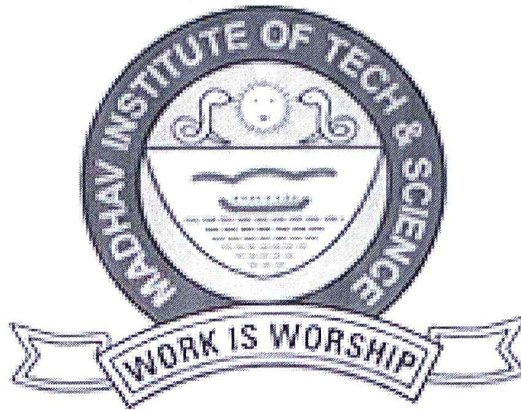


MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR
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Project Report
on
Scout My India

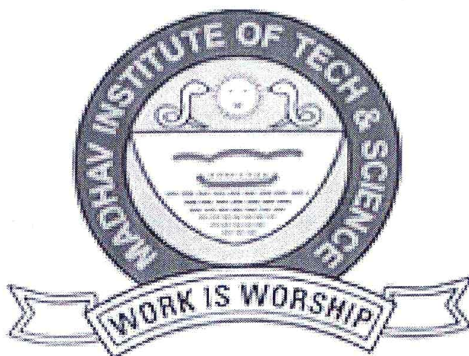
Submitted By:
Nikhil Solanki
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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
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MAY-JUNE 2022

MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR
(A Govt. Aided UGC Autonomous & NAAC Accredited Institute Affiliated to RGPV, Bhopal)



Project Report

on

Scout My India

A project report submitted in partial fulfilment of the requirement for the degree of

BACHELOR OF TECHNOLOGY

in

COMPUTER SCIENCE AND ENGINEERING

Submitted by:

Nikhil Solanki

0901CS191066

Nitesh Kumar

0901CS191068

Faculty Mentor:

Mr. Mir Shahnawaz Ahmad

Assistant Professor, Computer Science and Engineering

Submitted to:

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CERTIFICATE

This is certified that **Nikhil Solanki(0901CS191066)** has submitted the project report titled **Scout my India** under the mentorship of **Prof. Mir Shahnawaz Ahmad (Asst. Prof.)**, in partial fulfilment of the requirement for the award of degree of Bachelor of Technology in Computer Science and Engineering from Madhav Institute of Technology and Science, Gwalior.



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DECLARATION

We hereby declare that the work being presented in this project report, for the partial fulfilment of requirement for the award of the degree of Bachelor of Technology in Computer Science and Engineering at Madhav Institute of Technology & Science, Gwalior is an authenticated and original record of our work under the mentorship of **Prof. Mir Shahnawaz Ahmad (Asst. Prof.), Computer Science and Engineering.**

We declare that we have not submitted the matter embodied in this report for the award of any degree or diploma anywhere else.

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N K

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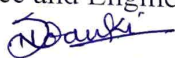
ACKNOWLEDGEMENT

The full semester project has proved to be pivotal to my career. We are thankful to our institute, **Madhav Institute of Technology and Science** to allow us to continue our disciplinary/interdisciplinary project as a curriculum requirement, under the provisions of the Flexible Curriculum Scheme (based on the AICTE Model Curriculum 2018), approved by the Academic Council of the institute. We extend our gratitude to the Director of the institute, **Dr. R. K. Pandit** and Dean Academics, **Dr. Manjaree Pandit** for this.

We would sincerely like to thank our department, **Department of Computer Science and Engineering**, for **allowing** us to explore this project. We humbly thank **Dr. Manish Dixit**, Professor and Head, Department of Computer Science and Engineering, for his continued support during the course of this engagement, which eased the process and formalities involved.

We are sincerely thankful to our faculty mentors. We are grateful to the guidance of **Prof. Mir Shahnawaz Ahmad (Asst. Prof.)**, **Computer Science and Engineering** for his continued support and guidance throughout the project. We are also very thankful to the faculty and staff of the department.

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ABSTRACT

In today's era where tourism is booming, there is no such dedicated platform for the tourist to access the information related to the city which he/she is planning to visit. There are some websites which tries to satisfies this needs but fails miserably.

So basically the main purpose of this project is to build a GUI(graphical user interface) application which will give the access to the tourist to search the desired city name and gets the information such as photos of the city, Hotels, How to reach, famous food of that specific place and places to visit. This proposed work uses application based user interface for using services that are the the basic necessity for a common tourist. We are using python language and tkinter framework for GUI application development in this project.

