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Candidate 1

[roll number]

Candidate 2

[roll number]

Candidate 3

[roll number]

**ABSTRACT**

The project is about “Travel and Tourism”, offering dynamic tourism packages that include all transportation related services as well as necessary information, accommodation and value added services. Online Tourism and Travelling is a system that gives you facility of booking any type of Tours and Travels. This system is made so that customer will not have to come to us to book his/her Tours. The project ‘Tourism and Travel Guide’ is developed to replace the currently existing system, which helps in keeping records of the customer, details of the destination as well as payment received .

In the present era where time proves to be the most important asset for an individual by replacing the current register system to fully computerize, it not only saves the precious asset that is time, but also accuracy, reliability and uniformity can be maintained. This project is useful for the manager of the company as it helps them to search the data faster than existing system, to get customer record easily and report of the customer, payment etc., or generated as per requirement .

Tourism a travel guide, transport solution to the different people situated locally in the mini districts and states and it organizers tours to various parts of the country. Earlier all the processes are done manually. The manual process is done by maintaining the details of the people.

The main objective of this Project “Tourism and Travel Guide” is that customer will not have to come to us to book his/her Tours. The project ‘Tourism and Travel Guide’ is developed to replace the currently existing system, which helps in keeping records of the customer, details of the destination as well as payment received . In the present era where time proves to be the most important asset for an individual by replacing the current register system to fully computerize, it not only saves the precious asset that is time, but also accuracy, reliability and uniformity can be maintained.

CHAPTER 1

**INTRODUCTION**

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* 1. **Scope Of The Project**

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**CHAPTER 2**

**LITERATURE SURVEY**

**Title:**

**Author:**

**Year:**

**Description**

About ur project references.

**Title:**

**Author:**

**Year:**

**Description**

About ur project references.

**Title:**

**Author:**

**Year:**

**Description**

About ur project references.

**CHAPTER 3**

**EXISTING SYSTEM**

In the existing websites, they provide the website for booking the tour. All the requirements or facilities what they are providing are used by the customer but the main thing is that all the facilities what they are providing for customers is of third party. That means all the facilities are provided by the dealers which are communicating with travel agencies. By this all the travel agencies are getting extra money from the customers which are using their services. By the third party- users time complexity is going to be high.

The project ‘Tourism and Travel Guide’ is developed to replace the currently existing system, which helps in keeping records of the customer, details of the destination as well as payment received . In the present era where time proves to be the most important asset for an individual by replacing the current register system to fully computerize, it not only saves the precious asset that is time, but also accuracy, reliability and uniformity can be maintained.

**3.1 Existing Systems Applications**

**3.1.1 Indian Tourism:**

Indian Tourism is a tour booking website for customers. This website provides all the requirements by a third party users i.e., dealers. This facilities are only with in the country. All the facilities what they are providing are for only the people with in the country.

**3.1.1 Telangana Tourism:**

Telangana Tourism is a tour booking website for customers. This website provides all the requirements by a third party users i.e., dealers. This facilities are only with in the state. All the facilities what they are providing are for only the people with in the state.

**CHAPTER 4**

**PROPOSED SYSTEM**

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**4.1. Hardware Requirements**

The hardware requirements may serve as the basis for a contract for the implementation of the system and should therefore be a complete and consistent specification of the whole system. They are used by software engineers as the starting point for the system design. It should what the system do and not how it should be implemented.

HARDWARE:

PROCESSOR : Intel ® Core ™ i3-7100 CPU @ 3.90GHz 3.91GHz

RAM : 8GB

MONITOR : 15” COLOR

HARD DISK :

**4.2. Software Requirements**

The software requirements document is the specification of the system. It should include both a definition and a specification of requirements. It is a set of what the system should do rather that how it should do it. The software requirements provide a basis for creating the software requirements specification. It is useful in estimating cost, planning team activities, performing tasks and tracing the team’s progress throughout the development activity.

**Software**

**Front end :**

**Backend :**

**Operating system : Windows 10**

**IDE :**

**CHAPTER 5**

**SYSTEM MODULES**

The concept of module comes from modular programming which advocates that software should be composed of separate, interchangeable components called modules by breaking down program functions into modules, each of which accomplishes one function and contain everything necessary to accomplish this here they are the modules mentioned below.

**5.2.User Interface Design:**

In this case, we use database as a server. We want to communicate with other users means user interface need to verify the username and password of the user and allow the user from the login page. User interface is the high integrity processes of a system are first measured and verified and these processes are then protected from accesses initiated by UN authorized user integrity process is verified by analyzing security policies and ensuring that the policies are correctly enforced. In this case no need tto verify all software and hard ware component.

