

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



Project Report

on

About World: Travel App

Submitted By:

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Faculty Mentor:

Dr. Anjula Mheto

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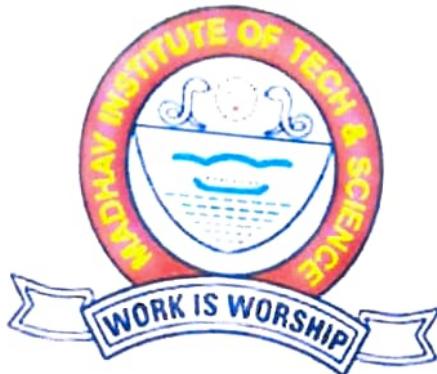
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE

GWALIOR – 474005 (MP) est 1957

MAY-JUNE 2022

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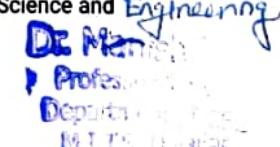
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CERTIFICATE

This is to certify that "Ritik Ahirwar "(0901CS191099) student of CSE 3rd year in Computer Science & Engineering of this institute have satisfactorily completed the minor project entitled "About World" and submitted the minor project 2 report as a partial fulfillment for the award of Btech in Computer Science and Engineering.

As prescribed by Madhav Institute of Technology & Science, Gwalior (M.P.).


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DECLARATION

We hereby declare that the work being presented in this report, for the partial fulfillment of requirement for the award of the degree of Bachelor of technology in computer science and Engineering at Madhav Institute of technology and science, Gwalior is an authenticated and original record of my work under the mentorship and our minor project entitled "**ABOUT WORLD**" submitted.

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ABSTRACT

The ABOUT WORLD: Travel App is a java based android application and maintain a centralized repository of all related information. The objective of this project is to develop a system that automate the process and activities of a travel agency. The purpose is to design a system using which one can perform all operation related to travelling. In the present system a customer has to approach various agencies to find detail of places and a book tickets. This often requires a lot of time and effort. The purpose is to design a system using android studio perform all operation related to travelling.

Keywords: Events, Strategy, Tourism Organisations, Event Tourism Strategy

सार :

ट्रैवल ऐप प्रबंधन प्रणाली एक जावा आधारित अनुप्रयोग है और सभी संबंधित सूचनाओं का एक केंद्रीकृत भंडार बनाए रखता है। इस परियोजना का उद्देश्य एक ऐसी प्रणाली विकसित करना है जो एक ट्रैवल एजेंसी की प्रक्रिया और गतिविधियों को स्वचालित करती है। इसका उद्देश्य एक ऐसी प्रणाली तैयार करना है जिसके उपयोग से कोई भी यात्रा से संबंधित सभी कार्यों को कर सकता है। वर्तमान प्रणाली में ग्राहक को स्थानों का विवरण और टिकट बुक करने के लिए विभिन्न एजेंसियों से संपर्क करना पड़ता है। इसके लिए अक्सर बहुत समय और प्रयास की आवश्यकता होती है। उद्देश्य एंड्रॉइड स्टूडियो का उपयोग करके यात्रा से संबंधित सभी कार्यों को करने के लिए एक सिस्टम तैयार करना है।

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CHAPTER 1 : PROJECT OVERVIEW

1.1 Introduction

1.1.1 Overview

This report discusses the result of the work done in development of "ABOUT WORLD : TRAVEL APP" on Android Studio Platform. It is a part of the ASSET travelling project going in Computer Science Department, Madhav Institute of Technology at the development of an application framework for providing a common platform for facilitating the use of online Ecommerce services developed by the team and integration of various tools developed during the execution of the project.

1.1.2 Objective

Our plan was to focus on a rather simple and easy to browse structure in order to provide a seamless UX for visitors. This would enable better conversions and thus the stunning images of the holiday destination would speak for themselves.

1.2 Methodology

To implement the above goals, the following methodology needs to be followed:

1. Specifying the Application and various components of the Architecture.
2. Specifying the bindings between the tasks and the resources either manually or by the design Tools.
3. Specifying the port interconnections between the resources.
4. Analysis: Extracting the data required for application.

