Traveler: A Travel Booking System

A Project Submitted in Partial Fulfillment of the Requirements for the Degree of
Bachelor in Computer Science & Engineering

by

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Abstract

My project name is Traveler. It is an online travel booking system that can help people book their travel package and travel accessories from home. Full booking system is online based.

Traveler is a multi-vendor travel website. The vendors can up add their travel packages and travel accessories. They can edit, delete and show the order list of their packages.

There is a super admin who can see all the package and accessories. He can delete and unpublished them. Approve requests for a vendor. He can monitor the whole website.

This project data has been planned using MySQL server and all the user interfaces have been designed using HTML, CSS, jQuery and Bootstrap. For backend I use Laravel and PHP.

Declaration

We, hereby, declare that the work presented in this Project is the outcome of the investigation performed by Md. Eamun Islam Nabid , ID: CSE 072 08219 under the supervision of Tanvir Rahman, Lecturer, Department of Computer Science & Engineering, Stamford University Bangladesh. We also declare that no part of this Project or thereof has been or is being submitted elsewhere for the award of any degree or Diploma.

Signature and Date:

.....

Md. Eamun Islam Nabid

Date:

Dedicated to…

This project report is dedicated to our parents and all our friend for being with us and supporting us in capture and each issue we confronted in project report completions and to our instructors and all individuals who trained us.

Acknowledgments

We would like to thank the following people for their support and encouragement. It is the greatest honor when writing a supervised report to say a big thanks to our honorable teacher and Supervisor Tanvir Rahman. We say a big thanks not only for his guidance and patience during this project but also for his mentoring throughout all our brief encounters with the project work in past.

We cannot ignore the important role played by the Faculty of Computer Science and Engineering, Stamford University of Bangladesh which provided us all the knowledge necessary in the fourth year to complete the project, to them all our thanks and gratitude. We offer our thanks to all employees in the Faculty of Computer Science and Engineering.

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1 Introduction

1.1 Background and Motivation

Traveler wants help people who do not have any proper idea of Bangladeshi tourist spots. Here, People can find everything that need in a tour. A traveler can choose their comfortable tour packages within their budgeted price. It will help people to find all best travel agencies in a website. With our travel partners you will find the hidden beauty in Bangladesh.

The travel industry has undergone significant transformation with the advent of the internet, fundamentally changing how people plan and book their trips. With a plethora of online travel agencies and service providers offering a wide range of options for travel packages and accessories. In Bangladesh there is no properly fully build travel agency. Those agencies are does not offer travel packages. Travelers are often faced with the daunting task of recommending prices and services across different platforms. This manual recommendation process can be time-consuming, tedious, and prone to errors.

In Traveler, here admin and sub-admin can add, edit and delete packages and accessories. Admin will approve the sub-admin request. User can show the packages and accessories and add to the cart. User have to pay to confirm the order. User can print their travel ticket.

1.2 Objective

- To design and develop a user-friendly system.
- Easy to use and efficient computerized system.
- To store the record of the users, the admin that has the privileges to access, modify and delete any record.
- To provide better graphical user interface.

- Less chances of information leakage.
- Provide security to data by using login id and password.

1.3 Problem Statement

- Follow the weather broadcast and national crisis.
- Handle travel elements cost.
- Proper knowledge about the tourist spot.
- Manage proper relation with vendors.
- Update data in real-time.

1.4 Modules Overview

1.4.1 *Signup*

In this system, users and vendors must fill up the registration form for their next steps. They have to select their role in registration. After successful registration, they can go for the next steps.

1.4.2 Login

In this login system, users put email and password for login then they can buy any packages.

1.4.3 Users

- purchase packages and accessories.
- See their profile.
- Print their travel ticket and accessories slip.
- Make review for their purchase's packages.

1.4.4 Sub Admin

- Add, edit and delete package and accessories.
- Reply to a review.
- Show the orders.
- Make request for payment.

1.4.5 Super Admin

- Add and delete category.
- Confirm sub admins request.
- Delete, publish and unpublish package and accessories.
- Show the orders.
- Pay refund and sub admins payment.

1.5 Technology

During the development of this application, several techniques had been applied to get as much information as a guide in developing this system, Sources are collected from journals, books, electronic resources, and observation. Besides most observation is done through the internet. ChatGPT helps a lot to complete the project.

The database will be created by using MySQL (Laragon) while the programing language PHP, Laravel and using front-end HTML, CSS, Bootstrap and jQuery.

Software Requirements:

Operating System: Windows 7/8/10.

Front-end: HTML, CSS, Bootstrap and jQuery.

Back-end: PHP, Laravel.

Platform: Visual Studio Code, Sublime Text Database: Laragoan (MySQL)

Hardware Requirements:

Processor: Intel core 2 duo or updated.

Hard Disk: 40GB.

RAM: 2GB or more.

1.6 Chapter Summary

This chapter has provided an overview of the background and motivation behind the development of Traveler. It has also identified the problem of manual travel recommendations, highlighting the need for an automated solution. Furthermore, types users and their working limitation. At last, the technology I used to build it. The subsequent chapters will delve deeper into the methodology, system design, implementation details, testing and evaluation, and future recommendations for the Traveler project.

2 Literature Review

Now a day, online platform plays a significant role both in the developed and developing countries. Information technology can play a significant role in developing and increasing the perfection of services. Our system helps to make hassle free travel.

2.1 Background Study

With the flow of internet people wants to make their daily life easy. Now days everyone has busy schedule. In a short time of vacation transports, hotels and travel guide book not an easy task. We will offer people to book travel packages. In a travel package they will get everything relevant to a tour. They can choice from multiple companies. With multiple budgets travel packages. To make an easy and hassle-free vacation. So, I build Traveler.

2.2 Market Analysis

In the internet market or online based system world all things are generalized updated day by day. Here I bring this website to make sure, people can get opportunity to explore Bangladesh. When I build this project few online based travel agencies are work in here.

2.3 Methodology We Used

A methodology is a formalized approach to implementing the SDLC (i.e. it's a list of steps and deliverables). There are many different system development methodologies, and each one is unique because of its emphasis on process versus data and the order and focus it places on each SDLC phase.

2.4 Necessity of Methodology

During development we had to follow a certain methodology in order to ensure its consistency. The entire software being developed is a step-by-step procedure, which is called methodology.

2.5 System Development Life Cycle (SDLC)

The SDLC has a similar set of four fundamental phases,

- Planning.
- Analysis.
- Design.
- Implementation.

Methodologies are processes of implementing SDLC.

2.6 Requirement Analysis

Requirement Analysis involves information assessment, information collection and report writing. Requirement analysis guides the organization in determining whether to proceed with the project. Also identifies important risks associated with the project that must be addressed. Eventually the analysis is a clear guidance whether to make a system request or not.

2.7 System Design

Design is a process of translating between the specifications of what the system must do into a specification of how the system will accomplish it. Design also forms part of the project's documentation and becomes part of the software configuration.

2.8 Summary

Online system software is most efficient in all over the world. Last few years statistics says that this sector has good growth rate. So that we concern about the thing and people facilities run the system. It will be helpful and time consuming our daily life. To build a project background study and market analysis is an important part. Planning is also an important part, we build it following by the SDLC model. In this chapter I discuss those important parts.

3 Development Tools

In this chapter, we describe our tools that have has been built into the project. In this project, we used HTML, CSS, jQuery, and Bootstrap as frontend and used backend PHP & Laravel. Used database MySQL.

3.1 Web Browsers

A computer program (such as Internet Explorer, Google Chrome, or Mozilla Firefox) that permits internet users to access, navigate, and search World Wide internet sites. Browsers interpret hypertext links and allow documents formatted in a hypertext markup language (HTML) to be viewed on the computer screen, and provide many other services including email and downloading and uploading of data, audio, and video files. Also called a web browser. The purpose of a web browser such as Google Chrome, Internet Explorer, Firefox, Safari, etc. to read HTML documents and display them as sites. The browser doesn't display the HTML tags but uses the tags to work out how the content of the HTML page is to be presented/displayed to the user [1].

3.2 Web Page

Electronic (digital) document created with HTML and, therefore, accessible with a browser. In addition to text and graphics, sites can also contain downloadable data files, audio and video files, and hyperlinks to other pages or sites. A website is usually a collection of web pages. Typical web pages provide hypertext that includes a navigation bar or a sidebar menu to other web pages via hyperlinks, often referred to as links. On a network, an internet browser can retrieve an internet page from a foreign web server. On a higher level, the web server may restrict access to only a private network such as a corporate internet or it provides access to the World Wide Web. On a lower level, the online browser uses the Hypertext Transfer Protocol (HTTP) to form such requests. A static web page is delivered exactly as stored, as web content in the web server's file system, while a dynamic web page

is generated by a web application that is driven by server-side software or client-side scripting. Dynamic website pages help the browser (the client) to reinforce the online page through user input to the server [1].

3.3 How does the web page work

When you enter something like Google.com the request goes to at least one of the many special computers on the web referred to as name Servers (DNS). All these requests are routed through various routers and switches. The name servers keep tables of machine names and their IP addresses, so once you type in Google.com it gets translated into variety, which identifies the computers that serve the Google Website to you. When you want to look at any page online, you want to initiate the activity by requesting a page using your browser. The browser asks a website name server to translate the name you requested into an IP address. The browser then sends an Invitation thereto server for the page you would like, employing a standard called Hypertext Transfer Protocol or HTTP. The server should constantly be connected to the web, able to serve pages to visitors. When it receives an invitation, it's for the requested document and returns it to the online browser. When an invitation is formed, the server usually logs the client's IP address, the document requested, and therefore the date and time it had been requested. This information varies from server to server. An average Web page requires the Web browser to request more than one file from the Web server and not just the HTML / XHTML page, but also any images, style sheets, and other resources utilized in the online age. Each of these files including the main page needs a URL to identify each item. Then ach item is shipped by the online server to the online browser and the browser collects all mis information and displays them within the sort of website.

