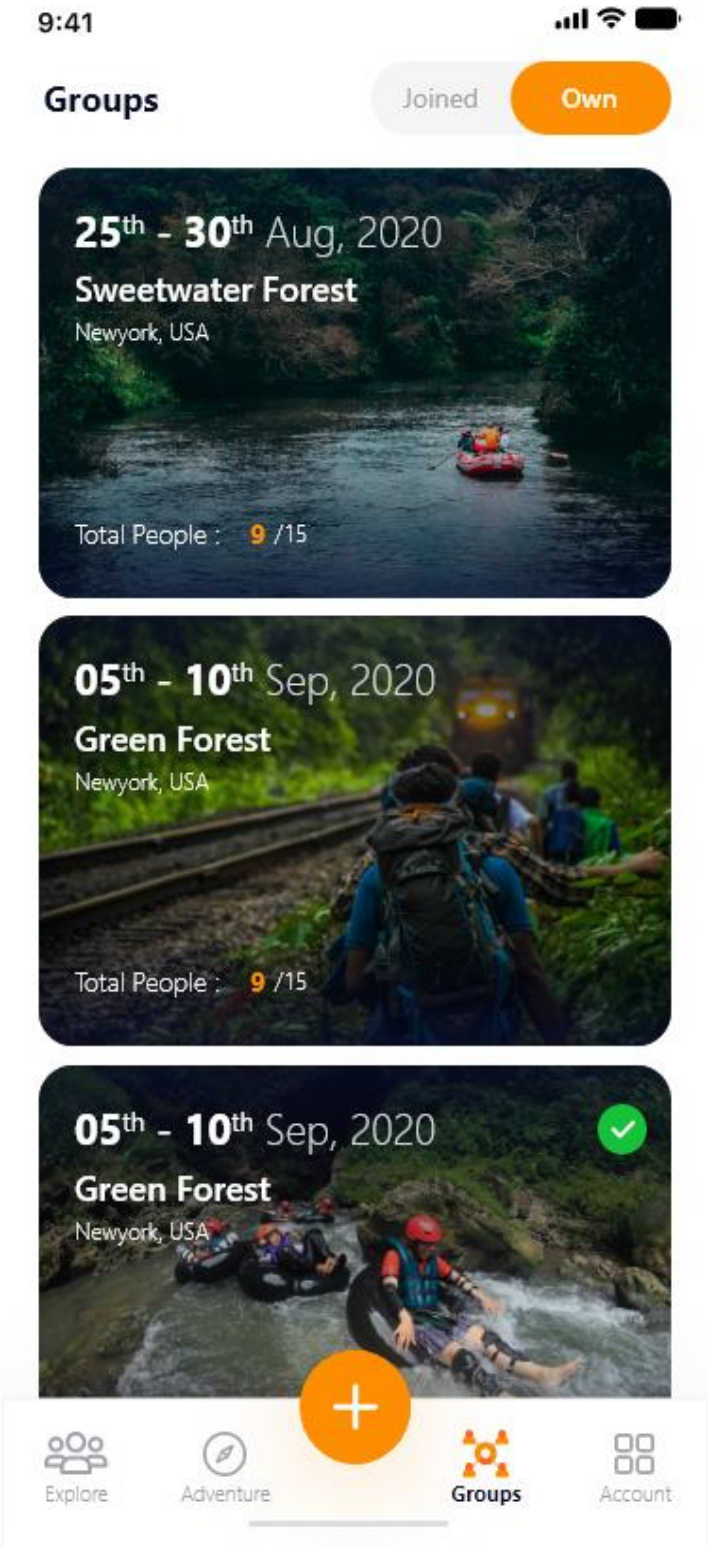

Figure 18 6.4.6 Travel Groups Screen

6.4.7 User Details

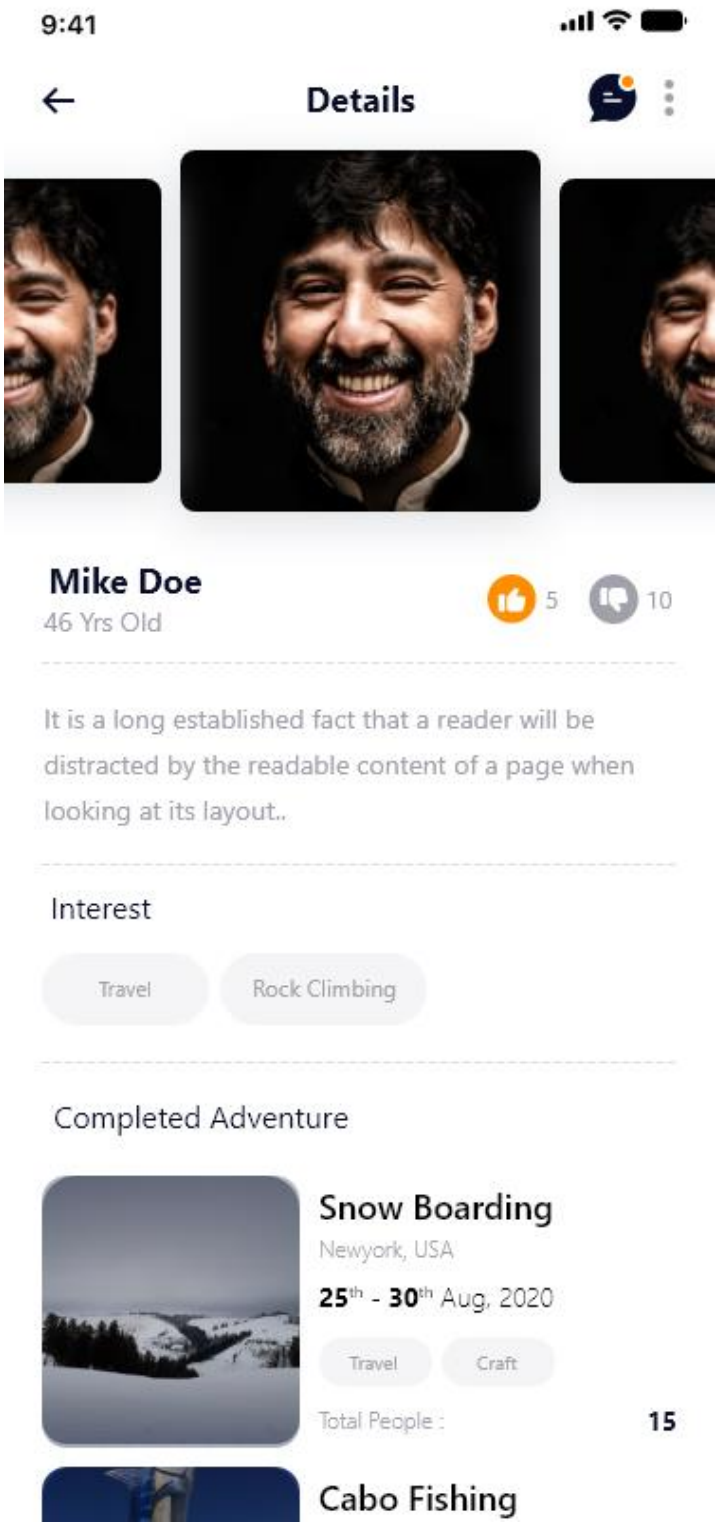

Figure 19 6.4.7 User Details Screen

6.4.8 Group Charts

Figure 20 6.4.8 Groups Charts Screen

6.4.9 Upvotes

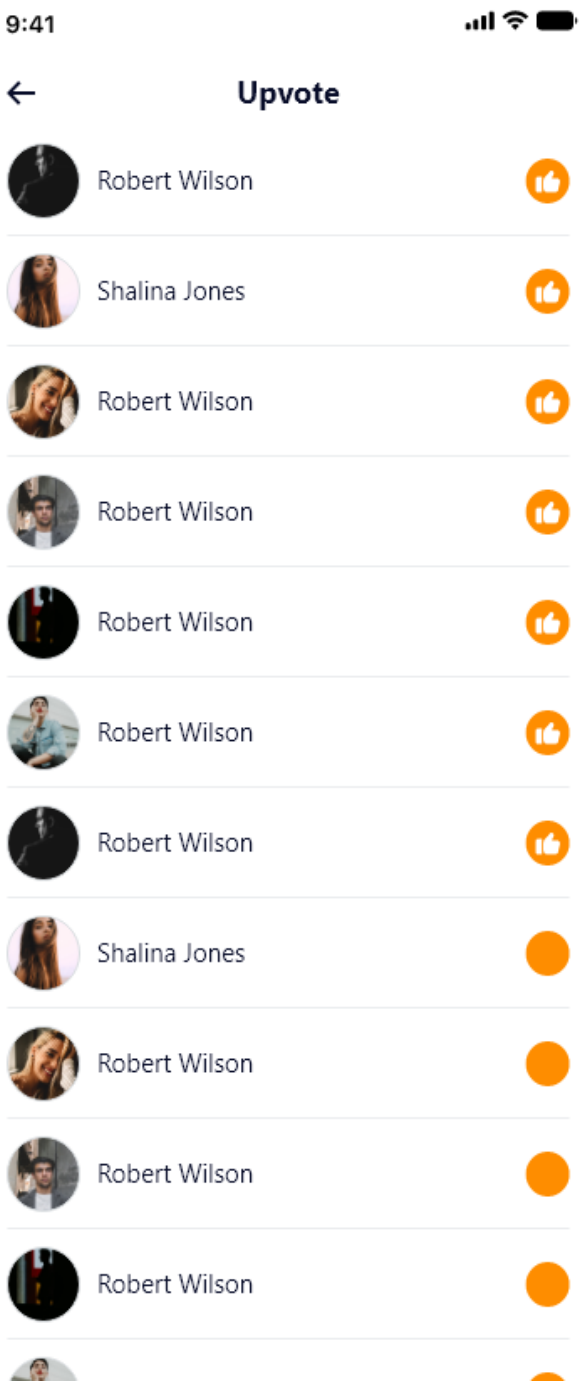

Figure 21 6.4.9 Upvotes Screen

6.4.10 Downvotes

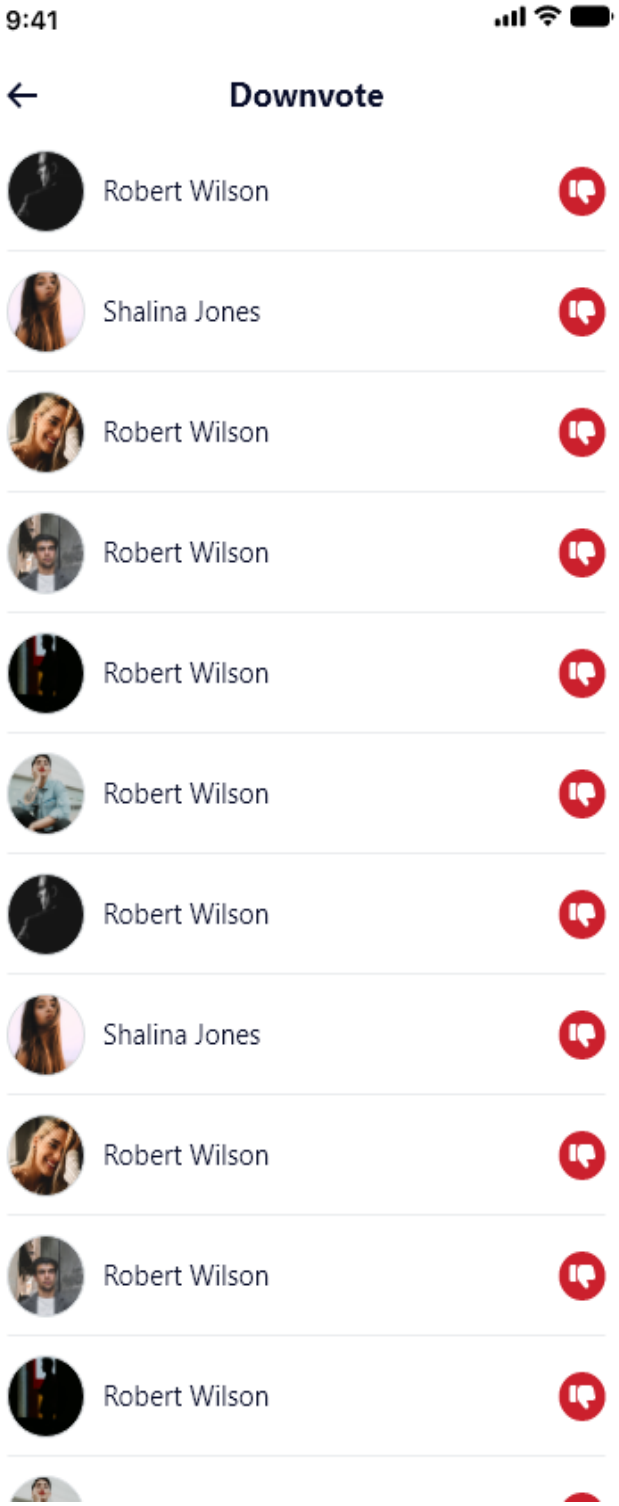

Figure 22 6.4.10 Down Votes Screen

6.4.11 Payment Screen

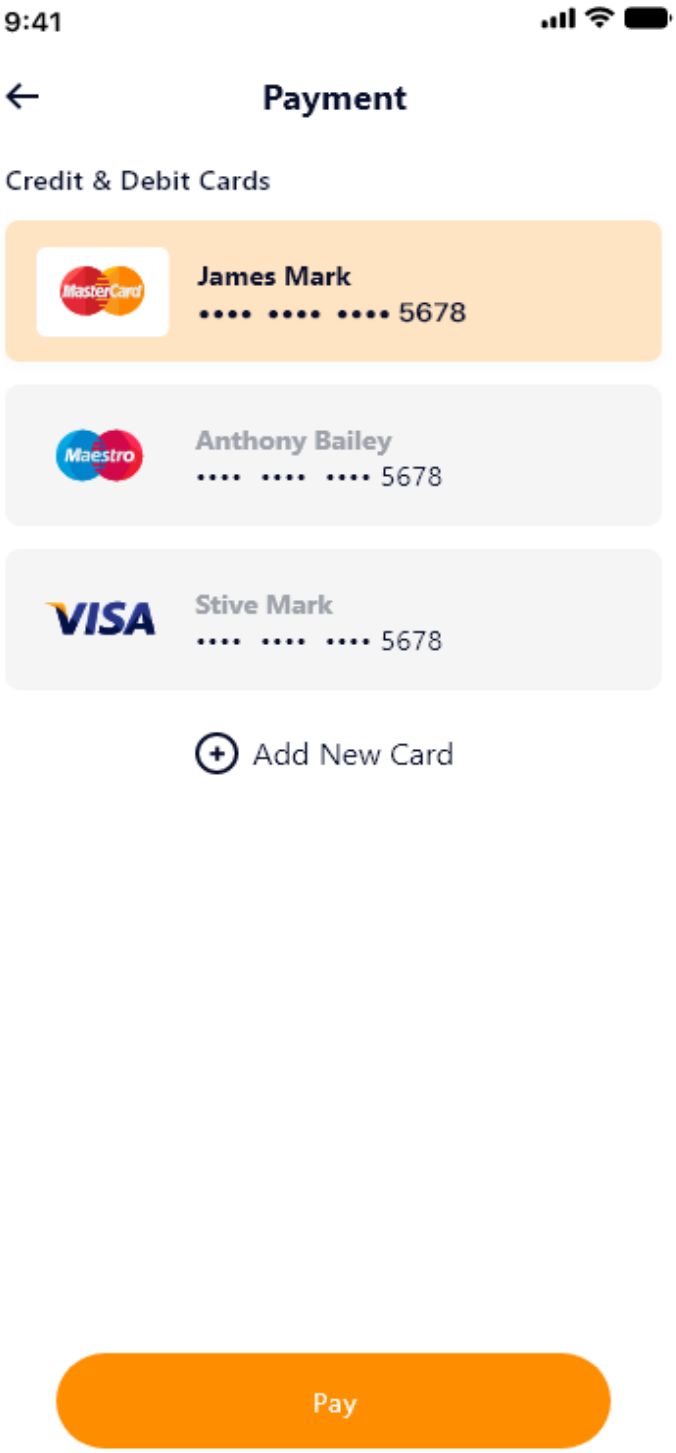

Figure 23 6.4.11 Payment Screen

6.4.12 Feedback Form

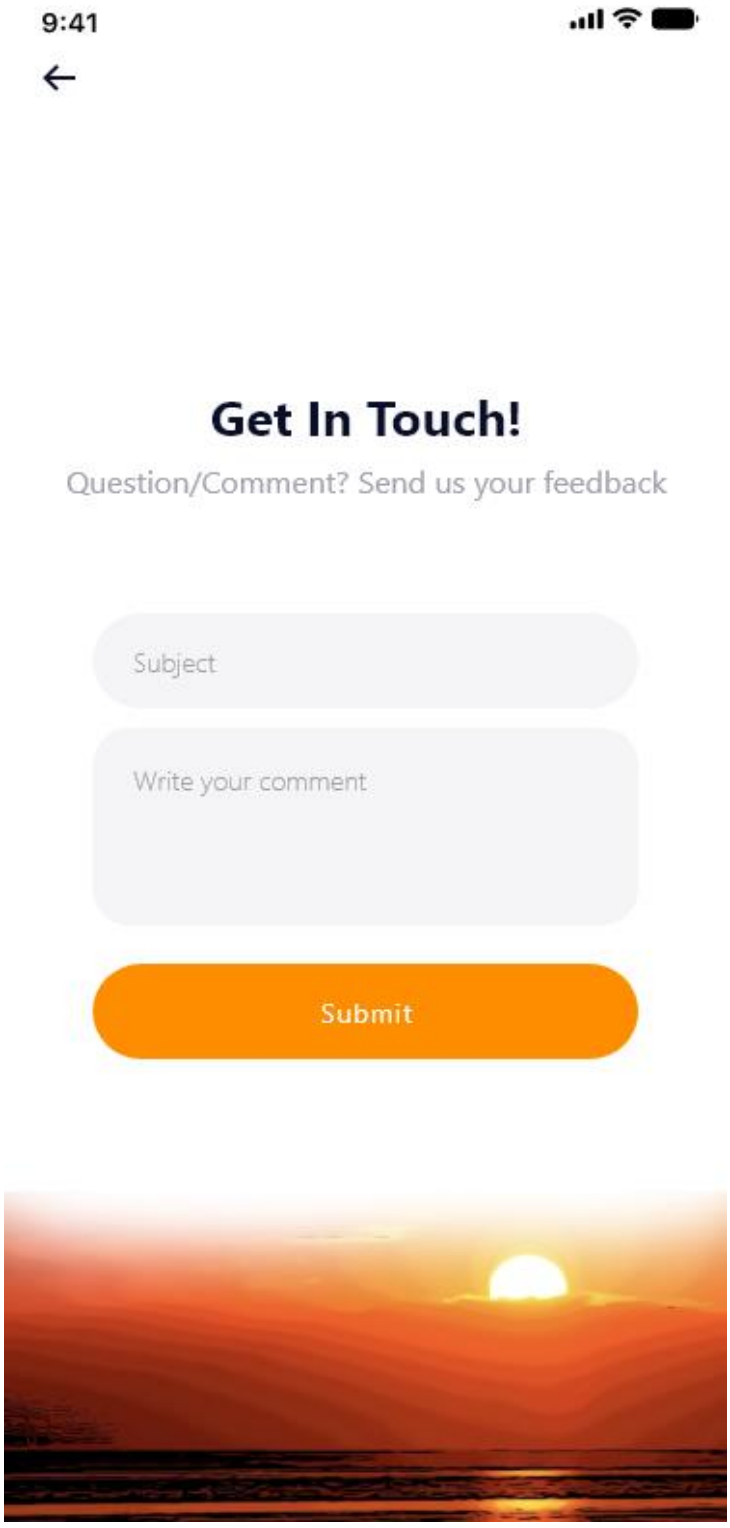

Figure 24 6.4.12 Feedback Form Screen

CHAPTER 7: TESTING

7.1 Testing

