VOYAGERS' SOCIAL CHECK-IN

A Mini Project Report

Submitted to the Faculty of Engineering of
JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA, KAKINADA

In partial fulfillment of the requirements for the award of the Degree of

BACHELOR OF TECHNOLOGY
In
COMPUTER SCIENCE AND ENGINEERING

By

M MOHAMMED KAIF (19481A05E8)

M CHANDANA SAI (20481A0514)

N SAI KEERTHI (19481A05H0)

M V SIVA SAI KARTHEEK (19481A05D8)

Under the Enviable and Esteemed Guidance of
Mrs. S. RAGA DEEPTHI,
Assistant Professor, Department of CSE

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

SESHADRI RAO GUDLAVALLERU ENGINEERING COLLEGE
(An Autonomous Institute with Permanent Affiliation to JNTUK, Kakinada)
SESHADRIRAO KNOWLEDGE VILLAGE
GUDLAVALLERU – 521356
ANDHRA PRADESH

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SESHADRI RAO GUDLAVALLERU ENGINEERING COLLEGE

(An Autonomous Institute with Permanent Affiliation to JNTUK, Kakinada)
SESHADRI RAO KNOWLEDGE VILLAGE, GUDLAVALLERU

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE

This is to certify that the project report entitled **"Voyagers' social check-in"** is a bonafide record of work carried out by M Siva Karthik (19481A05D8), M Mohammed Kaif (19481A05E8), N Sai Keerthi (19481A05H0), M Chandana Sai(20485A0514) under the guidance and supervision of **Mrs. S. RAGA DEEPTHI** in the partial fulfillment of the requirements for the award of the degree of Bachelor of Technology in Computer Science and Engineering of Jawaharlal Nehru Technological University Kakinada, Kakinada during the academic year 2021-22.

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Project Guide **Head of the Department**

(Mrs. S. RAGA DEEPTHI) **(Dr. M. BABU RAO)**

External Examiner

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TEAM MEMBERS

M Mohammed Kaif(19481A05E8),
M Chandana Sai(20485A0514),
N Sai Keerthi(19481A05H0),
M Siva Karthik(19481A05D8).

ABSTRACT

Voyager’s social check-in is a web-application developed with the intend to create cozy atmosphere among the co-passengers in the flight. This application works based on the user data relative to the authorised travel booking information after booking a ticket (for example consider the passenger booked a flight ticket). Whether the passenger who needs to interact with their co-passengers need to visit the voyagers’ social check-in application one week before and need to submit his (passenger’s) details regarding the traveling flight-no, seat-no etc . upon completion of the mentioned details a chat option will be enabled with this co-passengers requesting for a chat which is end-to-end encrypted. Which will increase us the security while travelling with the strangers. It also decreases the loneliness during travelling.

INDEX

CHAPTER-1

INTRODUCTION

1.1 INTRODUCTION

Now a days ,it is not possible to know our co-passengers before journey.so that we feel a bit insecure .In order to avoid this ,Voyagers' Social Check-in is a Web Based Application ,It is developed with the intend to chat with Co-Passengers ,There is No Platform to know and talk with co-Passengers. In this Web Application we can chat with co-passengers, before travelling and while in travelling. Especially for flight Passengers there are several restriction's imposed on luggage weight, Through his application ,Passenger's can share their luggage, and also for the first time Voyagers' , it would always be helpful to know some details, have some known person . Those who need to chat with co-passengers need to visit the voyagers' social check-in website One week before and need to submit details, after that chat option will be enabled.

1.2 PROBLEM STATEMENT

To Design , Develop and implement a website which can establish a virtual interaction between the co-passengers depending upon the details given by the user. By using this we can provide security among the co-passengers.

1.3 EXISTING SYSTEM

From now on there is no platform to chat with co passengers before travelling, if we want to chat with co-passengers, we have to **Contact Physically** (physical chat) with co-passengers , The passengers who are travelling in flight have some restrictions on luggage's(with minimum weight for passenger).So that we need an application/website which we can chat with co-passenger's.

1.4 DISADVANTAGES

- To chat with co-passengers we have to physical contact with co-passenger's.
- For flights we have to pay extra money for over weight(minimum weight is 23kg s).

1.5 PROPOSED SYSTEM

- The main objective is to chat with Co-passengers before travelling and while travelling.
- We collected the dataset provided in **'KAGGLE'** platform containing 200 records with 8 features.
- These features are E-mail, Name, Airlines ,Source, Destination, Seat No ,Time and Date are the features in our dataset.
- With the use of PHP and MYSQL languages a statistical Website is built to chat with Voyagers'.(co-passengers)

1.6 ADVANTAGES

- By using this website we can chat Co-passengers before and while travelling.
- In flights we have restrictions imposed on luggage weight ,for that ,by using this website we can share luggage with co-passengers. .
- For the first time voyagers' , it would always helpful to know some details, have some known person.

CHAPTER-2
REQUIREMENT ANALYSIS

2.1 FUNTIONAL REQUIREMENTS

- This refers to the necessary tasks , action or activities that the system must accomplish , or enable the user to do.
- The Voyagers' social Check-in is a secure chatting website with which user can chat with by mobile phone also.
- Input credentials like E-mail, Name, Airlines, Source, Destination, Seat No, Time and Date.

2.2 NON FUNTIONAL REQUIREMENTS

- High Performance
- Highly Reliability
- High Maintainability
- Less Usability
- Voyagers' satisfaction

2.3 SOFTWARE REQUIREMENT SPECIFICATIONS

- Operating System : Windows.
- Front-End : Html, CSS, Java Script.
- Frame Works/Libraries : Bootstrap, jQuery.
- Back-End : MySQL.
- Server : XAMPP Server.

2.4 HARDWARE SPECIFICATIONS

- Computer : Desktop/Laptop.
- Processor : Pentium III Processor or more.
- RAM : 4 GB.
- Hard Disk : 10GB hard disk.

CHAPTER - 3
DESIGN

3.1 SYSTEM ARCHITECTURE

Architecture can be referred to as a flow diagram, from where the user enters down to the CPU of the server and the power cord connected to it. To be more precise, the technologies, methods, and how everything is arranged to form a complete product is what the architecture of a system refers to.

It includes the following:

Front-end (or) Client Side

The topmost visible layer is the 'frontend'. In this web-application, we used HTML (Hypertext Mark-up Language), CSS (Cascading Style Sheets) and Bootstrap for styling, and JS (JavaScript) for interactivity and function.

Back-end (or) Server Side

The backend of a website consists of a server, an application, and a database. The backend is where a programming language is used (unlike HTML and CSS which are mark-up languages). In this website, we used PHP (Hypertext Pre-processor). Any information entered in the frontend; the application stores it in a database that was created on a server.

Database

A web database is a database application designed to be managed and accessed through the internet. This means that we have a web page that grabs the information from a web page and inserts that information into the database to which the web page is connected. Here the web page is connected to the database by programming (precisely using PHP). It can also display information based on the request. Website operators can manage this collection of data.

The Server

A server is a type of computer or device on a network. It means that they perform no other tasks besides their server tasks. In this website development, we have used a local host server. A local host is a hostname that refers to the current computer used to access it. It is used to access the services that are running on the host via the loopback network interface. We used 'XAMPP' that serves as a localhost server

3.2UML DIAGRAMS

UML stands for Unified Modelling Language. UML is a language for specifying, visualizing, and documenting the system. This is the step while developing any product after analysis. The goal from this is to produce a model of the entities involved in the project which later need to be built.

