

# **FULL-STACK PROJECT**

**(2020-21)**

## **TRAVELYAARI**

### **FINAL-REPORT**



**Institute of Engineering & Technology**

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## DECLARATION

I/we hereby declare that the work which is being presented in the B.Tech. Project “TRAVELYAARI”, in partial fulfilment of the requirements for the award of the *Bachelor of Technology* in Computer Science and Engineering and submitted to the Department of Computer Engineering and Applications of GLA University, Mathura, is an authentic record of my/our own work carried under the supervision of **Mr. Pankaj Kapoor.**

The contents of this project report, in full or in parts, have not been submitted to any other Institute or University for the award of any degree.

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## **CERTIFICATE**

This is to certify that the above statements made by the candidate are correct and true to the best of my knowledge and belief.

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## **ACKNOWLEDGEMENT**

I/we would like to express our deep and sincere gratitude to our college faculties for giving us this opportunity to do a full-stack project. I/We am extremely grateful to my mentor, Mr. Pankaj Kapoor, for his invaluable guidance throughout this project. His dynamism, vision, sincerity and motivation have deeply inspired us. He has guided us so well. It was a great privilege and honor to work and study under his guidance. I/we are extremely grateful for what he has offered us. I would also like to thank him for his empathy. I/we am extremely thankful to our friends and family for their acceptance and patience during this mini project.

I/We are extremely grateful to our parents for their love, prayers, caring and sacrifices for educating and preparing us for my future.

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## **ABSTRACT**

This work deals with the development of web application for a travelling website TravelYaari. This application is developed for knowledge purpose allowing the user to choose the location he or she wants to travel and gather information about that place beforehand.

For the development of this project, data is collected from different sources about the places particularly in India. This application will make use of HTML, Java Script, CSS and frameworks such as Bootstrap and jQuery.

The user will see images and information about the place on his screen and can choose the location on the basis of that information. All the locations are divided into six categories based on its type and are displayed accordingly to the user.

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# 1. INTRODUCTION

## INTRODUCTION

This project is designed to build a web-based application of a travelling website for the people, where someone can search and book the desirable he or she wants to visit in holidays.

It is a simple, knowledgeable website which is useful in gaining a lot of information about any destination user is planning to visit.

This mainly focuses on the destinations located in India. India is a beautiful country having lot of amazing places to visit and it is a place where each and every city has its own flavor and culture. There are a lot of things to do here.

India is a vibrant land of startling contrasts where both the traditional and modern worlds meet. The world's seventh largest nation by area and the second largest in terms of population, India boasts a rich heritage that's the result of centuries of different cultures and religions leaving their mark. Things to do for travelers include the opportunity to experience an array of sacred sites and spiritual encounters, while nature lovers will enjoy its sun-washed beaches, lush national parks, and exciting wildlife sanctuaries.

From the magnificent Taj Mahal in Agra to the holy sites of Harmandir Sahib in Amritsar and the Mecca Masjid mosque in Hyderabad, visitors to this exotic country will discover a trove of spiritual, cultural, and historical treasures.

## OBJECTIVE

The main objective of the project is to create a website named “TRAVELYAARI” using front-end technologies to continuously provide enjoyable quality excursions/trips on time and on budget. It will also develop enthusiastically satisfied customers all of the time.

## MOTIVATION

*“The World is a book and those who do not **travel** read only a page.”*

*~ Saint Augustine.*

The motivation behind building this web project is that almost all of us want to travel and visit new places but in so many cases either due to lack of information or a busy lifestyle we end up going nowhere and wasting a brilliant chance of having a brand-new experience.

So in order to let people find an easy get away from their hectic schedule, get a bit of freshness in the environment and uplift their travelling experience, this web application is built.

## FEATURES

- a) The website designed is interactive and user friendly.
- b) Simple and easy to play
- c) Easy to modify

## TECHNOLOGIES USED

### Front-end Design: HTML, CSS, Bootstrap

Hypertext Markup Language (HTML) is the standard markup language for creating web pages and web applications. With Cascading Style Sheets (CSS) and JavaScript, it forms a triad of cornerstone technologies for the World Wide Web. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages.

HTML describes the structure of a web page semantically and originally included cues for the appearance of the document. Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language like HTML.

CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript. CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content.

Bootstrap is a free and open-source front-end library for designing websites and web applications. It contains HTML and CSS-based design templates for typography, forms, buttons, navigation and other interface components, as well as optional JavaScript extensions. Unlike many web frameworks, it concerns itself with front-end development only.

### **Client-side validation: JavaScript, jQuery**

JavaScript often abbreviated as JS, is a high-level, interpreted programming language. It is a language which is also characterized as dynamic, weakly typed, prototype-based and multi-paradigm. Alongside HTML and CSS, JavaScript is one of the three core technologies of the World Wide Web. JavaScript enables interactive web pages and thus, is an essential part of web applications. The vast majority of websites use it, and all major web browsers have a dedicated JavaScript engine to execute it.

jQuery is a cross-platform JavaScript library designed to simplify the client-side scripting of HTML. It is free, open-source software using the permissive MIT License. Web analysis indicates that it is the most widely deployed JavaScript library by a large margin.

### **SCOPE**

The project that has been developed is a front end of a travel booking site where a user can easily search and choose where he or she wants to go. The aim of this project is to provide people of each type of taste in travelling with an interactive online platform to get all sort of information regarding their dream destinations. This web



application can be great for those who want all sorts of places according to their choice and want all types of travelling facilities on a single platform. If provided with back end as well, this project can be brilliant in this field.

## 2. SOFTWARE REQUIREMENT ANALYSIS

### INTRODUCTION

The aim of this part is to gather and analyze and give an in-depth insight of the complete TRAVELYAARI by defining the problem statement in detail. Nevertheless, it also concentrates on the capabilities required by stakeholders and their needs while defining high-level product features. The detailed requirements of the TRAVELYAARI are provided in this document.

#### **Purpose**

The purpose of the document is to collect and analyze all assorted ideas that have come up to define the system, its requirements with respect to consumers. Also, we shall predict and sort out how we hope this product will be used in order to gain a better understanding of the project, outline concepts that may be developed later, and document ideas that are being considered, but may be discarded as the product develops.

In short, the purpose of this report document is to provide a detailed overview of our software product, its parameters and goals. This document describes the project's target audience and its user interface, hardware and software requirements. It defines how our client, team and audience see the product and its functionality. Nonetheless, it helps any designer and developer to assist in software delivery lifecycle (SDLC) processes.

#### **Document Convention:**

In this text, it will use font small 2 and over striking for primary title, font small 3 for secondary title and font 4 for the content. And it will use the italic when mentions the name of the application TRAVELYAARI.



**Intended Audience:**

This SRS about TRAVELYAARI is for developers, mentors, users and testers. The article mainly introduces the overall description, external interface requirements,

system features and other non-functional requirements. I suppose mentor to read the whole article carefully and user pay attention to overall description especially. Users and testers read the system features carefully.

**Definitions. Acronyms. and Abbreviations.**

Configuration	It means a product which is available / Selected from a catalogue can be customized.
FAQ	Frequently Asked Questions
CRM	Customer Relationship Management
RAID 5	Redundant Array of Inexpensive Disk/Drives

**PERSPECTIVE:**

A web application preferably using front end web technologies mainly HTML, CSS , Java Script , BOOTSTRAP and jQuery.

**PRODUCT FUNCTIONS:**

Helps the user to grab the information about various locations all over the world and choose which place to visit. This website has a simple interface where as soon as user loads the page, index page appears in front of him, through which after signup/login



he/she will be taken to home page which will be basically same as index page but with a slight difference in navigation bar. Through the home page, the user can choose from all the six type of places and can select the destination. As the user navigates to any of the six categories, he or she can see various locations along with information about that place in a panel along with two buttons one for see more information and other for booking purpose.

There are separate pages for setting, information related to team and a gallery.

### **USER CLASSES AND CHARACTERISCTICS:**

This application is mainly for those people who love travelling to different places and are always ready for a new kind of adventures in life. People of all ages are attracted to travelling and have a new experience every time they visit a new place depending upon their taste. This application makes their choice of holiday location a lot more easier.

The web application users interact with this application through a web browser. Other web applications are those applications like bots, third party application, can also use this application through it web Api. All requests should meet the specifications of application Api.

### **OPERATING ENIRNOMENT:**

Our software is a multi-functional software system based on the windows platform. It is compatible and can run on 64 - bit laptop or ordinary desktop.

### **ASSUMPTIONS AND DEPENDENCIES:**

The people who manage the application must have the knowledge locations and tourist destinations in order to update the number of places in the tags. TravelYaari makes use of various front end technologies to make it more interactive and user friendly.