CHAPTER 2 : LITERATURE AND REVIEW

2.1 Required Languages

1. JAVA
2. XML

2.2 Application Components

A successful app is one that attracts users, makes user satisfactory . Basically, user satisfaction is based on two groups of evaluation criteria: 'information content' and 'ease of use' . 'Information content' is the assessment of information provided on the website. That is, it is useful and up-to-date, it matches user needs and links relevant sites to the users. 'Ease of use' includes E-commerce application format design, facilitated browsing, a search engine provision, accessing speed and user control of a transaction process. Based on the two criteria, the survey identifies a number of tourism website components. These components should be taken into account when designing a tourism website. The first component is about information content published on websites. Tourism websites should publish useful, update and clear information about tourism products and services by using photos, audio and text. The information involves destinations' attractions, activities, hotels, restaurants, transportation, tours, shops, entertainment, sports and recreations. The second component is associate information provision. Associated information includes local maps, news, healthcare, laws and culture environment that are very helpful for user to make a tourism plan. The next is online user supports that include a fast search engine, frequently asked questions , and allowing information and products to be downloaded by users. Interaction between users and systems is also a kind of important support to users. Interactive function helps users to share knowledge and experiences directly. In order to facility tourists to arrange their tourism plans via Internet, the tourism websites should have enough links to relevant websites which provide online information service for eating, living, travelling, wandering, joying and shopping. It should be encouraged for web designers to build more links with relevant websites, and more packages that integrate a group of relevant services together. Online ordering/booking for tourism products and services is another important component. Ticket and accommodation booking is the most popular application in the aspect. The last component is about building customer relationships with tourism companies by mining customer information via their direct interaction with the website. The customer information obtained can be used to create an online customer profile and build a specialized information provision according to the profile of the users. The six components express the standard quality criteria for tourism website design. Another survey reported in shows that about 80% of tourism websites in China only implement the first four components. Online tourism service is still a new experience for most tourism managers, end-users and customers in China. As the technology is new, tourism managers cannot clearly define their expectations, and tourism companies have not got enough feedback from customers and their experiences. Therefore, website developers have to lead the process of defining the requirements of tourism web users. The provided components are expected to help them in the development of tourism

2.3 Types of Application Components

Android helps to create applications using components. This will help to understand how one can build the components which will be the building blocks of the application.

Activities

2.3.1 Navigation:

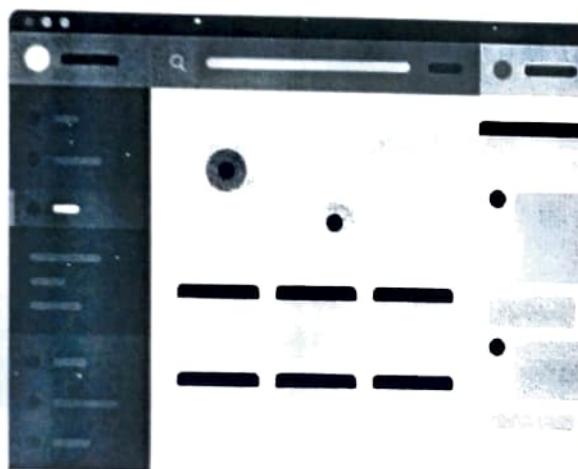


Fig 1.1 Navigation

Navigation is one of the important Components of a website as it helps users in easily navigating the complete site and it also helps the search engine to get an idea of the structure of the website.

A complex navigation can easily result in less traffic and higher bounce rates. All the main categories and pages must be there in the navigation. Dropdown menus can be used and sub-categories must be under categories. A navigation is something which is displayed on every page and post of the website so it must be created carefully.

2.3.2 Call-to-Actions :

All websites have some specific goals such as to convert visitors into leads and get visitors to click on some specific things which can be a button or anything else. That is why CTAs are used. For websites which are focused on conversions, call to actions can be one of the most important components of a website. They direct the visitors to take the desired action.

