Make Tour

By

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A thesis submitted in partial fulfillment of the requirement for the degree of

Bachelor of Science in Software Engineering

Department of Software Engineering
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APPROVAL

This Project titled on "**Make Tour**", submitted by **Anisujjaman**, **143-35-776** to the Department of Software Engineering; Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of Bachelor of Science in Software Engineering and approval as to its style and contents.

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DECLARATION

We hereby lecturer that we have taken this project under the supervision of **Ms. Manan Binth Taj Noor Department of Software Engineering, Faculty of Science and Information Technology, Daffodil International University.** We also declare that neither this project nor any part of this has been submitted elsewhere for award of any degree.

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ABSTRACT

This project entitled “Make Tour” is a web based travel site and distributed content commerce service. The main purpose of this project can be divided into two sections. First the user can create event for a tour. If tourist interest to join tour, they must registration for only this tour and also confirmation by through SMS. There are another feature is payment confirmation by also through SMS. The tourist can give easily feedback by comment. The creator can see the list of tourist who wants to interested tour. They can also update the event details.

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Chapter 1

1 Introduction

1.1 Project Overview

Make Tour is a dynamic website for tourism. Nearly everyone goes on a vacation for this Make Tour planning the perfect trip. Make Tour allows the user of the system access all the details such as validity email, phone number, and group/organization name. The main purpose of this project is to help tourism create event and everyone see this event and can registration for event. The system can also be used for professional. The proposed system maintains all processes in tour easily. Tourists are more attractive for cultural diversity of the world. Make Tour is the web base project. In this project we create tour plan and everyone see this event details and they can perform registration for this tour, they can complete their money transaction and suggest or comment for tour plan or event in this project you can collect information and suggestion from tourism easily. We can collect money from tourism for tour easily.

1.2 Project Purpose

1.2.1 Background

In real life, when we plan for tour we face many problems, suffer pressure and waste many time. I see when our department organize a tour, Department create a management team. For tour plan first we need select place and get all information about place, for this information they search and call other people. When plan create they collect student for tour. Which student interested for tour, our class teacher collect money and information from student. They collect information from student one by one. Student waiting a serial in this time teacher face some problem and they suffer many pressure. In this processes wasted many time. For this situation or processes we make this project. Make Tour help us for this situation. We can collect all information about tourism place, create easily a event and every tourist can registration and complete money transaction.

1.2.2 Benefits and Beneficiaries

For tour plan we can collect all processes from this project, When we make a plan for tour we need to select or chose place, for choose place we need information about place and need to know how to complete tour, we get all information about tourism place. Then we can select place and create plan for tour. We can create event and every tourist can join and registration for event easily. Tourists can payment for tour easily. Creator can confirmation sit when payment complete. Without any pressure we can complete a tour. Make tour help for tour plan, tourist, tourism and any organization who plan tour.

Benefit- Easy to manage tour

Beneficiaries- Tourist

1.2.3 Goals

Make tour a tool where data is safe and secure. A well-designed system that can handle thousands of concurrent users, can process thousands of requests simultaneously, is stable, and integrates easily with other applications. In this project there are no management pressure no need to await tourist, Organization can see information in details about tourism place then they select or chose place very easily. Organization can easily create event and all information will be given to this event, then every users/tourist can see that event in details. Tourist can registration join event with require information, they complete payment processes in this project. Tourist can suggestion or comment for develop event. Also tourist can see registration list and tourism place in the world with details. Make tour save our time, no suffer any pressure. Make tour self-service system that is highly intuitive and efficient for tourist and tour plan.

1.3 Stakeholders

Stakeholders are a person who was success in the system. Stake holders are main source of information. In our project stakeholders are tourist, tour management person a creator, organization, internal stakeholders, admin and creator. Here stakeholders are -

1. Tourist- Who used our project, tourist can plan for tour. They registration or join for tour.

2. Tour management person (Creator)-When a user/person/tourist creates tour plan/event we called him creator. Creator control, maintain all processes of tour plan.

3. Admin control the above system.

1.4 Proposed System Model (block diagram)

Block diagram is a diagram it represent functions of relation in system. Block diagram show relation between blocks in a system. Block diagram in figure 1.4.1

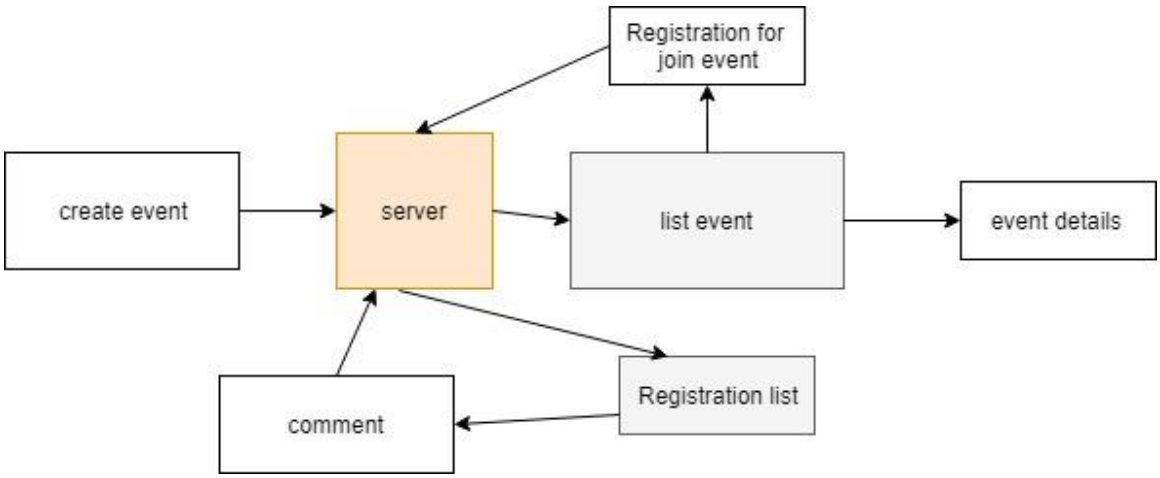

Figure 1.4.1: Block diagram

In this diagram we describe of system propose model. When users create event this process set in server. Event add in event list, in event list users can tow option join and details. In registration users can join event. In details option users can see details and can comment.

1.5 Project Schedule

1.5.1 Gantt Chart

Gantt chart is a type of bar. Gantt chart used to visually display the schedule of a project. It is used in project management activities. It displays the project activities, tasks and events against time.The Gantt chart is named after Henry Gantt, who adapted and popularized the style of chart in the 1910s. Gantt chart in figure 1.5.1.1

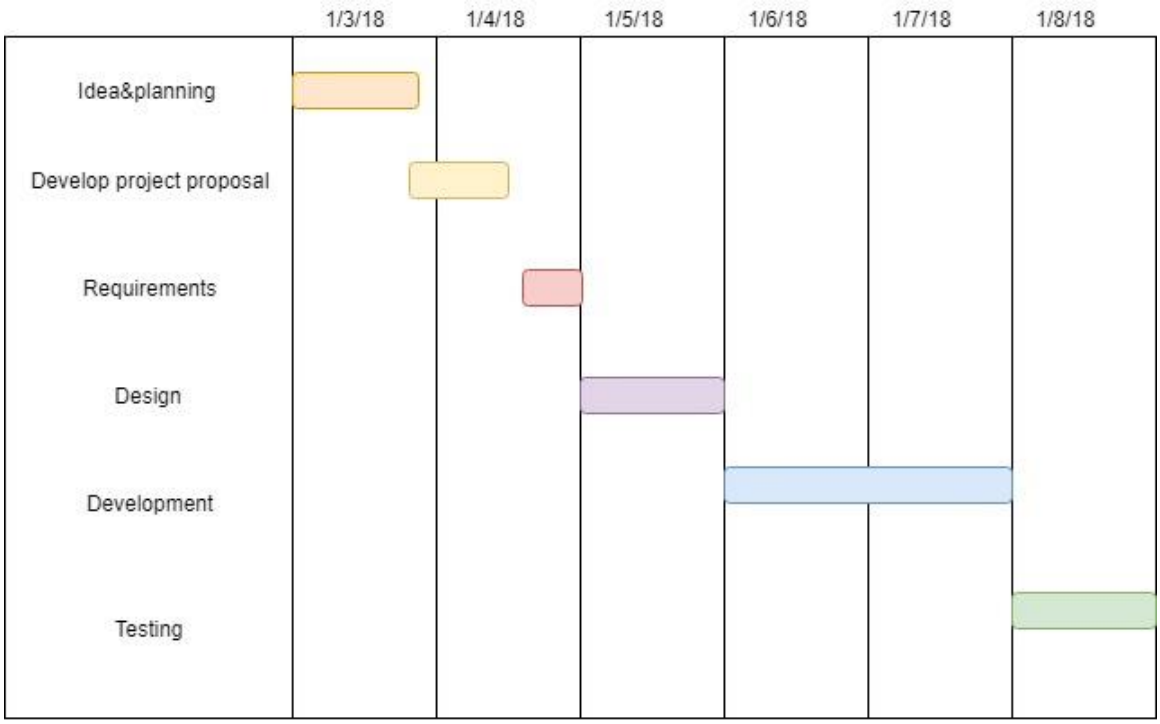

Figure 1.5.1.1: Gantt chart

1.5.2 Release Plan/Milestone

For software development, a release plan is an evolving flowchart that describes which features will be delivered in upcoming releases. It is critical to ensuring smooth migration testing to a user's use environment. Release plan in figure 1.5.2.1

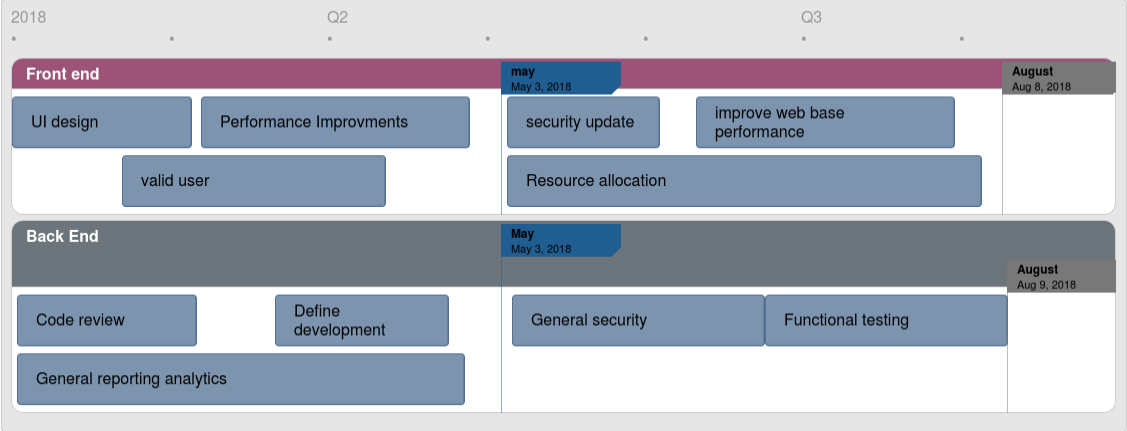

Figure 1.5.2.1: Release Plan

Chapter 2

2 Software Requirement Specification

2.1 Functional Requirements

In Software engineering and systems engineering functional requirement defines a function of a system or its component. Functional requirements are mainly calculations, technical details, data manipulation and processing and other specific functionality that define what a system is supposed to accomplish. In our project there are also some essential functional requirements.

1. Registration- For join event tourist need to registration.
2. Create event- Make any tour plan we need to create event.
3. Log in- Any update creator and tourist profile need to login in system.
4. Update event- Any changes in event details creator need to login in system then creator can update event.
5. Payment confirmation- When tourist complete registration with complete payment tourist need to confirmation. This confirmation from creator.
6. Comment- Any users can comment in event for any information.

