

# **TOURISM WEBSITE**

## **A MINI PROJECT REPORT**

*Submitted by*

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**INTERNAL EXAMINAR**

**EXTERNAL EXAMINAR**

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## **ABSTRACT**

The recent past showed a greater interest in recommender techniques. Now- a days there are many travel packages existing from different websites to almost all the places over the world. A customer finds it very difficult to search for the best package as he/she has to browse multiple websites, contact many travel agents and etc. which is a tedious process and is time consuming. There should be a system where the user should find the best package on the Internet with a single click. To address this issue, we adopt Travel Package Recommendation System which offers the best package among all the other packages that are on the web. This project will help tourist to suggest the best Travel Package among all the package deals on the web

Initially, we will evaluate the particular characteristics of the current traveling packages and we mine the data on the tourists rating and the intrinsic features i.e., locations, travel seasons etc. Based on the data collected after mining, we will generate a list for personalized travel package recommendations. Furthermore, we will extract the data based on the tourist's relation with the area and season.

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## **LIST OF ABBREVIATIONS**

IP	Internet Protocol
DNS	Domain Name Server
HTML	Hypertext Markup Language
CSS	Cascading Style Sheet
DOM	Document Object Model

# **CHAPTER - 1**

## **INTRODUCTION**

Defining tourism is not a simple matter, as it is a complex industry made up of many different businesses, the common theme being that they provide products and services to tourists/visitors. Tourism is one of the world's fastest growing industries as well as the major source of foreign exchange earnings and employment for many developing countries. The concept of tourism refers to the broad framework that identifies tourism's essential characteristics and distinguishes tourism from similar, often related but different phenomena

Tourism can be considered as most favorite pass time when people get free time. Several travel organizations are available on the web. The people or the tourist selects their own Travel Package according to their personal interest.

The travel companies concentrate on the interest associated with tourist making sure to increase their particular market value and supply enormous package deals. So that they can make their Travel Package more effective. Now-a-days Recommender system is becoming very famous and people are getting attracted to it, as it is helping them to choose the best package in a short time.



## **CHAPTER- 2**

### **LITERATURE SURVEY**

A survey evaluates what scholars and researchers have written on a topic, organized according to a guiding concept such as the research objective, thesis or the problem/issue have identified. The final result should be that this literature review be relevant, appropriate and useful

It shows that not only understand what has been done, but used to understand what others have been done related to subject – the broader context. It is used to evaluate the quality of the other work done on the subject, i.e., it shows that we are capable of thinking critically and identifying strengths and weakness and also it gives the opportunity to tell how the project is related to previous work done by others on the subject. The following list shows the literature survey of this work

**2.1 Hitzler, Pascal; Janowicz, Krzysztof; Shimizu, Cogan; Zhou, Lu; Eells, Andrew (May 2021). "Open Science Data and the Semantic Web Journal". *Semantic Web*. 12 (3): 401–402. Doi:10.3233/SW-210427. ISSN 1570-0844**

The proposed site has the best user friendly content which gives the idea to the users about the various packages and the site uses the recommendation technology to give a wide angle to the user about the activities that will suit him/her when he chooses the respected one. The proposed recommendation technology works by referring to all the data that it has received till date and takes into account the interests of the user therefore, this approach needs a very precise data in order to train the artificial search engine. The studies were conducted on a simulation test data set and the result obtained matched to 92% of the choices of the user proving it to be highly reliable The ability to create a good website entails far more than just knowing how to write the code. As in all any medium of communication, the information to be delivered, and the

context it appears in, must be structured to optimize its conveyance. Therefore, a science of website design has arisen. Many of the principles for website design have been adapted from print, software, and video design, but others are unique to this medium. The following literature review will examine the theories, principles, and practices recommended for website planning and creation.

### **Adopting a design strategy**

Most novices jump right into page construction with only a vague notion of a plan, which Nielsen (2000) considers one of the two great errors in site design. As with any educational or media design project, the first step in website design is to decide on a planning model. The most comprehensive model comes from “Using Dreamweaver 4,” a Macromedia software manual:

1. Determine your goals (p. 96)
2. Choose a target audience (p. 96)
3. Create sites for browser compatibility (p. 97)
4. Organize site structure (p. 98)
5. Create design look (p. 100)
6. Design navigation scheme (p. 100)
7. Plan and gather assets (p. 101)

### **Goals**

As for the first step, determining goals, Lynch and Horton (1999, p.1) offer a series of questions to be considered, similar to those used in strategic planning:

What is the mission of your organization?

How will creating a Web site support your mission?

What are your immediate goals for the site?

What are your long term goals for the site?

What Web-related strategies will you use to achieve those goals?

How will you measure the success of your site? (Lynch and Horton 1999)

Neither Nielsen (2000) nor Lynch and Horton (1999) discuss how to set goals, but Nielsen's insightful list of the fundamental flaws in most website designs (p. 15) reflects a poor consideration of goals. The list is included here in its entirety. As Nielsen points out, "In every one of these cases, the natural way people go about doing web projects based on their non-web experience turns out to be wrong."

Fundamental errors on all levels of web design:

- Business model: treating the Web as a Marcon brochure instead of a fundamental shift that will change the way we conduct business in the network economy.
- Project management: managing a web project as if it were a traditional corporate project. This leads to an internally focused design with an inconsistent user interface. Instead, a website should be managed as a single customer-interface project.
- Information architecture: structuring the site to mirror the way the company is structured. Instead, the site should be structured to mirror the users' tasks and their views of the information space.
- Page design: creating pages that look gorgeous and that evoke positive feelings when demo'd inside the company. Internal demos do not suffer the response time delays that are the main determinant of web usability; similarly, a demo does not expose the difficulties a novice user will have in finding and understanding the various page

elements. Instead, design for an optimal user experience under realistic circumstances, even if your demos will be less "cool."

- Content authoring: writing in the same linear style as you've always written. Instead, force yourself to write in the new style that is optimized for online readers who frequently scan text and who need very short pages with secondary information relegated to supporting pages.
- Linking strategy: treating your own site as the only one that matters, without proper links to other sites and without well-designed entry-points for others to link to. Many companies don't even use proper links when they mention their own site in their own advertising. Instead, remember that hypertext is the foundation of the Web and that no site is an island.

## **Target Audience**

The second step in the Macromedia model, choosing a target audience, is one of the most important. As Nielsen (2000) stresses throughout his book, a key point of usability is designing the site from the user's perspective, not that of the owning organization. Therefore, it is critical to know what kinds of users will most likely visit the site. Part of this information can be gathered through normal market analysis and needs assessment, but since the medium of contact is the internet, other factors related to internet user styles must also be considered.

