HIMALAYAN TREKKING APPLICATION

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Project Report

submitted

in partial fulfillment

for the award of the Degree of

Bachelor of Technology

in Department of Computer Science and Engineering



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CERTIFICATE

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DECLARATION

We hereby declare that the report of the project entitled HIMALAYAN TREKKING APPLICATION is a record of an original work done by us at Swami Keshvanand Institute of Technology, Management and Gramothan, Jaipur under the mentorship of Ms.Archika Jain (Dept. of Computer Science and Engineering) and coordination of Mr.Sumit Kumar (Dept.of Computer Science and Engineering). This project report has been submitted as the proof of original work for the partial fulfillment of the requirement for the award of the degree of Bachelor of Technology (B.Tech) in the Department of Computer Science and Technology. It has not been submitted anywhere else, under any other program to the best of our knowledge and belief.

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Introduction

1.1 Problem Statement and Objective

The growing popularity of trekking vacations in regions such as the Indian Himalayas, Western Ghats, Eastern Ghats, Garwahl, Kumaon, Vindhya, Satpura, and Aravalli ranges has created a need for comprehensive information and mapping of trekking routes. Tourists seeking adventure and exploration require access to details about accommodation facilities, hotels, real-time news updates, and other relevant information to plan their treks effectively. The objective of this project is to develop an application that addresses these needs by providing mapping of popular trekking routes in the Himalayan ranges and other mountainous regions along with necessary tourist information.

1.2 Literature Survey /Market Survey and Analysis

A comprehensive literature survey and market investigation revealed a significant demand for an application that offers mapping of trekking routes coupled with essential tourist information. Existing solutions lack integration and fail to provide real—time updates on news and other relevant information required by trekkers. Through analysis, it was found that there is a clear opportunity to develop a user-friendly application that caters to the needs of trekkers in various mountain ranges.

1.3 Introduction to Project

The project involves the development of an application designed to map popular trekking routes in the Himalayas and other mountain ranges. It will offer details about accommodation facilities, hotels, and real-time news updates to assist trekkers in planning their trips effectively. By providing comprehensive and up-to-date in-

formation, the application aims to enhance the trekking experience for adventure enthusiasts.

1.4 Proposed Logic / Algorithm / Business Plan / Solution

The proposed solution involves the development of a user-friendly mobile application that utilizes GPS technology to map trekking routes. The application will fetch real-time news updates and display them to users, along with information about accommodation facilities and hotels along the trekking routes. It will employ algorithms to optimize route mapping and ensure accurate positioning of amenities.

1.5 Scope of the Project

The scope of the project includes:

- Development of a mobile application for mapping trekking routes.
- Integration of GPS technology for accurate route tracking.
- Implementation of features to fetch and display real-time news updates.
- Inclusion of information about accommodation facilities and hotels along trekking routes.
- Testing and validation of the application to ensure reliability and usability.

Software Requirement Specification

2.1 Overall Description

The proposed application aims to provide a comprehensive solution for mapping trekking routes in various mountain ranges across India, catering to the increasing popularity of trekking tourism. With a focus on the Himalayas and other prominent ranges such as the Western Ghats, Eastern Ghats, Garhwal, Kumaon, Vindhya, Satpura, and Aravalli, the application seeks to offer essential information and services required by trekkers.

2.1.1 Product Perspective

2.1.1.1 System Interfaces

The application will interact with external systems and APIs to fetch data related to trekking routes, accommodation facilities, weather forecasts, and other relevant information. It will ensure seamless integration with various software and hardware interfaces to provide users with a smooth and intuitive experience.

2.1.1.2 User Interfaces

The application will feature user-friendly interfaces accessible via web browsers and mobile devices. It will offer interactive maps displaying trekking routes, markers for accommodation facilities, banks, hospitals, eateries, and other amenities. Users will have options to customize their route preferences and access real-time weather updates for informed decision-making.