2.2 Non Functional Requirements

Non-functional requirement is a requirement that specifies criteria that can be used to judge the operation of a system, rather than specific behaviors

1. Tourist can comment in event.
2. Tourist can see event details.
3. Tourist can see registration list.
4. Schedule event should be categorizes in ascending format

2.3 Interface Requirement

2.2.1 User Interfaces

- Create event module
- Log in/log out module
- Join event registration module
- Comment module
- Place information module

2.2.1 Hardware Interface

- At least 512mb ram

2.2.2 Software Interface

- Operating system: Windows, Linux, MacOs
- Language: PHP
- Design: HTML, Bootstrap, CSS
- Database: Mysql
- Tools: Sublime Text 3

Chapter 3

3 System Analysis

3.1 Use Case Diagram

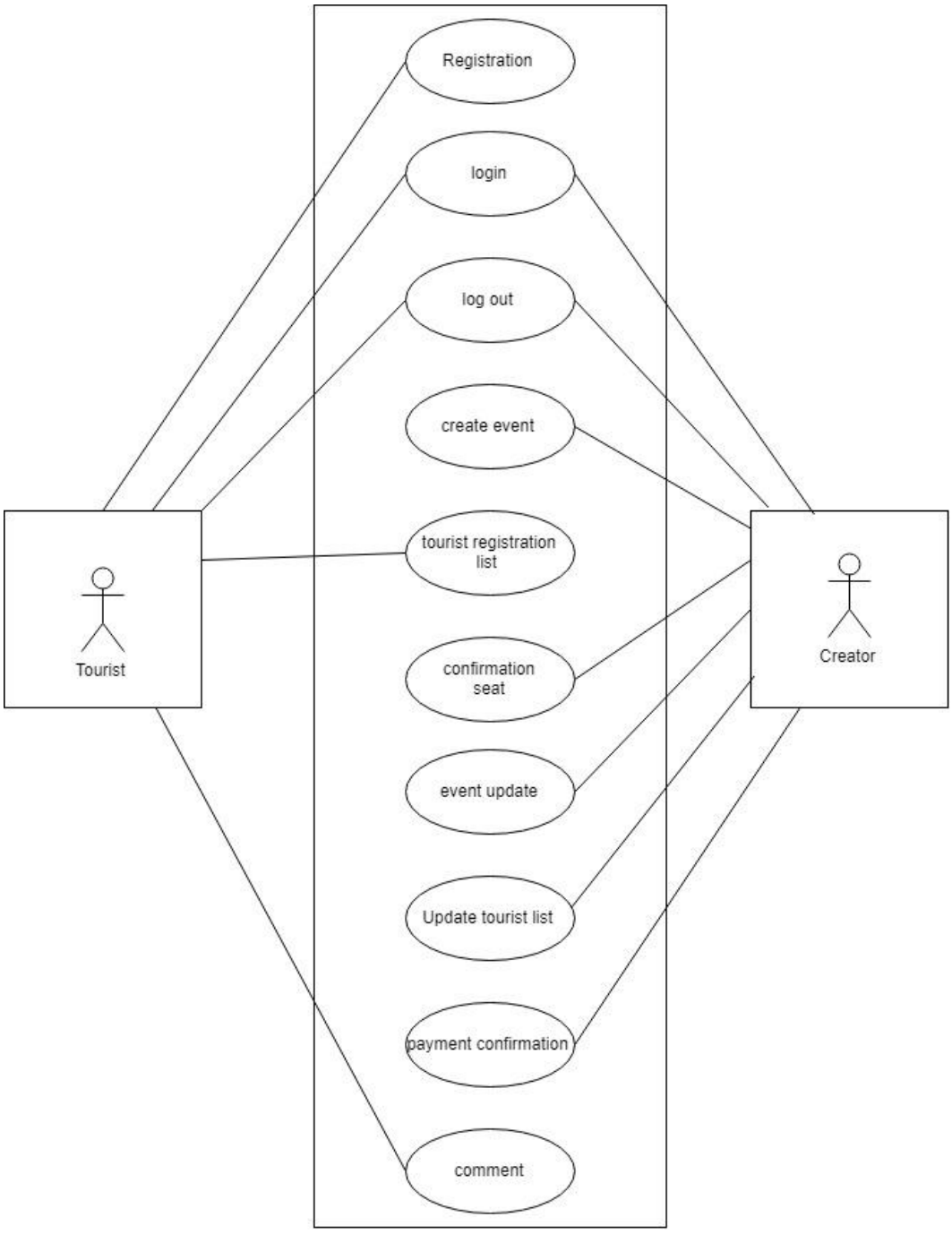

Figure 3.1.1: Use case diagram

3.2 Use Case Description (for each use case)

Use case description for each use case: -

User's registration process in system

Table 3.2.1: Registration

Use Case Name	Registration
Primary Actor	1.Tourist
Secondary Actor	None
Goal in Context	1. For join event
Precondition	1.must registration for tour 2.Must be logged in
Scenario	1. check event list 2. Show event details. 3. Click registration. 4.Submit information 5. See registration list.
Exception	1. Network Error 2. Invalid email
Priority	Must be valid email, and confirm payment
Frequency of Use	Within time limit

login

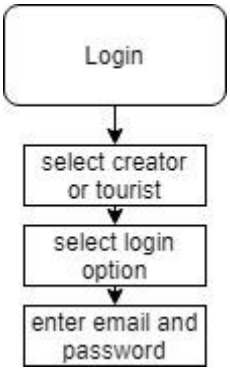

Table 3.2.2: Log in

Use Case Name	login
Primary Actor	1.Creator 2.Tourist
Secondary Actor	None
Goal in Context	1. for see profile 2. for update profile
Precondition	1. Must account of event 2. Must account on tourist list
Scenario	1. chose creator / tourist 2. Click login button. 3. Give email and password.
Exception	1. Network Error 2. wrong password 3. wrong email
Priority	Essential, must be implemented.
Frequency of Use	Many times per day

Log out

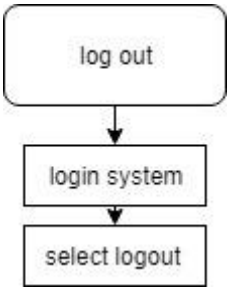

Table 3.2.3: Log out

Use Case Name	log out
Primary Actor	1.Creator 2.Tourist
Secondary Actor	None
Goal in Context	To exit from the system.
Precondition	1. Must have an account on this system 2.Must be logged in
Scenario	1. Logged in system 2. Click log out button.
Exception	1. Unrecognized user-name or user id. 2. Incorrect Password
Priority	Essential, must be implemented.
Frequency of Use	Many times per day

Create event

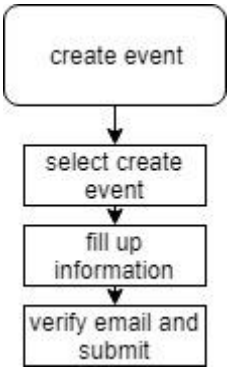

Table 3.2.4: Create Event

Use Case Name	Create Event
Primary Actor	1.Creator
Secondary Actor	None
Goal in Context	To exit from the system.
Precondition	1. For create event
Scenario	1. Click create event. 2. Give information. 3. Confirm your email.
Exception	1. Invalid Email. 2. Require all information.
Priority	Must be implemented.
Frequency of Use	Many times per day

Tourist registration list

Table 3.2.5: Tourist Registration List

Use Case Name	Tourist Registration List
Primary Actor	1. Tourist.
Secondary Actor	None
Goal in Context	For confirmation..
Precondition	1. Must have an account on event. 2.Must be logged in
Scenario	1. Complete log in. 2. See event. 3. see registration list 4. Find your id.
Exception	1. Registration not completes. 2. Payment not success.
Priority	Must be implemented.
Frequency of Use	Many times per day

Confirmation seat

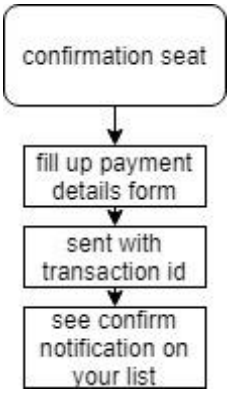

Table 3.2.6: Confirmation Seat

Use Case Name	Confirmation seat
Primary Actor	1. Creator.
Secondary Actor	None
Goal in Context	Confirm for attend event
Precondition	1.Must registration for event. 2.Complete payment.
Scenario	1. See registration information. 2. Check payment. 3. Give confirmation.
Exception	1. Payment not success. .
Priority	Must be implemented.
Frequency of Use	One time

Event update

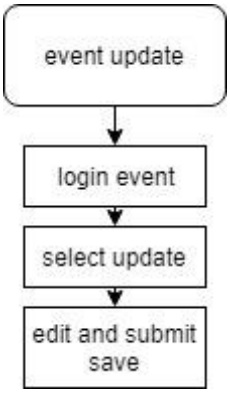

Table 3.2.7: Event Update

Use Case Name	Event Update
Primary Actor	1. Creator.
Secondary Actor	None
Goal in Context	Change anything in event plan.
Precondition	1.Creator must be log in.
Scenario	1. Log in event. 2. Click update. 3. Click save button.
Exception	1. Incorrect password or email.
Priority	Must be implemented.
Frequency of Use	Many time

Update tourist list

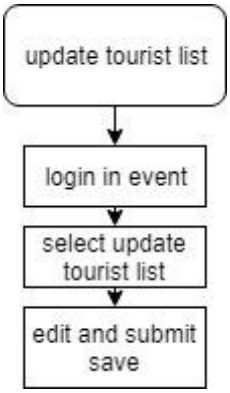

Table 3.2.8: Update tourist list

Use Case Name	Update tourist list
Primary Actor	1. Creator.
Secondary Actor	None
Goal in Context	For confirm seat.
Precondition	1.Logged in event
Scenario	1. See registration list. 2. Click confirms. 3. Save.
Exception	1. Incorrect password or email.
Priority	Must be implemented.
Frequency of Use	One time

Payment confirmation

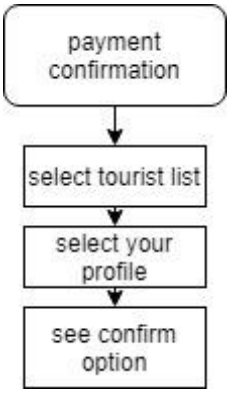

Table 3.2.9: Payment Confirmation

Use Case Name	Payment confirmation
Primary Actor	1. Creator.
Secondary Actor	None
Goal in Context	Received money for event.
Precondition	1.Must be logged in.
Scenario	1. See registration information. 2. Check payment massage. 3. Confirm transaction complete.
Exception	1. Transaction not completes.
Priority	Must be implemented.
Frequency of Use	One time

Comment

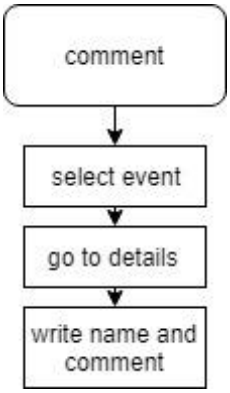

Table 3.2.10: Comment

Use Case Name	Comment
Primary Actor	1. Tourist
Secondary Actor	None
Goal in Context	For any information or suggestion for tour.
Precondition	1.Must log in system.
Scenario	1. See event details. 2. Write information field. 3. Click submit button.
Exception	1. Not log in.
Priority	Must be implemented.
Frequency of Use	One time

3.3 Activity Diagram

Activity diagram for each use case:

Activity diagram for registration in figure: 3.3.1

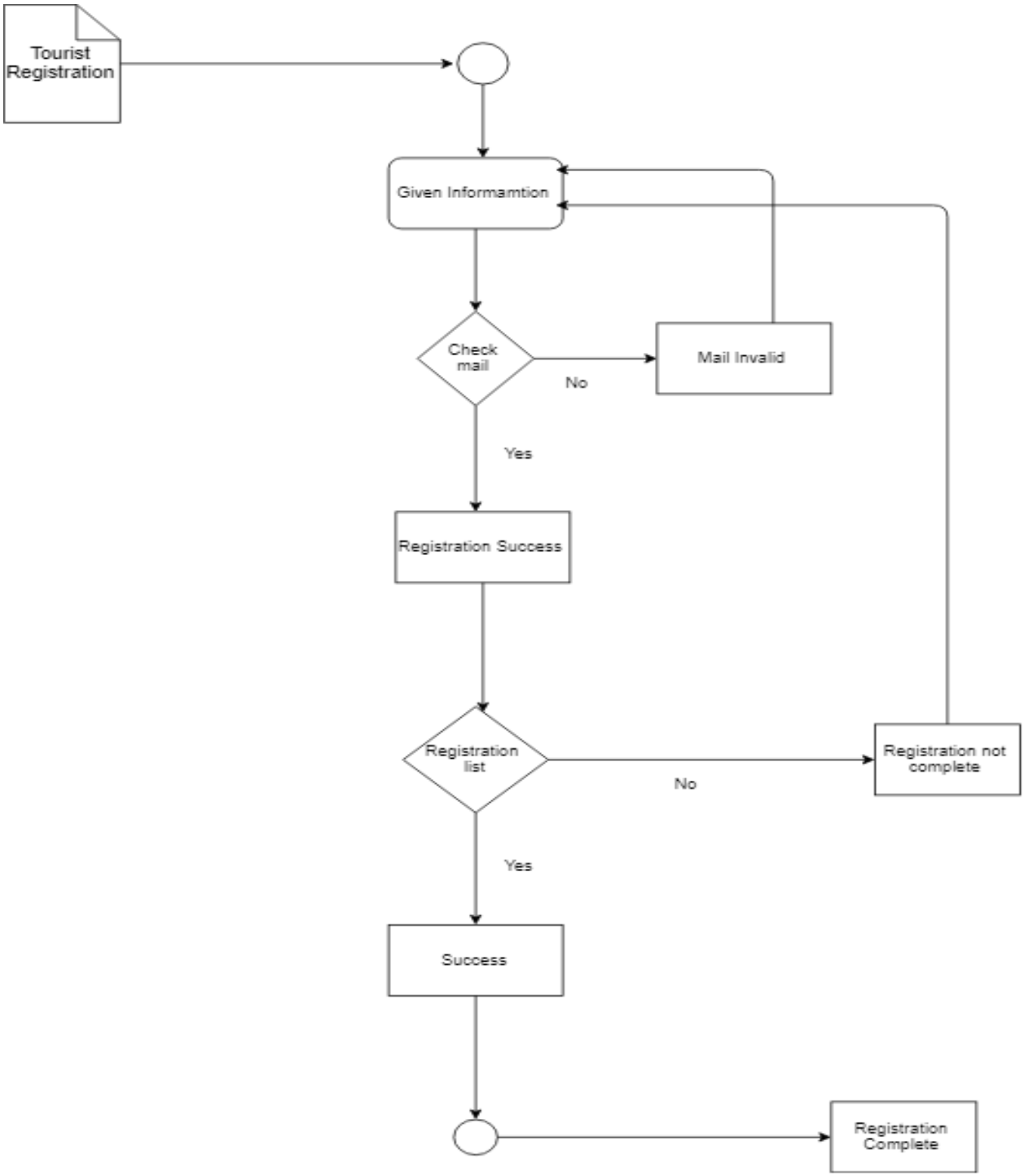

Figure 3.3.1: Activity diagram for registration

Activity diagram for Log in figure: 3.3.2

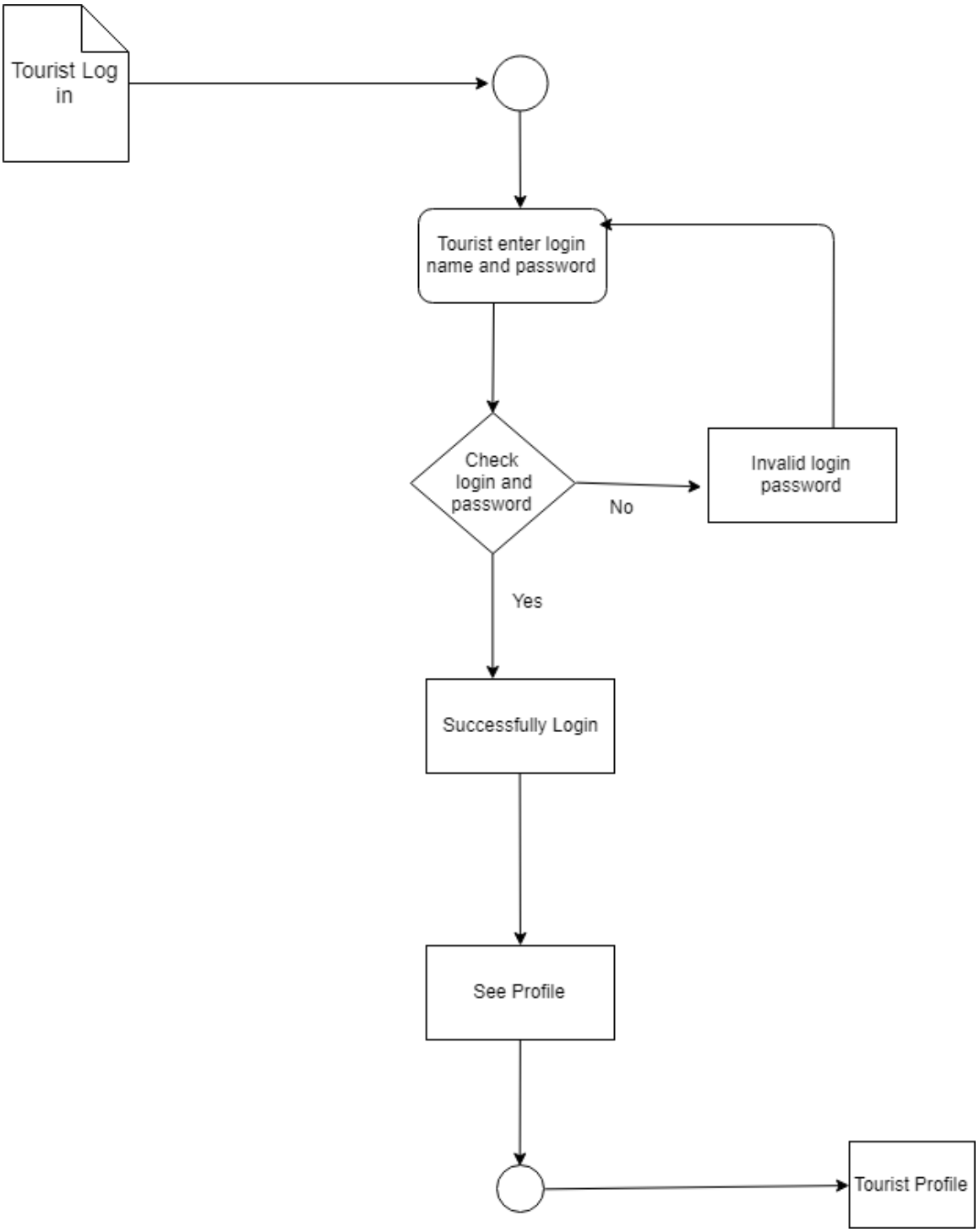

Figure 3.3.2: Activity diagram for Log in

Activity diagram for tourist list in figure: 3.3.4

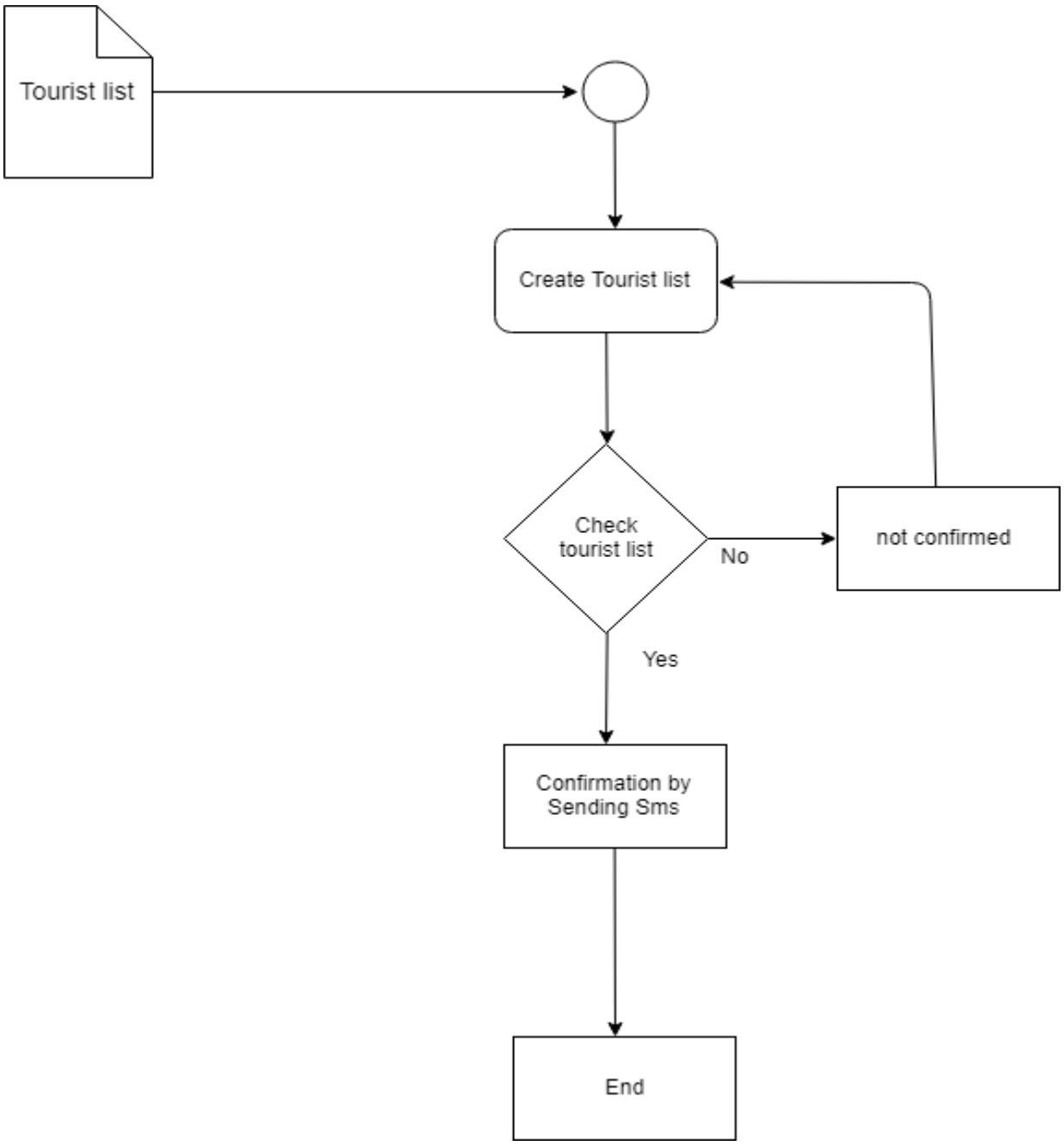

Figure 3.3.4: Activity diagram for tourist list

Activity diagram for confirm seat in figure: 3.3.5

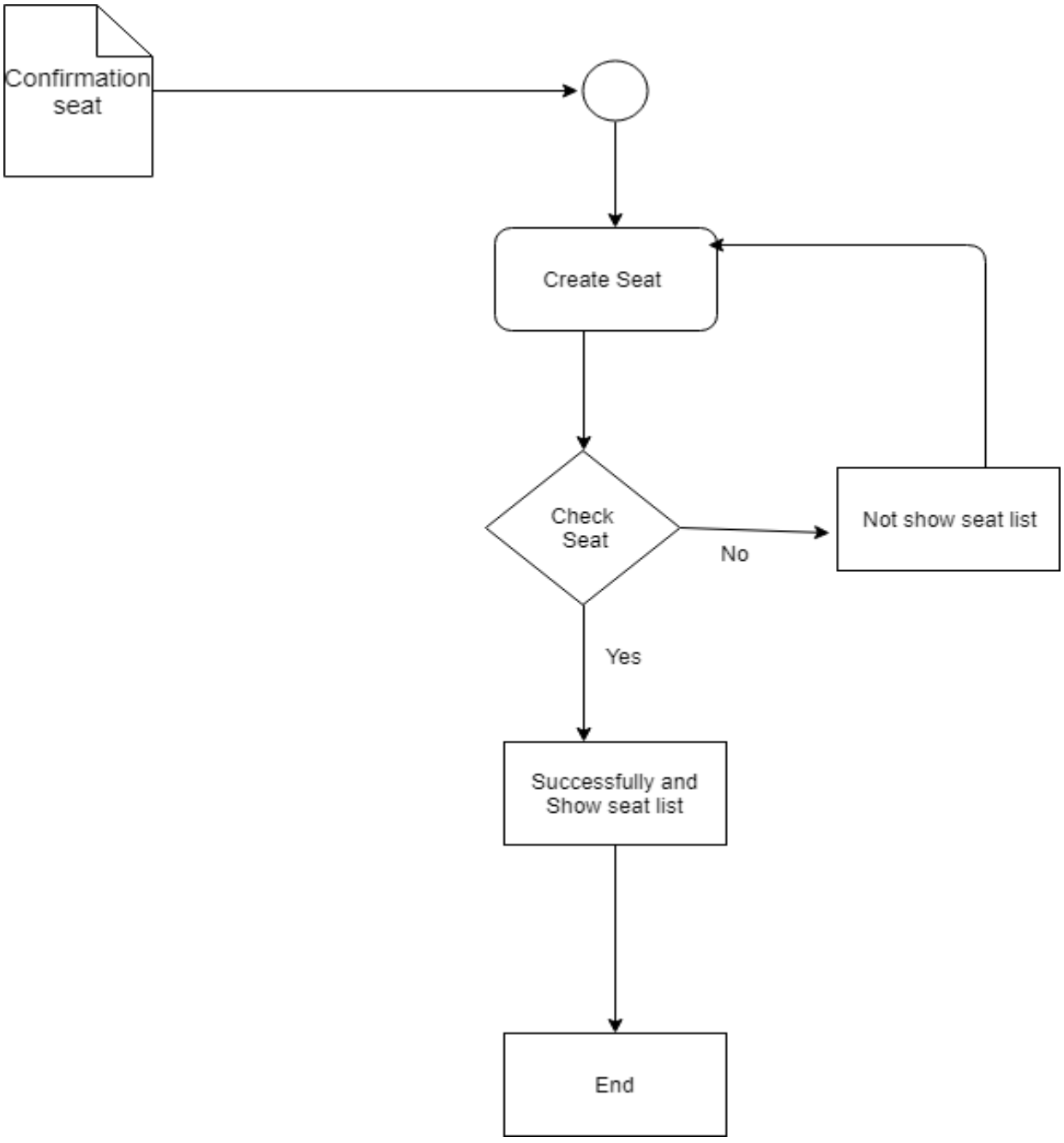

Figure 3.3.5: Activity diagram for confirm seat

Activity diagram for event update in figure: 3.3.6

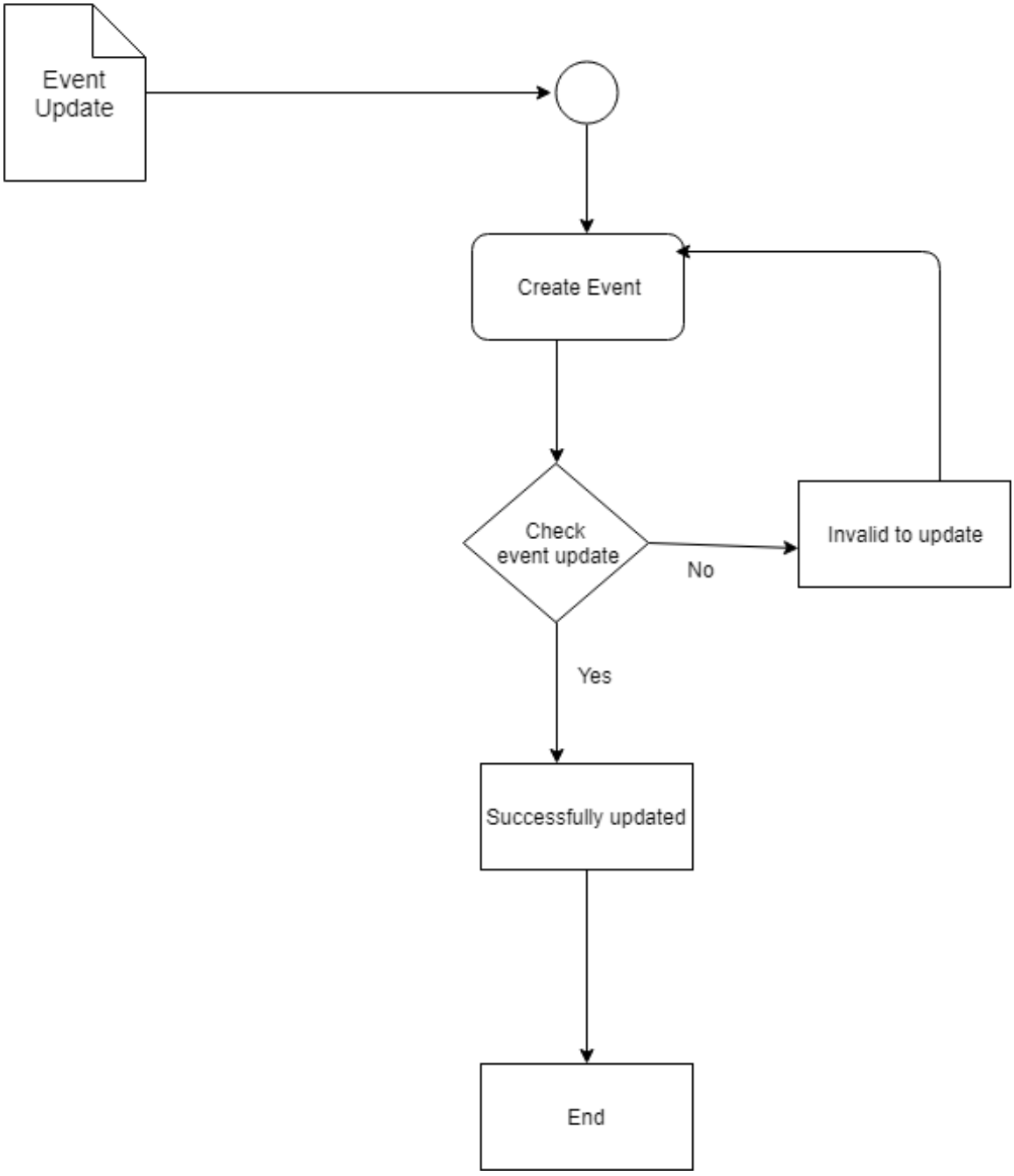

Figure 3.3.6: Activity diagram for event update

Activity diagram for Comment in figure: 3.3.7

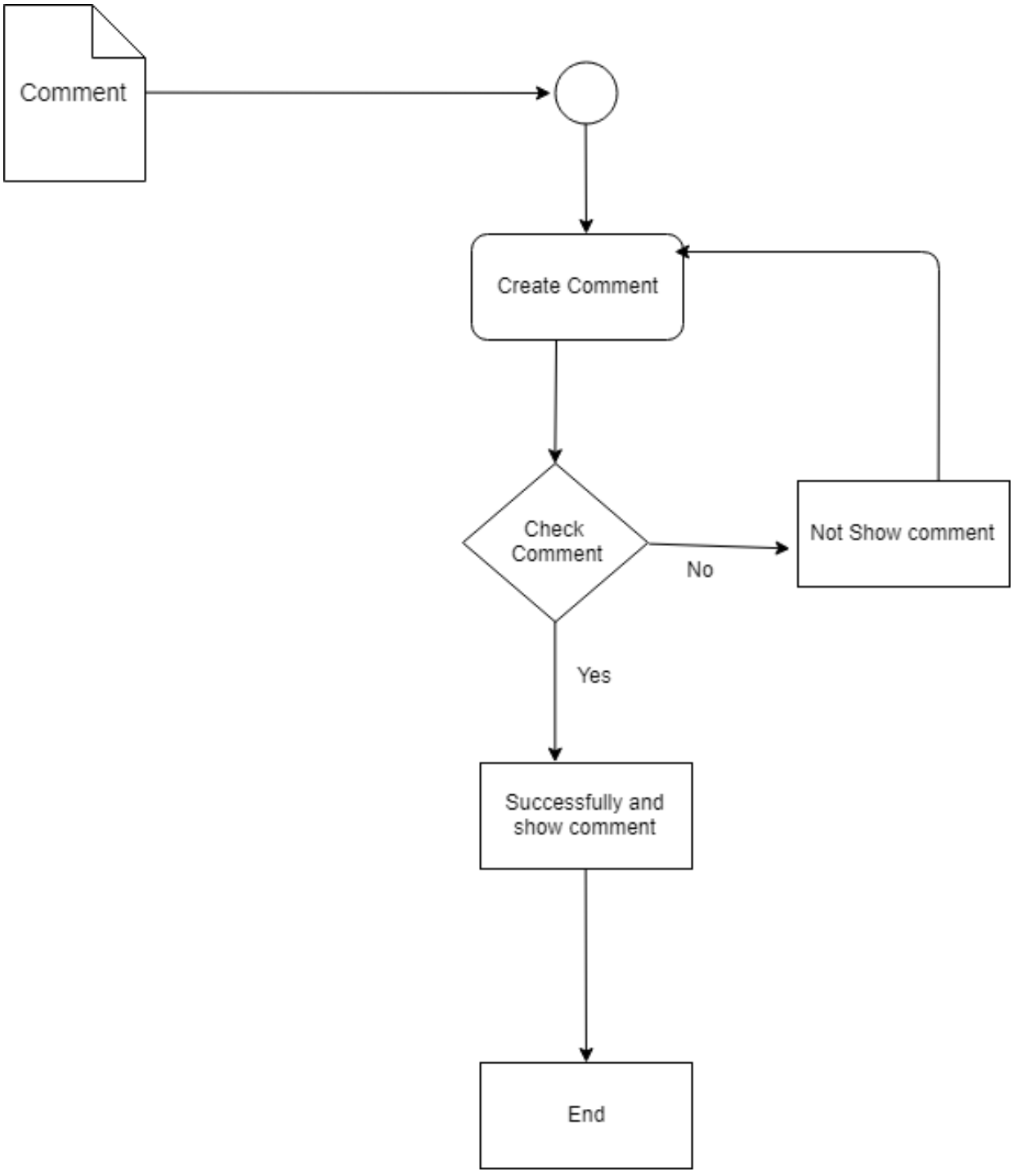

Figure 3.3.7: Activity diagram for Comment

Activity diagram for payment confirmation in figure: 3.3.8

