A

Major Project (Stage-I) Report

on

DEVELOPMENT OF TRAVEL AND TORIUSM Application

Submitted in Partial Fulfillment of
the Requirements for the Final Year
of

Bachelor of Engineering

in

Computer Engineering

to

Kavayatri Bahinabai Chaudhari North Maharashtra University, Jalgaon

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CERTIFICATE

This is to certify that the MAJOR PROJECT (STAGE-I) entitled *Development of Travel and Toriusm Application*, submitted by

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in partial fulfillment of the Final Year of *Bachelor of Engineering* in *Computer Engineering* has been satisfactorily carried out under my guidance as per the requirement of North Maharashtra University, Jalgaon.

Date:28-11-2020
Place: Jalgaon

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Abstract

The recent past showed a greater interest in recommender techniques. Now-a days there are many travel packages existing from different websites to almost all the places over the world. A customer finds it very difficult to search for the best package as he/she has to browse multiple websites, contact many travel agents and etc. which is a tedious process and is time consuming.

There should be a system where the user should find the best package on the Internet with a single click. To address this issue, we adopt Travel Package Recommendation System which offers the best package among all the other packages that are on the app.

This project will help tourist to suggest the best Travel Package among all the package deals on the mobile app. On multiple demands of tourist that is, a customer will select a travel package for a particular place based on the recommendations provided by the previous customers who had experience with the package. Therefore, according to the personalized recommendations, he/she will choose the best package that is on the mobile app.

Initially, we will evaluate the particular characteristics of the current traveling packages and we mine the data on the tourists rating and the intrinsic features i.e., locations, travel etc. Based on the data collected after mining, we will generate a list for personalized travel package recommendations.

Chapter 1

Introduction

Tourism can be considered as most favorite pass time when people get free time. Several travel organizations are available on the web. The people or the tourist select their own Travel Package according to their personal interest. The travel companies concentrate on the interest associated with tourist making sure to increase their particular market value and supply enormous package deals. So that they can make their Travel Package more effective. Now-a-days Recommender system is becoming very famous and people are getting attracted to it, as it is helping them to choose the best package in a short time.

1.1 Background

According to Saeed Q Y Al-Khalidi and Prakash Kuppuswamy, Understanding how travellers behave is of critical importance to travel suppliers and tourism authorities for formulatingappropriate marketing strategies so as to fully exploit the potential of this channel. Their proposed architecture will increase the accessibility of e-tourism facility by the customer with the help of ICT development structure.

Hala Almaimoni etl, The proposed tourism system able to provide accurate and relevant information to the tourists about tourism places at the Kingdom of Saudi Arabia, and provide the tourists with recommendations for places to visit based on their preferences. The proposed work was designed and implemented using the Unified Modeling Language (UML), Microsoft Access 2010 and Visual Studio programming languages.

In the 1.2 section Motivation of the problem is described

1.2 Motivation

A tourist has to select a package. For example, if a tourist wants to visit 'Landscapes', then there will an option of choosing place. Therefore, through this a tourist can customize their package accordingly. This feature is implemented by using Tourist, Area which can effectively capture the unique characteristics of travel data and also captures the relationships among the tourists which implements

the better performance of travel package recommendation. This approach is much better than the traditional techniques. The goal of the personalized travel package recommendation represents the Travel Packages and interest of the tourists.

1.3 Problem Definition

People may face many problem while travelling from one place to another place due to lack of information and the inconveniency of rush at booking station. So our solution on thisproject will focus on providing necessary information to travellers travelling to various sectorsand can book packages from the online means by showing information of transport betweendifferent cities through this website.

There are several packages available for a travel system. The recent past showed a greater interest in recommender techniques. Now-a days there are many travel packages existing from different websites to almost all the places over the world. A customer finds it very difficult to search for the best package as he/she has to browse multiple websites, contact many travel agents and etc. which is a tedious process and is time consuming.

In order to select the best package to certain destination, there is no efficient recommendation system available. To overcome this problem, we are coming up with Travel Package Recommendation System where you can select the best package.

1.4 Scope

The application also serves to raise awareness of the beauty and historical interest that each lighthouse possesses, potentially inspiring users to join a lighthouse visitor community that assists local and regional lighthouse societies in preserving these landmarks. In order to create as feature-rich and user-friendly of an application as possible, I created several high-level goals for this project:

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.

4 Develop a set of image-processing algorithms that can classify photographs.

1.5 Objective

Objective of these system user can easily plan our trips, Easy To travel Any place. User save time for travel booking system. This project will help tourist to suggest the best Travel Package among all the package deals on the mobile app.

On multiple demands of tourist that is, a customer will select a travel package for a particular place based on the recommendations provided by the previous customers who had experience with the package. Therefore, according to the personalized recommendations, he/she will choose the best package that is on the mobile app.

1.6 Selection Of Life Cycle Model

Waterfall Model - Design Waterfall approach was first SDLC Model to be used widely in Software Engineering to ensure success of the project. In "The Waterfall" approach, the whole process of software development is divided into separate phases. In this Waterfall model, typically, the outcome of one phase acts as the input for the next phase sequentially.

The following illustration is a representation of the different phases of the Waterfall Model. The sequential phases in Waterfall model are:

1.6.1 Requirement Gathering and analysis

All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification document.

1.6.2 System Design

The requirement specifications from first phase are studied in this phase and the system design is prepared. This system design helps in specifying hardware and system requirements and helps in defining the overall system architecture.

1.6.3 Implementation

With inputs from the system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality, which is referred to as Unit Testing.

1.6.4 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.

1.6.5 Deployment of system

Once the functional and non-functional testing is done the product is deployed in the customer environment or released into the market.

1.6.6 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.

Allthese phases arecascaded to each other in which progress is seen as flowing steadily downwards (like a waterfall) through the phases. The next phase is started only after the defined set of goals are achieved for previous phase and it is signed off, so the name "Waterfall Model". In this model, phases do not overlap.

The software development life cycles are the techniques, which cover all standards and procedures, which impact on the planning, requirements process, design, construction (coding andtesting), implementingof the software system. The popular generalized models provide only the initial schemes. Each scheme has advantages and disadvantages, which determine the possibility of its using for certain projects types. The life cycle must be carefully selected according to tasks and goals of the certain project to ensure the efficiency of the life cycle.

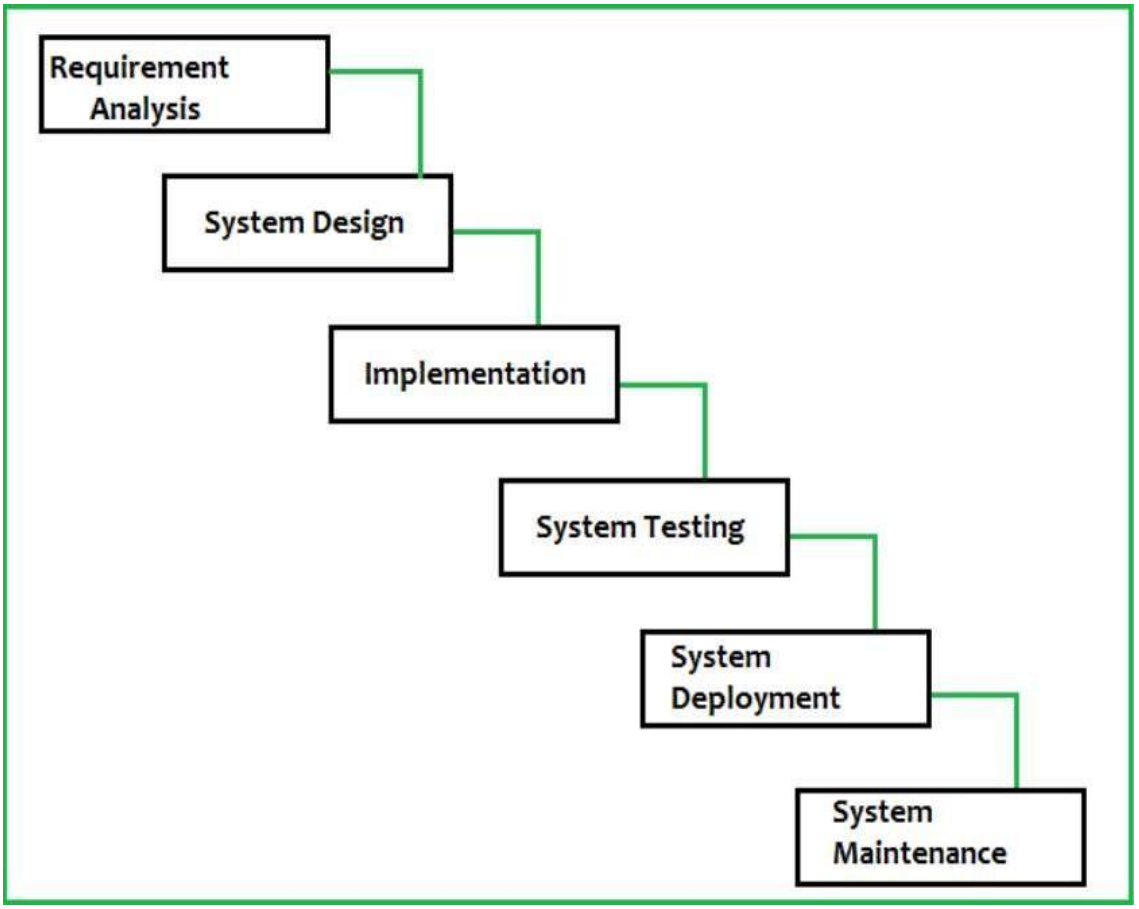


Figure 1.1: Waterfall Model

1.7 Organization Of Report

The report is described in following way.

1.7.1 Chapter 1 titled Introduction, describes Background, Motivation, Problem definition, Scope and Objective, selection of life cycle model for development, organization of report and summary.

1.7.2 Chapter 2 titled Project planning and Management, which presents Proposed system and Feasibility study, Risk analysis, Project scheduling, Effort allocation, Cost estima-tion and summary.

1.7.3 Chapter 3 titled System Analysis, which presents Software, Hardware, Functional, Non-Functional requirements and Software requirement specification and summary.