Keyword: Tourism, GUI application, Python, Tkinter

सार:

आज के युग में जहां पर्यटन फलफूल रहा है, उस शहर से संबंधित जानकारी तक पहुंचने के लिए पर्यटक के लिए ऐसा कोई समर्पित मंच नहीं है जिसे वह देखने की योजना बना रहा है। कुछ वेबसाइटें हैं जो इस जरूरत को पूरा करने की कोशिश करती हैं लेकिन बुरी तरह विफल हो जाती हैं। तो मूल रूप से इस परियोजना का मुख्य उद्देश्य एक जीयूआई (ग्राफिकल यूजर इंटरफेस) एप्लिकेशन बनाना है जो पर्यटक को वांछित शहर का नाम खोजने के लिए पहुंच प्रदान करेगा और शहर की तस्वीरें, होटल, कैसे पहुंचे, जैसी जानकारी प्राप्त करेगा। उस विशिष्ट स्थान और घूमने के स्थानों का प्रसिद्ध भोजन। यह प्रस्तावित कार्य सेवाओं का उपयोग करने के लिए एप्लिकेशन आधारित यूजर इंटरफेस का उपयोग करता है जो एक आम पर्यटक के लिए बुनियादी आवश्यकता है। हम इस परियोजना में जीयूआई अनुप्रयोग विकास के लिए पायथन भाषा और टिंकर ढांचे का उपयोग कर रहे हैं।

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Chapter 1. Project Overview:

1.1 Introduction

The Project works with the making of a centralized digital utility application for tourist. Unique digital IDs or passwords can be provided to a single entity. Time is gold as the famous line goes, time is very precious thing in today's fast changing, fast developing environment. While the world is exploring new technologies, It is very difficult to cope up with it. Things are difficult to find now a days and to do that we have to invest our time in it but here comes the technological aspect, We can make things easier by using technologies. These project is a prime example of it. In this project, we are creating an interface for the user to search an extensive amount of data at a single place. This application is specially developed for tourists to plan their trip according to the information we provide.

1.2 Problem statement

If a person plans to explore a city which he/she knows nothing about will need a platform to know the details of the city such as How to reach, Pictures, Hotels, Places to visit and food speciality of that places.

1.3 Project aim and objective

Our aim and objective is to create a platform where a user can search a city name and get the specified precise data which he/she can use to explore the city more effectively.

1.4 Feasibility

1.4.1 Operational Feasibility

In Operational Feasibility the degree of providing service to requirements is analyzed along with how easy the product will be to operate and maintain after deployment. Along with this other operational scopes are determining usability of product, Determining suggested solution by software development team is acceptable or not etc.

The project is feasible in terms of operations as it can be implemented anywhere with internet connectivity and system to process.

1.4.2 Economic Feasibility

In the Economic Feasibility study, the cost and benefit of the project are analyzed. This means under this feasibility study a detailed analysis is carried out of what will be the cost of the project for development which includes all required costs for final development like hardware and software resources required, design and development cost and operational cost and so on. After that, it is analyzed whether the project will be beneficial in terms of finance for the organization or not. The project has an economical constraint as the API with more number of request and good internet connectivity require more budget.

1.4.3 Legal Feasibility

In Legal Feasibility study project is analyzed from a legal point of view. This includes analysing barriers of legal implementation of project, data protection acts or social media laws, project certificate, license,

copyright etc. Overall it can be said that Legal Feasibility Study is a study to know if proposed project conform to legal and ethical requirements. The project is feasible legall

Chapter 2. System Analysis

2.1 System Objectives

The main objective of our application is to optimize the repetitive use of services that are not beneficial for tourist and provide them a GUI application where a user can avail all the information regarding the city he is planning to visiting.

2.2 System Architecture

For front end, tkinter, time, PIL and other packages have been used and for back end python has been used.

Python offers multiple options for developing GUI (Graphical User Interface). Out of all the GUI methods, tkinter is the most commonly used method. It is a standard Python interface to the Tk GUI toolkit shipped with Python. Python with tkinter is the fastest and easiest way to create the GUI applications. Creating a GUI using tkinter is an easy task.

To create a tkinter app:

1. Importing the module – tkinter
2. Create the main window (container)
3. Add any number of widgets to the main window
4. Apply the event Trigger on the widgets.

Importing tkinter is same as importing any other module in the Python code. Note that the name of the module in Python 2.x is 'Tkinter' and in Python 3.x it is 'tkinter'.

Chapter 3. System Specifications

3.1 Hardware Specification

Since the hardware's are the important part while developing an app, its necessary to find hardware requirements.

3.1.1 Processor—

The minimum level of required processor for this platform is Intel® Core(TM) i3-4030U CPU @ 1.90GHz processing speed. Since the time taken for processing the instruction depends on the processor power, so it is very important to choose the required processor.

3.1.2 RAM—

For higher speed of the processing, it also depends on the memory. Therefore, for better performance minimum RAM should be 50 MB.

3.1.3 Hard disk—

Low size of hard disk is required for the storage of the processed data

3.1.4 Cache Memory—

The app doesn't require a cache memory and is still very fast.

3.2 Software Specification

Our system should meet following minimum specifications

OS — Windows 8

We will be using Python technologies. It is necessary to have python installed on the system and modules of python such as Tkinter and PIL installed on it.

Though after converting this app into an executable, app doesn't require anything other than itself to launch

Chapter 4. Software Architecture

4.1 Architecture Overview

This application uses Python language. Front end is designed in python with the help of Tkinter framework. In Tkinter we have used different libraries like Tkinter, ttk, fielddialog, Tkinter.messagebox etc. For creating a game pygame has been used along with its various libraries.