**List-** HTML, CSS, Java Script, Bootstrap and jQuery.

## **FUNCTIONAL REQUIREMENT:**

**UI-1:** This will show the index page with a responsive navigation bar at the top and a footer at the bottom the page. Through the options in the navigation bar, user can access various internal links and can login or if new then signup for the main content.

**UI-2:** This is the signup page where user can create his profile on this site.

**UI-3:** This is a login page after which user can get access to the main content.

**UI-4:** This interface is more or less similar to first user interface but only a slight change in options in navigation bar. Through this page user can now access the main content as he is now logged in to the website. Now the user can visit the types and select the location according to his choice.

**UI-5:** There are total six pages having this layout as all those pages are having similar information. These are the pages through which user can access the main content. Here the user is shown images and information in a tiled format. He/she can read the content or click on the image to see the video of that particular place. This page also has navigation bar to access all the six types and some other supportive links.

**UI-6:** This page contains the information about the developers.

**UI-7:** This is the About page which has additional information about website.

## **PERFORMANCE REQUIREMENTS:**

As System uses GitHub repository as source of massive data, multiple request and response is needed to handle in QuickTime for instant result back to user. Large system queries are handled by the fast operating systems for both the mobile and the web-based process. Workers are used to provide faster HTTP Request handling.

### **Hardware Requirements:**

The requests of the hardware for the web application are as followed:





- 64 bits laptop or desktop.
- TCP protocol.

**Software Requirements:**

To access a web portal of this application, its only need a PC/Laptop/Mobile with an integrated and updated web browser.

**Desktop browser:** Safari, Chrome, Firefox, Opera, IE9+.

**Mobile browsers:** Android, Chrome Mobile, iOS Safari.

**On the server side:** a PC/Web Server which meets these specifications:

- Window Operating System
- At least 2 GB RAM and 150 GB Free Space

**COMMUNICATION PROTOCOLS AND INTERFACES:**

- A. TCP protocol.
- B. Secure transmission and encryption techniques.
- C. File transfer rate.



### 3. SOFTWARE DESIGN

Function Oriented Design for procedural approach and different diagram to show the designing of the application.

#### DATAFLOW DIAGRAM

##### DFD Level 0

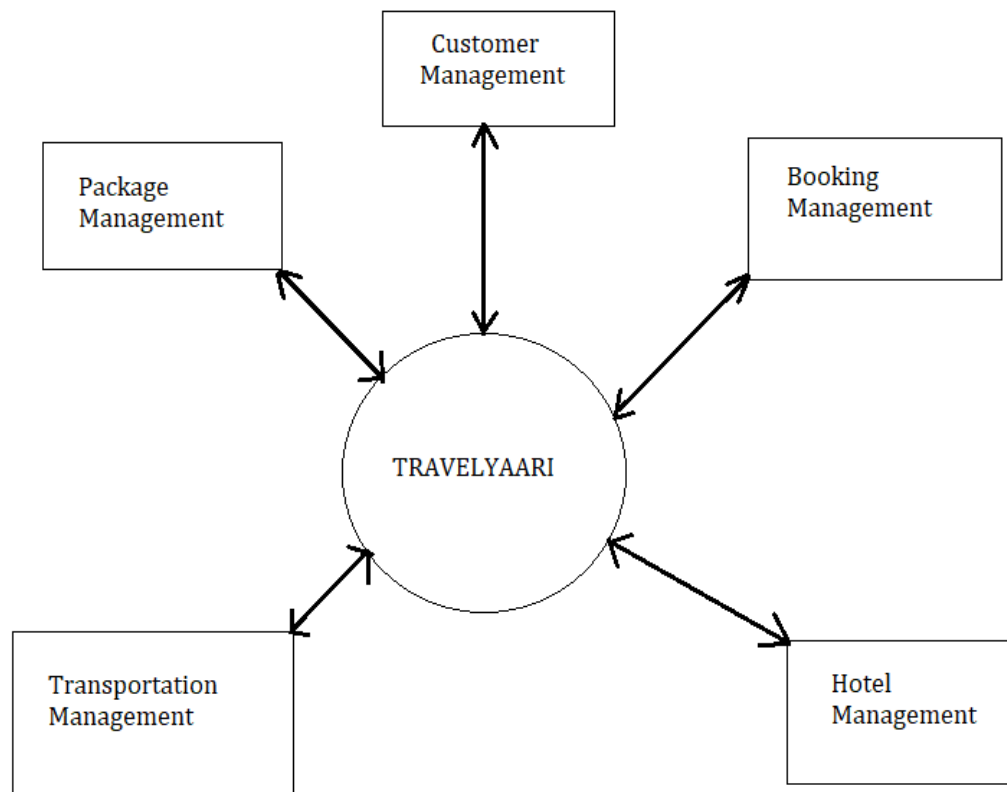
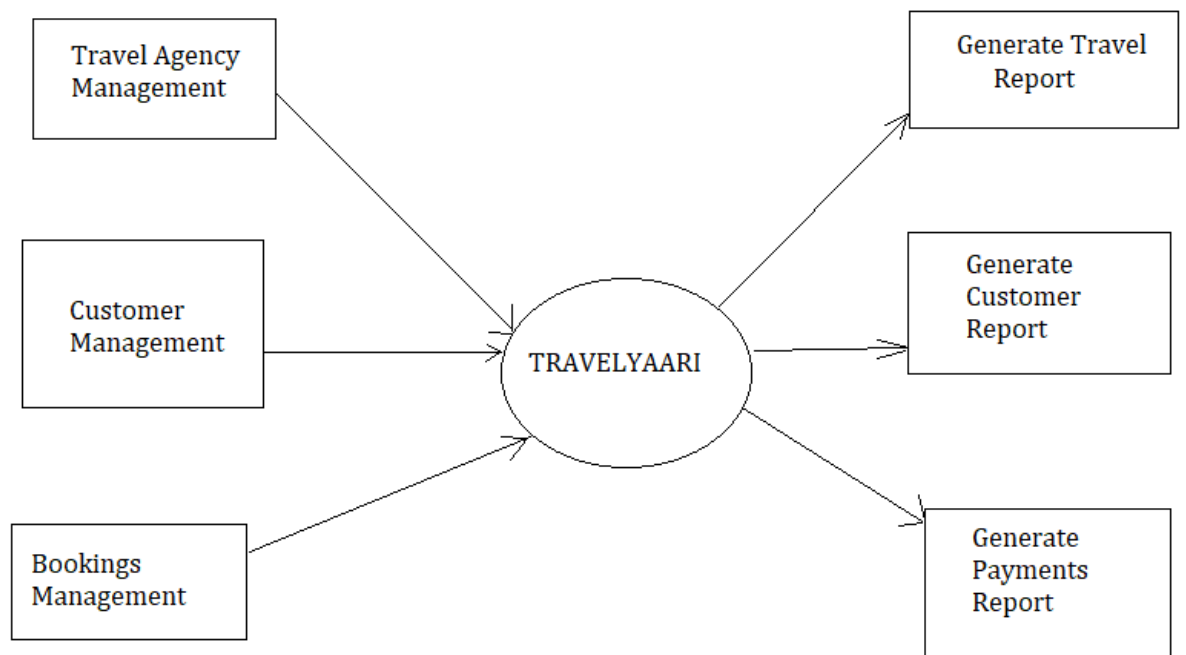