1.8 Summary

In this Chapter, an Introduction along with purpose of project, scope and objectives are discussed. In the next chapter we will discuss about Feasibility study,Risk Analysis,Project Scheduling, Effort Allocation, Cost Estimation.

Chapter 2

Project Planning and Management

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. Project planning can be done manually or by the use of project management software.

Proposed System is describe by Section 2.1.Section 2.2 describes the Feasibility Study. Finally, summary is described in the last section.

2.1 Feasibility Study

Once scope has been identified, it is reasonable to ask: To Build software to meet this scope? Is the Project feasible? All too often, software engineers rush past this questions, only to become flexibility in a project that is doomed from the platform.

A feasibility study is an analysis that takes all of a project's relevant factors into account—including economic, technical, legal, and scheduling considerations—to ascertain the likelihood of completing the project successfully. Project managers use feasibility studies to discern the pros and cons of undertaking a project before they invest a lot of time and money into it. some important feasibility it as follows:-

1. Economical Feasibility
2. Operational Feasibility
3. Technical Feasibility

2.1.1 Economical Feasibility

An evaluation of development cost weighted against the ultimate income or benefit derived from the proposed system. Cost/benefits analysis is the most commonly used procedure for this feasibility where benefits and savings are determined that are expected from the proposed system. It is help to

increase the profit and also improve the quality of service thus this system is more economical and more beneficial for the organization.

2.1.2 Operational Feasibility

It was decided that the proposed system could be created as a mobile based system that be operated by all the clients.

The system is designed in such a way that it is easy to operate.

The system does not involve any complex operations. It handles only simple data oriented functions.

It is aimed at giving an easy way to generate reports.

The functional accessibility is also structured in such a way it won't take much time for anyone to get accustomed with the system.

The Client must have only the basic knowledge of mobile applications. Hence there is no need of any special person with any particular qualification or expertise in any filed to use the travels and tours system.

2.1.3 Technical Feasibility

The system has very simple structure and easy to understand body. Also software used to build the system is simple enough in their usage and functionality.

To operate this system only a Mobile is needed. The system is platform independent system. The system can be expanded if so decided. This system is technically more secure.

2.2 Risk Analysis

Risk feasibility can be discussed under several contexts.

2.2.1 Technical Risk

This is type of risk that may cause failure of the systems functionalities, which may also affect its performance. Some of technical risks are:

System security risks where unauthorized personnel may gain access to the system where

they may violate data confidentiality, integrity and availability.

The system mayhavenonfunctional requirementsrisk failure such as lack ofmultithreading functionality, lack of survivability functionality which may cause the system to crash if accessed by many users concurrently. The risks may have a severe impact on the company since it may cause denial of services where authorized personal can't access services that they are authorized to access.

2.2.2 Operational Risk

Failure of the information not being delivered on time which can be cause due to:

The project may fail to be deliver on time due to poor or lack of senior management support hence delaying in the decision making processes which may delay the project.

The project may fail to be delivered on time due to lack of standardized project management methodologies which may lead to improper management of the system.

The system may fail to be delivered on time due to overworked or under trained project team.

2.2.3 Financial Risk

The project may be at a risk of not being delivered within the planned budget. For example, if the project is faced with a risk of being behind the schedule, the project manager may decide to add more team member, recruit other team members or even add overtime

hours which must cost more than it was located. In this case, the project is at a risk of not being completed on the allocated budget since the cost to cater some milestones that could have been covered has been used as miscellaneous costs.

2.3 Project Scheduling

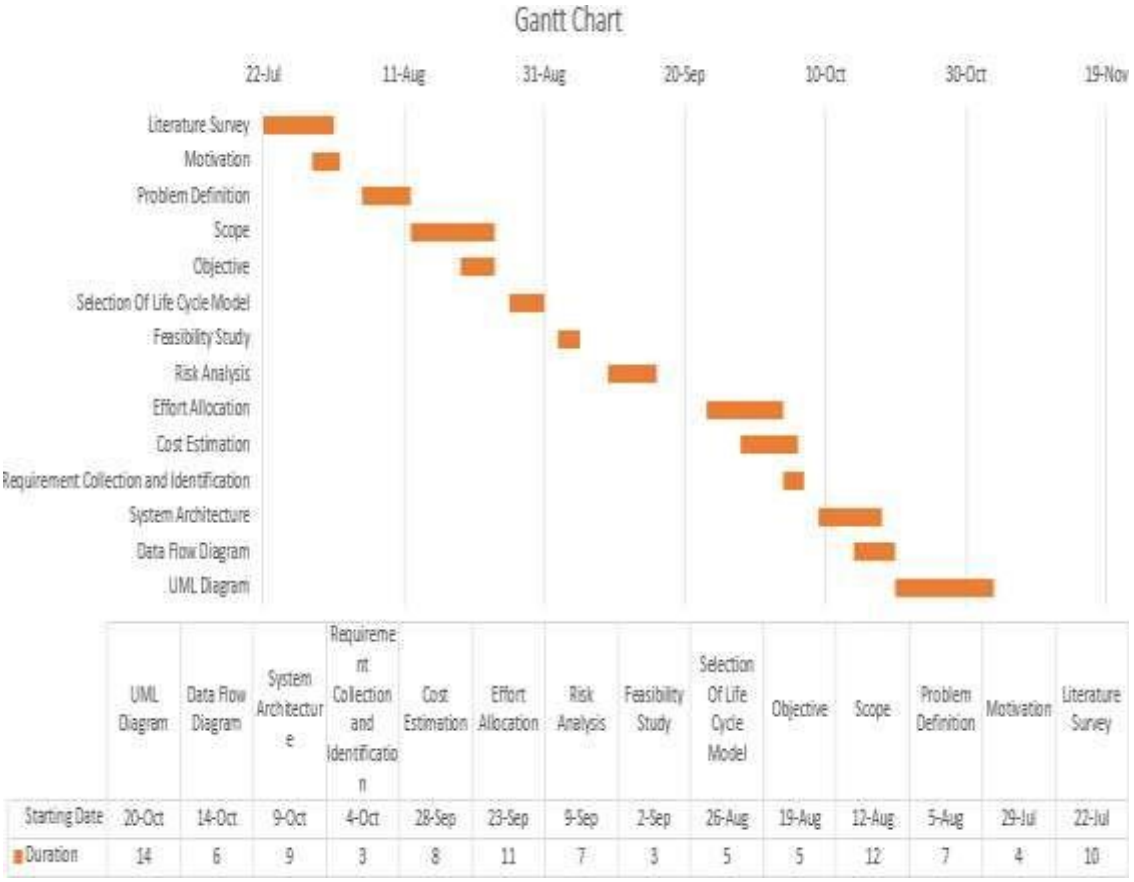
Project scheduling is a mechanism to communicate what tasks need to get done and which organizational resources will be allocated to complete those tasks in what time frame. A project schedule is a document collecting all the work needed to deliver the project on time.

A project is made up of many tasks, and each task is given a start and end (or due date), so it can be completed on time. Likewise, people have different schedules, and their availability and vacation or leave dates need to be documented in order to successfully plan those tasks.

The project schedule is the tool that communicates what work needs to be performed, which resources of the organization will perform the work and the time frames in which that work needs to be performed. The project schedule should reflect all of the work associated with delivering the project on time. Without a full and complete schedule, the project manager will be unable to communicate the complete effort, in terms of cost and resources, necessary to deliver the project.

For example, most tools have task lists, which enable the manager to schedule multiple tasks, their due dates, sometimes the planned effort against that task, and then assign that task to a person. The software might also have resource scheduling, basically the ability to schedule the team's availability, but also the availability of non-human resources like machines or buildings or meeting rooms.

Because projects have so many moving parts, and are frequently changing, project scheduling software automatically updates tasks that are dependent on one another, when one scheduled task is not completed on time. It also generates automated email alerts, so team members know when their scheduled tasks are due or overdue, and to let the manager know when someone's availability has changed.



	UML Diagram	Data Flow Diagram	System Architecture	Requirement Collection and Identification	Cost Estimation	Effort Allocation	Risk Analysis	Feasibility Study	Selection Of Life Cycle Model	Objective	Scope	Problem Definition	Motivation	Literature Survey
Starting Date	20-Oct	14-Oct	9-Oct	4-Oct	28-Sep	23-Sep	9-Sep	2-Sep	26-Aug	19-Aug	12-Aug	5-Aug	29-Jul	22-Jul
Duration	14	6	9	3	8	11	7	3	5	5	12	7	4	10

Figure 2.1: Gantt Chart

2.4 Effort Allocation

Effort management refers to the effective and efficient allocation of time and resources to perform activities. These activities are generally performed in line with a strategy and a project. Effective effort management requires self-discipline, communication, motivation, energy and focus.

As part of the effort management process, effective scheduling and recording of the performed activities is essential. Depending on the results of the activity, adjustments can be made to further benefit the project and these adjustments will generally be made in the areas of quantity, quality and direction. The main goal of effort management within organizations is to increase viable and beneficial opportunities.

Table 2.1: Efforts Estimated of Following Activities

	Lina	Janhavi	Chetana	Jagruti	Gayatri
Project Planning	20%	20%	20%	20%	20%
Requirement gathering	23%	18%	18%	18%	23%
Design	20%	20%	20%	20%	20%
Implementation	18%	23%	18%	23%	18%
Testing	20%	20%	20%	20%	20%

2.5 Cost Estimation

Cocomo (Constructive Cost Model) is a regression model based on LOC, i.e number of Lines of Code. It is a procedural cost estimate model for software projects and often used as a process of reliably predicting the various parameters associated with making a project such as size, effort, cost, time and quality. It was proposed by Barry Boehm in 1970 and is based on the study of 63 projects, which make it one of the best-documented models. The first level, Basic COCOMO can be used for quick and slightly rough calculations of Software Costs. Its accuracy is somewhat restricted due to the absence of sufficient factor considerations.

Estimation of effort calculation (E)

$E=2.4(2.5)^{1.05}$

E=6.28 PM

Estimation of development time in moths (D)

D=2.5(6.28)^0.38

D=5.02 Months

Consider salary of a employee per month =15,000

Cost required to develop the product =5.02*15,000

=1062.66$

2.6 Summary

In this chapter, it is clearly seen that the Project is feasible in all aspects. The Risk Analysis in different aspects is also performed. This chapter state information about project scheduling and effort allocation. The cost estimation by considering all the attributes is also done. In the next chapter Analysis of the project will be given.

