DESIGN AND IMPLEMENTATION OF TOURIST GUIDE MANGEMENT SYSTEM BASED ON WEB APPLICATION

 \mathbf{BY}

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This report is presented in partial compliance with the Qualifications Requirements for Computer Science and Engineering.

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APPROVAL

The project entitled "Design And Implementation Of Tourist Guide Management System on web appliation", submitted by Md. Sohan Talukder Akash, Adifa Vuiya, and Koli Mondol Mira at the Department of Computer Science and Engineering, Daffodil International University, has been well received. To meet part of the requirements for the B.Sc. degree. in Computer Science and Engineering and approved its style and content. Presentation made 17th January 2022.

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ABSTRACT

Everyone is busy at the present time. Everyone is mentally exhausted from work pressure. And to relieve mental fatigue, the brain needs to relax. The best way to deal with this fatigue is to travel. Through travel, a person becomes physically and mentally cheerful. To make travel easier, comfortable and more enjoyable, we have created a system named TouristGuide (www.touristguide.com). Where a traveler can find out detailed information about the trip before their travel. A tourist guide is a system where a traveler can get detailed advance information about travel which will make his journey more comfortable and convenient. Here the traveler will know what is there where he wants to go and which place is more popular. He will also know how much the trip will cost him, how to get to his chosen place. Which way to go and which bus runs there. Tourists will also find out which foods are popular in their chosen area and the food restaurants in the vicinity. Tourists can also find out in advance which hotel is suitable for their stay. Travelers will be able to create a variety of events to make their trip more enjoyable. He will be able to take the help of a guide to guide the traveler. Travelers will be able to describe and share their experiences in this system. In the near future we will try so that travelers can book hotels with our system before the trip

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CHAPTER 1

Introduction

1.1 Introduction

It is often the case that travel enthusiasts do not get accurate information about travel when they want to go somewhere. They are confused. As a result, he got annoyed and canceled the trip. It also happens that we can't enjoy the popular food wherever we travel because we don't have the right idea [1]. It also happens that we have to spend time standing next to different hotels as we cannot arrange accommodation at the right time. We cannot enjoy our travels even after spending a lot of money. As a result, we become frustrated. In such a situation, travel is not pleasant for us and becomes a cause of suffering.^[4]

To solve the above problem, we have created a platform where a tourist can avail all the facilities during his travels. The main purpose of creating this platform is to make travel enjoyable and fulfilling.^[1] It will help the tourist to find the details about his destination. This smart system will give detailed advice to the tourist about the main attractions of the place, the hotel near the place and the famous food of that place.

We have designed our system in such a way that the tourist can know the detailed information about the trip from any place in a short time before the trip. Whenever a tourist wants to visit a tourist spot, he should know in advance what is there, where to go, which food is famous, which place is best for him to stay. With the help of this application a user can easily know the advance information about his destination. The application will also help to know the details of how much it will cost to go to the destination, which vehicle will be needed. In this application, the tourist will be able to create different types of events according to his needs. Tourists can take the help of a guide to make the trip more comfortable and enjoyable. Guider will help them to reach their destination properly with all the facilities. [6]

1.2 Motivation

Many times, people cannot enjoy their travels due to lack of necessary information. When a tourist visits an interesting place, if he has no idea beforehand how much it will cost to go there, whether there is any interesting place around that place, where he will stay, what is the famous food of that place, etc. Then travel will become a cause of annoyance and frustration instead of pleasure.^[7] It is often seen that even after spending a lot of money and time, tourists do not get the necessary facilities. That's why we have started this system mainly to help people who love to travel. Through our smart system, people will be able to collect the necessary information about travel in advance.^[1] The purpose of this platform is to connect travelers and travel destinations, effectively allow travelers to follow the progress of travel destinations and provide easy and accurate directions about those destinations. This will enable tourists to make their travels easy, comfortable and enjoyable.

1.3 Objective

With the help of our project, the users will be able to tour various places things they need (guiders, way path etc.).

1.4 Expected Outcome

- Saving time
- Tourist Guiders Facility
- Smart searching tools
- Earn Money

1.5 Overview

Our project has a manager and users,

- The users can log in and join any event also hire a guider.
- The users will be able to create event. When admin accept this event also show the event in front page.
- The users will be able to share his tourist/guiders experience. Also show this experience in gallery page.

Also, the administrator can control the whole system, the administrator can agree
to event, remove event, add guiders, add top rated place, delete top rated place, add
users, remove users, edit category, delete category, see event join list. When a user
sends a message, you will be able to see it and reply to it.

This project has a lot of potential –

- Users can be able to save their time by using our project.
- The user can join every event that has been added to event category.
- And the Users can hire guides and use this guided tour anywhere.
- If the user wants to cancel his join event, he can cancel it.

The website will be used to store user-generated data in this project. After you've created a new event, the administrator will evaluate it and decide whether to confirm or cancel it.

1.6 Project Layout

Our project report is coordinated as follows:

- Chapter One includes the introduction to our project, motivation for this project, objectives, expected outcome, and overview during this project.
- Chapter Two includes terminologies of the project, related work, comparative studies analysis, scope of the problem, and challenges during this project.
- Chapter Three includes introduction of requirement specification during this
 project, overall description, product perspective, system model, requirement of
 hardware, design, requirement prosperity, model diagrams during this project.
- Chapter Four includes the design specification and implementation, utilization, and testing during this project.
- Chapter Five includes the impact on society during this project, impact on environment, ethical aspects, and sustainability plan during this project.
- Chapter Six includes the conclusion and scope and further development of this project.
- Lastly the Refences section contains the resources used during the project.

CHAPTER 2

Background

2.1 Terminologies

Our platform aims to level the playing field for travelers by providing high-quality tours that are accessible, flexible, and inexpensive. You may come to the tourist guide to learn about your nation and make your life happier if you are traveling anyplace in Bangladesh with good assistance.

We are providing features are as follows:

- An online-based hire guiders system
- Create Event
- Share your experience
- Chat with tourist guiders
- Customer and Success
- Recommend best guiders
- Best way for your trip
- Online based Ticket Booking System

2.2 Related Work

All over the world, there are so many websites on tourist guides recommendation systems. But they are not serving perfectly. There are many travel applications in our country. But if we need everything together. We never get everything together in one application. If we want to give a tour ourselves then we can get a good quality guide who can help us in all kinds of tours in this case, we are creating a friendly style tourist guide recommendation system. Most institutions use complicated and expensive management systems that are primarily focused on tourism objectives, and no other firm would ever provide you with a guide to give you the proper instructions. [8] However, we have a well-designed and well-facilitated tourism administration system that gives the finest touring experience for a reasonable cost, and you may visit any place in Bangladesh. [2] We have also focused on building up communication between customers and touring a community of users and instructors.

