

TOURISM MANAGEMENT SYSTEM

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This Report in Partial Fulfillment of the Requirements for the Degree of
Bachelor of Science in computer Science and Engineering

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DAFFODIL INTERNATIONAL UNIVERSITY

DHAKA, BANGLADESH

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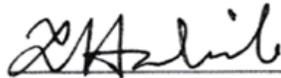
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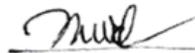
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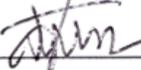
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We hereby declare that, this project has been done by us under the supervision of **Tasnim Ahmed, Lecturer, Department of CSE** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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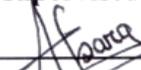
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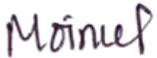
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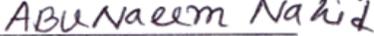


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ABSTRACT

The appropriate and successful integration of technologies into learning environment over the previous ten years period has left great gap between the amount of technology available and the support for teachers. As we know, the capacitor supervision very important exactly in primitive interval for the beginning teachers and must be in convergent periods of time. In other hand, the forerunner teachers also need to integrating technologies in their occupational framework to decrease gab between teachers and the using of technologies. From this point of view, we consider a more effective way to establish a convenient way of communication between teachers and their supervisors by building an electronic-supervision system (E-Supervision). The E-Supervision process aimed to creating an educational collaboration environment between supervisors and teachers which include acquiring more skills, experiences, attitudes, and teaching strategies and others. In the other side, it aims to give the supervisors nearly, continuous and open support to their teachers which will relieve their task stress and less daily time through communicating with teachers through E-Supervision system. The purpose of this study is to design an electronic supervision system (E-Supervision) environment to assist the professional development for the supervision process, which aim to design the main frontage of E-Supervision system (ESS) and to connect educators on the topic of elementary of the teaching development. We believe the ESS will increase positive communications and interaction between educators and it will form an integrated information management system for the learning and teaching processes.

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CHAPTER 1

INTRODUCTION

1.1 Introduction

The general purpose for any Tourism management system is communication type, feedback evaluation, technological based, appropriate software, effective environment and networking. Despite of existence of several technologies in computer world, web-based and Internet-based are forth-going and most appealing; hence they are generally used for many Management systems. With any system, collection of appropriate tools is being developed that allow Tourism management system to take place quiet effectively in an environment and support the components and technologies.

The Tourism management system appears to be a natural complement to increasing use of distance learning technologies and support the tourism system currently available. We believe that the future of Tourism system, not only within continuing Tourism, will more and more be reliant on web-based, on-line Tourism material. In-order-to continue developing Tourism flexibility, we must first know about all of the tourism management system.

Certainly, in our Tourism Management System model we have the key component that include customer and admin management, appropriate software, and feedback evaluation. Our system in its simplifying version, is a web-based system using multi-agent technologies with client/server approach to access and receive information from databases to helping admin to achieving their work. It will facilitate many issues of working such as add, delete post and author, easy access all information about customer author.

1.2 Motivation

The main aim of our project is to provide an application based on Tourism management system. It will be easy way for customer to booking in time. Through this application process customer can find out the best location, hotel & restaurant in a very short time. The provides reliable storage & backup facilities. It will be helpful for select their desire place, hotel & restaurant and booking for customer.

1.3 Objectives

The main task to computerize all details regarding Tourist Details. The Tourist details list as their rating & best facilities. Scheduling the direct notification based on request & comment details both of Admin & customer. Collecting all necessary data according customers best needs in the targeted area. The customer request & review kept up to date to developed the project

1.4 Expected Outcome

We expected the outcome from our project is absolutely right & specific. Main facilities available in this project for Customer. There will be a proper facilities to select the best tourist place, hotel & restaurant in the specific area. Database of this project update to developing customer better experience. Customer will select their choice product and sent booking request to the admin. Customer and Admin can search products according to product name and category. If customer forgets his/her password then it can be retrieved by his/her email name.

1.5 Report Layout

In this project a full overview of our system & related work and terminologies are given gradually. We recently made a survey on this similar work and try to what is more scope to develop this existing project. In chapter 2 we describe the challenges and facing problem which is make difficult to us. Another chapter 3 we describe the two stage of background. We also describe the requirement specification and try to disclose user demand. In chapter 4 & 5 we disclose how we solve the problem & what we use to implement the project.

Finally, in chapter 6 we remark some concluding & suggestions for future works.

CHAPTER 2

BACKGROUND

2.1 Introduction

This study would to a large extent, provide very useful output for a more effective operation of the tourism sites, it will also complement the efforts of the managers of these tourist centers by, helping them make more accurate judgments and also by providing detailed information accurately to the public for strategic and profitable achievements of the centers.

2.2 Related Works

So many researches have been carried out relating to intelligent tourism management systems with significant impact in the tourism industry around the globe. Some of the research works carried out by researchers as related to intelligent tourism management system are discussed in the succeeding sub-sections.

2.3 Comparative Studies

Some characteristics of Rational Unified Process include;

- i. Developing iteratively
- ii. Managing requirements
- iii. Using component-based architectures
- iv. Modeling software visually
- v. Quality verification
- vi. Control over changes

2.4 Scope of the problem:

The main aim of our project is to provide a web based tourism management system. It will be an easy way for tourists to get proper information. Through this online process the tourists will get regular support, instruction & feedback as developing their idea. The provides excellent security of data at every level of user system interaction and also provides reliable storage and backup facilities. It will be helpful for tourists to select their places as their choices & will be rating in the proper way.

2.5 Challenges:

The challenge of the tourism management process is to provide a safe, accuracy, opportunity for individuals to engage in critical reflection in order to raise issues, explore problems, and discover new ways of handling both the situation and one self.

CHAPTER 3

REQUIREMENT SPECIFICATION

Requirement specification state what needs to be done by a system. The requirement specification states what needs to be done in order for the organization to fulfill their purpose.

3.1 Business Process Modeling

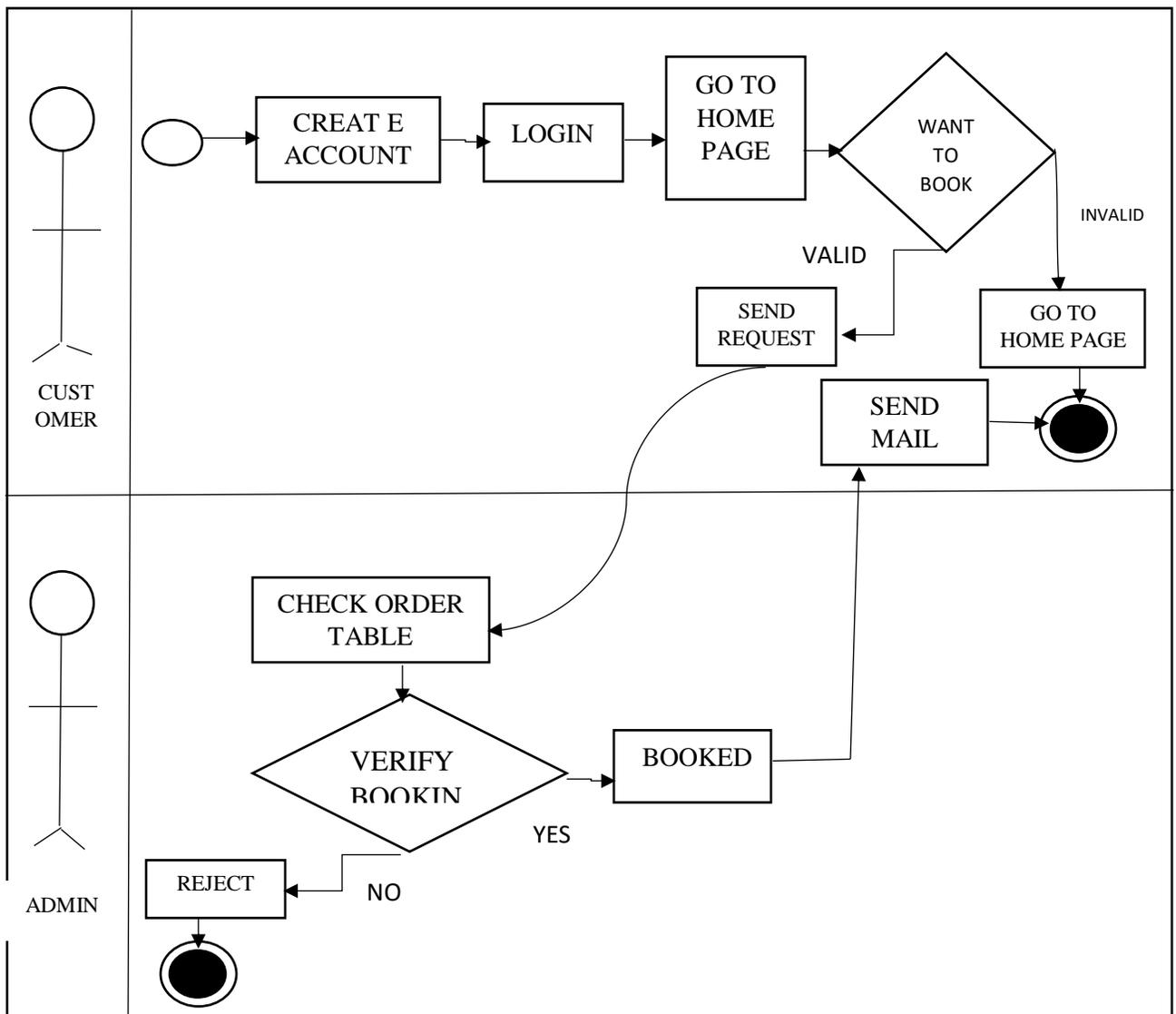


Figure 3.2.1: Business Process Modeling

3.2 Requirement Collection and Analysis

When it comes to any type of project, requirement collection plays a key role. Requirement collection is not only important for the project, but also important for the project management function. Requirement collection is the most important step of a project. If the project team fail to this capture all the necessary requirements for a solution, the project will be running with a task. This may lead to many disputes and disagreements in the future. Therefore, take requirement collection as a key responsibility of the project team. So that we are collected our project requirement as soon as possible. Then we started out work.

3.2.1 Software Development Life Cycle (AGILE)

The agile model is a popular version of the systems development life cycle model for its linear sequential criteria which means each phase must have to be totally completed before the next phase has start. At the end of every phase, a review was taken to determine the project in on the right path.