Chapter 3

Analysis

Requirements analysis, also called requirements engineering, is the process of determining user expectations for a new or modified product. These features, called requirements, must be quantifiable, relevant and detailed. In software engineering, such requirements are often called functional specifications. Requirements analysis is an important aspect of project management.

Requirements analysis involvesfrequent communication with system users to determine specific feature expectations, resolution of conflict or ambiguity in requirements as demanded bythe various users or groups ofusers, avoidanceoffeature creep.Requirements analysis is a team effort that demands a combination of hardware, software and human factors engineering expertise.

Section 3.1 describes Software Requirement. Hardware Requirement is describe by Section 3.2. Section 3.3 Describes the Functional Requirement. Section 3.4 describes Non Functional Requirement. Section 3.5 describes Software Requirement Specification. Finally, Summary is describes in the last Section.

3.1 Requirement Collection And Identification

Requirement Collection and Identifications refers to the process of collecting the requirement of the user through various methods. Analyzing them and documenting them, for creating a software requirement specification. And developing a product that meets the requirement of the user and gradually solves all the problems.

Requirement analysis helps organizations to determine the actual needs of stakeholders. At the same time, it enables the development team to communicate with stakeholders in a language they understand (like charts, models, flow-charts,) instead of pages oftext.

Once the requirements are gathered, we document the requirements in a Software Requirements Specification (SRS) document, use cases or as User Stories, which are shared with the stakeholders for approval. This document is easy to understand for both normal users and developers. Any changes in the requirements are also documented and go through a change control procedure and finalized approval.

Requirements analysis is critical to the success or failure of a systems or software project. The requirements should be documented, actionable, measurable, testable, traceable, related to identified business needs or opportunities, and defined to a level of detail sufficient for system design.

The task of communicating with customers and users to determine what their requirements are. This is sometimes also called requirements gathering, determining whether the stated requirements are unclear, incomplete, ambiguous, or contradictory, and then resolving these issues.Requirements analysis is a team effort that demands a combination of hardware, software and human factors engineering expertise as well as skills in dealing with people.

3.2 Software Requirements

Software Requirement deal with denying software resource requirement and prerequisites that need to be installed on a computer to provide optimal functioning of an application. These Requirements or pre-requisites are generally included in the software installation package and need to be installed separately before the software is installed.

1. Operating Systems - Windows 7 and above.
2. Front End: HTML,CSS, BOOTSTRAP, advanceJava, PHP.
3. Back End: MySQL.

3.3 Hardware Requirements

Hardware requirements and are often used as a guideline as opposed to an absolute rule. Most software defines two sets of system requirements: minimum and recommended. With increasing demand for higher processing power and resources in newer versions of software, system requirements tend to increase over time. Industry analysts suggest that this trend plays a bigger part in driving upgrades to existing computer systems than technological advancements.

1.Intel i3 processor

2.RAM 4GB

3.Storage 10GB

4.Android device(Android version 4.0 or higher)

3.4 Functional Requirements

Functional requirements show the operation and activities the system must be able to perform.

i. should be able to rate tourism places after visiting their App or surfing through the information

ii. should be able to search through the database either by name or state

iii. shall be updated about new of tours packages.

3.4 Non-Functional Requirements

i. should be developed to be simple and efficient for the end users and also should be easy to understand

ii. shall be able minimize the rate of errors generated by users

iii. shall be compatible to any hardware

iv. should be able to upgrade without disturbance to the service

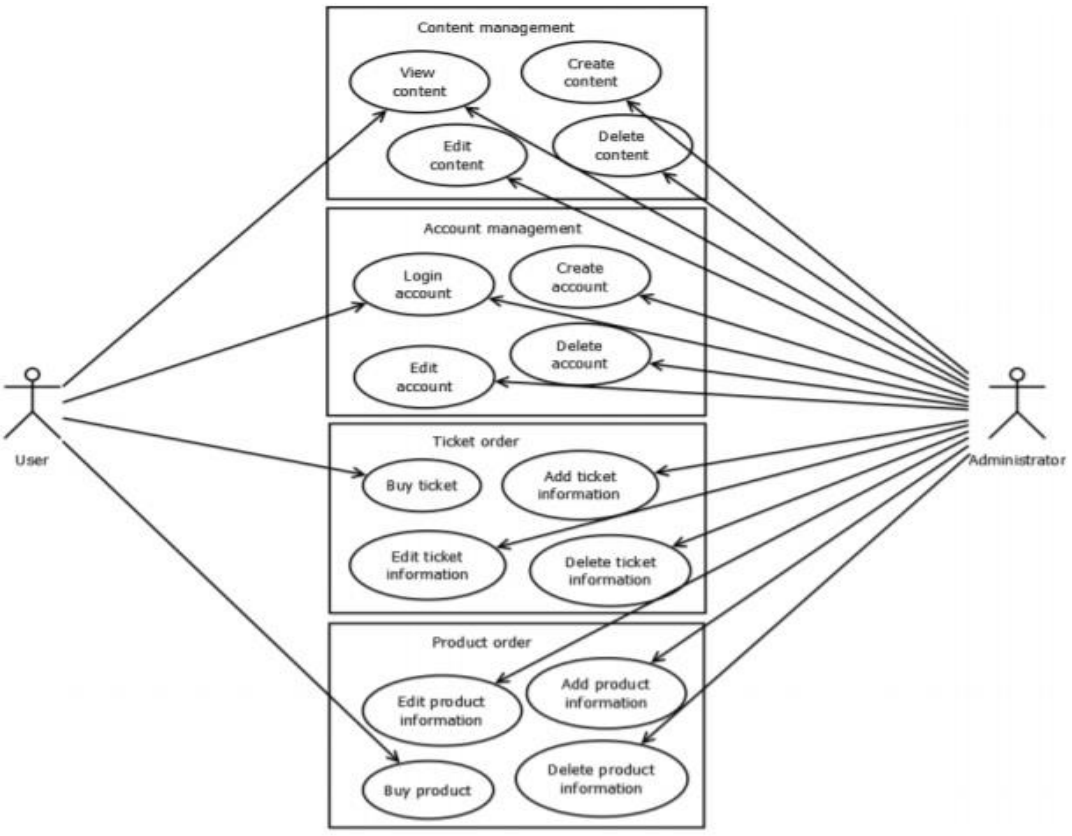
3.5 Software Requirement Specification

Software Requirement Specification is the official statement of what is required to the system developers. It should include both user requirement and a detailed specification of the system requirements. A software requirements specification (SRS) is a detailed description of a software system to be developed with its functional and non-functional requirements. The SRS is developed based the agreement between customer and contractors. It may include the use cases of how user is going to interact with software system. The software requirement specification document consistent of all necessary requirements required for project development. To achieve this there is a need to continuous communication with customers to gather all requirements. Requirement Analysis is done in order to understand the problem the software system is to solve.

Chapter 4.Design

System Architecture:

The use case is “a methodology used in system analysis to identify, clarify, and organize system requirements”. Based on the requirement analysis, a use case diagram was built as Figure 1 shows below. Since the application is used for both internal access and external access, the diagram illustrates different access rights of different user groups and provides all of the possible function of the application from user and administrator points of view. There are two groups of users, user and administrator. Moreover, according to the application character, there are four aspects of functionalities which are Tour Packages, Hotel Details , bookings and enquiries.



Use case diagram

The first functionality is Tour Packages. “A Tour Packages is a system used to manage the content of a App”. All data and information are created, deleted and maintained here. However, only the administrator has right to do these operations. Once there is content added ,view, the old content.

The user is only able to view the content. The second functionality is Hotel Details. There are two kinds of view Hotel Details, user can view Hotel Details. The user needs to register an account with an email address and set a password first and then login. Besides, the user does not have any other access rights. The administrator has full access to operate every function, i.e. he is able to login, create, edit and delete accounts. Normally, the administrator will not delete any account.

The third functionality is bookings. With this function, admin can view the user of booked ticked or rooms ticket. If the user buys several tickets, the system will calculate the total price automatically. The user is pay on net banking, Through UPI user chooses what way to pay payment. On the other hand, the administrator is view all bookings.

The forth functionality is the enquiries. This function provides a create enquiries, view enquiries. It is similar to the ticket order. The administrator has access right to add and delete product information. User only view all these things.

Administration:-

The administration is the backend and it is a private operation. The responsibility is to manage user accounts and content data. The data is used for different functions' information display. To ensure the security of the system, the username and password are necessary when the administrator logs in. Every function of administration structure is simple to use, even for people who do not have IT background.

There are the following models in administration:

Administrator login model

View Tour Packages and add packages and delete

View Hotel Details/add hotels and delete

View Enquiries

User:-

User firstly, log in the Appalachian, User is the frontend and it is public operation. User can view all packages of tours, and also view all hotel details .User filled the enquiry form and book the ticket.

