

ABSTRACT

TravelEazy project provides great chances for users to obtain rich information. Particularly, tourists want to easily get tremendous information about their tourism plans. Therefore, in this paper, we aim to design a tourism resources management system and guide the tourists to plan their travel routes. In general, if any user plans for any tour they must consult any traveling agency for purchasing package. At the same time the user has to do traveling reservations from source to destination, hotel reservations at destination place and other travel reservations from destination to other places, this involves lot of manual work. For all these types of reservations must be done by user by standing lot of time in a queue. To avoid these problems to reduce the manual work to the user new project was developed i.e. TravelEazy.

Keywords:

1. Collaborative platform
2. Extension activities
3. Feedback and recognition

INTRODUCTION

1.1 Motivation:

The TravelEazy project addresses the cumbersome process of travel planning by providing a comprehensive tourism resources management system. Traditional methods involve extensive manual work, from consulting travel agencies to making reservations, leading to frustration and inefficiency. TravelEazy streamlines this process, offering a centralized platform for booking transportation, accommodation, and other services. By automating tasks and providing personalized-recommendations, TravelEazy aims to simplify travel planning, enhancing the overall user experience.

1.2 Problem Statement:

The existing process for planning tourism trips involves cumbersome manual tasks, including consulting travel agencies for package purchases and standing in queues to make reservations for transportation, accommodation, and other travel services. This manual effort results in inefficiency and inconvenience for tourists. To address this problem, there is a need for a streamlined solution that integrates tourism resource management and travel route planning while automating the reservation process, thereby enhancing the user experience and reducing manual workload. This gap in the current system prompts the development of the TravelEazy project.

1.3 Objective of the Project:

The objective of the TravelEazy project is to design and implement a comprehensive tourism resources management system that empowers users with seamless access to rich travel information and facilitates efficient planning of travel routes. By automating the reservation process for transportation, accommodation, and other travel services, the project aims to eliminate the manual effort and inconvenience traditionally associated with travel planning. Ultimately, TravelEazy seeks to enhance the user experience by providing a convenient and user-friendly platform for tourists to plan their trips with ease and confidence.

1.4 Scope:

The scope of the "TravelEazy" project encompasses the development of a comprehensive tourism resources management system aimed at simplifying and enhancing the travel planning experience for users. This system will facilitate efficient travel route planning, eliminating the need for manual reservations and long queues. Key functionalities include enabling users to access rich information about tourism destinations, automate travel reservations from source to destination, arrange hotel accommodations, and make other necessary travel arrangements seamlessly. The project's focus is on providing users with a user-friendly platform that streamlines the entire travel planning process, ultimately offering a hassle-free travel experience.

1.5 Project Introduction:

In the modern era, where travel has become an essential aspect of life, the intricate process of trip planning can present significant challenges. Coordinating various bookings, consulting multiple sources for information, and managing reservations often consume valuable time and energy. Recognizing these inefficiencies, the TravelEazy project emerges as a solution to streamline the travel planning experience.

TravelEazy aims to revolutionize travel planning by offering a comprehensive tourism resources management system. Through advanced technology and user-friendly interfaces, the platform centralizes all aspects of trip planning, from transportation and accommodation bookings to itinerary customization and activity recommendations. By eliminating the need for manual coordination and providing access to a wealth of information, TravelEazy simplifies the entire process, making it more accessible and enjoyable for users.

Moreover, TravelEazy prioritizes user convenience by offering personalized recommendations and seamless booking functionalities. Whether travelers seek adventure, relaxation, or cultural immersion, TravelEazy caters to diverse preferences and interests, facilitating the creation of tailored travel experiences. Ultimately, the project aims to redefine the travel industry by empowering users to effortlessly plan

and embark on memorable journeys, free from the complexities and frustrations of traditional trip planning methods.

2. LITERATURE SURVEY

Qi Xianwen, *Discussion on the Teaching Implementation Plan of "Tourism Management Information System"*, vol. 2014, no. 6, pp. 133-135, 2021.

Tourism information management department is the manager and supervisor of tourism information, which bears great work pressure. How to help scenic spot managers grasp the scenic spot information in time, provide information timely and effectively, provide real-time information of scenic spots, and make guiding decisions for scenic spots, which puts forward urgent requirements for the information management of tourism information. With the development of tourism information system, enterprises urgently need to use a new way of "static and customized tourism information system" to meet the needs of tourism market.

Chen Chongfu, *On the Design and Application of Tourism Management Information System, Tourism Overview: Second Half Month*, no. 12, pp.1, 2017.

With the continuous improvement of people's quality of life, people's demand for tourism gradually increased. The traditional way of tourism and information management level has been unable to meet the current tourism needs of tourists. The development of information technology promotes the rapid development of tourism information technology, and tourism information system can greatly improve the quality of tourism services and management level. Through the analysis of tourism information management and development mode, this paper designs and optimizes the tourism management information system in combination with the market demand of tourists to develop the tourism management information system suitable for tourists, which can improve the quality of tourism management.

Wen Jing, Hao Dazhi and Zhang Xiaofeng, "Research on the Intelligent Examination System Based on Genetic Algorithm", *Science and Technology Communication*, no. 22, pp. 2, 2017

With the mutual integration of computer technology and education, promoting the reform of education and teaching network, online examination mode has gradually become an important means of new education measurement. The online examination system has

basically realized the examinee answer, check and system group, and other functions, but there is a set of performance is not high, the examination such as the imperfection of the auxiliary function, in view of the above problem, this paper analyzes the group's related theory, using genetic algorithm as a smart group volume is determined, and genetic operation process of the group to carry on the design and improvement; At the same time, the system function and framework technology are- deeply analyzed, the system function framework is established, and the intelligent test system is finally realized..

Cao Xiaoyan, Sun Ying and Wang Chen, "Research on Freight Route Planning System Based on Genetic Algorithm", *Electronic Technology and Software Engineering*, no.

Aiming at the problem of logistic division based on genetic algorithm, it is planned to study the improvement of logistic distribution methods. We first meet the requirements of the genetic algorithm of logistic development, use the division method to divide the delivery area of the gene, and formulate a functional delivery plan, which generally includes weight measurement, measurement time, customer value measurement, instrument measurement time, and the whole process index. We set weight goals and find the best way to improve genetic algorithm delivery.

Sun Lina, "Development of Intelligent Examination System Based on Genetic Algorithm", *Modern Information Technology*, vol. 003, no. 001, pp. 83-85, 2019.

The rapid development of the Internet has brought tremendous changes to people's lives. Through the network function, the online examination is gradually accepted by various educational and teaching institutions. Currently, online exams have become the main method of teaching evaluation. In order to solve the problem of intelligent test paper more effectively, this paper proposes a multi-threaded intelligent test paper strategy based on genetic algorithm, and designs the computer system structure in the standard test question bank. Convergence simulation and experimental results show that the algorithm is better than simple particle swarm optimization algorithm, simple genetic algorithm and it improved algorithm.

3. SYSTEM ANALYSIS

3.1 EXISTING SYSTEM

In the existing system, all the records are not kept perfectly because all the work is done manually, so keeping up to date details of the places is not perfectly followed. User can view the places and need to search for the places and book the places. Manually a person has to go and search for the places in a particular place, it will take a lot of time to do such process, in the existing system. It will consume money also.

3.2 Disadvantages of Existing System

1. Time-consuming: Traditional travel planning methods require significant time investment, from researching destinations to making reservations for transportation and accommodation. This prolonged process can delay trip planning and limit spontaneity, causing frustration for travelers eager to embark on their adventures.

2. Manual searching: Without centralized platforms like TravelEazy, travelers must manually scour multiple sources for information on flights, hotels, activities, and more. This manual searching is not only tedious but also increases the likelihood of missing out on relevant options or encountering outdated information, leading to suboptimal travel experiences.

3. Data security concerns: In the absence of robust security measures, personal and financial information provided during the booking process may be vulnerable to cyber threats such as data breaches or identity theft. Ensuring data security is paramount in the travel industry to protect users' sensitive information and maintain trust in the platform's integrity.

3.3 PROPOSED SYSTEM:

TravelEazy is the project which gives all the required facilities to their customers when they are ready to plan for any tour. By using this portal, the user can book any places and also it provides help to the users. User can book the places

and give the review regarding to that tour. Then other users can easily get the feedback of that place by viewing the review.

3.4 Advantages of Proposed system:

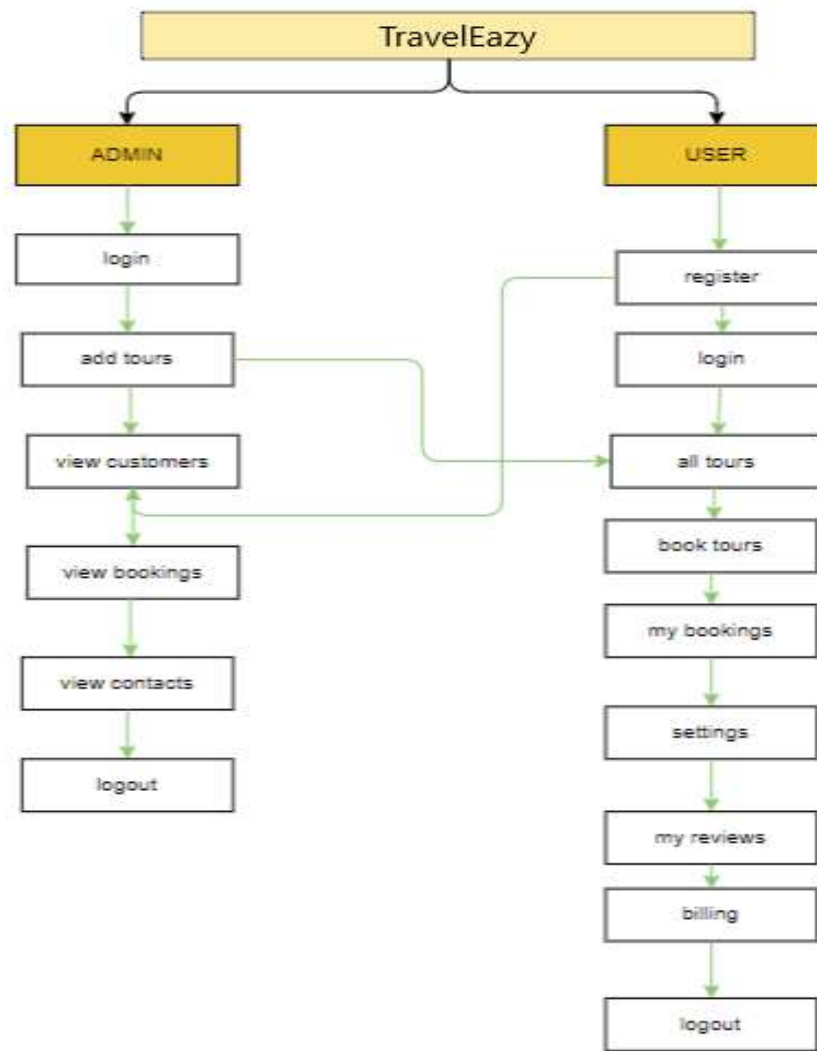
i. **Systematic and accurate data storage:** With TravelEazy, user information, booking details, and travel preferences are stored systematically and accurately in a centralized database. This ensures seamless access to essential data, minimizing errors and enhancing the efficiency of trip planning processes.

ii. **Computerized operations:** By employing advanced technology, TravelEazy automates many aspects of travel planning, reducing manual effort and increasing overall productivity. This computerized approach streamlines tasks such as itinerary creation, booking management, and communication with service providers, resulting in a smoother and more user-friendly experience for travelers.

iii. **Effortless tour and review analysis:** TravelEazy's integrated analytics tools simplify the process of analyzing tour options and user reviews. By aggregating and presenting this information in an accessible format, users can make well-informed decisions about their travel plans, ensuring a more satisfying and personalized experience.

iv. **Cost-effective transport solutions:** Through strategic partnerships and real-time pricing data, TravelEazy helps users find the most cost-effective transportation options for their trips. By offering insights into alternative routes, travel times, and discounts, the platform empowers users to optimize their travel budgets without compromising on quality or convenience.