Figure 1DFD level 0



**DFD Level 1****Figure 2 DFD level one**

## UML DIAGRAMS

### Sequence Diagram

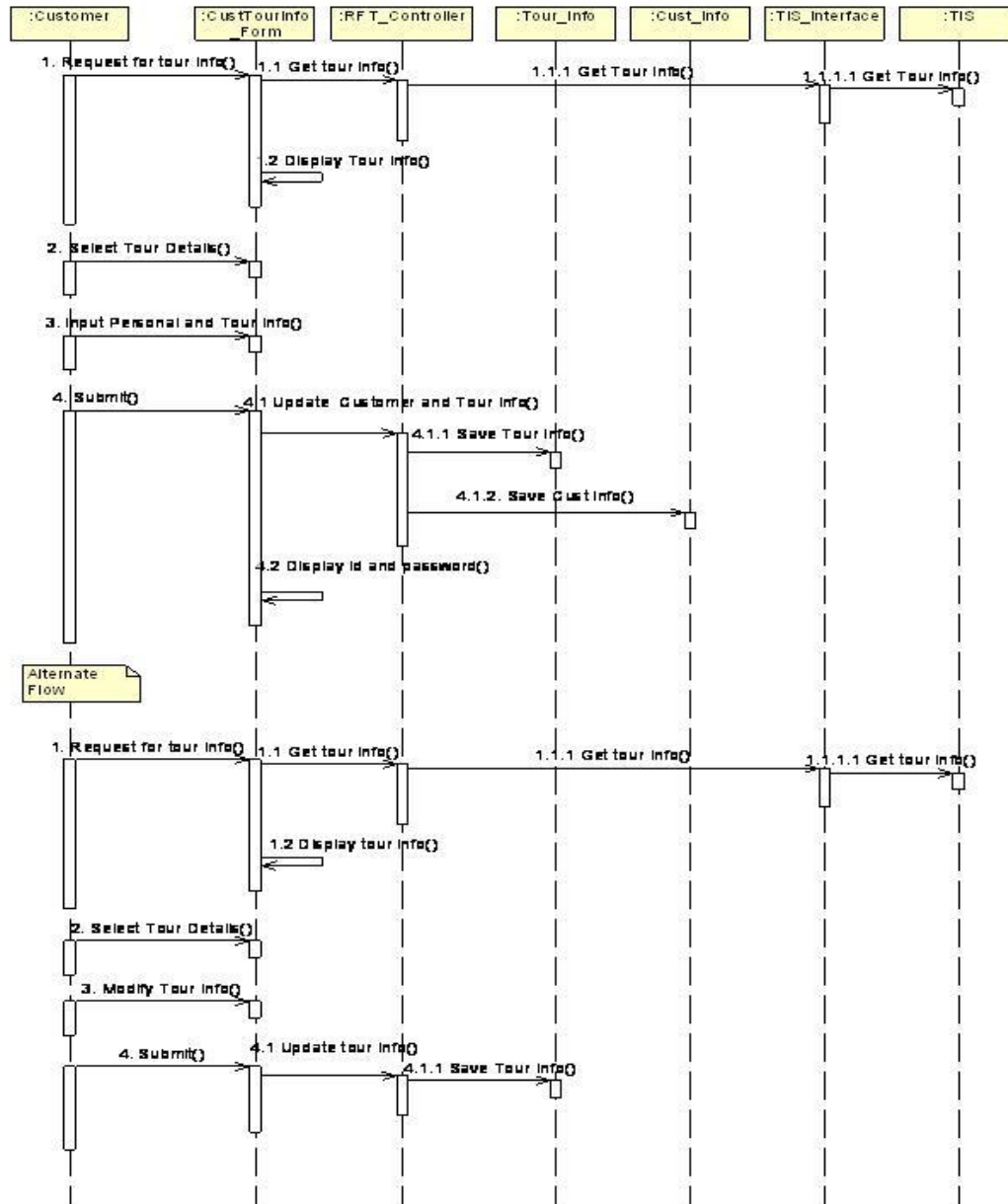


Figure 3 TravelYaari- Sequence Diagram



## 4. IMPLEMENTATION AND USER INTERFACES

### SCREENSHOTS

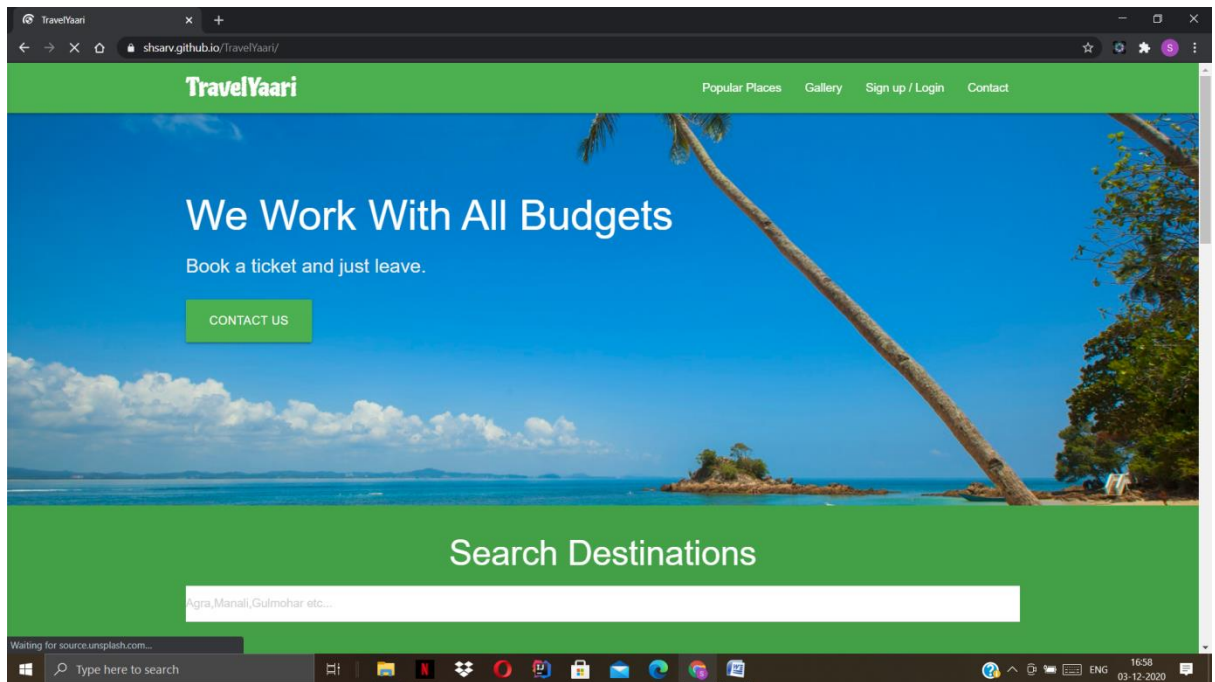


Figure 3 TravelYaari- index.html-1

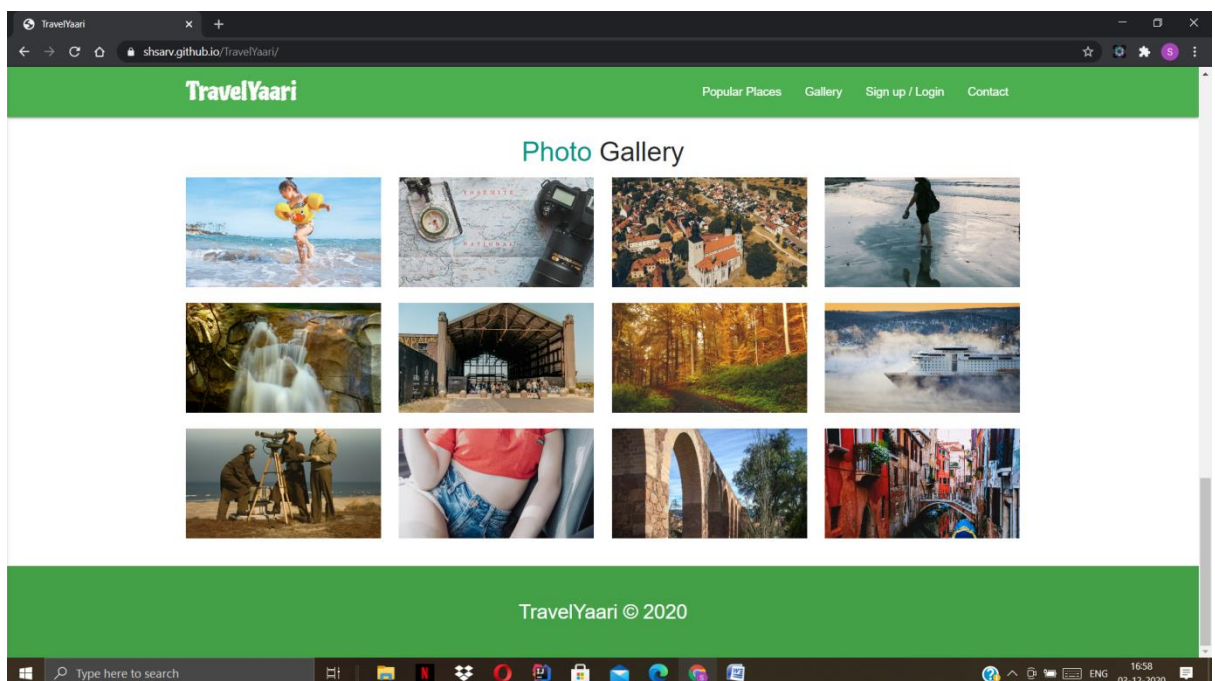


Figure 4 TraelYaari- index.html-2



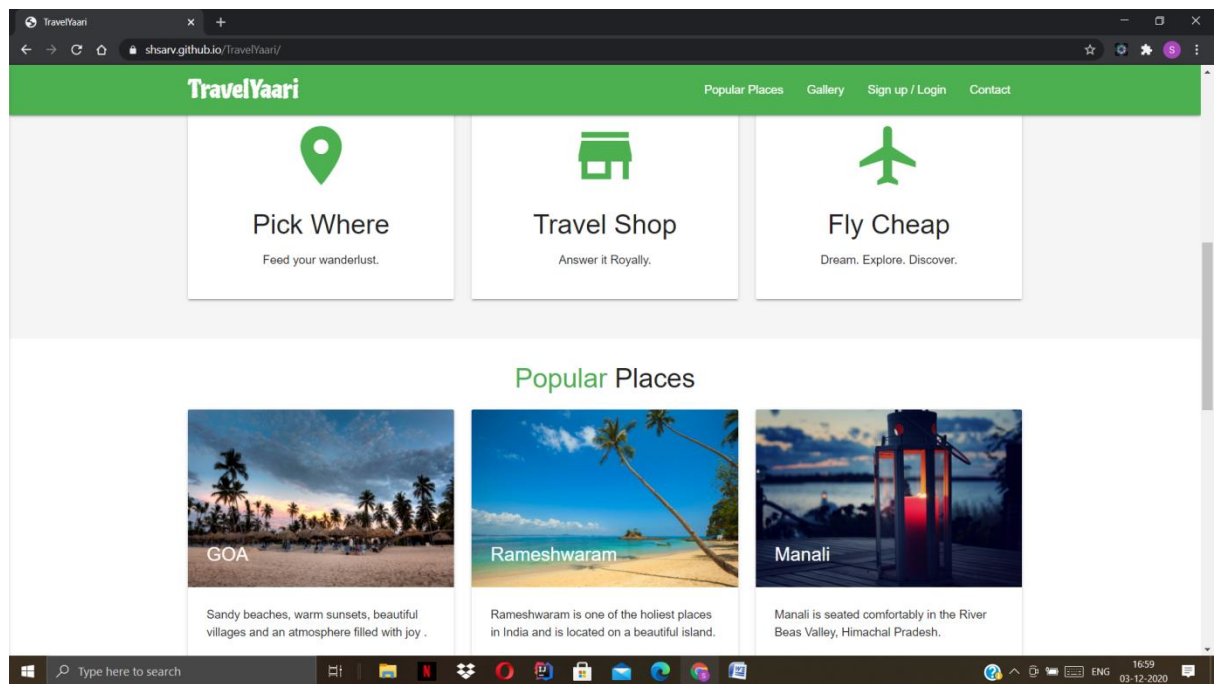


Figure 5 TravelYaari index.html-3

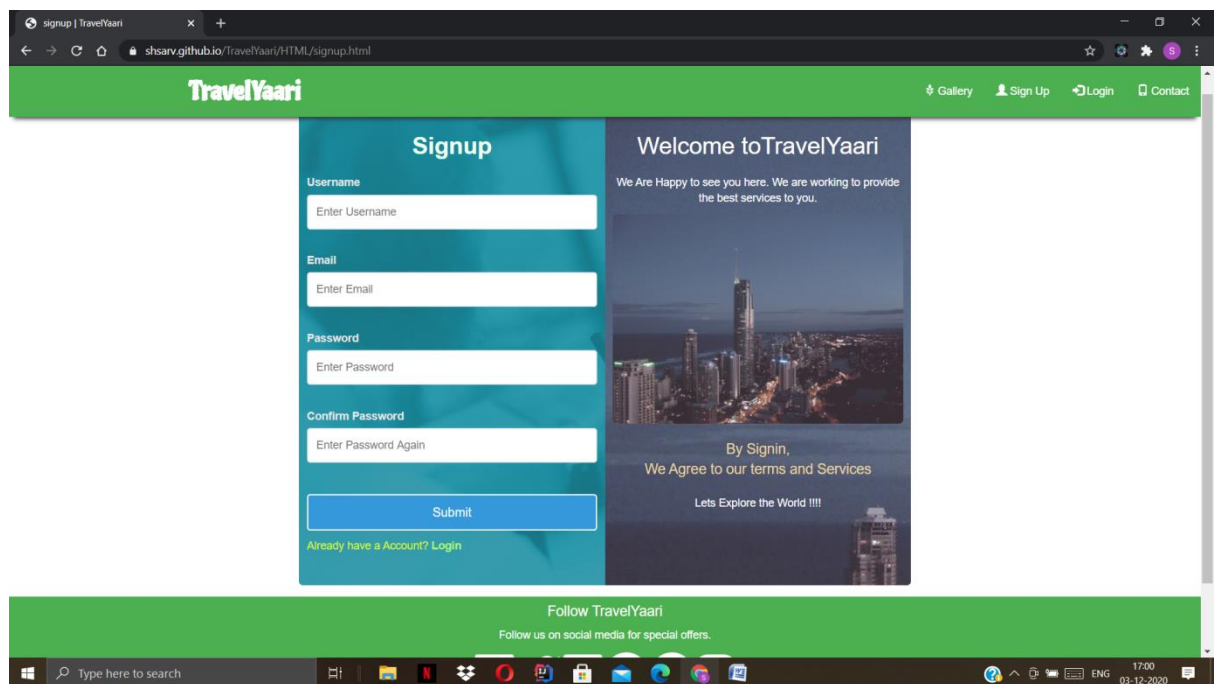


Figure 6 TravelYaari- signup.html



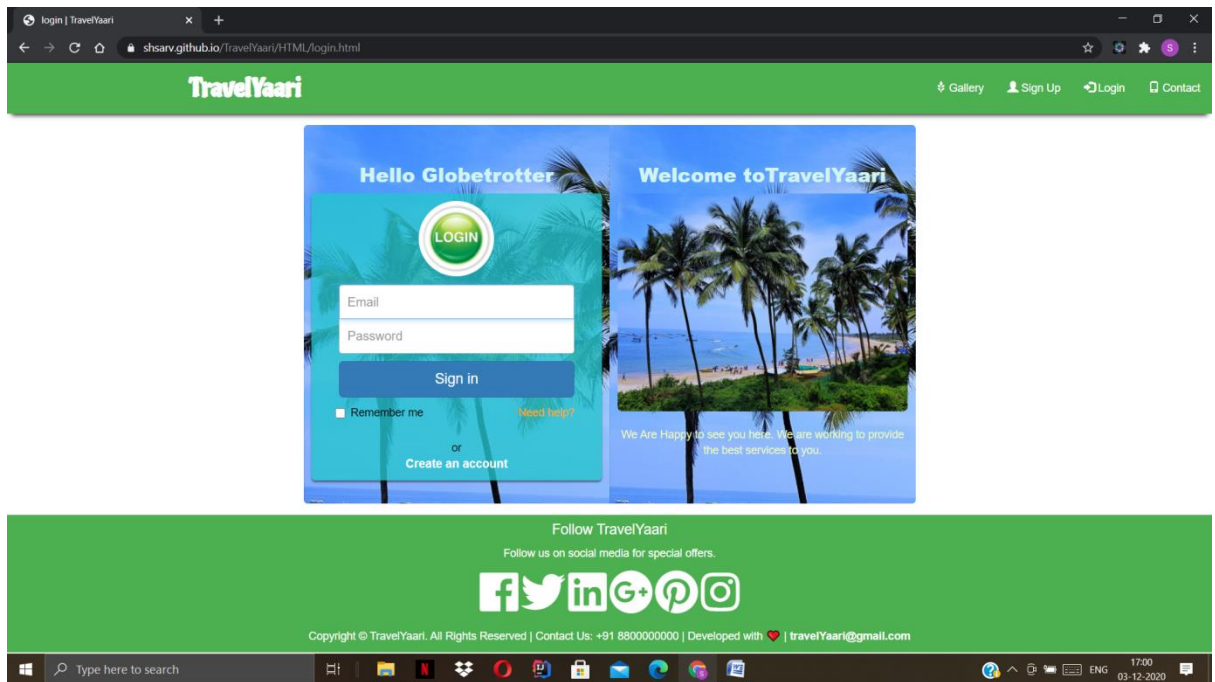


