MINI PROJECT 2 REPORT

On

"Travel and Tour Website"

Submitted by

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Declaration

We hereby declare that the work which is being presented in the Mini Project2"**TRAVEL AND TOUR WEBSITE",** in partial fulfillment of the requirements for Mini Project viva voice, is an authentic record of our own work carried by the team members under the supervision of our mentor **Mr. Bhanu Kapoor.**

Group Members:

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Certificate

This is to certify that the project entitled "Travel and Tour Website", carried out in Mini Project – 2, is a bonafide work by Monika Sharma is submitted in partial fulfillment of the requirements for the award of the degree Bachelor of Technology (Computer Science & Engineering).

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Supervisor

Mr.Bhanu kapoor

Senior Trainer

Depart of CEA, GLA University

About the Project

Our Mini project “Travel and Tour Website” is an online website . You have booked your flights and hotels, now the next thing you seek to do is scour through tour packages and book one. If it is domestically you plan to travel, you will find innumerable **holiday packages**, but very few that match your requirement, or for that matter your interests and personality. Enter Yatra and you can now choose from an array of holiday packages in India that span across the length and breadth of the country, taking you into breathtaking tea estates, hill resorts to splendid backwater retreats. By booking your India tour with Yatra, you get to customise your holiday to suit your requirement, and more importantly
can avail some attractive discounts and offers from time to time.

Requirements

a) Software Requirements:

- Technology Implemented: Full Stack Web Development
- Languages/Technologies Used: HTML, CSS, JAVASCRIPT
- IDE Used: Visual Studio Code
- Web Browser: Google Chrome

- GitHub: GitHub is a code hosting platform for version control and collaboration. It lets you and others work together on projects fromanywhere. GitHub Repository: A GitHub repository can be used tostore a development project. It can contain folders and any type of files (HTML, CSS, JavaScript, Documents, Data, Images). A GitHub repository should also include a license file and a README file about the project. A GitHub repository can also be used to store ideas, or any resources that you want to share.

Visual Studio Code: Visual Studio Code is a free source- code editor made by Microsoft for Windows, Linux and macOS. [7] Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git. Users can change the theme, keyboard shortcuts, preferences, and install extensions that add additional functionality. Microsoft has released Visual Studio Code's source code on the VS Code repository of GitHub.com, under the permissive MIT License,

b) Hardware Requirements:

- Processor Required: Intel i5
- Operating System: Windows 10
- RAM: 8GB
- Hardware Devices: Computer System

- Hard Disk

Acknowledgement

We thank the almighty for giving us the courage and perseverance in completing the project. This project itself is an acknowledgement for all those people who have given us their heartfelt co-operation in making this project a grand success. We extend our sincere thanks to Mr Bhanu Kapoor, Technical Trainer at “GLA University, Mathura” for providing his valuable guidance at every stage of this project work. We are profoundly grateful towards the unmatched services rendered by him. And last but not least, we would like to express our deep sense of gratitude and earnest thanks giving to our dear parents for their moral support and heartfelt cooperation in doing the main project.

Contents

Chapter 1

Introduction

To provide the best tour and travel experiences, our packages are customizable at the time of booking. From a backpacker's needs to a birthday's party demands,

Pre-requisite

Hands-on knowledge of JavaScript, HTML and CSS React Js is essentialbefore working on the concepts for making of webpages. Make sure that you have the browser or chrome installed and runningbefore opening website.

Chapter 2

Technologies Used

Front-end web development, or client-side development, refers to working with HTML, CSS and JavaScript for a website or web application that allows users to see and interact with them directly.

CSS: Cascading style Sheets ,fondly reffered to as CSS,is asimply designed language intended to simplify the process ofmaking web pages presentable .

HTML: HTML Stands for HyperText Markup Language.It is used to design web pages using a markup language .HTML is the combination of Hypertext and markup language.Hypertext defines the link between the web pages.A markup language is used to define the text document within tag which defines the structure of web pages.This language is used to annonate within tag which defines the structure of web pages.

JAVASCRIPT: The programs in this language are called scripts.They can be written right in a web pages HTML and run automatically as the page loads.