2.3 Comparative Studies Analysis

For many research has shown that tourism is influenced by people's sensibilities. We've put a variety of methods to the trial, but we've concentrated on Four Representatives. The first is Airbnb, which is the most popular commercial system representative, the second is TripAdvisor; the third is Go Zayyaan; and the fourth is Obokash. We will offer the same feature-based comparison study on default variables for their usability. Tourism project tourism frameworks were used to run the tourism system.

2.4 Scope of the Problem

While working on this tourist guide, we encountered several challenges. While working on this tourist guide, we encountered several challenges. Visit us to gain insight into how our country's tourist groups run their administration and maintain their operations. Choose which activities will be kept and which will be prioritized. [6] When we first started creating the system, there were a number of flaws, and we had a lot of trouble fixing them.

2.5 Challenges

Many tourist management methods that typically perform tour activities in the backyard have been seen. But no one can keep man's relationship to nature alive. As a result, we took on the task of developing a tourist guide recommendation system. When we were working on this project, we ran into a lot of issues. With the construction of our website event, we had a lot of issues. Anyone will be able to organize a gathering. Thirty individuals will attend the event, and they will all be traveling together. However, we were unable to create the connection. We made every effort to resolve the concerns.^[4]

CHAPTER 3

Requirement Specification

3.1 Introduction

We gathered information about what consumers require at this point and outlined the difficulties that the system is anticipated to answer. We've gathered requirements such as software, such as the programming language to be used, hardware, and the database model that must be used.

3.2 Overall Description

The description given below:

3.2.1 Product perspective

The hiring management system opens up an easy way for users to easily find the items or products they need. There will be a reliable website that will contain all the product details, where users can easily view products and rent.

3.2.2 System Interfaces

This system will be connected to a MySQL-based web server. All users, on the other hand, will be linked to the internet.

3.2.3 User Interfaces

This system is a type of desktop program. The system form has been created to be simple to use. For all users, the login form is the same. For each, the login procedure is the same. As a result, users will get the same popup after signing in.

3.2.4 Communication Interface

The Transmission Control Protocol (TCP) and the Internet Protocol (IP) will be used to send data between the client and the server (IP).

3.2.5 Storage Limitation

Our system has no limitations in terms of storage space. System compilation, quality planning, testing, and the writing process are all completed at this point of the planning phase.

3.2.6 Operations

The principal activity is the data passage on the structure, which are:

- Database.
- Searching.
- Updating.
- Editing
- Deleting

3.3 System Model

Another popular approach for web app development initiatives is Agile. For projects with few specific needs and short timescales, the Agile technique is frequently utilized.

The following are the essential aspects of the Agile methodology:

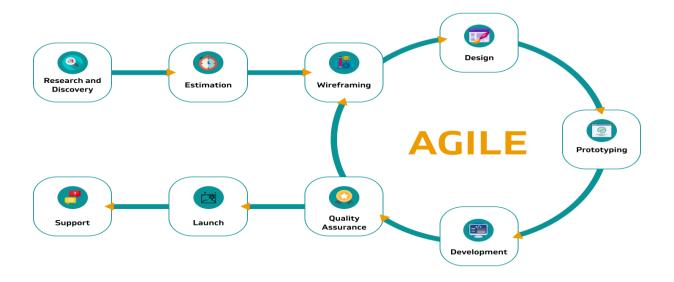


Fig: 3.3. Agile Method

Because the entire project isn't planned ahead of time, the tasks are completed in an ad hoc way. Small activities that demand immediate attention are the focus of the teams' efforts. The agile methodology also allows for fast adjustments in the project's scope and direction in response to market developments. Agile is a better fit for managing complicated web development projects with a lot of variables. It enables teams to work on projects in brief iterations with a set duration and deliverables but no set sequence.

3.3.1 Scrum of Agile Methodology

Scrum adheres to Agile's core principle of daily and extensive collaboration among development teams. Scrum is an iterative method to web development that emphasizes the importance of the team. This method necessitates self-management and self-organization; thus, it'll be best suited to smaller projects with well-organized team members.

Scrum mixes the contemporary Agile method's flexibility and iterative procedures with the discipline and structure of older traditional techniques. End objectives are broken down into smaller chunks, and teams are expected to produce software and submit it to clients in fixed-length iterations (usually two weeks). Meetings are critical in this process, as teams hold daily meetings to track progress and get feedback during each iteration. For complicated projects, such an iterative method allows for fast modifications and boosts efficacy.

3.3.2 Extreme Programming of Agile Methodology

Another Agile approach, Extreme Programming (XP), seeks to develop high-quality web programs and responsiveness to changing client needs. XP, like many other Agile techniques, emphasizes frequent releases in short iterations while allowing for modification as needed.

3.3.3 Lean of Agile Methodology

Lean is a mindset as well as a workflow approach. The lean strategy, which originated in manufacturing as a technique to optimize the production line to reduce waste and increase customer value, is now extensively employed in a variety of fields, including web application development.

3.3.4 Bottom Line of Agile Methodology

Developers have a lot of alternatives when it comes to building software that works flawlessly, thanks to a number of web development approaches that can be used for a variety of projects. Every strategy has its own quirks, and there is no silver bullet because the progress of any project is dependent on a variety of elements.

3.3 Requirement Analysis and Specification

Finding the requirements, price and specificity of the software product you want is the first and most important task in doing this. To welcome customers think about what software is and how it is capable and then we can see any problem with software engineering.

We spoke to specific people to get this idea and visited the program-related website and collected the necessary information.

We have discussed the matter with our supervisor.

3.4.1 Requirement of Hardware

Table: 3.4.1.1 Requirement of Hardware

Processor	Intel i3 Processor
Motherboard	Asus PRIME H310M
Ram	Minimum storage of RAM is 256 MB.
Internet Card	Any type of internet card.
Graphics Card	Intel UHD Graphics 630
Hard Disk	50 GB

3.4.2 Requirement of Software

Tabele:3.4.2.1 Requirement of Software

Software	Usage
No limitation of windows operating system	To fire up PC and arrange all equipment
	parts, software and tweaked programming.
VS Code, Atom	To make a local server in our computer.
Djangoadmin	To make a database.