3.4 HTML

HTML stands for Hypertext Markup Language. It is a basic structure of web design. It is used to create and structure sections, paragraphs, headings, links, images, videos and block quotes for web pages and applications. HTML is used to create

dynamic functionality. HTML makes it possible to organize and format documents, similarly to Microsoft Word.

When working with HTML, we use simple code structures (tags and attributes) to mark up a website page design. For example, if we can create a paragraph by placing the enclosed text within a starting and closing tag.

A physicist Tim Berners-Lee published the first version of HTML in 1991, consisting of 18 HTML tags. He was a physicist at the CERN research institute in Switzerland. He found an idea of an Internet-based hypertext system. That means a text that contains references to other texts that viewers can access immediately. Now current version HTML is 5 [3].

HTML structure is:

```
<html>
    <head>
        <title></title>
    </head>
        <body>
        </body>
</html>
```

3.5 CSS

CSS stands for Cascading Style Sheets. A web page gives a website its look and layout. HTML, CSS is fundamental to every web design. Without HTML and CSS, websites would still be plain text on white backgrounds. Before the development of CSS in 1996 Web pages were extremely limited in both form and function. Early browsers presented a page as plain text, images, and links to other hypertext pages.

In a website design, CSS helps Web developers to design a page that is built with HTML. Defining the design of every table and every block of text within a page's HTML, commonly used styles got to be defined on just one occasion during a CSS document. CSS makes it easy to vary styles across several pages directly. For example, an internet developer might want to extend the default text size from 10pt to 12pt for 50 pages of an internet site. If the pages all reference an equivalent sheet, the text size only must be changed on the design sheet and every one of the pages will show the larger text.

While CSS is great for creating text styles, it's helpful for formatting other aspects of website layout also. For example, CSS is often wont to define the cell padding of table cells, the style, thickness, and color of a table's border, and therefore the padding around images or other objects. This is why most sites today incorporate cascading style sheets [4].

3.6 JavaScript

JavaScript is a programming language. It is used in the web development backend. It was originally developed by Netscape as a means to add dynamic and interactive elements to websites. While JavaScript is influenced by Java, the syntax is more almost like C and is predicated on ECMAScript, a scripting language developed by Sun Microsystems.

JavaScript is a client-side scripting language, which means the source code is processed by the client's web browser rather than on the webserver. This means JavaScript functions can run after a webpage has loaded without communicating with the server. For example, a JavaScript function may check an internet form before it's submitted to form sure all the specified fields are filled out. The JavaScript code can produce a mistake message before any information is transmitted to the server.

Like server-side scripting languages, like PHP and ASP, JavaScript code is often inserted anywhere within the HTML of a webpage. However, only the output of server-side code is displayed within the HTML, while JavaScript code remains fully visible within the source of the webpage. It also can be referenced during a separate. JS file, which can even be viewed during a browser [5].

3.7 JQuery

JQuery also be a JavaScript library that permits web developers to feature extra functionality to their websites. In recent years, jQuery has become the foremost popular JavaScript library utilized in web development. Common examples include modifying text, processing form data, moving elements on components, events on a page, and performing animations. JQuery also can work with Ajax code and scripting languages, like PHP and ASP to access data from a database. Since jQuery runs on the client-side (rather than the online server), it can update information on a webpage in real-time, without reloading the page. The current version of jQuery is 3.6.0 [6].

3.8 Bootstrap

Bootstrap is used for creating and building frontend web pages and web applications. It is also a free and open-source project. Bootstrap is a collection of HTML, CSS, and JavaScript tools. It is released in 2011, Bootstrap became popular and easy for creating. Web designers and developers are like bootstrap because it is flexible and easy to work with. It is responsive by design, it is your main advantage. It is maintained wide browser compatibility, it is using re-usable components and it is very easy to use and learn to quickly. It is built with JavaScript, jQuery plugins, and JavaScript API. Bootstrap can be used with any IDE and any server-side technology from ASP.NET to PHP to Ruby on Rails.

3.9 PHP

PHP Stands for Hypertext Preprocessor. PHP is an HTML-embedded Web scripting language. This means PHP code is often inserted into the HTML of a Web page. When a PHP runs on the browser, the PHP code is read by the server the page resides on. The output from the PHP functions on the webpage is typically returned as HTML code. Because the PHP code is also transformed into HTML code before the page is loaded, so users cannot view the PHP code on a page. This makes PHP pages secure so a user can't access databases and other secure information for building web applications.

PHP is borrowed a lot of syntax from other languages like C, Java, and Perl. But PHP has several unique features and has a specific function. The goal of the language is to permit Web developers to write dynamically generated pages quickly and simply. PHP is also great for creating a database. The current version of PHP is 8 [7].

3.10 MySQL

MySQL is an open-source SQL relational database management system. A database is a collection of data that is organized for easy use and retrieval data. MySQL is open-source software, which means you can freely use and modify it. In MySQL My is comes from the daughter's name of the MySQL's co-founder, Monty Widenius. MySQL is the combination of My and SQL, so that is MySQL. MySQL can run on various platforms Linux, Windows, UNIX, etc. You can install it on a local machine [8].

3.11 Laravel

Laravel is a free and open-source PHP-based web framework for building web applications. It was created by Taylor Otwell and intended for the development of web applications following the model–view–controller (MVC) architectural

pattern and based on Symfony. Some of the features of Laravel include modular packaging system with a dedicated dependency manager, different ways for accessing relational databases, utilities that aid in application deployment and maintenance, and its orientation toward syntactic sugar.

I used Laravel 10 to build this project. It is a latest update of Laravel. The Laravel 10 release date was February 14, 2023. It will not support PHP versions 8.0 and lower. Instead, you can use PHP 8.1. Onwards to create applications using Laravel 10. Notably, this web application framework has exciting features like native type declarations, default invokable validation rules, process facade, quick hashing algorithm, and others [13].

4 Analysis & Design

4.1 Flow Chart

A flowchart may be a diagram that describes a process or operation. It includes multiple steps, which the method "flows" through from start to end. Common uses for flowcharts include developing business plans, defining troubleshooting steps, and designing mathematical algorithms. Some flowcharts may only include a couple of steps, while others are often highly complex, containing many possible outcomes.

Flowcharts typically use standard symbols to represent different stages or actions within the chart. For example, each step is shown within a rectangle, while each decision is displayed during a diamond. Arrows are placed between the various symbols to point out the direction the method is flowing. While flowcharts are often created with pen and paper, there are several software programs available that make designing flowcharts especially easy. Common programs which will be wont to create flowcharts include Smart Draw and Visio for Windows and OmniGraffle for Mac [10].