Usually, CTAs are visually different from all other components of a page and they are clearly visible. Make sure that your CTA is big enough on every type of device and use simple text only, don't make the copy of CTA complicated. Example of a CTA can be, "Call us now", "Sign Up Now", "Try it for free", etc.

2.3.3 Headline :

This is the most crucial aspect of any website. Headlines are a part of viral marketing and play a crucial psychological role. Most of the books that are published have a very attractive book cover. The book cover impresses the reader and he or she buys the book. Headlines are like the attractive book covers.

Most visitors spend less than 3 seconds on any website and if the headline of the site is not in point and is not aligning overall with the site then you might lose a lot of potential customers. Always keep the headline simple and to the point. Use simple words and keep it as short as possible.

Almost everyone focuses on the homepage and other related pages but very few focus on about page as well. According to studies it has been found out that about page of any website is one of the most visited pages, but still, nobody spends time in crafting a perfect about page. You should put all the relevant points related to your site or business in your about page and make it attractive for users as well. Users like to read about the website they are visiting and this creates a personal touch which helps in growing the relationship with users in long-term.

2.3.4 Content :

Now this will depend on which type of website you have. Blogs will require different content than service or business websites but content will be needed for every website. Publish unique and relevant content and focus on providing value to your readers. Nowadays content marketing is at its peak and helps a lot in long-term. Google also favors websites having quality content and you will get higher rankings.

2.3.5 Visuals :

A website has many visuals such as logos, images, etc. and graphics play a very important role as they help in making a good overall look at the website. Visuals are processed faster by humans so spending on quality graphics will be worth the efforts. Large hero images also create a very strong visual experience which helps in encouraging users to scroll down and large images are often used as backgrounds. Also, make sure that the graphics are optimized for mobile phones as well... as images which are looking good on the desktop might not look good on small devices.

2.3.6 Mobile friendliness :



Fig 1.2 Mobile Friendliness

In this day and age, there is equal penetration of Laptops and Smartphones. However, smartphones are selling even more than laptops. Hence one of the components of a website is its responsiveness or how clear it is on a mobile display.

Responsive sites automatically adjust on different screen sizes. Everything from headlines, text, images, CTAs etc. must be optimized for small screen devices. Google is also ranking websites based on their mobile factors so this is something which you cannot ignore.

So, these are some of the components of a website which help the website achieve its objectives. If you are going to get your website developed by someone, make sure to ask them about these components and then evaluate them based on their answers.