UML was created by the Object Management Group (OMG) and UML 1.0 specification draft was proposed to the OMG in January 1997.

UML is not a programming language but tools can be used to generate code in various languages using UML diagrams

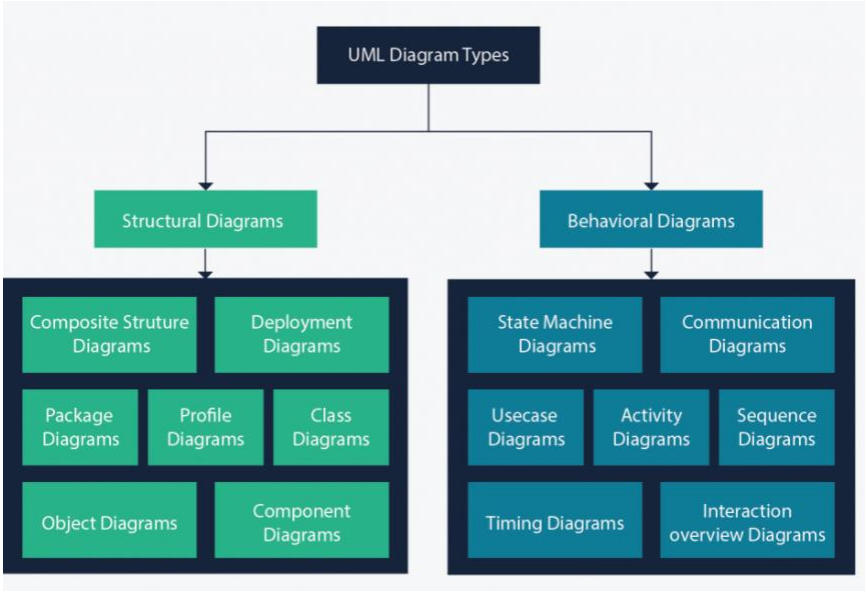


Fig:-1 UML Diagram Types

3.2.1 USECASE DIAGRAM

Use case diagrams give a graphic overview of the actors involved in a system, different functions needed by those actors, and how these different functions interact. It's a great starting point for any project discussion because it helps in easily identifying the main actors involved and the main processes of the system.

Use case diagram consists of use cases, actors and shows the interaction between the use case and actors. The purpose is to show the interactions

between the use case and actor and to represent the system requirements from the user's perspective

Fig 2: Usecase Diagram

Actor: An actor in UML specifies a role played by a user or any other system that interacts with the system.
Here actors are:

- Admin
- User

Use Case: use cases are a set of actions that some system or systems (subject) should or can perform in collaboration with one or more external users of the system (actors).
Use cases are

- Login
- Select destination
- Private chat
- Group chat
- Admin commands
- Logout

3.2.2 CLASS DIAGRAM

Here there are Four classes, They are login, chat box , administrator and conversation classes.

- The class attributes used by login class are email ,name, Transport, seat, source, destination and the class operations are login, admin login.
- In the same way the class attributes used by chat box class are message and the operations are Send and refresh
- In the same way the class attributes used by Administrator class are login ,password and the operations are add user ,delete user, delete messagess .
- In the same way the class attributes used by conversation class are Select user and the operations are Send and refresh the results as shown in fig: 03.

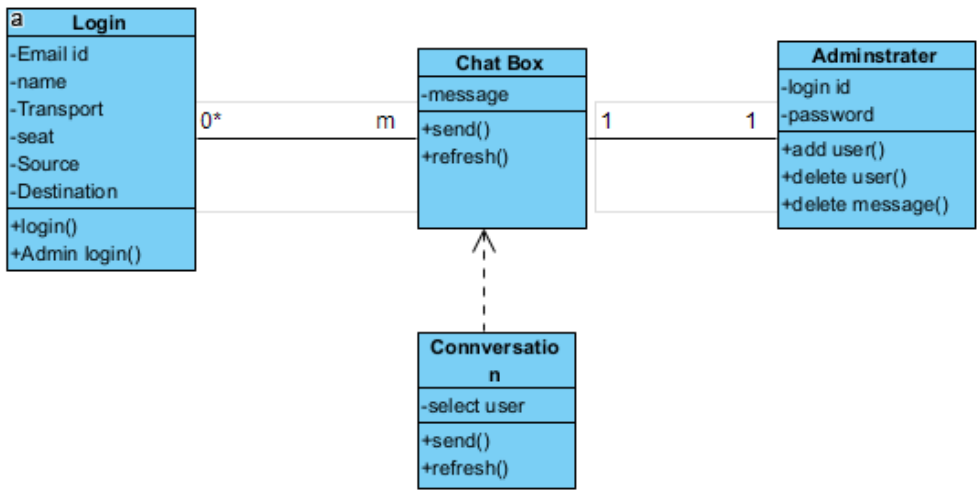


Fig 3: Class Diagram

First the system asks user to give inputs. Login credentials to the system and the given data with the login page is validated .if validation is correct then displays the chat box to the user on the screen. Else it displays error message.

3.2.3 ACTIVITY DIAGRAM

Fig: 04 shows the activity diagram of Voyagers' 'social check-in . It shows the flow from start symbol as starting and ends with a stop symbol.

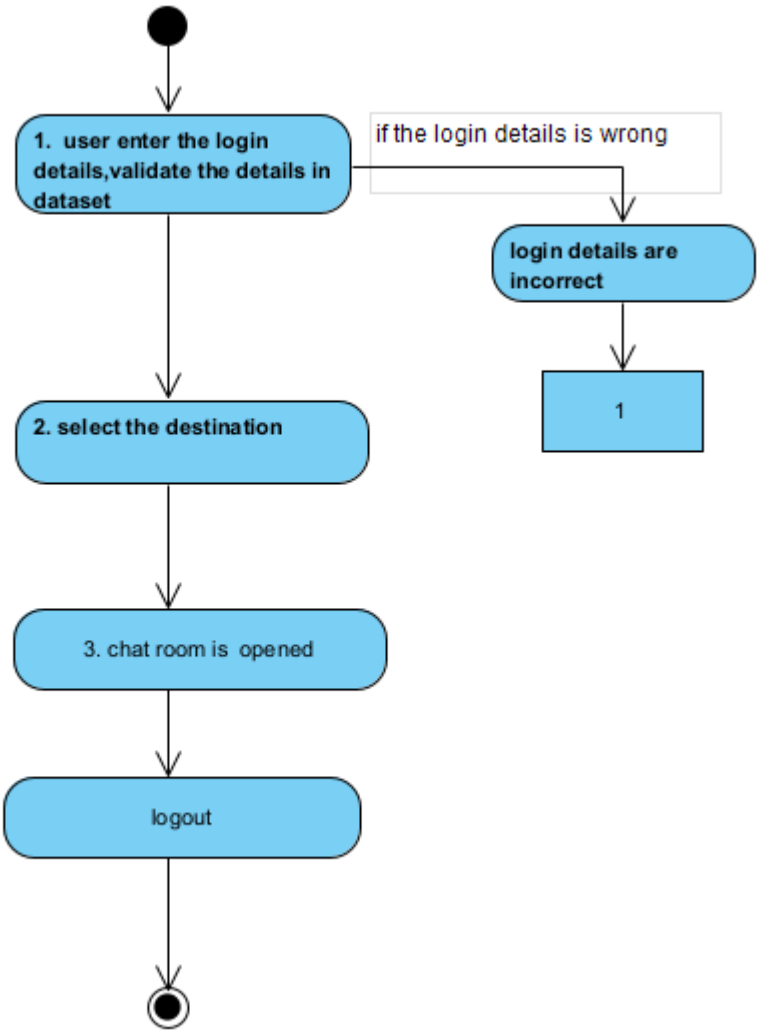


Fig 4: Activity Diagram

Here the user login by the login credentials ,after that destination page is opened, After select destination page chat box is opened.