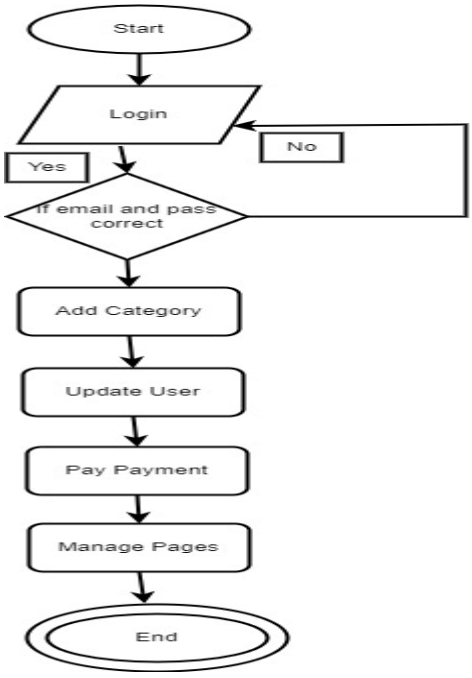

Figure 4.1.1: Flow Chart for Admin

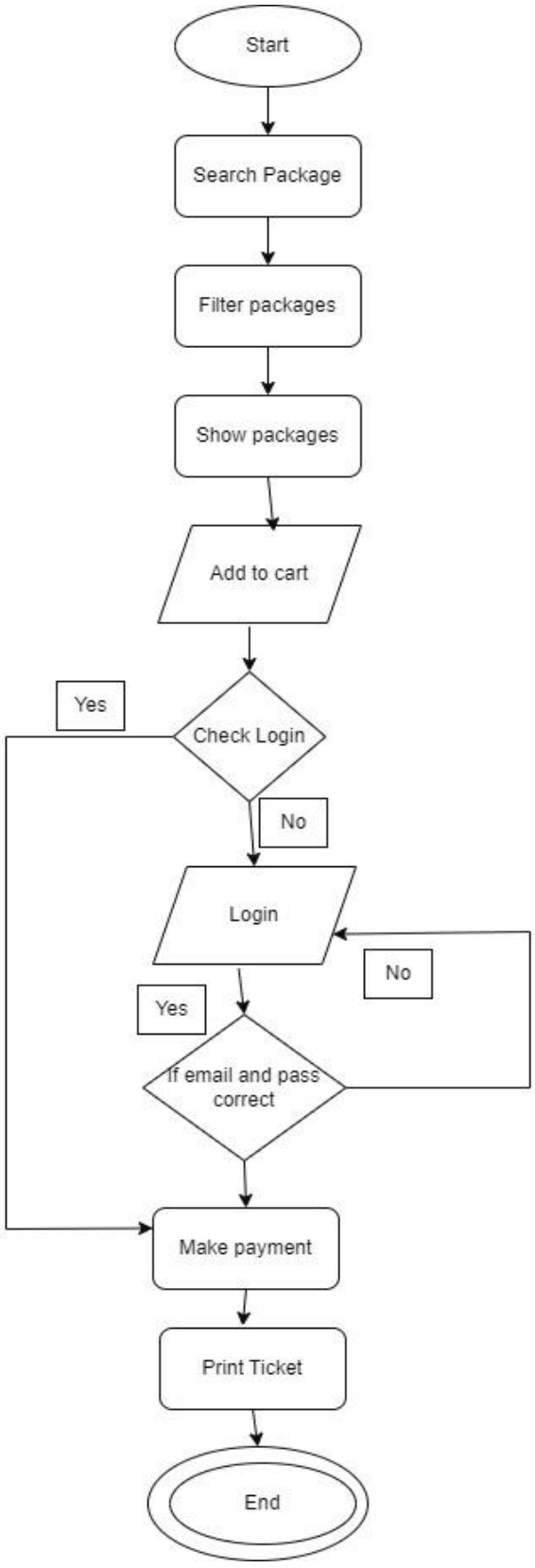

Figure 4.1.2: Flow Chart for User

4.2 Use Case Diagram

A use case diagram is a graphic depiction of the interactions among the elements of a system. A use case is a methodology used in system analysis to identify, clarify, and organize system requirements. In this context, the term "system" refers to something being developed or operated, such as a mail-order product sales and service Website. Use case diagrams are employed in UML (Unified Modeling Language), a standard notation for the modeling of real-world objects and systems [9].

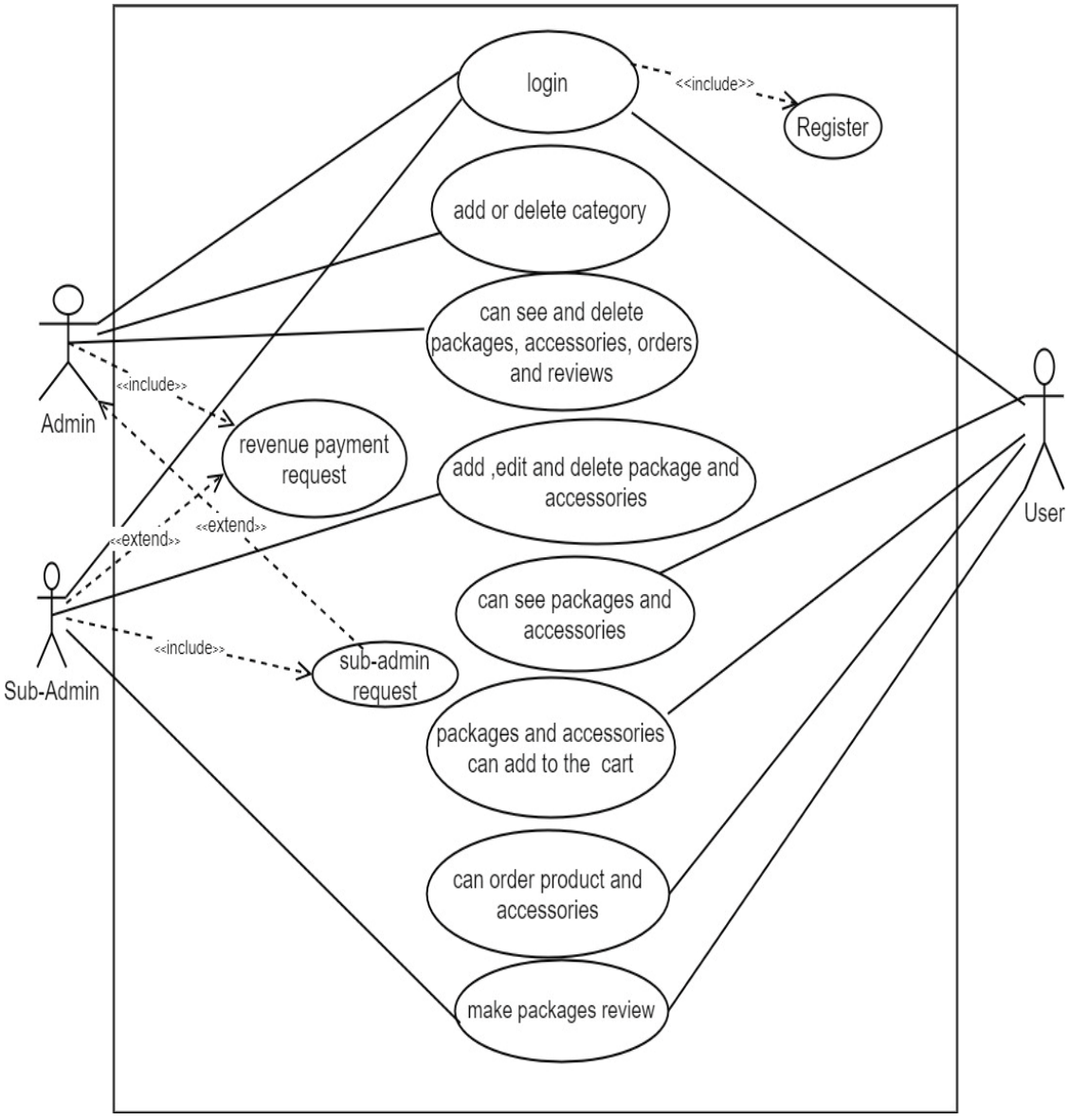

Figure 4.2: Use Case Diagram

4.3.1 Data Flow Diagram

A data flow diagram is that the start line of the planning phase that functionally decomposes the wants specification. A DFD consists of a series of bubbles joined by lines. The bubbles represent data transformation and therefore the lines represent data flows within the system. A DFD describes what data flow instead of how they're processed, so it doesn't hardware, software, and arrangement.

A data-flow diagram (DFD) is a graphical representation of the "flow" of data through a DFDs can also be used for processing (structured design). A data flow diagram (DFD) is a significant modeling technique for analyzing and construct ng information processes. DFD means an illustration that explains the course or movement of data during a process. DFD illustrates this flow of data during a process supported by the inputs and outputs. A DFD is often mentioned as a Process Model. The data flow diagram is a graphical description of a system's data and how to Process transform the data is known as Data Flow Diagram (DFD). Unlike details flow chart, DFDs don't supply detail descriptions of modules that graphically describe a system's data and the way the info interacts with the system. Data flow diagram number of symbols and the following symbols are of by DeMarco [11].

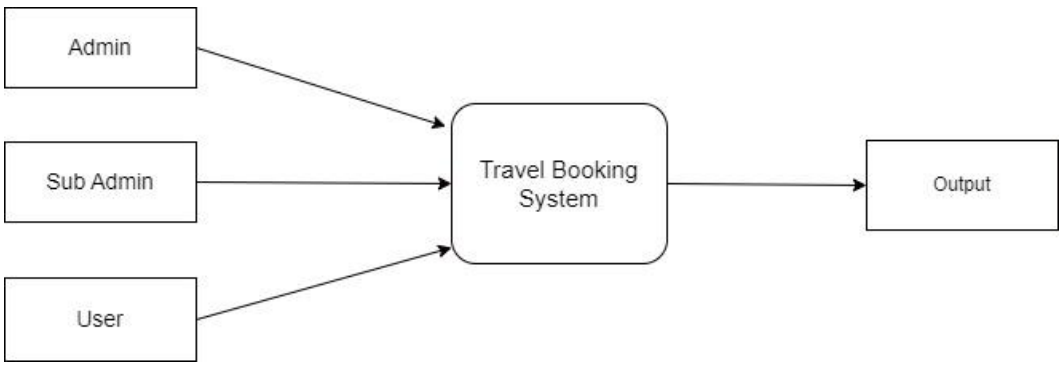

Figure 4.3.1: Context Level DFD

4.3.2 0-level DFD:

It is also known as a context diagram. It's designed to be an abstraction view, showing the system as a single process with its relationship to external entities. It represents the entire system as a single bubble with input and output data indicated by incoming/outgoing arrows.

