

Smart City Traveller

Prof. Pratima Bharati¹ Aarati Pawar² Shraddha Ponde³ Sarika Surve⁴ Vaishnavi Ovhal⁵

^{1,2,3,4,5}Department of Information Technology

^{1,2,3,4,5}P G Moze College of Engineering, Wagholi, India

Abstract — Smart City Traveller by the Name depicted smartly makes it way in analysing user's likes and dislikes and the time period the user is willing to explore a place and gives him with Amazing results in the form of 3 paths to utilize the time. This System is basically used to help a traveler new to the city or anyone who wants to explore a city in the given time. time, the system employs the Foursquare Api to retrieve all the places and location with all their information to sort and display it before the user in 3 ways to enable his choice. Rising with every passing day in Mobile Computing Applications based on the peoples daily life. In these applications location dependent systems have been found as an important application. We propose architecture of mobile Smart City Traveller To be able to provide such information to the mobile users conveniently, a Tourism Information System for Android Mobile Phones has been designed.

Keywords: Travel Route, Time Constraint, Google Maps Layout, Questionnaire, Firebase, Shortest Path Algorithms, Distance Matrix API

I. INTRODUCTION

At present, generally the tourists and the travelers waste a lot of time in planning and deciding their trips to gain maximum satisfaction. In this context, this application is targeted to find out the prime computing needs that support the betterment of tourist point of promotion for the traveler through the means of an easy to use mobile application proposal.

Generally, most of the travelers love visiting the famous sightseeing spots and local charms unique to that place. To attain this, we propose a system that is capable of automatically showing a travel route and plan to the user. This application also leads to quicker decision making on places to visit. This system is basically used to help a traveler who has never been in the city or any person who wants to explore a city within a specified Time period. The user is anticipated to input his/her interests and preferences at the signing-up time. When an account has already been created, the user can then choose a location manually or allow the system to be able to detect his/her current location as the starting and ending point of the trip. Then the start and end time of the trip shall be indicated by the user. Since all the trips of a user will be saved, he/she can also see the previous tours. Smart City Traveller as the name would suggest, smartly navigates the way in analyzing users' interests and preferences and the time period the user is willing to explore a place and designs an itinerary and a route with the best tourist spots around the selected location such that he/she reaches back to the beginning location by the specified time end. This uses shortest path algorithms to trace out the route and optimized routes, reducing operational costs and environmental impact.

II. LITERATURE SURVEY

Thus, in this paper titled "Smart City Traveller" a literature review on growing importance of smart cities and their

applications in transportation systems is discussed. Various studies discuss the integration of new emerging technologies, such as IoT, AI, and Big Data, for improving urban mobility, optimizing the flow of traffic, and thereby reducing congestion. Real-time information from sensors and GPS devices is termed an important necessity to manage efficient traffic and personal travel experiences.

There is also emphasis in research about the potential of Mobility as a Service (MaaS) platforms regarding streamlining urban transport. Identified challenges in using such platforms include data privacy and security as well as some cost of infrastructure, and efforts from all sectors, including the government, private sectors, and even citizens, are called for on how best to overcome these barriers. The overall study concludes that smart transportation solutions can indeed improve urban mobility significantly if designed from a user-centered approach.

III. SYSTEM ARCHITECTURE

A. Project Scope

- Personalized plans: The app is able to provide users with an automatic plan, which may contain sites to visit, routes for traveling, as well as available modes of transportation.
- Quick decision-making: The app will enable users to make quicker decisions on where to visit.
- Useful to the new travelers: The app will be useful to a traveler who has not been to a place before as well as those who want to explore a city in case they are on tour for a short time.
- Tourism Data Analytics: Visitor data are collected and analyzed to better understand the behavior and preferences of visitors, hence helping in the planning and management of tourism activities and resources.
- Smart Signage and Wayfinding: Strategically located interactive digital signage guide tourists through the city to the attractions close by, restaurants, or ATMs.
- Public Transport Integration: generally the integration of most public transportation modes such as buses, metros, and taxis. This is achieved through applications in smart cities, which ease the movement of tourists.