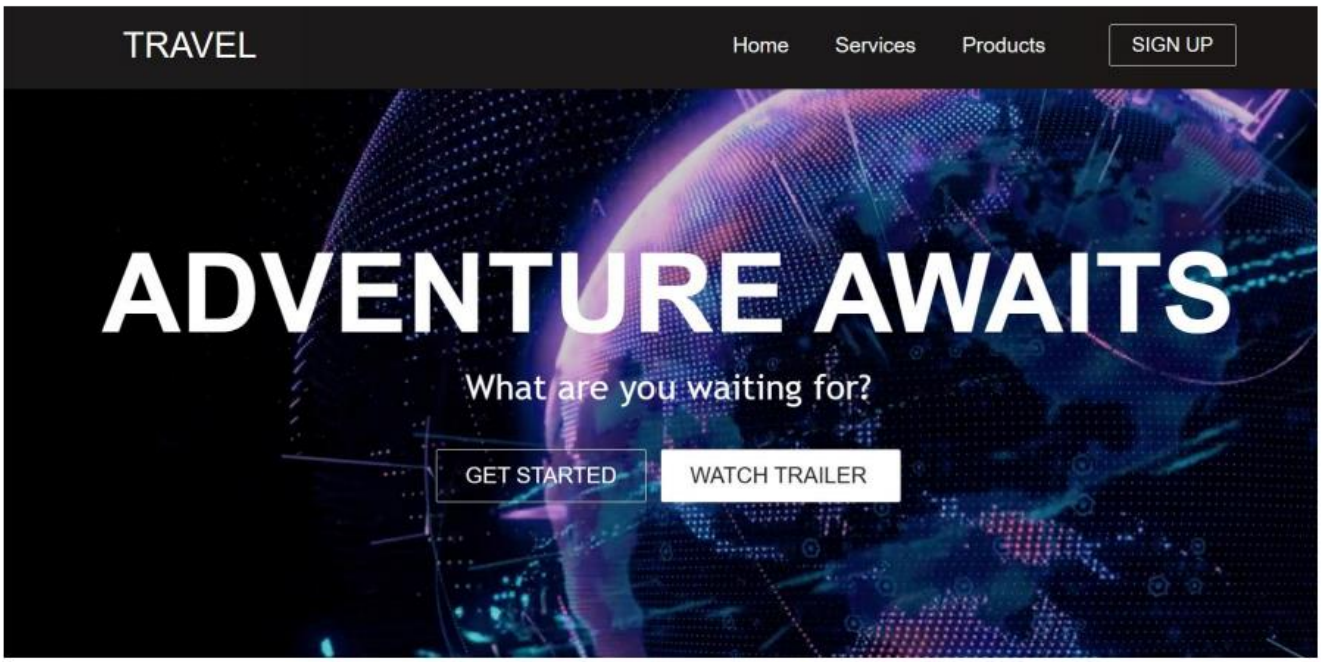
Scripts are provided and executed as plain text. They don't need special preparation or compilation