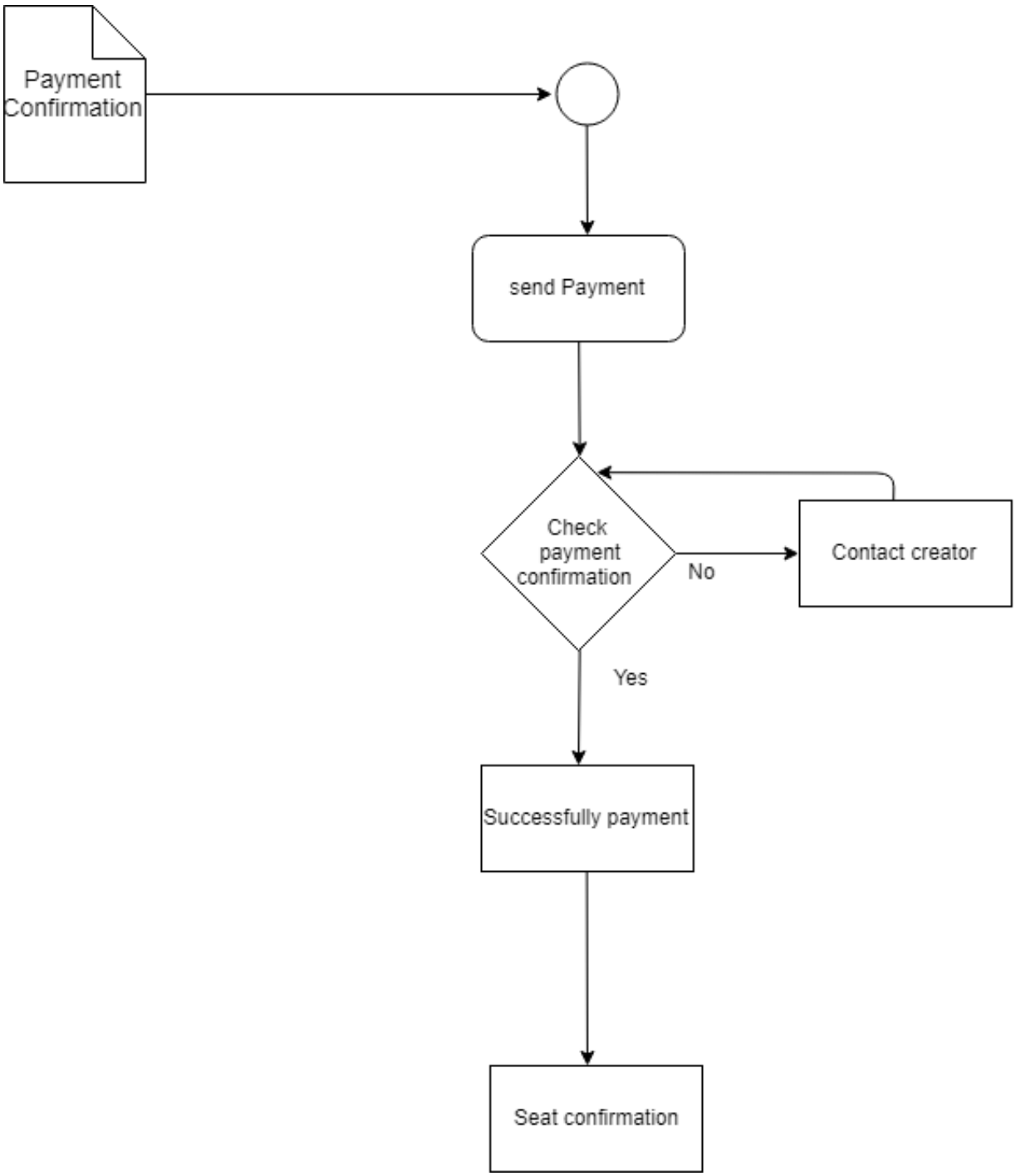

Figure 3.3.8: Activity diagram for payment confirmation

Activity diagram for create event in figure: 3.3.9

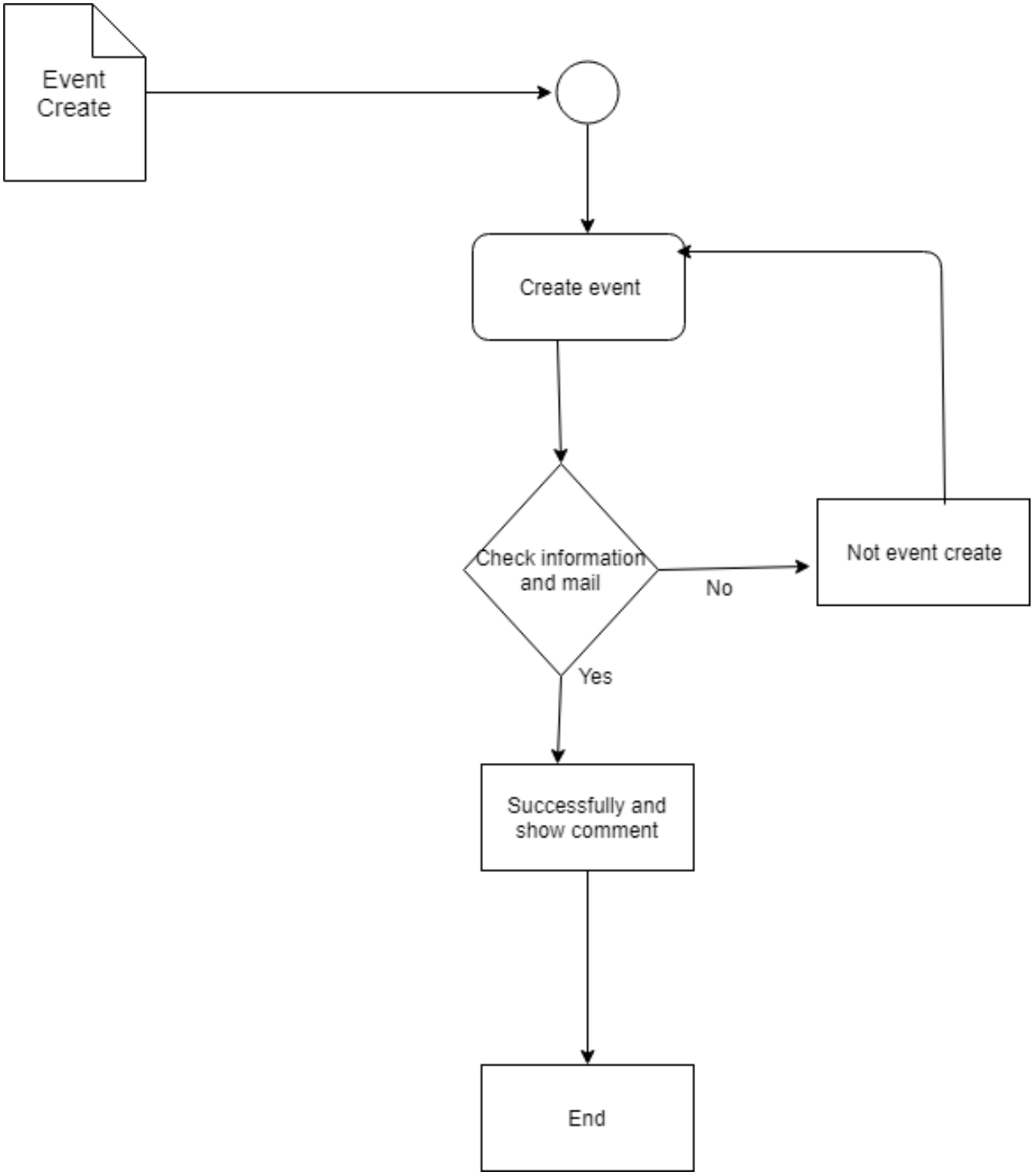

Figure 3.3.9: Activity diagram for create event

Activity diagram for update list in figure: 3.3.10

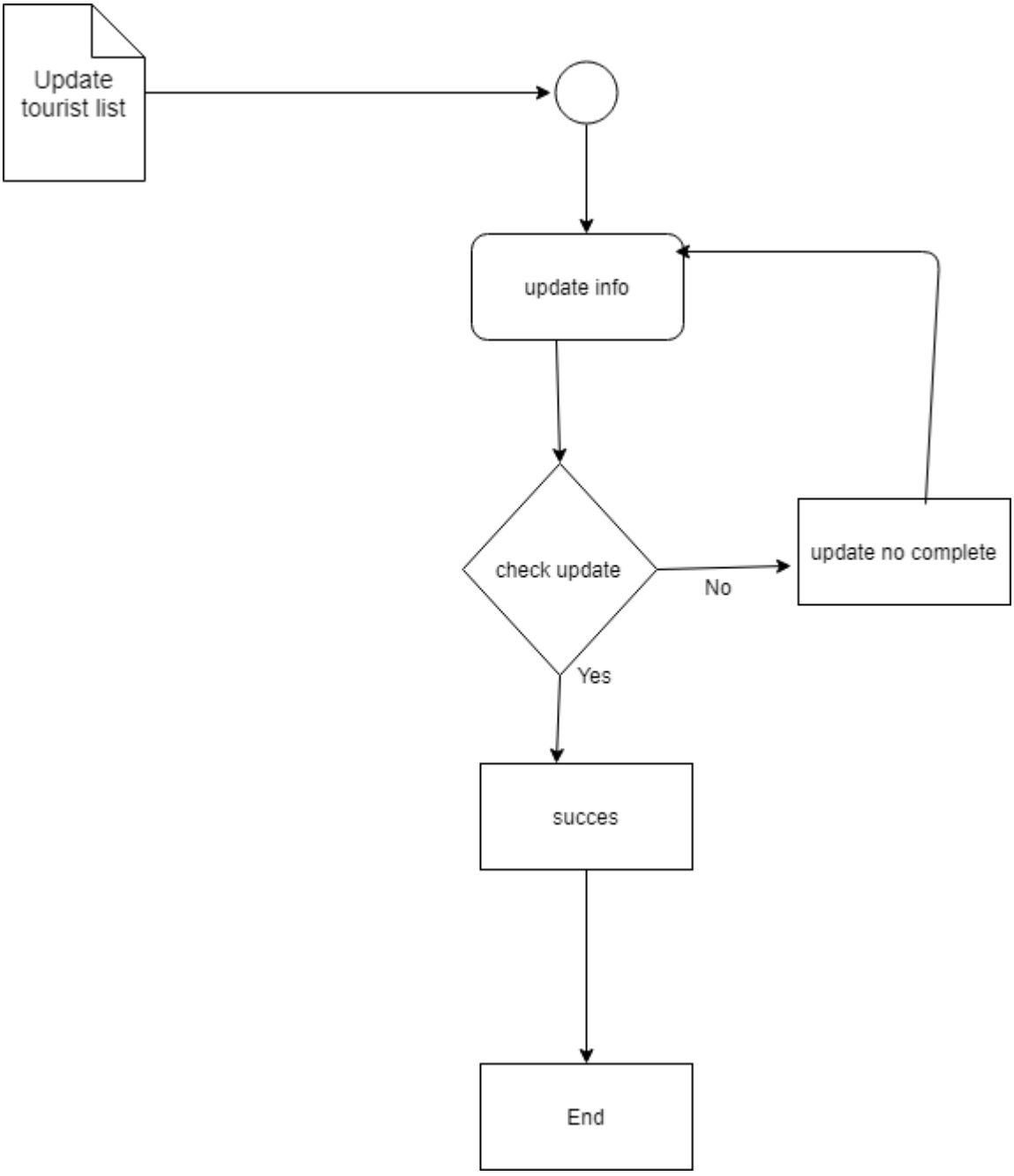

Figure 3.3.10: Activity diagram for update

3.4 Entity Relationship Diagram

ER diagram for make tour in figure 3.4.1

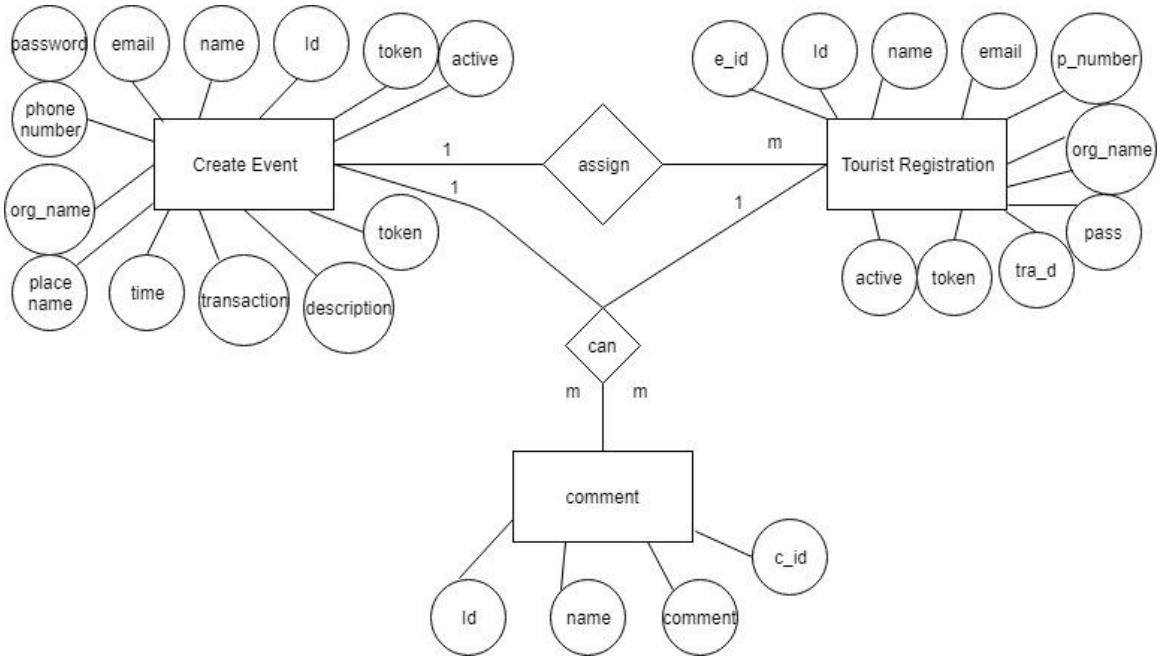

Figure 3.4.1: ER diagram

Chapter 04

System Design Specification

4.1 Sequence diagram (for each use case)

A sequence diagram is an interaction diagram. Sequence diagrams are organized according to time. The time progresses as you go down the page. The objects involved in the operation are listed from left to right according to when they take part in the message sequence.