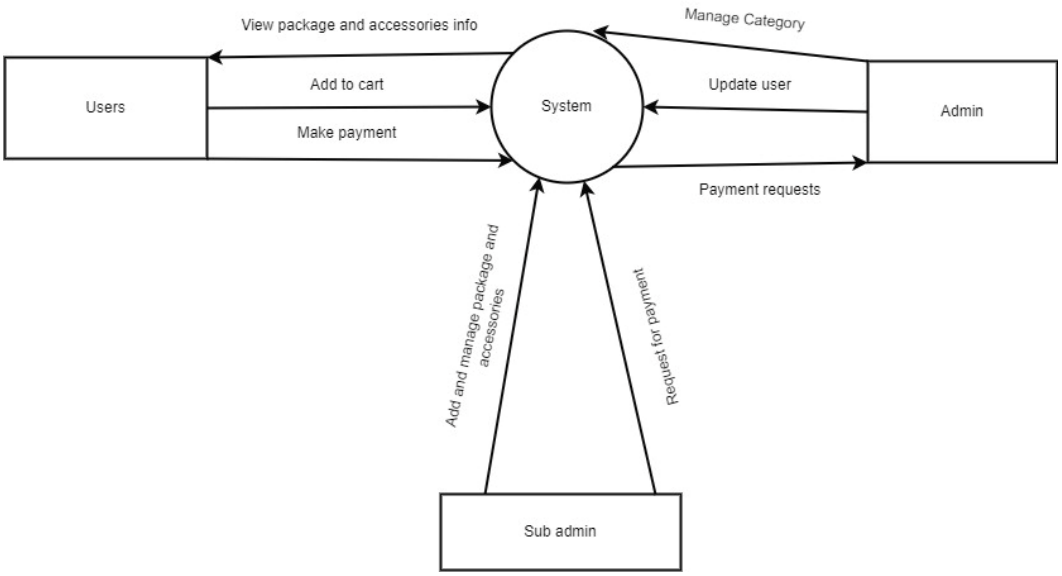

Figure 4.3.2: Level 0 DFD

4.3.3 1-level DFD:

In 1-level DFD, the context diagram is decomposed into multiple bubbles/processes. At this level, we highlight the main functions of the system and break down the high-level process of 0-level DFD into sub-processes.

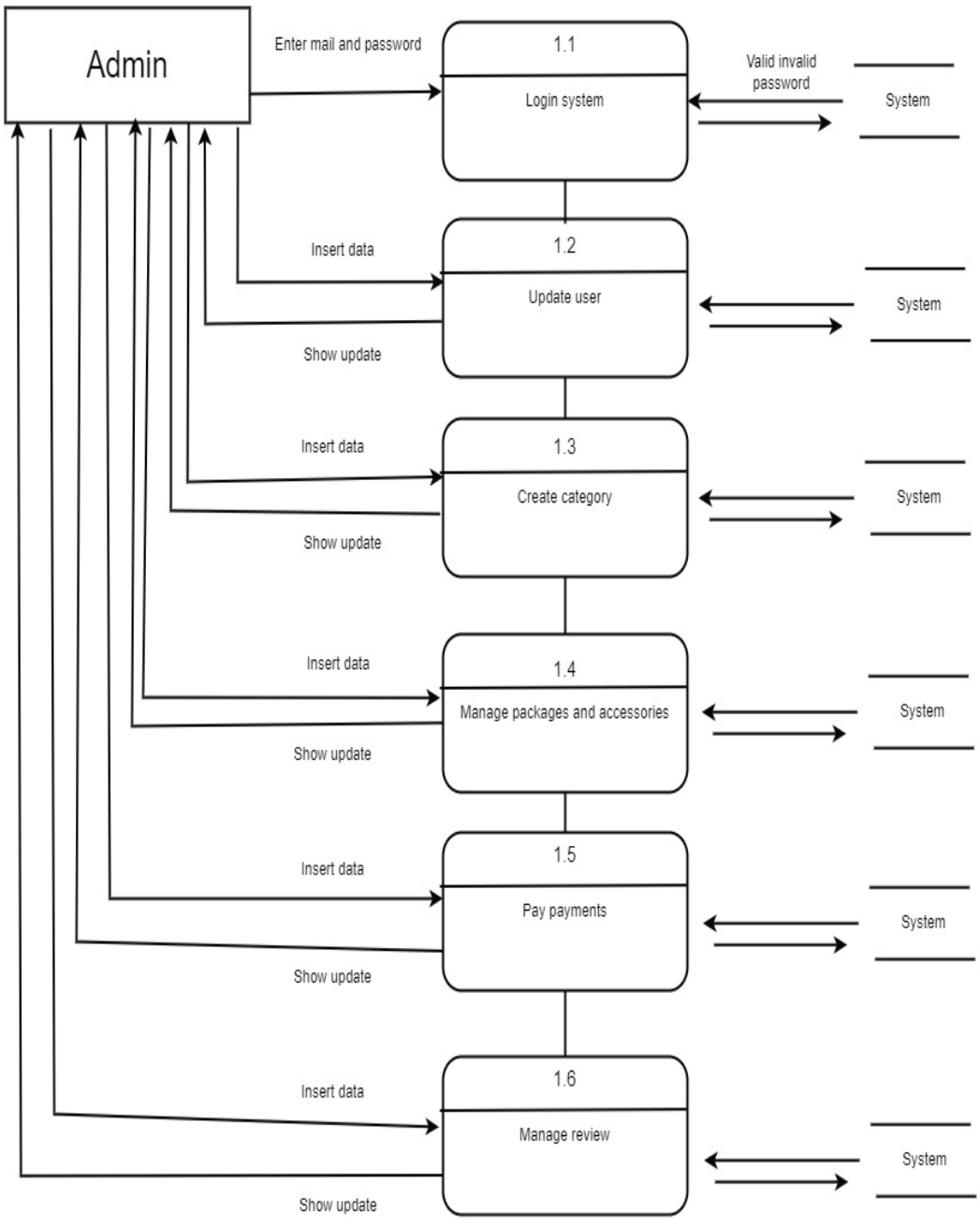

Figure 4.3.3: Level 1 DFD

4.3.4 2-level DFD:

2-level DFD goes one step deeper into parts of 1-level DFD. It can be used to plan or record the specific/necessary detail about the system's functioning.

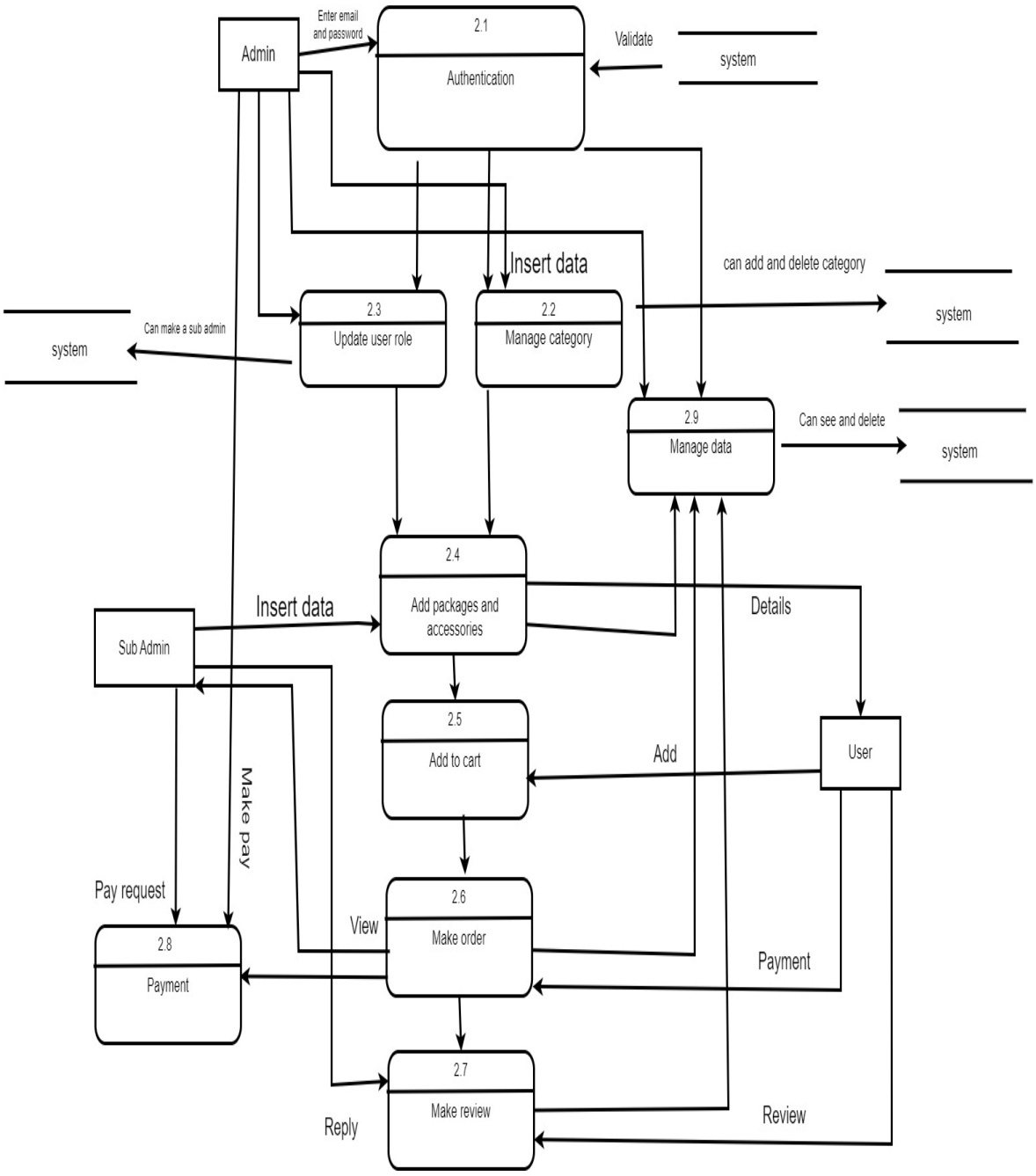

Figure 4.3.4: Level 2 DFD

4.4 Entity Relationship Diagram

An entity-relationship diagram (ERD) is crucial to creating a good database design. It is used as a high-level logical data model, which is useful in developing a conceptual design for databases. An entity is an aerial-world item or concept that exists on its own. Entities are equivalent to database tables in a relational database, with each row of the table representing an instance of that entity. An attribute of an entity is a particular property that describes the entity. A relationship is an association that describes the interaction between entities. Cardinality, in the context of ERD, is the number of instances of one entity that can or must, be associated with each instance of another entity. In general, there may be one-to-one, one- to-many, or many-to-many relationships [12].