3.5 work Flow of Proposed system



4. REQUIREMENT ANALYSIS

4.1 Functional and non-functional requirements

Functional Requirements:

User Registration and Profile Management: Users should be able to create accounts, update their profiles, and manage their personal information securely within the TravelEazy platform.

Search and Booking Functionality: TravelEazy should enable users to search for flights, accommodations, transportation services, and activities based on their preferences and budget. Users should be able to make bookings directly through the platform.

Itinerary Creation: The system should allow users to create personalized travel itineraries by selecting destinations, dates, activities, and accommodations. It should provide options for customization and flexibility.

Payment Processing: TravelEazy should facilitate secure online payment processing for bookings made through the platform. It should support various payment methods and ensure compliance with relevant security standards.

Feedback and Review System: The platform should incorporate a feedback and review system that allows users to rate and review their travel experiences. This information can help improve service quality and assist other users in making informed decisions.

Non-functional Requirements:

Security: TravelEazy must prioritize data security and implement measures to protect users' personal and financial information. This includes encryption, secure authentication mechanisms, and compliance with relevant regulations such as GDPR.

Performance: The platform should be highly available and responsive, capable of handling concurrent user requests without significant delays or downtime. Load balancing and optimization techniques should be employed to ensure optimal performance.

Scalability: TravelEasy should be designed to accommodate growth in user traffic and data volume over time. It should be scalable both horizontally and vertically to handle increased demand without sacrificing performance.

Usability: The user interface of TravelEasy should be intuitive, user-friendly, and accessible across different devices and screen sizes. Clear navigation, helpful prompts, and responsive design elements should enhance the overall user experience.

Reliability: The platform should be reliable and robust, minimizing the risk of system failures, errors, or data loss. Regular backups, fault tolerance mechanisms, and disaster recovery plans should be in place to ensure continuity of service.

Compliance: TravelEasy should comply with relevant legal and industry standards, including data protection regulations, accessibility guidelines, and industry best practices. Regular audits and assessments should verify compliance and address any issues promptly.

SYSTEM CONFIGURATION

4.2 Hardware Requirements

Processor	- I3/Intel Processor
Hard Disk	- 160GB
Key Board	- Standard Windows Keyboard
Mouse	- Two or Three Button Mouse
Monitor	- SVGA
RAM	- 8GB

4.3 Software Requirements:

Operating System	: Windows 7/8/10
Server side Script	: Express js
Programming Language	: Javascript
IDE/Workbench	: VS Code
Database	: MongoDB
Client Side	: React js

The MERN stack is a popular stack for developing full-stack web applications. It consists of MongoDB, Express.js, React, and Node.js. This document explains how to use each component and how to connect MongoDB to Express.js.

Understanding the MERN Stack

The MERN stack is a powerful combination of technologies used for building full-stack web applications. MERN stands for MongoDB, Express.js, React, and Node.js. Each component plays a crucial role in the development process. Here's a theoretical overview of each component:

1. MongoDB

MongoDB is a NoSQL database that uses a document-oriented data model. Instead of storing data in tables and rows, MongoDB stores data in JSON-like documents. This flexibility allows for more complex data structures and is ideal for applications that require scalability and performance.

Key Features:

- Document-Oriented Storage: Stores data in flexible, JSON-like documents.
- Schema-Less: Allows for dynamic, schema-free data models.
- Scalability: Supports horizontal scaling through sharding.
- High Performance: Provides high performance for read and write operations.

2. Express.js

Express.js is a minimal and flexible Node.js web application framework. It provides a robust set of features for building single and multi-page, and hybrid web applications. Express.js simplifies the process of handling HTTP requests and responses, middleware, and routing.

Key Features:

- Middleware Support: Allows the use of middleware to handle requests, responses, and other web application functions.
- Routing: Provides a simple interface for defining routes and handling different HTTP methods.
- Performance: Lightweight framework that doesn't compromise performance.
- Performance: Lightweight framework that doesn't compromise performance.
- Extensibility: Can be extended with various plugins and modules.

3. React

React is a JavaScript library developed by Facebook for building user interfaces, particularly for single-page applications. It allows developers to create reusable UI components that can manage their own state.

Key Features:

- Component-Based Architecture: Breaks the UI into reusable components, making it easier to manage and develop.
- Virtual DOM: Uses a virtual DOM to efficiently update and render only the components that change, improving performance.
- Unidirectional Data Flow: Ensures that data flows in one direction, making it easier to understand and debug.
- JSX: Uses JSX, a syntax extension that allows writing HTML directly within JavaScript.

4. Node.js

Node.js is a JavaScript runtime built on Chrome's V8 JavaScript engine. It allows developers to run JavaScript on the server side, providing a way to build scalable network applications. Node.js is known for its non-blocking, event-driven architecture, which makes it ideal for real-time applications.

Key Features:

- Asynchronous and Event-Driven: Handles many connections simultaneously using a single-threaded model, with non-blocking I/O.
- Fast Execution: Built on Google Chrome's V8 JavaScript engine, making it very fast.
- Scalability: Designed for scalable network applications.
- NPM (Node Package Manager): Provides access to a vast library of modules and packages.

Integration of MERN Stack

When combined, these technologies create a powerful stack for building full-stack web applications:

- MongoDB serves as the database layer, storing application data in a flexible, JSON-like format.
- Express.js acts as the web application framework, handling routing, middleware, and HTTP requests/responses.
- React is used for building the client-side user interface, providing a dynamic and responsive user experience.
- Node.js runs the server-side code, handling the application logic and communication between the client and the database.

Workflow in a MERN Application

1. Client-Side (React): Users interact with the application through the user interface built with React. React components make API calls to the server-side to fetch or update data.
2. Server-Side (Express.js and Node.js): The server-side application, built with Express.js and running on Node.js, receives these API calls. It processes the requests, interacts with the database if necessary, and sends the appropriate responses back to the client.
3. Database (MongoDB): When the server-side application needs to store or retrieve data, it communicates with the MongoDB database. MongoDB stores data in a flexible, JSON-like format, which is ideal for applications that require dynamic schemas.

By leveraging the strengths of each component, the MERN stack provides a comprehensive solution for developing modern, scalable, and efficient web applications.

1. MongoDB

MongoDB is a NoSQL database that stores data in JSON-like documents. It is scalable and flexible, making it ideal for modern web applications.

Installation:

1. Download and install MongoDB from the official website.
2. Start the MongoDB server by running the command:

```
``bash
mongod
``
```

Using MongoDB:

- Create a Database:

```
``js
use myDatabase
``
```

- Insert a Document:

```
``js
db.myCollection.insertOne({ name: "John Doe", age: 30, address: "123 Main St" })
``
```

- Find a Document:

```
``js
db.myCollection.find({ name: "John Doe" })
```

2. Express.js

Express.js is a web application framework for Node.js, designed for building web applications and APIs.

Installation:

1. Initialize a new Node.js project:

```
```bash
npm init -y
```
```

2. Install Express.js:

```
```
```

```
```bash
npm install express
```

Creating an Express.js Server:

- Basic Setup:

```
```js
const express = require('express');
const app = express();
const port = 3000;

app.get('/', (req, res) => {
 res.send('Hello World!');
});
```



```
});

app.listen(port, () => {
 console.log(`Server is running on http://localhost:${port}`);
});
...

```

### 3. React

React is a JavaScript library for building user interfaces. It is maintained by Facebook and a community of individual developers and companies.

#### Installation:

##### 1. Create a new React application using Create React App:

```
``bash
npx create-react-app my-app
cd my-app
npm start
...

```

#### Using React:

- Basic Component:

```
``jsx
import React from 'react';

```

```
function App() {
 return (

```

```
<div>
 <h1>Hello, World!</h1>
</div>

);
}
```

```
export default App;
```

#### **`4. Node.js**

Node.js is a JavaScript runtime built on Chrome's V8 JavaScript engine. It allows you to run JavaScript on the server.

#### **Installation:**

1. Download and install Node.js from the official website.

Using Node.js:

- Run a JavaScript File:

```
```bash
node app.js
```
```

## **5. Connecting MongoDB to Express.js**

To connect MongoDB to Express.js, you can use the `mongoose` library, which provides a straightforward, schema-based solution to model your application data.

#### **Installation:**

## 1. Install Mongoose:

```
```bash
npm install mongoose
```
```

## Connecting to MongoDB:

### - Setup Mongoose:

```
```js
const mongoose = require('mongoose');

mongoose.connect('mongodb://localhost:27017/myDatabase', {
  useNewUrlParser: true,
  useUnifiedTopology: true,
});

const db = mongoose.connection;
db.on('error', console.error.bind(console, 'connection error:'));
db.once('open', function() {
  console.log('Connected to MongoDB');
});
```
```

## Defining a Schema and Model:

### - Schema and Model:

```
```js
const userSchema = new mongoose.Schema({
```

```

    name: String,
    age: Number,
    address: String
  });

const User = mongoose.model('User', userSchema);

// Creating a new user
const newUser = new User({ name: 'John Doe', age: 30, address: '123 Main St' });
newUser.save((err) => {
  if (err) return console.error(err);
  console.log('User saved successfully');
});
```

```

### **Express.js Route to Interact with MongoDB:**

- Creating Routes:

```

```js
const express = require('express');
const mongoose = require('mongoose');
const app = express();

mongoose.connect('mongodb://localhost:27017/myDatabase', {
  useNewUrlParser: true,
  useUnifiedTopology: true,
});

const userSchema = new mongoose.Schema({
  name: String,

```

```

    age: Number,
    address: String,
  });

const User = mongoose.model('User', userSchema);

app.get('/users', async (req, res) => {
  try {
    const users = await User.find();
    res.json(users);
  } catch (err) {
    res.status(500).send(err);
  }
});

app.post('/users', async (req, res) => {
  const newUser = new User(req.body);
  try {
    await newUser.save();
    res.status(201).send(newUser);
  } catch (err) {
    res.status(400).send(err);
  }
});

app.listen(3000, () => {
  console.log('Server is running on http://localhost:3000');
});