2.1.1.3 Hardware Interfaces

The application will be compatible with a wide range of hardware devices, including smartphones, tablets, laptops, and desktop computers. It will leverage the GPS capabilities of these devices to provide location-based services and navigation assistance to users during their trekking expeditions.

2.1.1.4 Software Interfaces

The application will integrate with various software services and APIs to fetch data from external sources. It may interact with weather forecasting services, tourism boards, accommodation providers, and other relevant stakeholders to gather information required by trekkers.

2.1.1.5 Communications Interfaces

The application will communicate with external services and servers via standard internet protocols such as HTTP and HTTPS. It will ensure secure data transmission by implementing encryption and other security measures to protect users' privacy and sensitive information.

2.1.1.6 Memory Constraints

The application will be designed to operate efficiently on devices

with varying memory capacities. It will optimize memory usage to ensure smooth performance, especially in resource-constrained environments such as remote trekking areas with limited connectivity.

2.1.1.7 Operations

Key operations supported by the application include route planning, navigation, search, and information retrieval. It will provide users with intuitive interfaces to perform these operations seamlessly, enhancing their trekking experience and facilitating informed decision-making during their journeys.

2.1.1.8 Project Functions

The application will offer essential functions such as displaying trekking routes on interactive maps, providing information on accommodation facilities, banks, hospitals, eateries, and other amenities, offering real-time weather updates, and allowing users to customize their trekking routes based on preferences and requirements.

2.1.1.9 User Characteristics

The application targets a diverse user base comprising trekking enthusiasts and tourists seeking adventure in mountainous regions. Users may vary in their technical proficiency and experience levels, ranging from novice trekkers to experienced outdoor adventurers.

2.1.1.10 Constraints

The development and operation of the application are subject to var-

ious constraints, including the availability and accuracy of data, compliance with regulatory requirements, compatibility with hardware and software platforms, and environmental conservation guidelines in trekking areas.

2.1.1.11 Assumption and Dependencies

The successful implementation of the application depends on certain assumptions and dependencies, including reliable internet connectivity in trekking areas, cooperation from relevant stakeholders, and access to accurate geographic and topographic data for mapping trekking routes.

System Design Specification

3.1 System Architecture

The system architecture of the proposed application will be designed to efficiently handle the mapping of trekking routes in various Indian mountain ranges, including the Himalayas, Western Ghats, Eastern Ghats, Garhwal, Kumaon, Vindhya, Satpura, and Aravalli ranges. The architecture will consist of several layers to ensure modularity, scalability, and maintainability:

- 1. **Presentation Layer**: This layer will handle the user interface components of the application. It will include interactive maps where users can visualize trekking routes, markers for key points of interest such as accommodation facilities, banks, hospitals, and eateries, and search functionality to find specific locations or amenities along the routes.
- 2. **Business Logic Layer**: The core functionality of the application will be implemented in this layer. It will include modules for route planning, navigation, and information retrieval. Algorithms will be developed to calculate optimal trekking routes based on user preferences and constraints, fetch real-time weather updates from external APIs, and provide recommendations for nearby amenities.

- 3. **Data Access Layer**: This layer will manage the storage and retrieval of data from various sources. It will interact with external databases and APIs to fetch information related to trekking routes, accommodation facilities, weather forecasts, and other relevant data. Data caching mechanisms may be implemented to improve performance and reduce latency.
- 4. **Integration Layer**: The integration layer will facilitate communication between different components of the system. It will handle API calls, data transformations, and protocol translations to ensure seamless interaction between the application and external services.

3.2 Module Decomposition Description

The application will be decomposed into several modules, each responsible for specific functionalities:

- 1. **User Interface Module**: Implements the presentation layer of the application, including the design and layout of the user interface components.
- 2. **Route Planning Module**: Calculates optimal trekking routes based on user preferences, constraints, and real-time data such as elevation changes and weather conditions.
- 3. **Data Retrieval Module**: Fetches data from external sources, including geographic databases, weather forecast services, and accommodation databases.