3.2.4 SEQUENCE DIAGRAM

A sequence diagram simply depicts interaction between objects in a sequential order i.e., the order in which the interactions take place. We can also use the terms event diagrams or event scenarios to refer to a sequence diagram.

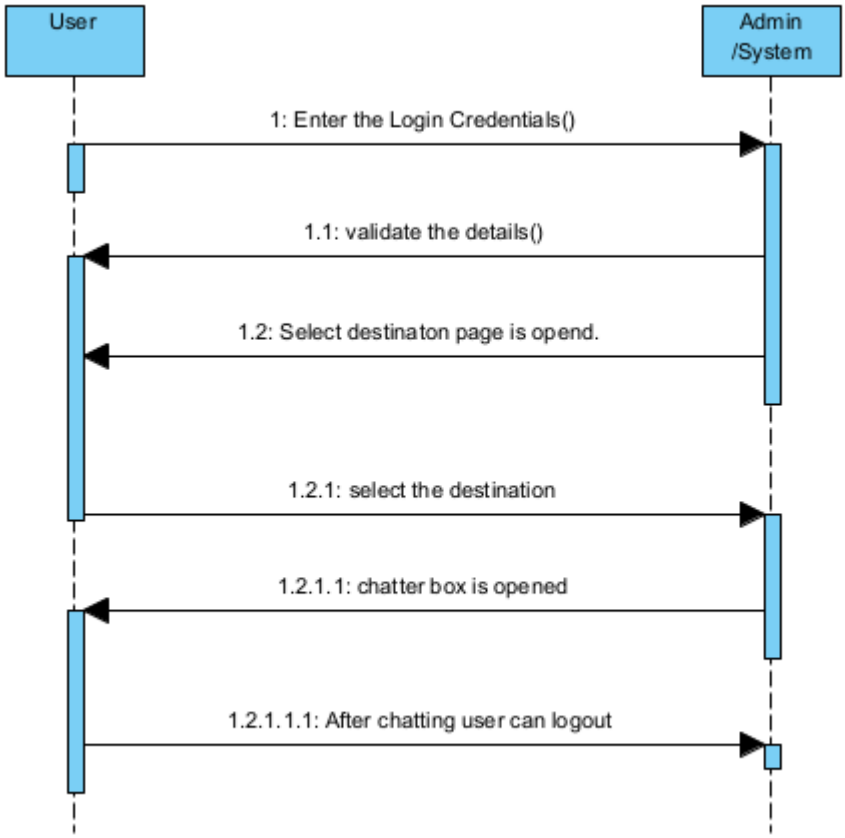


Fig 5: Sequence Diagram

Here the user login through login page. After login, destination selection page is opened , after that chat box is opened.

CHAPTER - 4

IMPLEMENTATION

4.1TECHNOLOGY DESCRIPTION

HTML :-

HTML stands for "Hypertext Markup Language". HTML is a SGML (Standard Generalized Markup Language) application widely used to create web pages. It is basically a formatting language and not a programming language.HTML is a language that is easy to write, easy to understand and highly portable. HTML is not a compiled language and is directly interpreted by a browser.

HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items.

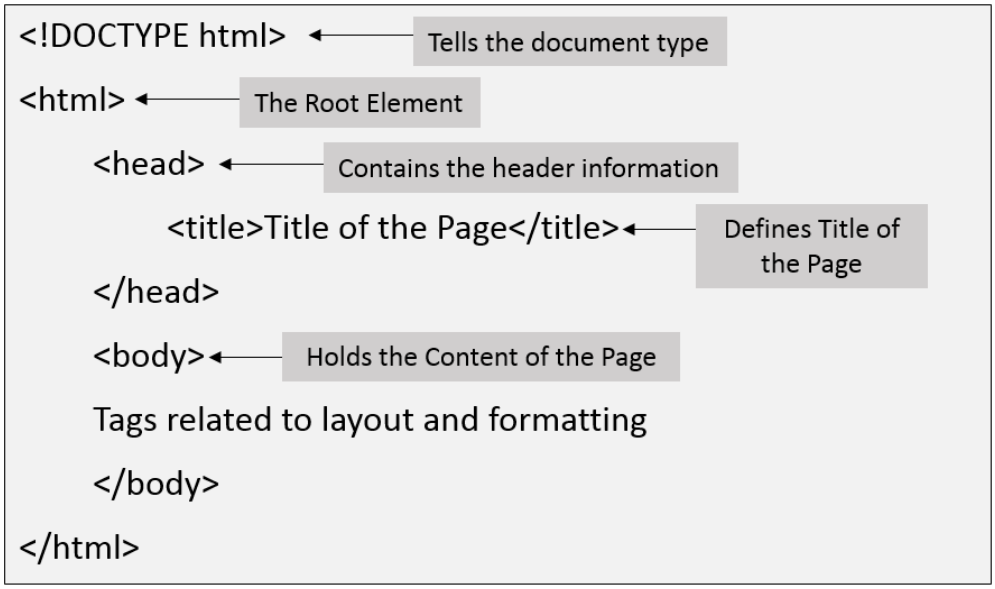
STRUCTURE OF HTML

HTML elements perform a defined task. HTML uses two types of elements

Empty Tags: Empty tags represent formatting constricts such as line breaks and horizontal rules. E.g.: <tag-name>

Container Tags: Container tags define a section of text, formats, and dot all of the selected text. A container tag has both a beginning and an ending. E.g.: <tag-name>

Content </tag-name>



CSS :-

CSS stands for 'Cascading Style Sheets'. CSS is used to format the layout of web pages. While HTML is used to structure a web document (defining things like headlines and paragraphs, and allowing you to embed images, video, and other media), CSS comes through and specifies your document style – page layouts, colors, and fonts are all determined with CSS.

CSS describes how HTML elements are to be displayed on a screen, paper, or in other media. CSS saves a lot of work. It can control the layout of multiple web pages all at once. It is also used to define styles for the web pages, including the design, layout, and variations in display for different devices and screen sizes.

Bootstrap :-

Bootstrap is the most popular CSS framework for developing responsive and mobile-first websites. It includes HTML and CSS based design templates for typography, forms, buttons, tables, navigation, modals, image carousels, etc. ... Some additional reasons to use Bootstrap is its responsive CSS adjusts to phones, tablets, and desktop

Bootstrap 5 is the newest version of Bootstrap. It is supported by all major browsers.