```

5. SYSTEM DESIGN

5.1 Architecture:

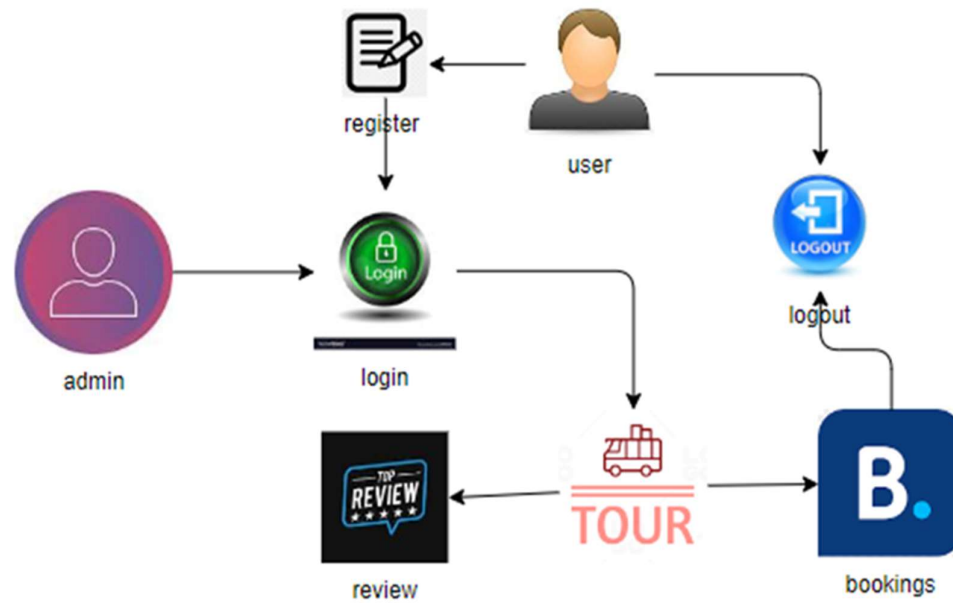


Fig 5.1 Architecture Diagram

5.2 Introduction of Input Design:

In an information system, input is the raw data that is processed to produce output. During the input design, the developers must consider the input devices such as PC, MICR, OMR, etc.

Therefore, the quality of system input determines the quality of system output. Well-designed input forms and screens have following properties –

- It should serve specific purpose effectively such as storing, recording, and retrieving the information.
- It ensures proper completion with accuracy.
- It should be easy to fill and straightforward.
- It should focus on user's attention, consistency, and simplicity.
- All these objectives are obtained using the knowledge of basic design principles regarding –
 - What are the inputs needed for the system?
 - How end users respond to different elements of forms and screens.

Objectives for Input Design:

The objectives of input design are –

- To design data entry and input procedures
- To reduce input volume
- To design source documents for data capture or devise other data capture methods
- To design input data records, data entry screens, user interface screens, etc.
- To use validation checks and develop effective input controls.

Output Design:

The design of output is the most important task of any system. During output design, developers identify the type of outputs needed, and consider the necessary output controls and prototype report layouts.

Objectives of Output Design:

The objectives of input design are:

- To develop output design that serves the intended purpose and eliminates the production of unwanted output.
- To develop the output design that meets the end user's requirements.
- To deliver the appropriate quantity of output.
- To form the output in appropriate format and direct it to the right person.
- To make the output available on time for making good decisions.

5.3 UML Diagrams:

5.3.1 Use Case Diagram:

A use case diagram in the Unified Modeling Language (UML) is a type of behavioral diagram defined by and created from a Use-case analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases. The main purpose of a use case diagram is to show what system functions are performed for which actor. Roles of the actors in the system can be depicted

Use Case Diagram:

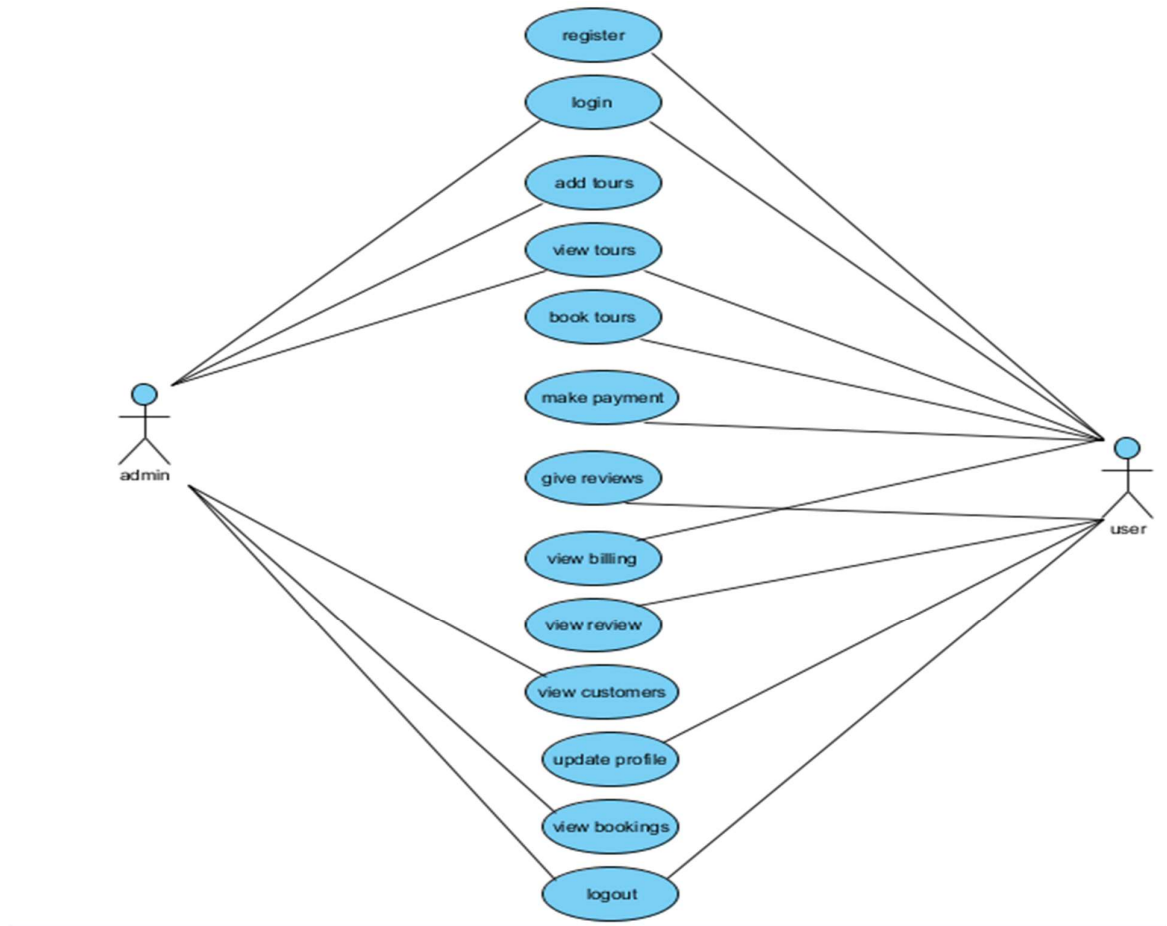


Fig 5.3.1 Use Case Diagram

5.3.2 Class Diagram:

In software engineering, a class diagram in the Unified Modelling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among the classes. It explains which class contains information.

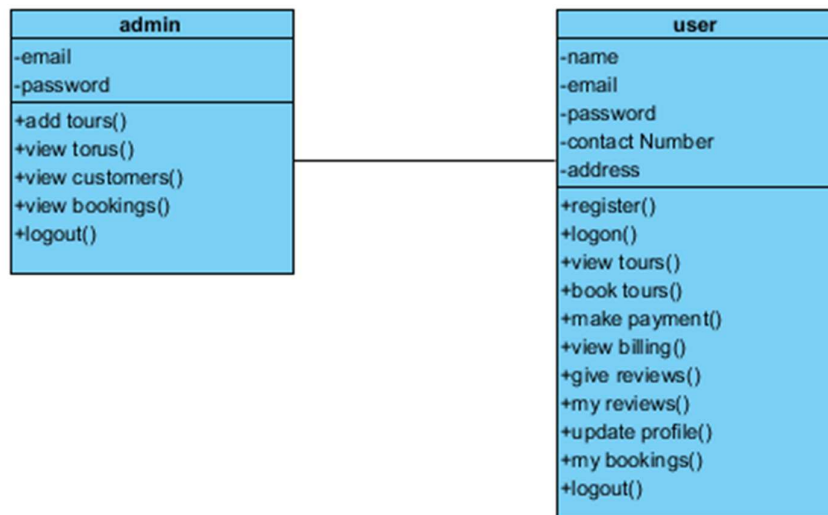


Fig 5.3.2 Class Diagram:

5.3.3 Sequence Diagram:

A sequence diagram in Unified Modelling Language (UML) is a kind of interaction diagram that shows how processes operate with one another and in what order. It is a construct of a Message Sequence Chart. Sequence diagrams are sometimes called event diagrams, event scenarios, and timing diagrams.

Sequence Diagram:

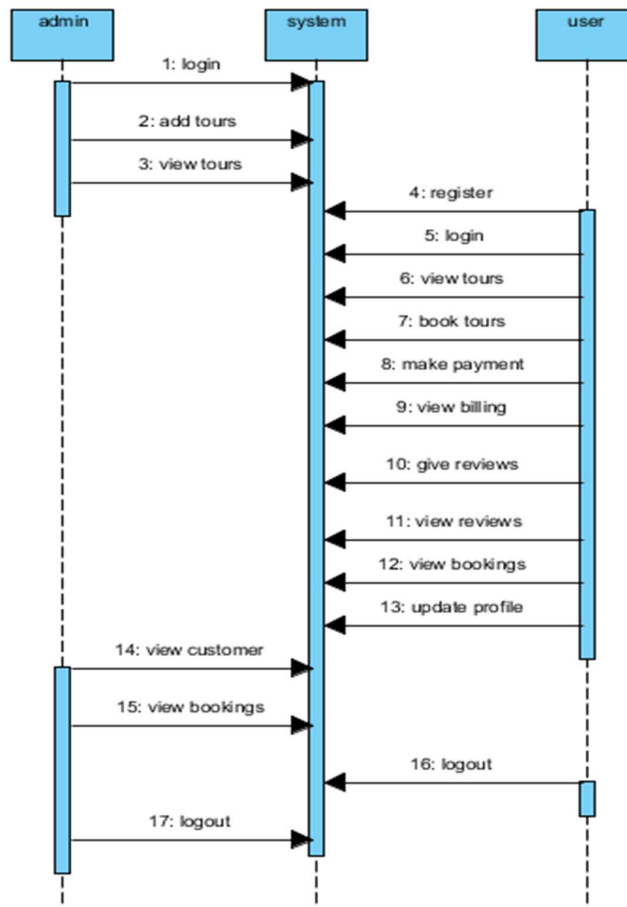


Fig 5.3.3 Sequence Diagram

5.3.4 Collaboration Diagram:

In collaboration diagram the method call sequence is indicated by some numbering technique as shown below. The number indicates how the methods are called one after another. We have taken the same order management system to describe the collaboration diagram. The method calls are similar to that of a sequence diagram. But the difference is that the sequence diagram does not describe the object organization whereas the collaboration diagram shows the object organization.