- 4. **Navigation Module**: Provides turn-by-turn navigation assistance to users during their trekking expeditions, utilizing GPS data and mapping APIs.
- 5. **Customization Module**: Allows users to customize their trekking routes by specifying preferences such as difficulty level, scenic spots, and desired amenities.
- 6. **Authentication and Authorization Module**: Manages user accounts, authentication, and access control to ensure secure access to the application.
- 7. **Data Storage Module**: Handles the storage and retrieval of persistent data, including user profiles, trekking routes, and saved preferences.

By decomposing the system into these modules, the development process can be organized into smaller, more manageable tasks, facilitating better collaboration among developers and ensuring the successful implementation of the application.

3.3 High Level Design Diagrams

3.3.1 Use Case Diagram

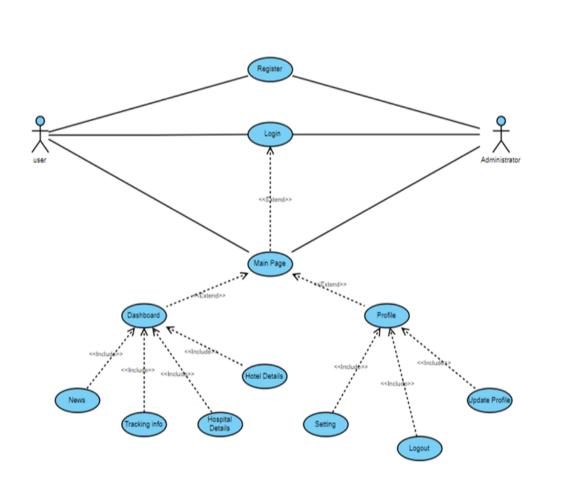


Figure 3.1: Use Case diagram

3.3.2 Data-Flow Diagram

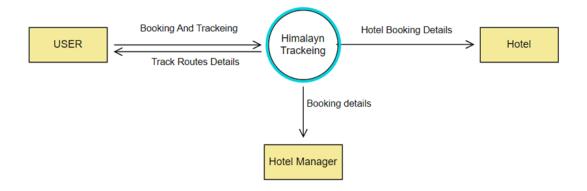


Figure 3.2: Data-Flow Diagram Level-0

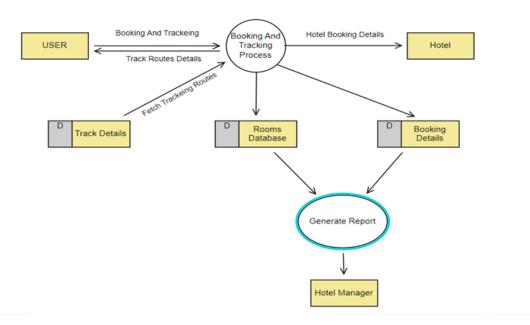


Figure 3.3: Data-Flow Diagram Level-1

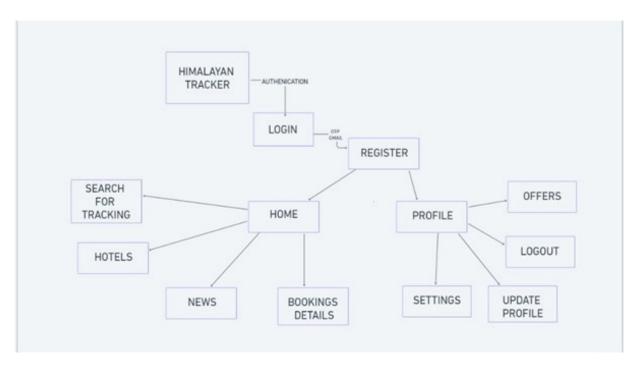


Figure 3.4: Data-Flow Diagram Level-2

3.3.3 ER Diagram

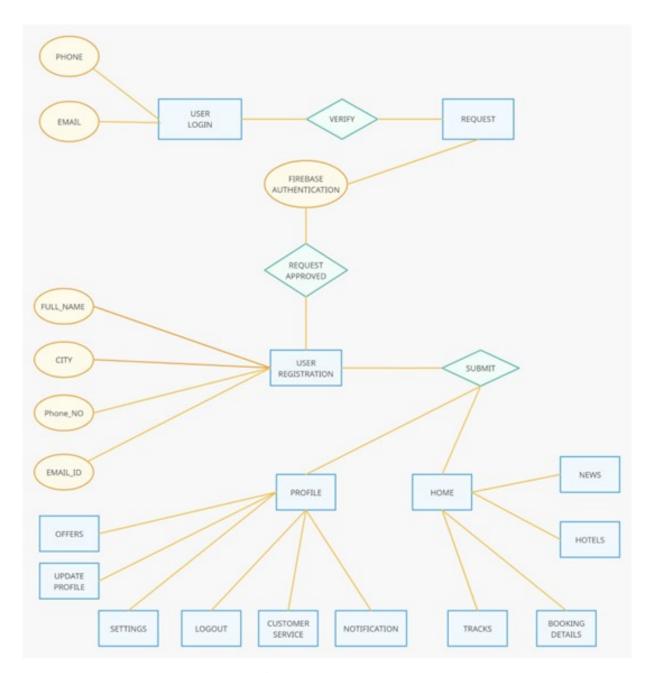


Figure 3.5: ER Diagram

Methodology and Team

4.1 Introduction to Waterfall Framework

The Waterfall Model was first Process Model to be introduced. It is also referred to as a linear-sequential life cycle model. It is very simple to understand and use. In a waterfall model, each phase must be completed before the next phase can begin and there is no overlapping in the phases. The waterfall Model illustrates the software development