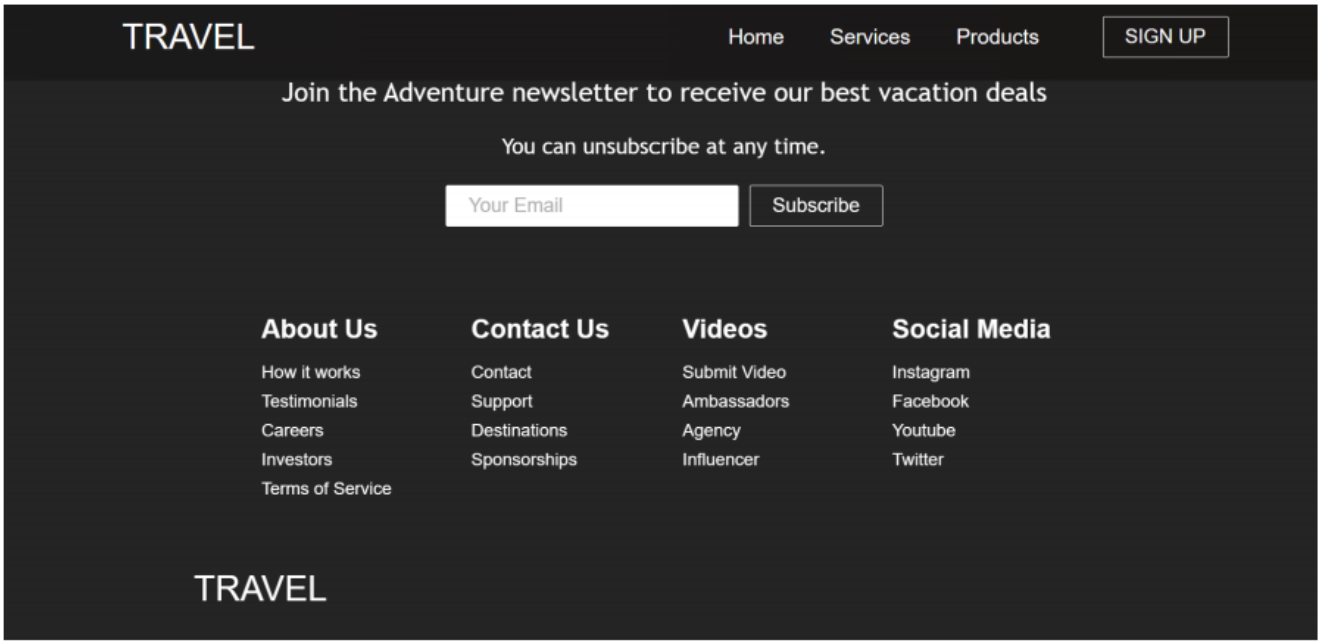
Chapter 3

List of Figures

Travel and Tour website :-

1. Home Page





Chapter 4

Software Testing

Once source code has been generated, software must be tested to uncover as many errors as possible before delivery. It is very important to work the system successfully and achieve high quality of software. Testing include designing a series of test cases that have a high likelihood of finding errors by

applying software-testing techniques. System testing makes logical assumptions that if all the parts of the system are correct, the goalwill be successfully achieved. The system should be checked logically. Validations and cross checks should be there. Avoid duplications of record that cause redundancy of data. In other Words, Testing is the process of evaluating a system or its component(s) with the intent to find whether it satisfies the specified requirements or not. It is executing a system in order to identify any gaps, errors, or missing requirements in contrary to the actual requirements.

The preliminary goal of implementation is to write source code and internal documentation so that conformance of the code to its specifications can be easily verified, and so that debugging, testing and modifications are eased. This goal can be achieved by

making the source code as clear and straightforward as possible. Simplicity, clarity and elegance are the hallmark of good programs, obscurity, cleverness, and complexity are indications ofinadequate design and misdirected thinking. Source code clarity is enhanced by structured coding techniques, by

good coding style, by, appropriate supporting documents, by good internal comments, and by feature provided in modern programming languages. The implementation team should be provided with a well-defined set of software requirement, an architectural design specification, and a detailed design description.

Each team member must understand the objectives of implementation.

TERMINOLOGY

Error The term error is used in two ways. It refers to the differencebetween the actual output of software and the correct output, in this interpretation, error is essential a measure of the difference between actual and ideal. Error is also to used to refer to human action that result in software containing a defect or fault.

Fault is a condition that causes to fail in performing its required function. A fault is a basic reason for software malfunction and issynonymous with the commonly used term Bug.

Failure is the inability of a system or component to perform a

required function according to its specifications. A software failureoccurs if the behavior of the software is the different from the specified behavior. Failure may be caused due to functional or performance reasons.

4.1 TYPES OF TESTING

a. Unit Testing The term unit testing comprises the sets of testsperformed by an individual programmer prior to integration of theunit into a larger system. A program unit is usually small enough that the programmer who developed it can test it in great detail, and certainly in greater detail than will be possible when the unit is integrated into an evolving software product. In the unit testingthe programs are tested separately, independent of each other.

Since the check is done at the program level, it is also calledprogram teasing.

Module Testing A module and encapsulates related component. So can be tested without other system

b. module.

c. Subsystem Testing Subsystem testing may be independentlydesign and implemented common problems are sub-system interface mistake in this checking we concenton it. There are fourcategories of tests that a programmer will typically perform on a program unit.

i Functional test

ii Performance

testiii Stress test

iv Structure test

Functional Test Functional test cases involve exercising the code with Nominal input values for which expected results are known; as well as boundary values (minimum values, maximum values and values on and just outside the functional boundaries)and special values.