3.5 Design

In this section we have discussed the software development process, the architecture of the database which is the design of the data, the structure and other documents as a whole. Here are some other projects to improve this app which are Use Case Diagram, Data Flow Diagram, Sequence Diagram, DFD and more.

These are the languages that have been used to design this software:

- Hypertext Markup Language (HTML)
- Cascading Style Sheet (CSS)
- JavaScript
- Bootstrap

3.5.1 Hypertext Markup Language (HTML)

HTML is a computer language that is used to create the look and feel of all websites. Every time we go to a website, we see HTML. Tim Berners-Lee and the CERN team contributed the initial HTML details in 1991, and the wad was completed in 1993. It was a simple dialect.[9]

3.5.2 Cascading Style Sheet (CSS)

CSS stands for Cascading Style Sheet, and it is a style sheet language that is used to show the look and feel of a markup record. As a result, Cascading Style Sheets (CSS) are commonly used with HTML to modify the appearance of pages with User Interfaces [11]. We can give our old HTML frame a new style, and we can use CSS to update the look of our site for this space. In 1994, this language was proposed as a web styling language.

3.5.3 JavaScript

JavaScript, often known as customer pre-programming language, is a programming language that is not expected from Java. Only web pages are written in this language. Brendan Eich compiled it, and it's known as the ECHA Script.

3.5.4 Bootstrap

Bootstrap is a CSS framework that can be used to make any sort of web page a lot easier to create. Bootstrap was established in August 2011 on GitHub by Twitter.

3.6 Requirement Prosperity

- Python (Django)
- MySQL

3.6.1 Python Django

Django is a high-level Python web framework that promotes quick development and simple, practical design. It's built by professional developers to take care of a lot of the headaches of web development so you can concentrate on developing your app instead of reinventing the wheel. It's open source and free [11].

3.6.2 MySQL

MySQL is an open-source data management database that runs on a variety of systems and is powered by ORACLE Corporation. As a result, it essentially allows access to numerous purposes in order to enable multiple storage. It also has a number of advantages, like being excellent, flexible, and long-lasting, as well as being long-lasting and incredibly secure. [12]

'My' and 'SQL,' which is a reduction in the language of Organized Question, were called after Monty Wideniu's daughter's biggest backer.

So here we have the Swedish organization's My + SQL = 'MySQL' structure.

3.7 Diagram of Use Case Modeling

The user interaction with the technique is represented by a use case diagram, which depicts the relationship between the user and the users connected in different uses. The image can be classified for various categories of people and used for various methods, and it is frequently followed by other types of images. This strategy can be used to provide a simpler and pictorial representation of what has to be accomplished. Case diagrams can be a helpful dialogue tool for stakeholders because of their short length. The presentations attempt to imitate the real world, leaving the partners to figure out how the approach will be developed.

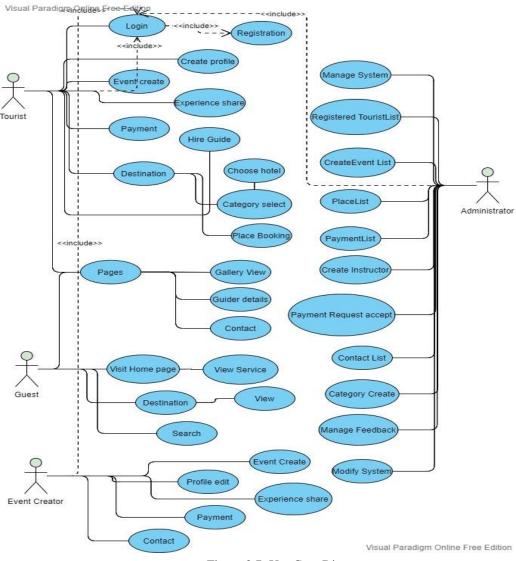


Figure 3.7: Use Case Diagram

3.8 Diagram of Data Flow diagram

A data flow diagram depicts how data moves through a system or process. DFDs are a simple way to summarize a process's data flow characteristics on a single page. As a result, they can provide a quick and easy summary of system-related (e.g., data-driven) process characteristics. It encompasses data inputs and outputs, data repositories, and the numerous sub processes through which the data passes. These diagrams can be used to improve an existing system or to plan for the introduction of a new system. The name of the flow should indicate what information (or material) is being transferred. The arrow shows the flow direction. Flows link processes, warehouses and terminators.

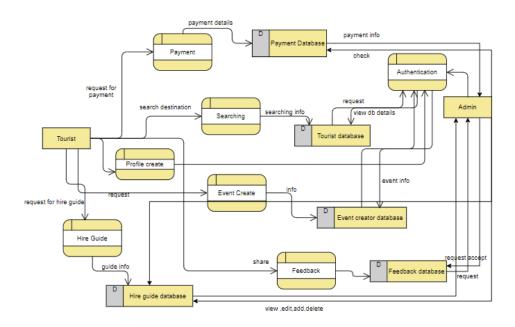


Figure 3.8: Data Flow Diagram

3.9 E-R Diagram

In this system, there will be several tourists, several guests, several event creators and an admin. They have unique identification. Every tourist and admin have a profile. In profile there will be an email, phone, image, address, password, feedback history. There will also be contact information, the property is Facebook link, Instagram link, about, twitter link. The tourist will be able to create events, hire guides, share experience etc. Guests will be able to view the basic information about this system and they will be able to contact the system authority. But for use and take advantage he must have to login in this system.

Every tourist can hire a guide for their help and one tourist can hire a different guide for different travels. To confirm the travel and to enjoy the services tourists have to pay. If the tourist faces any problem during travels he will be able to contact the system authority. The admin will be able to control everything and after confirming the admins permission the tourist will be accepted to enjoy their travels.