Sequence diagram for each use case: -

1. Registration- Where tourist join event
2. Login- Event creator and tourist login
3. Create event- Make tour plan and create event
4. Tourist registration list- Where tourist can see other tourist to joining
5. Event update- After login creator can update event details
6. Comment- Every users can comment for information
7. Payment Confirmation- Tourist can complete payment
8. Update tourist list- Tourist can edit profile after login

In this diagram we see registration process. How it work in website, web server and database.Sequence diagram for Registration in figure 4.1.1

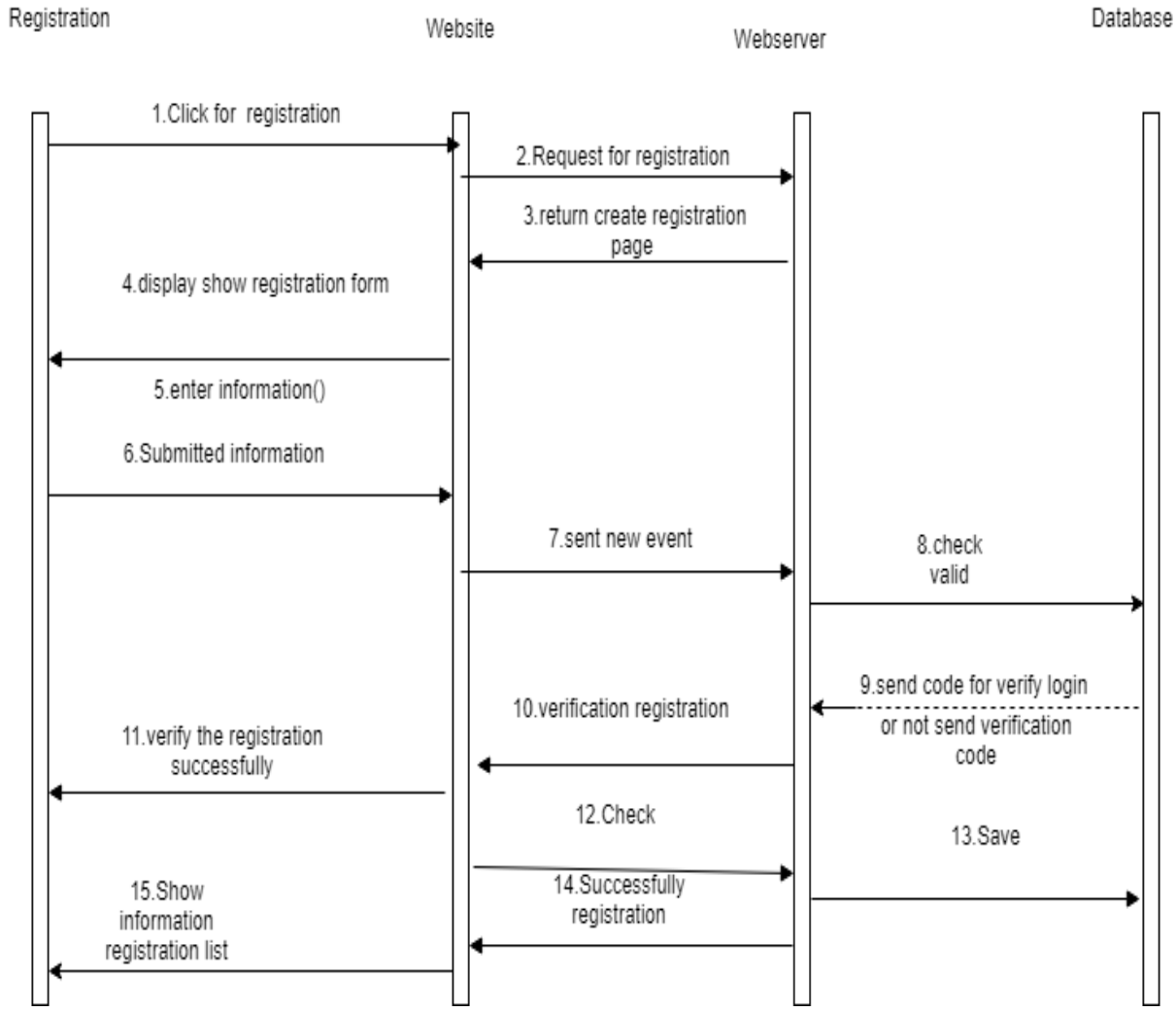

Figure 4.1.1: Sequence diagram for registration

This sequence diagram for login system, we can see how to login process work on this system. Sequence diagram for login in figure 4.1.2