process in a linear sequential flow; hence it is also referred to as a linear-sequential life cycle model. This means that any phase in the development process begins only if the previous phase is complete. In waterfall model phases do not overlap. In "The Waterfall" approach, the whole process of software development is divided into separate phases. In Waterfall model, typically, the outcome of one phase acts as an input for the next phase sequentially. Following is a diagrammatic representation of different phases of waterfall model.

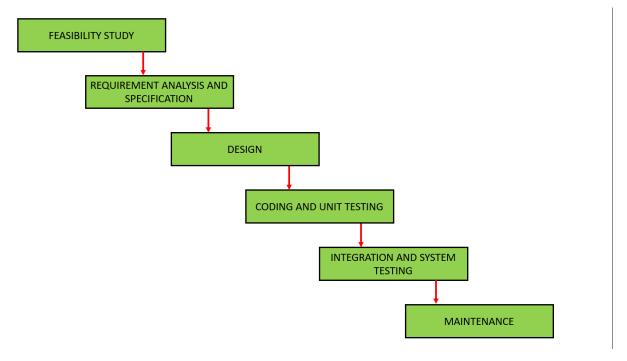


Figure 4.1: WaterFall model

The sequential phases in Waterfall model are-

- 1. **Requirement Gathering and analysis:** All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification doc.
- 2. **System Design:** The requirement specifications from first phase are studied in this phase and system design is prepared. System Design helps in specifying hardware and system requirements and also helps in defining overall system architecture.
- 3. **Implementation:** With inputs from system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality which is referred to as Unit Testing.

- 4. **Integration and Testing:** All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.
- 5. **Deployment of system:** All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.
- 6. **Maintenance:** All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.

All these phases are cascaded to each other in which progress is seen as flowing steadily downwards (like a waterfall) through the phases. The next phase is started only after the defined set of goals are achieved for previous phase and it is signed off, so the name "Waterfall Model". In this model phases do not overlap.