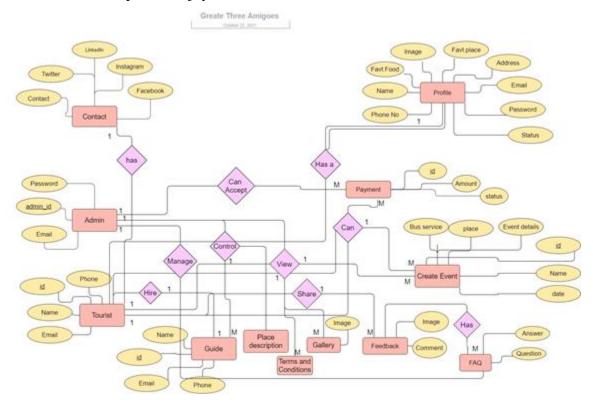


Figure 5.1.1: ER Diagram

3.9 Class Diagram

A class diagram is a diagram used to describe classes and their relationships in software design and modeling. We can model software at a high level of abstraction using class diagrams without having to look at the source code. The diagram depicts the names and attributes of the classes, as well as their links and, in some cases, their methods. In a class diagram, we list the constructor below the attributes. A line below the attributes list separates it from the method list. Methods are written with +/-, method name, parameters, and their types. The constructor above is written +function (). The class diagram for our system is given below:

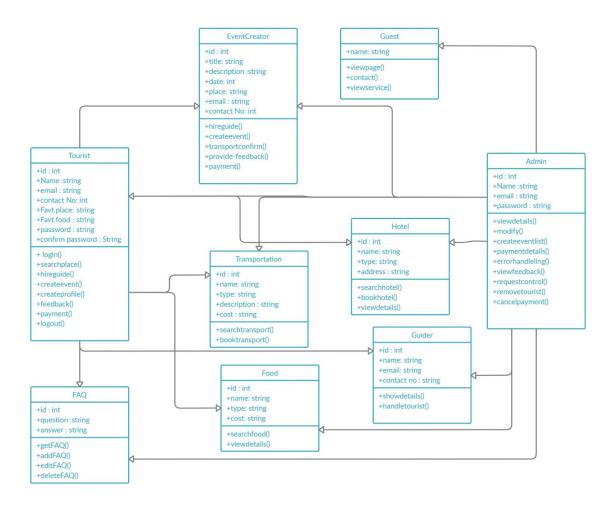


Figure 3.9: Class Diagram

3.10 Sequence diagram

Sequence diagrams are a common dynamic modeling method in UML. Sequence Diagrams are interaction diagrams that detail how operations are carried out. It depicts the specifics of a UML use case. Create a model of the logic of a complex procedure, function, or operation. It demonstrates how objects and components interact to perform a process. A sequence diagram is designed to represent a timeline that starts at the top and gradually descends to show the sequence of interactions. Each object has a column, and arrows represent the messages that are exchanged between them. A sequence diagram, in simpler terms, depicts how different parts of a system work together in a 'sequence' to accomplish a goal.

3.10.1 Sequence Diagram for Admin

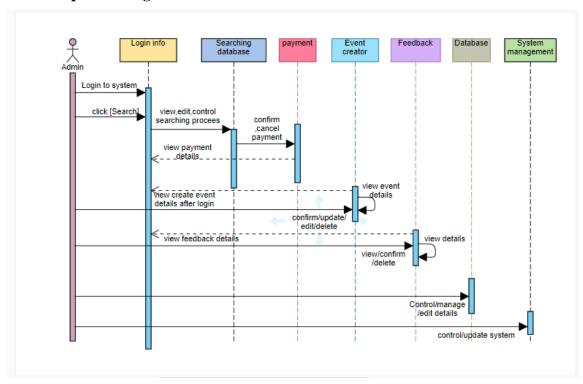


Figure 3.10.1: Sequence Diagram for Admin

3.10.2 Sequence Diagram for User

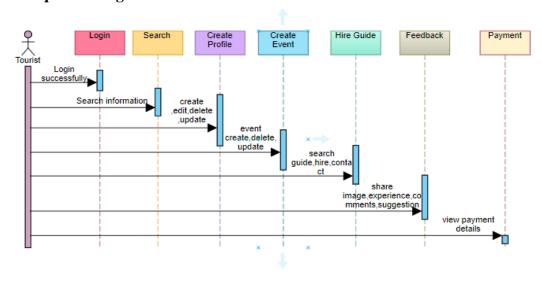


Figure 3.10.1: Sequence Diagram for User

3.11 Component Diagram

A component chart, also known as a UML component graph, shows how physical components of a framework are organized and wired together. Component diagrams are frequently used to model implementation details and double-check that planned development has covered all aspects of the system's required functions. Component graphs are typically constructed to aid in illustrating the use of subtle elements and double-checking that all aspects of the system's essential capacity are covered by planned development. A component is a system's logical unit block, which is a step up from classes. To help distinguish it from a class, it is represented as a rectangle with a smaller rectangle in the upper right corner, tabs, or the word written above the component's name. An interface (a small circle or semicircle on a stick) denotes a set of operations that components perform (require) or create (provide). The component's interface is represented by a full circle. A required interface, such as a person's input, is represented by a semicircle. A square along the edge of the system or a component represents a port. A port is frequently used to help expose a component's required and provided interfaces.

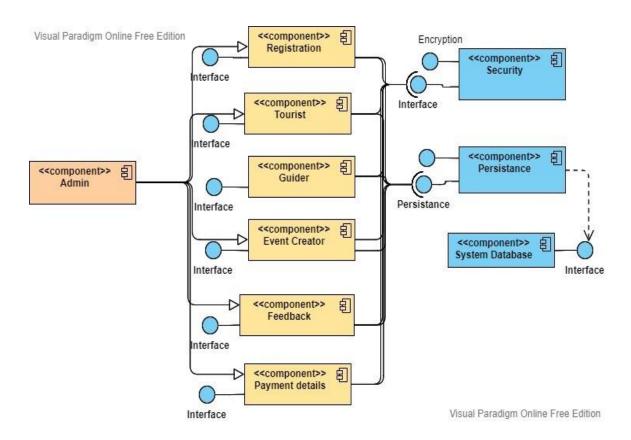


Figure 3.11. Component Diagram

3.12 Deployment Diagram

A deployment diagram is a UML graph type that depicts a framework's execution design, including hubs such as equipment or computer program execution scenarios, as well as the middleware that connects them. Arrangement diagrams are frequently used to visualize a framework's physical equipment and computer program. The purpose of the diagram is defined by the term "deployment." Deployment diagrams are used to show where software components are deployed on hardware. Component and deployment diagrams are inextricably linked. Component diagrams are used to describe components, while deployment diagrams show how they are implemented in hardware. UML is primarily designed to focus on a system's software artifacts. These two diagrams, on the other hand, are special diagrams that concentrate on software and hardware components. Most UML diagrams deal with logical components, but deployment diagrams concentrate on a system's hardware topology. System engineers use deployment diagrams.