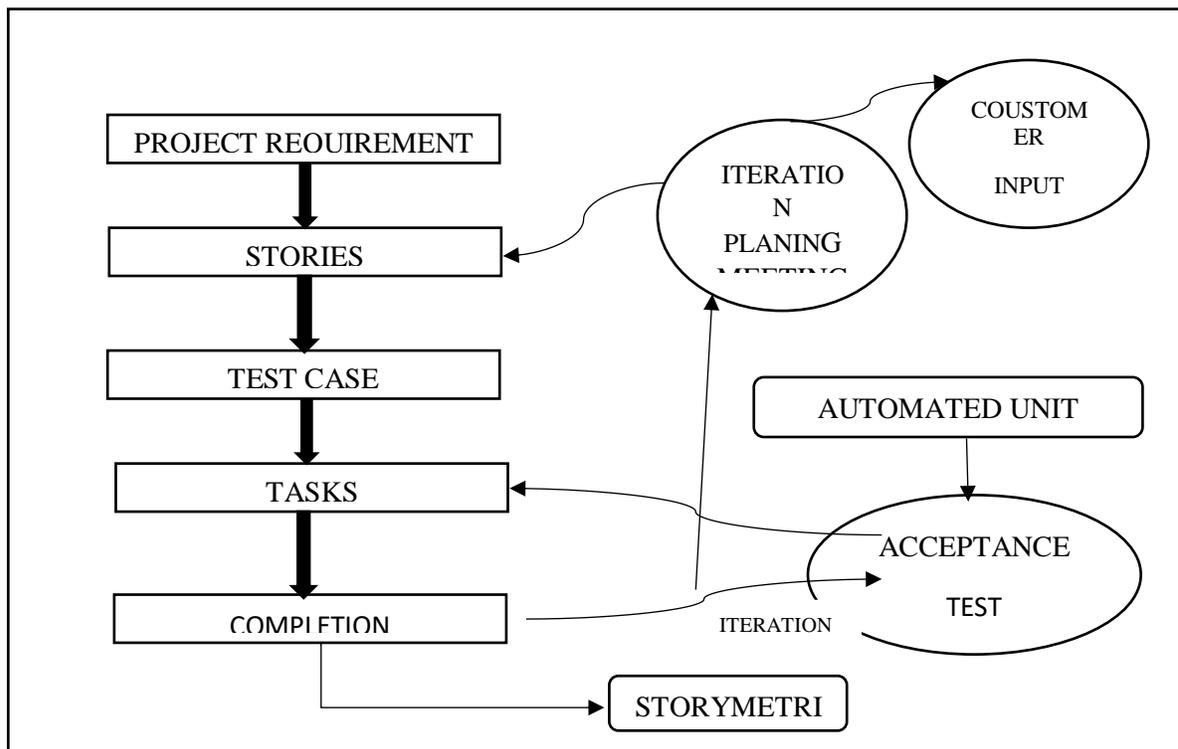


Figure 3.2.2: Software development life cycle (agile)

3.2.2 Flow Chart

The process of our Tourism Management System given below-

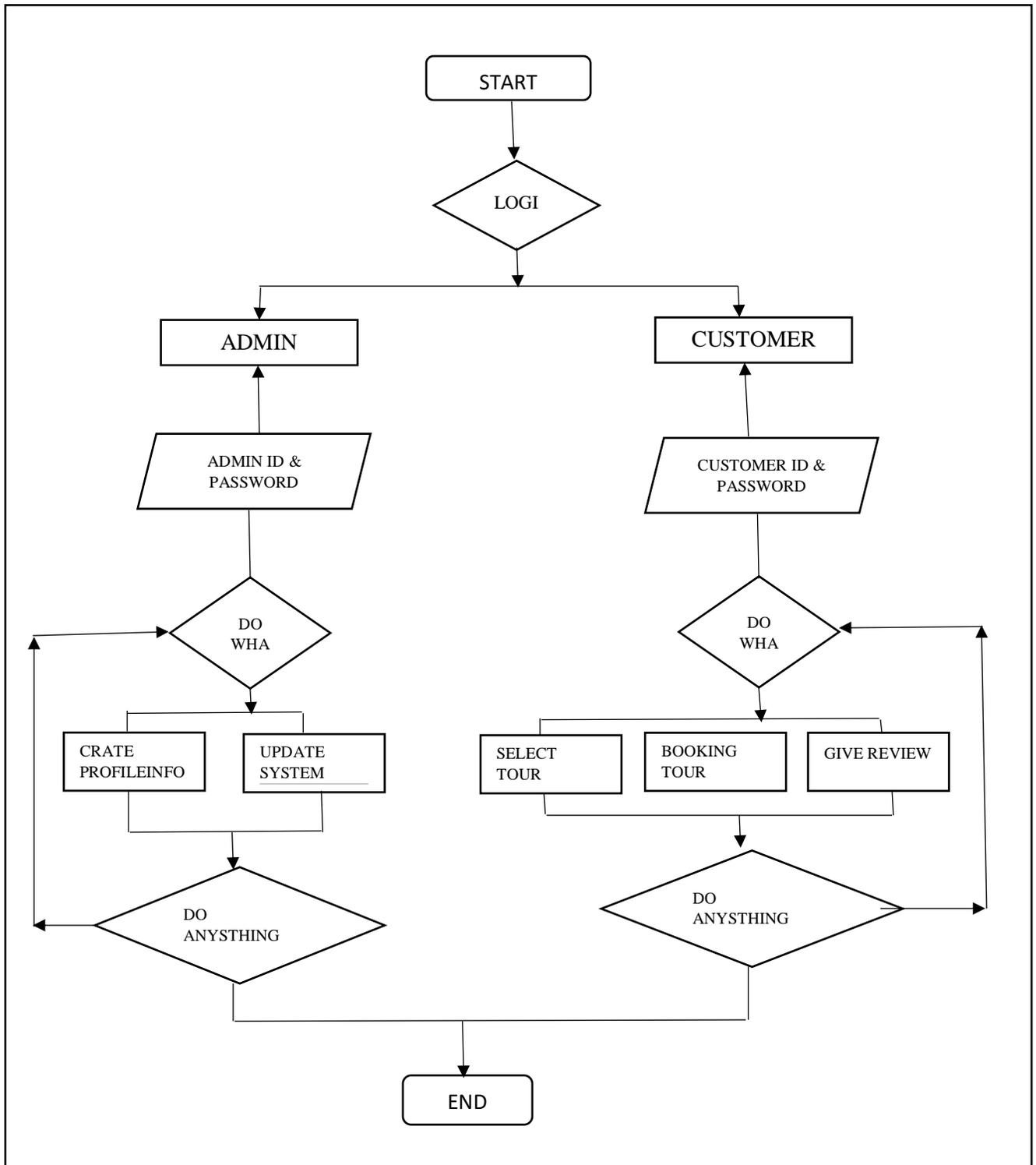


Figure 3.2.2: Flow chart for Tourism Management

3.2.3 Dataflow Diagram

A data flow diagram (DFD) is a graphical representation of the “flow” of data through an information system, modeling its process aspects. A DFD is often used as preliminary step to create an overview of the system, which can later be elaborated. DFD can also be used for the visualization of data process

The below DFD shows kind of information will be input to and output from the system, where the data will come from and go to and where the data will be stored

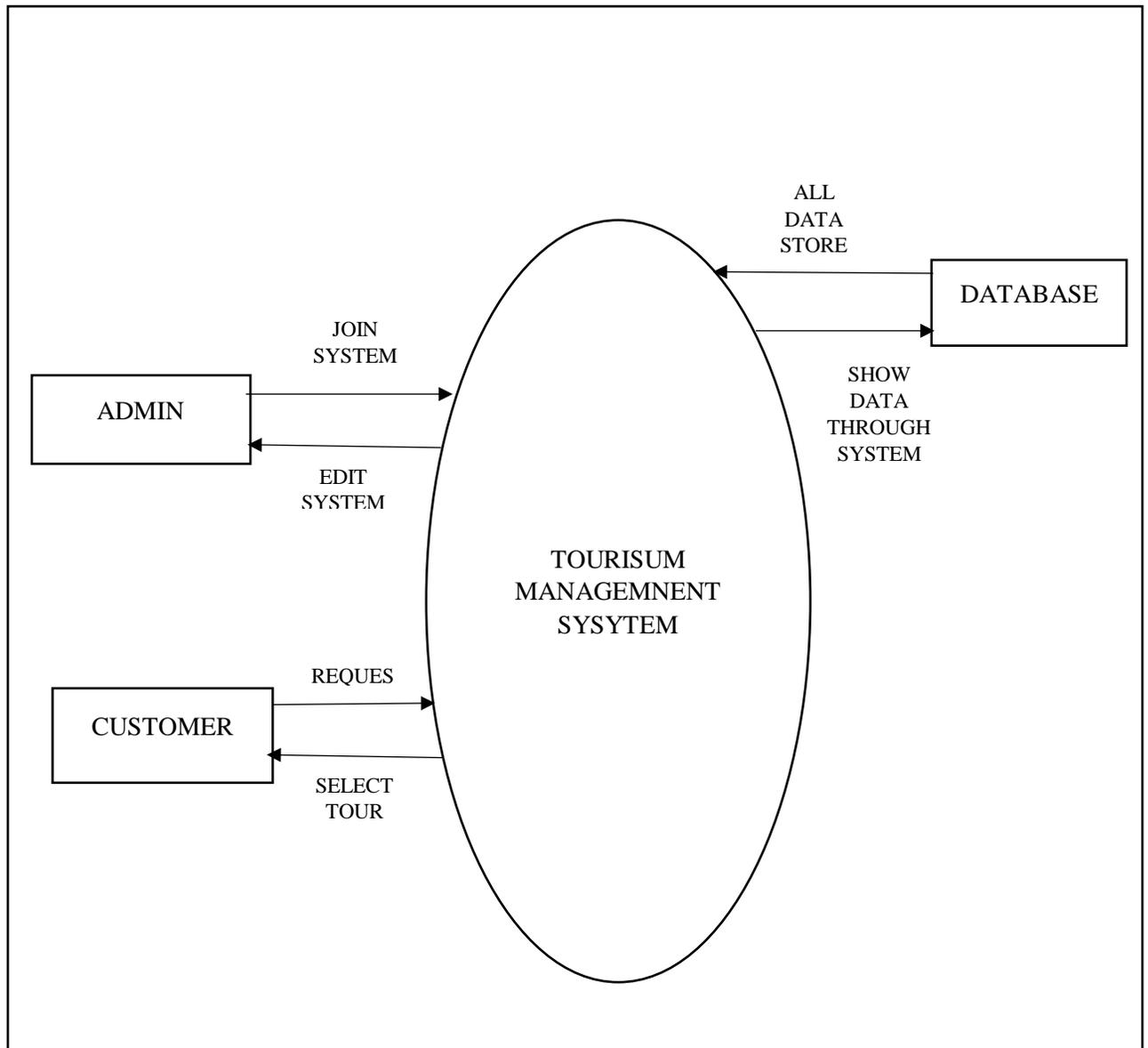


Figure 3.2.3: Data Flow Diagram for System

3.3 Use case modeling & description

The system after careful analysis has been identified to be presented with the following actor.

The actors involved are:

- Customer
- Admin

3.3.1 Use Case for Customer

In the customer module is prepared for the customer who are the login for the choice tour plan. The admin access the login. The customer get their email & password from the register for login “Tourism Management System”. When the customer get their login information, and then they login to “Tourism Management System” in customer part. They can see tour plan details and booking their tour. They can see the review also in the selected hotel, place & restaurant.