Lynch and Horton (1999, pp. 2-3) suggest three types of users, each with particular needs: (a) web surfers, (b) novice users, and (c) expert users. The first type, web surfers are particularly influenced by home page design, and for this audience, all links should be directed inward. It should be noted, however, that Nielsen (2000) discourages attempts to prevent users from going offsite: Such strategies are contrary to the spirit of the Web, which emphasizes user control and free navigation. The second type, novice and occasional users, tend to respond to unambiguous structure and simple overviews on how the information is organized, while the third type, expert & frequent users want to obtain accurate information as quickly as possible. They tend to be the most sensitive to how much time it requires to load and navigate the site. Lynch and Horton (1999) and Nielsen (2000) discuss the needs of two other types of users as well: international users and users with disabilities. International users need simple English without jargon (Lynch and Horton) and in some cases, options to navigate to mirror sites written in their native language (Nielsen). Nielsen is particularly sensitive to site design that is friendly to users with disabilities. Text alternatives should be provided for users with hearing impairments, and enlarged text or audio options provided for users with visual impairments.

### **Accommodation strategies**

Niederest (1999) describes four strategies for handling differences in user browser capabilities, that could be applied to differences in screen size, connection speeds, and other technical aspects of Web use. The “lowest common denominator design” strategy (p.9) means designing a Web page accessible to everyone. Therefore, she suggests that more recent embellishments of HTML, such as DHTML, Java, Javascript, and style sheets, should be avoided. Another minority, using the “current version design” strategy goes to the other extreme, and these developers only design for the latest versions of browsers, with little concern for site performance for other users. After all, they argue, higher level browsers are available for free. This approach is more successful for intranet designs or specific audiences. Far more designers go for a middle approach, or pages that “degrade gracefully” (p.10). These designers use cutting edge technologies but implement them in a way that the pages are still functional without the related support. To accommodate both browser and monitor variations, Nielsen (2000, p.37-38) suggests using Semantic instead of Presentation encoding, thereby allowing the user's browser, rather than the site, to determine the most appropriate font and font size. Semantic encoding, while giving less control to the designer, makes the page more likely to fit more browsers. Nielsen also suggests writing resolution-independent pages that adapt themselves to the users' equipment by encoding tables, frames, etc. with variable pixel widths, rather than fixed pixel widths.

## **CHAPTER-3**

### **SYSTEM ANALYSIS**

#### **3.1 EXISTING SYSTEM**

In the existing system a customer has to approach various agencies to find details of places and to book tickets. This often requires a lot of time and effort. A customer may not get the desired information from these offices and often the customer may be misguided.

It is tedious for a customer to plan a particular journey and have it executed properly

##### **3.1.1 DISADVANTAGES**

- The existing system was more labor intensive and involved human intervention in the form of tourism dealer/broker.
- Because of the involvement of human activities, the system was prone to human error.
- The overall cost of the system was high because of the involvement of various dealers for various activities.
- Because of the involvement of different kind of authorities, the cost of the system was not absolute.
- It is often seen that the travelers get misjudged by the guides which don't leave the tourists satisfied.

### **3.1.2 Problem statement**

Because of a customer visiting various travel agencies, it is highly possible that the customer might be misinformed about some activities therefore restricting the customer from achieving of 100% satisfaction. Because of visiting various agencies it generally gives the customer a non-uniform idea about the activities they are going to perform in their package

In the existing system, the feed algorithm is used for searching the input arrays which is an intensive manual labour resulting in a lot of human intervention that can give birth to human errors henceforth affecting the central repository.

The last important problem faced by travel websites are the storage facilities. The existing system maintains an old convenient data registry which the customer finds hectic and generally avoids to find a better move to an upgraded booking process.



### **3.2 PROPOSED SYSTEM**

The proposed system is a web based application and maintains a centralized repository of all related information. The system allows one to easily access the relevant information and make necessary travel arrangements. Users can decide about places they want to visit and make bookings online for travel and accommodation.

#### **ADVANTAGES**

- Having a website for business purposes always reduces the cost of the project.
- It also gives the credibility about the business.
- Having a website can also be used for advertising about the business.
- It also helps in market expansion
- The biggest advantage is that of online presence of the company

## **CHAPTER - 4**

### **SYSTEM SPECIFICATION**

#### **4.1 SOFTWARE REQUIREMENTS**

Operating System	: Windows, Mac, Linux, Ubuntu
Technologies	: HTML, CSS, JQuery
Supported Browser	: Chrome, Firefox, Internet Explorer

#### **4.2 HARDWARE REQUIREMENTS**

Hardware	: Intel
Speed	: 1.1 GHz
RAM	: 1GB
Hard Disk	:500 GB
Key Board	: Standard Windows Keyboard
Mouse	: Two or Three Button Mouse
Monitor	: SVGA

## **CHAPTER – 5**

### **SYSTEM IMPLEMENTATION**

#### **5.1 LIST OF MODULES**

- User interface
- Administrator
- Web Server

#### **5.2 MODULE DESCRIPTION**

##### **5.2.1 USER INTERFACE**

- The user module allows users to register, log in, and log out.
- Users benefit from being able to sign on because this associates content they create with their account and allows various permissions to be set for their roles.
- User interface is very necessary for the functioning of the website that is sending and receiving of the output and the input.

##### **5.2.2 ADMINISTRATOR**

- The administrator module is the administrator's interface and allows processing all configuration operations of the system.
- This is also used to troubleshoot the compatibility occurred in the back-end of the web application