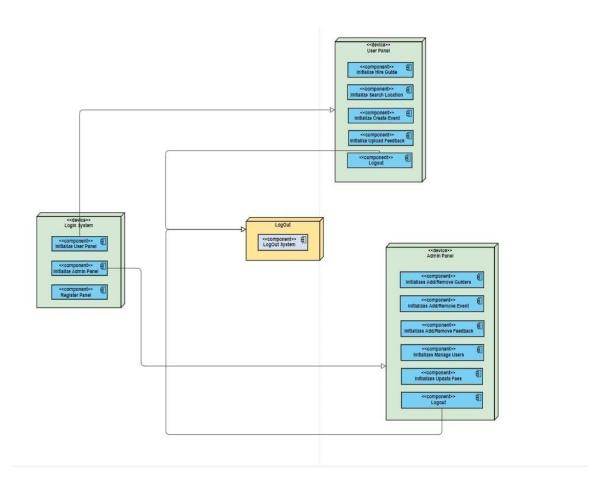


Figure 3.12. Deployment Diagram

CHAPTER 4

Design Specification and Implementation

4.1 Design of Front-End

This is our system's landing page. When people wish to enter our website, they initially view the product posts on the landing page. Users cannot rent anything on the landing page without first logging in or registering. Users can view the ad listings with the information from the other pages on the landing page, though. When people join up or log in, they will be able to view posts and pages. Alternatively, you may register by displaying the signup form. Users may look up their current location.

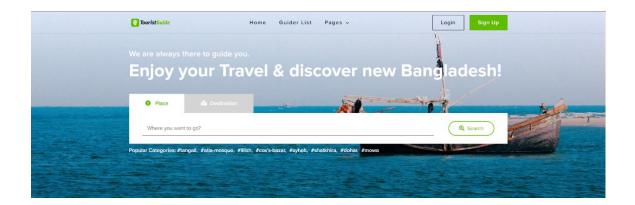


Figure 4.1.1: Design of Front-End

This is also the landing pages photo where the available products are shown in the landing pages and the users can see the products easily. In this landing page the user also can see some quick access of this system and use those quick access the user can find anything very easily and within a short time.



Figure 4.1.1: Front-end Design

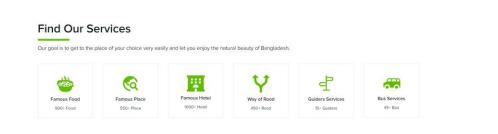


Figure 4.1.2: Front-end Design

This is the event of our system landing page in this footer section the user can see a few details of the system like e-mail, system name, phone no, privacy policy and some social media platform.

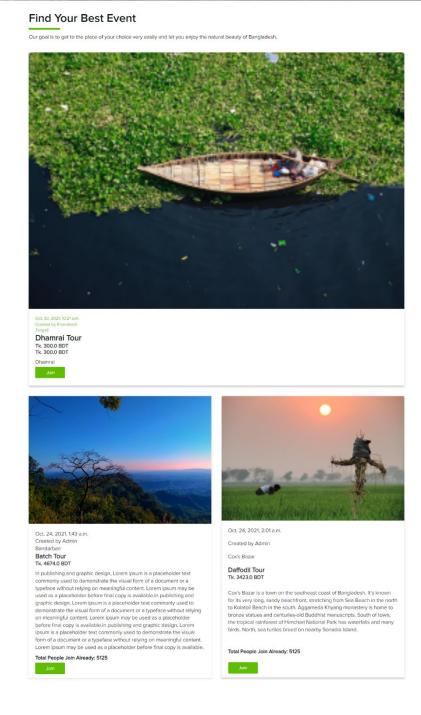


Figure 4.1.2: Front-end Design

21

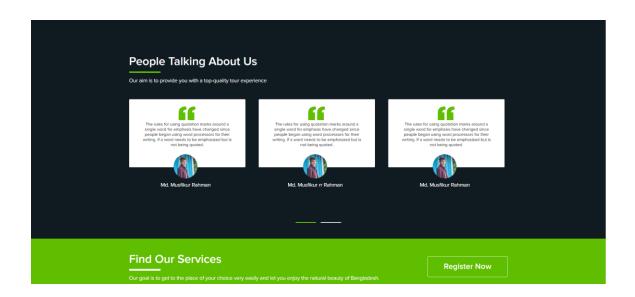


Figure 4.1.2: Front-end Design

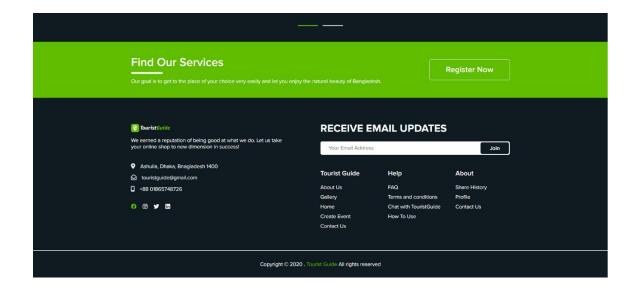


Figure 4.1.2: Front-end Design

4.2 User Sign Up

From here the user can registration them with their name, username, email, contact number, favorite food, favorite place and password for login to the system and see the details information about this system.

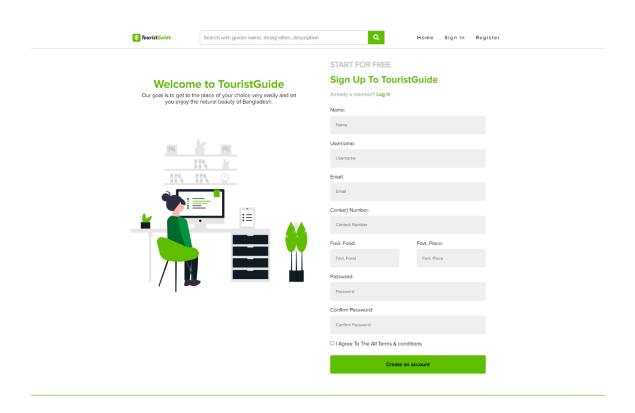


Figure 4.2: User Sign UP

4.3 User Sign In

From here the user log in the system with username and password. After sign in into the system user will be able to create event, booked their favorite places and will also be able to hire guiders if needed.