4.2 Process Modules

The functionalities of the system are divided and then assigned to components as described below.

Chapter 5. System Design Details

5.1 GUI Name and Description

Front end is designed in python with the help of Tkinter framework. Interactive user interface is provided by the Tkinter as well. In Tkinter we have used different libraries of Tkinter framework. In Tkinter we have used different libraries like Tkinter, ttk, fielddialog, Tkinter.messagebox etc.

5.2 Design Details

5.2.1 Processing within module

We have to develop the user interface for the application through which the user interacts with the application.

5.2.2 Error Checking

Errors occurring due to internet connection problems. Error can also occur if the file does not contain images and icons that are required by the application.

5.3 Methodology

In this proposed GUI application we have provided a easy interface to user for searching various tourist destination .

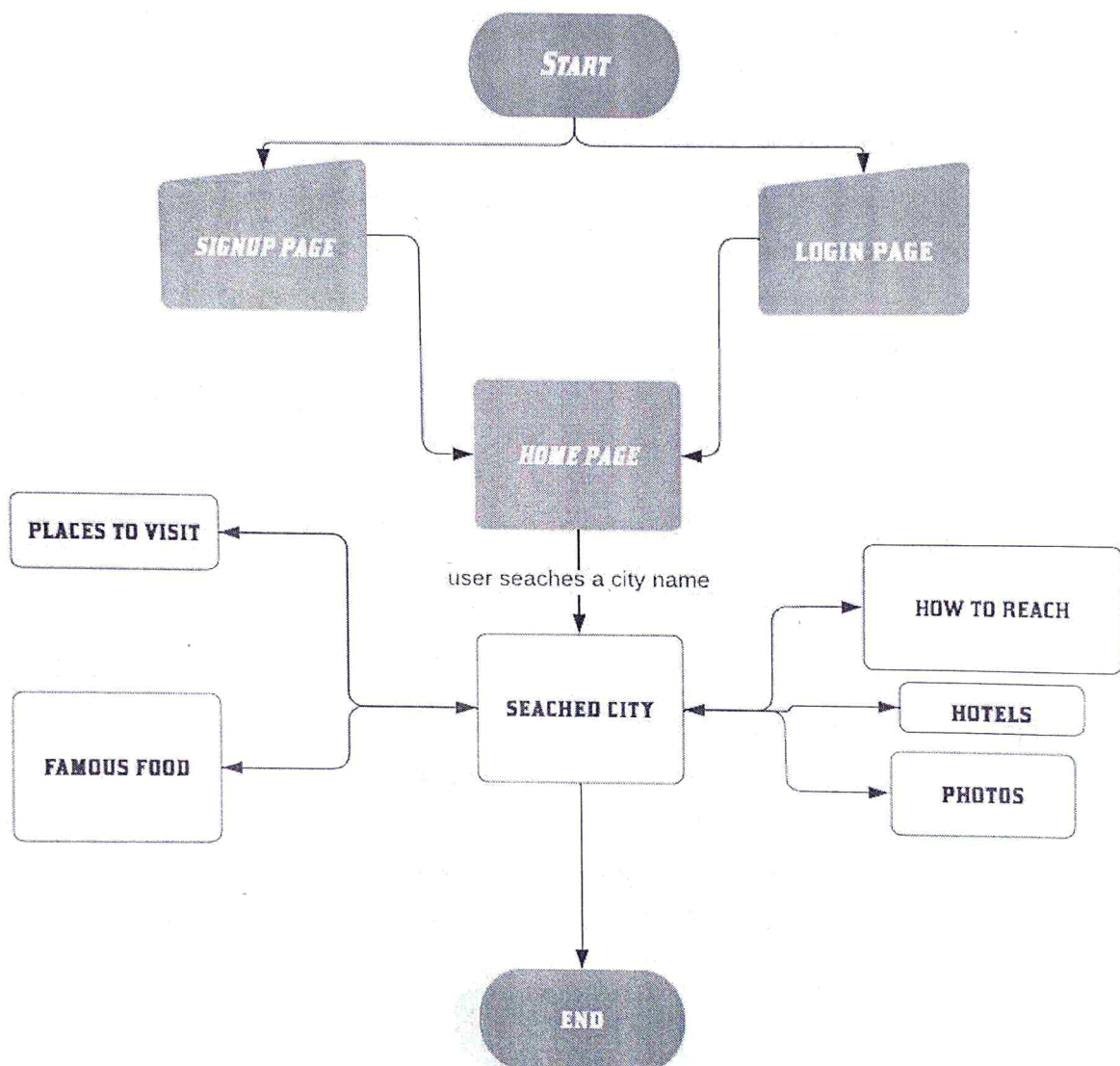
As the user open the application he/she has to login or signup according to previous interaction with the application . After logging in by providing various credentials they goes to the searching interface for various destination. Users search the destination according to their need, after searching they goes into the specific destination page where they get various facilities associated with the place . Facilities such as Places to visit , Famous Food , How to reach , Hotels and Images of that place .