Here we have used Bootstrap CDN to deliver content from application to people more quickly and efficiently. Bootstrap CDN is a public content delivery network. It enables users to load CSS, JavaScript, and images remotely from its servers.

JavaScript :-

JavaScript is most commonly used as a client-side scripting language. When a user requests an HTML page with JS in it, the script is sent to the browser and it's up to the browser to do something with it. In this website, we have used JS for enabling smooth-scroll in the web page. The smooth scrolling component is used to animate the browser scrolling when a user clicks an element linking to a different section on the same page.

PHP :-

PHP stands for Hypertext Pre-processor, which earlier stood for Personal Home Pages. It is a server-side scripting language that is embedded in HTML. It is used to manage dynamic content, databases, session tracking, even build entire e-commerce sites. It is integrated with several popular databases, including MySQL, PostgreSQL, Oracle, Sybase, Microsoft SQL Server, etc. We have used PHP to store the data that is entered on the web page in a database through programming in PHP. MySQL tables by executing SQL statements which can be also called 'queries' through writing a program in PHP.

MySQL – Database :-

A database is a collection of information that is organized so that it can be easily accessed, managed, and updated. Like a data file, a database does not present information directly to a user; the user runs an application that accesses data from the database and presents it to the user in an understandable format.

A database typically has two components: the files holding the physical database and the database management system (DBMS) software that applications use to access data. The DBMS is responsible for enforcing the database structure, including:

- Maintaining the relationship between data in the database
- Ensuring that data is stored correctly and that the rules defining data relationships are not violated.
- Recovering all data to a point of known consistency in case of system failures

In this project, we have used the MySQL database. It is a freely available open source Relational Database Management System (RDBMS) that uses Structured Query Language (SQL). SQL is the most popular language for adding, accessing, and managing content in a database.

MySQL creates a database for storing and manipulating data, defining the relationship of each table. Clients can make requests by typing specific SQL statements on MySQL. The server application will respond with the requested information and it will appear on the clients' side.

XAMPP – Server :-

The full form of XAMPP is (X) for Cross-platform, (A) Apache server, (M) MariaDB, (P) PHP, and (P) Perl. The Cross-platform usually means that it can run on any computer with any operating system.

It is open-source software developed by Apache Friends. It is localhost or a local server. This local server can work on a desktop or laptop computer. The use of XAMPP is to test the clients or website before uploading it to the remote web server. This XAMPP server software gives you a suitable environment for testing MYSQL, PHP, Apache, and Perl projects on the local computer.

Visual Studio Code :-

Visual Studio Code is a streamlined code editor with support for development operations like debugging, task running, and version control Visual Studio Code is a source-code editor made by Microsoft for Windows, Linux and macOS. Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git.

4.1INSTALLATION STEPS

Installing Xampp

- Open the 'Apache Friends' website by going to the link "https://www.apachefriends.org/download.html" and download latest version of XAMPP
- Click the 'xampp for windows' button to save the file on your desktop
- Double-click the downloaded file to launch the installer.
- Complete the setup and click 'save' button now a executable file is installed in your system ending with .exe
- Now Open the .exe file and install the XAMPP in your system

Installing VS Code

- You can download Visual Studio code from URL "**https://code.visualstudio.com/download**" by selecting the right platform.
- After clicking on the Windows option on the download site, it will download a zip file.
- Double-click on the downloaded zip to expand the contents.
- Drag "Visual Studio Code.app" to the "Applications" folder, so as it available in the "Launchpad."
- Double click on the ***"Visual Studio Code"*** to open.
- Now we have installed all our software's required for our project