Table 3.3.1: Use case description of Customer

Use case name:	CUSTOMER
Actor:	Admin
Pre-condition:	None
Primary Path :	Enter Customer ID Enter Customer E-mail Click “Login” Button
Exceptional Path:	Invalid E-mail Invalid ID

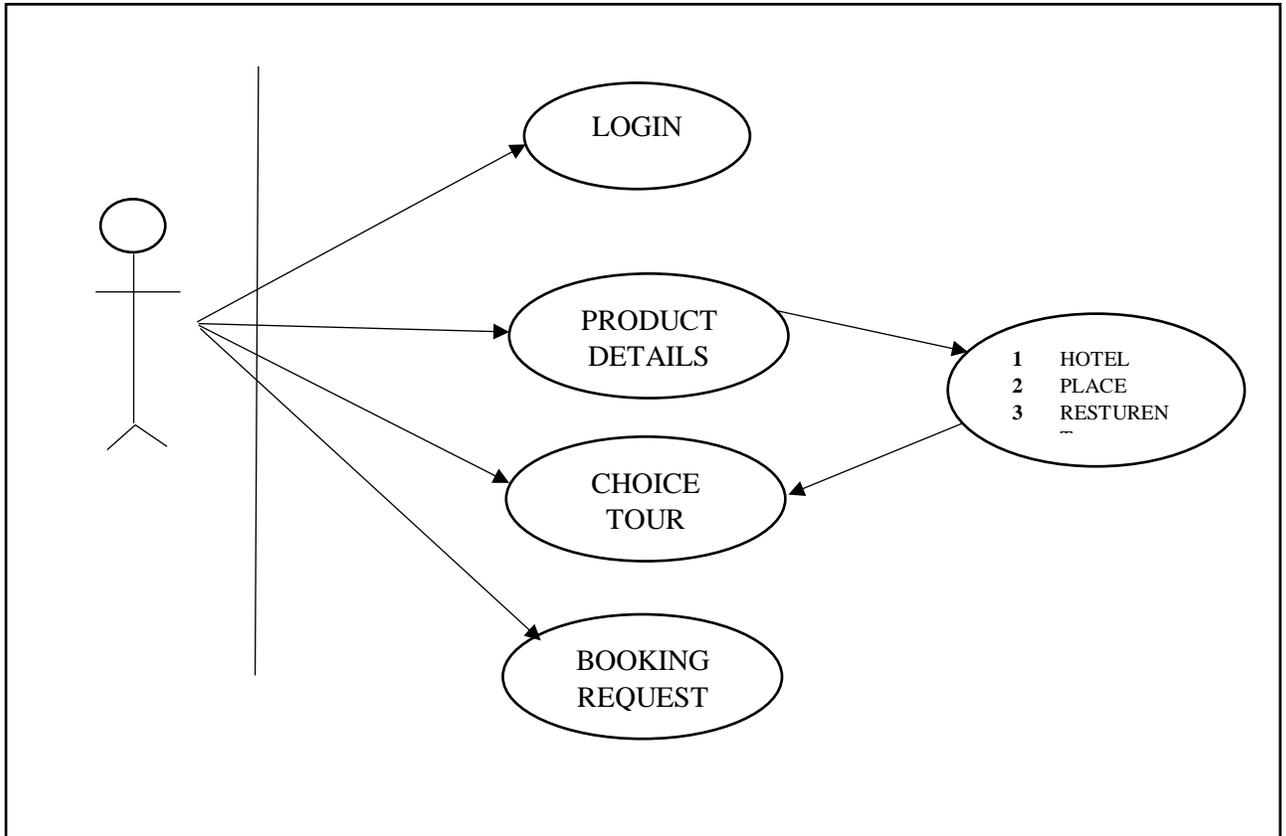


Figure 3.3.1: Use Case modeling for Customer

3.3.2 Use Case for Admin

In this module, have mainly three parts in our “Tourism Management System”. Admin is the people who have to login first then he/she can manage the User, update the system add, remove hotel, place, restaurant.

Table 3.3.2: Use case description of Admin

Use case name:	Admin
Actor:	Admin
Pre-condition:	Login

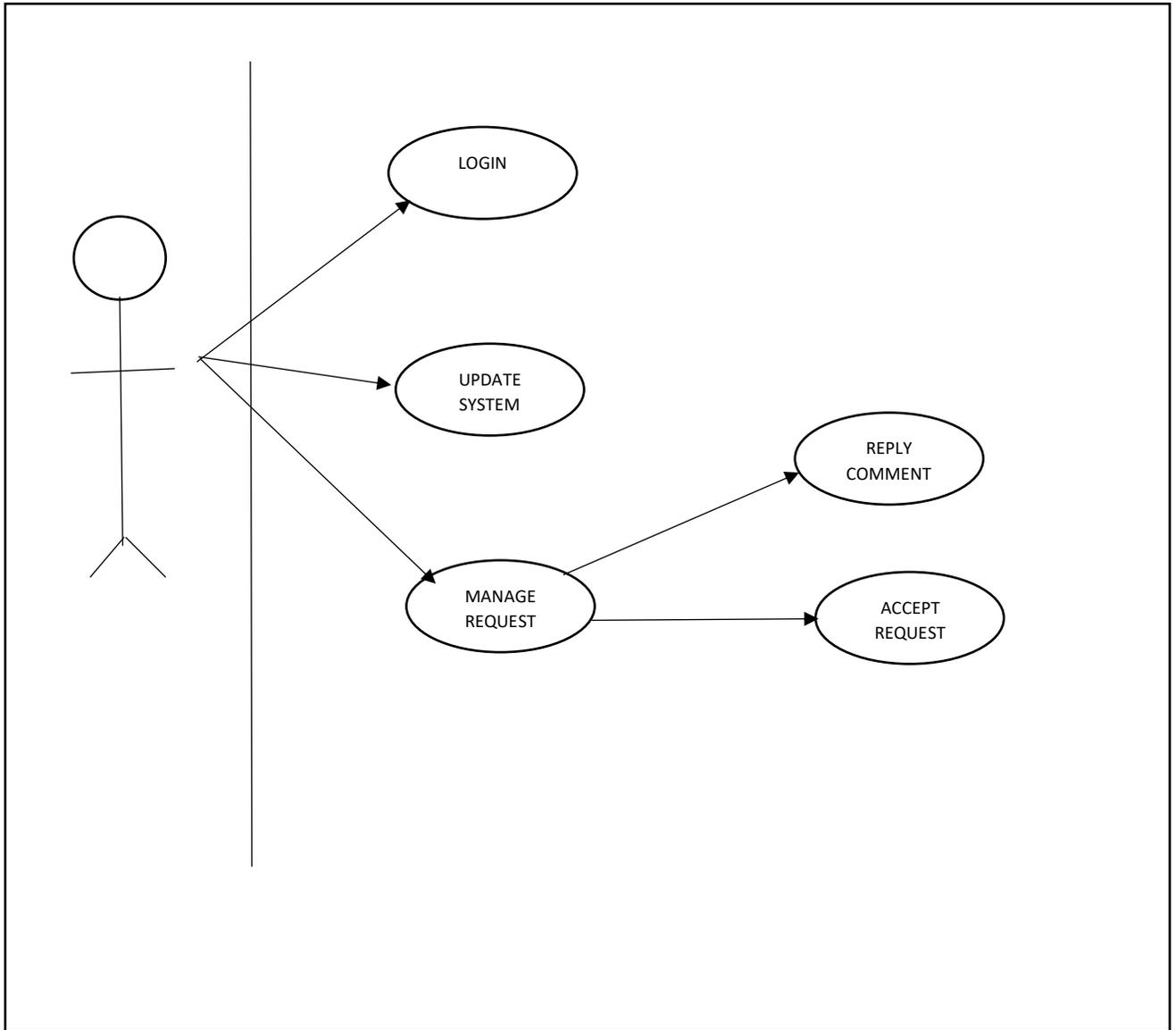


Figure 3.3.2: Use Case modeling for Admin

3.3.3 Use Case Description

It contains information about full part of use case model shown in the below picture. We have already described about every use case through a table and picture in the above section.

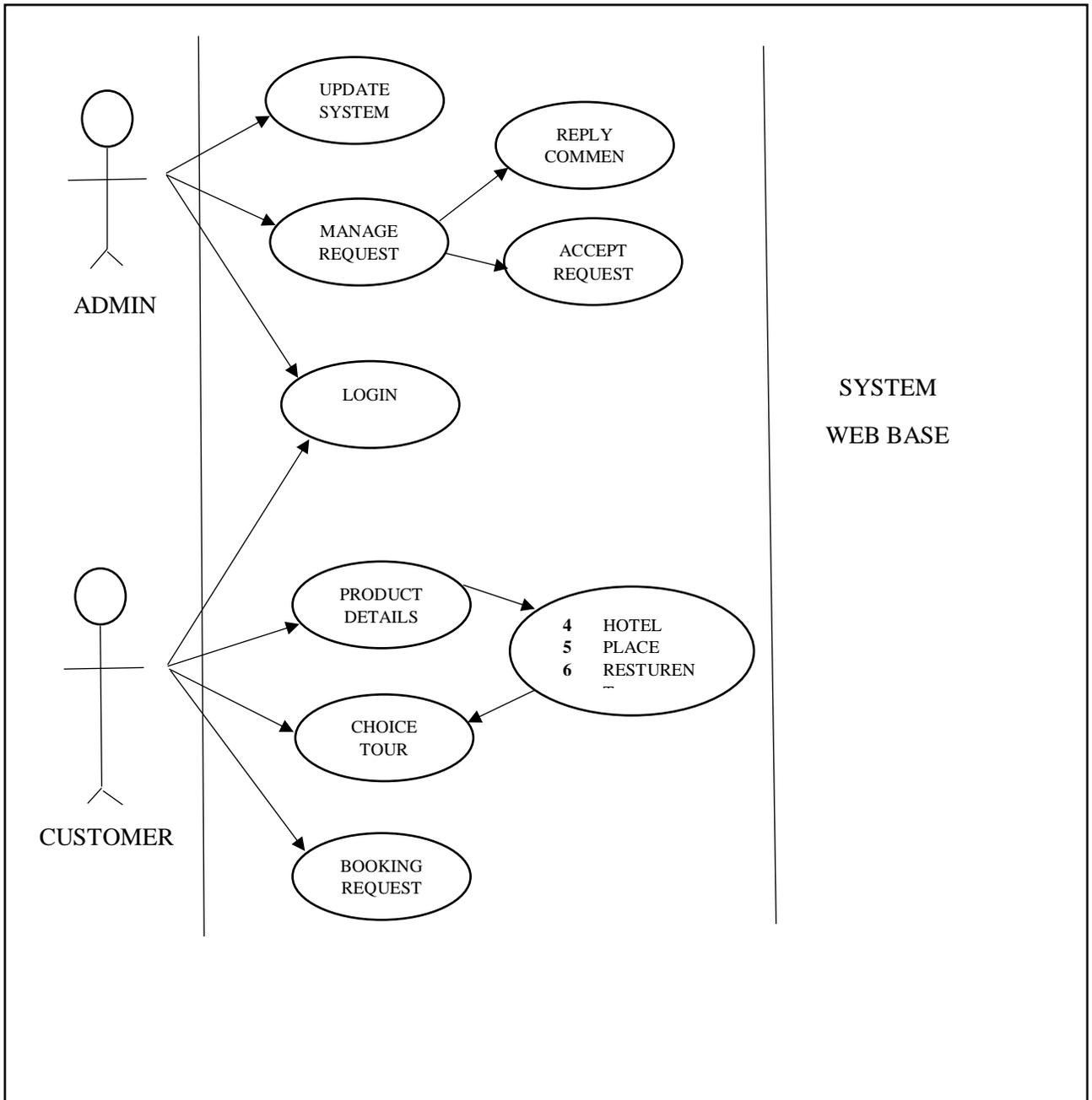


Figure 3.3.3: Use Case Model

3.4 Social Media Business Model

This is the main Business Model For our social media portal. This is figure describe how it's mainly for our portal