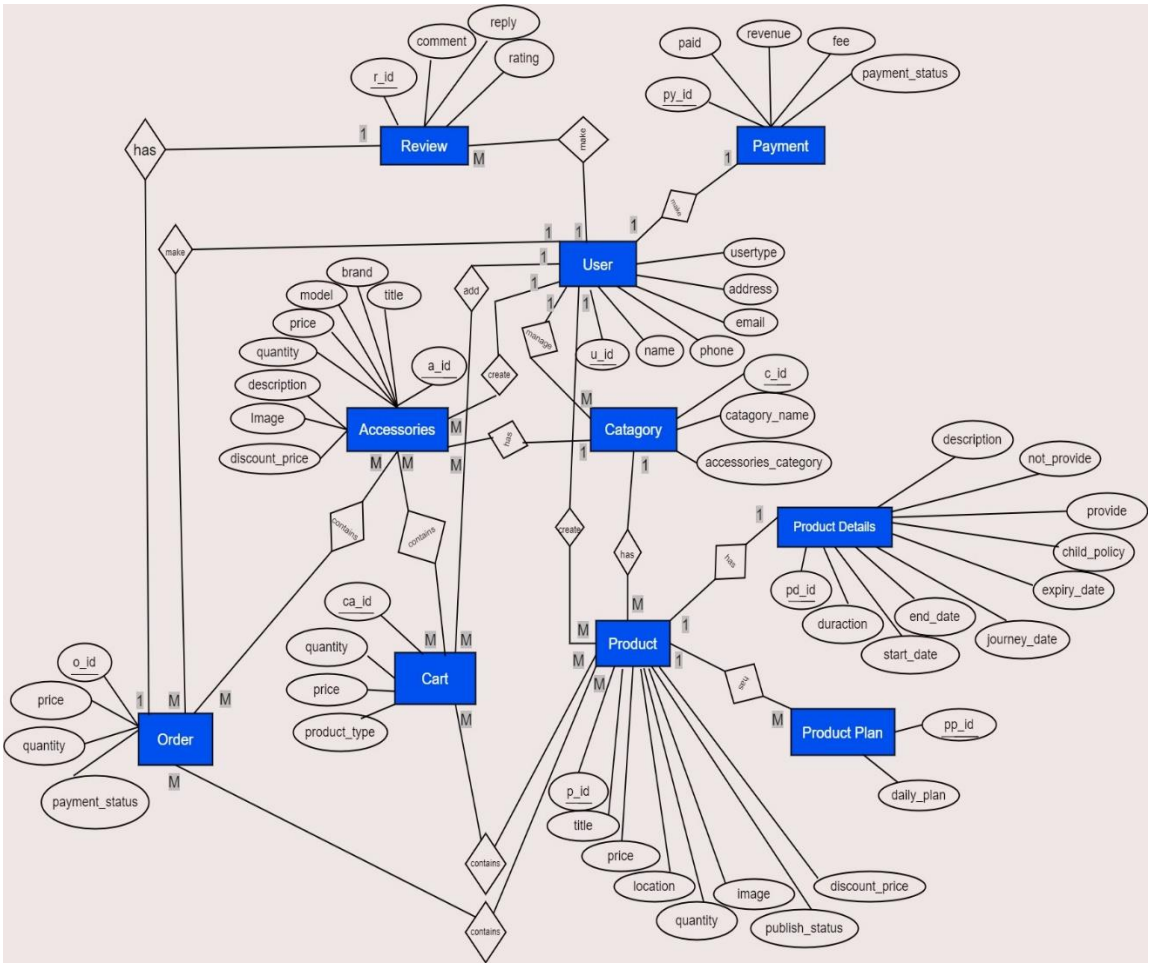

Figure 4.4: ER Diagram

5 Data Definition

5.1 Data Definition for the Proposed System

Regardless of how our application's data is physically stored, the data is typically organized into multiple tables, each having a set of rows and columns, similar to the rows and columns of a spreadsheet. Each row in the table contains all of the information.

5.2 Database Table

Our proposed system consists of the tables based on database which we have used in our project. The described tables are for User, Catagory, Review, Product, Product Two, Product Details, Payment, Accessories, Cart and Order.

Table 5.2.1: Table structure for User

Name	**Type**
Id	Int
Name	Varchar(255)
Phone	Int(11)
Email	Varchar(255)
Address	Varchar(255)
Usertype	Varchar(255)
Password	Varchar(255)
Created_at	timestamp
Updated_at	timestamp

Table 5.2.1 has been created for User login. Here "u_id" is primary key.

Table 5.2.2: Table structure for Catagory

Name	Type
Id	Int
Category_name	Varchar(20)
Accessories_category	Varchar(10)
Created_at	timestamp
Updated_at	timestamp

Table 5.2.2 has been created for product category. Here "ca_id" is primary key.

Table 5.2.3: Table structure for Payment

Name	Type
Id	Int
Revenue	Int(10)
User_id	Int(10)
Paid	Int(10)
Fee	Varchar(10)
Payment_status	Varchar(15)
Created_at	timestamp
Updated_at	timestamp

Table 5.2.3 has been created for Sub admins payment. Here "py_id" is primary key

Table 5.2.4: Table structure for Cart

Name	Type
Id	Int
Product_id	Int(10)
User_id	Varchar(10)
Price	Int(6)
Quantity	Int(4)
Product_type	Int(5)
Created_at	timestamp
Updated_at	timestamp

Table 5.2.4 has been created for Cart. Here "c_id" is primary key.

Table 5.2.5: Table structure for Order

Name	Type
Id	Int
Product_id	Int(10)
User_id	Varchar(10)
Price	Int(6)
Quantity	Int(4)
Product_type	Int(5)
Payment_status	Varchar(30)
Created_at	timestamp
Updated_at	timestamp

Table 5.2.5 has been created for Order. Here "o_id" is primary key.

Table 5.2.6: Table structure for Accessories

Name	**Type**
Id	Int
Title	Varchar(255)
Model	Varchar(255)
Brand	Varchar(255)
Description	Varchar(255)
Price	Int(6)
Quantity	Int(4)
Discount_price	Int(6)
Catagory	Int(5)
Publish_status	Int(5)
Seller_id	Varchar(255)
Image	Varchar(255)
Created_at	timestamp
Updated_at	timestamp

Table 5.2.6 has been created for Accessories. Here "a_id" is primary key

Table 5.2.7: Table structure for Product

Name	**Type**
Id	Int
Title	Varchar(255)
Location	Text
Image	Varchar(255)
Image_two	Varchar(255)
Image_three	Varchar(255)
Price	Int(6)
Quantity	Int(4)
Discount_price	Int(6)
Catagory	Int(5)
Publish_status	Int(5)
Seller_id	Varchar(255)
Created_at	timestamp
Updated_at	timestamp

Table 5.2.7 has been created for Product. Here "p_id" is primary key

Table 5.2.8: Table structure for Product_two

Name	Type
Id	Int
Duration	Varchar(255)
Start_date	Varchar(255)
End_date	Varchar(255)
Journey_date	Varchar(255)
Expiry_date	Varchar(255)
Child_policy	Varchar(500)
Provide	Text
Not_provide	Text
Description	Varchar(255)
Extra_service	Text
Product_id	Varchar(255)
Created_at	timestamp
Updated_at	timestamp

Table 5.2.8 has been created for Product. Here "pd_id" is primary key.

Table 5.2.9: Table structure for Product_plan

Name	Type
Id	Int
Daily_plan	Text
Other_details	Varchar(255)
Created_at	timestamp
Updated_at	timestamp

Table 5.2.9 has been created for Product. Here "pp_id" is primary key.

Table 5.2.10: Table structure for Review

Name	Type
Id	Int
Order_id	Int
User_id	Int
Seller_id	Int
Reply	Varchar(255)
Rating	Tinyint
Comment	Text
Created_at	timestamp
Updated_at	timestamp

Table 5.2.10 has been created for Product. Here "r_id" is primary key.

6 System Interface

In this chapter, we will run the project and test the application. The outcome of testing will be provided to verify the application's ability and quality.