4.3 PROCEDURE FOR EXECUTION

1.Open Xampp Control pan

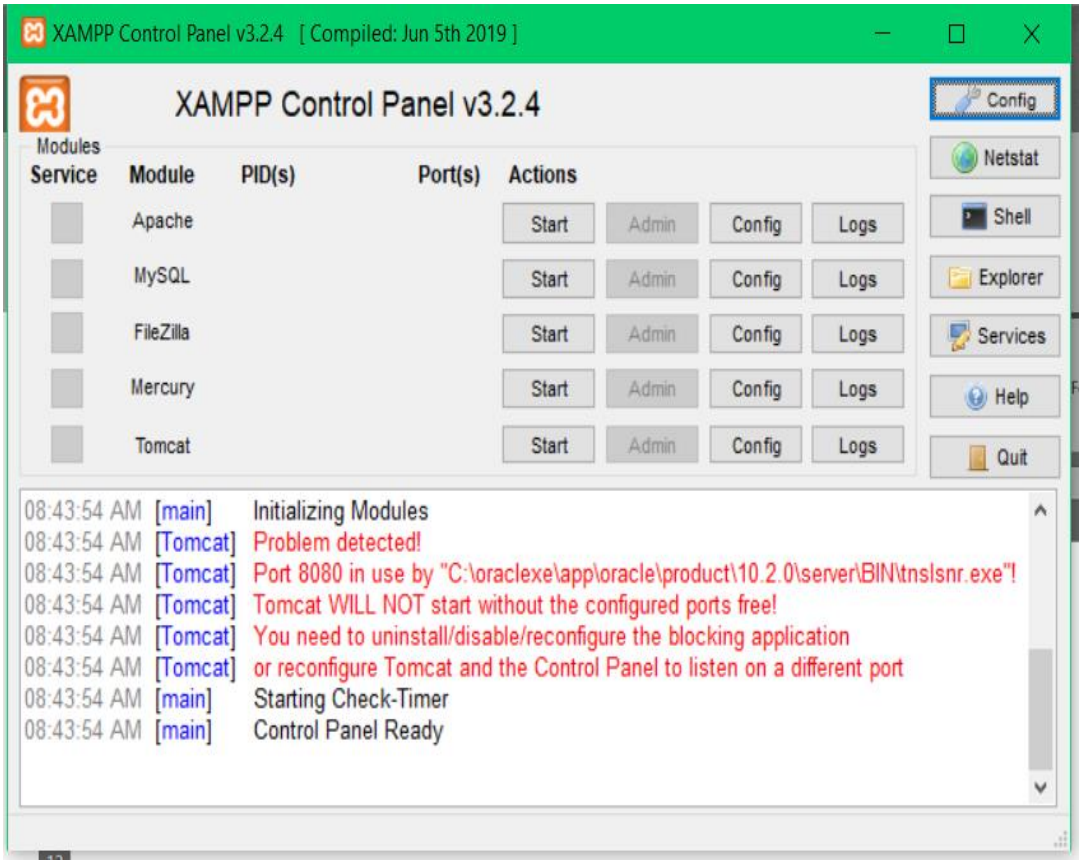


Fig: 4.3.1: Picture depicting Xampp control Window

2. Start the services related to Apache and MySQL

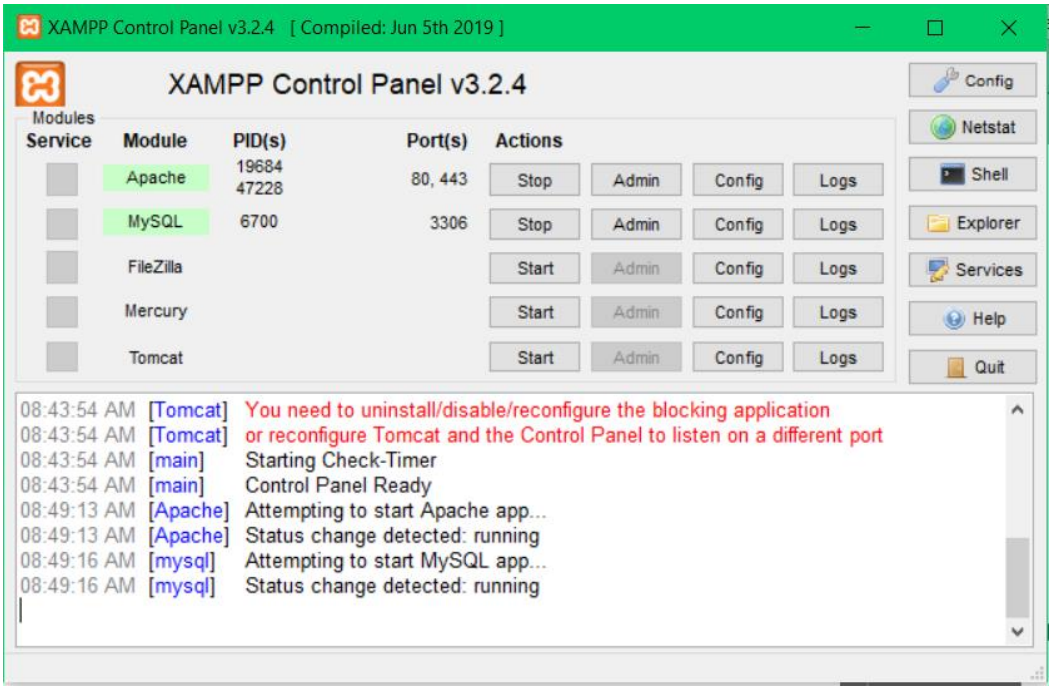


Fig: 4.3.2: Starting the required services

3.Type the address in the address bar " http://localhost/dashboard/" Then Xampp dashboard will be opened

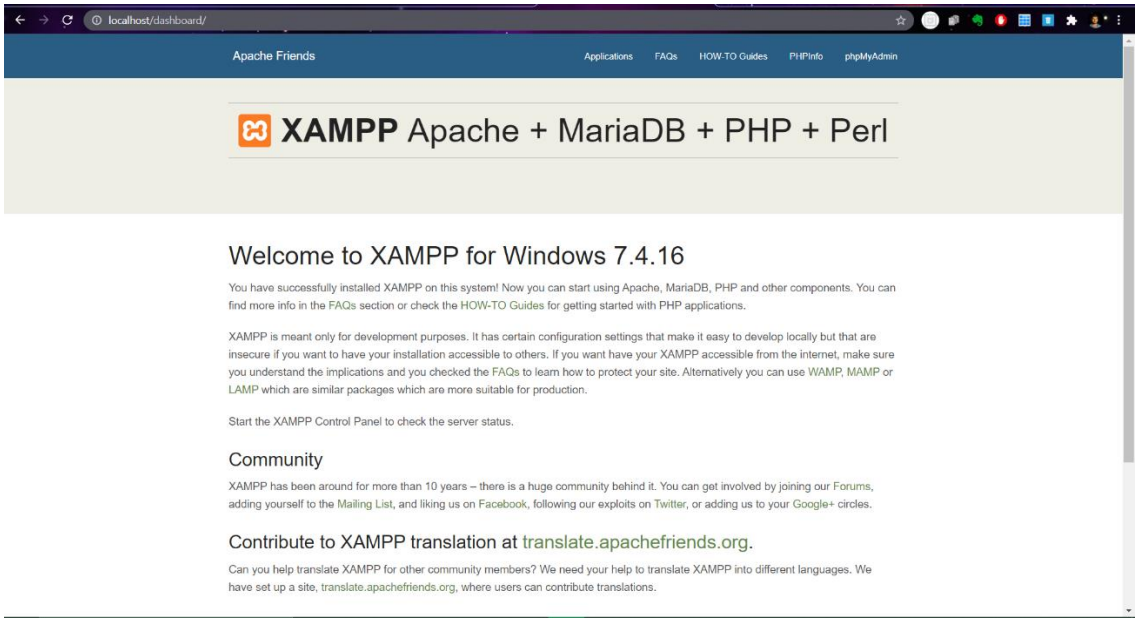


Fig: 4.3.3: Xampp dashboard

4.Now click on the PhpMyadmin and in this project we have created 1 databases to store the Userdata named chater_techvegan1and create following tables under it.

1. **tab** for users.
2. **box** for storing group messages**.**
3. **message** for storing personal messages.
4. **admin** for admin data.

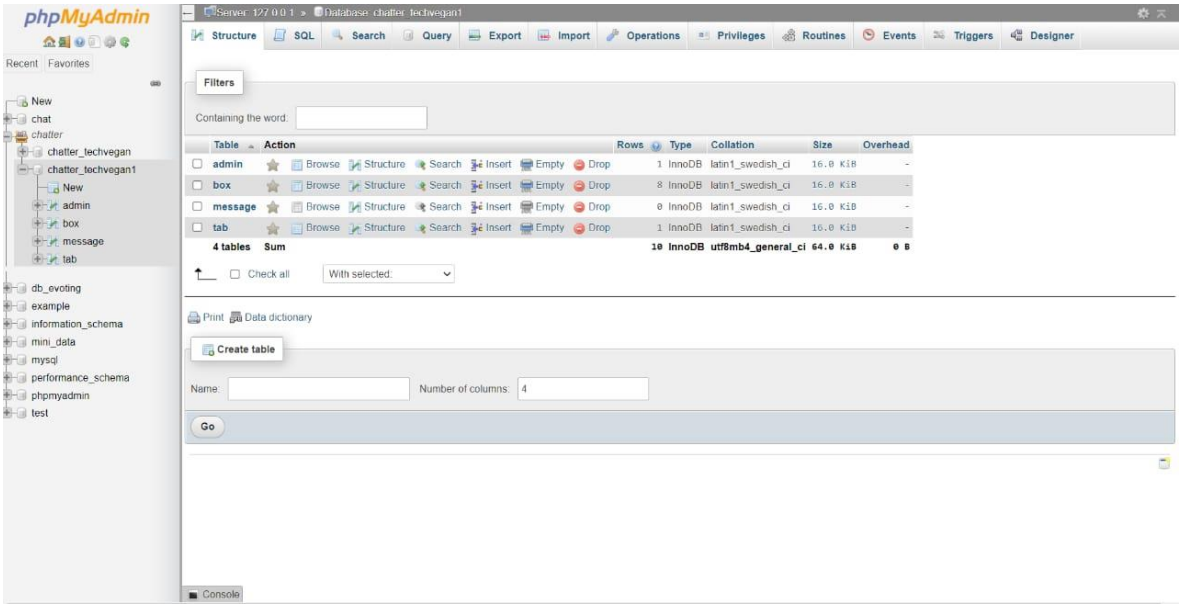


Fig:4.3.4 PhpMyAdmin dashboard

5.All Files required for the project are stored in the location: “C:\xampp

CHAPTER – 5

TESTING

5.1 BLACK BOX TESTING

Black box testing is a software testing method in which the internal structure/ design /implementation of the item being tested is not known to the tester. These tests can be functional or non-functional, though usually functional. Black box testing is also known as Behavioural Testing.