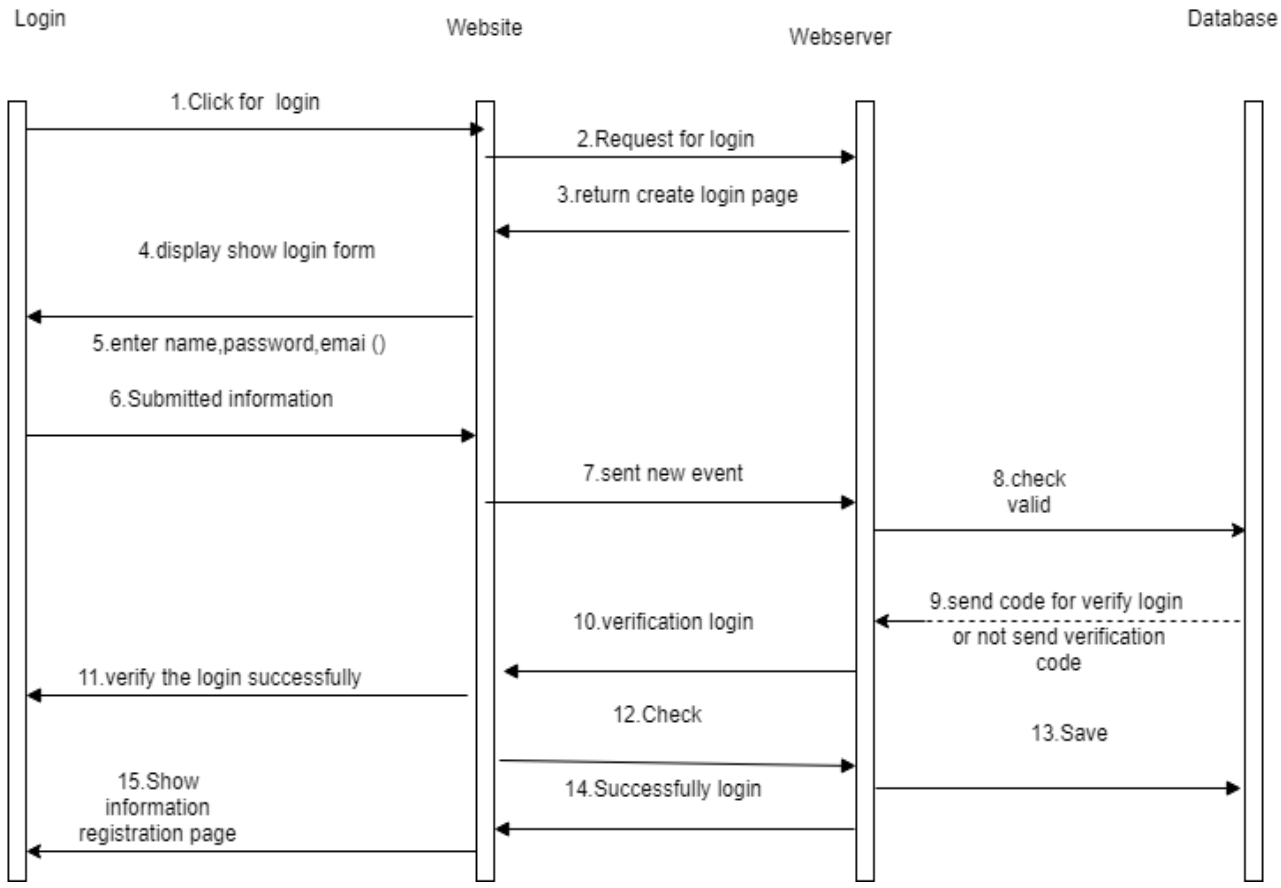

Figure 4.1.2: Sequence diagram for Login

Create event on system for add new event. This is sequence diagram model for create event. Sequence diagram for create event in figure 4.1.3

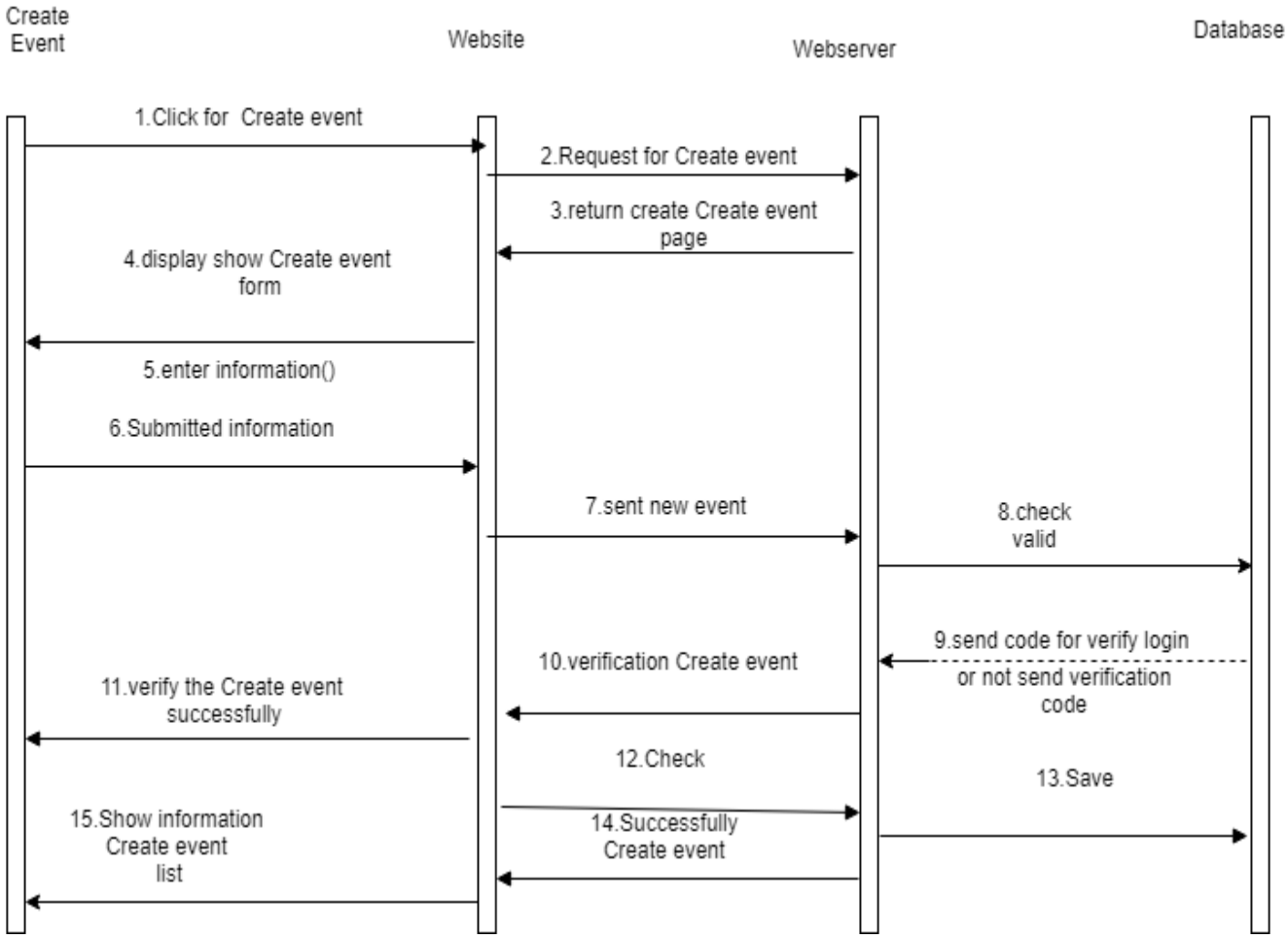

Figure 4.1.3: Sequence diagram for create event

Tourist registration list every tourist can see list which tourist joined this event. Sequence diagram for Tourist registration list in figure 4.1.4

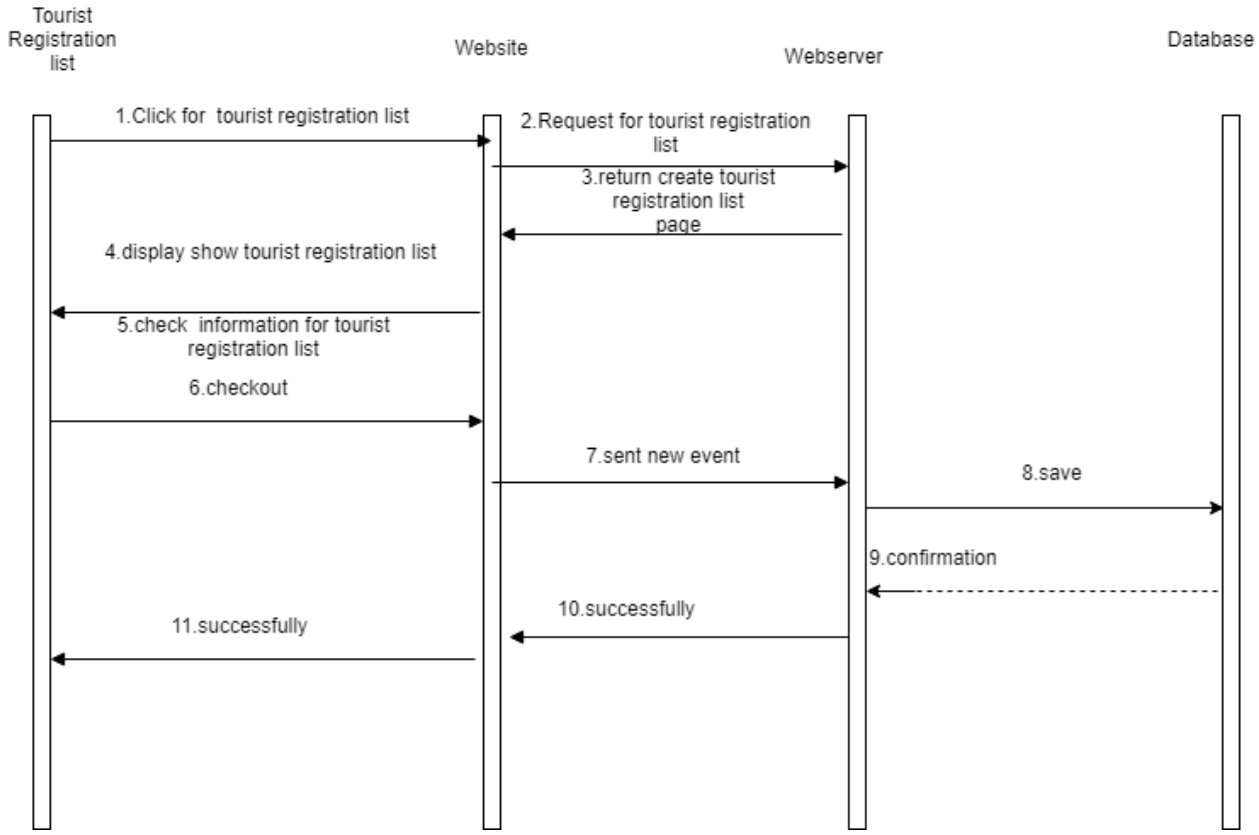

Figure 4.1.4: Sequence diagram for Login

If creator need any change after create event, creator can change event details. For this option creator need login. Sequence diagram for event update in figure 4.1.5

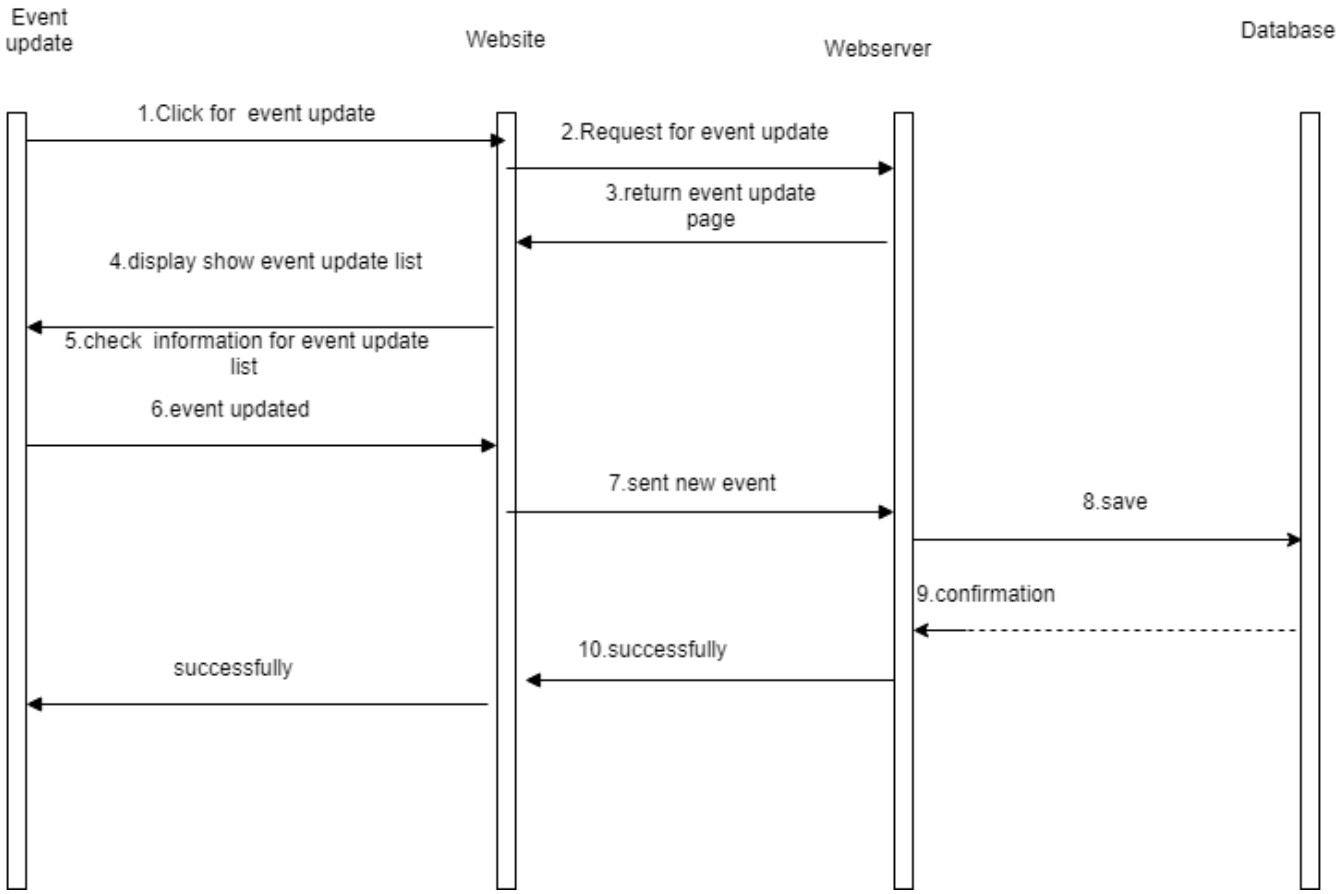

Figure 4.1.5: Sequence diagram for Event Update

Tourist can comment of our system. For any suggestion they write in comment below creator can receive those comment. Sequence diagram for comment in figure 4.1.6