There are the following models in User:

Log In /Registration

View All Packages

View All Hotels

Book Package

4.1 UML Diagrams

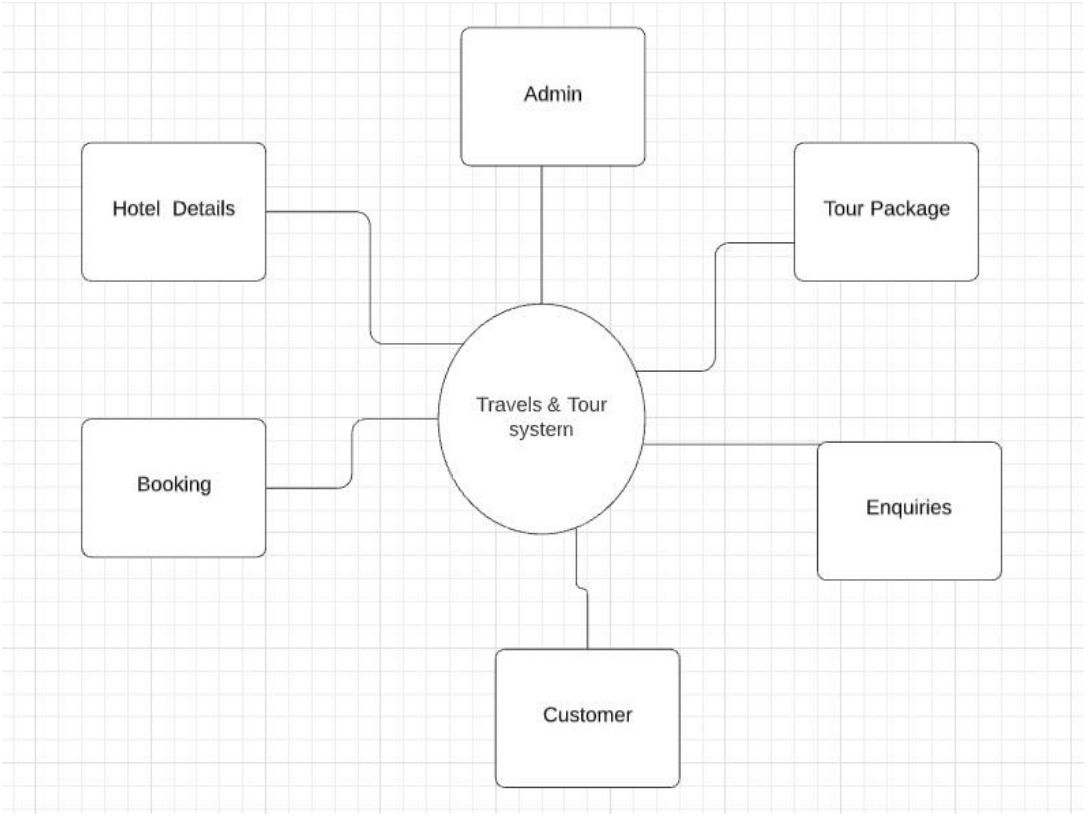


Fig.2 Data Flow Diagram

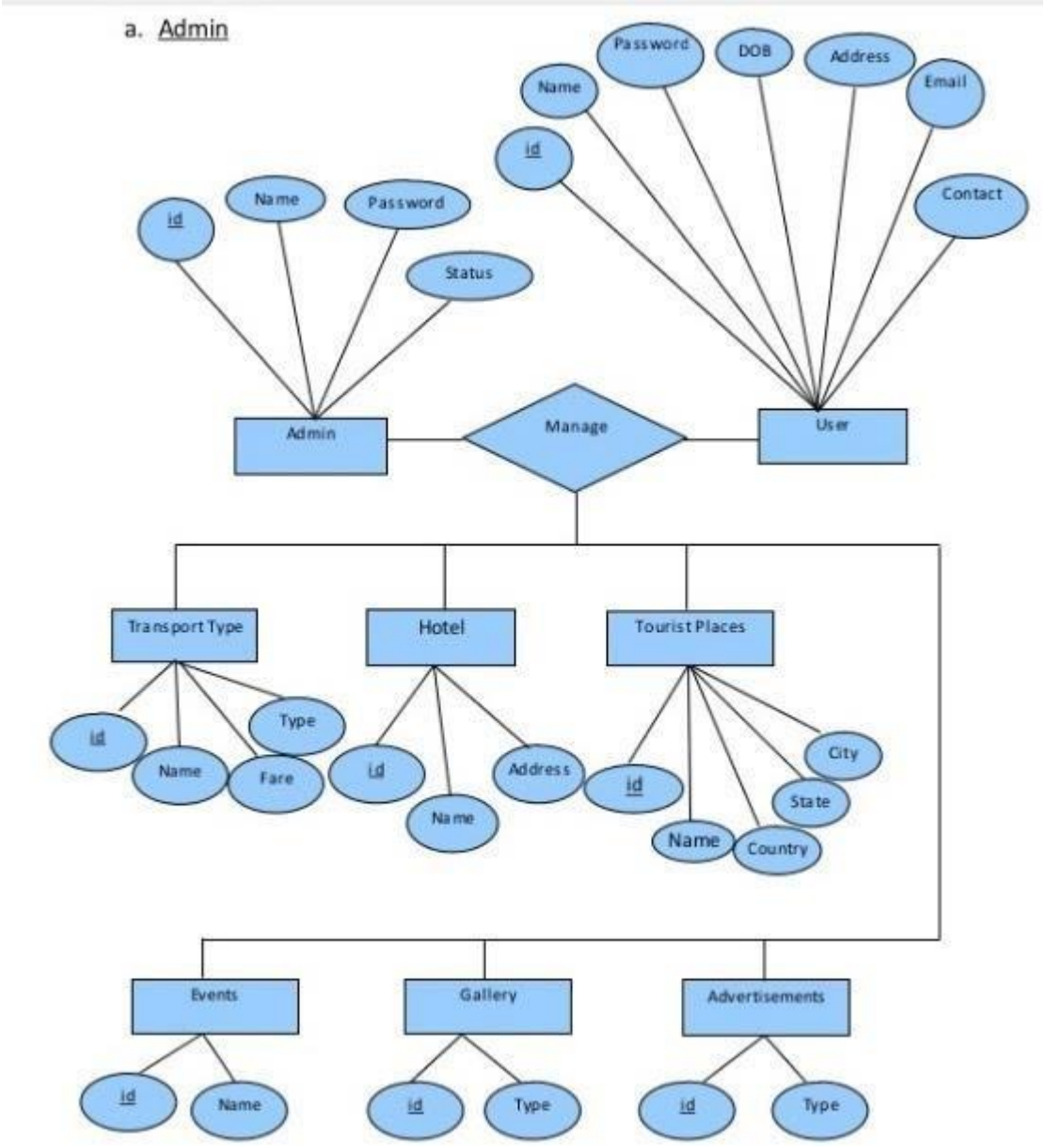


Fig. Data Flow Diagram

4.1.1 Class Diagram

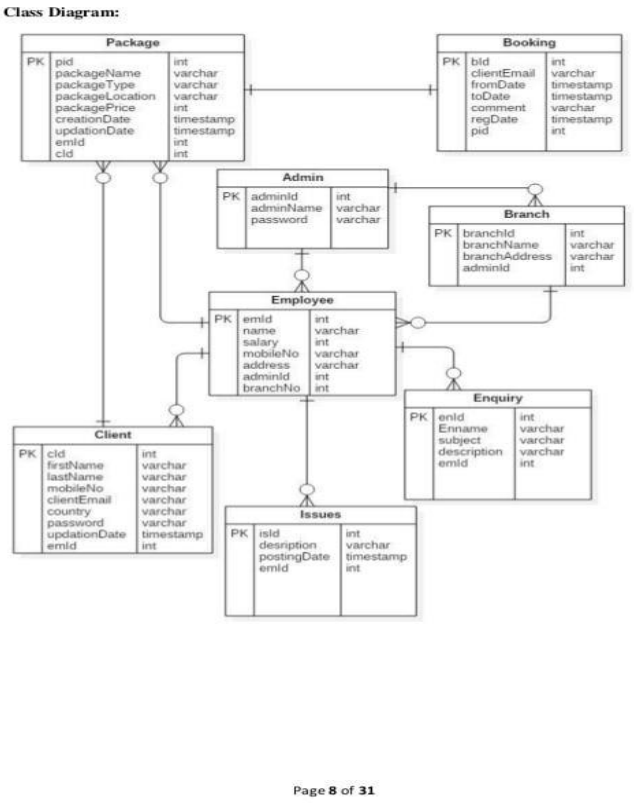


Fig. Class Diagram

4.1.2. Sequence Diagram

❖ **Sequence Diagram for Customer:**

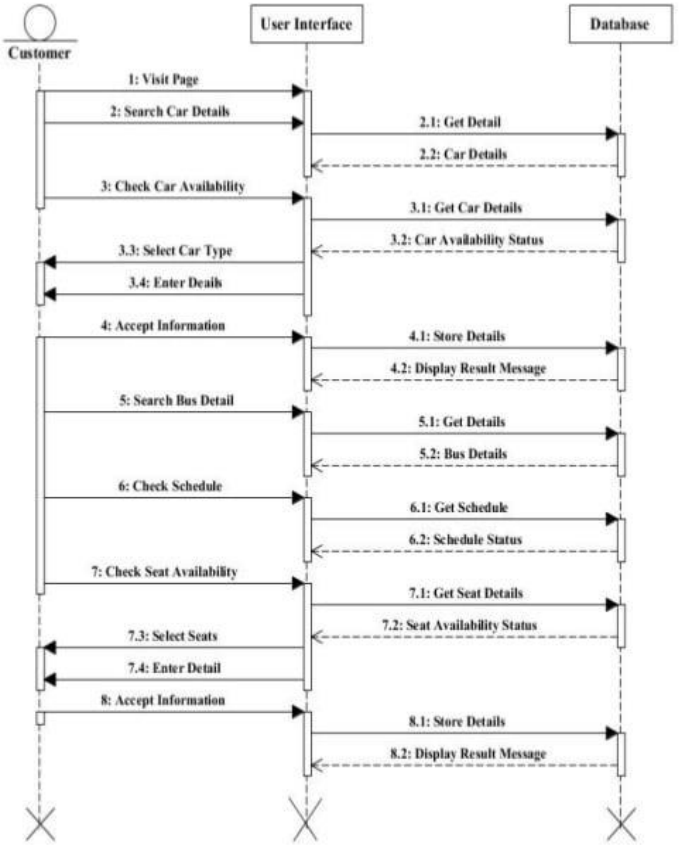


Fig. Sequence Diagram

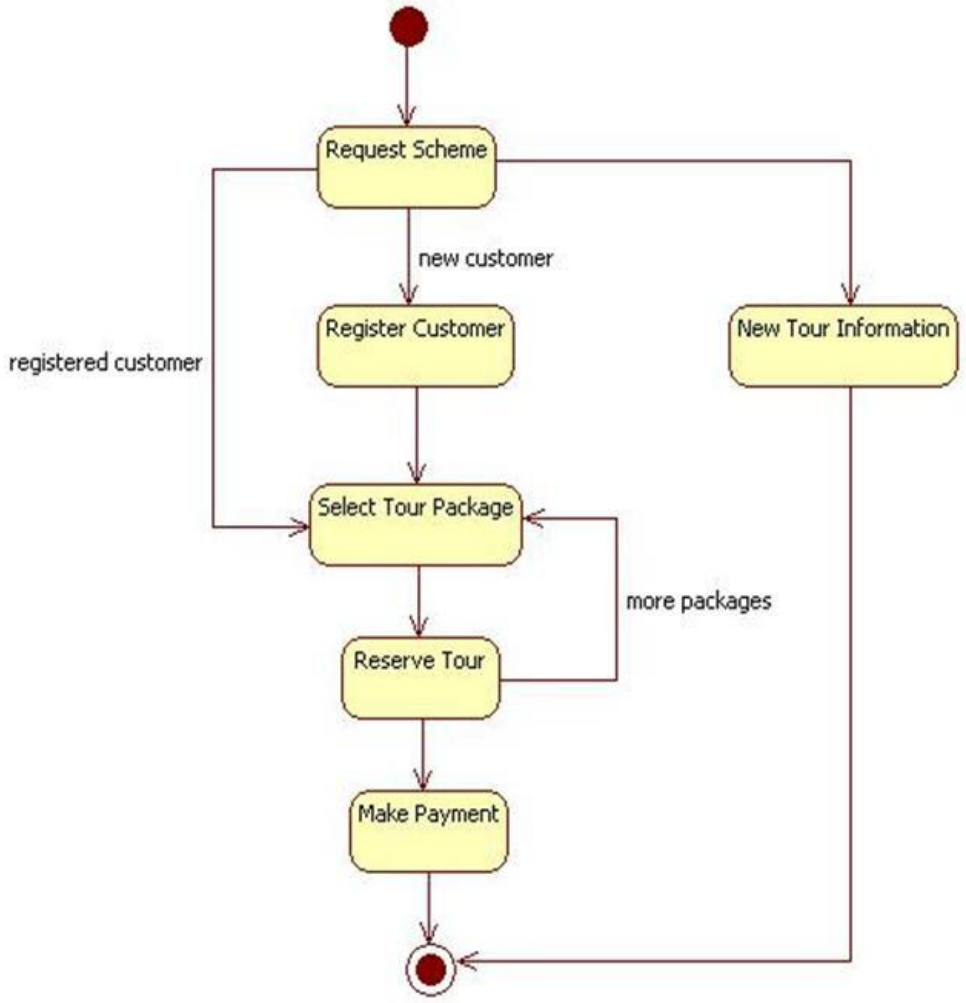


Fig. State Chart Diagram

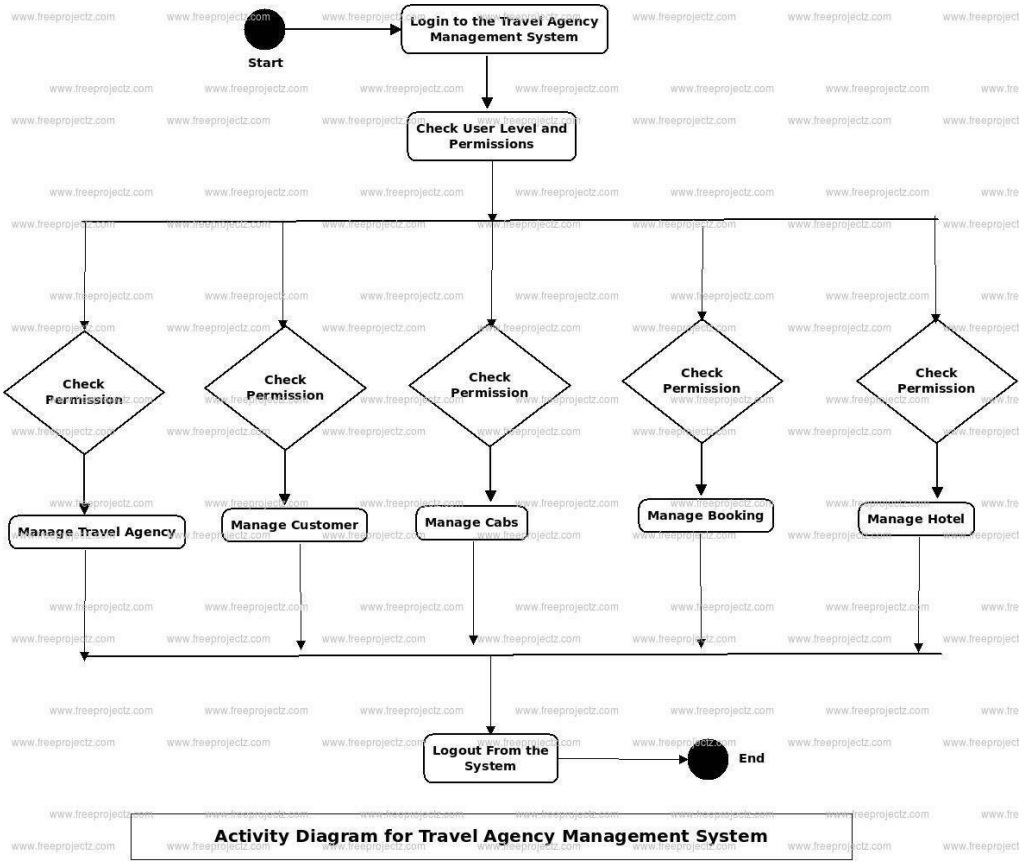


Fig. Activity Diagram

4.2 Summary

In this chapter we will discuss Design of UML Diagrams such as Usecase Diagrams ,Sequence Diagrams, State Diagrams ,Component Diagrams, and Deployement Diagrams. In next chapter we will discuss coding steps system and software Requirements and modules in projects.

Chapter 5. coding &Testing

5.1 Firebase Database

Introduction:-

Firebase is a mobile and web application development platform developed by Firebase, Inc. in 2011, then acquired by Google in 2014. As of March 2020, the Firebase platform has 19 products, which are used by more than 1.5 million apps. Firebase evolved from Envolve, a prior startup founded by James Tamplin and Andrew Lee in 2011. Envolve provided developers an API that enables the integration of online chat functionality into their websites. After releasing the chat service, Tamplin and Lee found that it was being used to pass application data that were not chat messages. Developers were using Envolve to sync application data such as game state in real time across their users. Tamplin and Lee decided to separate the chat system and the real-time architecture that powered it. They founded Firebase as a separate company in September 2011 and it launched to the public in April 2012.

Firebase's first product was the Firebase Real-time Database, an API that synchronizes application data across iOS, Android, and Web devices, and stores it on Firebase's cloud. The product assists software developers in building real-time, collaborative applications. In May 2012, a month after the beta launch, Firebase raised $1.1 million in seed funding from venture capitalists Flybridge Capital Partners, Greylock Partners, Founder Collective, and New Enterprise Associates. In June 2013, the company further raised $5.6 million in Series A funding from Union Square Ventures and Flybridge Capital Partners. In 2014, Firebase launched two products. Firebase Hosting and Firebase Authentication. This positioned the company as a mobile backend as a service.

In October 2014, Firebase was acquired by Google. A year later, in October 2015, Google acquired Divshot, an HTML5 web-hosting platform, to merge it with the Firebase team. In May 2016, at Google I/O, the company's annual developer conference, Firebase introduced Firebase Analytics and announced that it was expanding its services to become a unified backend-as-a-service (BaaS) platform for mobile developers. Firebase now integrates with various other Google services, including Google Cloud Platform, AdMob, and Google Ads to offer broader products and scale for developers. Google Cloud Messaging, the Google service to send push notifications to Android devices, was superseded by a Firebase product, Firebase Cloud Messaging, which added the functionality to deliver push notifications to both iOS and web devices. In January 2017, Google acquired Fabric and Crashanlytics from Twitte to add those services to Firebase.