This method is named so because the software program, in the eyes of the tester, is like a black box, inside which one cannot see. This method attempts to find errors in the following categories:

- Incorrect or missing functions.
- Interface errors.
- Errors in data structures or external database access.
- Behaviour or performance errors.
- Initialization and termination errors.

Example of black box testing:

A tester, without knowledge of the internal structures of a website, tests the web pages by using a browser; providing inputs (clicks, keystrokes) and verifying the outputs against the expected outcome. Black box testing method is applicable to the following levels of software testing:

- **Integration testing:** Testing performed to expose defects in the interfaces and in the interactions between integrated components or systems
- **System testing:** It is a level of software testing where complete and integrated software is tested. The purpose of this test is to evaluate the system's compliance with the specified requirements.

- **Acceptance testing:** It is a level of software testing where a system is tested for acceptability. The purpose of this test is to evaluate the system's compliance with the business requirements and assess whether it is acceptable for delivery.

Advantages

- Tests are done from a user's point of view and will help in exposing discrepancies in the specifications.
- Tester need not know programming languages or how the software has been implemented.
- Tests can be conducted by a body independent from the developers, allowing for an objective perspective and the avoidance of developer-bias.
- Test cases can be designed as soon as the specifications are complete.

Disadvantages

- Only a small number of possible inputs can be tested and many program paths will be left untested.
- Without clear specifications, which are the situation in many projects, test cases will be difficult to design.
- Tests can be redundant if the software designer/developer has already run a test case.
- Ever wondered why a soothsayer closes the eyes when foretelling events? So is almost the case in Black Box Testing.

5.1.1 TEST CASES

The test cases in black-box testing can be referred to as outer or external software testing. It is functional test of the software. Test cases are derived to ensure that all statements in the program have been executed at

least once during testing and that all logical conditions have been executed. Black box testing is done in the following manner:

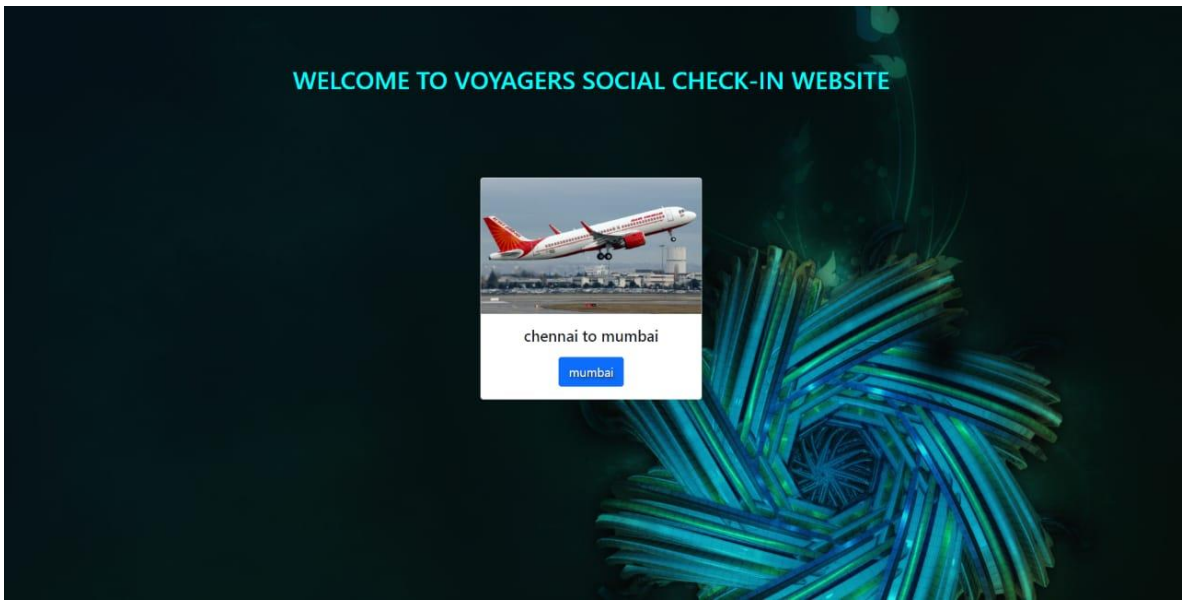
- Requirement and specifications will be examined.
- Positive inputs, as well as negative inputs, will be given to the system to verify it.
- Test cases will be executed.
- Actual outputs and expected outputs will be compared.
- Fixed issued will be retested.

Sno	**Testing Module**	**Testcase**	**Output**
1.	User Login	It Valid Email, Seat no ,destination , source ,name , Transport	Destination page will be opened depending upon Entered data
		If invalid data are Entered	An Error Message will be Displayed
2.	Chat box	If the user Select the chat box	A chat box will opened such that user can send message to all members belong to Same destination & Source
3.	Private Chat Box	If the user select private chat box	A private chat box will be opened here user can select a particular user and can send message to that user only
4.	Admin Login	If Admin Enter valid Id, Password	Admin panel will be open with different Admin commands option
		If Admin Enters invalid id, password	An Error message will be displayed
5.	Logout	If any me Selects Logout	It indirect to main login page.

CHAPTER 6
SCREENSHOTS

1.Login page

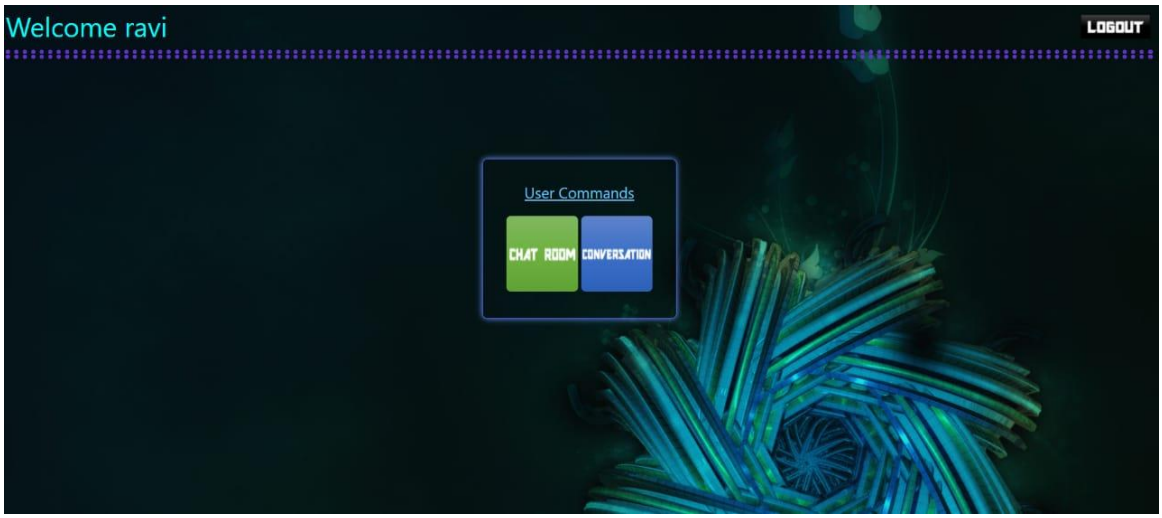
2. After login, select destination page is opened.



