INTRODUCTION

1.1 OVERVIEW

A Wanderlust project is an Android Kotlin based application designed to help users to plan the tours . The app includes a user registration and login forms for security purpose . Once the user will login by their username and password then they will be directed to the main page , At there you will see each and every places cost and plan schedules .

When entering into the main page after the login you will see different places sample picture and prices , places name , discount for plans then after clicking any one of the place name you will see the scheduled days tasks that what at all we will see in each days as day1 , day2 , day3 like etc... .

This Wanderlust application is an excellent tool for anyone who are more busy or if they cant be able to schedule for those tour places means then our Wanderlust application will create our own plans and schedules that perfectly matches your comfort . This all will easily happened within your android device .

Purpose :

Booking   Reservation   Tickets :

It helps to book reservation tickets to confirm their seats to ensure a comfort travelling although it helps more for the elder persons for their flexible travelling .

Tracking loyality places :

**Prefered tour plans are connect the loyality points
of the city with perfect time and planning and also we
will spend much more time at each and every places so
you can spend time more joyfully and peacefully with full
satisfaction.**

Different travel packeges :

You can choose your much favourite places with their travel packages by that you can take an easy decision in cash basis before travelling . There also some discounts are alowed for the peoples who are above 60 and lot with various deductions .

Weather Forecast :

You can prefer your plans depend upon the weather forecast that prevents you from the health issues . Also it makes you a prefect plan to make enjoyable and for different weathers you can get new places .

EMPATHY MAP :

User

Says :

" I want to tour to favourite places "

" I was stuck to what to plan for my tour "

Thinks :

" I want a personalized application to suggest me "

" I want a prefered idea to plan for my tour "

Does :

" Checks different places cost and time plans "

" Get different allowances and offers on each different places "

Feels :

" Not getten a clear idea about where to go and next , next.."

" Feared about where to stay and how is the hotels at there.."

Ideation and feautures of Wonderlust :

01 Search & Comparison	**02** Booking & Ticketing
03 Maps & Directions	**04** Itinerary Management
05 Personalization	**06** Reward Systems & Loyalty Programs
07 Customer Support	**08** Additional Features

ARKA
SOFTWARES

RESULT

Login page :

Login

Username

Password

Login

Register   Forget password?

Registration :

Register

Username

Email

Password

Register

Have an account? Log in

Main page :

Bali
Super saver pack with less than $10000
7days/2persons

Paris
Super saver pack with less than $10000
7days/2persons

Singapore

Different loyality places :

Bali

Day 1: Arrival and Relaxation
Arrive in Bali and check into your hotel or accommodation.
Spend the day relaxing and getting acclimated to the island.
If you have time, explore the nearby area or head to the beach.

Day 2: Ubud Tour
Start your day early and head to Ubud, a cultural and artistic hub in Bali.
Visit the Monkey Forest and the Ubud Palace.
Take a tour of the Tegalalang Rice Terrace, a beautiful UNESCO World Heritage Site.
End your day with a traditional Balinese dance performance.

Day 3: Temple Hopping
Visit some of Bali's most famous temples, such as Tanah Lot and Uluwatu.
Take in the stunning views of the ocean and cliffs.
Enjoy a sunset dinner at one of the many restaurants near the temples.

APPENDIX

```kotlin
package com.example.travelapp

import android.content.Context
import android.content.Intent
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.background
```

```kotlin
import androidx.compose.foundation.layout.*
import androidx.compose.material.*
import androidx.compose.runtime.*
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.layout.ContentScale
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.font.FontFamily
import androidx.compose.ui.text.font.FontWeight
```

```kotlin
import
androidx.compose.ui.text.input.PasswordVisualTra
nsformation
import
androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import androidx.core.content.ContextCompat

class LoginActivity : ComponentActivity() {
    private lateinit var databaseHelper:
```

```
UserDatabaseHelper
override fun onCreate(savedInstanceState:
Bundle?) {
super.onCreate(savedInstanceState)
databaseHelper = UserDatabaseHelper(this)
setContent {
LoginScreen(this, databaseHelper)
}
}
}
```

```kotlin
@Composable
fun LoginScreen(context: Context, databaseHelper:
UserDatabaseHelper) {

    var username by remember { mutableStateOf("") }
    var password by remember { mutableStateOf("") }
    var error by remember { mutableStateOf("") }

    Column(
        modifier =
Modifier.fillMaxSize().background(Color.White),
```

```kotlin
    horizontalAlignment =
Alignment.CenterHorizontally,
verticalArrangement = Arrangement.Center
) {

Image(painterResource(id = R.drawable.trav),
contentDescription = "")

Text(
fontSize = 36.sp,
fontWeight = FontWeight.ExtraBold,
```

```
        fontFamily = FontFamily.Cursive,
        text = "Login"
    )
    Spacer(modifier = Modifier.height(10.dp))

    TextField(
        value = username,
        onValueChange = { username = it },
        label = { Text("Username") },
        modifier = Modifier.padding(10.dp)
            .width(280.dp)
```

```
)

TextField(
value = password,
onValueChange = { password = it },
label = { Text("Password") },
visualTransformation =
PasswordVisualTransformation(),
modifier = Modifier.padding(10.dp)
.width(280.dp)
)
```

Y