Python provides various options for developing graphical user interfaces (GUIs). We have used Tkinter framework for creating this GUI application . Tkinter is the standard GUI library for Python. Python when combined with Tkinter provides a fast and easy way to create GUI applications. Tkinter provides a powerful object-oriented interface to the Tk GUI toolkit. Creating a GUI application using Tkinter is an easy task.

We have to perform the following steps -

- Import the Tkinter module.
- Create the GUI application main window.
- Add various widgets to the GUI application.
- Enter the main event loop to take action against each event triggered by the user.

5.4 Flow chart



Chapter 6. Testing

Testing of program is done to find error in the given program. It is one of the major steps in the software development process. It is the final step in the software development lifecycle.

6.1 Testing Objectives

Testing of program is done to find error in the given program. It is one of the major steps in the software development process. Various type of testing includes system testing, integration testing, unit testing. Each of the testing process test some specific features of the software.

6.2 Integration Testing

We have multiple modules in the application after combining them we complete testing of the module and do the integration testing. It checks the co-ordination between various modules of the application.

6.3 System testing

System testing is to test the execution of whole software. It answers "Is whole software is running & performing well". System testing is usually coming with verification and validation.

Verification is the checking of items, including software, for performance and consistency with the associated specifications. Software testing is just like verification, and also uses the techniques such as reviews, analysis, inspections and walkthroughs. Validation is the process of checking that what user actually wants.

Validation: Are the job which is being done is right?

Verification: Are we performing the right job?

There are three different types of system testing which are:

1. Logical Testing: In this type of testing, we check our software with the extreme cases.
2. Functional Testing: - In this testing we check whether the web service application is functional

3. System Testing: - After the whole application is completed, we input test cases to check whether there isn't any error in application.

Chapter 7. System Implementation and Maintenance

7.1 Implementation

To ensure the success of the system the implementation step is carried out. If the system is not properly implemented the well-defined system can fail. To transform information system to operational system implementation activities are used.

7.2 Hardware Software and Services:

The hardware and software used in the web application is:

1. Hardware: Dell PC
2. Software: Pycharm, Python

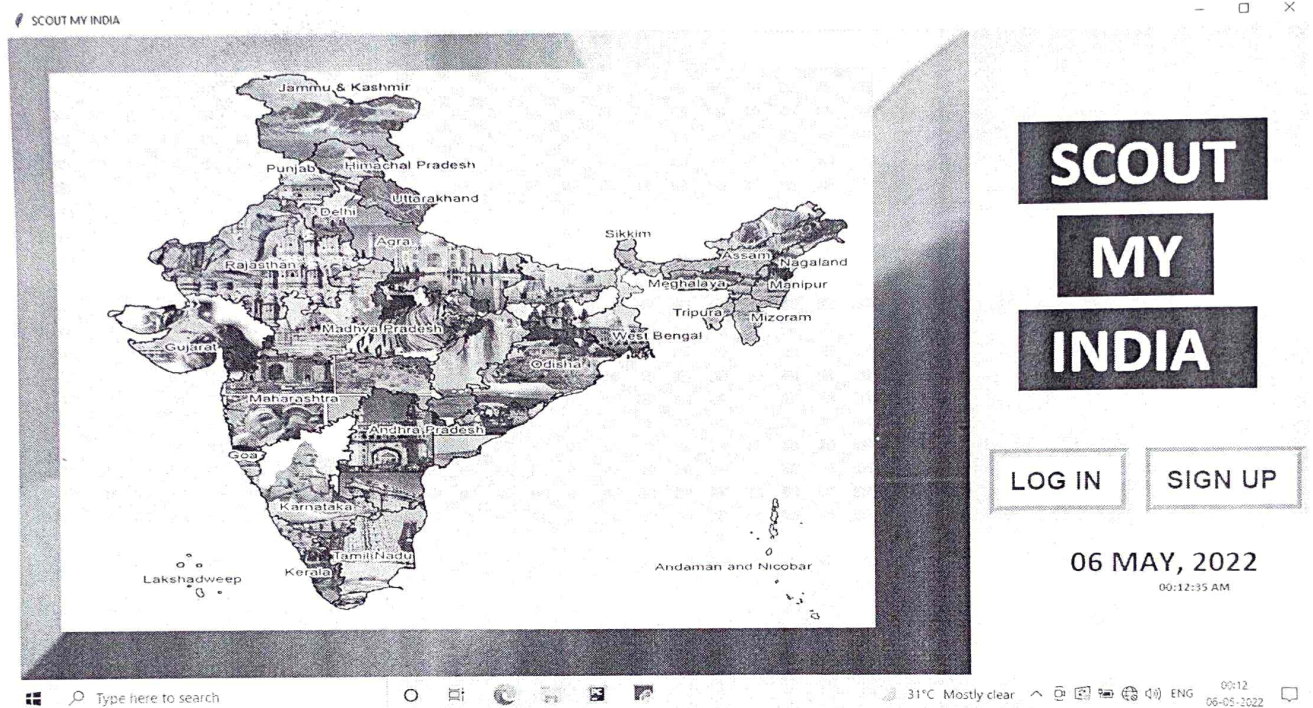
7.3 Maintenance

When the system is fully implemented, its maintenance is done. System maintenance is done to check whether the software system is performing well or not. If there is any error then we have to remove it.

