**Micro Project Report**

**on**

**TRAVEL WEBSITE**

**COMPUTER ENGINEERING**

***Submitted by***

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**Problem statement and objectives**

The travel industry faces significant challenges in providing users with an efficient, easy-to-use platform for booking travel, viewing hotels, and learning about various tourist destinations. This project aims to build a travel website where users can sign up, log in, explore various destinations, and receive personalized recommendations.

**Objectives:**

To develop a user-friendly travel website with features such as user login/signup and content display (destinations, hotels, etc.).

To implement basic backend functionality for user authentication using Express.js.

To design the website to be responsive, making it accessible across different devices.

1. **Introduction to proposed system**

The proposed system is a travel website that allows users to browse through different travel destinations, check available hotels, and engage with featured activities. The platform will also allow users to create accounts, log in, and receive personalized experiences after they sign in. Currently, the login/signup feature is implemented, but the redirection to the homepage is not functioning as expected due to the system running locally.

1. **Methodology (Technology)**

The project is developed using the following technologies:

Frontend:

HTML/CSS: Used for creating and styling the user interface.

EJS (Embedded JavaScript): Used for rendering dynamic content in the views.

Backend:

Node.js: Used as the runtime environment.

Express.js: Framework used to handle routing and backend logic.

Bcrypt.js: Used to hash passwords for secure user authentication.

File System (fs): Used to store and manage users' data in a JSON file.

Database:

The system uses a simple JSON file (users.json) to store user data (not using a traditional database).

1. **Software and hardware technology**

Software:

Node.js: Backend runtime environment.

Express.js: Web framework used for handling routes and HTTP requests.

EJS: Templating engine for rendering dynamic HTML pages.

Bcrypt.js: Password hashing library.

HTML/CSS: For frontend design and responsiveness.

Hardware:

Any modern desktop or laptop with the ability to run Node.js and a web browser.

Local development server running on localhost (currently used for testing).

1. **Expected outcome**

The expected outcome of this project is the development of a fully functional travel website where users can sign up, log in, and view content related to travel destinations, hotels, and activities. However, due to the project running locally on the development server, the login system does not yet redirect to the homepage after successful login. Once deployed, the login/signup and content display will work seamlessly.

1. **References**

Node.js Documentation – https://nodejs.org/en/docs/

Express.js Documentation – https://expressjs.com/

EJS Documentation – https://ejs.co/

Bcrypt.js Documentation – https://www.npmjs.com/package/bcryptjs

MDN Web Docs for HTML and CSS – https://developer.mozilla.org/en-US/docs/Web

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