In October 2017, Firebase has launched Cloud Firestore, a real-time document database as the successor product to the original Firebase Realtime Database.

5.2 White Box testing

White-box testing is called as glass-box testing. It is a test case design method that uses that control structure of the procedural design to derive test cases.

- It is known as glass box testing.
- It uses control structure to design the test cases.
- White box testing removes general errors.
- Assures that every independent path present in the module is executed at least single time.
- All logical decisions are exercised to its true as well as false condition.
- Loops need to be executed within its boundaries and the boundaries of operation.

- Execute or implement internal data structures to make sure its validity. White-box testing is performed early in the testing process and the black box testing tends to be applied during later stages testing

5.3 Manual Testing

Manual testing is a software testing process in which test cases are executed manually without using any automated tool. All test cases are executed manually according to the end user's perspective.

1) Testing of package booking module- In this module as described first source, destination in text form and date of journey to be it is tested by performing the action as described and the test is successful as the input is properly accepted by the system and by clicking on Book Now the booking process successfully Further next page as expected details are to be entered which are also successfully accepted in text form as expected and also total amount of booked seats is successfully calculated directed by choosing the Pay process after selecting payment process is successfully then finial package is book.
2) Tasting of Hotel booking module- In this module also first source date of journey inputs should be provided and while testing it is observed that these inputs are properly taken by system, then fill the other details like Guest Name,Total Guest in between Adults and Children, Email idand contract details after that Adress and city and while testing it is observed that these input are properly taken by system.Then for Futher process click on Book Now and while testing it is observed that these inputs are properly take by system. which are also successfully accepted in text form as expected and also total amount of booked hotel is successfully calculated directed by choosing the Pay process after selecting payment process is successfully then finial hotel is book.

5.1 Steps

1. Understanding the requirenments
2. Defining the core Functionalities
3. Sketching the app
4. Planning the app
5. Designing the database
6. Researching for solutions
7. Choosing tools to get started with
8. Building the app

Chapter 6. Output

➢ Test Cases Identification and Execution (Test case ID, Input, Output, Expected Output, Actual Output, Result (Pass/Fail) etc.)