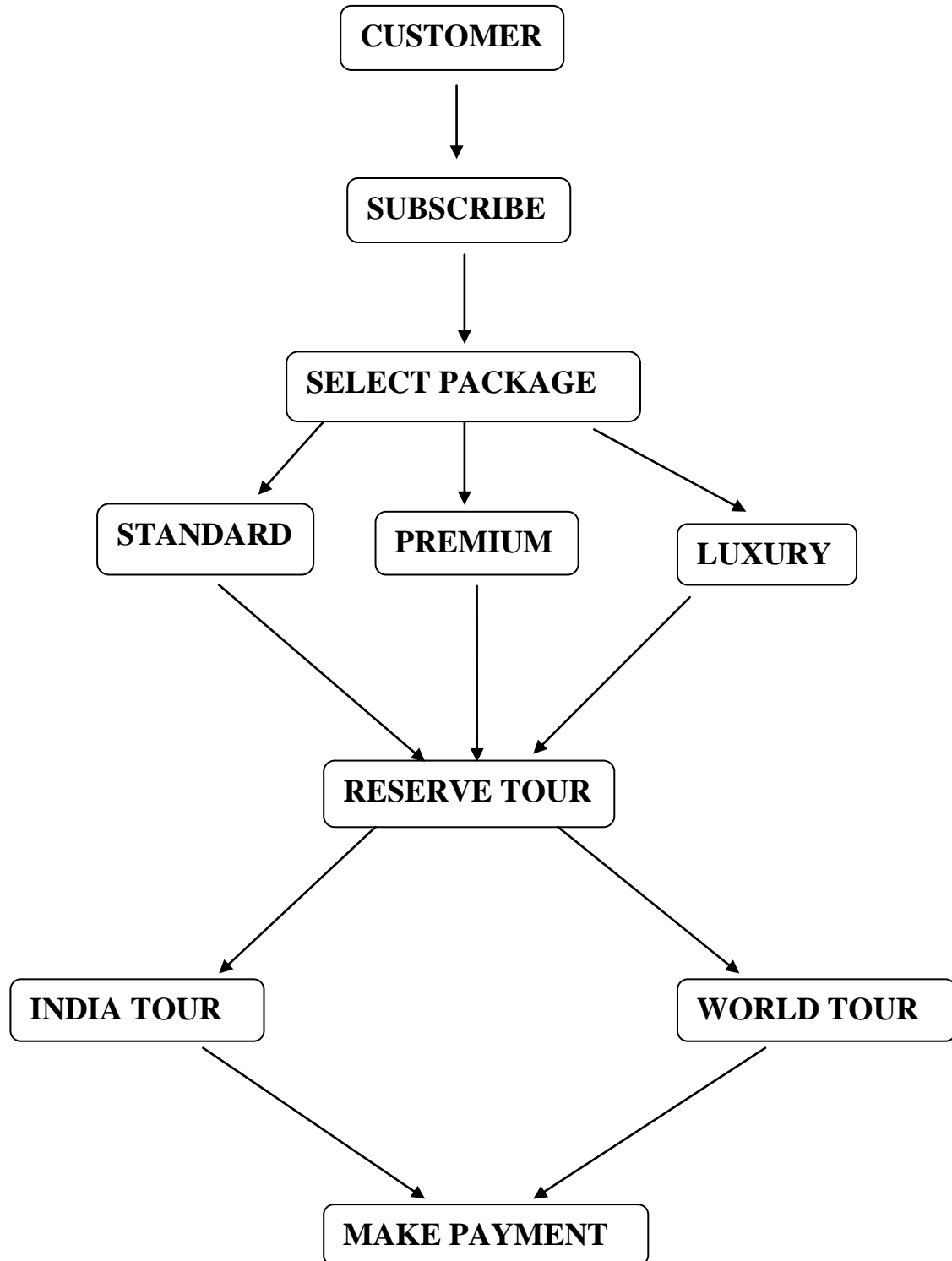
##### **5.2.3 WEB SERVER**

- A web server is a computer that runs websites.

- It establishes a connection between the user and the client
- It involves computer programs that distribute web pages as they are requisitioned.
- It can get the IP addresses from the domain name
- The basic objective of the web server is to store, process and deliver web pages to the users.
- Web browser fully aware which IP address website is located at, so it can send request full URL from server side.
- Web server responds with sending requested web page toward web browser. If those web pages do not present then appropriate error message will be display on the web browser. For example – “Error 404 will be display, if your requested pages do not present
- In the finally, web browser receives appropriate requested web page by user and views it.
- Downloading requests for File Transfer Protocol (FTP) files

## CHAPTER-6

### SYSTEM DESIGN



**Figure 6.1: Data flow diagram of the proposed system**

## **CHAPTER – 7**

### **SOFTWARE DESCRIPTION**

#### **7.1 HTML 5**

**HTML5** is a markup language used for structuring and presenting content on the World Wide Web. It is the fifth and final major HTML version that is a World Wide Web Consortium (W3C) recommendation. The current specification is known as the HTML Living Standard. It is maintained by the Web Hypertext Application Technology Working Group (WHATWG), a consortium of the major browser vendors (Apple, Google, Mozilla, and Microsoft).

HTML5 was first released in a public-facing form on 22 January 2008, with a major update and "W3C Recommendation" status in October 2014. Its goals were to improve the language with support for the latest multimedia and other new features; to keep the language both easily readable by humans and consistently understood by computers and devices such as web browsers, parsers, etc., without XHTML's rigidity; and to remain backward-compatible with older software. HTML5 is intended to subsume not only HTML 4 but also XHTML 1 and DOM Level 2 HTML.<sup>[6]</sup>

HTML5 includes detailed processing models to encourage more interoperable implementations; it extends, improves, and rationalizes the markup available for documents and introduces markup and application programming interfaces (APIs) for complex web applications.<sup>[7]</sup> For the same reasons, HTML5 is also a candidate for cross-platform mobile applications because it includes features designed with low-powered devices in mind. Many new syntactic features are included. To natively include and handle multimedia and graphical content.

## 7.2 CSS

**Cascading Style Sheets (CSS)** is a style sheet language used for describing the presentation of a document written in a markup language such as HTML or XML (including XML dialects such as SVG, MathML or XHTML). 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, which reduces complexity and repetition in the structural content; and enable the .css file to be cached to improve the page load speed between the pages that share the file and its formatting.

Separation of formatting and content also makes it feasible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or screen reader), and on Braille-based tactile devices. CSS also has rules for alternate formatting if the content is accessed on a mobile device.

## 7.3 JAVASCRIPT

**JavaScript** often abbreviated **JS**, is a programming language that is one of the core technologies of the World Wide Web, alongside HTML and CSS. As of 2022, 98% of websites use JavaScript on the client side for web page behavior, often incorporating third-party libraries. All major web browsers have a dedicated JavaScript engine to execute the code on users' devices.

JavaScript is a high-level, often just-in-time compiled language that conforms to the ECMA Script standard. It has dynamic typing, prototype-based object-orientation, and first-class functions. It is multi-paradigm, supporting event-driven, functional, and imperative programming styles. It has application programming interfaces (APIs) for working with text, dates, regular expressions, standard data structures, and the Document Object Model (DOM).

The ECMA Script standard does not include any input/output (I/O), such as networking, storage, or graphics facilities. In practice, the web browser or other runtime system provides JavaScript APIs for I/O.

JavaScript engines were originally used only in web browsers, but are now core components of some servers and a variety of applications. The most popular runtime system for this usage is Node.js.

Although Java and JavaScript are similar in name, syntax, and respective standard libraries, the two languages are distinct and differ greatly in design.