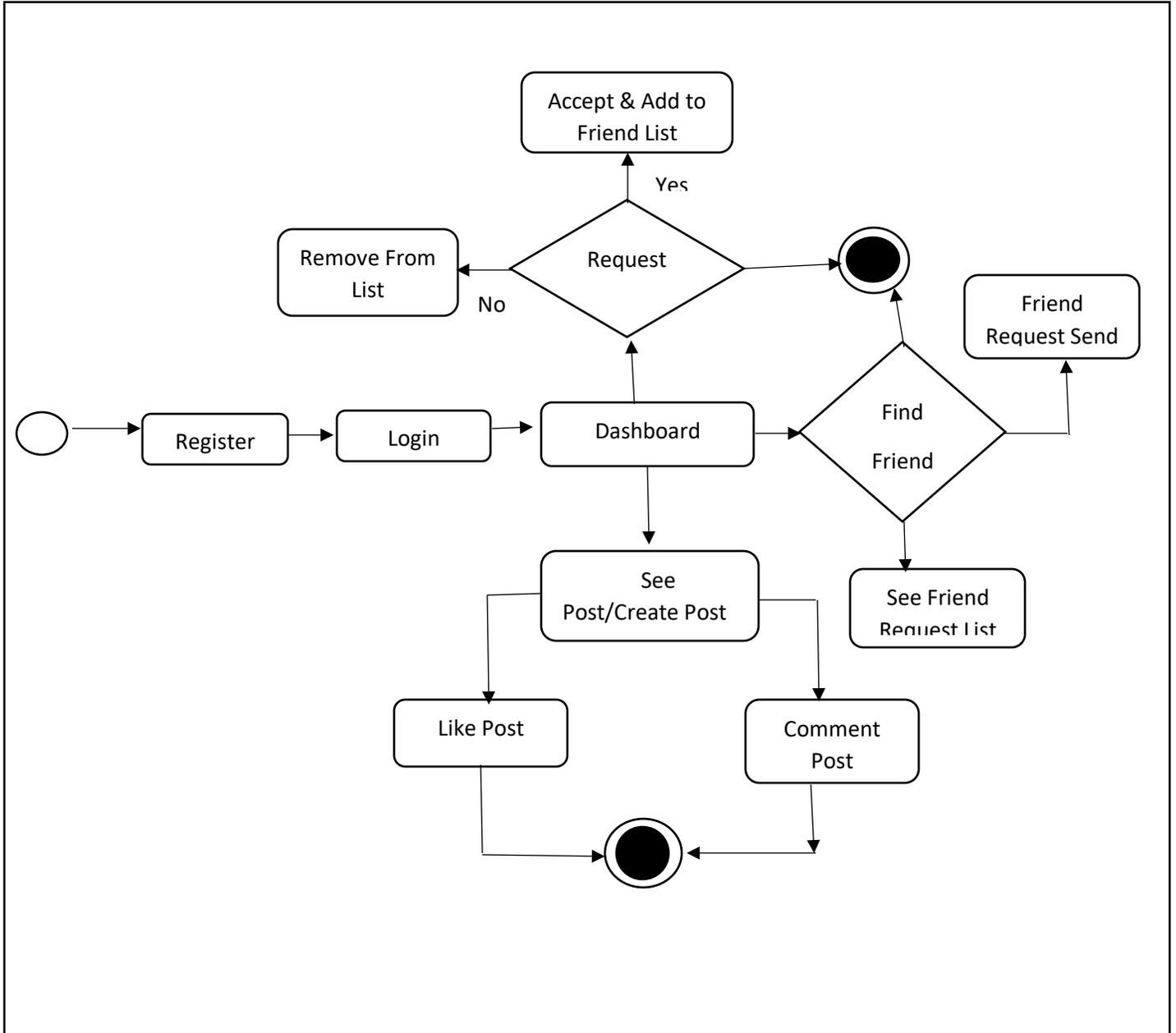


Figure 3.4: Business Model for Social Media

3.5 Use Case Rating System

In this module, have mainly two parts in our “Tourism Management System”. Rating is the system which is best way to find the best product with maximum rating.

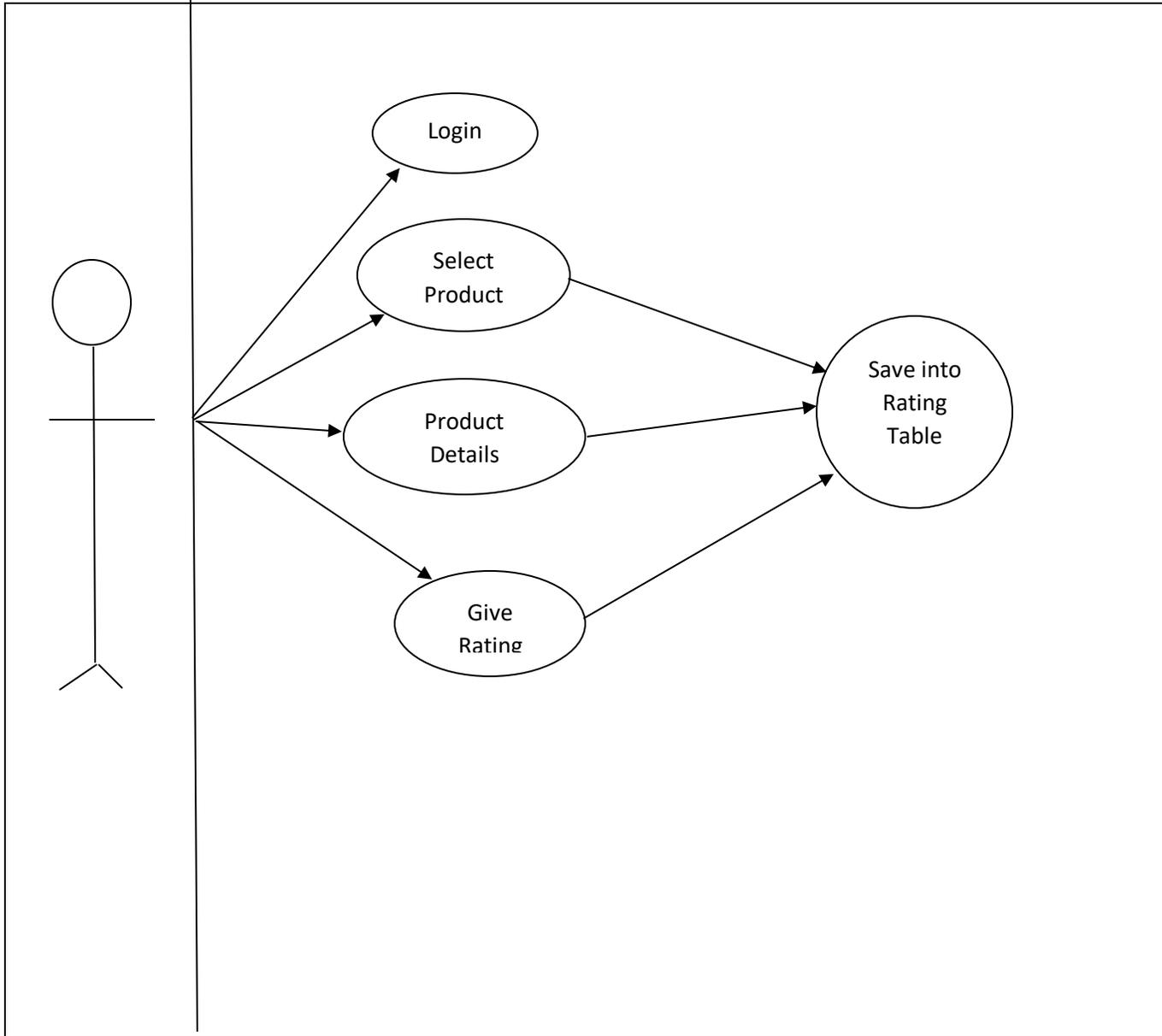


Figure 3.5: Use Case for Rating System

3.6 Rating System Database Model

This rating database model indicate that how 3 table are connect with each other's

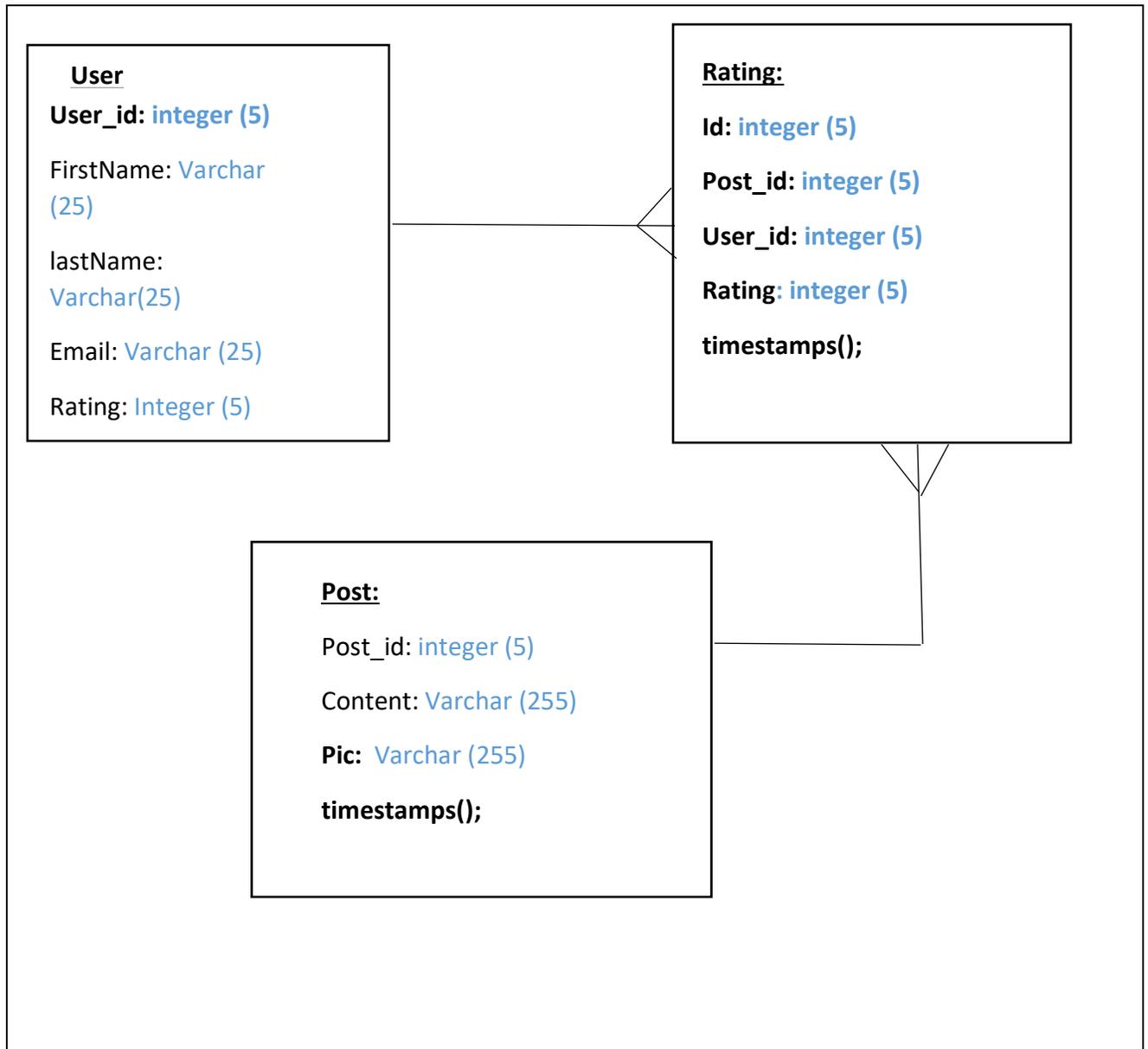


Figure 3.6: Database Model for Rating System

3.7 Design requirement

Systems design is the process of defining the architecture, components, modules, interfaces, and data for a system to satisfy specified requirements. In this chapter overall system design of our application has been showed, where architectural design, use case diagram, flow chart and data flow diagram included. Whole design of this project is user friendly. Modern and updated design tools have been used for this project. Also new concepts have been considered to make it user friendly. In future any kind of edit is allowed as time permits.