Figure 7 TravelYaari login.html

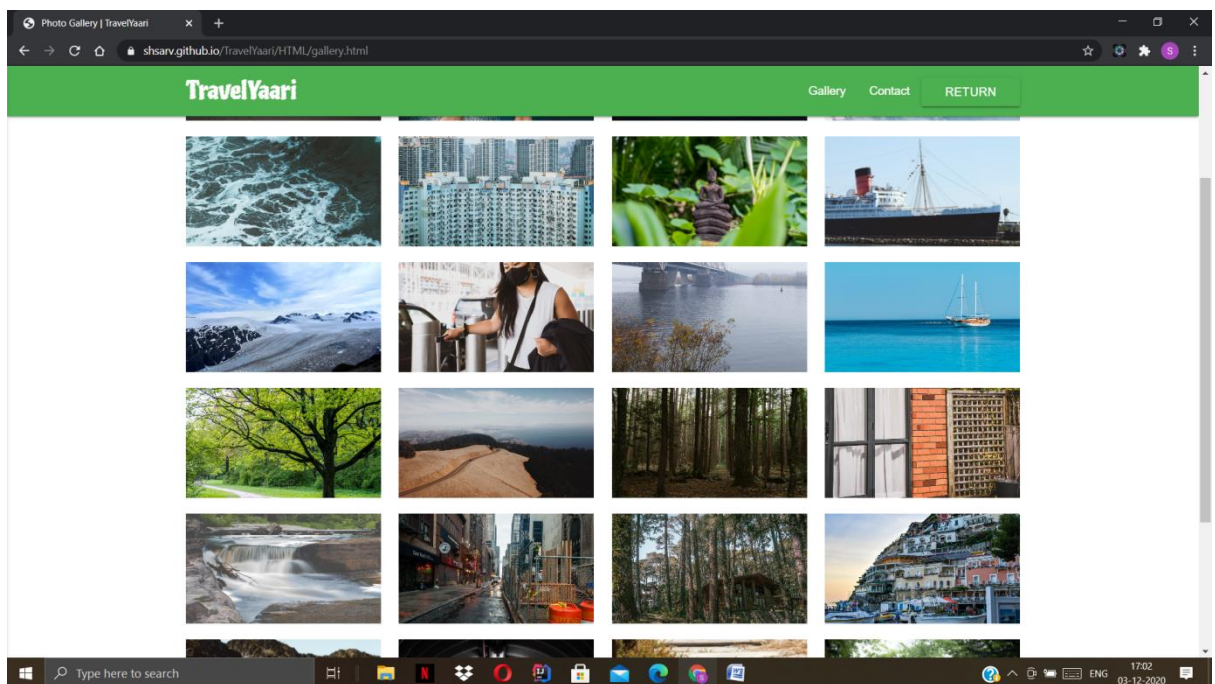


Figure 8 TravelYaari Gallery





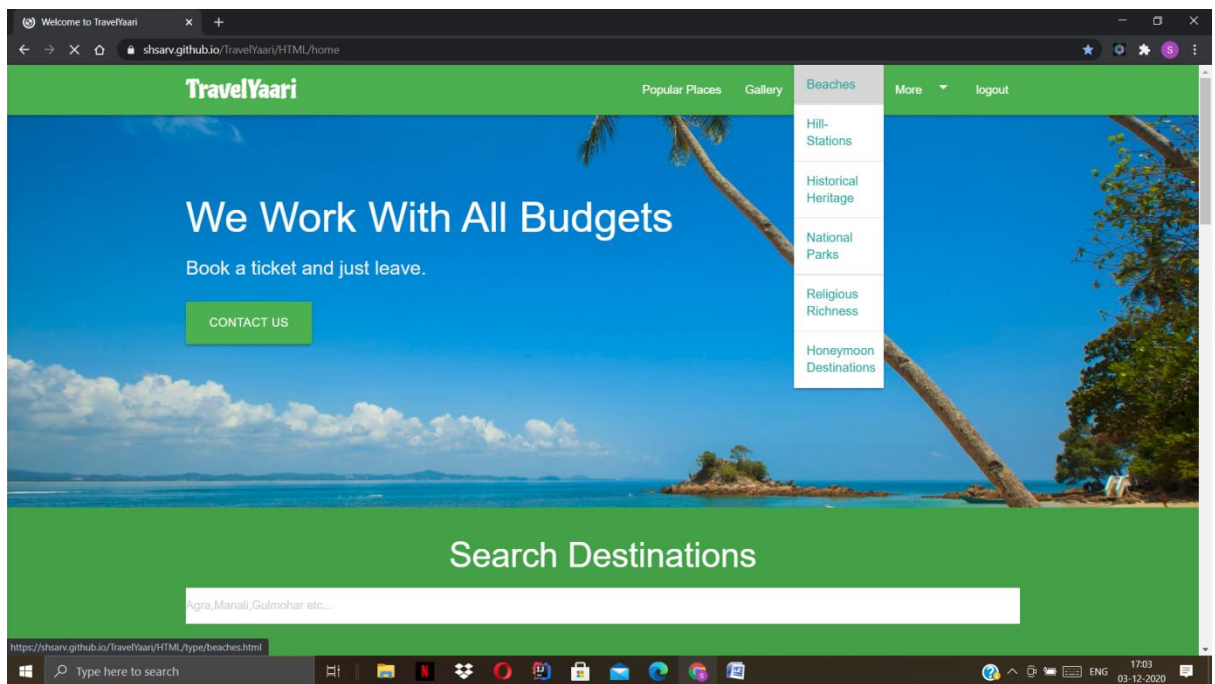


Figure 9 TravelYaari home.html

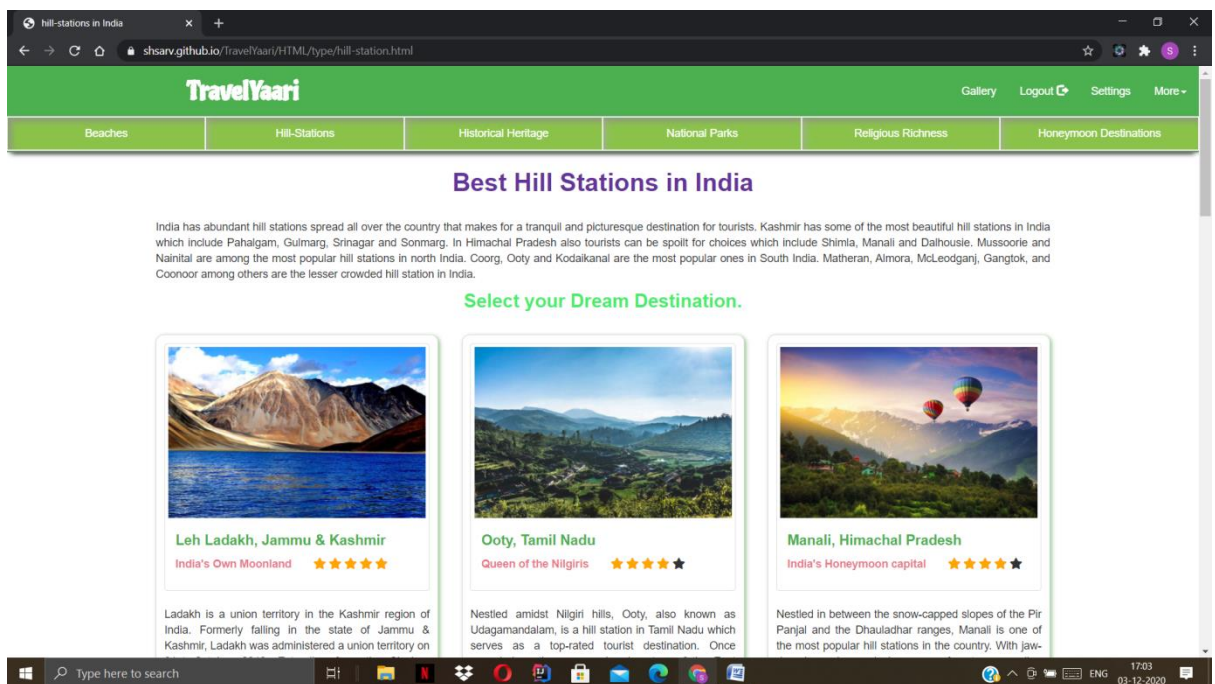


Figure 10 TravelYaari- hill stations.html





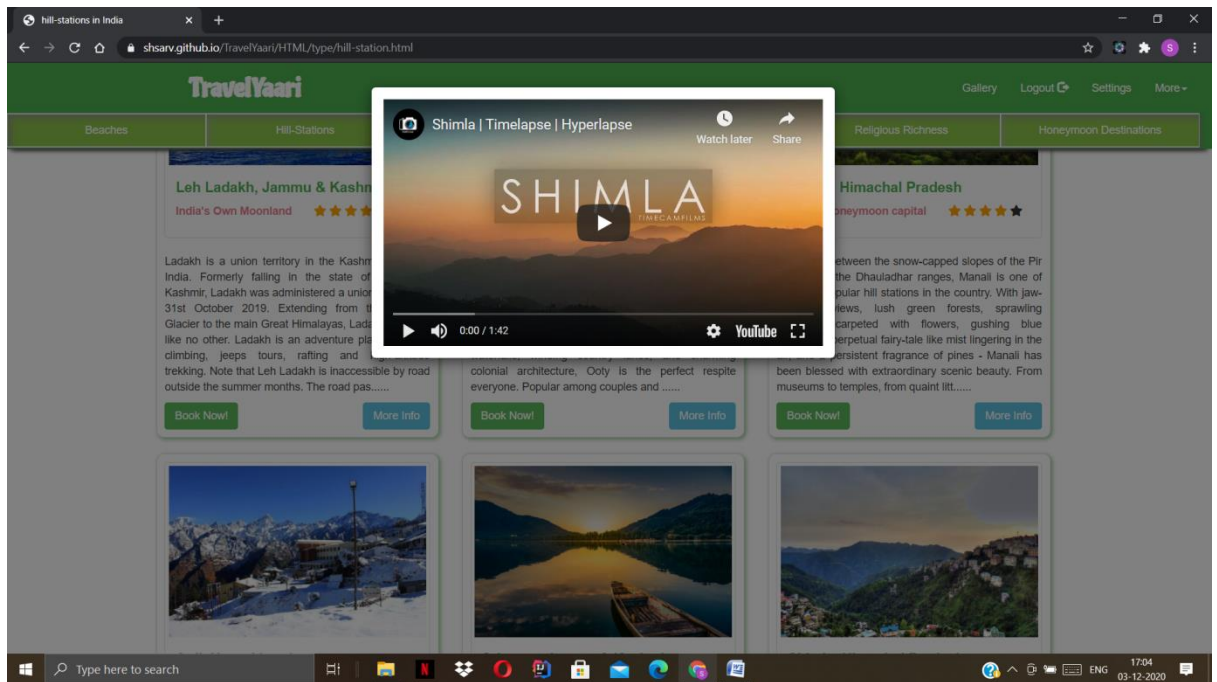


Figure 11 YouTube links in thumbnails

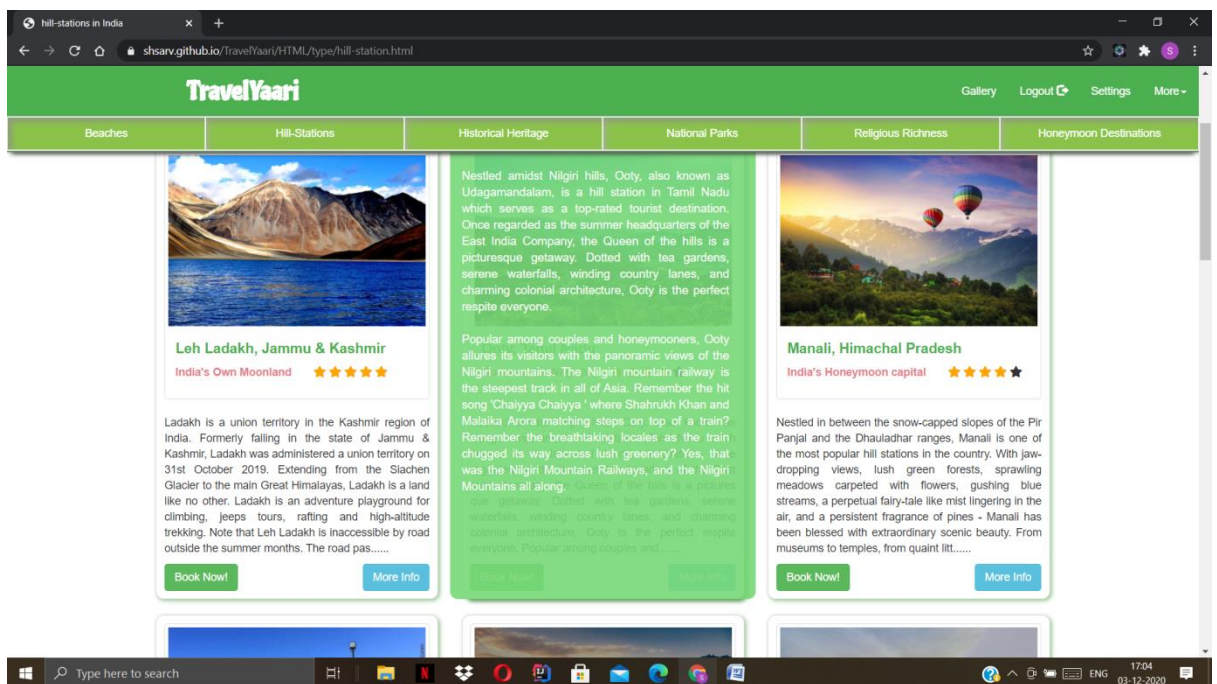


Figure 12 Hill stations.html- more info button



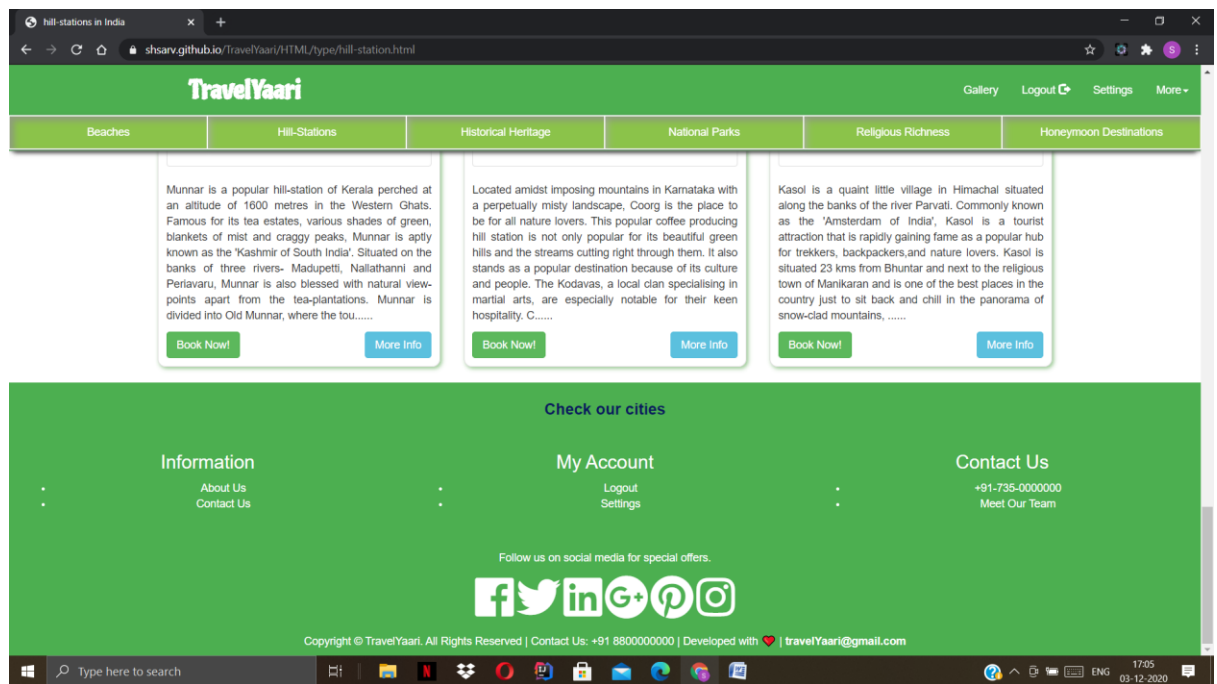


Figure 13 TravelYaari Footer

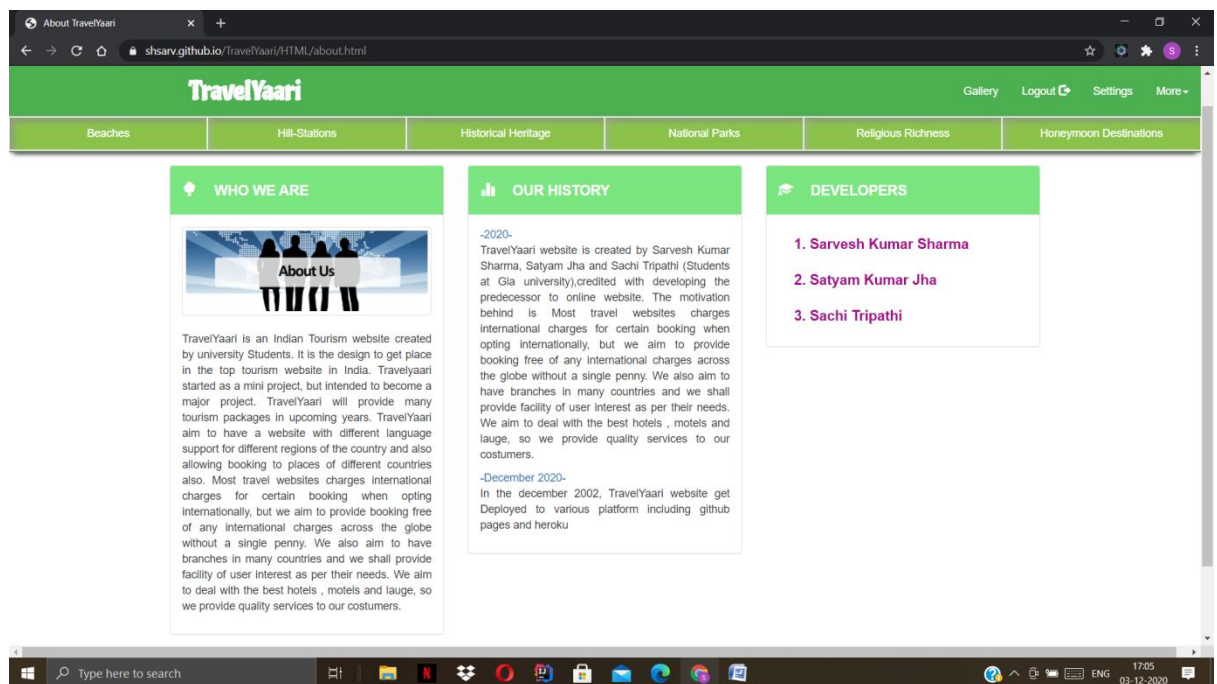


Figure 14 About.html