## 7.4 JQUERY

**jQuery** is a JavaScript library designed to simplify HTML DOM tree traversal and manipulation, as well as event handling, CSS animation, and Ajax. It is free, open-source software using the permissive MIT License.<sup>1</sup> As of May 2019, Web analysis indicates that it is the most widely deployed JavaScript library by a large margin, having at least 3 to 4 times more usage than any other JavaScript library. jQuery's syntax is designed to make it easier to navigate a document, select DOM elements, create animations.

jQuery, at its core, is a Document Object Model (DOM) manipulation library. The DOM is a tree-structure representation of all the elements of a Web page. jQuery simplifies the syntax for finding, selecting, and manipulating these DOM elements. For example, jQuery can be used for finding an element in the document with a certain property (e.g. all elements with an `h1` tag), changing one or more of its attributes (e.g. `color`, `visibility`), or making it respond to an event (e.g. a mouse click).

jQuery also provides a paradigm for event handling that goes beyond basic DOM element selection and manipulation.

The principles of developing with jQuery are:

- Separation of JavaScript and HTML: The jQuery library provides simple syntax for adding event handlers to the DOM using JavaScript, rather than adding HTML event attributes to call JavaScript functions. Thus, it encourages developers to completely separate JavaScript code from HTML markup.

- Elimination of cross-browser incompatibilities: The JavaScript engines of different browsers differ slightly so JavaScript code that works for one browser may not work for another. Like other JavaScript toolkits, jQuery handles all these cross-browser inconsistencies and provides a consistent interface that works across different browsers.
- Extensibility: New events, elements, and methods can be easily added and then reused as a plugin.

The set of jQuery core features—DOM element selections, traversal, and manipulation—enabled by its *selector engine* (named "Sizzle" from v1.3), created a new "programming style", fusing algorithms and DOM data structures. This style influenced the architecture of other JavaScript frameworks like YUI v3 and Dojo, later stimulating the creation of the standard *Selectors API*.

Microsoft and Nokia bundle jQuery on their platforms. Microsoft includes it with Visual Studio for use within Microsoft's ASP.NET AJAX and ASP.NET MVC frameworks while Nokia has integrated it into the Web Run-Time widget development platform.

## **CHAPTER – 8**

### **SOFTWARE TESTING**

#### **8.1 SOFTWARE TESTING**

Testing is a process of checking whether the developed system is working according to the original objectives and requirements. It is a set of activities that can be planned in advance and conducted systematically. Testing is vital to the success of the system. System testing makes a logical assumption that if all the parts of the system are correct, the global will be successfully achieved. The best programs are worthless if it produces the correct outputs.

Software testing is the process of evaluation a software item to detect differences between given input and expected output. Also to assess the feature of a software item. Testing assesses the quality of the product. Software testing is a process that should be done during the development process. In other words software testing is a verification and validation process.

#### **8.2 TYPES OF TESTING**

The following three types of testing are used:

- System testing
- Black box testing
- Integration testing

### **8.2.1 SYSTEM TESTING**

System testing is the testing to ensure that by putting the software in different environments (e.g., Operating Systems) it still works. System testing is done with full system implementation and environment. It falls under the class of black box testing.

### **8.2.2 BLACK BOX TESTING**

Black box testing, also called behavioral testing, focuses on the functional requirements of the software. That is, black testing enables the software engineer to derive sets of input conditions that will fully Exercise all functional requirements fora program. Black box testing is not alternative to white box techniques. Rather it is a complementary approach that is likely to uncover a different class from errors than white box methods. Black box testing attempts to find errors which focuses on inputs, outputs, and principle function of a software module. The starting point of the black box testing is either a specification or code.

### **8.2.3 INTEGRATION TESTING**

Integration testing is testing in which a group of components are combined to produce output. Also, the interaction between software and hardware is tested in integration testing if software and hardware components have any relation. It may fall under both white box testing and black box testing.

## **8.2.4 VERIFICATION AND VALIDATION**

### **Verification**

Verification is the process to make sure the product satisfies the conditions imposed at the start of the development phase. In other words, to make sure the product behaves the way we want it.

### **Validation**

Validation is the process to make sure the product satisfies the specified requirements at the end of the development phase. In other words, to make sure the product is built as per customer requirements.

### **Basics of software testing**

There are two basics of software testing:

- Blackbox testing and
- Whitebox testing.

### **Black box testing**

Black box testing is a testing technique that ignores the internal mechanism of the system and focuses on the output generated against any input and execution of the system. It is also called functional testing.

### **White box testing**

White box testing techniques analyze the internal structures the used data structures, internal design, code structure and the working of the software rather than just the functionality as in black box testing. It is also called glass box testing or clear box testing or structural testing.

### **8.3 TEST OBJECTIVES**

Software Testing has different goals and objectives. The major objectives of Software testing are as follows:

- Finding defects which may get created by the programmer while developing the software.
- Gaining confidence in and providing information about the level of quality.
- To prevent defects.
- To make sure that the end result meets the business and user requirements.
- To ensure that it satisfies the BRS that is Business Requirement Specification and SRS that is System Requirement Specifications.
- To gain the confidence of the customers by providing them a quality product.

All the above system testing strategies are carried out in as the development, Documentation and institutionalization of the proposed goals and related policies is essential

Software testing makes sure that the testing is being done properly and hence the system is ready for use. Good coverage means that the testing has been done to cover the various areas like functionality of the application, compatibility\_of the application with the OS, hardware and different types of browsers.

## CHAPTER – 9

### SAMPLE CODING

#### INDEX.HTML:

```
<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="utf-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>ABC Tourism

</title>

<!-- main style sheet-->

<link rel="stylesheet" href="main.css">

<!-- font awesome-->

<link rel="stylesheet" href="font-awesome-4.7.0/css/font-awesome.min.css">

<!-- google fonts-->

<link href="https://fonts.googleapis.com/css?family=Roboto" rel="stylesheet">

<!--jquery ui css cdn-->

<link rel="stylesheet"
href="https://ajax.googleapis.com/ajax/libs/jqueryui/1.12.1/themes/smoothness/
jquery-ui.css">

<!-- magnific popu css-->

<link rel="stylesheet" href="magnific/magnific-popup.css">

<!-- owl-->

<link rel="stylesheet" href="owl/owl.carousel.min.css">

<!--owl theme-->
```

```
<link rel="stylesheet" href="owl/owl.theme.default.css">

</head>

<body>

<!--header-->

<header>

<nav id="nav">

<div class="nav-logo">



<i class="fa fa-arrow-down" id="toggle-btn"></i>

</div>

<ul class="nav-links">

<li>

<a href="#banner">Home</a>

</li>

<li>

<a href="#skills">Services</a>

</li>

<li>

<a href="#form">Subscription</a>

</li>

<li>

<a href="#about-center">About</a>

</li>

<li>

<a href="#footer">Contact</a>
```



```

</li>
<li class="nav-icons">
  <a href="#">
    <i class="fa fa-facebook"></i>
  </a>
  <a href="#">
    <i class="fa fa-instagram"></i>
  </a>
  <a href="#">
    <i class="fa fa-twitter"></i>
  </a>
  <a href="#">
    <i class="fa fa-linkedin"></i>
  </a>
</li>
</ul>
</nav>
<div id="banner">
  <div class="banner-text">
    <h1>ABC Tourism</h1>
    <h3>A New Pulse Of Dream</h3>
  </div>
</div>
</header>
<!--end of header-->