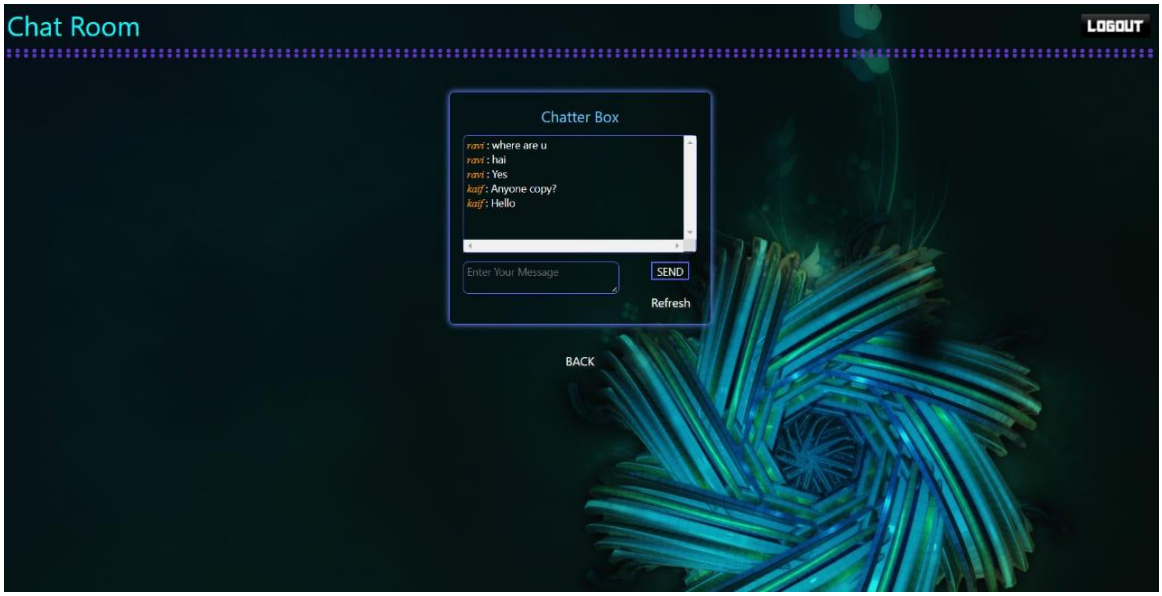
3.After select destination user commands is opened in that