2.4 Life cycle

Life cycle

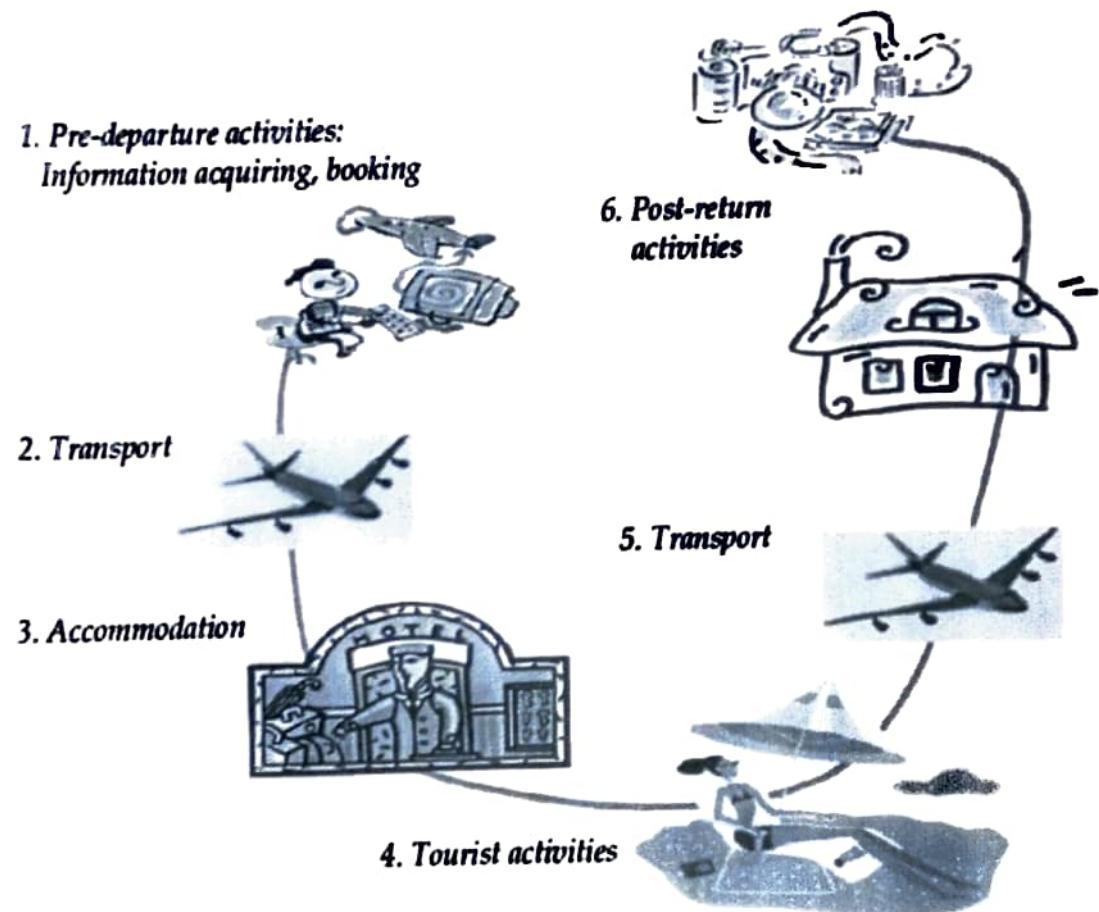


Fig 1.3 Life Cycle

2.5 Services

Services are the component in Android Operating system which run in background. Hence all the background task are done using the services component. This component is useful especially when a task is to be performed without impacting the user of its operation. This component does not provide any User Interface. For example downloading the file from internet or loading image. All the Services that are created in the application have to inherit the services class provided by Android Operating System.

The diagrammatic representation of the life cycle services can be found in figure 2.2.2 as below. Services components has two forms-

- 1) Started: When an activity starts `startService()` then a service is "started". A service can run the background indefinitely once started, even if the component that started it is destroyed. For example, it might download a image over the network. When the download is completed, the service should stop itself.
- 2) Bound: When an application calls `bindService()`, a service is "bound". A bound a client-server interface.

2.6 Layouts

A layout defines the visual structure for a user interface, such as the UI for any activity. These files are responsible for defining the user input. The Android framework give you the flexibility to use either or both of these methods for declaring and managing your application's UI. The user has the luxury of seeing how the designed layout will look like in the Graphical mode and they have the option of selecting the device that they desire to view layout. There are multiple interface that are possible in android. Few of the more enlisted below

- Linear Layout
- Relative Layout
- List View

- View
- Constraint Layout

CHAPTER 3 : ANDROID APPLICATION FILE

Files can be broadly divided into two categories –

- XML
- JAVA Files

3.1.1 JAVA Files

These files are the files where all the processing of the event happens, and allow the user to interact with the system. These files are the Heart of the android application. This is the place where `onCreate()`, `onStart()`, `onPause()`, `onStop()`, etc. methods are defined. This Part is responsible for getting the user inputs and processes the activities accordingly. Through these files, the layout can be added dynamically, the user entered value in the text boxes or other input can be obtained and stored.

3.1.2 XML Files

Extensible Markup Language (XML) is a markup language and file format for storing, transmitting, and reconstructing arbitrary data. It defines a set of rules for encoding documents in a format that is both human-readable and machine-readable

The design goals of XML emphasize simplicity, generality, and usability across the Internet. It is a textual data format with strong support via Unicode for different human languages. Although the design of XML focuses on documents, the language is widely used for the representation of arbitrary data structures such as those used in web services.

3.2 Storage

With web storage, web applications can store data locally within the user's browser. Before JAVA, application data had to be stored in cookies, included in every server request. Web storage is more secure, and large amounts of data can be stored locally, without affecting website performance. Unlike cookies, the storage limit is far larger (at least 5MB) and information is never transferred to the server. Web storage is per origin (per domain and protocol). All pages, from one origin, can store and access the same data.