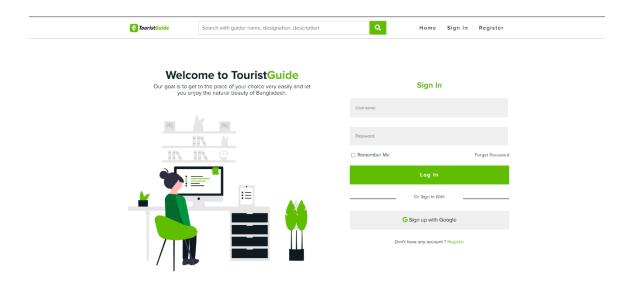


Figure 4.3: User Sign In

4.4 User Create Event

From this part the user can create event by giving the event title, description about the event, date, price, they can also add pictures. If user need any guider or bus services for the event, they can add that.



Figure 4.4: Event create page

4.5 Tourist Guider List

From this part user can see all guiders profile, their rating and hire them if needed. By clicking view details user will see a new page which will show the details about the guider.

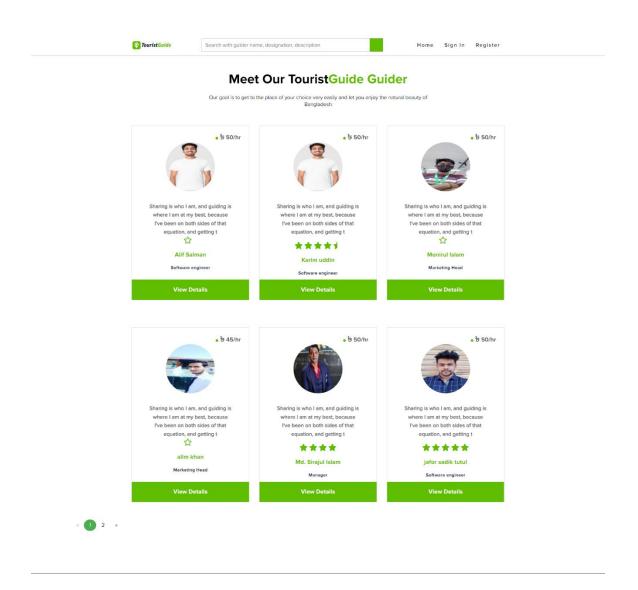


Figure 4.5.1: Tourist Guider List

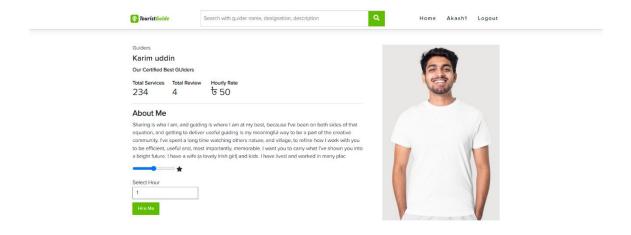


Figure 4.5.2: Guider details

4.6 Destination List

From this section the user can see the lists of destination and they can also see the details in google map. From here user can also booked their choice able tourist place. After clicking the place user can see the details about that place like best hotel, nearest best place and the famous food in that place. They can also see the cost about that place per day.

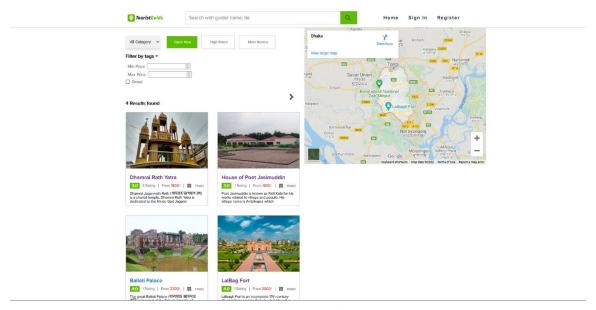


Figure 4.6.1: Destination List

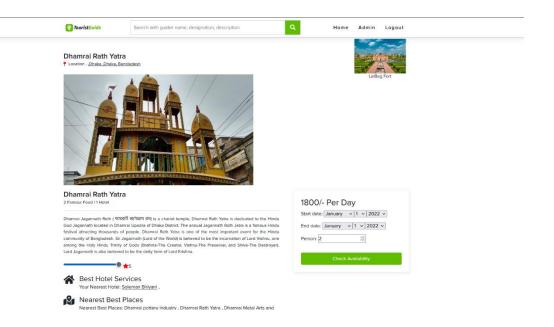


Figure 4.6.2: Destination Details

4.7 User Profile

This part is mainly user profile page. In this page user can edit their profile, can post blogs, create event and hire guider if needed. The details about user will also show the right side.

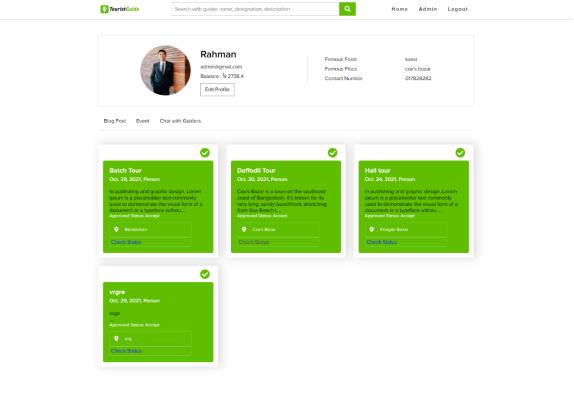


Figure 4.7.1: User Profile



Figure 4.7.2: User Profile

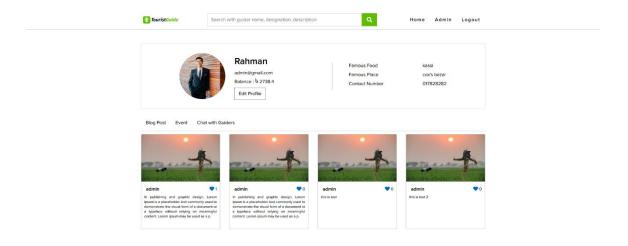


Figure 4.7.3: User Profile

4.8 Share Experience

From this part user can share their experience by uploading photo, describe about their experience, select category and privacy.