Waterfall Model Pros & Cons

Advantage The advantage of waterfall development is that it allows for departmentalization and control. A schedule can be set with deadlines for each stage of development and a product can proceed through the development process model phases one by one. Development moves from concept, through design, implementation, testing, installation, troubleshooting, and ends up at operation and maintenance. Each phase of development proceeds in strict order.

Disadvantage The disadvantage of waterfall development is that it does not allow for much reflection or revision. Once an application is in the testing stage, it is very difficult to go back and change something that was not well-documented or thought upon in the concept stage.

4.2 Team Members, Roles & Responsibilities

The project team consists of four members, each with specific roles and responsibilities:

1. Tushar Singhal(Frontend, Backend)

• **Responsibility**: Tushar will be responsible for both frontend and backend development of the application. He will work on designing user interfaces, implementing frontend functionalities, as well as developing backend logic and APIs.

2. Mihir Jain(Frontend, Backend)

• **Responsibility**: Mihir's primary responsibility will be backend development. He will focus on designing and implementing server-side components, databases, and application logic to support the functionality of the system.

3. Siddharth Goyal(Backend-API Implementation)

• **Responsibility**: Siddharth will handle API integration and frontend development tasks. He will work on integrating external APIs for features such as real-time weather informa-

tion and accommodation availability, as well as implementing frontend components and user interface elements.

4. Anurag Sharma(Analyzing re-sources)

• Responsibility: Anurag will be responsible for analyzing resources and data relevant to the project. He will gather and analyze information related to trekking routes, accommodation facilities, weather forecasts, and other relevant data sources to inform decision-making and enhance the application's functionality.

Each team member brings unique skills and expertise to the project, contributing to its success through effective collaboration, communication, and teamwork.

Centering System Testing

System testing is a critical phase in the development of the application, ensuring its reliability, performance, and usability. This section provides an overview of the various types of system testing conducted on the application.

5.1 Functionality Testing

Functionality testing aims to validate that all features and functionalities of the application work as intended. It involves rigorous testing of the following aspects:

- **Route Mapping**: Verifying the accuracy and completeness of trekking routes displayed on the map, ensuring that users can navigate effectively.
- Accommodation Facilities: Testing the functionality related to displaying details of accommodation facilities along trekking routes, including availability, amenities, and contact information.
- **Information on Amenities**: Ensuring that information about banks, hospitals, eateries, and other relevant amenities is correctly provided to users.
- Real-time Weather Information: Verifying the accuracy and timeliness of weather forecasts provided for trekking areas, enabling

users to plan their journeys effectively.

5.2 Performance Testing

Performance testing assesses the responsiveness, scalability, and reliability of the application under various conditions. Key aspects evaluated include:

- **Response Time**: Measuring the time taken for the application to respond to user interactions such as route selection and information retrieval.
- **Scalability**: Evaluating how well the application performs as the number of concurrent users and the volume of data increases.
- **Resource Usage**: Monitoring CPU, memory, and network usage to identify any performance bottlenecks or resource constraints.
- **Reliability**: Assessing the stability and robustness of the application under stress conditions, ensuring uninterrupted service delivery.

5.3 Usability Testing

Usability testing focuses on evaluating the ease of use, intuitiveness, and user satisfaction of the application. This involves:

• User Interface Evaluation: Assessing the clarity, consistency, and aesthetics of the user interface design, ensuring a pleasant user experience.

- **Navigation Testing**: Testing the ease of navigation and discoverability of features within the application, enabling users to find information effortlessly.
- **User Feedback**: Gathering feedback from real users through surveys, interviews, and usability testing sessions to identify areas for improvement and enhance user satisfaction.

By conducting comprehensive system testing, we ensure that the application meets the needs and expectations of trekkers, providing them with a reliable and user-friendly tool for exploring trekking routes in the Himalayas and other mountain ranges.