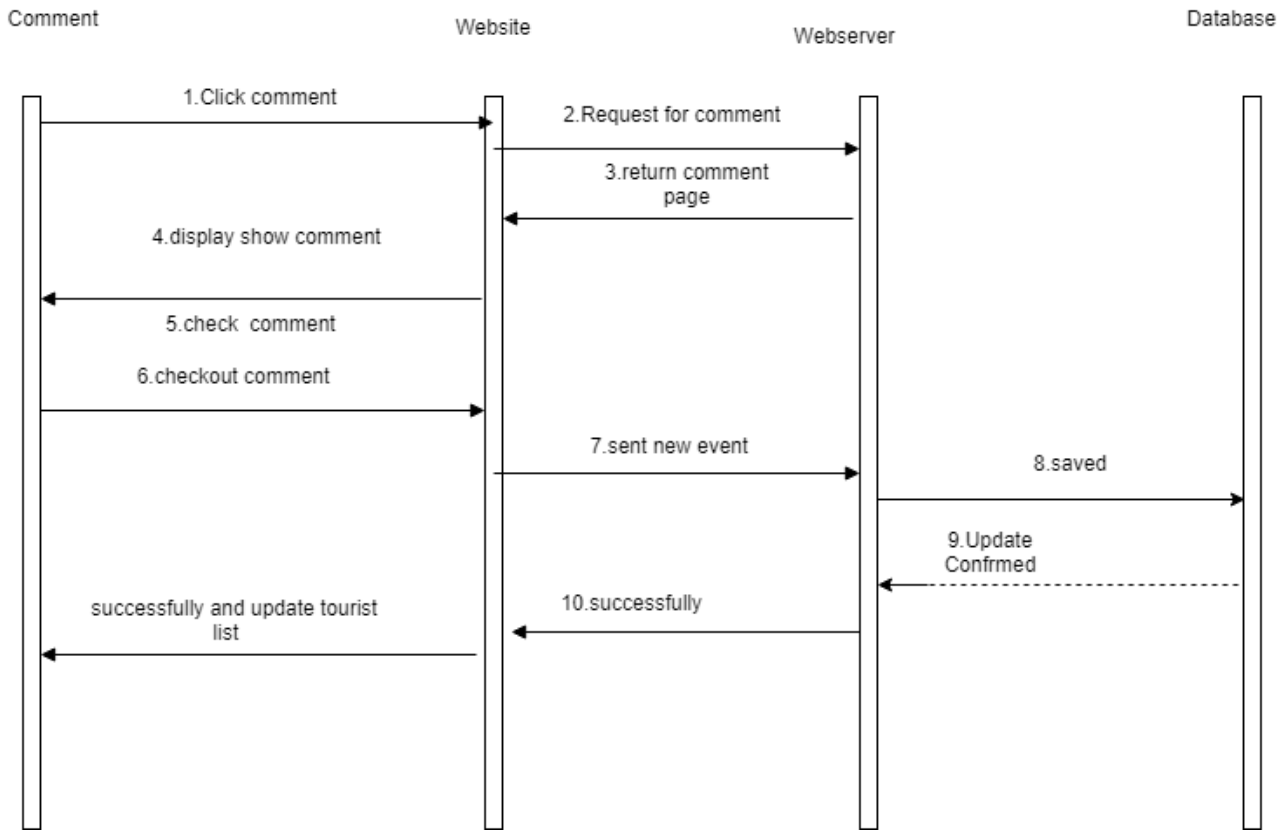

Figure 4.1.6: Sequence diagram for comment

For joining event tourist need to payment. After transaction tourist send massage creator for confirmation, then creator check and confirm tourist. Sequence diagram for payment confirmation in figure 4.1.7

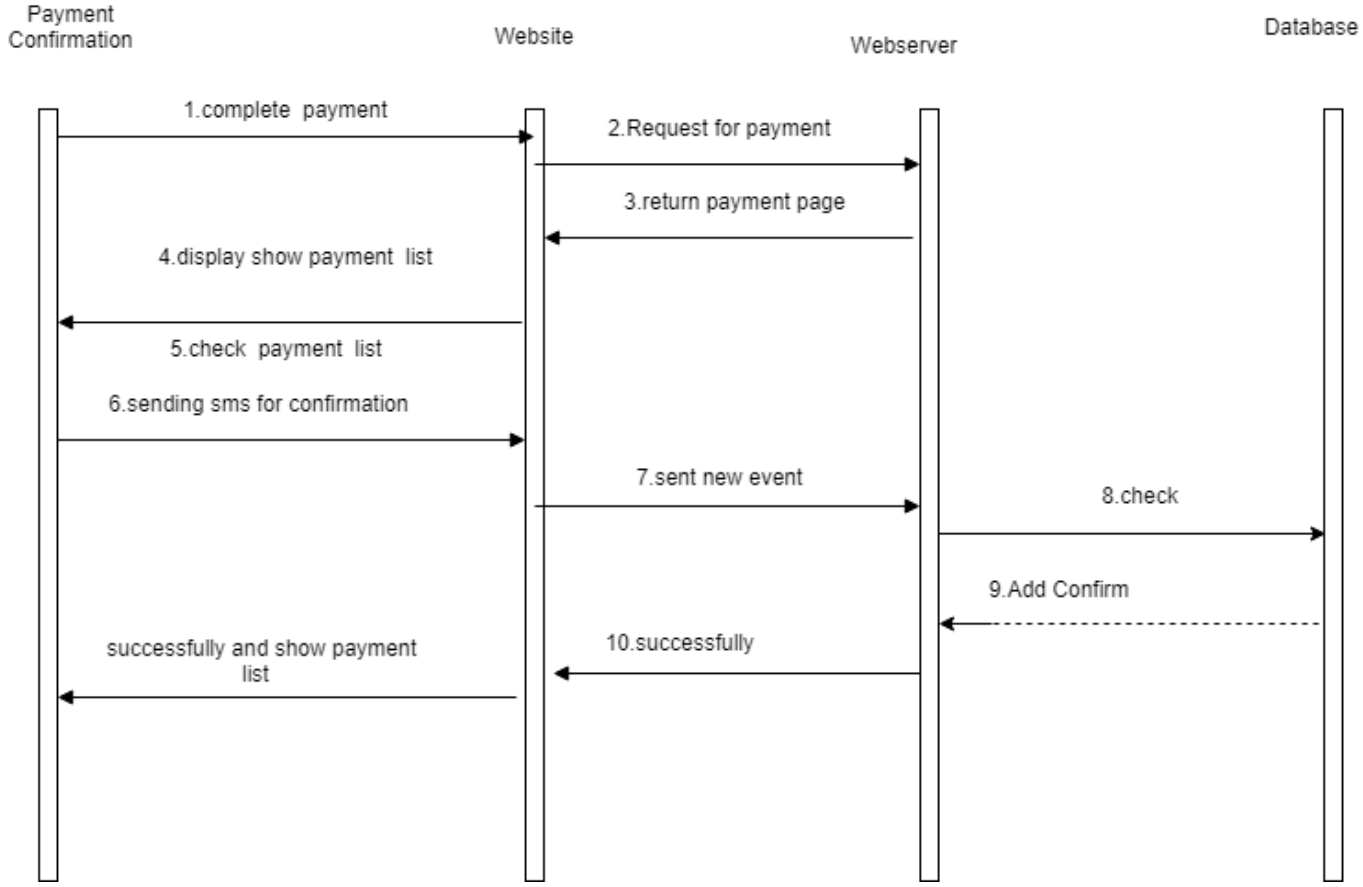

Figure 4.1.2: Sequence diagram for Payment confirmation

When creator confirm tourist seat, then creator need to update tourist details in list that's why we add update tourist list update in our system. Sequence diagram for update tourist list in figure 4.1.8

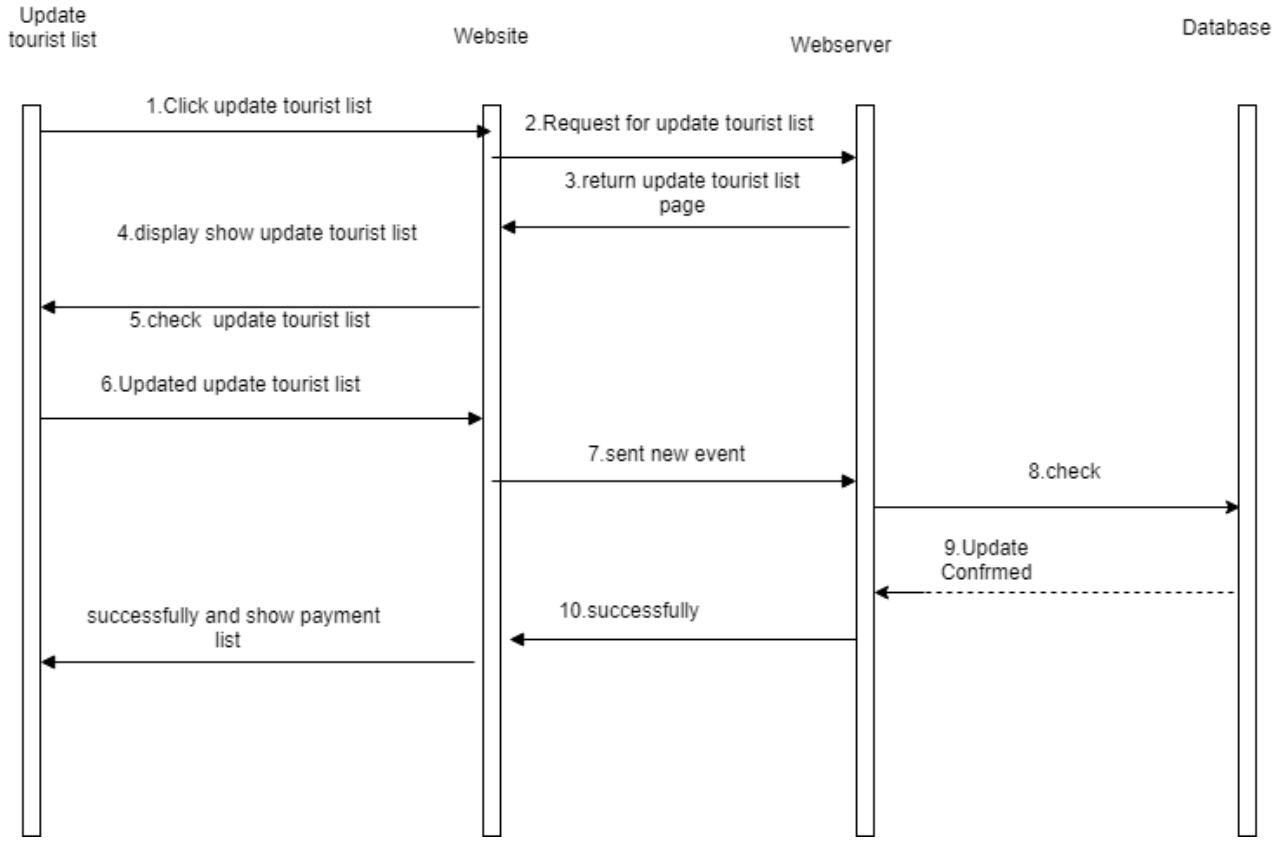

Figure 4.1.8: Sequence diagram for Update tourist list.