3.7.1 Architecture Design

The architecture design of a system emphasizes the design of the system architecture that describes the structure, behavior, and more views of that system and analysis.

Our application's architectural design shows that-

- User writes the web address of our application through the web browser.
- This link request goes to the web server.
- PHP Files fetch the data from database and the web page is showed to the user.

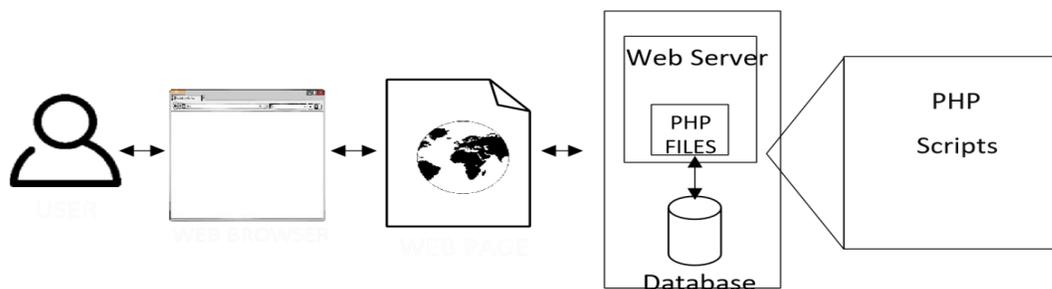


Figure 3.7.1: Architecture Design

Database design is the organization of data according to a database model. The designer determines what data must be stored and how the data elements interrelate. With this

Information, they can begin to fit the data to the database model. Database design involves classifying data and identifying interrelationships.

- Primary key: - The field that is unique for all the record occurrences.
 - Foreign key: - The field used to set relation between tables.
- Normalization is a technique to avoid redundancy in the tables.

CHAPTER 4

DESIGN SPECIFICATION

4.1 Front-end Design

Front-end tools, which are used in developing our tourism management system, are given in the following-

- PHP
- HTML5
- CSS
- JAVA SCRIPT

4.2 Back-end Design

Choosing a right php development framework to develop a web application for the business can be a very difficult task because there are so many optional available from the past few days we at.

Value Coders are using Laravel framework on a regular basis. In the backend design, we use MySQL tools for our application. In near future we use oracle for the backend implementation. MySQL is the popular tools for database management system.

PHP Version:

Version	RELEASE DATE	SUPPORTED UNIT
5.6	28 August 2014	31 December 2018
7.0	03 December 2015	03 December 2018
7.1	10 January 2019	01 December 2019

RELEASE	GENERAL AVAILABILTY	LATEST MINOR VERSION	LATEST RELEASE	END OF SUPPORT
5.1	November 14,2008, 11 years ago	5.1.73	2013-12-03	December 2013
5.5	December 3,2010, 9 years ago	5.5.61	2018-7-27	December 2018
5.6	February,5,2013 6 years ago	5.6.41	2018-7-27	February 2021

LARAVEL Version;

Version	Release	Bug Fixes Until	Security Fixes Until
5.0	4 February,2015	4 August, 2015	4 February, 2016
5.1	9 June, 2015	9 June,2015	9 June, 2018
5.2	21 December, 2015	21 June, 2016	21 December, 2016

4.3 Interaction Design and UX

Design

Whole design of this project is user friendly. Modern and updated design tools have been used for this project. Also new concepts have been considered to make it user friendly. In future any kind of edit is allowed as time permits.

Completion

This project is going to inform about Tourist sites. Every panel will be updated any time.

Project Deliverables

Project deliverables are the outputs from a project that normally provide beneficial change. Deliverables can be process improvements, new or improved services, service quality improvements, image and reputation artifacts, risk reduction benefits, increases to the flexibility or effectiveness of staff or policy compliances.

Resource Allocation

In software planning, resource allocation is a plan for using available resources, for example human resources, especially in the near term, to achieve goals for the future. It is the process of allocating resources among the various projects or business or educational units.

4.4 Implementation Requirements

Requirements analysis in systems engineering and software engineering encompasses those tasks that go into determining the needs or conditions to meet for a new or altered product or project, taking account of the possibly conflicting requirements of the various stakeholders analyzing, documenting, validating and managing software or system requirements.

4.4.1 Non-Functional Requirement

Our system has some nonfunctional requirement that is describe in the below:

4.4.2 Efficiency Requirement

When our system implemented then the tourists use this system for rating tourist sites, Hotel and write some notes and also get information about tourist sites.

4.4.3 Reliability Requirement

The system should provide a reliable environment to both old and new tourists. All tourists should be updated their information through the admin without any errors.

4.4.4 Usability Requirement

Our tourist management system is designed by user-friendly environment and very easy to use.

4.4.5 Implementation Requirement

Implementation of the system using PHP, CSS, HTML, JAVASCRIPT, JQuery for frontend implementation. PHP will be used for database connectivity. Moreover, MySQL develops the database part. Responsive web designing is used for making the web application compatible for any type of screen.

4.4.6 Delivery Requirement

The whole system is expected to be delivered in four months of time with a weekly evaluation by the project guide.

CHAPTER 5

IMPLEMENTATION AND TESTING

5.1 Implementation of Database

This is the screenshot of our databases of our project. Here include the all types of data which will be the record of our background system also. We works in phpMyAdmin for our databases set.

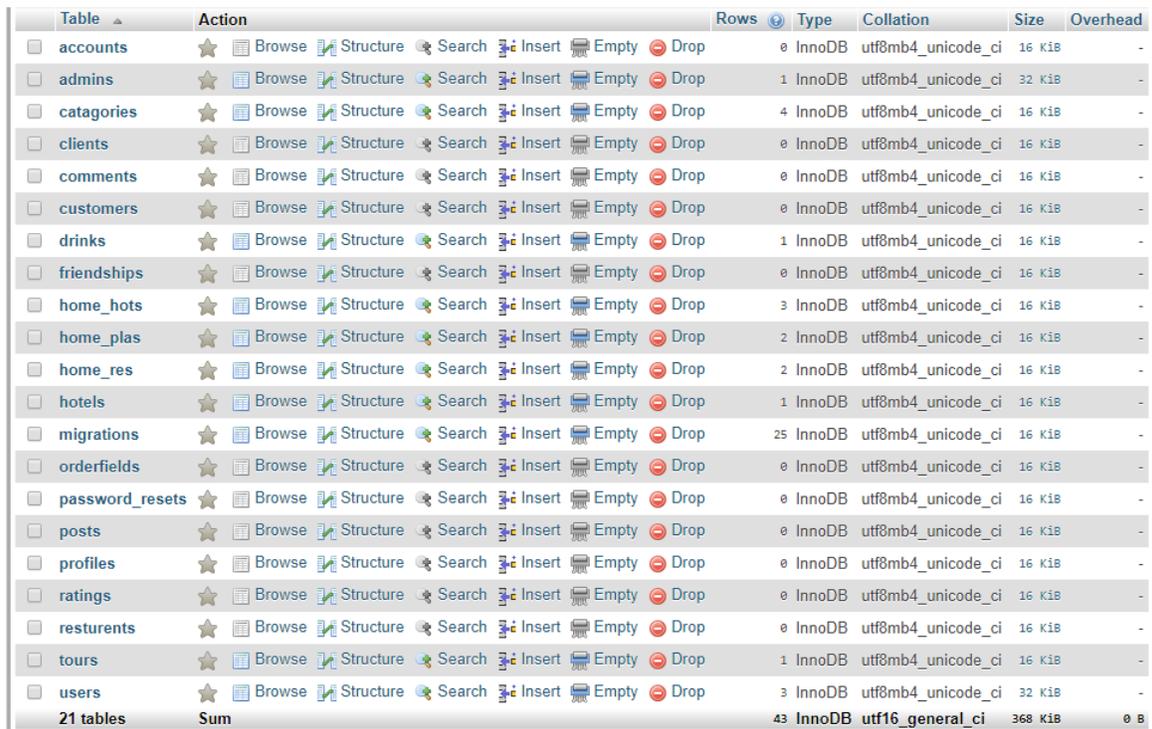
A screenshot of the phpMyAdmin interface showing a list of 21 tables in a database. The table has columns for 'Table', 'Action', 'Rows', 'Type', 'Collation', 'Size', and 'Overhead'. Each row represents a table with its name, a star icon, and a set of action icons (Browse, Structure, Search, Insert, Empty, Drop). The 'Rows' column shows the number of records in each table, and the 'Size' column shows the size in KiB. The 'Overhead' column shows the overhead in KiB. The total for all tables is 43 rows, InnoDB type, utf16_general_ci collation, 368 KiB size, and 0 B overhead.

Table	Action	Rows	Type	Collation	Size	Overhead
accounts	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	16 KiB	-
admins	★ Browse Structure Search Insert Empty Drop	1	InnoDB	utf8mb4_unicode_ci	32 KiB	-
catagories	★ Browse Structure Search Insert Empty Drop	4	InnoDB	utf8mb4_unicode_ci	16 KiB	-
clients	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	16 KiB	-
comments	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	16 KiB	-
customers	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	16 KiB	-
drinks	★ Browse Structure Search Insert Empty Drop	1	InnoDB	utf8mb4_unicode_ci	16 KiB	-
friendships	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	16 KiB	-
home_hots	★ Browse Structure Search Insert Empty Drop	3	InnoDB	utf8mb4_unicode_ci	16 KiB	-
home_plas	★ Browse Structure Search Insert Empty Drop	2	InnoDB	utf8mb4_unicode_ci	16 KiB	-
home_res	★ Browse Structure Search Insert Empty Drop	2	InnoDB	utf8mb4_unicode_ci	16 KiB	-
hotels	★ Browse Structure Search Insert Empty Drop	1	InnoDB	utf8mb4_unicode_ci	16 KiB	-
migrations	★ Browse Structure Search Insert Empty Drop	25	InnoDB	utf8mb4_unicode_ci	16 KiB	-
orderfields	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	16 KiB	-
password_resets	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	16 KiB	-
posts	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	16 KiB	-
profiles	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	16 KiB	-
ratings	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	16 KiB	-
resturents	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_unicode_ci	16 KiB	-
tours	★ Browse Structure Search Insert Empty Drop	1	InnoDB	utf8mb4_unicode_ci	16 KiB	-
users	★ Browse Structure Search Insert Empty Drop	3	InnoDB	utf8mb4_unicode_ci	32 KiB	-
21 tables	Sum	43	InnoDB	utf16_general_ci	368 KiB	0 B

Figure 5.1.1: Screenshot of the database

5.2.1 Implementation of Front-end Design

To design the website all pages like user login, homepage send request, admin profile and all other pages are given bellow:

Home Page

This is the homepage of our project. This page is also known as main page and this is the main page of the site. After entering into our site user can see this page first. The user will be the customer, the admin.