```

```

<!-- icon section-->

<section id="icon-section">

</section>

<!-- end of icon section-->

<!-- skills-->

<section id="skills">

<!-- title-->

<div class="title">

<div class="title-icon">

<i class="fa fa-ellipsis-v"></i>

</div>

<div class="title-text">

<h2 class="title-heading">Travel Tips</h2>

<p class="title-subheading">Prepare for your trip with these practical
articles</p>

</div>

```

### SCRIPT.Js:

```

$(document).ready(function () {

  $('#toggle-btn').click(function () {

    $('.nav-links').slideToggle(3000);

  })

  $(window).scroll(function () {

    let scroll = $(window).scrollTop();

    if (scroll >= 70) {

      $('#nav').addClass("new-nav");

```

```

    } else {
        $('#nav').removeClass("new-nav");
    }
})

$('nav a').click(function (link) {
    link.preventDefault();
    let target = $(this).attr('href');
    $('html, body').animate({
        scrollTop: $(target).offset().top
    }, "slow");
})

//accordion

$("#accordion").accordion({
    animate: 1000
});

//progress-bars

$("#p-bar-1").progressbar({
    value: 95
});

$("#p-bar-2").progressbar({
    value: 90
});

$("#p-bar-3").progressbar({
    value: 100
});

```

```

$("#p-bar-4").progressbar({
    value: 80
});

//owl carousel
$('.owl-carousel').owlCarousel({
    loop: true,
    smartSpeed: 2000,
    margin: 10,
    nav: true,
    responsive: {
        0: {
            items: 1
        },
        600: {
            items: 1
        },
        1000: {
            items: 1
        }
    }
})

$(".owl-prev").html('<div><i class="fa fa-chevron-left"></i></div>');
$(".owl-next").html('<div><i class="fa fa-chevron-right"></i></div>');
})

#about-center {
    max-width: 90vw;

```

```

    margin: 40px auto;
}

iframe {
    display: block;
    border-radius: 20px;
}

.info-item {
    display: flex;
    margin: 10px 0;
}

.info-item .fa {
    font-size: 30px;
    color: #ffc914;
    padding: 10px;
    background: #191919;
    margin-right: 15px;
}

@media screen and (min-width:776px) {
    #footer {
        display: flex;
    }
    #footer-info,
    #footer-map {
        flex: 0 0 50%;
    }
}

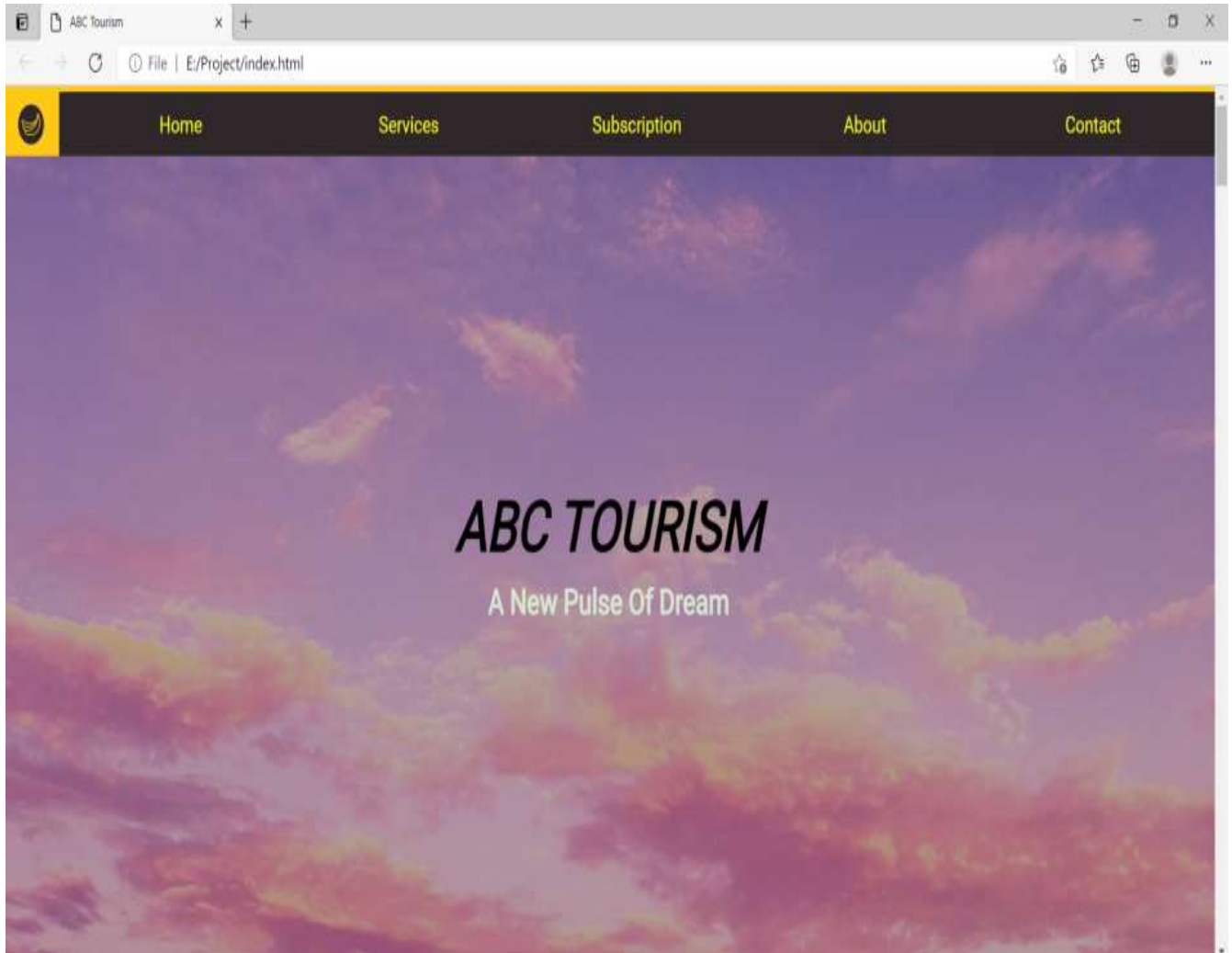
```

```
}  
  
#footer-info {  
    display: flex;  
    align-items: center;  
}}
```