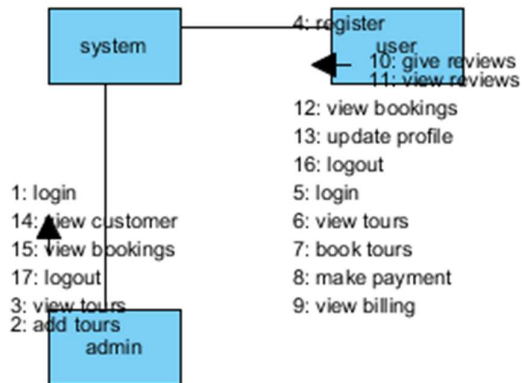


Fig 5.3.4 Collaboration Diagram:

5.3.5 Deployment Diagram

Deployment diagram represents the deployment view of a system. It is related to the component diagram. Because the components are deployed using the deployment diagrams. A deployment diagram consists of nodes. Nodes are nothing but physical hardware's used to deploy the application.

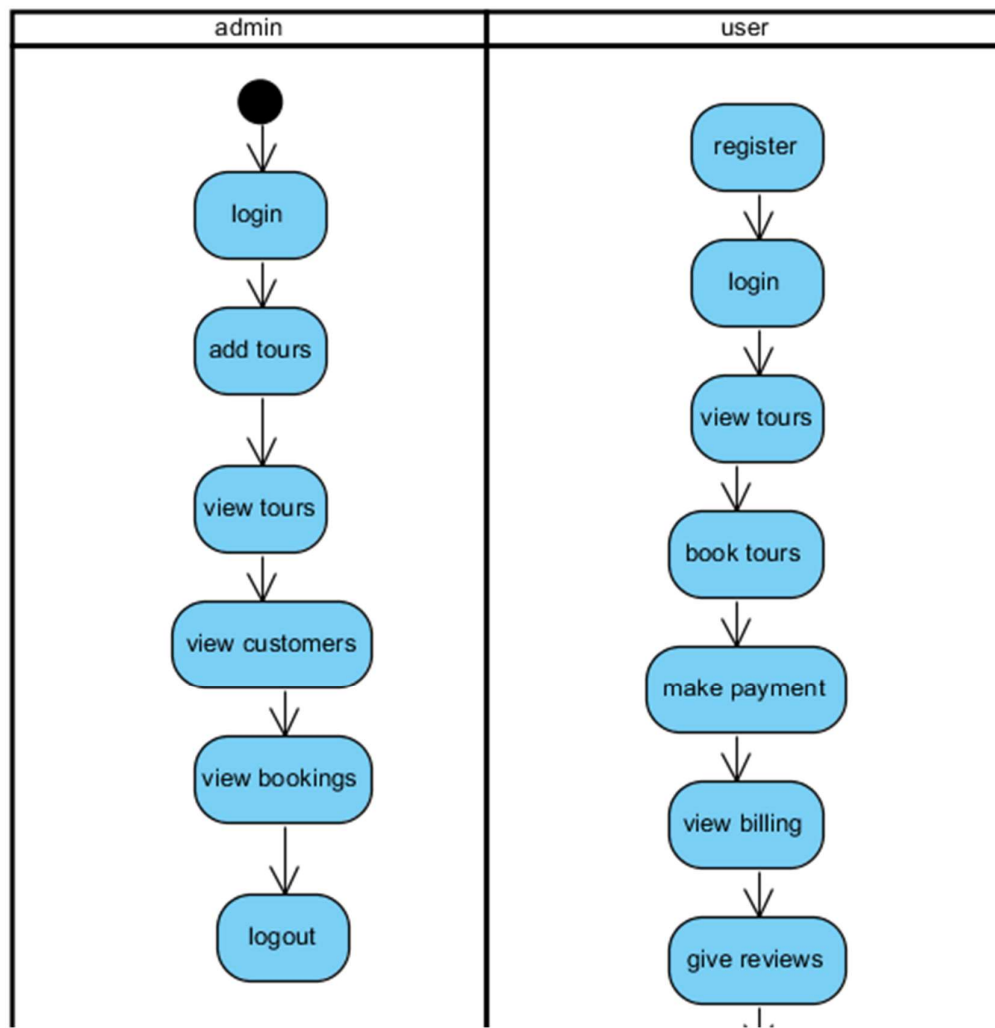


Fig 5.3.5 Deployment Diagram

5.3.6 Activity Diagram:

Activity diagrams are graphical representations of workflows of stepwise activities and actions with support for choice, iteration and concurrency. In the Unified Modelling Language, activity diagrams can be used to describe the business and operational step-by-step workflows of components in a system. An activity diagram shows the overall flow of control.

Activity diagram:



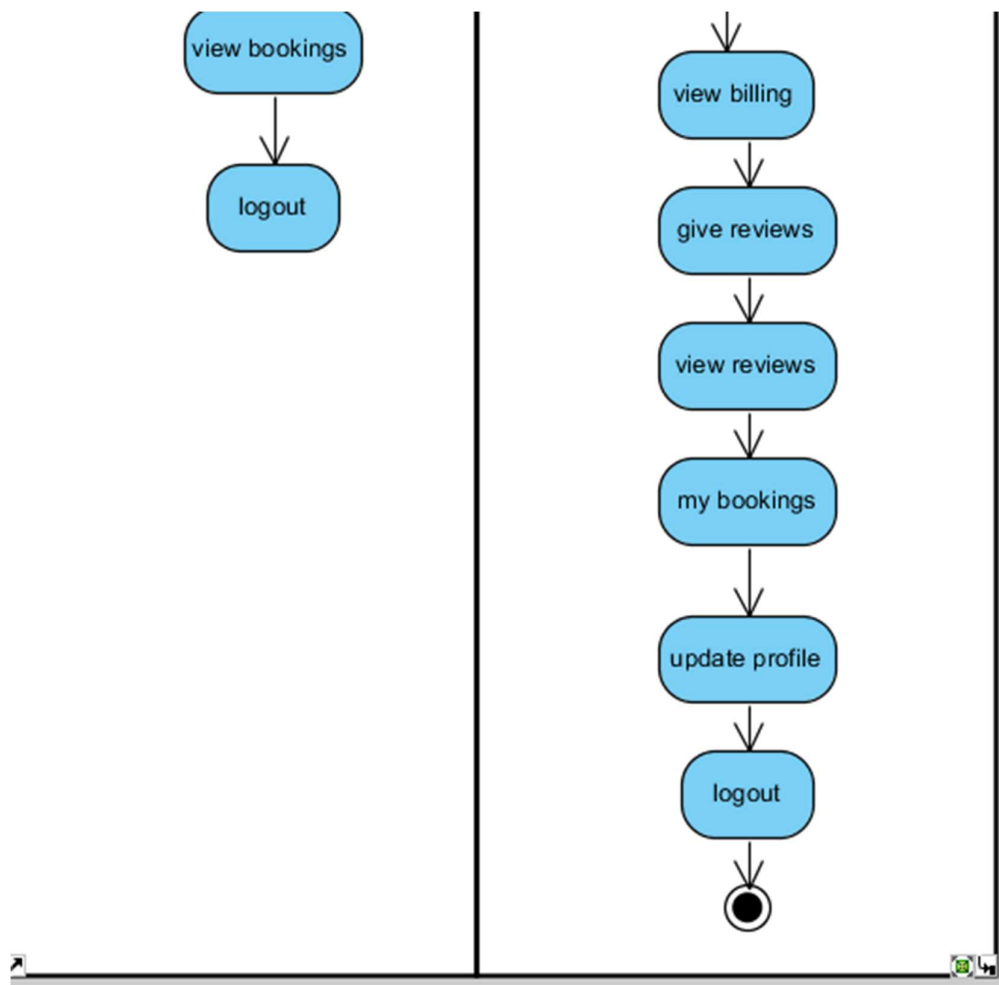


Fig 6 5.3.6 Activity Diagram:

5.3.7 Component Diagram:

A component diagram, also known as a UML component diagram, describes the organization and wiring of the physical components in a system. Component diagrams are often drawn to help model implementation details and double-check that every aspect of the system's required functions is covered by planned development.

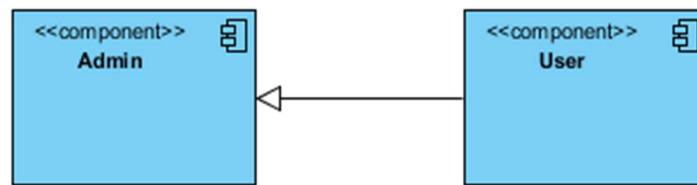


Fig 5.3.7 Component Diagram:

5.3.8 ER Diagram:

An Entity–relationship model (ER model) describes the structure of a database with the help of a diagram, which is known as Entity Relationship Diagram (ER Diagram). An ER model is a design or blueprint of a database that can later be implemented as a database. The main components of E-R model are: entity set and relationship set.

An ER diagram shows the relationship among entity sets. An entity set is a group of similar entities

and these entities can have attributes. In terms of DBMS, an entity is a table or attribute of a table in database, so by showing relationship among tables and their attributes, ER diagram shows the complete logical structure of a database. Let's have a look at a simple ER diagram to understand this concept.

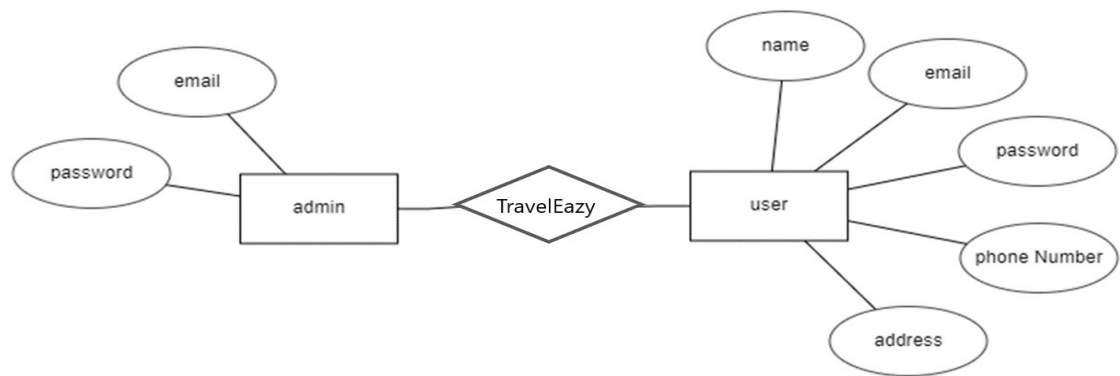


fig 85.3.8 ER Diagram:

5.3.9 Data Flow Diagram:

system. A neat and clear DFD can depict a good amount of the system requirements graphically. It can be manual, automated, or a combination of A Data Flow Diagram (DFD) is a traditional way to visualize the information flows within a both. It

shows how information enters and leaves the system, what changes the information and where information is stored. The purpose of a DFD is to show the scope and boundaries of a system as a whole. It may be used as a communications tool between a systems analyst and any person who plays a part in the system that acts as the starting point for redesigning a system.