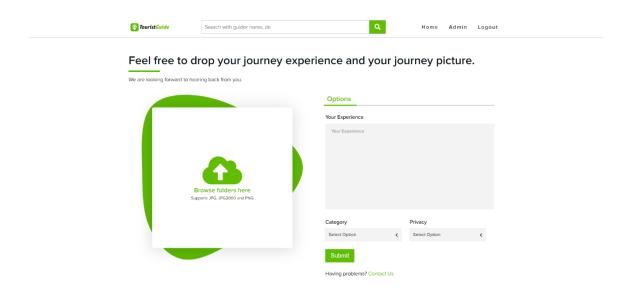


Figure 4.8.1: Share Experience page

4.9 Contact Us

From this part user can contact with tourist guide administrator. They can share their opinion about this system. User can suggest about what needs to be done to improve the system

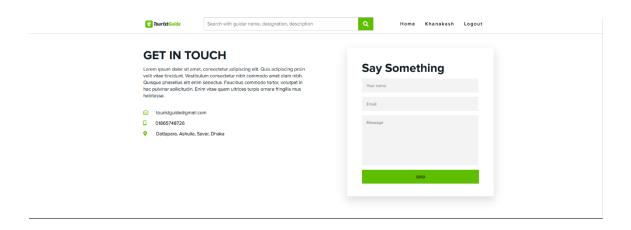


Figure 4.9.1: Contact Us

4.10 Terms and Conditions

From this part user can see all the terms and conditions about tourist guide management system.

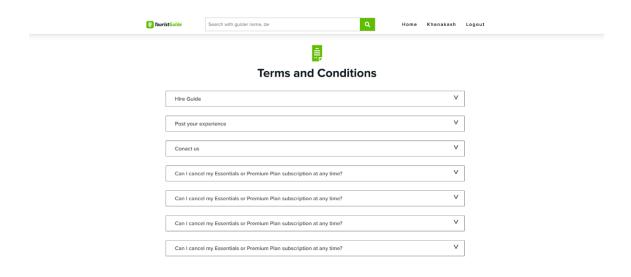


Figure 4.10.1: Terms and Conditions

4.11 Frequently Asked Questions

From this part user can see all Frequently asked questions about Tourist Guide Management System.

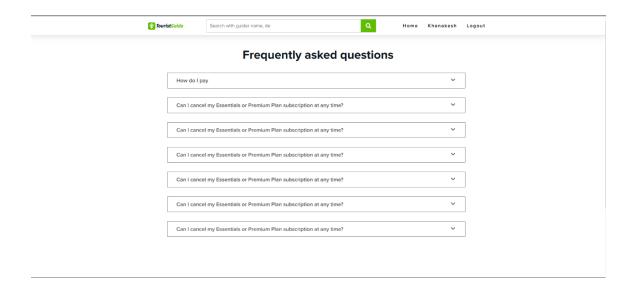


Figure 4.11.1: Frequently Asked Questions page

4.12 Design of Back-End

In the admin forum, we are using the administrator trim. This trim is required for all administrator forum resources. We display data in the admin forum in table lay-out. Since the admin forum the administrator able to create, update, delete, can edit, display all of the information. If the administrator wanted to access the administrator panel, he or she first had to sign in. When the administrator enters the administrator panel then displays the administrator forum dashboard.

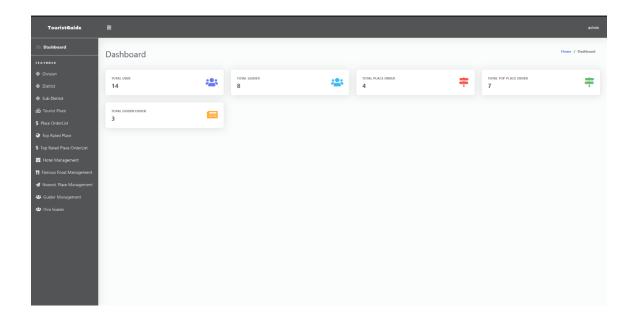
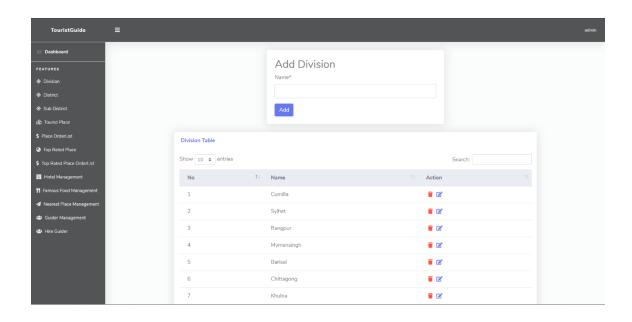


Figure 4.8: Admin Panel Dashboard

4.13 Add Division

From here the admin see the user list how many users are registered in the system. From here the admin also add the one or more user if the admin wants.



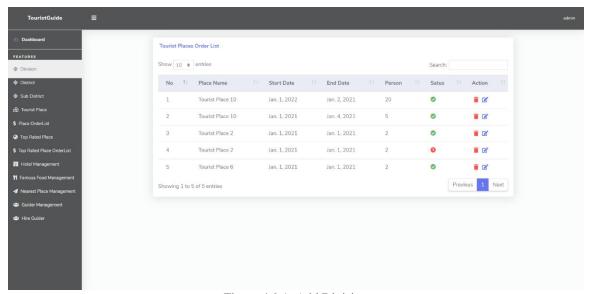


Figure 4.9.1: Add Division

4.14 Top Rated Tourist Places

The admin can see visited place, starting and ending date of the tour, admin can also see how many person join in the tour. Admin can also edit and remove information from this system.

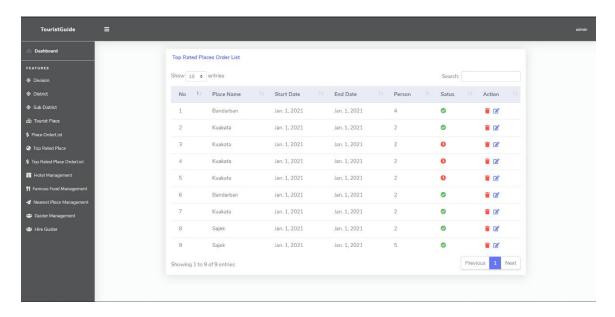


Figure 4.14.1: Top Rated Tourist Places

4.15 Add Famous Food

Admin can add famous food and give the description about that food and food place. Admin can also remove food information from this system.