6.1 Home Page:

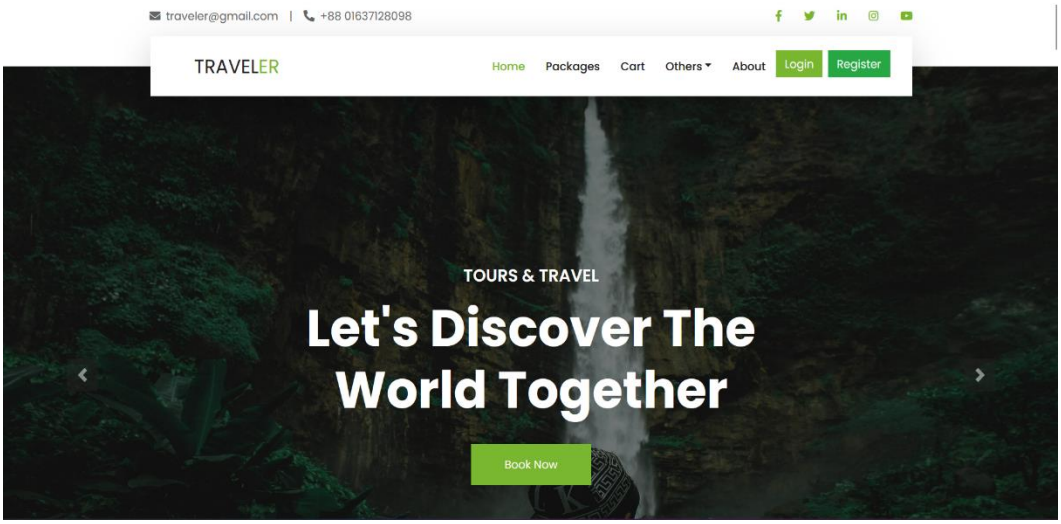

Figure 6.1: Home Page

This is the home page of our website. When a user enters the link of the website they can see these features. Users can visit Home, About, Packages, Cart, Others, Register and Login panel.

6.2 Profile:

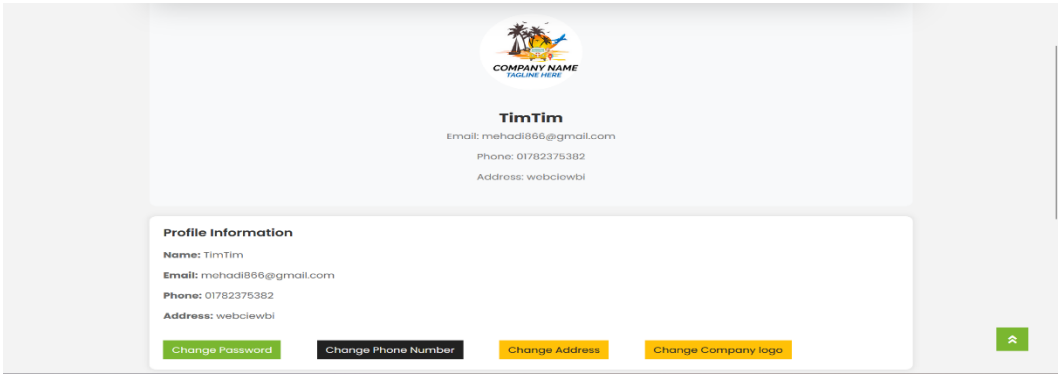

Figure 6.2: Profile

6.3 Login:

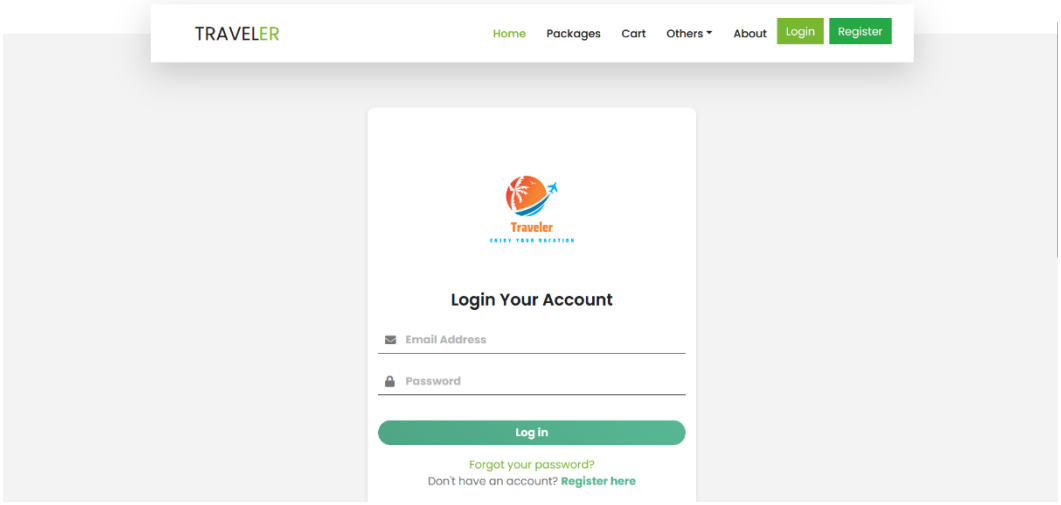

Figure 6.3: Login

6.4 Register:

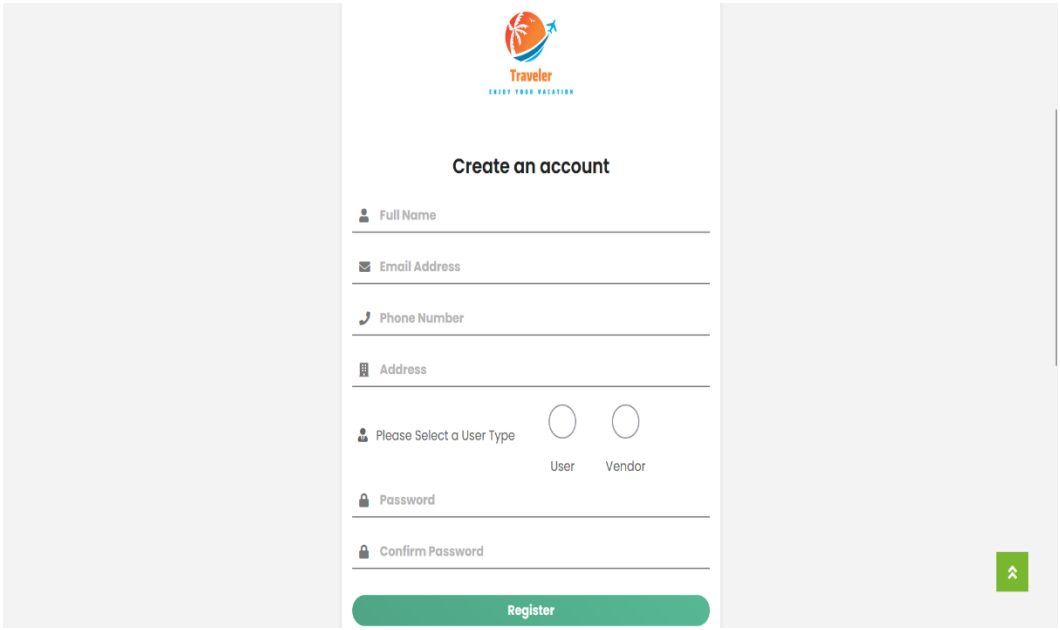

Figure 6.4: Register

Here you have to choose your User Type User and vendor. User for normal user and vendor for sub admin.