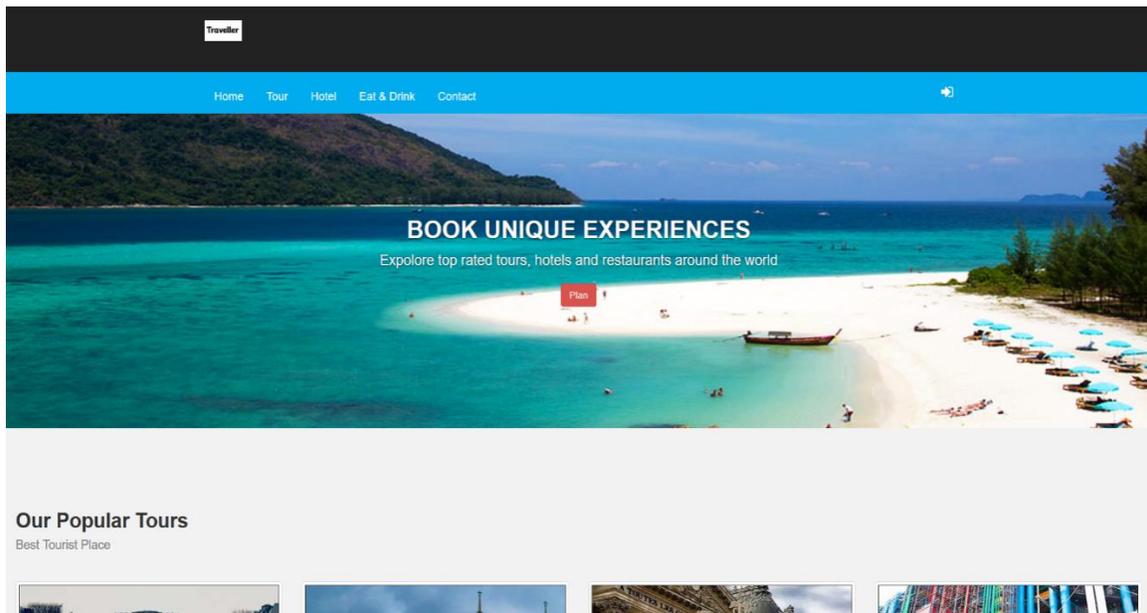


Figure 5.2.1: Screenshot of homepage

5.2.2 Home Page Footer

In home page footer customer will find out the total count of our services and short link to contact with the admin. In figure 5.2.2 show the footer section.

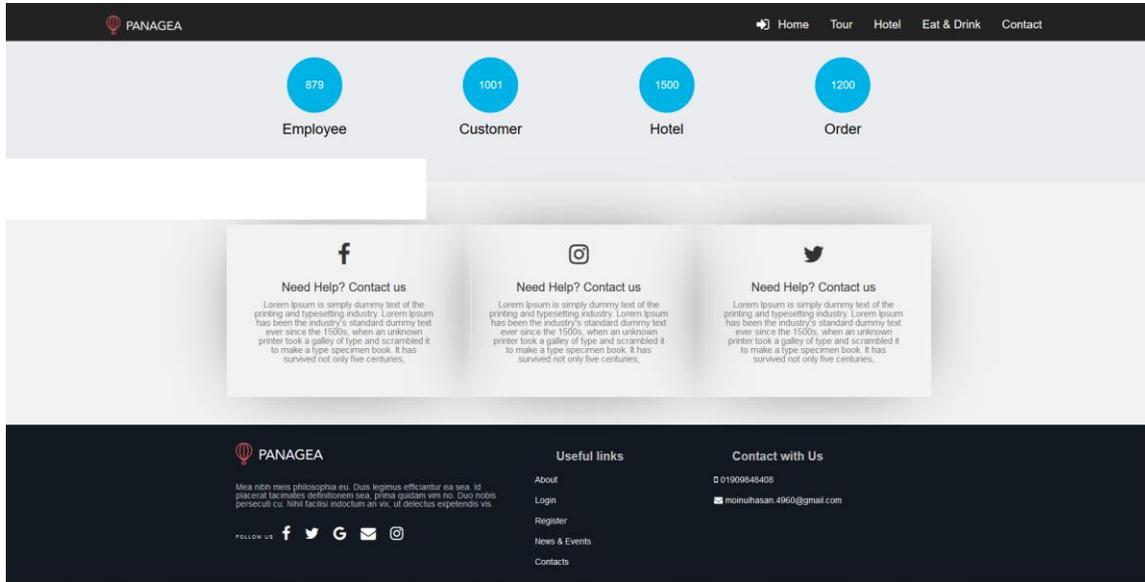


Figure 5.2.2: Screenshot of footer

5.2.3 Tour Page

This is our tour page. In this page customer can find his/her holiday destination with their comfortable zone. In figure 5.2.3 show the tour page.

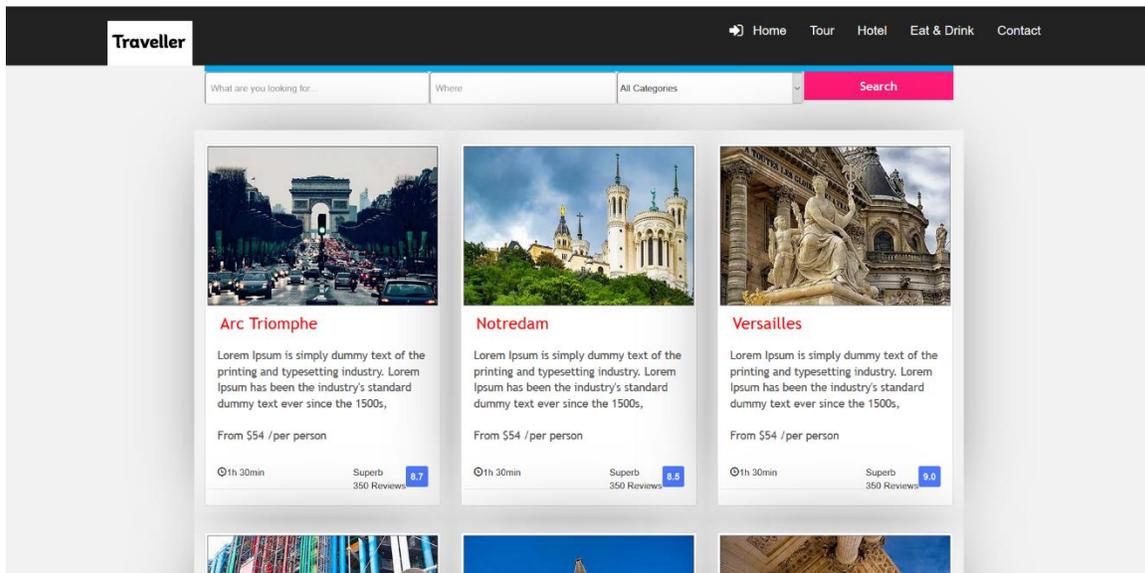


Figure 5.2.3: Screenshot of tour page

5.2.4 Hotel Page

This is our hotel page. In this page customer will find out the best hotel in the targeted area. Customer will also checked the rating and review. In figure 5.2.4 show the hotel page.

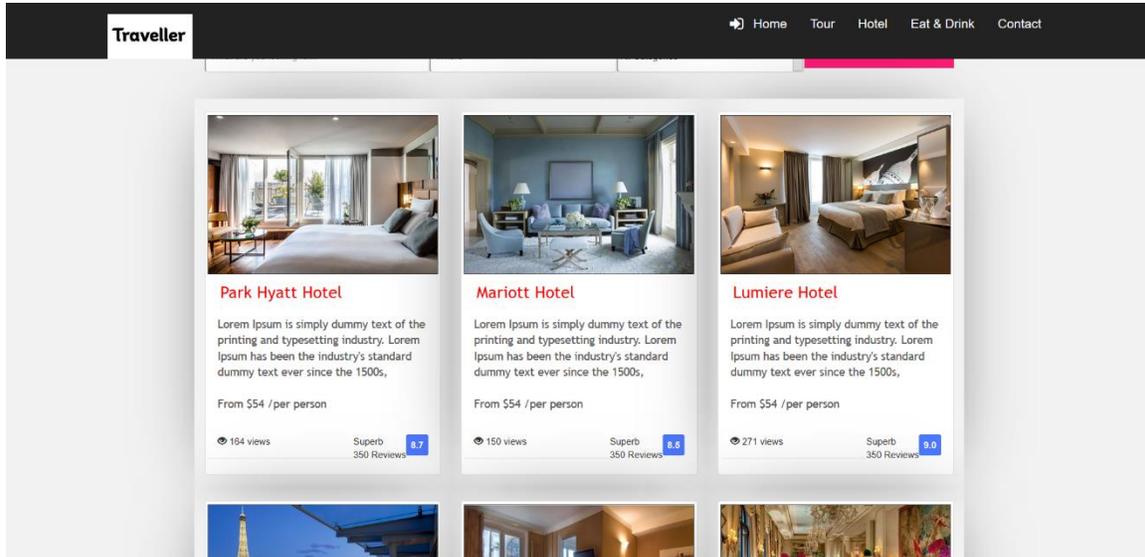


Figure 5.2.4: Screenshot of hotel page

5.2.5 Eat & Drink Page

This is our eat & drink page. In this page customer will find out the best restaurant in the targeted area. Customer will also checked the rating and review. In figure 5.2.5 show the hotel page.

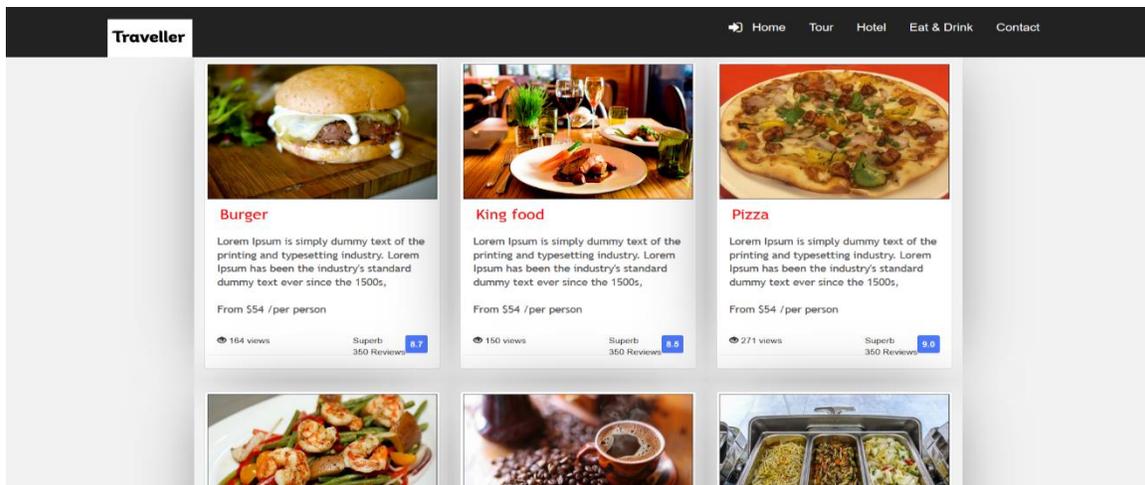


Figure 5.2.5: Screenshot of eat & drink page

5.2.6 Details Page

This is details page. In this page customer will find out the details about the selected product. In figure 5.2.6 show details page.