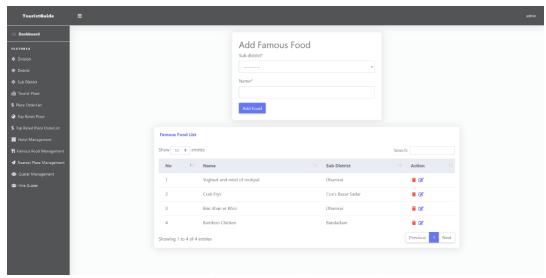


Figure 4.15.1: Add Famous Food

4.16 Add Guider

Admin can add guider. View guider list ,set rating and also remove them from this system.

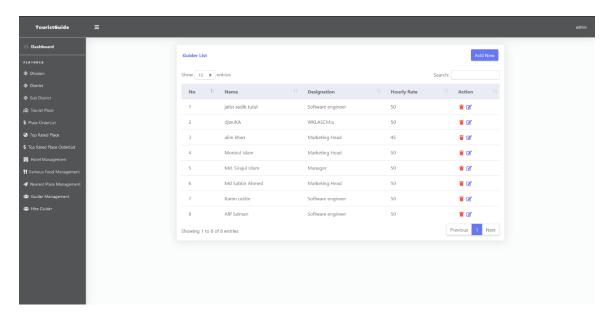


Figure 4.16.1: Add Guider

4.17 Utilization

The utilization of the any software model in code and form construction is a very important part of any projects. It is a stage of application development. In this section the codes have been being written, the essential elements are compiled to edify a system.

4.18 Integration and Verification

In that section we try to bring all the pieces together in each test area. After that we look at bugs, interactions with bugs.

4.19 Testing Framework

It's designed to automate web applications for testing purposes, but that's not all it can do. Web-based administration chores that are inconvenient may (and should) be automated.

4.20 Result of Testing

In this section we evaluate our plan to determine the outcome of our project. During testing in the application there is no technical error. The system works very well and there are no bugs to deal with.

Table 4.20.1: Result of Testing Table

S.L			
No	Test Result	Expected Result	Result
		When unregistered user sign up or registered	
1	Sign Up	in the system the data stored in the MYSQL	Successful
		database.	
		When the user Log in in the system for	
2		renting any products or items then the users	
	Log In	can entree their account by applying the	Successful
		present information.	
	Forgot-Password	An E-Mail should be mailed to the certified	
3		E-Mail here we are using mail trap for	Successful
		authentication.	
	Create Event	When user want to create an event then admin	
4		can approve this create event request then	Successful
		user can see his created event in front page.	
	Message Passing	When the user wants to know about the	
5		services or anything they able to pass	
		message through their mail and phone no by	Successful
		using the contact us page which is contain	
		with a form.	
6	Log Out	Exit from the application.	Successful

CHAPTER 6

Impact on Society, Environment and Sustainability

6.1 Impact on Society

You would think that this online platform would not be able to offer people such safe, comfortable, inexpensive travel. After using it your opinion will be proved wrong.

This evolving online platform further explains a growth in society that is acclaimed in countless ways for helping travel-loving people with communication, collaboration, innovation and complete guidance.

Online travelling guide platforms within the corporate world incorporate an extraordinary effect on society. By comprehending the significance of advanced information about travel, these companies must ensure that they cater to a new wave of representatives by offering them an adaptable and significant opportunity for instruction as well.

Here are five credible ways that society can benefit from Tourist Guide application, demonstrating that there is a greater need than ever to switch to this advanced mode of instruction.

6.2 Impact on Environment

Nowadays people are busy with their work and their life has become depressing and tiring. So, they need to get in touch with nature to get rid of sadness and fatigue from life.

And only travel can bring freshness in their lives. By using our online platform, people from anywhere can receive our travel services and bring peace to their lives through comfortable, reliable travel.

6.3 Ethical Aspects

Traveling is one of the best gifts you can give yourself. It is an exhilaration of senses. A time for curiosity and self-exploration and an opportunity to open the mind to the hope and confidence of inventing something new. And we have arranged this online traveling platform to make this trip enjoyable. We are working with this online platform to help

travel enthusiasts and highlight the positive aspects of travel in front of them. We highlight moral issues related to things of value and differences, observation and consent, identity and secrecy in a discourse of the honor and welfare of tourists. Instead of attempting to resolve the issues raised in this discourse, we pose questions in order to stimulate further investigation of those issues.

6.4 Sustainability Plan

Who doesn't have the desire to travel? Almost everyone has a hobby in their life to visit the historical sights of the country. But it is often noticed that despite having enough time and money, they are not able to enjoy their journey. As a result, their desire to travel to the country remains unfulfilled.

We are basically working with this platform to fulfill the unfulfilled desires of these traveling people. By using this application (Tourist Guide), travelers will be able to ensure their safe journey in a short time, at low cost. The services that we have on this platform can be easily enjoyed by a tourist. If a tourist wants to make his journey easier then he can hire a guide. A tourist will get a detailed idea about any interesting place in advance, so that neither his time nor money will be wasted. As well as anytime, any need, the tourist can directly contact the admin.

CHAPTER 7

Conclusion and Future Scope

7.1 Conclusion

In this part, I want to give thanks from the bottom of my heart to our honorable advisor Md. Mahfujur Rahman sir. Because of his help we have been able to successfully create this system. In the present world we are all busy with our work. For our refreshment we should travel. With the help of this system people will be able to find their desired place in a short period. He will also be able to hire a guide. As well as he will also be able to know the details of the cost for his travel in advance.

We wanted to create a higher quality full online platform. So, from that idea, we try to make this project. we can assure that this system will increase the Curiosity of people about travel. We also take part to develop the system because in future if this project has some problems, we can update this project for tourist needs.

7.2 Scope for Further Development

Our aim is to help travelers who are eager to travel but cannot afford to travel due to lack of time, money and information. Those who are afraid to trust various travel agencies. After using this system tourists will be able to select the place according to their choice. They will be able to choose hotels according to their affordability. With this system they will be able to know in advance which bus will go to their chosen place, how much it will cost to go there, detailed information about the main food there and the nearby hotels, restaurants. In future we will try to update system so that tourist can booked hotel before travelling through our system.

Our priority is always to help tourists, and this flame will always inspire us to reach as many people as possible through the Internet for the best quality travelling system.

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