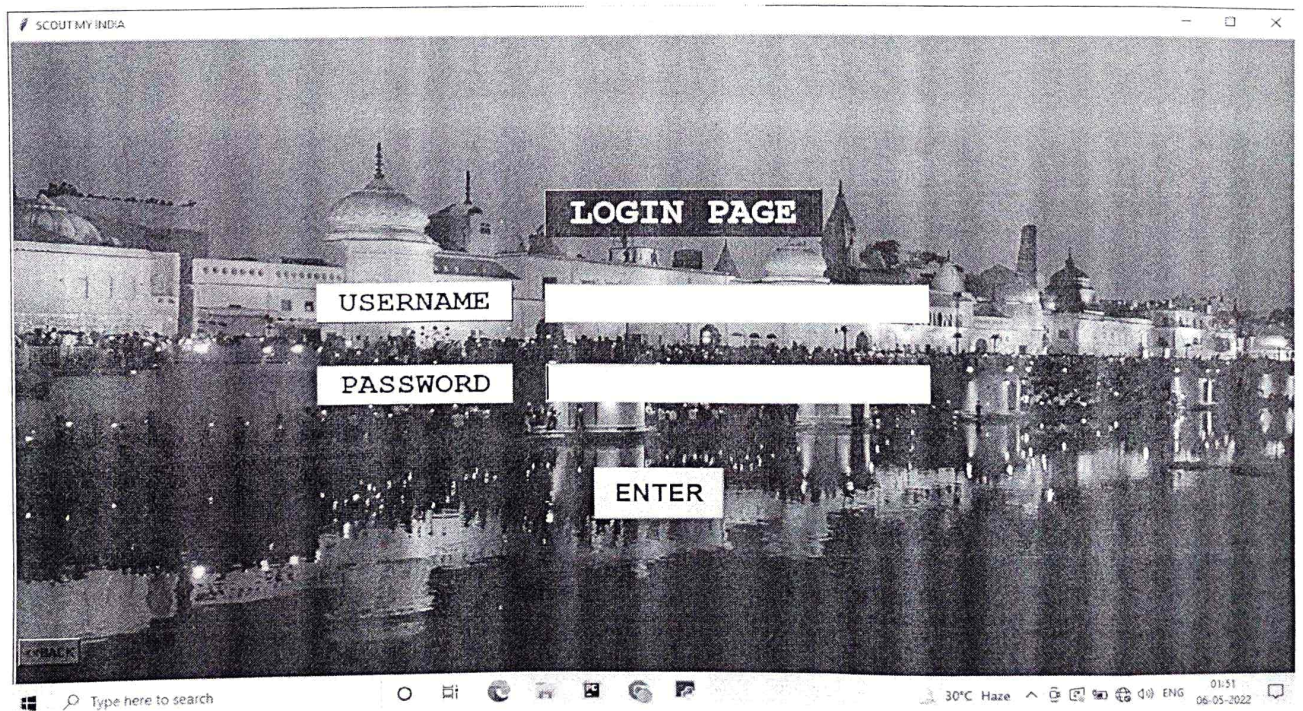
Chapter8. Output

8.1 Output

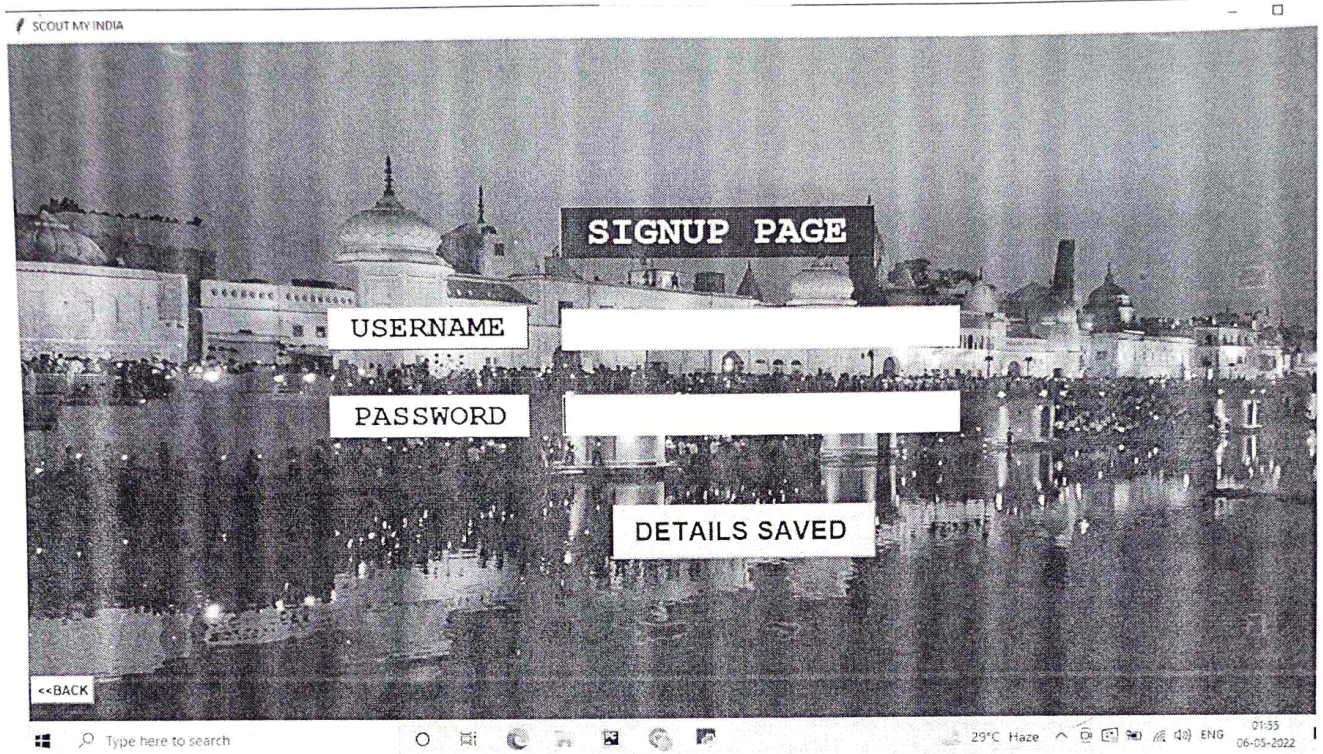
8.1.1 Application front page :