Level 1 Diagram:

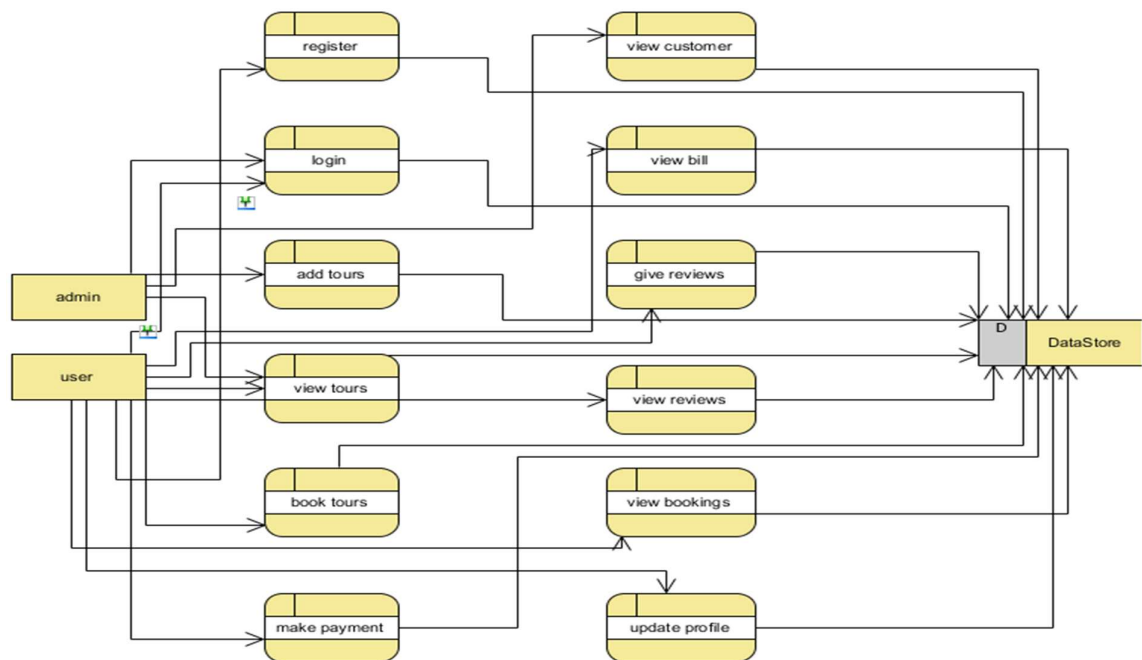


Fig 5.3.9 Data Flow Diagram

Level 2 Diagram:

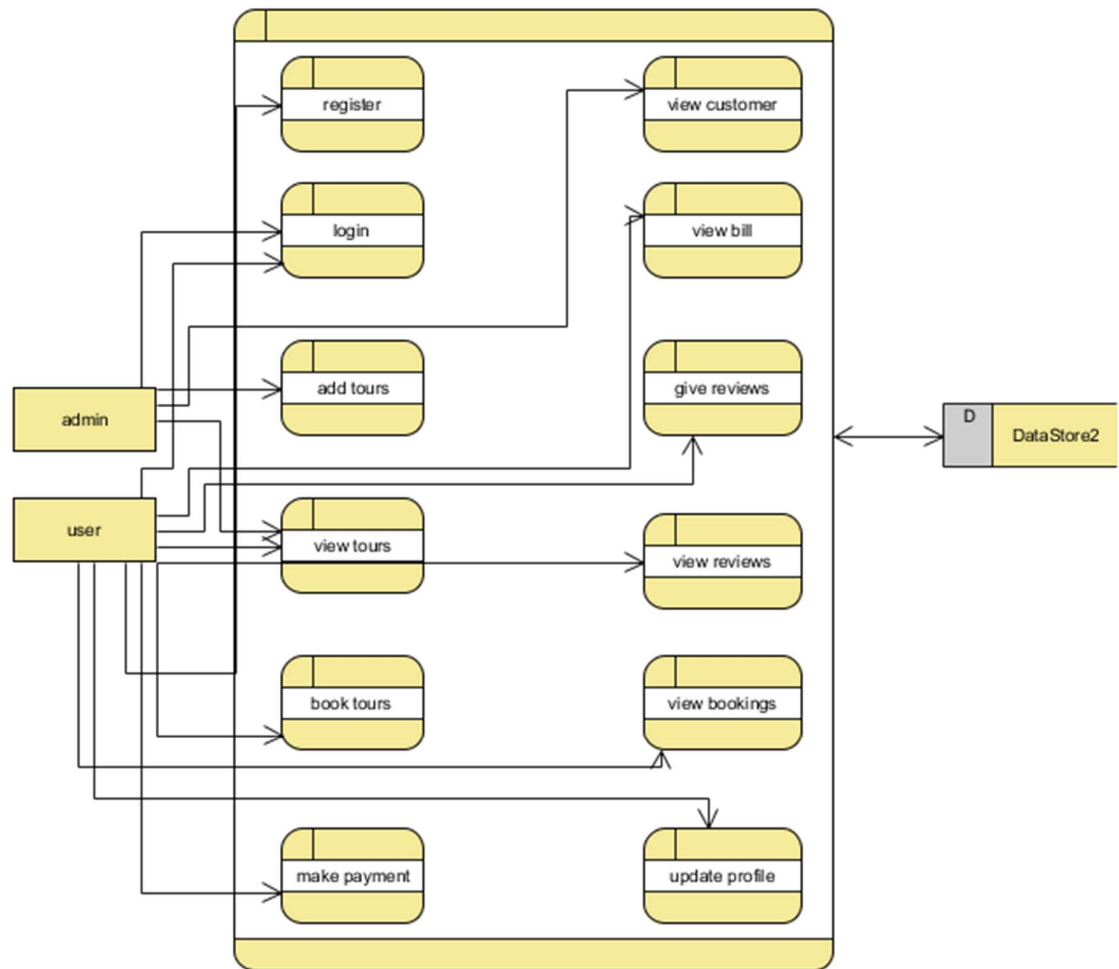


Fig 5.3.9 Data Flow Diagram:

6.IMPLEMENTATION AND RESULTS

6.1 Modules

1. Admin:

Admin login with their credentials. Admin can add the details of tourist place that can view the customers.

View Tours: Admin can view the tours added by him

View Customers: Admin can view the newly added customers.

View Bookings: Admin can view all the bookings that are done by the customer.

2. User:

User can register and login with the correct credentials, user can view the places, that are added by the admin

Book Tour: User can book the tour that are added by the admin. After book the tour user need to pay amount for the booking. User able to give the review for the particular tourist place.

Explore Places: User can search particular place, news, weather, hotels, restaurants and tourism near by searched place

My bookings: After booking completed user can view the booking that are done by him/her.

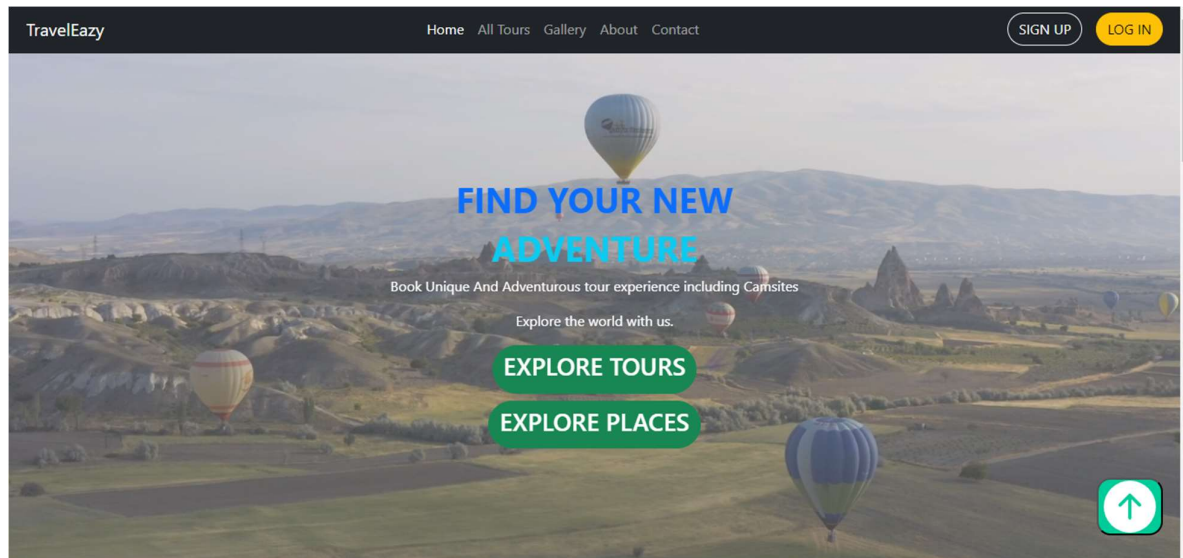
Settings: User can change the profile by changing their details and by adding photo.

My Reviews: User can view the reviews that are give by him/her.

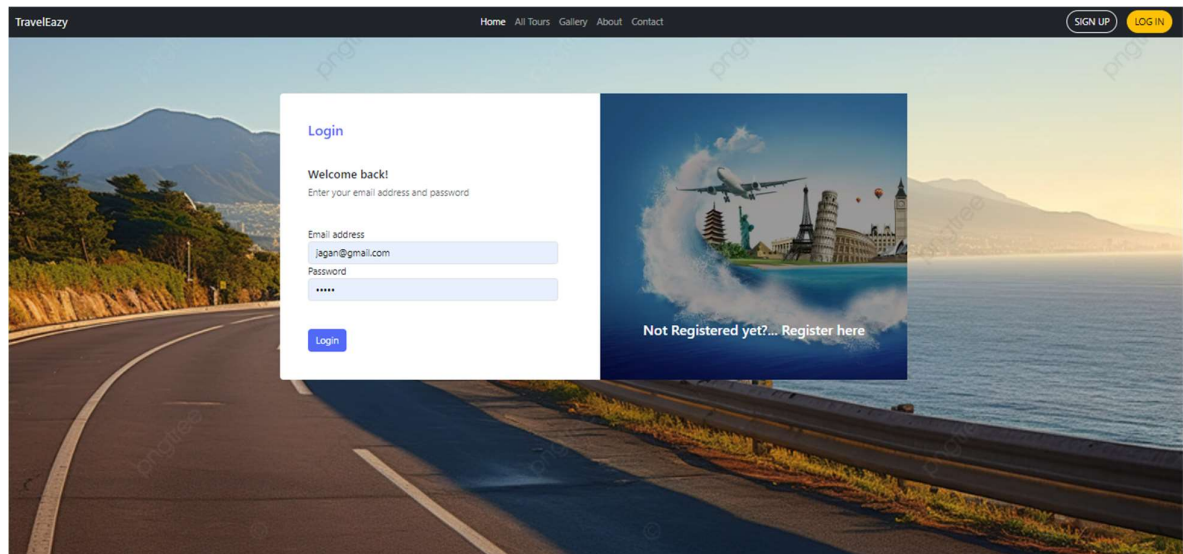
Billing: User can able to view the billing details.