Test Execution Summary

Execution Test Summary Report is an overall view of Testing Process from start to end. Test Plan comes at the starting of project while Test Summary Report comes at the end of the testing process. This report is given to the client for his understanding purpose. The Test Summary Report contents are:

- 1. Test Case ID generated
- 2. Total number of resources consumed
- 3. Passed Test Cases
- 4. Failed Test Cases
- 5. Status of Test Cases

S.No	Test Case Id	Test Case Description	Test Case Status	No. of Resources Consumed
1	6	87837	787	
2	7	78	5415	
3	545	778	7507	
4	545	18744	7560	
5	88	788	6344	

Table 6.1: Table to test captions and labels

Project Screen Shots

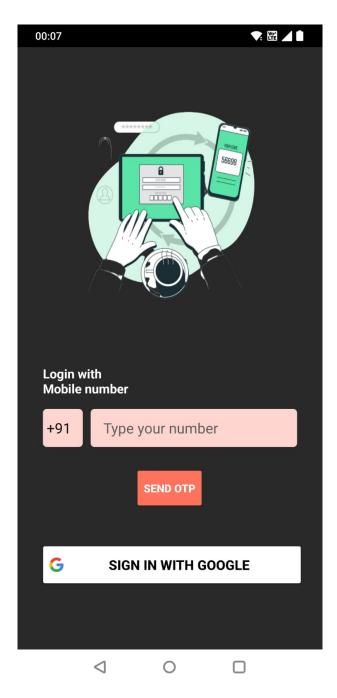


Figure 7.1: Login

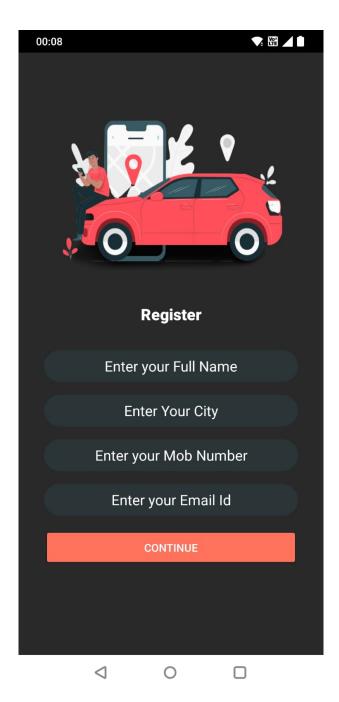


Figure 7.2: Register



Figure 7.3: Dashboard

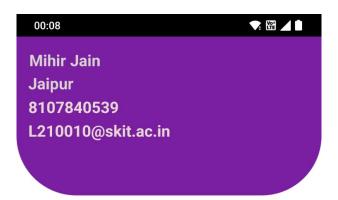






Figure 7.4: Home

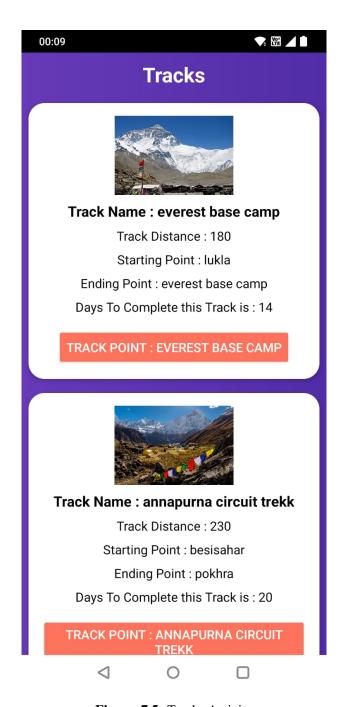