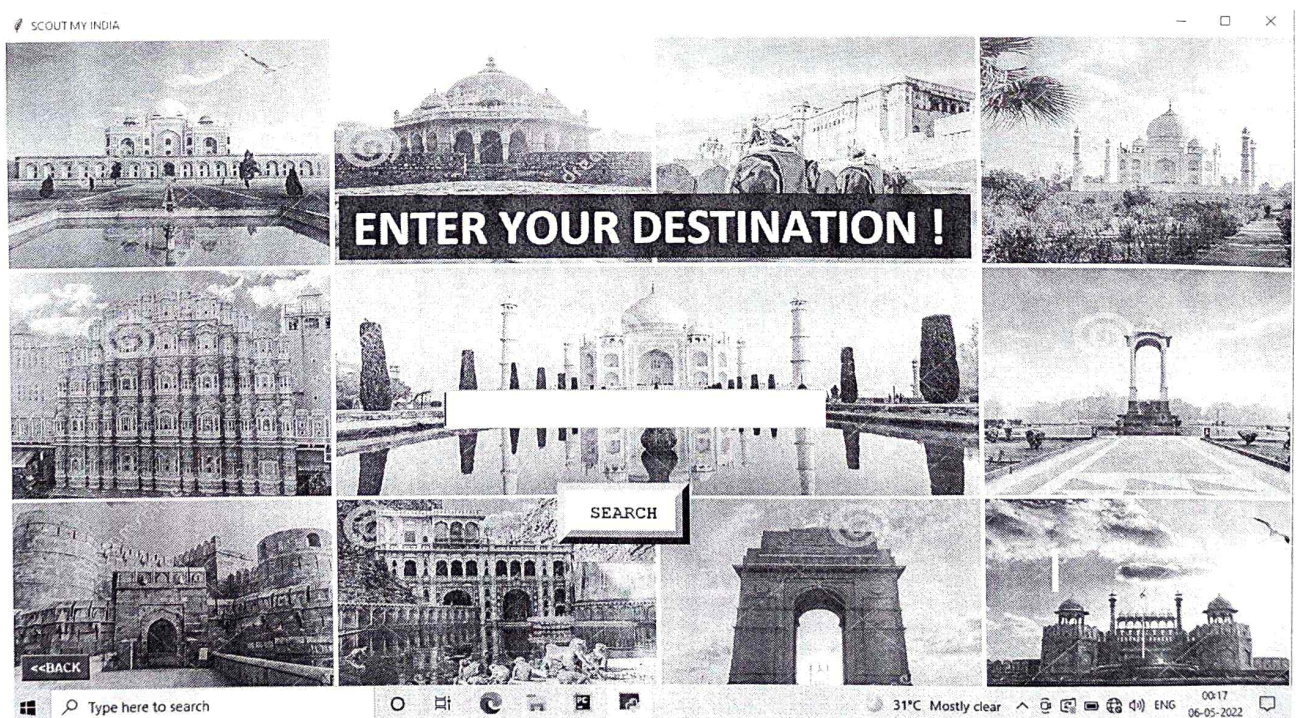
8.1.2 Login page



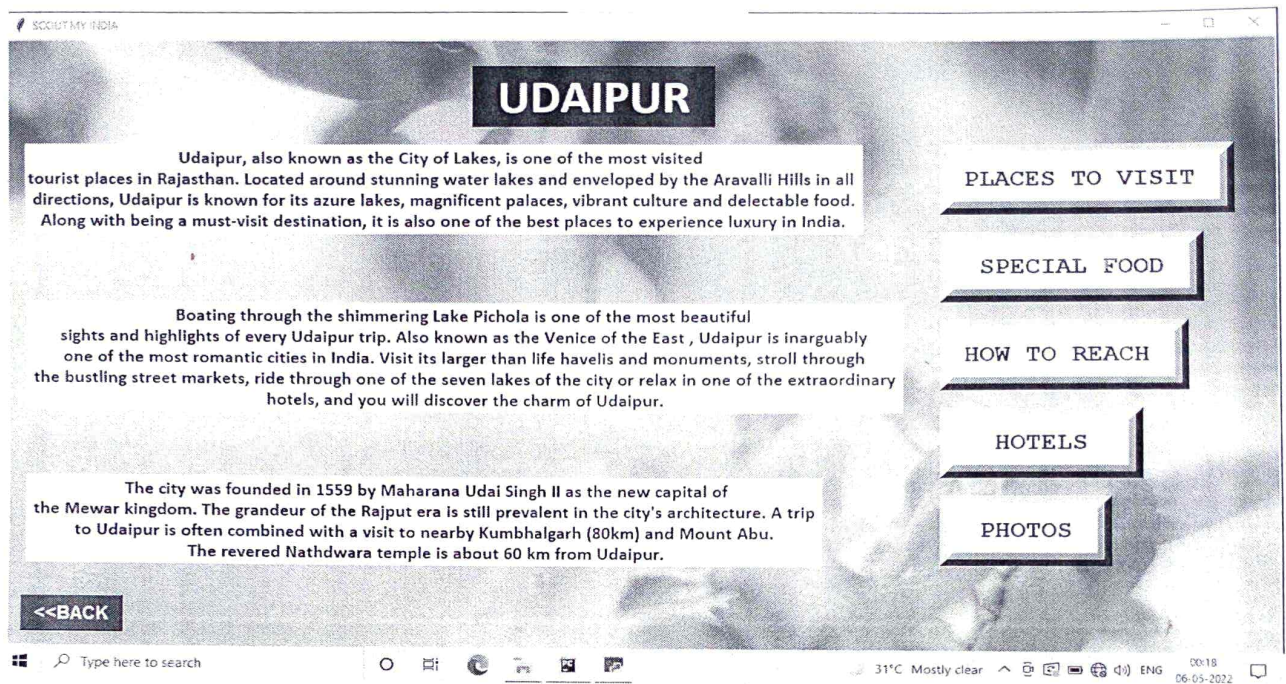