Server

Login page

USER 1

USER 1

Database

Fig no 5.1: User interface diagram

This diagram depicts how users are getting accessed into the social networking sites through the login page.Then the information provided by the user will be saved in the databases. While the users in logging into the site, he need to enter the fields required. After the fields are filled by the exact data, and the data is checked by the server.

**CHAPTER 7**

**SYSTEM DESIGNS**

Design Engineering deals with the various UML [Unified Modelling Language] diagrams for the implementation of project. Design is a meaningful engineering representations of a thing that is to be built. Software design is a process through which the requirements are translated into representation of the software. Design is the place where quality is rendered in software engineering. Design is the means to accurately translate customer requirements into finished product.

System design is the process of defining the architecture, components, modules, interfaces, and data for a system to satisfy specified requirements. Systems design could be seen as the application of systems theory to product development. There is some overlap with the desciplines of systems analysis, systems architecture and system engineering.

Following are the different types of a UML diagrams

* Use case diagram
* Class diagram
* State diagram
* Activity diagram
* Sequence diagram
* Collaboration diagram
* Component diagram

**7.1 Activity Diagram**

Activity diagram are a loosely defined diagram to show workflows of stepwise activities and actions, with support for choice, iteration and concurrency. UML, activity diagrams can be used to describe the business and operational step-by-step workflows of components ina system,UML activity diagrams could potentially model the internal logic of a complex operation. In this diagram first we have to create a network and path selection, the path that is dynamic at that attacker will interrupt in that network after attacker interrupt our system then we detect the attacker and prevent network. In this diagram represents the behaviour of path selection.

user

IDENTIFYING THE USER REQUEST

SOCIAL CLOUD

DATABASE

Fig 7.1 Activity Diagram

This diagram depicts how the information from the users and the request is identified and sent it to the database. The network responds to the request give the required information social cloud and stores the replica of it in the database.

**7.2. Use Case**

Here source and destination is the actors and peer server also the actors of the use Case flows. The client need to distribute one content to the destination, the use case diagram represent the flow. This is the type of behavioural diagram defined by and create from a Use-Case analysis.

User Admin

This diagram depicts the what information should be entered into the and what activities can be performed in the social networking site and the information in sent into the network. The network stores the information into the social cloud. Social cloud can access into the social database.

**7.3 Data Flow Diagram**

Data Flow Diagrams can be used to provide a clear representation of any business function. The technique starts with an overall picture of the business and continues by analyzing each of the functional areas of interst. This analysis can be carried out to precisely the level of detail required. The technique exploits a method called top-down expansion to conduct the analysis ina targeted way.

User Login

Server

User uploading files

Fig 7.3 Dataflow Diagram

User Retrives the data

This diagram depicts how the attackers attack the files of the users in the cloud. The files can be protected by placing in the cloud. The files can be protected by the network by placing in the server.

**7.4.Sequence Diagram**

This diagram shows how processes operate with one another and in what order. In this project admin enter the login. After we get login and enter in to the optimization technique after we have to calculate the total performance of user and identifying the number of active users in the server.

server

Admin

User

| User Login | | Admin Login

| |

| |

| User Register | Admin register

| | Tour Selection

| Checking

| | Approve | package Selection | | |

Booking | Get Feedback | | Feedback/Complaint | |

This diagram depicts how the files will be transferred from the user or the network and to the server. The responses are given to the users based on their requirements.

**CHAPTER 8**

**IMPLEMENTATION**

The implementation of this project describes the Security and Efficiency of Content Distribution on the Server. On the security and Efficiency of Content Distribution on Network implementation programmatically.

Copy and Paste ur code here!!!!!

**CHAPTER 9**

**TESTING**

Software testing is an investigation conducted to provide stakeholders with information. Software testing can also provide an objective, independent view of the software to allow the business to appreciate and understand the risks of software implementation. Test techniques include the process of executing a program or application with the intent of finding software bugs (errors or other defects), and verifying that the software product is fir for use.

**9.1 Unit Testing**

Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program input produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of 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.

**9.2 Integration Testing**

Software 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.

**9.3 Functional Test**

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

Output :identified classes of application outputs must be excersied.

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

**9.4 System Test**

System testing ensures the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points.

**9.5 Performance Test**

The performance test ensures that the output be produced within the limits, and the time taken by the system for compiling, giving response to the users and request being send to the system for to retrieve the results.

**9.6 Acceptance Testing**

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

**CHAPTER 11**

**FUTURE ENHANCEMENT**

**CHAPTER 12**

**CONCLUSION**

**REFERENCES**