Figure 7.5: Tracks Activity



Figure 7.6: Hotels Activity

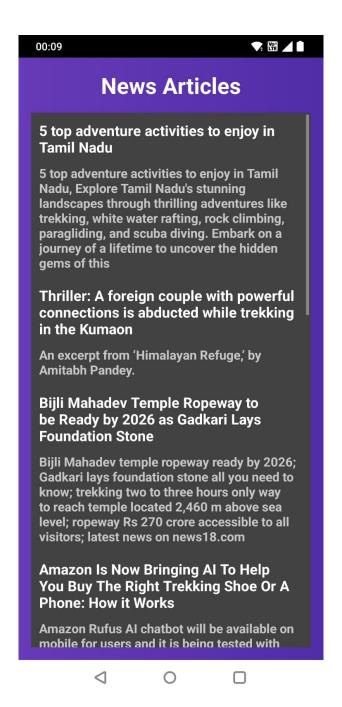


Figure 7.7: News



Figure 7.8: Payment Details

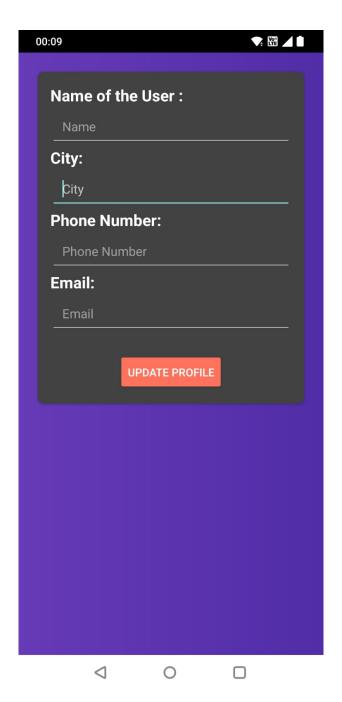


Figure 7.9: Update Profile



Figure 7.10: Settings

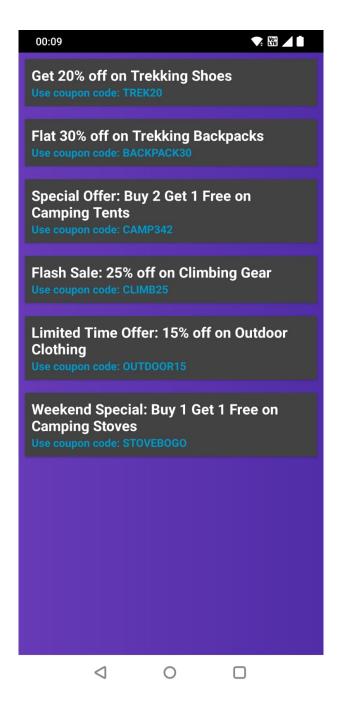


Figure 7.11: Coupons

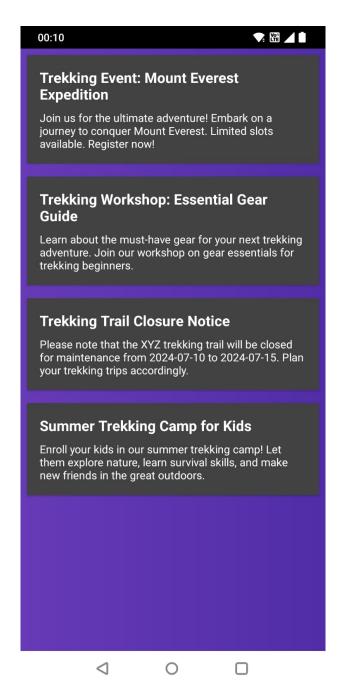


Figure 7.12: Notification

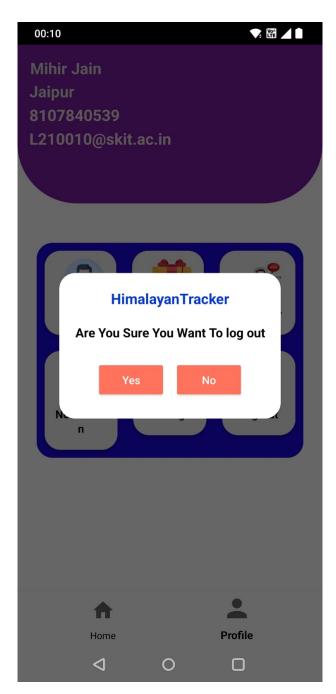


Figure 7.13: Logout

Chapter 8

Project Summary and Conclusions

8.1 Project Summary

The project aimed to develop an application for mapping trekking routes in the Himalayas and other mountain ranges, providing essential information such as accommodation facilities, hotels and real-time news updates. The popularity of trekking vacations in regions like the Indian Himalayas, Western Ghats, Eastern Ghats, Garwahl, Kumaon, Vindhya, Satpura, and Aravalli ranges has been rapidly increasing as tourists seek diverse experiences in natural landscapes.