1.ChatRoom

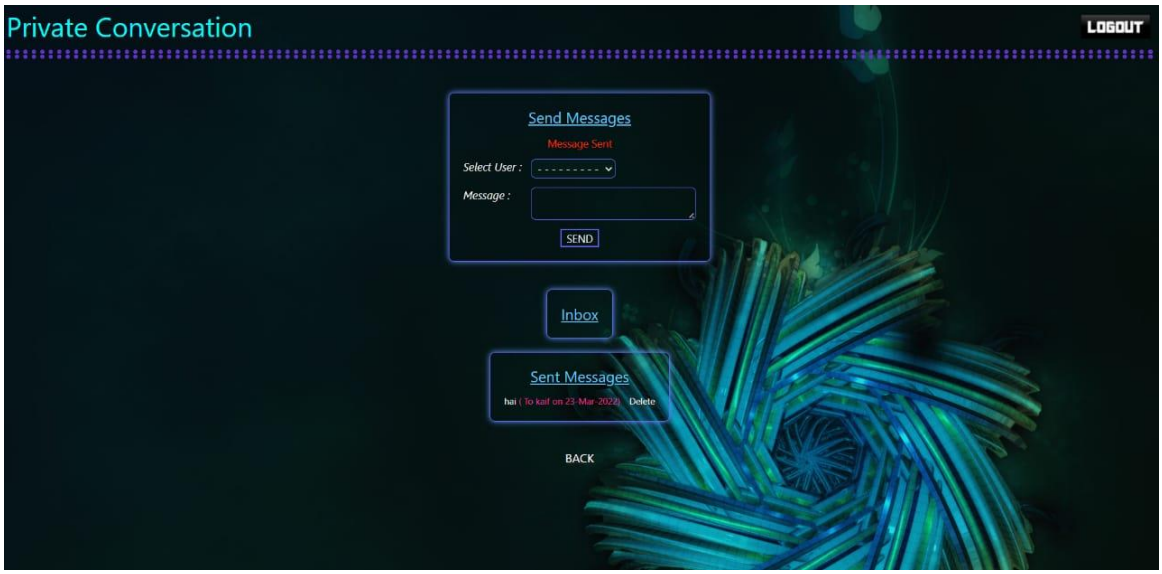
2.conversation



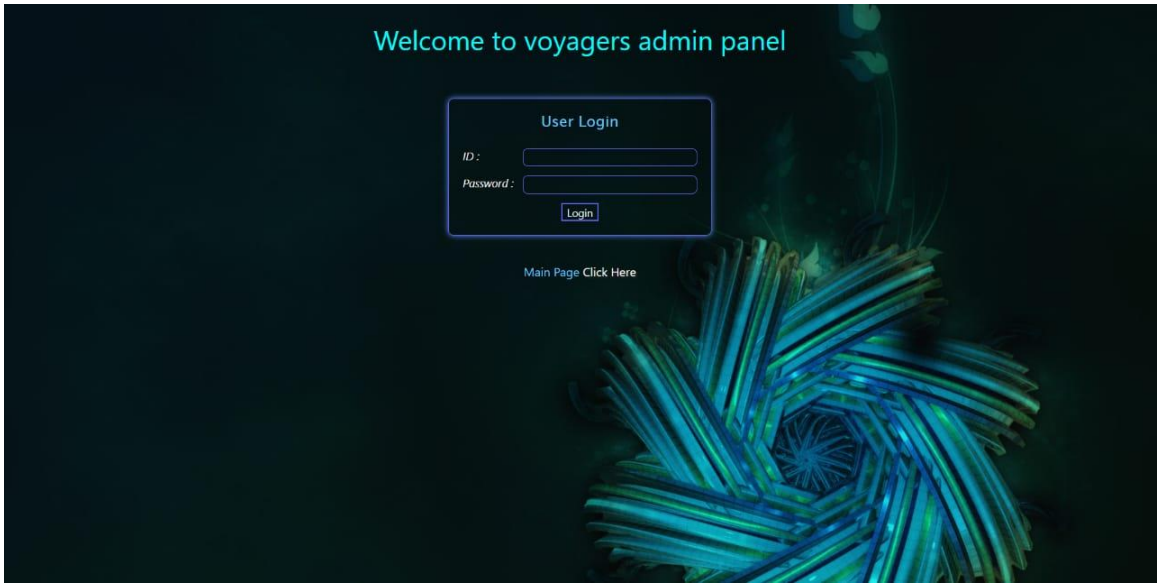
1.Chat Room



2.private conversation

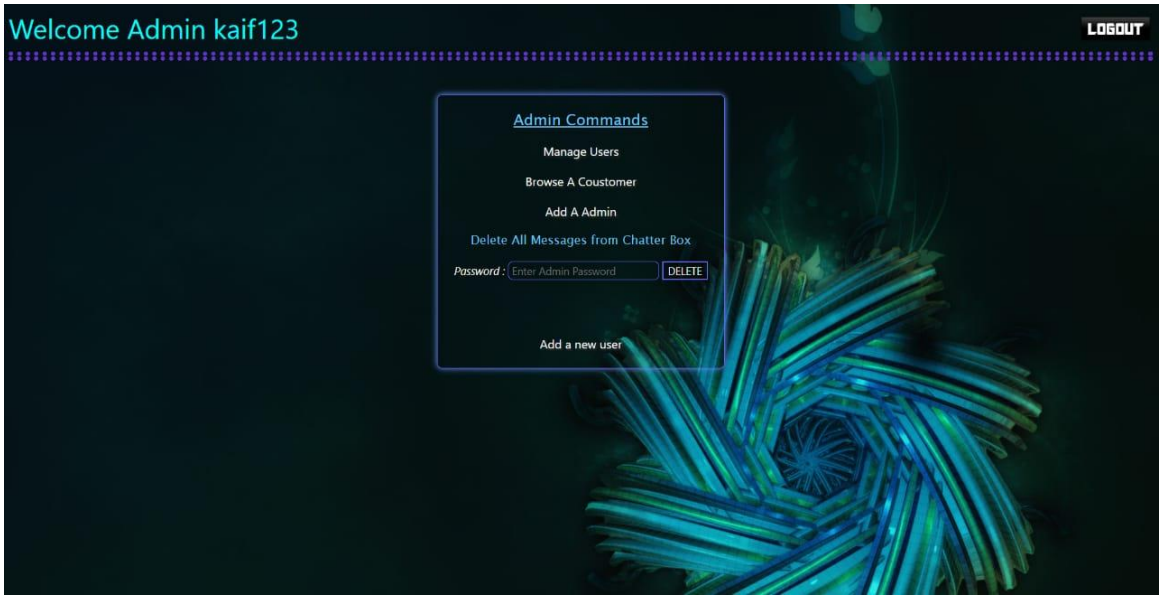


4.Admin Panel login page

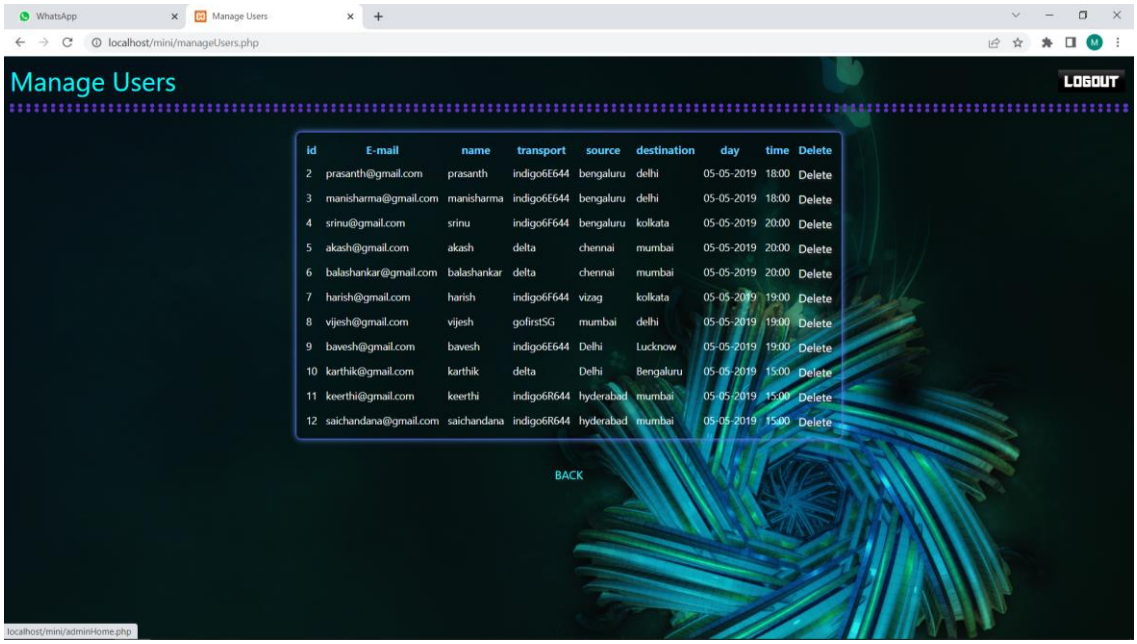


5.admin commands page

In this we can add user, delete user, and modify data by the admin.



Here admin can manage users



CHAPTER 7
CONCLUSION AND FUTURE SCOPE

7.1 CONCLUSION

Voyagers' Social check-in using PHP and MYSQL is one of the feature that Voyagers' can chat with co-passengers(like who are travelling in flight).. The objective is to propose an a Website that lets users can chat with co-passenger's before start the journey or while travelling in journey . We are used MySQL to store dataset values in database.

The following conclusions can be deduced from the development of the project:

- By using this website we can feel secure through out the journey and we can make a good relationship with the co-passenger's.

7.2 FUTURE SCOPE

This web application is designed in such a way that we can easily chat with co-passenger's and also this website is designed as the way that as we can modify later also .I and my team members have worked to present website better than the existing system .By Using this website we cannot feel bored while travelling ,Thus our project changes Journey life style of passenger.

REFERENCES

[1] https://stackoverflow.com/questions/12737740/php-requests-and-persistent-sessions
[2]https://www.geeksforgeeks.org/basic-database-concepts/
[3] https://www.geeksforgeeks.org/online-group-chat-application-using-php/

MAPPING

Program Outcomes (Pos)

Engineering Graduates will be able to:

1. **Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
2. **Problem analysis:** Identify, formulae, review research literature, and analyse complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural science, and engineering science.
3. **Design/development of solution:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
4. **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions, component, or software to meet the desired needs.
5. **Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modelling to complex engineering activities with an understanding of the limitations.
6. **The engineer and society:** Apply reasoning informed by the contextual knowledge to asses societal, health, safety, legal and cultural issues and the consequent

responsibilities relevant to the professional engineering practice.

7. **Environmental and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need of sustainable development.
8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
9. **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
10. **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
11. **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
12. **Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

Program Specific Outcomes (PSOs)

PSO1: Design, develop, test and maintain reliable software systems and intelligent systems.
PSO2: Design and develop websites, web apps and mobile apps.

PROJECT PERFORMA

	Application	Product	Research	Review
Classification of Project	√			

Project Outcomes	
Course Outcome (CO1)	Identify and analyse the problem statement using prior technical knowledge in the domain of interest.
Course Outcome (CO2)	Design and develop engineering solutions to complex problems by employing systematic approach.
Course Outcome (CO3)	Examine ethical, environmental, legal and security issues during project implementation.
Course Outcome (CO4)	Prepare and present technical reports by utilizing different visualization tools and evaluation metrics.

Mapping Table

CS2515 : MINI PROJECT														
Course Outcomes	Program Outcomes and Program Specific Outcomes													
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	2	3	3		2		2	2	2	2		2	1	1
CO2	3	3	2		3	2		2	2	2		1	3	3
CO3	2	2	2		2	3	3	3	2	2	2		2	
CO4	2		2		3				3	3	2	2	3	2

1 – Slightly (Low) mapped
2 – Moderately (Medium) mapped
3 – Substantially (High) mapped