Performance Test Performance testing determines the amount of execution time spent in various parts of the unit, program throughput, response time, and device utilization by the program unit. A certain amount of avoid expending too much effort on fine-tuning of a program unit that contributes little to the overall performance of the entire system. Performance testing is most productive at the subsystem and system levels.

Stress Test Stress test are those designed to intentionally breakthe unit. A great deal can be learned about the strengths and limitations of a program by examining the manner in which a program unit breaks.

Structure Test Structure tests are concerned with exercising the internal logic of a program and traversing particular execution paths. Some authors refer collectively to functional performance and stress testing as “black box” testing. While structure testing isreferred to as “white box” or “glass box” testing. The major activities in structural testing are deciding which path to exercise, deriving test date to exercise those paths, determining the test coverage criterion to be used, executing the test, and measuring the test coverage achieved when the test cases are exercised.

SOFTWARE TESTING

1. **Testing**: -
   - Software testing is the process of executing aprogram with
     intension of finding errors in the code. It is aprocess of
     evolution of system or its parts by manual

orautomatic means to
verify that it is satisfying specified or requirements or not.

- Generally, no system is perfect due to communication problems between user and developer, time constraints, or conceptual mistakes by developer.

- To purpose of system testing is to check and find out these errors or faults as early as possible so losses

due to it can be saved.

- Testing is the fundamental process of software success.
- Testing is not a distinct phase in system development life cycle but should be applicable throughout all phases i.e. design development and maintenance phase.
- Testing is used to show incorrectness andconsidered to

success when an error is detected.

2. Objectives of Software Testing:

- **Software Quality Improvement:** The computer and thesoftware are mainly used for complex and critical applications
and a bug or fault in software causes sever losses. So agreat consideration is required for checking for quality of software.

Verification and Validation: Verification means to test that we are building the product right way .i.e. are we using the correct procedure for the development of software so that it can meet the user requirements.

Validation means to check whether we are building the right product or not.

Software Reliability Estimation: The errors before delivery to the customer. The failure data during process are taken down in order to estimate the software reliability.

3. Principles of Software Testing :

- All tests should be traceable to end user

requirements.

- Tests should be planned long before testing begins.

Testing should begin on a small scale and

- progress towardstesting in large

- To be most effective testing should be conducted by anindependent third party.

The primary objective for test case design isto derive a set of tests that has the highest livelihood for uncovering defects in software. To accomplish this objective two different categories of test case design techniques are used. They are :

White Box Testing: White box testing focus on the program control structure. Test cases are

- derived to ensure that all statements in the program have been executed at least once during testing and that all logical conditions have been executed.
- **Black Box Testing:** Black box testing is designed to validate functional requirements without

regard to the internal workings of a program. Black box testing mainly focuses on the information domain of the software, deriving test cases by partitioning input and output in a manner that provides through test coverage. Incorrect and missing functions, interface errors, errors in data structures

4. Testing Fundamentals

Testing is a process of executing program with the intent of findingerror. A good test case is one that has high probability of finding an undiscovered error. If testing is conducted successfully it uncovers theerrors in the software. Testing cannot show the absence of defects, itcan only show that software defects present.

Testing Information flow:

Information flow for testing flows the pattern.

Two class of inputprovided to test the process. The software configuration includes a software requirements specification, a design specificationand source code.

Test configuration includes test plan and test casesand test tools. Tests are conducted and all theresults are evaluated. That is test results are compared with expected results. When erroneous data are uncovered, an error is implied and debugging commences.

Working Methodology

- The user can register by entering his/her first name, date ofbirth, email, password, etc.
- After registering, the user is directed to the homepage wherethere is Job, post and Official links.
- You can find, notification and messages display on top. On clicking your any button ,

Chapter

Conclusion

We have completed our project within time limit with the coordination of our team members under the supervision of our mentor Mr. Bhanu Kapoor

Massive depository of information that documents both our reactions to events and our evolving customs with a scope and immediacy of which earlier historians could only dream. Especially for anthropologists, social researchers, and social historians—and subject to proper preservation and curation—the website will preserve images of our lives that are vastly crisper and more nuanced than any ancestry record in existence

Chapter 6

Bibliography

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