The application serves as a comprehensive resource for trekkers, offering detailed maps of popular trekking routes along with information on nearby amenities and services. With a user-friendly interface and real-time updates, it facilitates trip planning and ensures a safer and more enjoyable trekking experience for adventurers.

8.2 Conclusion

In conclusion, the development of the trekking route mapping application addresses the growing demand for adventure tourism in mountainous regions. By providing accessible and up-to-date information, the application contributes to the promotion and sustainability of trekking vacations in the Himalayas and other mountain ranges. Continuous

of trekkers and further improve the application's functionality and unability.					

Chapter 9

Future Scope

The development of the application for mapping trekking routes in the Himalayas and other mountain ranges opens up several possibilities for future enhancements and expansions. Here are some potential avenues for further development:

- 1. **Integration of Social Features**: Incorporating social features such as user reviews, ratings, and sharing options can enhance user engagement and community interaction within the application. Users can share their trekking experiences, recommend routes, and connect with fellow trekkers.
- 2. Advanced Weather Forecasting: Expanding the real-time weather information feature to include advanced forecasting models and alerts for severe weather conditions can improve safety for trekkers. Integration with weather APIs and satellite data can provide more accurate and localized forecasts.
- 3. **Customized Itineraries**: Implementing a feature for generating customized trekking itineraries based on user preferences, such as duration, difficulty level, and points of interest, can cater to the diverse needs of trekkers. This can include suggested routes, accommodation options, and recommended activities along the way.

- 4. **Offline Accessibility**: Developing offline functionality to allow users to access maps, route information, and essential resources even in areas with limited or no internet connectivity. Offline maps and downloadable content can ensure that trekkers have access to vital information during their expeditions.
- 5. **Multi-platform Support**: Extending the application's compatibility to multiple platforms, including web browsers, tablets, and smartwatches, can broaden its reach and accessibility. Cross-platform compatibility ensures that users can access the application from various devices and operating systems.
- 6. Augmented Reality (AR) Integration: Incorporating augmented reality technology to provide immersive experiences for users, such as virtual trail previews, interactive markers along routes, and AR-based navigation assistance. AR can enhance the overall user experience and make trekking more interactive and engaging.
- 7. Localized Content and Languages: Adding support for multiple languages and localized content can cater to a broader audience of trekkers from different regions and linguistic backgrounds. Translating the application interface, route descriptions, and other relevant information can enhance usability and accessibility.
- 8. **Crowdsourced Data Collection**: Implementing a crowdsourcing feature to allow users to contribute data, such as trail conditions, facilities updates, and user-generated content. Crowdsourced data can help keep route information up-to-date and provide valuable

insights for other trekkers.

- 9. **Accessibility Features**: Introducing accessibility features to make the application more inclusive for users with disabilities or special needs. This can include features such as voice-guided navigation, text-to-speech functionality, and high-contrast interfaces.
- 10. **Partnerships and Collaborations**: Establishing partnerships with local authorities, tourism agencies, and outdoor recreation organizations to expand the application's coverage, access exclusive content, and promote responsible trekking practices. Collaborations can also lead to joint marketing initiatives and sponsorship opportunities.

By pursuing these future enhancements and staying abreast of emerging technologies and trends, the application can continue to evolve and meet the evolving needs of trekkers, providing them with valuable tools and resources for exploring the majestic landscapes of the Himalayas and beyond.

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