8.1.3 Signup page:



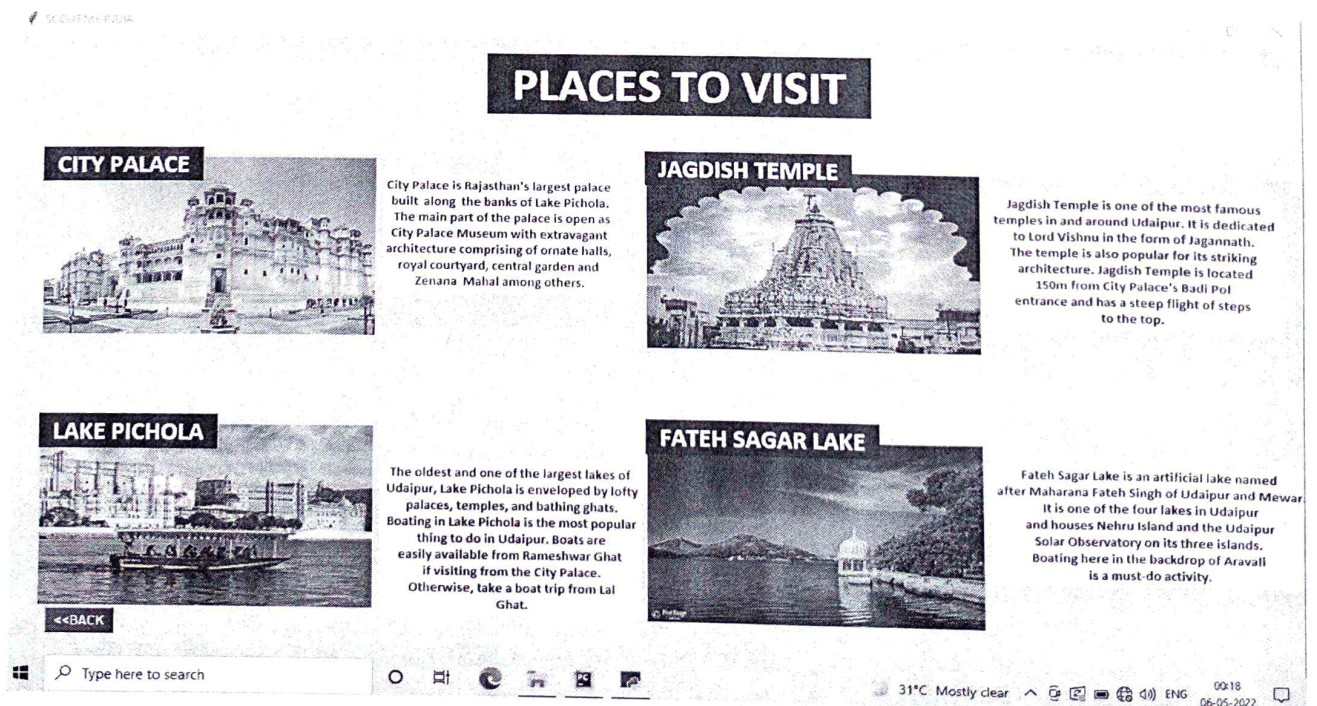
8.1.4 Home page:



8.1.5 Searched city interface:



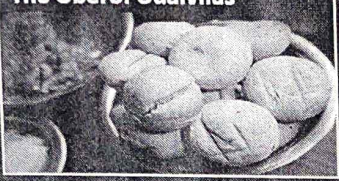
8.1.6 Places to visit:



8.1.7 Food page:


FOOD

The Oberoi Udaivilas




* Hardasji Ki Magri, Udaipur 313001 India
* Rajasthani, Indian, Chinese, Thai
* 12:00 AM - 12:00 PM, 9:00 PM - 12:00 AM
* INR 800-1950 For Two

Ambrai




* Amet Haveli, Outside Chandpole, Naga Nagri, Pichola, Udaipur
* North Indian, Mughlai, Continental
* 11:30pm to 3:30pm, 6:30pm to 10:30pm (Mon-Sun)

1559 AD



* Lake Pichola Hotel, Outside Chandpole, Pichola, Udaipur
* Rajasthani, North Indian, Continental
* 12:30pm to 3:30pm, 6:30pm to 10:30pm (Mon-Sun)

Jagat Niwas Palace Hotel



* 23-25, Lal Ghat, Chandpole, Udaipur
* North Indian, Thai, Italian, Chinese, Continental, Mughlai, Desserts, Beverages
* 7am to 10:30pm (Mon-Sun)

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8.1.8 How to reach:

HOW TO REACH !

The Maharana Pratap Airport is nearly 24km from the main city. The city is connected by air with all major cities of India (3 - 4 daily flights from Delhi & Mumbai). There are many trains that stop at the Udaipur Railway Station as well. You can reach Udaipur by road (by bus, cab or car) too.

HOW TO REACH UDAIPUR BY ROAD

The city lies midway between Delhi and Mumbai, at the intersection of NH 8, Golden quadrilateral, East west Corridor and NH 76. Road travellers can drive down to the city either from Ahmedabad through NH8 which takes approximately 5 hours or from Jaipur which is a 6-hour journey via the Golden quadrilateral. It's also a 4-hour drive from Kota through the EW corridor.

HOW TO REACH UDAIPUR BY TRAIN

There are two railway stations in Udaipur- Udaipur City railway station and Rana Pratap Nagar railway station, both well networked to most of the cities in India like Kolkata, Bangalore, New Delhi, Mumbai, Jaipur, Ajmer, Kota, Agra, etc. Both the stations are located within a distance of 3km from the city centre.

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8.1.9 Hotels:

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HOTELS

Taj Fateh Prakash Palace Udaipur



* Facilities: Parking, Bar, Wifi, Pool, Food

* If you are in Udaipur and want a luxurious stay in the royal style, then you should definitely consider Taj Fateh Prakash Palace. This property, equipped with an outdoor swimming pool, a beautiful lake

Pride Hotel Udaipur



* Facilities: Parking, Bar, Wifi, Pool, Food

Taj Aravali Resort & Spa Udaipur



* Facilities: Parking, Bar, Wifi, Pool, Food

* Sprawled over 27 acres at the picturesque foothills of Aravalli range, this modern resort is conveniently located in the tranquil Bhujra Village close to the city centre. Guests can enjoy breathtaking

Chunda Palace



* Facilities: Parking, Bar, Wifi, Pool, Food

* Offering spectacular views of City Palace and Lake Pichola, this stately hotel showcases Rajasthani heritage with hand-painted décor. They have well-equipped suites with marble flooring and awe).

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Chapter9. Conclusion and future work

9.1 Conclusion:

While making this project, ease of accessibility and user-friendliness were kept in mind so that the project can be implemented on the ground. We made sure that everybody is able to glide through the interface smoothly.

9.2 Future work:

- ❖ We plan to provide a interface where a user can book hotels prior to their visit.
- ❖ Customized packages for tourist.
- ❖ We plan to provide facilities such as transport and a tourist guide.

REFERENCE:

LINKS:

<https://www.tkdcs.com/shipman/>

Reference documentation for Tkinter 8.5 detailing available classes, methods, and options.

<http://tkdcs.com/>

Extensive tutorial on creating user interfaces with Tkinter. Explains key concepts, and illustrates recommended approaches using the modern API.

BOOKS:

<https://tkdcs.com/book.html> By Mark Roseman.

<https://www.packtpub.com/product/python-gui-programming-with-tkinter/9781788835886> By Alan Moore.