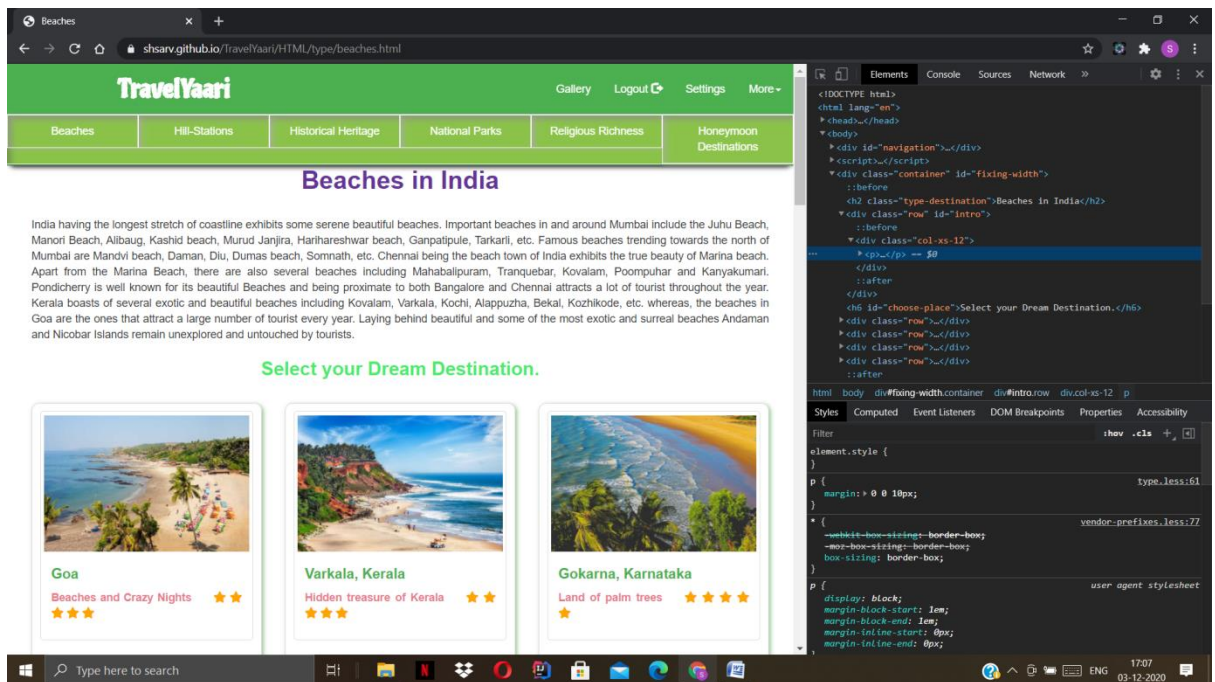


Figure 15 Responsive pages

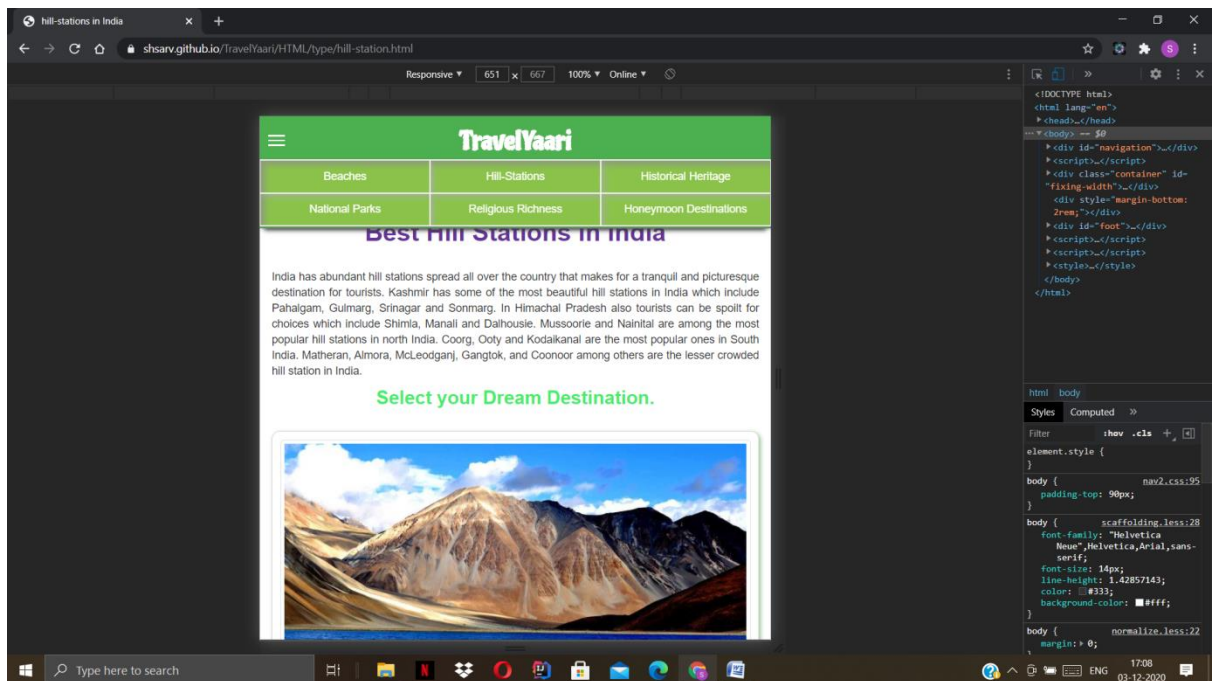


Figure 16 Responsive navbar



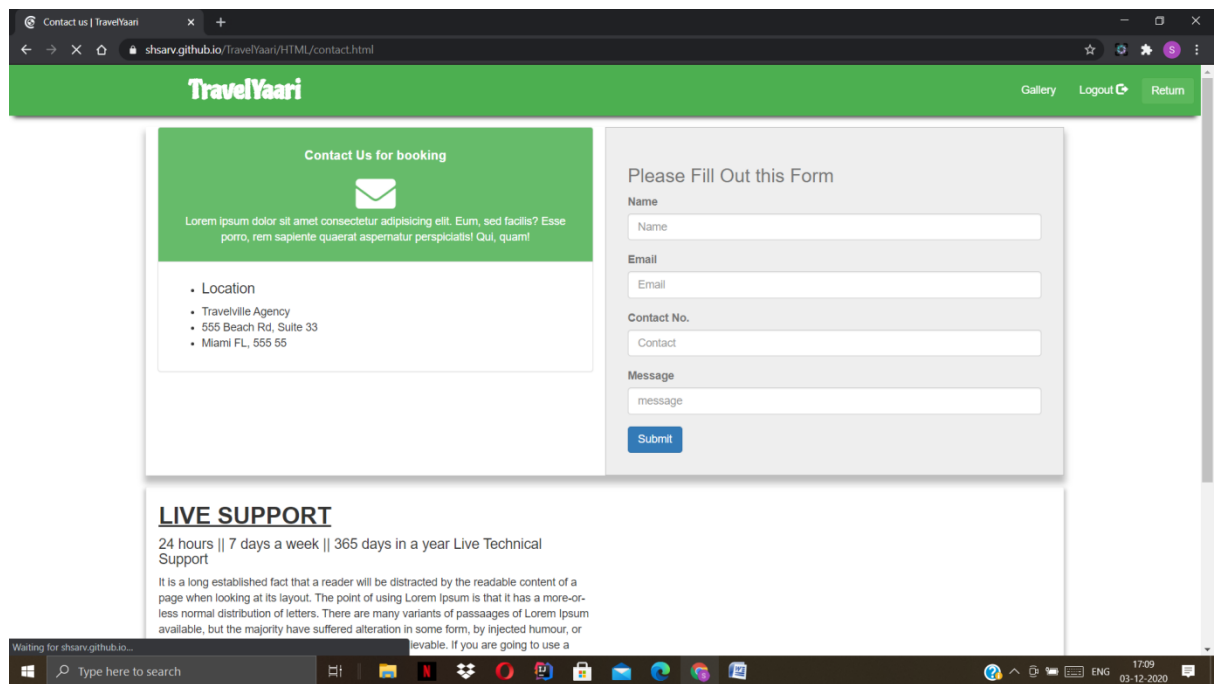


Figure 17 Contact.html page



Figure 18 India.html page





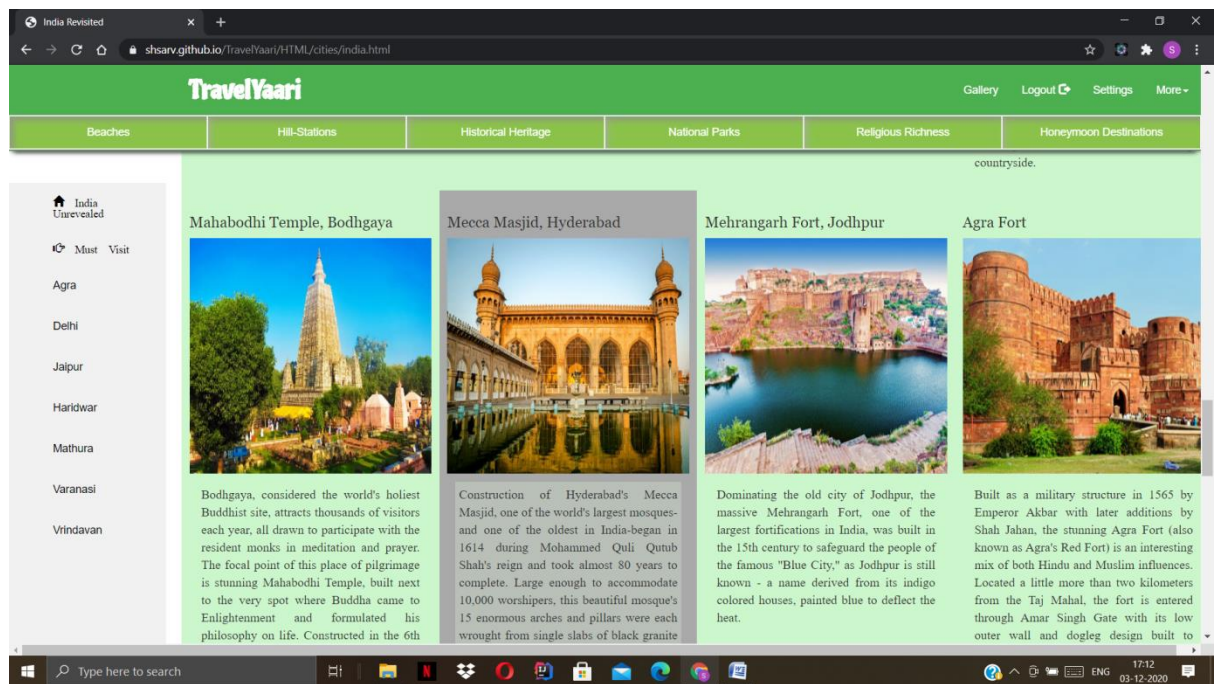


Figure 19 India.html page content

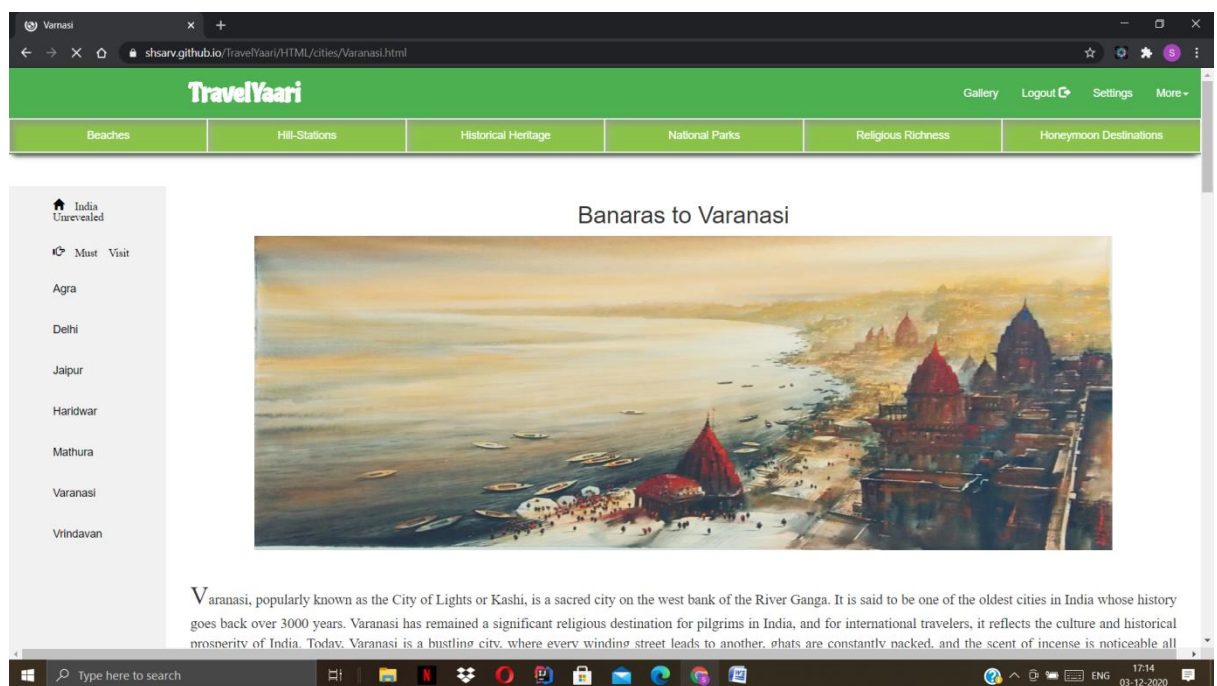


Figure 20 Added cities



## 5. CONCLUSION AND FUTURE WORK

### CONCLUSION

The main purpose of our project is to develop an application that offers new aspects of learning and improving knowledge in educational