4.2 class diagram

Class diagram for make tour in figure 4.2.1

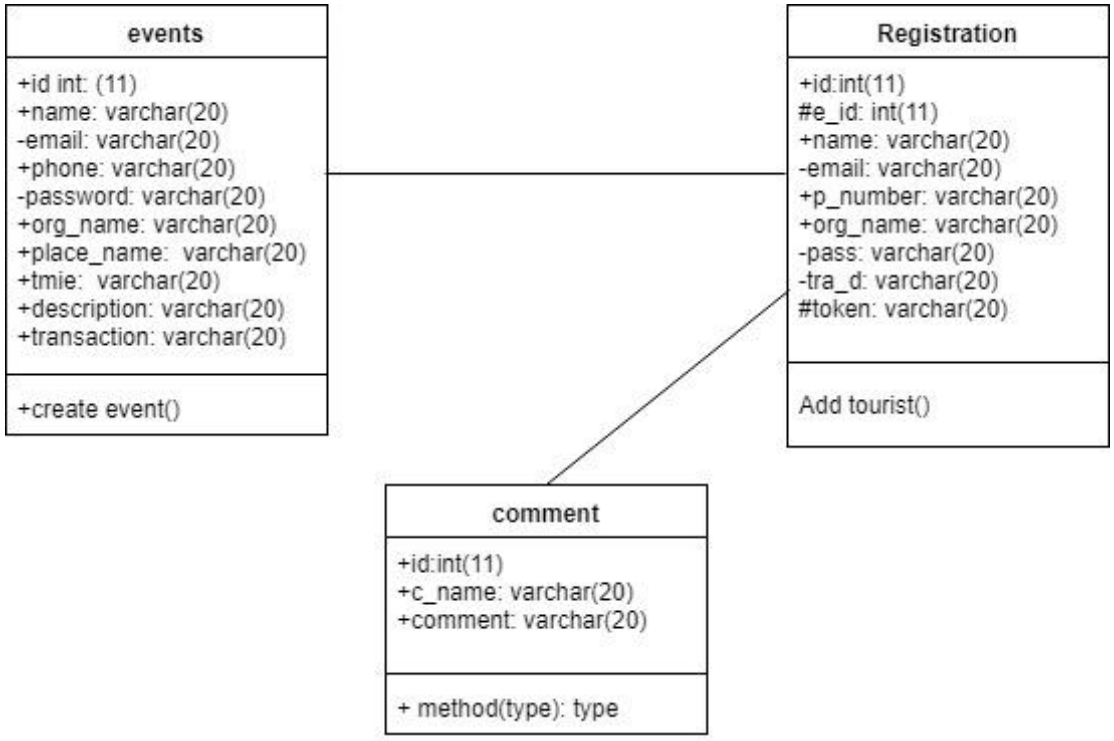

Figure 4.2.1: class diagram

4.3 Database Design Diagram

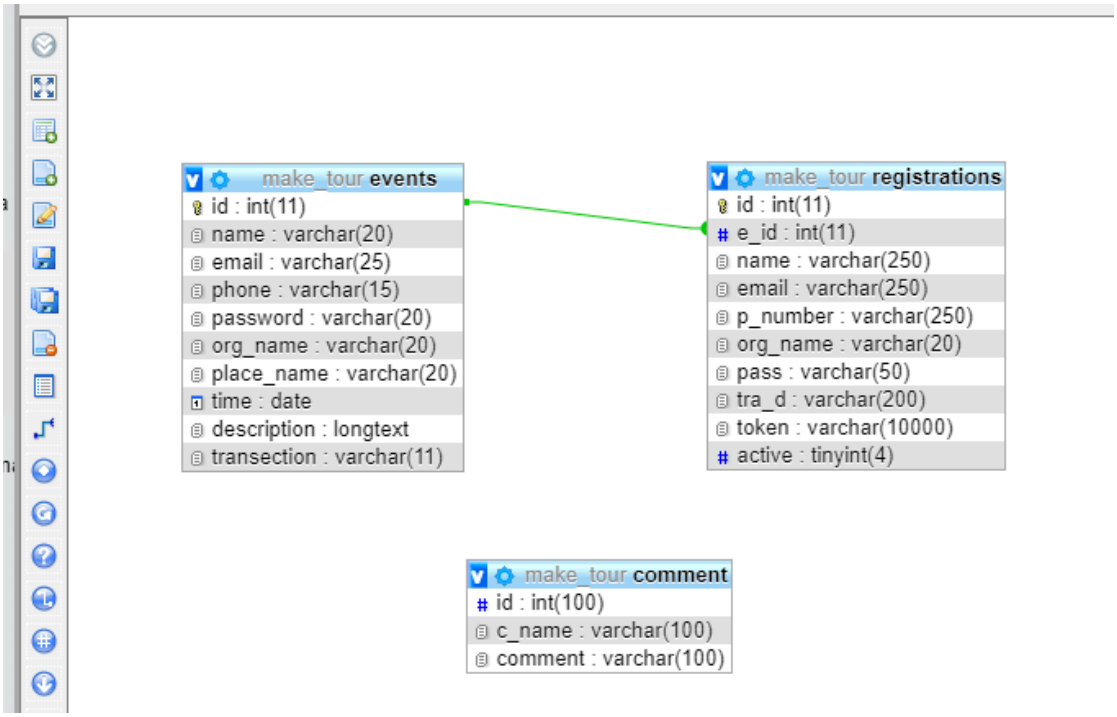

Figure 4.3.1: Database design diagram

4.4 Development Tools & Technology

4.4.1 User Interface Technology

4.4.1.2 Programming language, Framework, other used

Programming language: - PHP 7.1

Clint side scripting language: - java script, Ajax,JQuery.

Database: - MySQL

Web server: - apache

4.4.1.3 CSS Framework or Twitter Bootstrap

We used bootstrap version 3.7 for design.

.

a. Design menu bar
b. Design button
c. Design page
d. Design form

4.4.2 Implementation Tools & Platforms

4.4.2.1 Microsoft Visual Studio 2010 or PHP Strom

IDE: - Sublime text 3.

4.4.2.2 Platforms

Operating System: - Windows 10, Windows 8,10.

Chapter 5

5 System Testing

5.1 Analysis about testing

Testing can be defined as a process of analyzing a software item to detect the differences between existing and required conditions (that is defects/errors/bugs) and to evaluate the features of the software item. So we think about the necessity of our system testing. There are various types and methods of testing. According to the structure of our system we have decided to complete two methods of testing. One of them are 'Black Box testing' and another is 'White Box testing'.

5.2 Tested features and Test case:

1. Login and registration.
2. Create event
3. Comments.

Test case:

1. Test Case for- Registration and login

Table 5.2.1: test case for login and registration

Test name: Registration & Login			
Test procedure	**PHP Unit Test**		
Test Id	**MKUT001**		
Step number	**Operator actions**	**Expected result and evaluation criteria**	**Result**
1	Form validation	Each form checking, escape character, file size not more than 6m	ok
2	User existing	Checking email verify for exiting user	ok
3	Secure login and	User session creating	ok

2. We test Creating event or add event on the system and here test case

Table 5.2.2: test case for Add/ Create event

Test name: Add/Create event			
Test procedure	**PHP Unit Test**		
Test Id	**MKUT002**		
Step number	**Operator actions**	**Expected result and evaluation criteria**	**Result**
1	Create event	All field required , size less	ok

		then 7m, valid email	
2	Event information status	True	ok
3	Users internal payment	False	Not ok

3. We test comment function on the system and here test case

Table 5.2.3: test case for comment

Test name: Comments			
Test procedure	**PHP Unit Test**		
Test Id	**MKUT003**		
Step number	**Operator actions**	**Expected result and evaluation criteria**	**Result**
1	Comment	True	ok
2	Reply in loop	True	#Bug
3	Mark down formatting	All text save in plane html format.	ok

5.3 Testing report:-

Table 5.3.1: Testing report

Functions	Description	Executed %	Passed %	Pending	Priority
Create event	Check new event is created	100%	100%	0	High
Tourist registration	Check tourist registration	100%	100%	0	High
Email Verification	Check email verification	100%	100%	0	High
Log in	Check creator and tourist log in	100%	100%	0	High
Update event	Check event updated	100%	100%	0	High
Update tourist details	Check tourist profile updated	100%	100%	0	High
Comment	Check commented	100%	100%	0	High

Chapter 6

User Manual

6.1 User Manual for creator

Create event in this form users can create event. For create users need fill up all information. Users need verify email. In description field write all information. In top users sing up button if users already create event user can sign up for update or see event details.

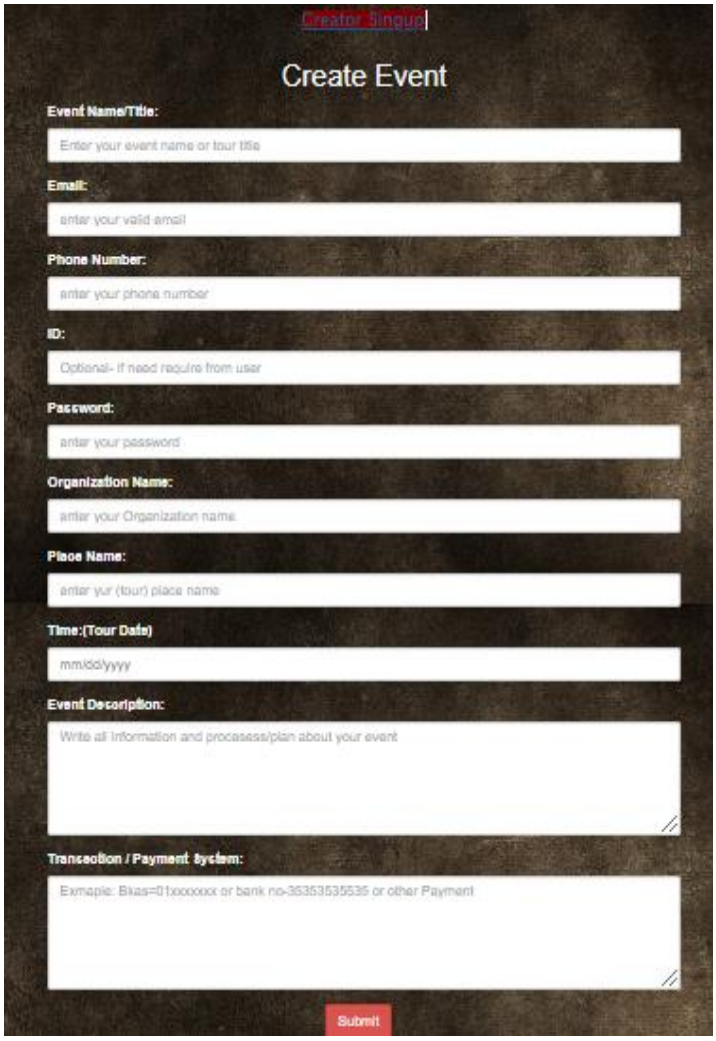

Figure 6.1.2: UI for create event

6.2 User Manual Tourist

In Tourist Registration form user can registration for join event.

For registration users need to verify email. Before seat confirmation users need complete payment. In transaction field user write transaction complete massage. Tourist check event details and see payment option and complete payment. For confirmation tourist need to payment success massage write in transaction details.

Figure 6.1.3: UI for registration

6.2 User Manual List

This is event list page. In this page we see event list and every list right side three option here Details Registration and registration list. In details user can see all details. In registration button user can join this event and in registration list users can see list all tourist those joining this event.

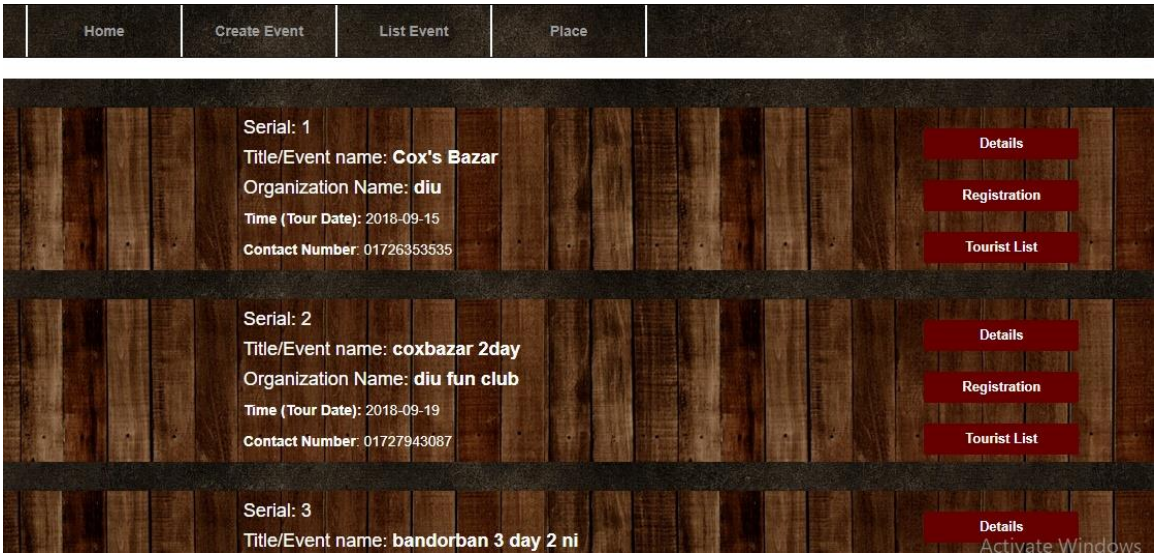

Figure 6.1.4: UI for event list

Chapter 7

Project Summary

7.1 Github Link

Link: - https://github.com/Anisujjaman/Make-Tour.git

7.2 Limitations

In project here some limitation

1. Cannot update any picture- Tourist and creator cannot update picture.
2. No phone number verification- For registration and create event here is no phone number verification.
3. No internal payment system- In this system no option to payment internal such as online account or other purpose.
4. No admin panel- No admin panel in this system.

7.3 Obstacles & Achievements

Make tour is a way to easy your tour plan. Here obstacles: -

1. Without registration cannot comment.
2. Without mail verification cannot registration and create event.
3. You need to sign up for event profile or tourist profile.

Achievements: -

1. Can create tour plan- tourist can create tour plan easily.
2. Show tour plan in list- tourist can see all tour plan list.
3. Join event/tour- every tourist can join event.
4. Can change tour plan- creator can change tour plan.
5. Creator can edit tour plan- creator can update event details.
6. Tourist or user can complete payment- tourist can complete payment for tour.
7. Creator can confirm tourist seat- after transaction creator can confirmed tourist.
8. Tourist can comment in event- every tourist can comment in event.
9. Tourist can see all joining tourist list- every tourist can see other tourist list that join this event.

7.4 Future Scope

Future scope, we develop our project in future for more necessary.

1. Everyone can update any picture of profile or event.
2. We will add phone verification.
3. We connect internal payment system.
4. We add admin panel for more secure.

Chapter 8

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[2] W3schools.com, ‘PHP 5 Tutorial’ [online].Available https://www.w3schools.com/php/default.asp. [Accessed: 2- march- 2018]

[3] Draw.io ‘Draw diagram’ [online].Available. https://www.draw.io. [Accessed: 2- Jun- 2018]