Test More and Test Frequent is Organization's tagline for testing. A typical screen in PHP is tested at four levels before it goes for production.

Level 1 is generally the work to be tested by other developers (this is typically first level of testing where focus is not on requirement but focus on end user testing).

Level 2 is level Where a senior programmer comes into the testing cycles of the screen

Level 3 is level Where tester comes into picture. The tester will test the software for both user as well as technical point of view.

Level 4 is level Where We makes the code and screen is tested to the core and each and every Standard must be followed and verified.

(i) References available while testing

- Project plan.
- System requirement.
- High level design document.
- Detail design document.
- Methodology.
- Low level design.

(ii) Testing strategy

Testing is process of executing a program with the intent of finding an error. A successful test is one that uncovers a yet-discovered error.

There are some methods using that testing of system is done with the intention of finding all possible errors/bugs in the system.

➢ Black Box Testing

Black box testing also known as Behavioural Testing, is a software testing method in Which the internal structure/design/implementation of the item being tested is not known to the tester.

➢ Structural Testing

Structural testing, also known as glass box testing or white box testing is an approach Where the testes are derived from the knowledge of the software's structure or internal implementation.

➢ Integration Testing

Integration testing (sometimes called integration and testing, abbreviated I&T) is the phase in software testing in which individual software modules are combined and tested as a group. It occurs after unit testing and before validation testing.

➢ Unit Testing

Unit Testing is a level of software testing where individual units/components of a software are tested.

CHAPTER 8: CONCLUSION

8.1 Overall Analysis

Here we have presented the design of a Tripper App that can provide the users with the required tourism guidance required anytime and anywhere. This is a combination of smartphone and Internet services. The tour management website contributes a reasonable way for the users to schedule their trips, since it provides detailed information about the tourist places including description, image and map. 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.

8.2 Future enhancement

- In future, we will give facility of online donation.
- 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 website.
- Tripper app will try to serve all expectations.
- Not a single website is ever considering as complete forever firstly because there is always something new requirement also are growing day by day.
- More facilities will be enhanced in this project, such as:
    - Create Manual package by need of customers.

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