User App Screen Shots :-

Fig. Flash Activity

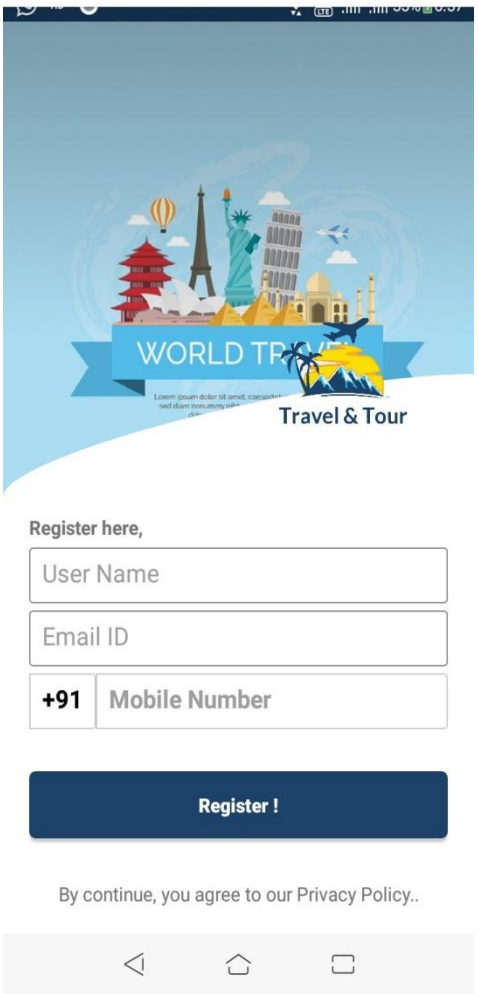


Fig. Registration Activity

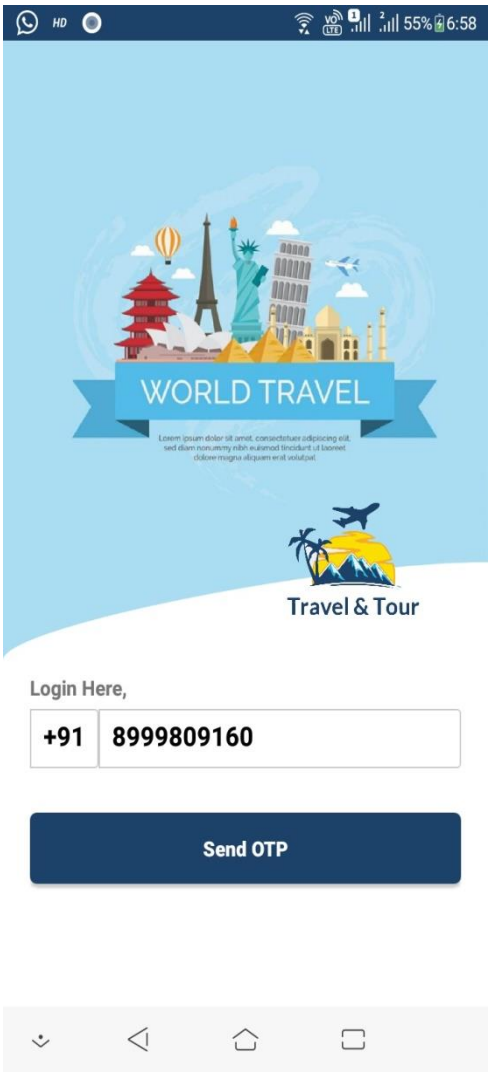


Fig. Login Activity

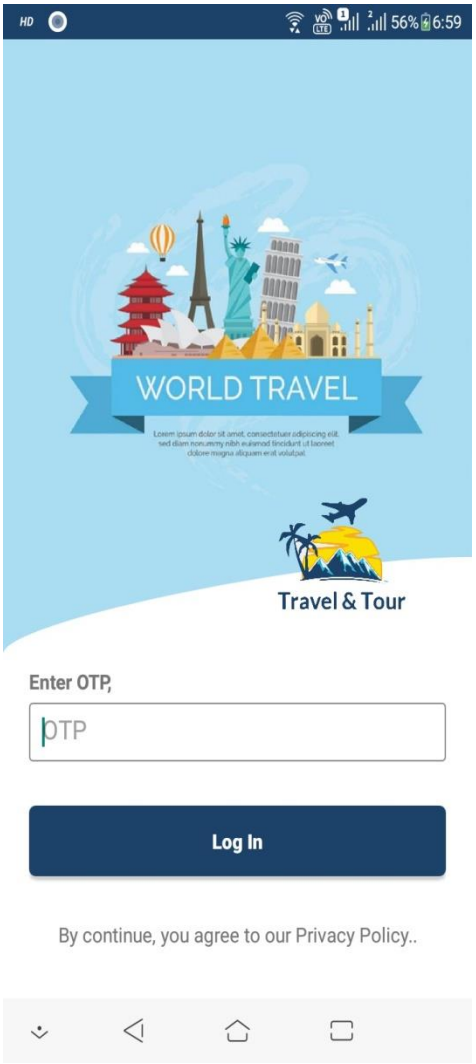


Fig. Enter OTP

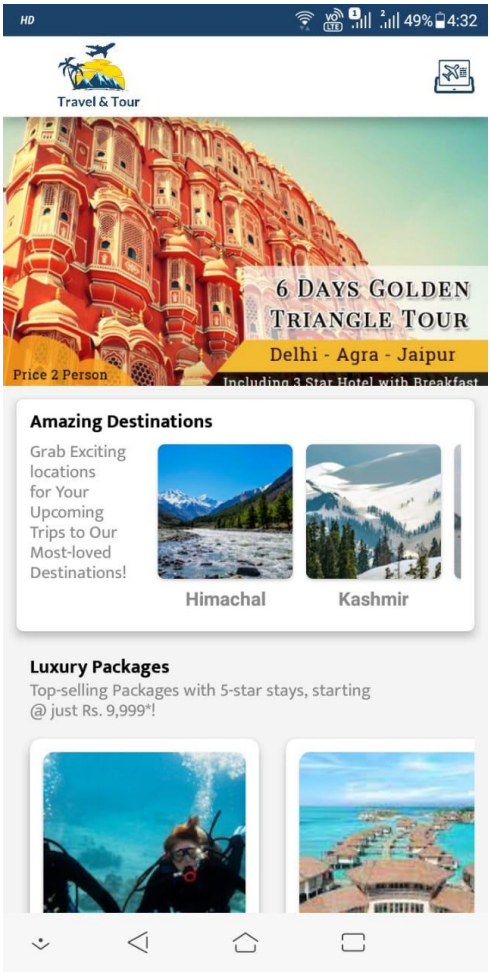


Fig. Packages

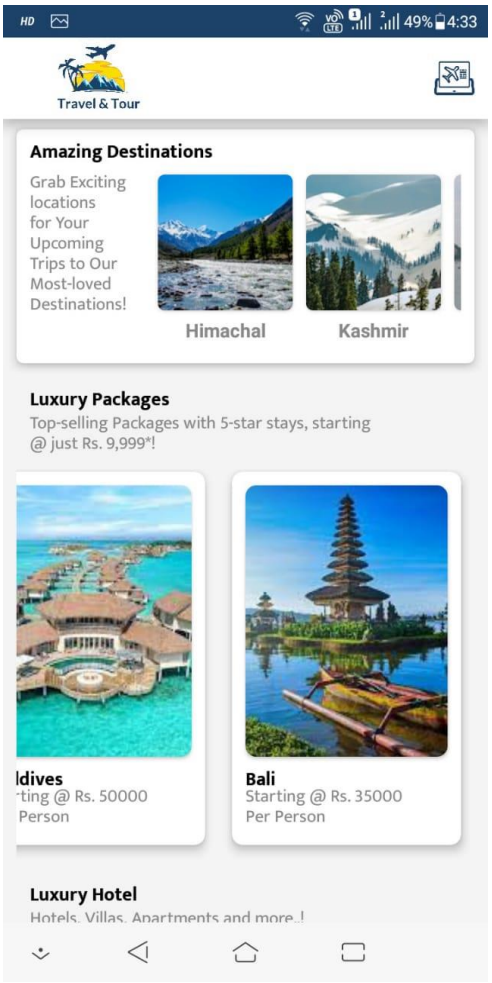


Fig. Hotel Details

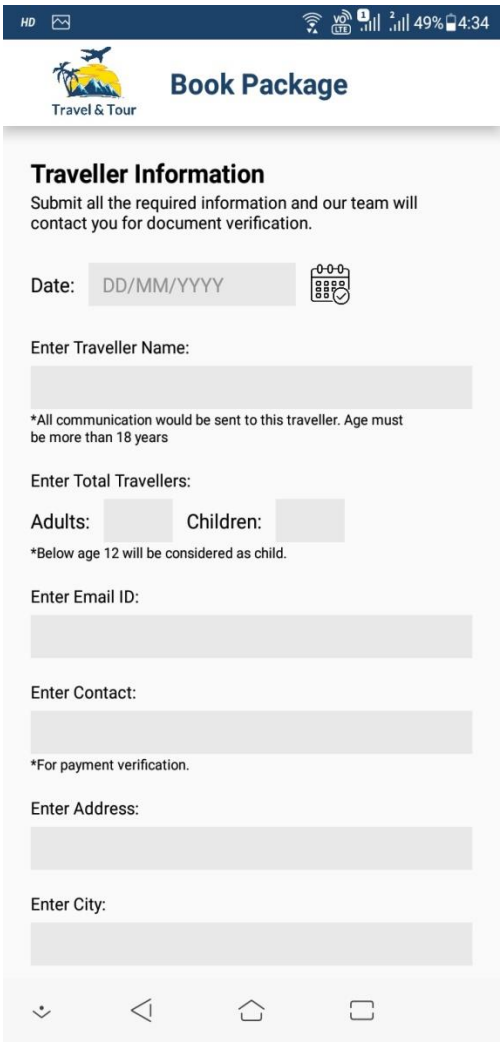


Fig. Booking Package

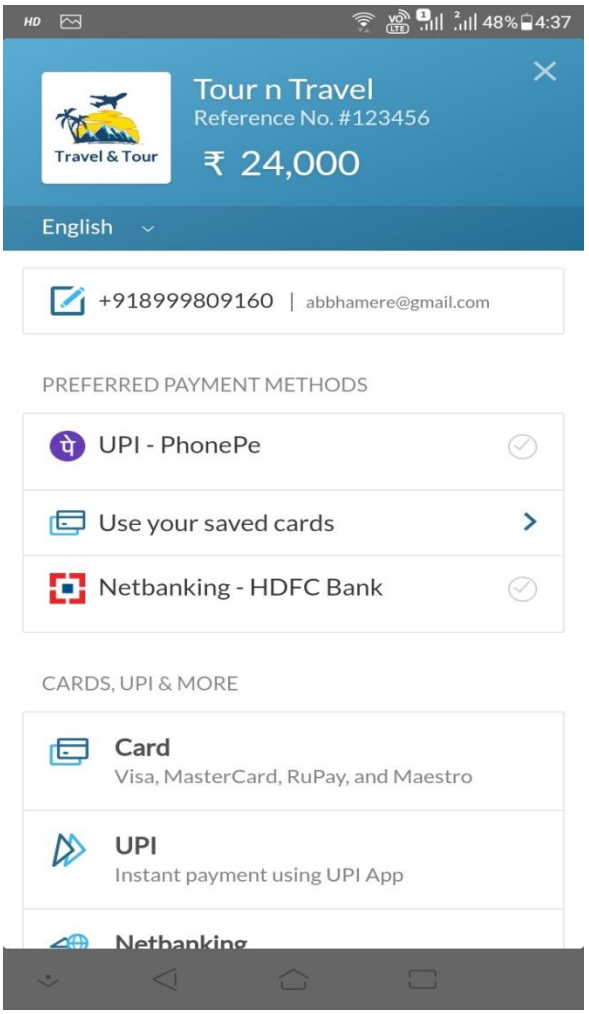


Fig. payment

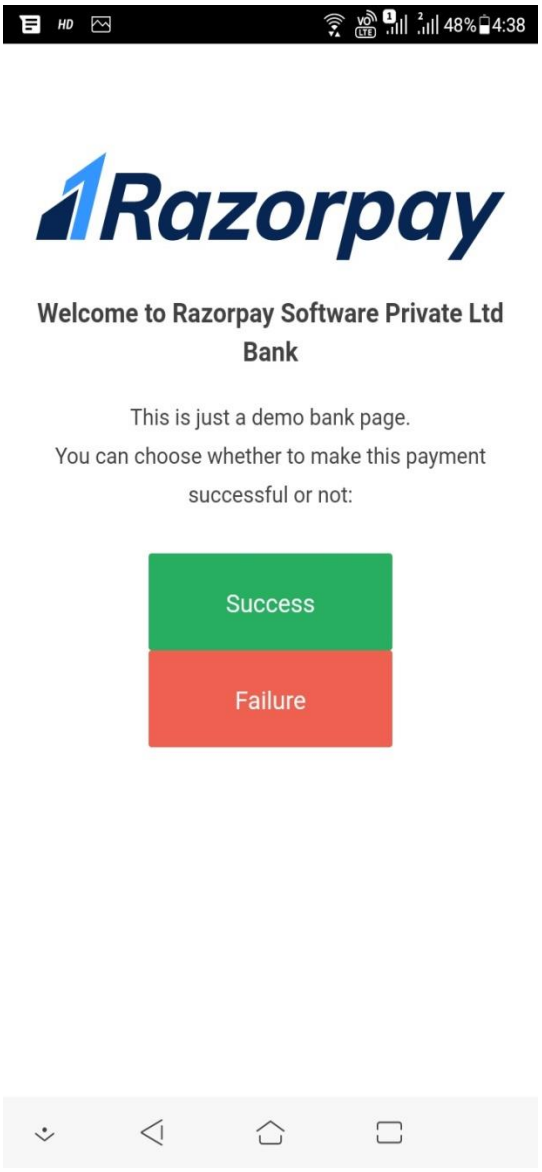


Fig. Payment

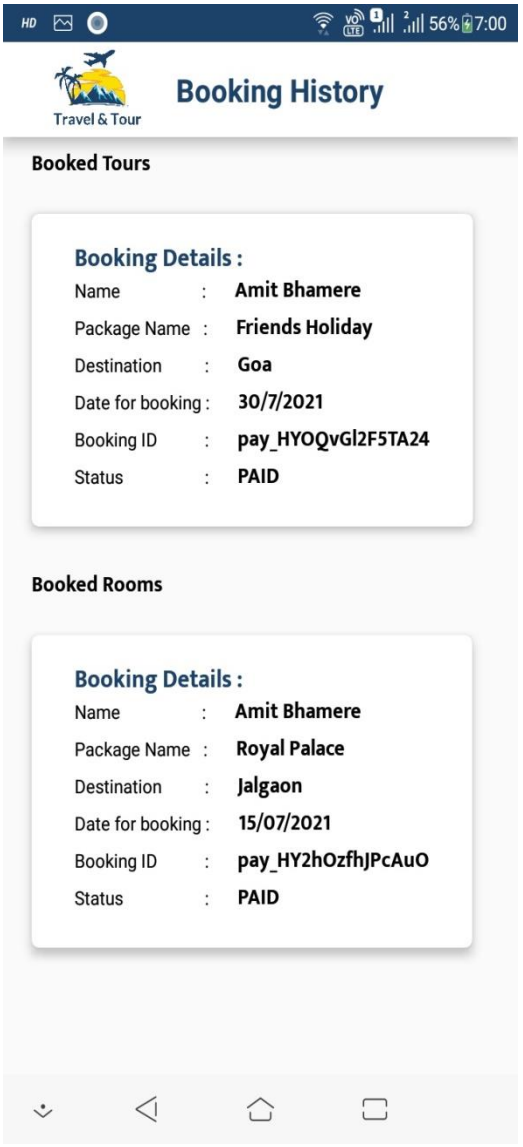


Fig. History

Admin App ScreenShot:-

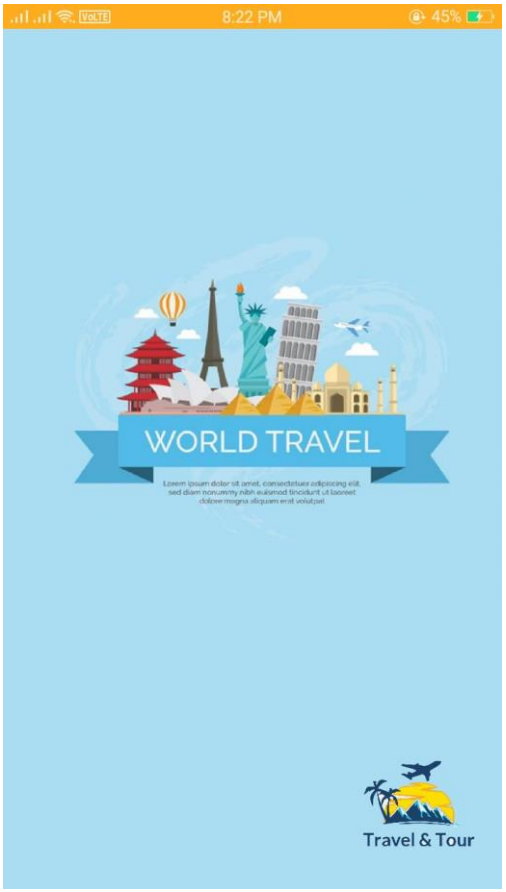


Fig. Flash Activity