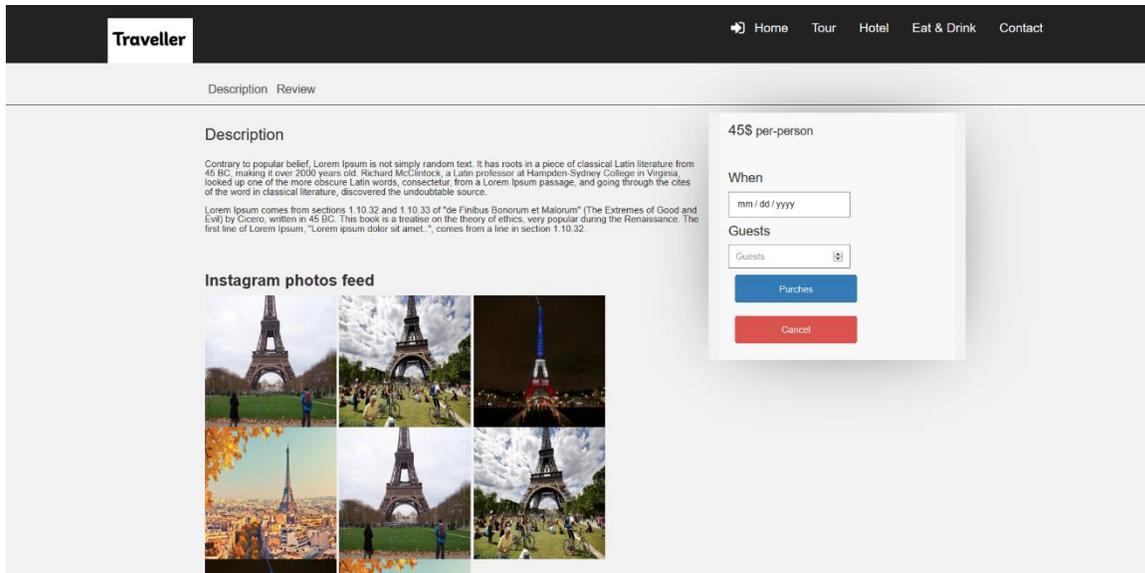


Figure 5.2.6: Screenshot of details page

5.2.7 MAP & Comment

This is the map & comment section .In figure 5.2.7 show that.

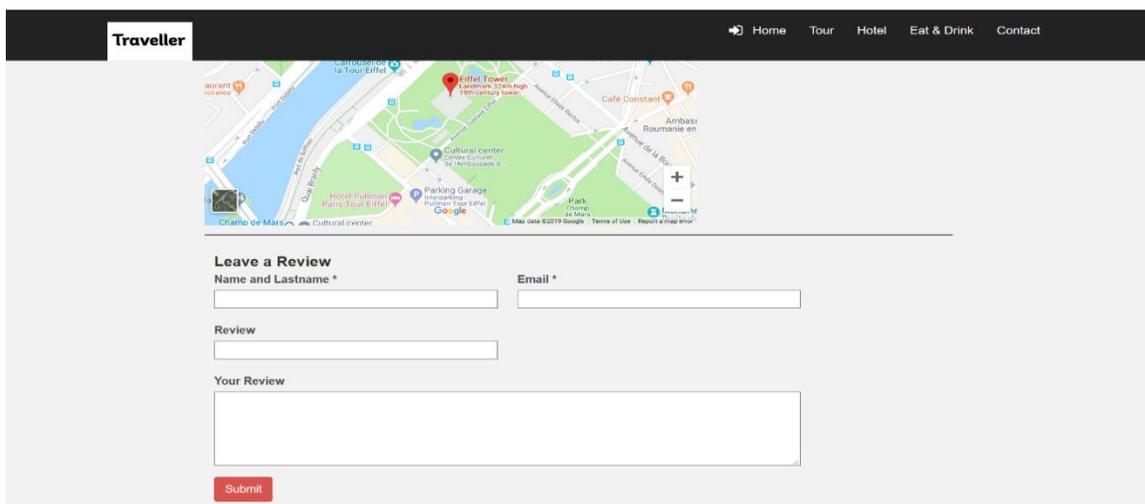


Figure 5.2.7: Screenshot of map & comment

5.2.8 Checkout Page

This is checkout page. When customer wants to check out first he/she needs to be login .After that he/she can select the payment method for complete checkout. In figure 5.2.8 show checkout page.

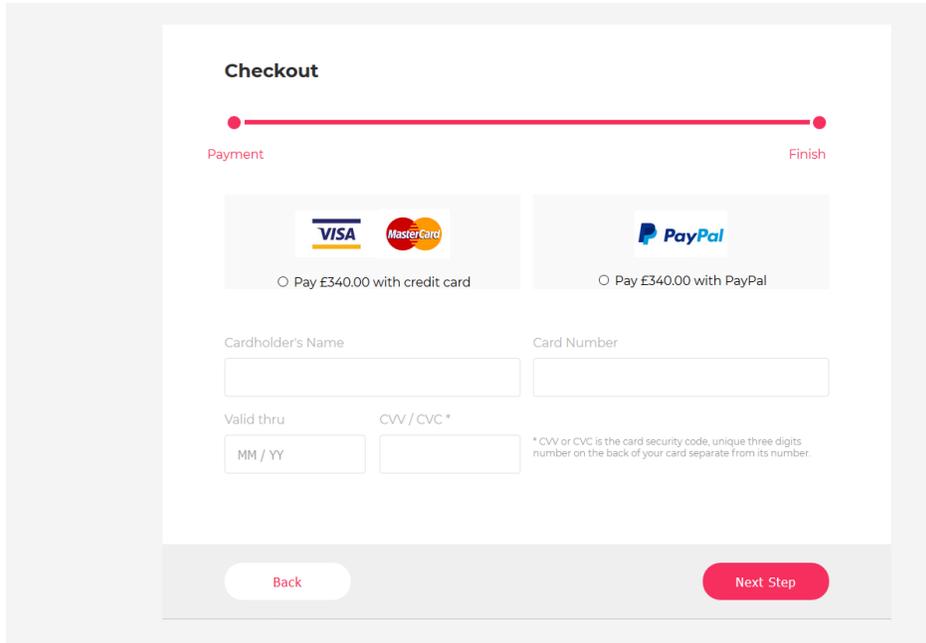


Figure 5.2.8: Screenshot of checkout page

5.2.9 Admin Panel

This is the page of admin panel. Admin can control the site in detail through this panel. In figure 5.2.9 show the admin panel.

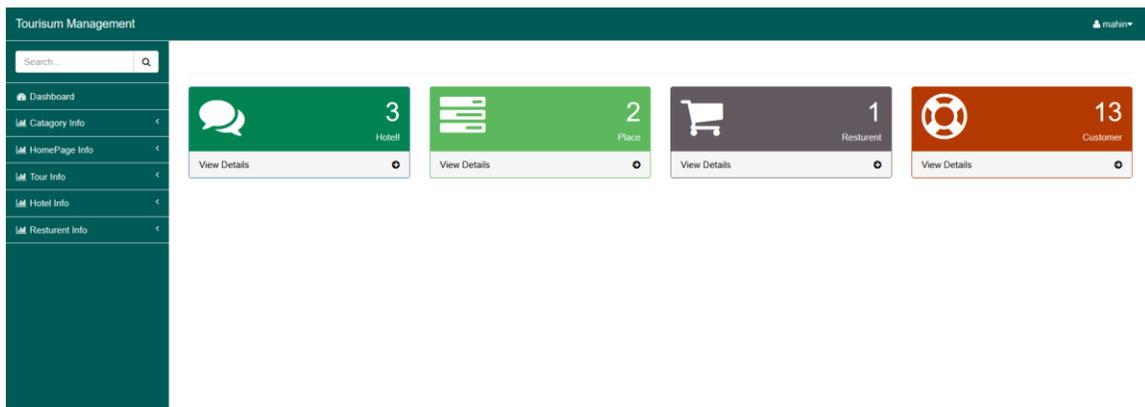
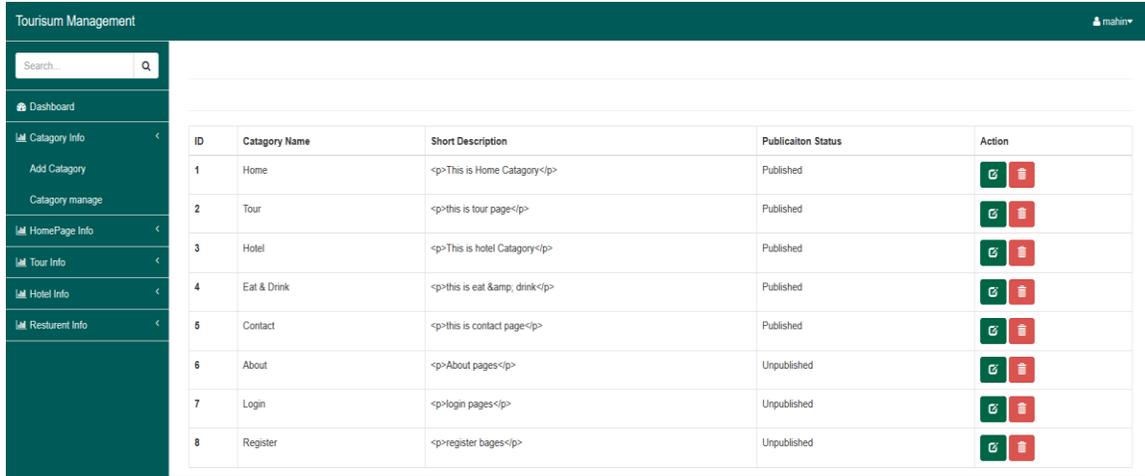


Figure 5.2.9: Screenshot of Admin Panel

5.2.10 Category Manage

This is the page to category manage. Admin can manage the category to record the details. In figure 5.2.10 show the category manage.

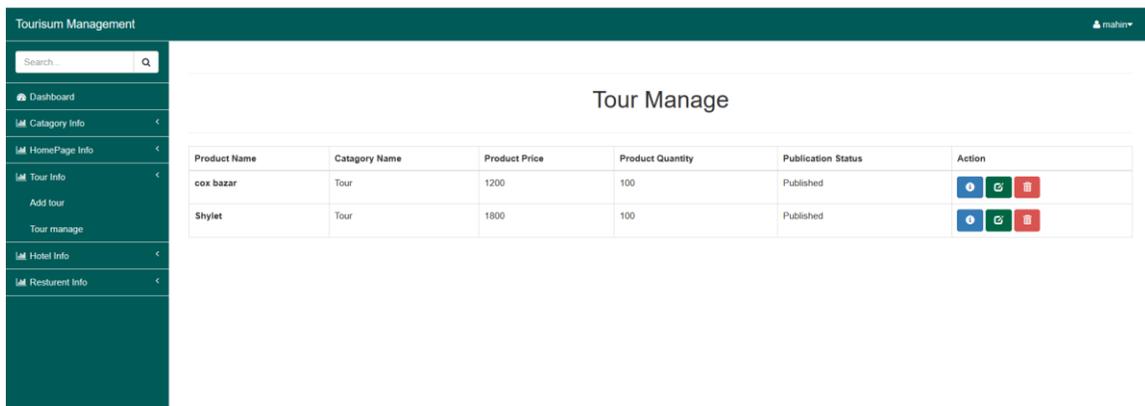


ID	Category Name	Short Description	Publication Status	Action
1	Home	<p>This is Home Category</p>	Published	 
2	Tour	<p>this is tour page</p>	Published	 
3	Hotel	<p>This is hotel Category</p>	Published	 
4	Eat & Drink	<p>this is eat & drink</p>	Published	 
5	Contact	<p>this is contact page</p>	Published	 
6	About	<p>About pages</p>	Unpublished	 
7	Login	<p>login pages</p>	Unpublished	 
8	Register	<p>register bages</p>	Unpublished	 

Figure 5.2.10: Screenshot of Category Manage

5.2.11 Tour Manage

This is the page to tour manage. Admin can manage the tour to record the details. In figure 5.2.11 show the tour manage.