area. Most of the available apps are entertainment-based, which mostly do not contribute to the academic enhancement of the students. The main purpose of our project is to develop an application that offers new aspects of learning and improving knowledge in educational area. Most of the available apps are entertainment-based, which mostly do not contribute to the academic enhancement of the students.

The theme of this project is to provide user a quality experience when it comes to travelling experiences and give some prior information to the user before actually visiting a particular destination.

Through this project, we have learnt a lot about front end technologies that is HTML, CSS, Java script and various frameworks like Bootstrap and jQuery. We have found that the difficult part was to gather all the information to be used as content and making the pages responsive and interactive from user point of view. We hope that other developers will take advantage from our experience/from our development.

### FUTURE WORK

We are planning to keep managing the project and improving it based on user feedback. Here is our to do list for future

- ❖ We will add some more categories in our app.
- ❖ We'll try to make it more user friendly than it is now.
- ❖ We'll try to improve its quality.

We'll work on another feature in our app to add a module namely adding other sport games quiz which is helpful for everyone.



## 5. APPENDIX

1. <https://github.com/shsarv/TravelYaari>
2. <https://shsarv.github.io/TravelYaari/>



## 6. REFERENCES

- 1) <https://www.w3schools.com/js/default.asp>
- 2) <https://www.coursera.org/learn/javascript>
- 3) <https://www.coursera.org/specializations/web-design>
- 4) <https://www.tourmyindia.com/>
- 5) <https://www.holidify.com/>