CHAPTER 4 : BROWSER SUPPORT AND PHYSICAL DEVICE

4.1 Browser Support

The numbers in the table specify the first browser version that fully supports Web Storage.

API	4.0	8.0	3.5
Web Storage			

4.2 Internal Storage

The OS allows the data directly stored on the internal storage of the devices. The data that is stored in the file is private to the application and the other application that is present in the devices can not access the data stored. The user(owner) of the device cannot also access the data of the application. When the application is uninstalled the data will be removed automatically from the internal storage of the device.

4.3 External storage

External storage can be any removable media like USB, SD Card, etc. The data stored in this storage are public and can be accessed by anyone in the application. The user/application can read the data and have option of modifying the data that is present in the file.

4.4 Creating Web Application :

This section will help one understand how to build the sample Android Application, how the code looks and the uses of the directory structure like Layout, Source etc. when new application is created.

For creating the application, do the following Eclipse. File -> New -> project. From the dialog that's comes up, select Android -> Android Application Project. Enter the Minimum and Target SDK version (figure below). Clicking finish creates a new application.

The src directory contains all source file that are .java required for the application. The bin contains the files generated after the build is completed. It has the .apk file which is the application binary that is installed on the device for the application to run. The res directory contains sub directories like drawable, Layout, menu, values etc. AndroidManifestFile.xml file is the manifest file for the application. It contains all the activities in the application, any permission needed and service defined.

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4.5 Physical Device

If the dialog has the Android operating system device, then he/she can connect the device to the computer via USB cable.

Once connected, the developer needs to enable USB debugging on the device. USB Debugging setting option can be found under Setting -> Developer options. On connecting the devices, option for downloading USB driver would appear if in case the driver is not already installed. After the device is connected to the computer, the user can run the application from the IDE and it will be installed on the device and application will open automatically. This option is faster as compared to the emulator in case the computer does not have enough resources to support emulator at high speed.

CHAPTER 5 : PROJECT REQUIREMENT

The system requirements to build "TRAVEL APP" application are given below.

5.1 Windows-Based Requirements

Computers running Microsoft Windows must meet the following minimum Hardware and Software requirements.

- Microsoft Windows 7/8/10 (32- or 64- bit)
- 4 GB RAM minimum, 8 GB RAM recommended; plus 1 GB for the Android Emulator
- 2 GB of available disk space minimum,
4 GB Recommended (500 MB for IDE + 1.5 GB for Android SDK and emulator system image)
- 1280 * 800 minimum screen resolution

5.1.1 Software requirements

- Java
- ANDROID STUDIO

5.1.2 Hardware Requirements

- Laptop / Computer
- USB Cable
- Mobile Device

You can direct open site in google

SIGNUP/LOGIN with Manually Required field

If you do not want to SIGNUP with GMAIL or Facebook, then you can signup by manually creating your id and your password and adding your name by going to the manually SIGNUP page of this app, and manually crated to LOGIN id and password will be needed.

CHAPTER 6 : CONCLUSION AND FUTURE SCOPE

6.1 CONCLUSION

Travellers continue to seek authentic experiences. The tools they use to research and book these experiences are constantly changing due to innovations in technology. Destinations are also challenged by limited financial resources and strong competition for tourist dollars from other iconic and even lesser known locations. The personalization of travel suggests that independent travel will have a stronger presence than group travel, however, we must always consider the type of traveller. The travel services sector is being forced to innovate at a startling rate.

In the past, face to face consultations with a travel agent was paramount for booking both leisure and business travel. Technology and global circumstances, such as pandemics, financial collapses, and terrorism, have put pressure on tourism and travel services. With the development of OTAs and emerging and disruptive technologies, the travel services landscape is constantly changing.

6.2 Future Scope

- We gonna go combine this with web application (our previous project (**About World** : website)) : <https://rahuldohare007.github.io/AboutWorld.github.io/>
- To apply for Google Play Store

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- Android cook book
- Geeks for geeks