6.2 Results:

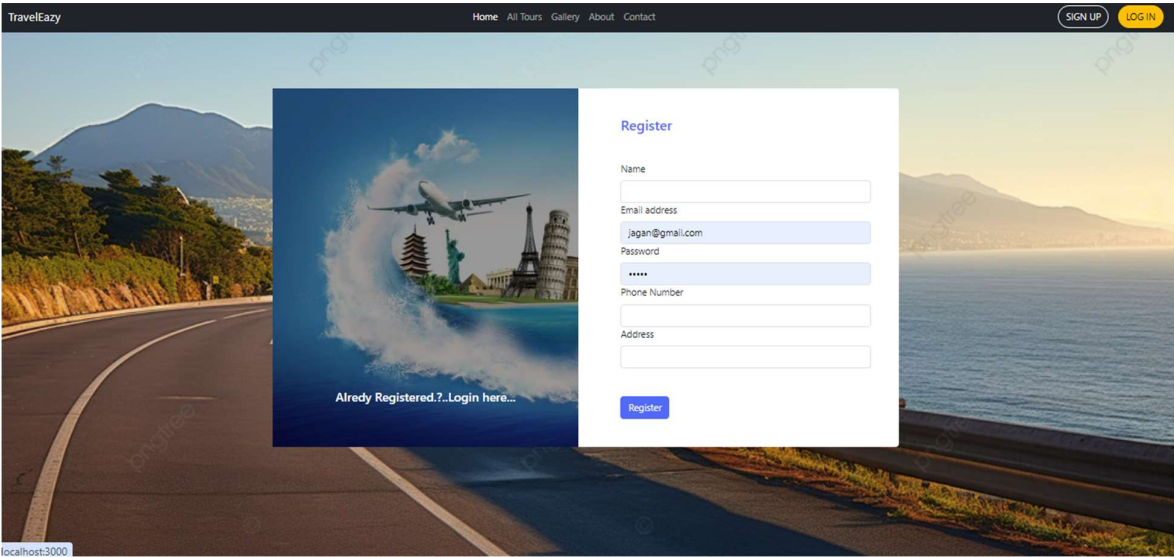
1.0 Home Page: Home page for all:



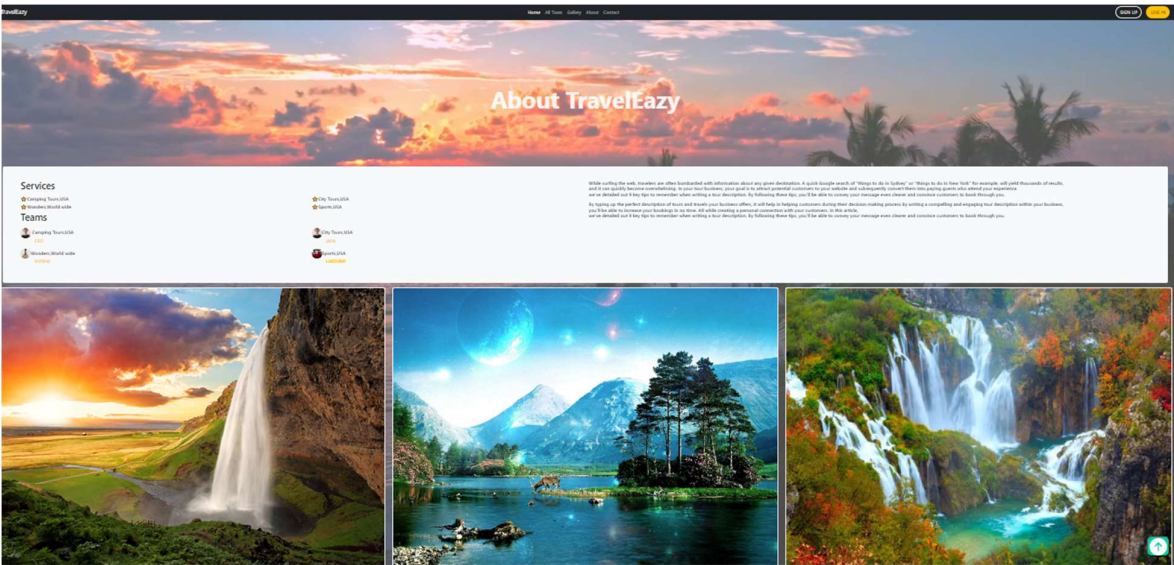
1.1 Sign in:



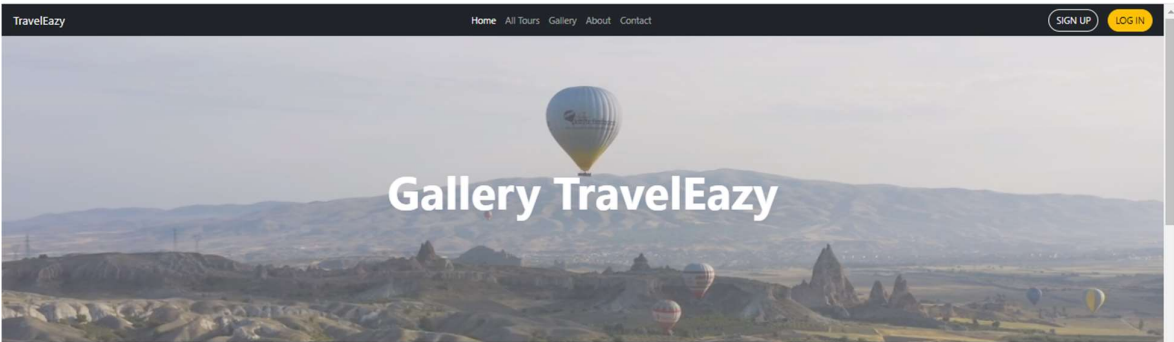
Register:



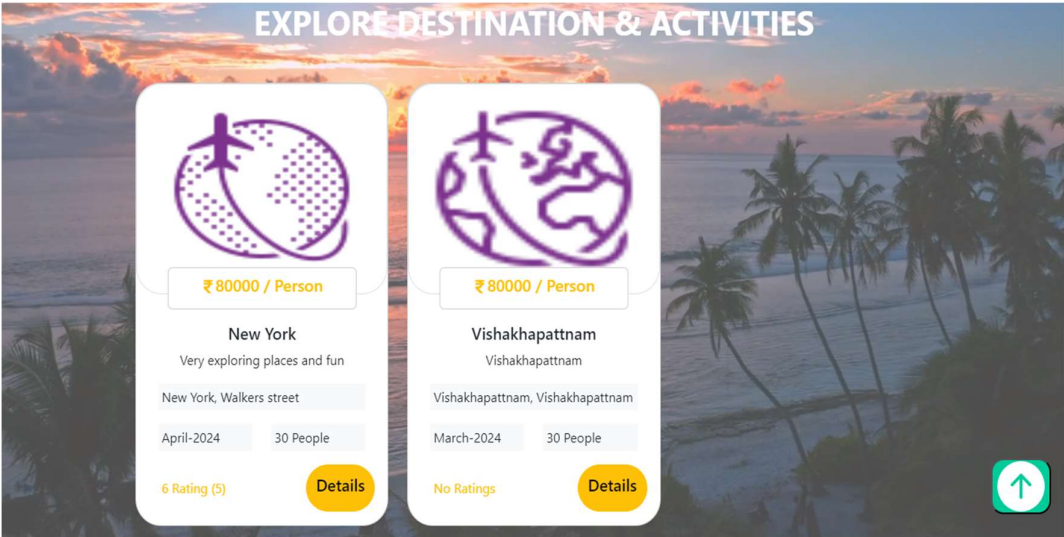
1.2 About TravelEasy:



Gallery:



1.3 Explore Tours



CONTACT US

Name

Email address

Phone Number

Address

Message

Submit

Footers:

Let's you Explore the Best. Let's Stay in Touch

Contact Us Now

GET IN TOUCH

TRAVELEAZY BRINGS EXCITING NEW TOURS.

Lorem ipsum dolor sit amet consectetur adipiscing elit. Blandit, nisl sit a maxime illo veniam neque alias aliquam ducimus, eoque sapiente sed coll at exercitationem? Non invenire suscipit facilis laboriosam, soluta eum. Ut molestiae provident porro aspernatur quisquam excepturi quae.