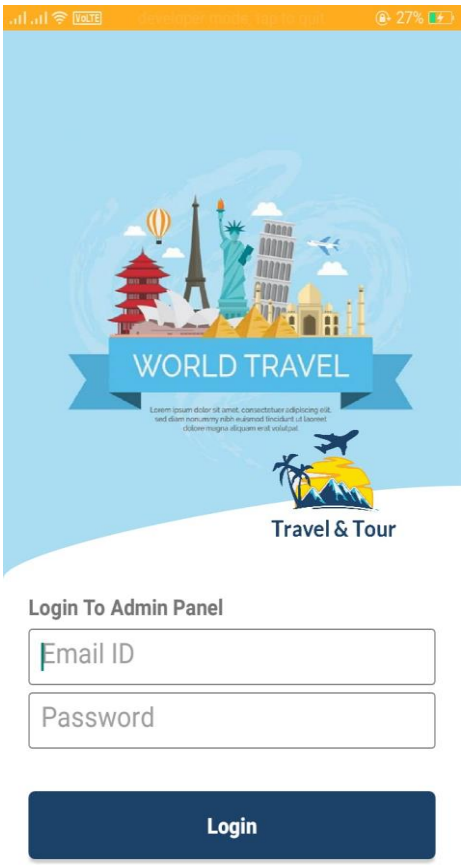


Fig. Login Activity

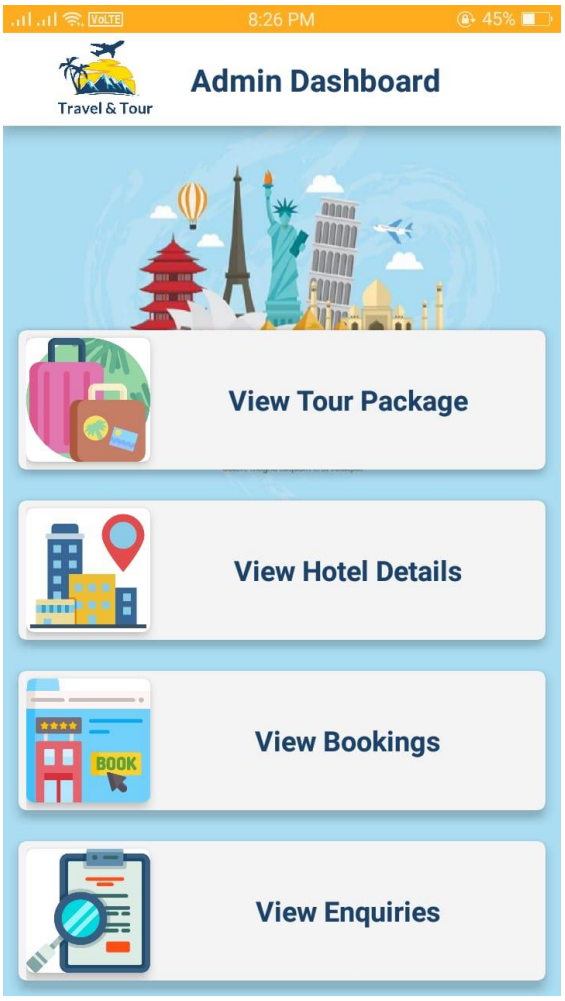


Fig. Dashboard Activity

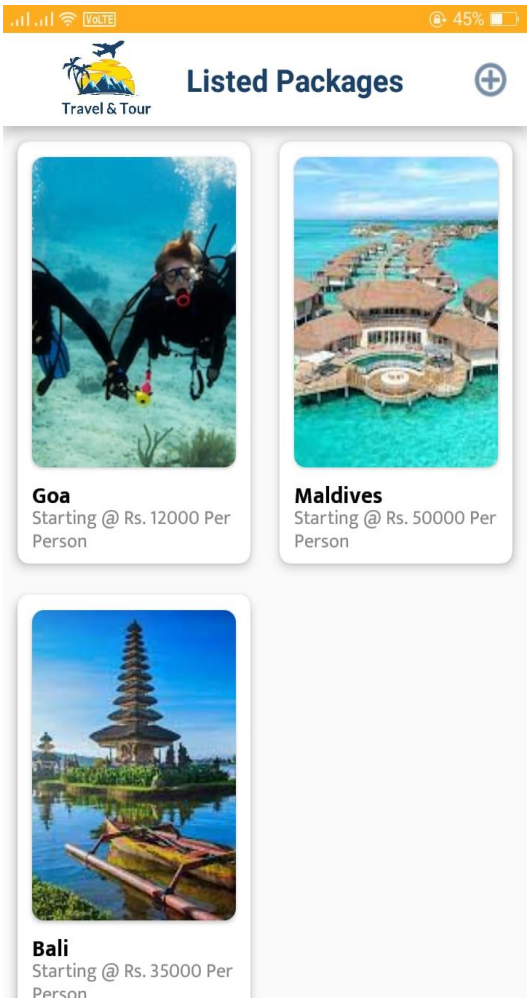


Fig. Package Activity

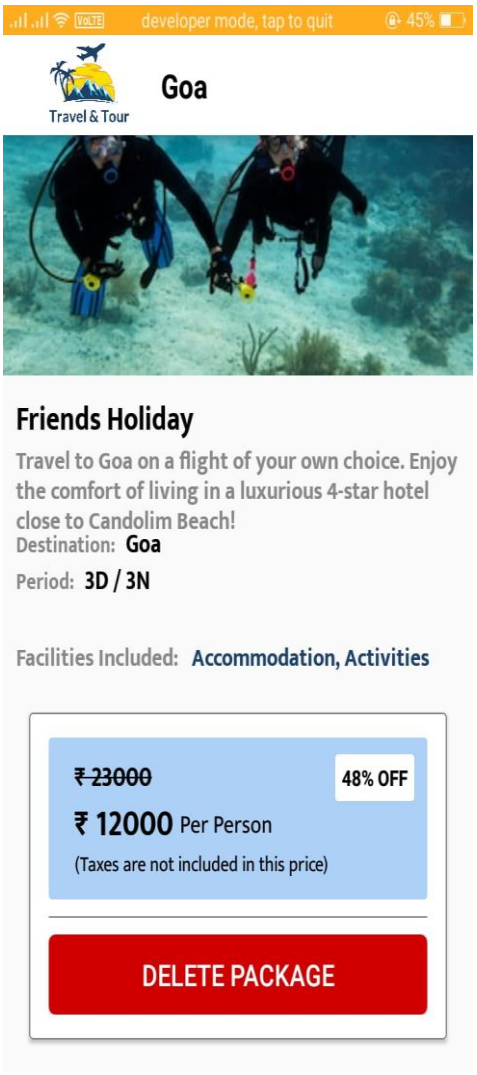


Fig. Package

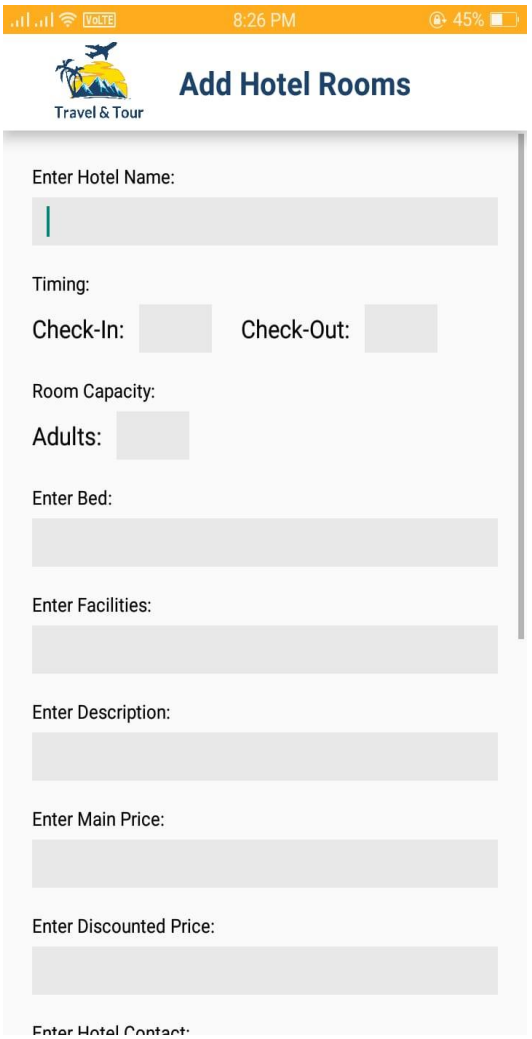


Fig. Add Hotel Rooms

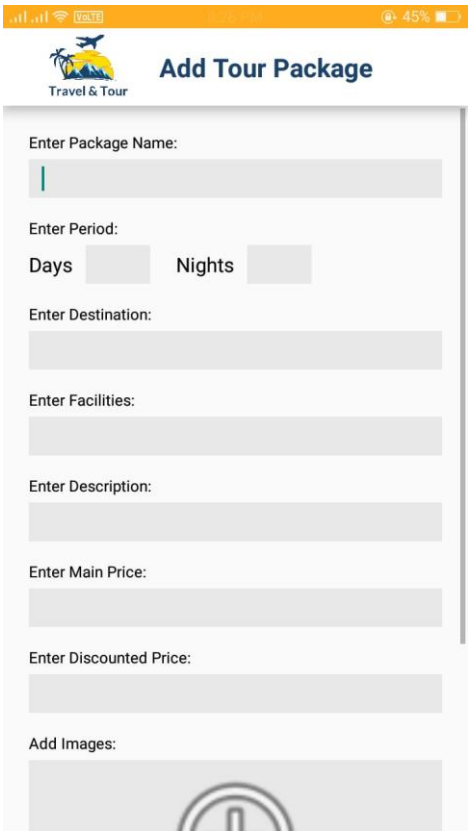


Fig. Add Package

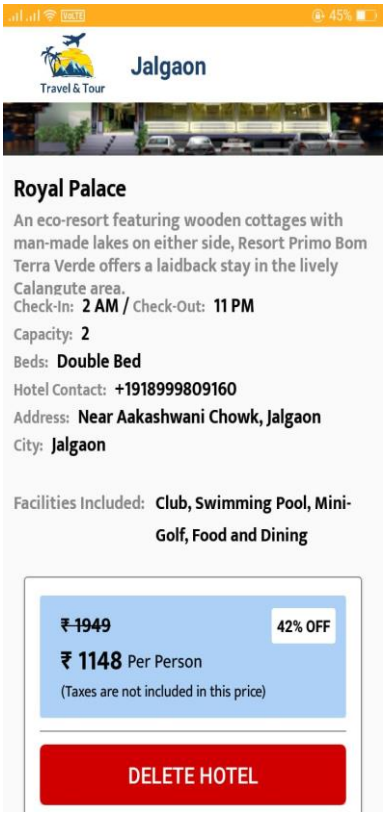


Fig. Delete Hotel booking

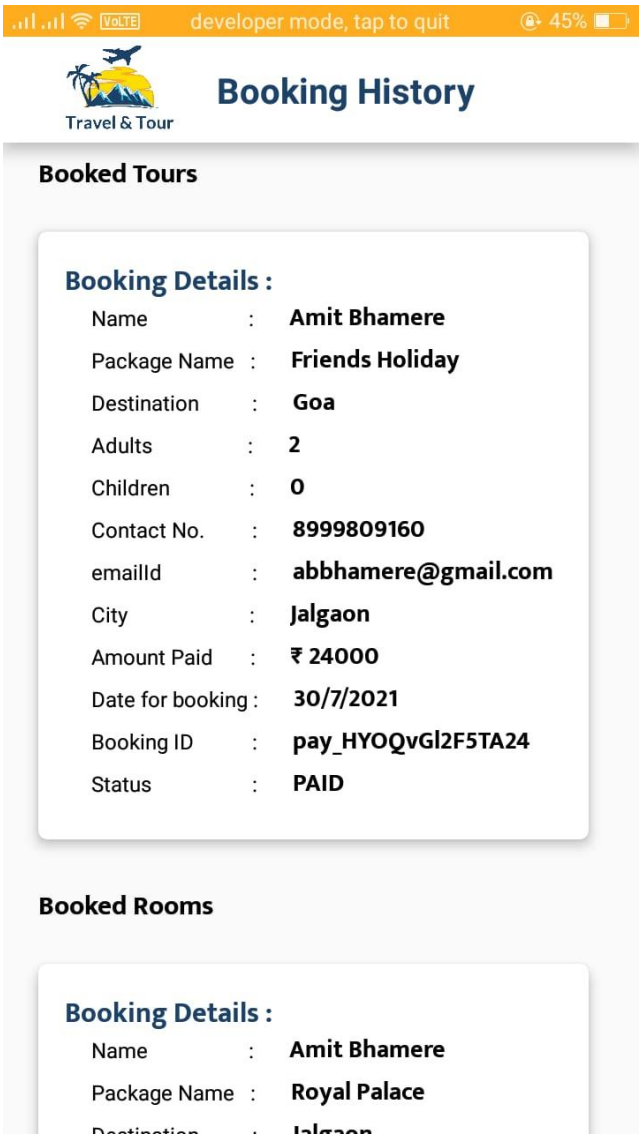


Fig. Booking History

7. Conclusion

It has been a great pleasure for me to work on this exciting and challenging project. This project proved good for me as it provided practical knowledge of not only programming in JAVA and Mobile based application. It also provides knowledge about the latest technology used in developing App enabled application that will be great demand in now days.

7.1 Future Work:-

- Now a days everyone use a Smartphone.
- Design the user interface using an iterative, audience-involved process to ensure optimal usability within the target audience.
- Create efficient and easily extensible data structures within the application to allow for simple updates to the information it presents.
- Develop a set of image-processing algorithms that can classify photographs.

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