Product Name	Category Name	Product Price	Product Quantity	Publication Status	Action
cox bazar	Tour	1200	100	Published	 
Shylet	Tour	1800	100	Published	 

Figure 5.2.11: Screenshot of Tour Manage

5.2.12 Hotel Manage

This is the page to hotel manage. Admin can manage the tour to record the details. In figure 5.2.12 show the hotel manage.

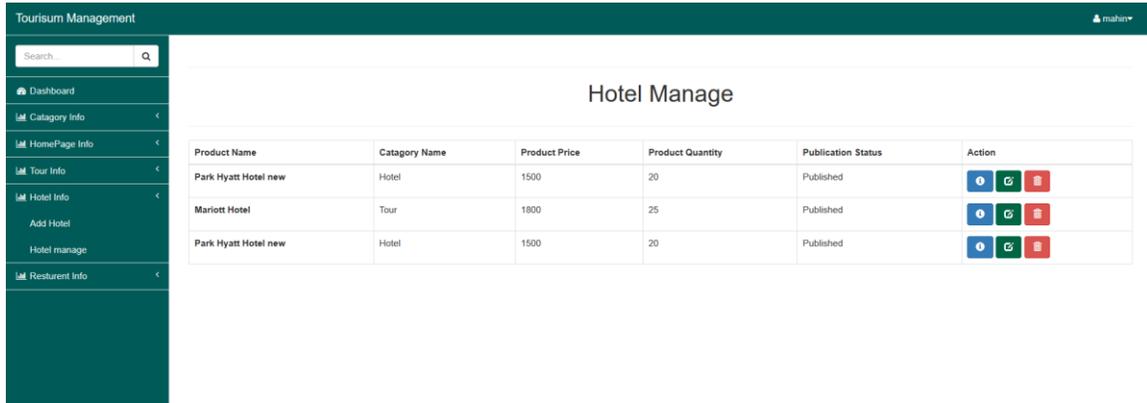


Figure 5.2.12: Screenshot of Hotel Manage

5.2.13 Restaurant Manage

This is the page to restaurant manage. Admin can manage the tour to record the details. In figure 5.2.13 show the restaurant manage.

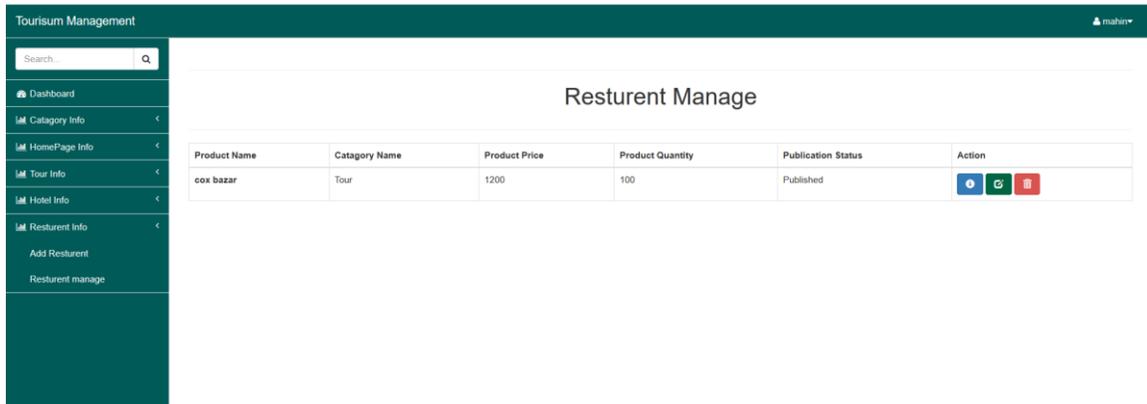


Figure 5.2.13: Screenshot of Restaurant Manage

5.2.14 Social Media Portal

This is the page to social media portal. Where customer can post anything to share their experiences and build a connection with the other user figure 5.2.14 show the social media portal.

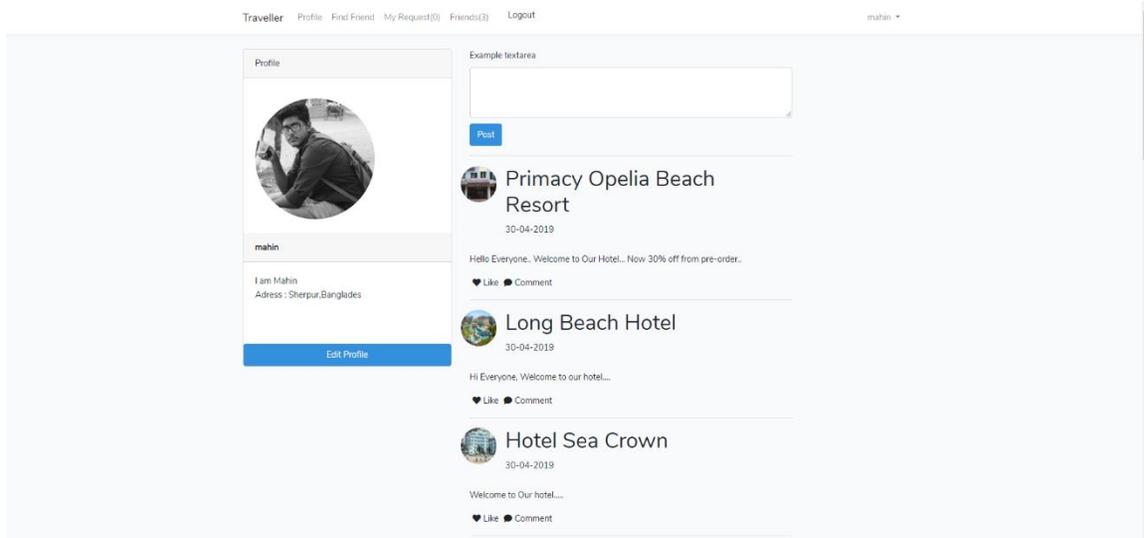


Figure 5.2.14: Screenshot of Social Media Portal

5.2.15 Rating Page

This is the page to rating page. Customer can rate any product and its show its review with an average rating value.

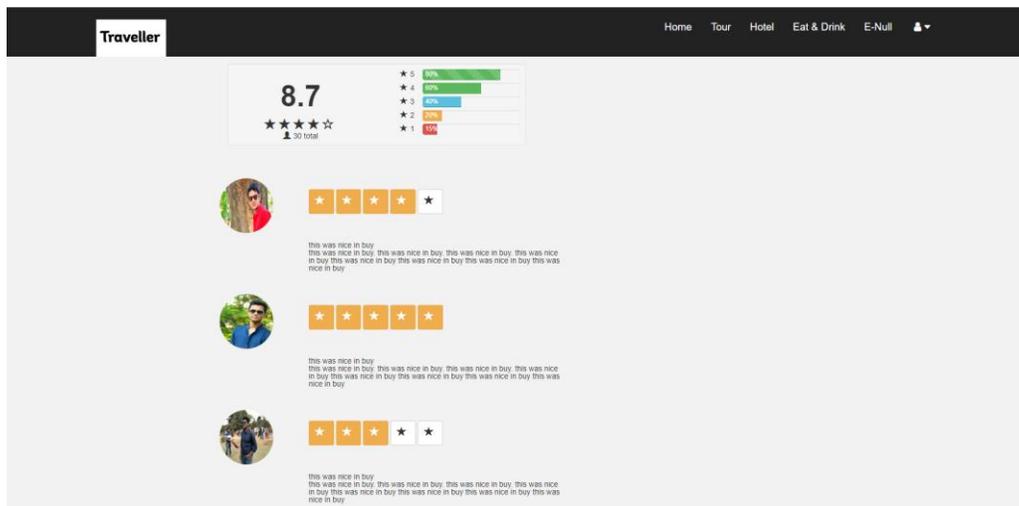


Figure 5.2.15: Screenshot of Rating Page

5.3 Testing Implementation

Testing is procedure for testing approaching implementation system where tester or system architect might find cases and spaces, could it be implementable and have limitation. Here we make some basic test to our system. We are given the value below:

Table 5.3.1: Test Case

Test Case	Test Input	Expected Outcome	Obtained Outcome	Pass/fail
1.Customer login	Login via a device with real information	Successfully login	Successfully login	Pass
2.Customer Create Account	Empty all the field	Show restriction to fill all the field	Field must be filled by data	Pass
3.Customer login	Login via device with fake information	Give real information	Not login	Pass
4. Admin login	Login via a device with real information	Successfully login	Successfully login	Pass
5. Admin login	Login via device with fake information	Give real information	Not login	Pass
6.Update information	Give the value	Successfully update	Successfully update	pass
7. Update information	Image filed empty	Filed must not be empty	Reject	Pass
8.Publication	Publication status published	published	Successfully Published	Pass

5.4 Test Results and Reports

Test report is required to mirror testing creates a formal way, which supplies a scope to estimate testing result rapidly. It is a paper that records data acquired out of your evaluation experiment inside an organized manner, describe the environment or operating conditions and show the compare of test result with test objectives.

Test report is more important that is needed to understand the machine is prepared or not ready for implementation. We must let you know several types of testing. There are numerous types of testing. If the system passed through all these types of testing it is finally ready to lunch so at the end, we can carry out the result as the benefits of usability testing.

Table 5.4.1: Benefits of usability testing

Benefits of Usability Testing	Yes	No
Good Quality of system	√	
System is easier to use	√	
Application is rapidly accepted by users	√	
Easy to use for the new user	√	
Better UI for interaction	√	

CHAPTER 6

CONCLUSION AND FUTURE SCOPE

6.1 Discussion and Conclusion

We consider the tourist management System will be integrated helpful, supportable, servable system to both old and new tourists to achieve their required information's. Withal, we believe tourist management System reduce the time, cost and effort. With that we access to good performance to our main purpose of this study. Tourist management System achieve a many of well-done communications, a lot of information and access to effective goals of tourism process. We can say it will be large integrating information system particularly for tourist.

6.2 Scope for Further Developments

Gradually our project work will be continued. We will make update our system day by day and try to publish it online so that user face more comfortable to use this site. Later on, we will add more feature that the tourist are benefited. We will try to solve the extra small systems also.

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APPENDICES

This is our total project file



Tourism Management System

ORIGINALITY REPORT

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SIMILARITY INDEX

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