GET TO KNOW US

About Us

Rules & Reservation

Accessibility

Site Map

PLAN WITH US

Find Trip Inspiration

Build a Trip

Buy a Pass

Enter a Lottery

LET US HELP YOU

Your Account

Your Reservations

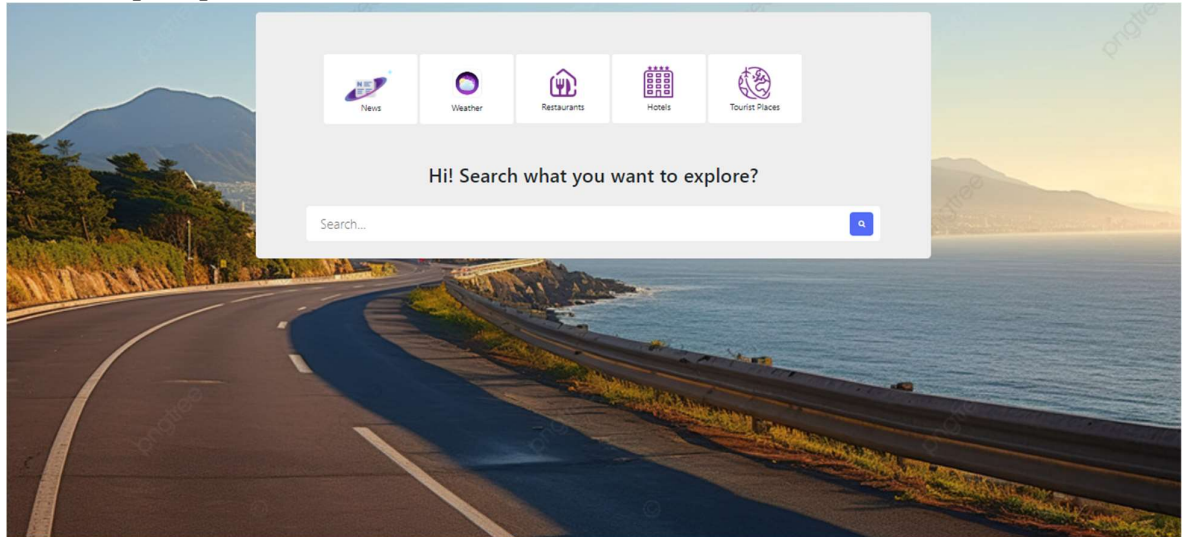
Contact Us

Submit Feedback

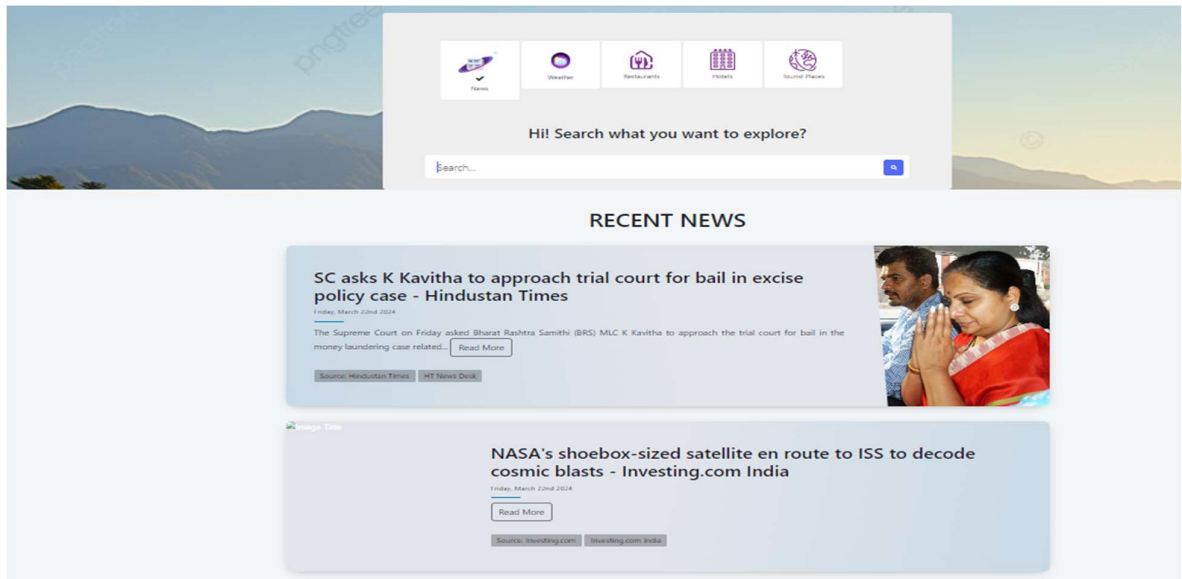
© 2024 Copyright : TravelEasy

40

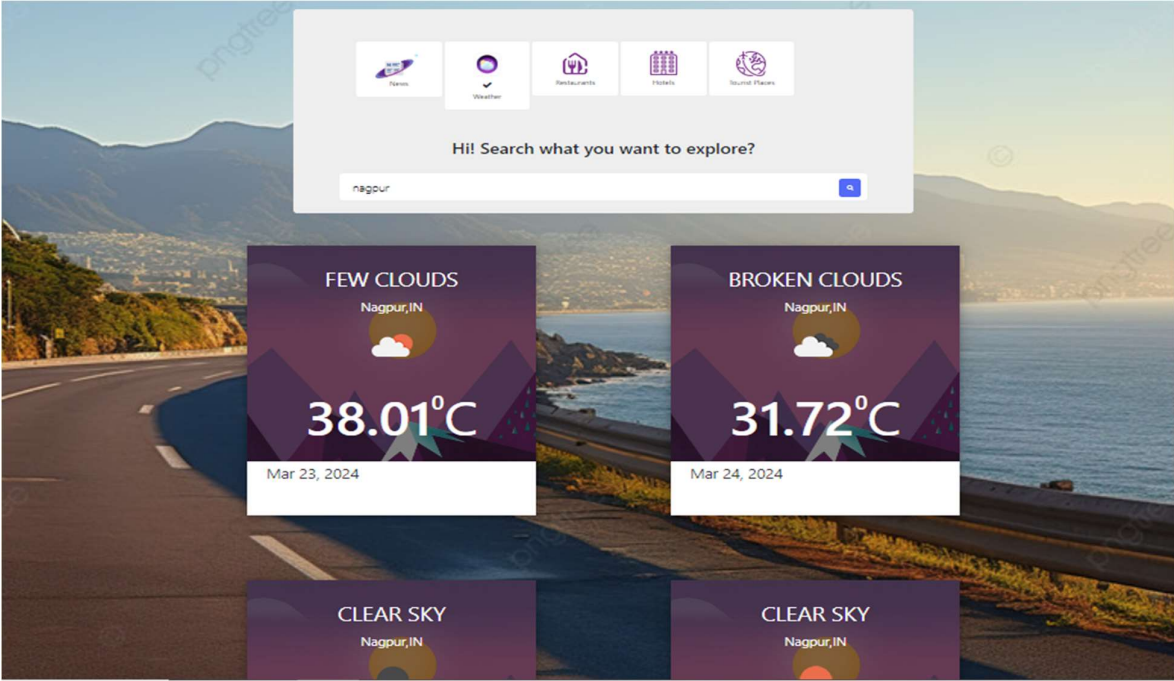
1.4 Exploreplaces



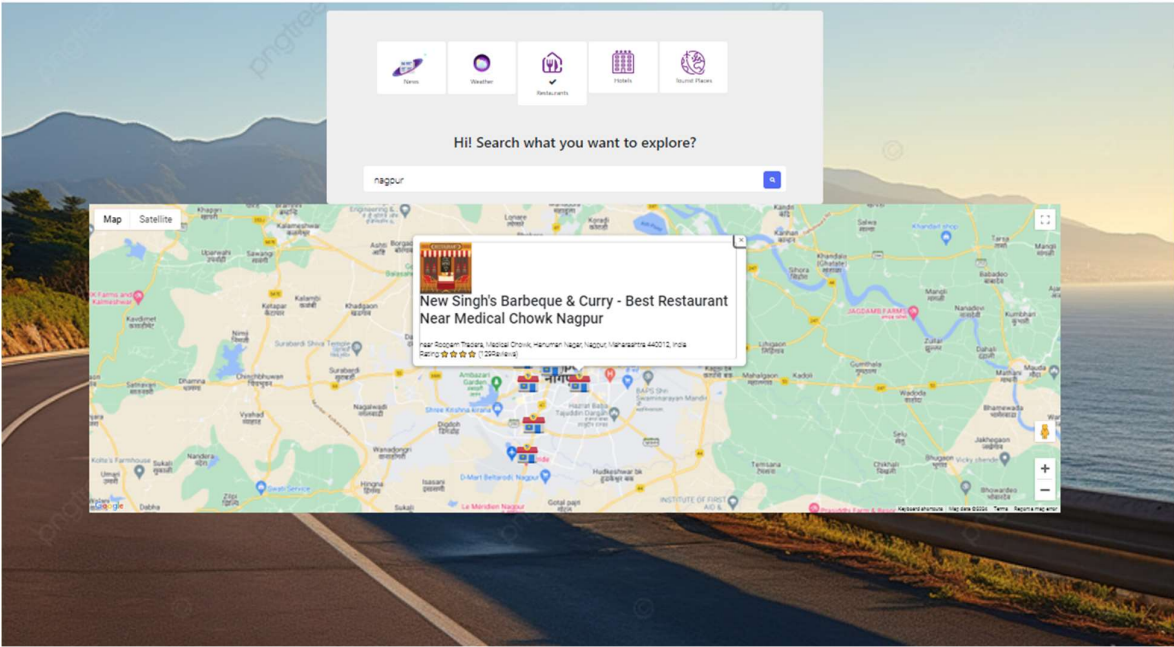
News:



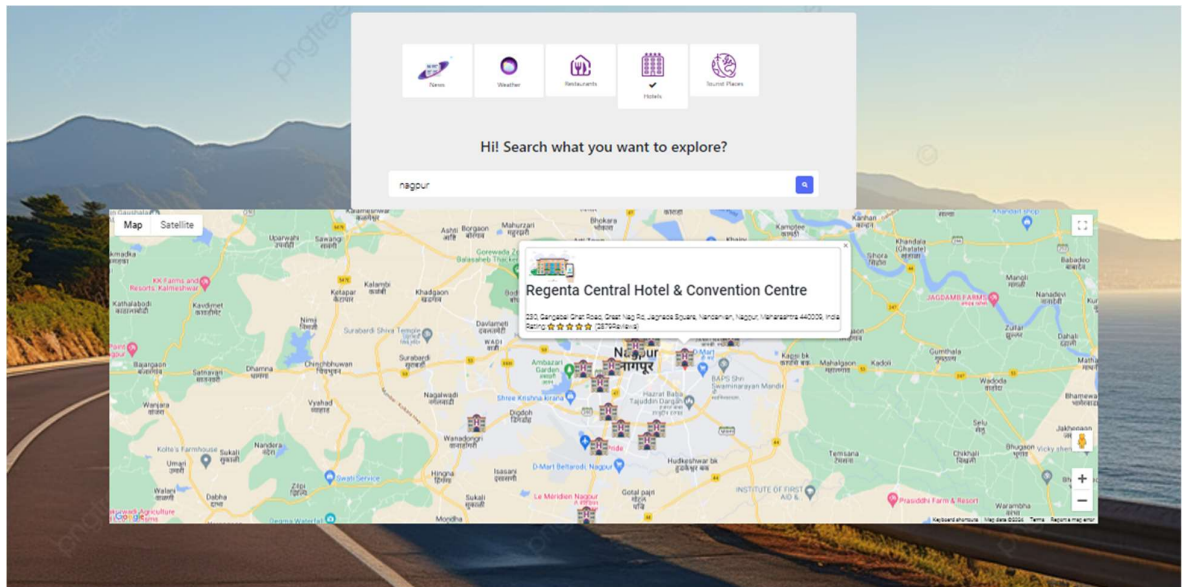
Weather:



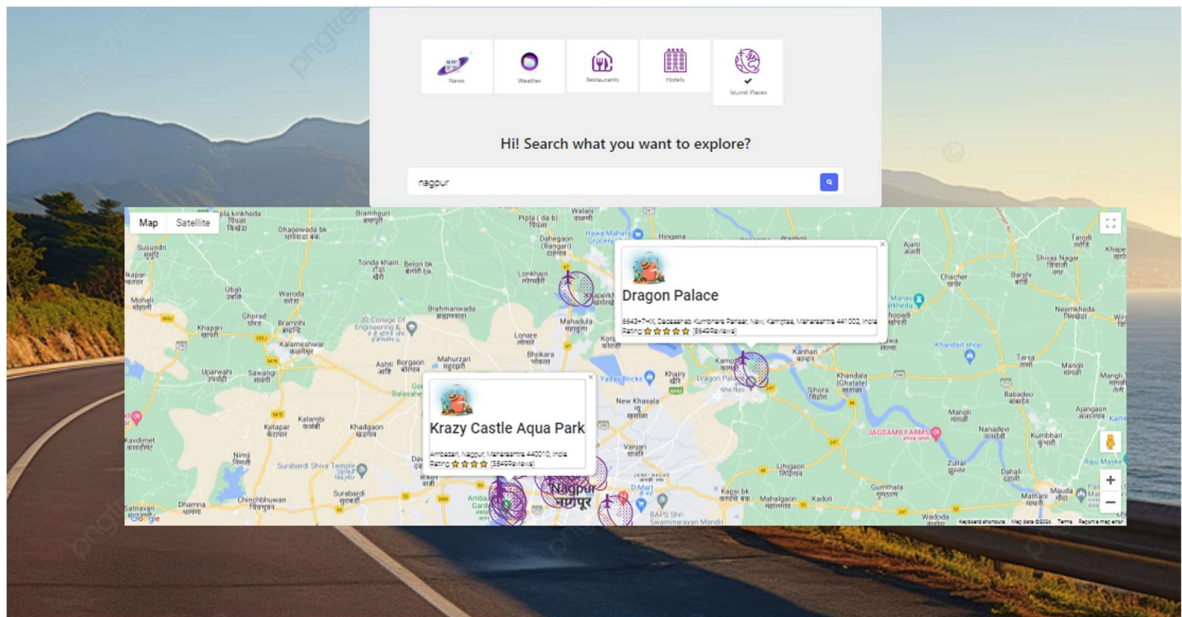
Restaurants:



Hotels:




Tourist Places



Bookings :

TravelEazy

Home All Tours Gallery About Contact

 **Jagan Mohan Reddy**
jagan@gmail.com

WELCOME


MY BOOKINGS

SETTINGS

MY REVIEWS

BILLING

MY BOOKINGS



New York

\$80000 / price

Very exploring places and fun

New York

3 People

6 RATING

April-2024

Submit Review

Enter Review

Rating:

Submit Review

1 2 3

Settings:

WELCOME

MY BOOKINGS

SETTINGS

MY REVIEWS

BILLING


ACCOUNT DETAIL

Name

Jagan Mohan Reddy

Email address

jagan@gmail.com



Upload new photo

Choose File

No file chosen

SAVE SETTINGS

Change Password

Current Password

New Password

Change Password

Reviews:

WELCOME


MY BOOKINGS

SETTINGS

MY REVIEWS

BILLING

MY REVIEWS



Jagan Mohan Reddy

Tour: New York

eagerly waiting to go

☆☆☆☆☆

DELETE

1

2

3

Billings:

WELCOME

MY BOOKINGS

SETTINGS

MY REVIEWS

BILLING

BILLING DETAILS

price:

\$240000

Paid on 12-March-2024 Tuesday

Tour : New York

Paid : Yes

Jagan Mohan Reddy

jagan@gmail.com

price:

\$240000

Paid on 13-March-2024 Wednesday

Tour : New York

Paid : Yes

Jagan Mohan Reddy

jagan@gmail.com

1

2

7. SYSTEM STUDY AND TESTING

7.1 Feasibility Study

The feasibility of the project is analysed in this phase and business proposal is put forth with a very general plan for the project and some cost estimates. During system analysis the feasibility study of the proposed system is to be carried out. This is to ensure that the proposed system is not a burden to the company. For feasibility analysis, some understanding of the major requirements for the system is essential.

Three key considerations involved in the feasibility analysis are

- ◆ Economical feasibility
- ◆ Technical feasibility
- ◆ Social feasibility

Economical Feasibility

This study is carried out to check the economic impact that the system will have on the organization. The amount of fund that the company can pour into the research and development of the system is limited. The expenditures must be justified. Thus the developed system as well within the budget and this was achieved because most of the technologies used are freely available. Only the customized products had to be purchased.

Technical Feasibility

requirements of the system. Any system developed must not have a high demand on the available technical resources. This will lead to high demands on the available technical resources. This will lead to high demands being placed on the client. The developed system must have a modest requirement, as only minimal or null changes are required for implementing this system. This study is carried out to check the technical feasibility, that is, the technical

Social Feasibility

The aspect of study is to check the level of acceptance of the system by the user. This includes the process of training the user to use the system efficiently. The user must not feel threatened by the system, instead must accept it as a necessity. The level of acceptance by the users solely depends on the methods that are employed to educate the

user about the system and to make him familiar with it. His level of confidence must be raised so that he is also able to make some constructive criticism, which is welcomed, as he is the final user of the system.

System Testing

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionality of components, sub-assemblies, assemblies and/or a finished product. It is the process of exercising software with the intent of ensuring that the

Software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

7.2 Types of Tests & Test Cases

Unit testing

Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application. It is done after the completion of an individual unit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive. Unit tests perform basic tests at component level and test a specific business process, application, and/or system configuration. Unit tests ensure that each unique path of a business process performs accurately to the documented specifications and contains clearly defined inputs and expected results.

Integration testing

Integration tests are designed to test integrated software components to determine if they actually run as one program. Testing is event driven and is more concerned with the basic outcome of screens or fields. Integration tests demonstrate that although the components were individually satisfactory, as shown by successful unit testing, the combination of components is correct and consistent. Integration testing is specifically aimed at exposing the problems that arise from the combination of components.

Software integration testing is the incremental integration testing of two or more integrated software components on a single platform to produce failures caused by interface defects.

The task of the integration test is to check that components or software applications, e.g. components in a software system or – one step up – software applications at the company level – interact without error.

Test Results: All the test cases mentioned above passed successfully. No defects encountered.

Acceptance Testing

User Acceptance Testing is a critical phase of any project and requires significant participation by the end user. It also ensures that the system meets the functional requirements.

Test Results: All the test cases mentioned above passed successfully. No defects encountered.

Functional testing

Functional tests provide systematic demonstrations that functions tested are available as specified by the business and technical requirements, system documentation, and user manuals.

Functional testing is centered on the following items:

Valid Input : identified classes of valid input must be accepted.

Invalid Input : identified classes of invalid input must be rejected.

Functions : identified functions must be exercised.

Output : identified classes of application outputs must be exercised.

Systems/Procedures: interfacing systems or procedures must be invoked.

Organization and preparation of functional tests is focused on requirements, key functions, or special test cases. In addition, systematic coverage pertaining to identify Business process flows; data fields, predefined processes, and successive processes must

be considered for testing. Before functional testing is complete, additional tests are identified and the effective value of current tests is determined.

White Box Testing

White Box Testing is a testing in which in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purpose. It is used to test areas that cannot be reached from a black box level.

Black Box Testing

Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document, such as specification or requirements document. It is a testing in which the software under test is treated, as a black box .you cannot “see” into it. The test provides inputs and responds to outputs without considering how the software work

Test objectives

- All field entries must work properly.
- Pages must be activated from the identified link.
- The entry screen, messages and responses must not be delayed.

Features to be tested

- Verify that the entries are of the correct format
- No duplicate entries should be allowed
- All links should take the user to the correct page.

TEST CASES

Testcase Id	Description	Result	status
1	Verify that the app loads correctly on all supported devices.	The app should load without any errors, and the main screen should be displayed within a reasonable time frame.	Pass
2	Check the functionality of the user login process.	The user should be logged in successfully and directed to the homepage.	Pass
3	Validate the search functionality for finding tourist attractions.	The app should display relevant search results, and the user should be able to select an attraction to view more details.	Pass
4	Ensure the booking process for a tour package is working correctly.	The booking should be successful, and a confirmation message with booking details should be displayed.	Pass

8. CONCLUSION

In conclusion, when it comes to tours and travels, the journey begins with the first step – viewing tours and making bookings. This initial excitement is followed by the seamless process of making payments for the chosen tour, ensuring a hassle-free experience. However, the adventure doesn't end there; it extends to the post-trip phase where travelers have the opportunity to share their valuable feedback through reviews. These reviews not only help improve the quality of future tours but also serve as a source of inspiration for fellow travelers. Thus, from viewing tours to booking, making payments, and providing reviews, the world of tours and travels is a dynamic and rewarding one that fosters exploration and connection.

9.FUTURE ENHANCEMENT

AI-Powered Recommendations: Implement artificial intelligence algorithms to analyze user preferences, behavior, and historical data to provide personalized recommendations for destinations, activities, and accommodations.

Virtual Reality (VR) Tours: Integrate VR technology to offer virtual tours of destinations, allowing users to explore potential travel destinations and accommodations before making bookings.

Language Support: Expand language support to cater to a more diverse user base, enabling users to interact with the platform and receive support in their preferred language.

Integration with Social Media Platforms: Allow users to seamlessly share their travel plans, experiences, and reviews on social media platforms, enhancing engagement and attracting new users.

Blockchain for Secure Transactions: Implement blockchain technology to enhance security and transparency in payment transactions, ensuring secure and immutable records of all financial transactions.

Environmental Sustainability Metrics: Introduce features to provide information about the environmental impact of travel choices, such as carbon emissions associated with transportation options, to promote sustainable travel practices.

Augmented Reality (AR) Navigation: Develop AR navigation tools to help users navigate unfamiliar destinations more easily, providing real-time information about nearby attractions, landmarks, and points of interest.

Community Forums and Travel Groups: Create community forums and travel groups within the platform where users can share tips, advice, and recommendations with fellow travelers, fostering a sense of community and collaboration.

Offline Access: Enable offline access to essential travel information, such as itineraries, booking details, and maps, to accommodate users traveling to areas with limited internet connectivity.

Partnerships with Local Businesses: Forge partnerships with local businesses and service providers at travel destinations to offer exclusive deals, discounts, and experiences to TravelEasy users, enhancing the value proposition of the platform.

10. REFERENCES

- [1] R. E. Mayer, “Fifty Years of Creativity Research”, Handbook of Creativity, R. J. Sternberg, Ed. Cambridge: Cambridge University Press, 1999, pp. 449–460.
- [2] E. A. Carroll, C. Latulipe, R. Fung, and M. Terry, “Creativity Factor Evaluation: Towards A Standardised Survey Metric for Creativity Support,” 7th ACM Conference on Creativity and Cognition, ACM Press, New York, 2009, pp. 127–136.
- [3] D. Janssen, T. Schlegel, M. Wissen, and J. Ziegler, “MetaCharts – Using Creativity Methods in A CSCW Environment,” Human- Computer Interaction Theory and Practice (Part II), CRC Press, 2003, pp. 939–943.
- [4] T.R.G. Green, Cognitive Dimensions of Notations, Cambridge University Press, Cambridge, 1989.
- [5] M. A. Boden, “Artificial Intelligence Creativity and Artificial Intelligence,” Artificial Intelligence, vol. 103, no. 1–2, Amsterdam, 1998, pp. 347– 356.
- [6] D. L. Dean, J. M. Hender, T. L. Rodgers, and E. L. Santanen, “Identifying Quality, Novel, and Creative Ideas: Constructs and Scales for Idea Evaluation,” Journal of Association for Information Systems, vol. 7, no. 10, IEEE Press, New York, 2006, pp. 646–698.