6.5 About:

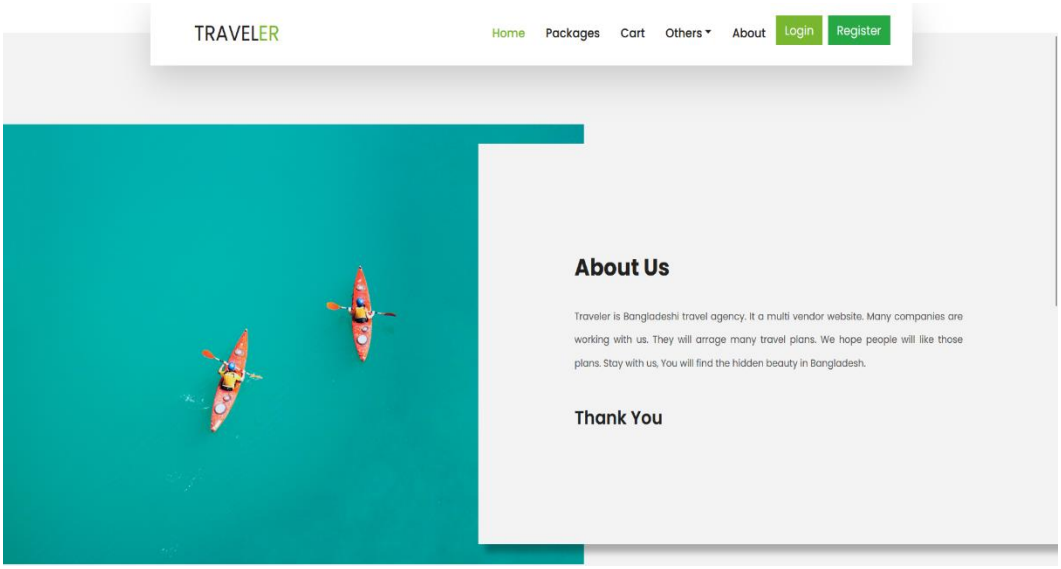

Figure 6.5: About

6.6 Forgot password:

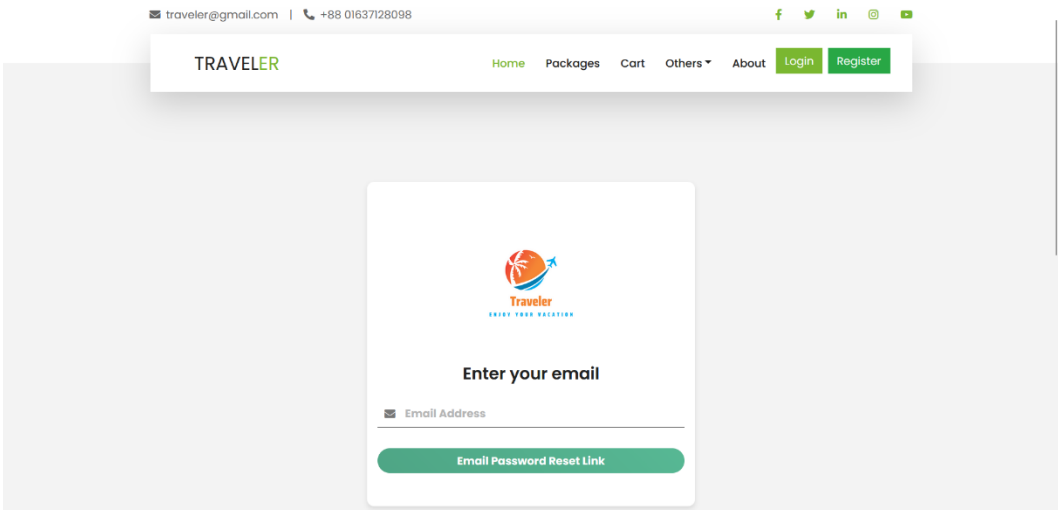

Figure 6.6: Forgot Password

6.7 Packages:

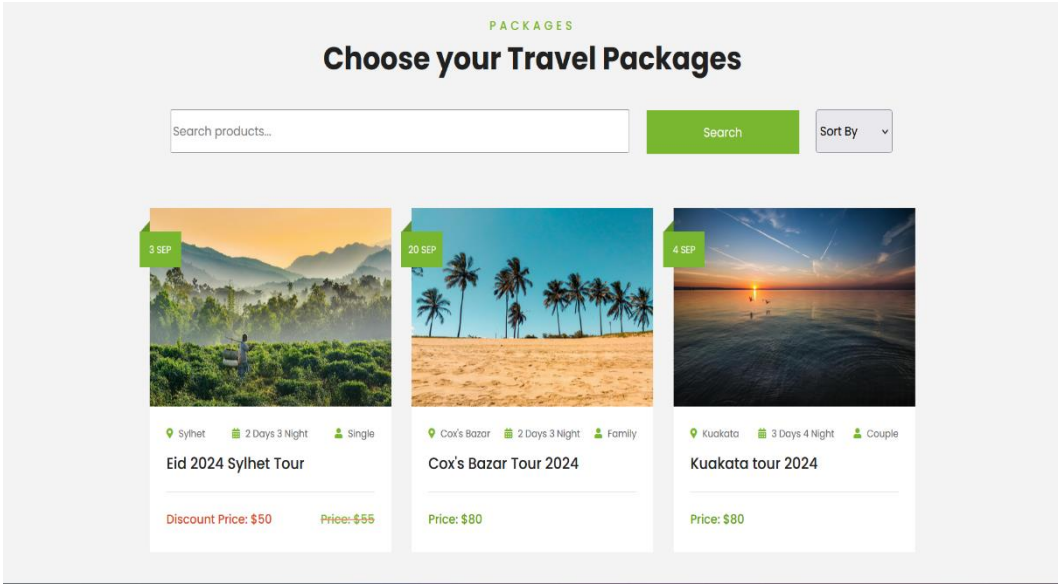

Figure 6.7: Packages

6.8 Accessories:

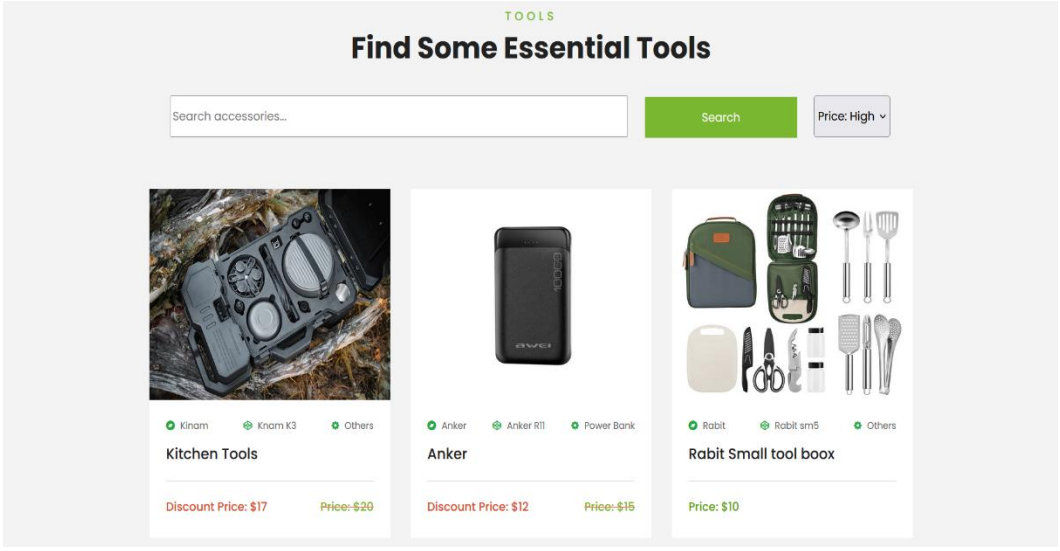

Figure 6.8: Accessories

6.9 Admin Dashboard:

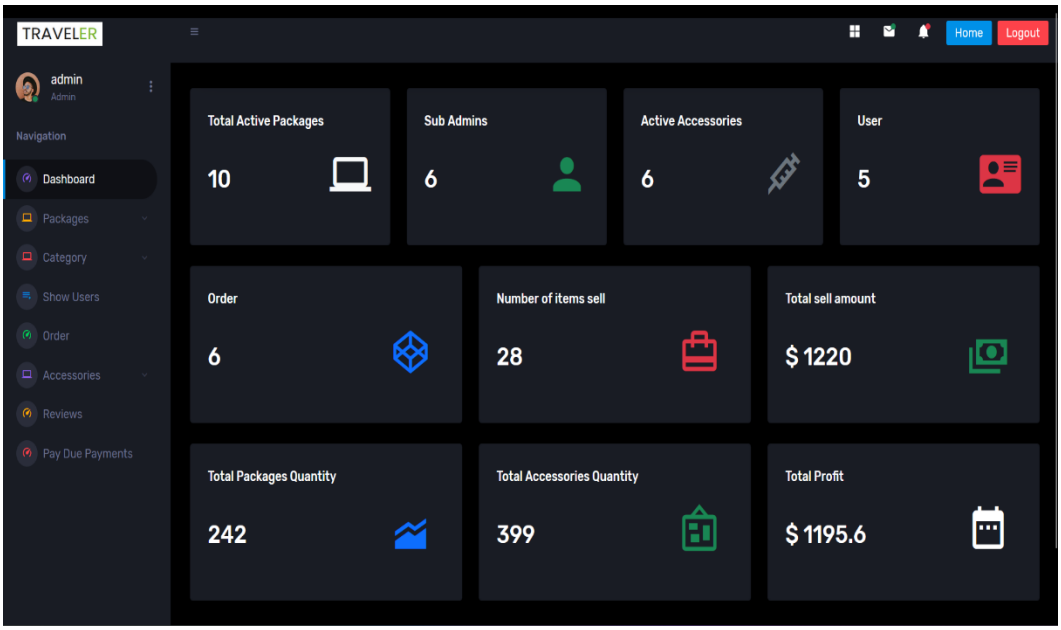

Figure 6.9: Admin Dashboard

6.10 Sub Admin Request List:

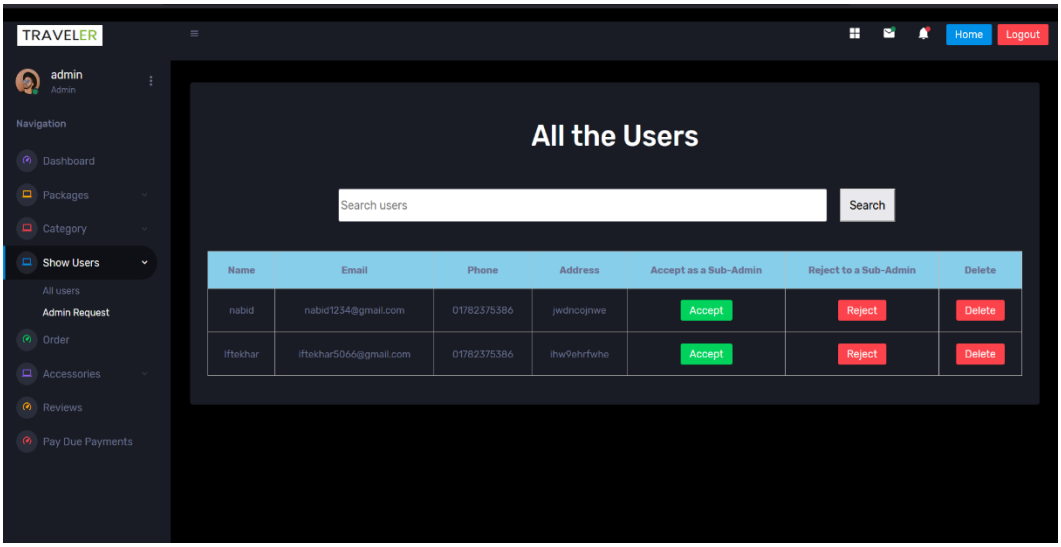

Figure 6.10: Sub Admin Request List

6.11 Sub Admin Dashboard:

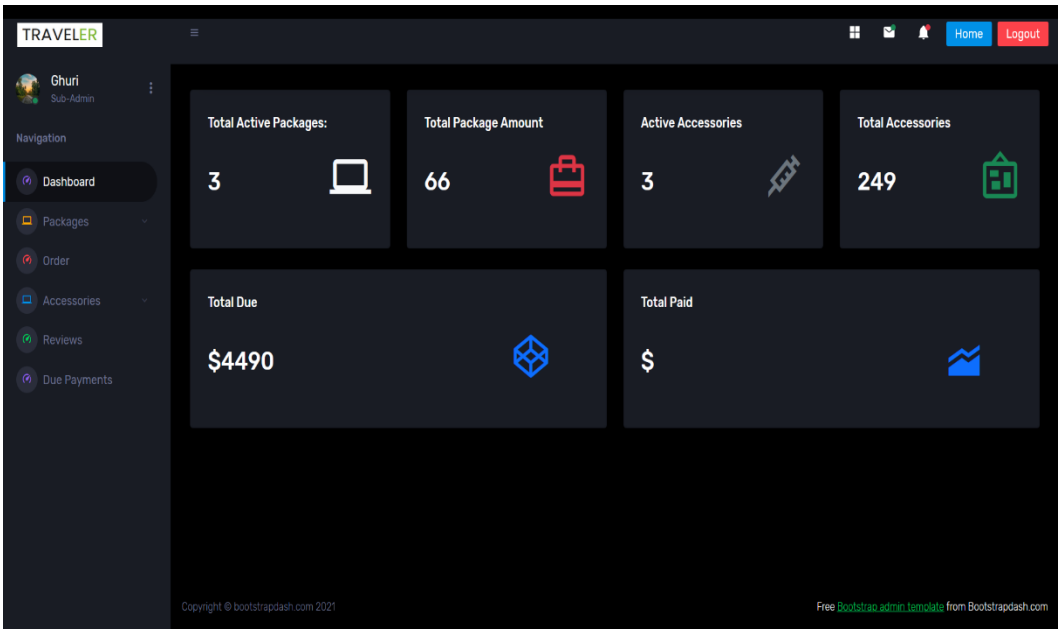

Figure 6.11: Sub Admin Dashboard

6.12 Order List:

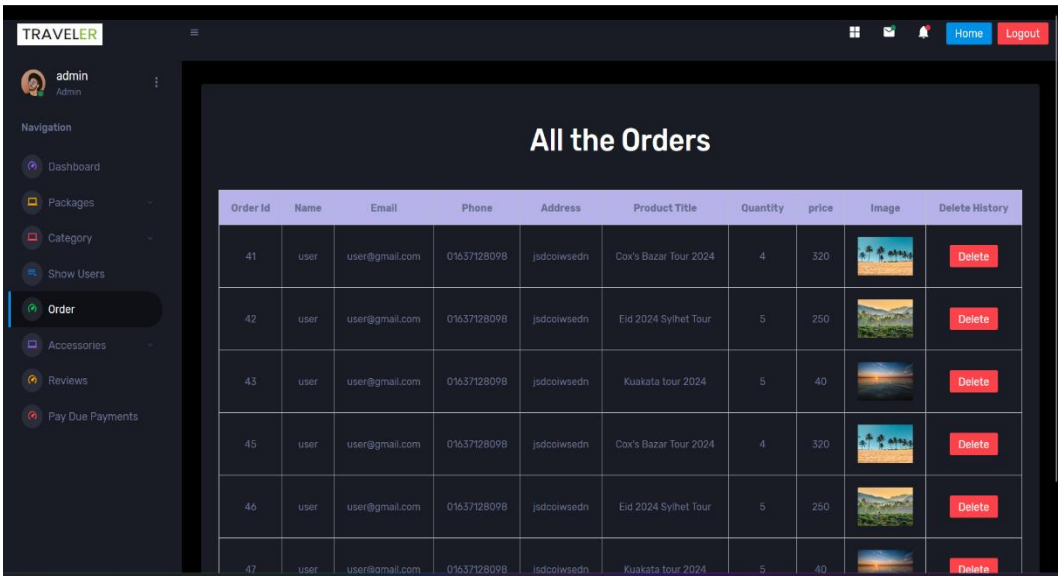

Figure 6.12: Order List

6.13: Add Package:

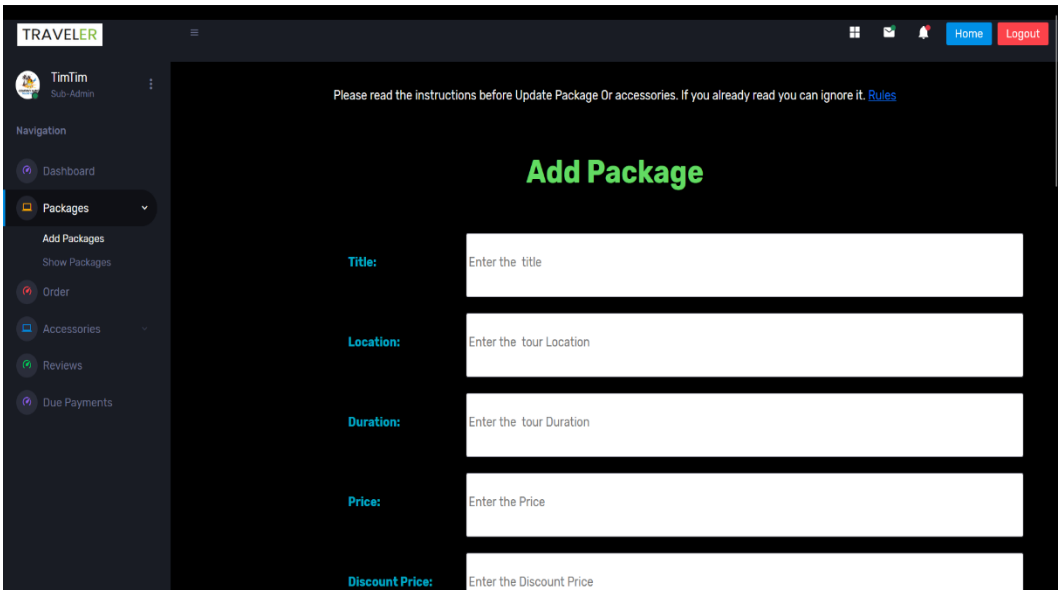

Figure 6.13: Add package

6.14Add Accessories:

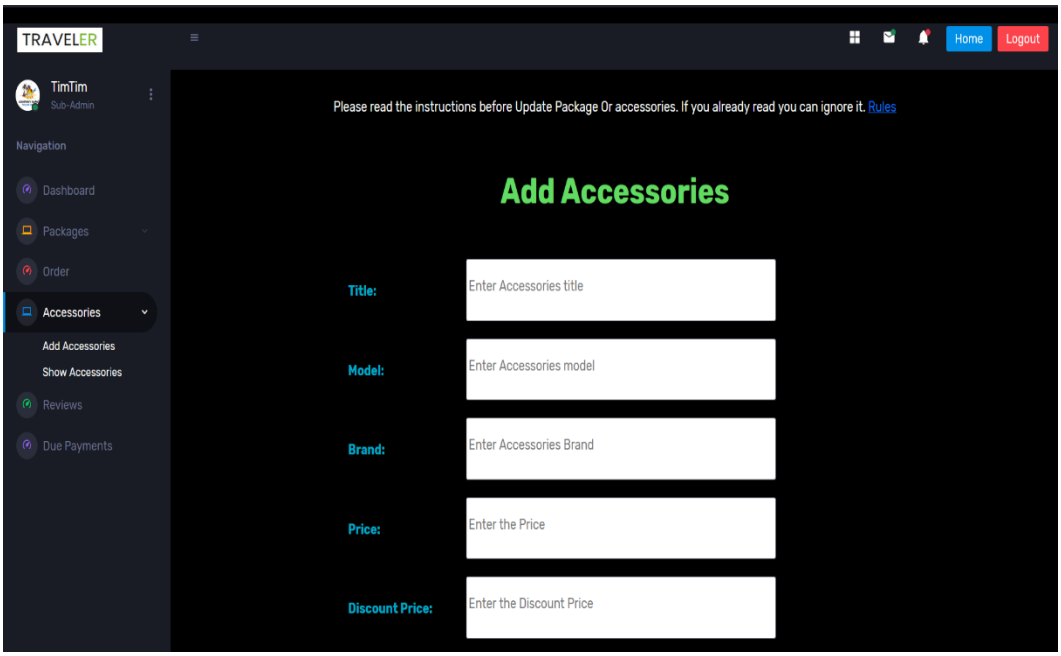

Figure 6.14: Add Accessories

7 Conclusion and Future Scope

Traveler is an online ticket booking system. Anyone can easily book their travel ticket from here. Also, we are selling travel tools. In our travel package every thing is added. It is a multivendor website for this there will be different travel companies. They will sell different travel pack with different price. It is a user-friendly website.

7.1 Limitations:

- There is one payment method.
- No order cancels option sub admin.
- No cancel policy for ordered accessories.
- No sub category.
- No chat system.

7.2 Future Scope:

Users advise that more research may enhance the existing project in the future. Future studies to develop and increase the system's capabilities may potentially result in the addition of other functions. Future studies may possibly develop an iOS or Android mobile application, making the system more user-friendly and able to assist more people who use different mobile platforms. Additionally, since themes and decorations continue to grow and innovate.

- Add a mobile app.
- Add sub category.
- Add chat system.
- Cancel policy for ordered accessories and cancel option for sub admin.
- Add more payment method.

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