## CHAPTER - 10

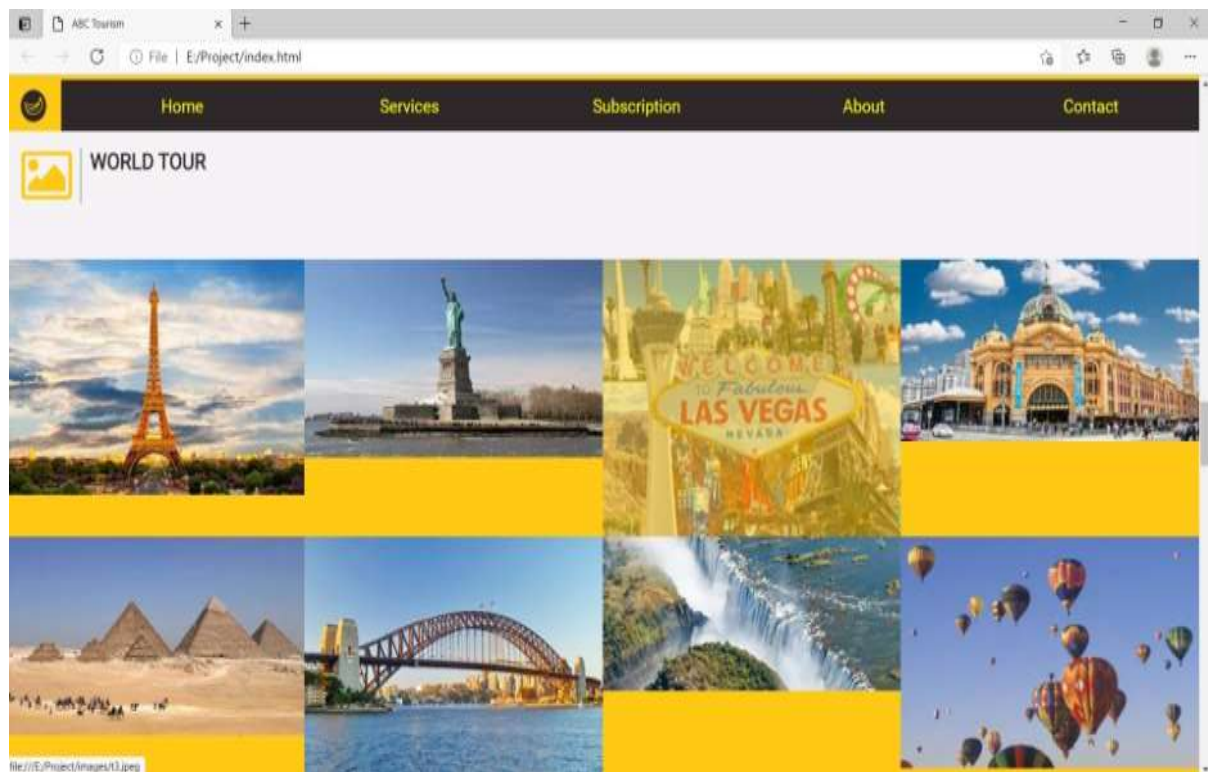
### SCREENSHOTS

#### 10.1 HOME PAGE



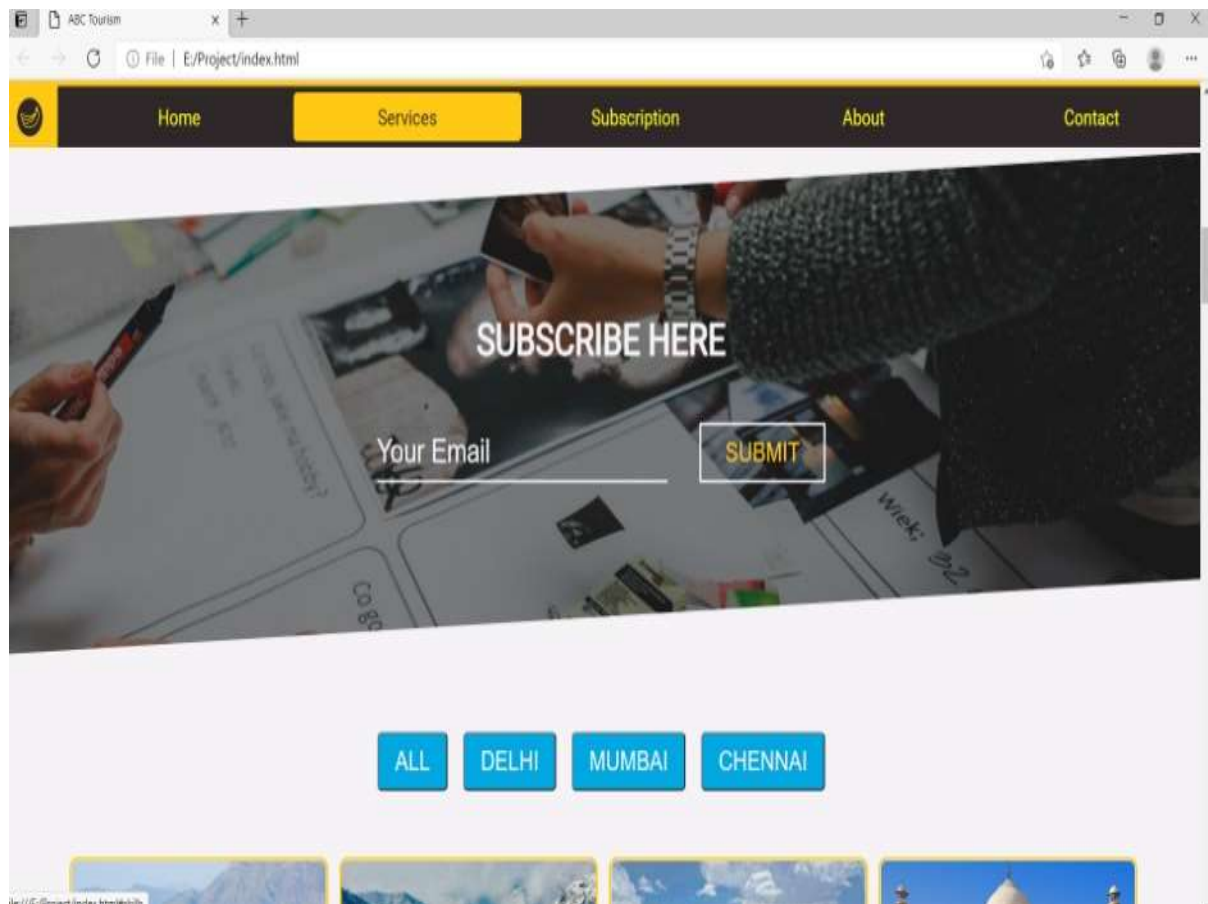
**Figure 10.1 Home page**

## 10.2 USER PAGE



**Figure 10.2 User Page**





**Figure 10.2.1 User Page**

## 10.3 ADMIN PAGE

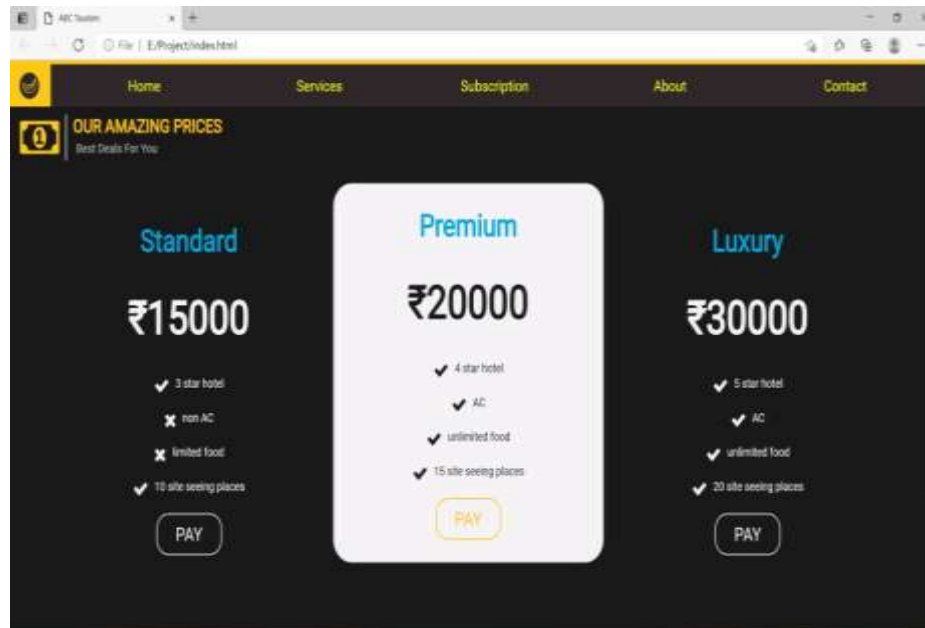


Figure 10.3 Admin Page

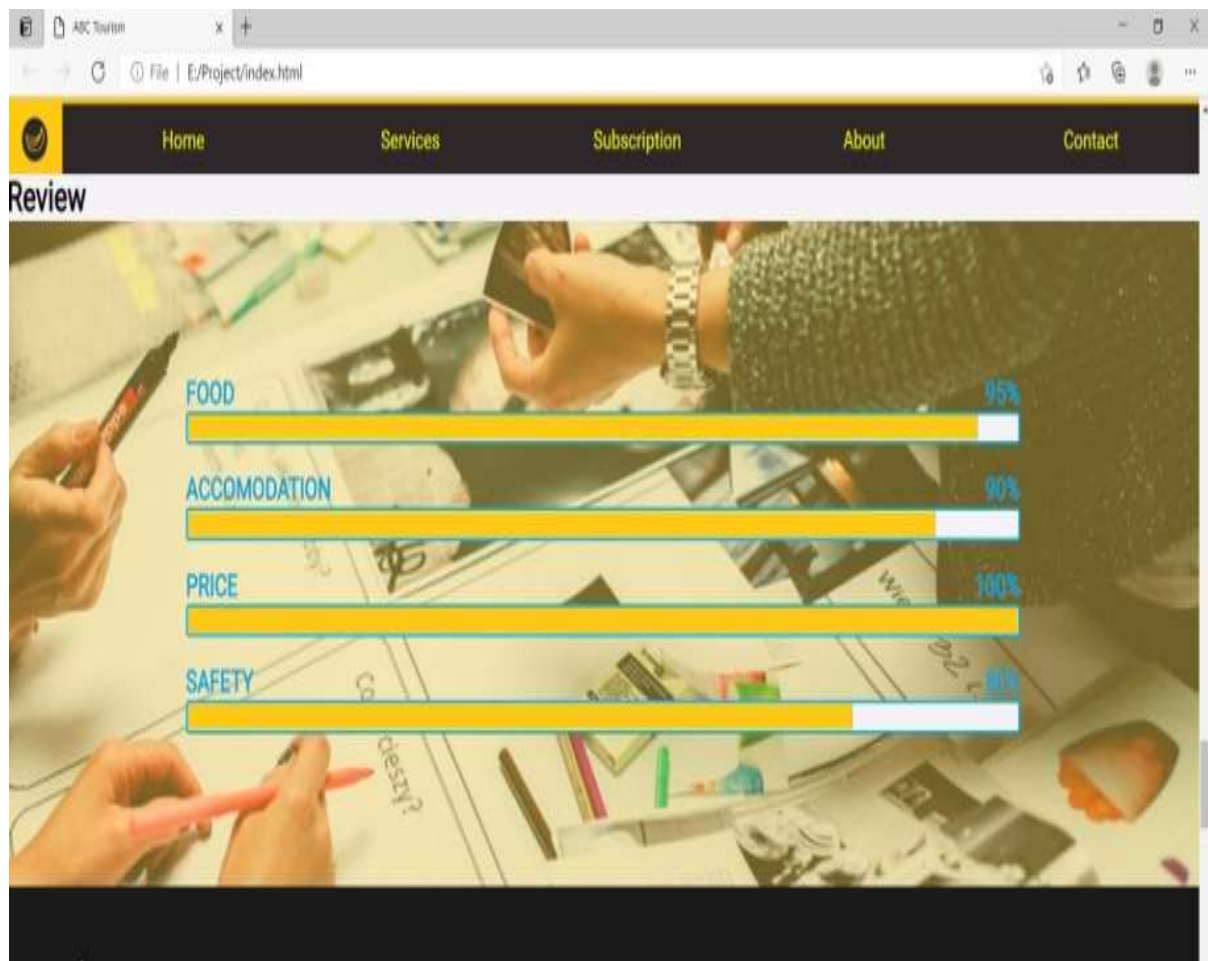
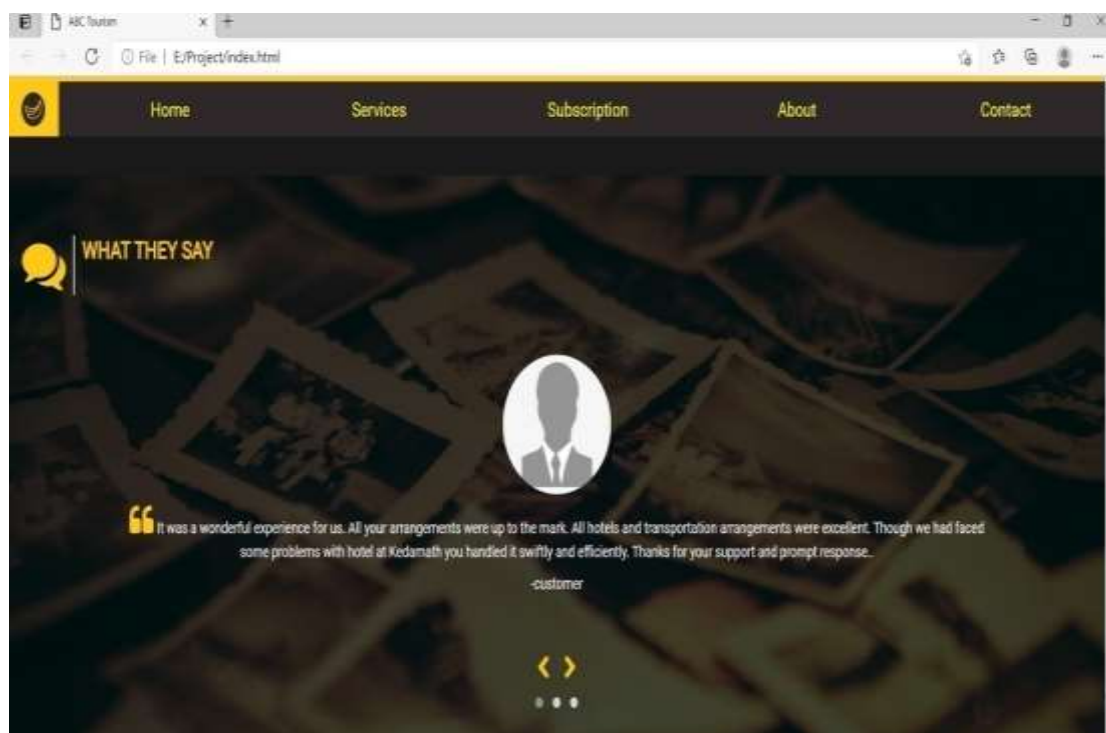
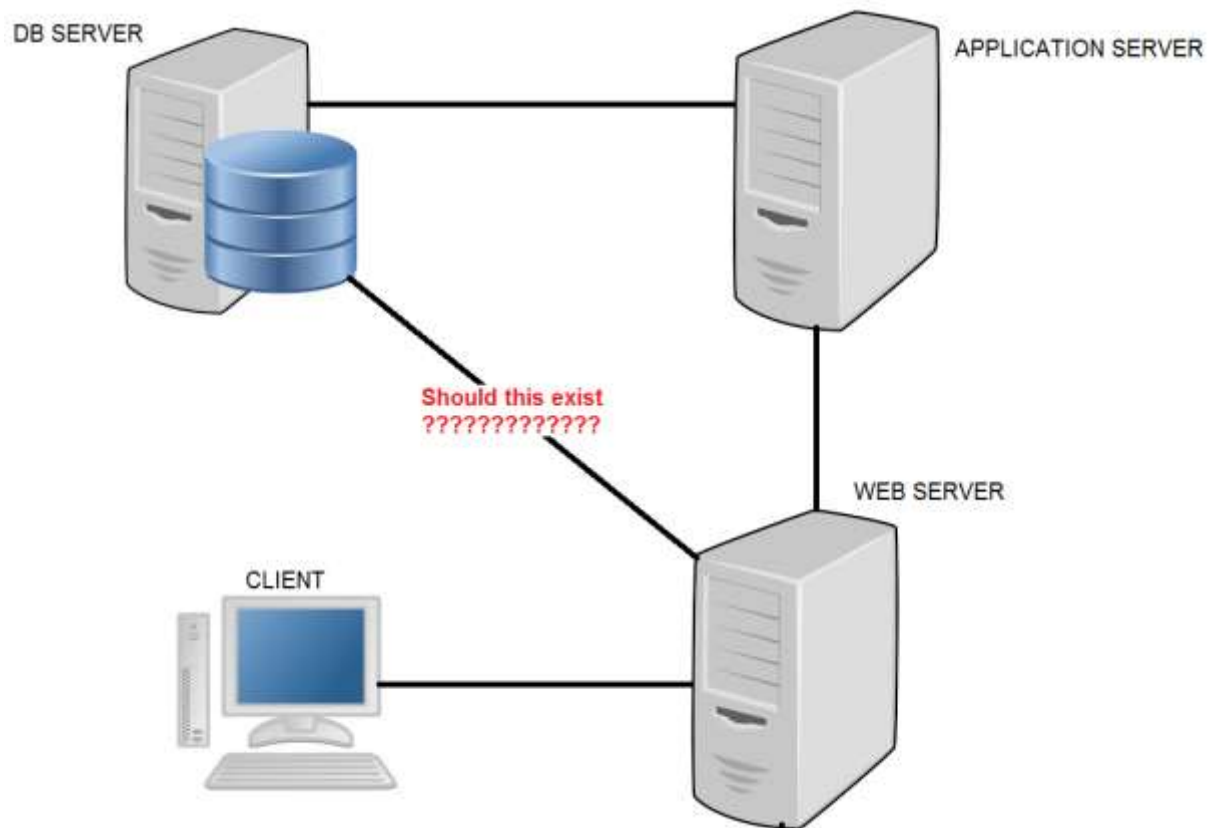


Figure 10.3.1 Admin page





**Figure 10.4 Web server**

## **CHAPTER - 11**

### **CONCLUSION**

This project will help to suggest the best Travel package among all the package deals on the web. In this, a customer will select a travel package for a particular place based on the recommendations provided by the previous customers who had experience with the package. This makes easy for the user to choose the best package deal. The website is also uniform throughout the user interaction process and therefore it has successfully achieved its goal.

The user can select the best package in short amount of time (instead of navigating to other websites). Finally, the goal of the project is to make an efficient system which is effective in terms of cost and effective.

## **CHAPTER - 12**

### **FUTURE ENHANCEMENT**

- Using latest technologies we can introduce Chat Bot in the website
- On further evolution website can be modified on the basis of customer requirements.

## CHAPTER - 13

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