B. Hardware Resources

- Developing Machines (Laptops/ Desktops)
- Server for hosting (cloud - based like AWS, Heroku, or Local)
- Database Storage (Cloud or Local)

C. Software Resources

- Frontend: XML
- Backend: Java
- Database: Firebase
- Version Control: Git GitHub

IV. ARCHITECTURE

- 1) Frontend (User Interface): It is going to be a mobile/web application where the traveler can get information related to the city in real time, like maps, transportation, and events.
- 2) Real-Time Data Collection: It has to include data from IoT sensors such as traffic, weather conditions, air quality along with public transport to provide information in real time. Database will be the centralized one, for example: Oracle or SQL in order to store information regarding users, city services, and the real-time sensor data.
- 3) Intelligent Transport Systems (ITS): Intelligent Transport System: Java can be applied in the development of traffic management and scheduling applications, and also vehicle routing for public transportation. For example, Java can be used to develop algorithms for the prediction of traffic flow or optimization of routes for buses.
- 4) Geo-location & Mapping Services: Integrate with GPS and mapping APIs like Google Maps or OpenStreetMap for navigation and location-based services. Analytics Engine for traffic flow, foot traffic, energy usage, and other data insights to refine the city infrastructure.

V. CONCLUSIONS

Most tourists spend a lot of their time just planning the trip instead of making use of the latest technology. Therefore, an application like android smart city traveler really helps the tourist to utilize their precious time to the fullest while enjoying their trip simultaneously. Since traveling is one of the most important things that people do today, proper planning has to necessarily be done before to save time. Most of the people without using latest technology squander a lot of time only in planning a trip. So, an application like Smart City Traveler really helps tourists to utilize their precious time to the fullest and enjoy the trip also. This is of the developing concepts of the Smart City Traveler program that enhances travel experiences further through technology is making cities efficient, safe, and enjoyable for visitors. For travelers, that includes smarter ways to get around the city: transport updates, smart parking, seamless payments, personalized recommendations for things to do, where to stay, and how to explore the city.

ACKNOWLEDGEMENT

We would like to express our sincere gratitude to our, Prof. Pratima Bharati, for their guidance and valuable insights throughout this project. Our thanks also go to the faculty members and colleagues at P G Moze College of Engineering Wagholi for their support and suggestions, which enriched this research.

Special appreciation to the development team for their technical contributions and hard work in implementing the solution. We also grateful to the early users and testers whose feedback helped improve the system. Finally, We would like to thank my family and friends for their constant encouragement and support.

REFERENCES

- [1] N. Ganganath, C.-T. Cheng, and C. K. Tse, "Rapidly replanning A*," in International Conference on Cyber Enabled Distributed Computing and Knowledge Discovery (CyberC). IEEE, 2016, pp. 386–389.
- [2] Ying Xu, Tao Hu, Ying Li "A Travel Route Recommendation Algorithm with Personal Preference" 12th International Conference on Natural Computation, Fuzzy Systems and Knowledge Discovery (ICNC-FSKD) 2016.
- [3] S. Alawadhi, A. Aldama-Nalda, H. Chourabi, J. R. Gil-Garcia, S. Leung, S. Mellouli, and S. Walker, "Building understanding of smart city initiatives," Electron. Government, vol. 22, no. 9, pp. 40–53, 2012.
- [4] V. Albino, U. Berardi, and R. M. Dangelico, "Smart cities: Definitions, dimensions, performance, and initiatives," J. Urban Technol., vol. 22, no. 1, pp. 3–21, 2015, doi: 10.1080/10630732.2014.942092.
- [5] C. Harrison, B. Eckman, R. Hamilton, P. Hartswick, J. Kalagnanam, J. Paraszczak, and P. Williams, "Foundations for smarter cities," IBM J. Res. Develop., vol. 54, no. 4, pp. 1–16, Jul./Aug. 2010, doi: 10.1147/JRD.2010.2048257
- [6] M. Himanen, "The significance of user involvement in smart buildings within smart cities," in Designing, Developing, and Facilitating Smart Cities, vol. 32, no. 11. Cham, Switzerland: Springer. 2017, pp. 265–314.
- [7] LV H.L., WANG J.L. & DENG F, A Recommendation Algorithm for Individualized Travelling Route. Network New Media
- [8] E. W. Dijkstra, "A note on two problems in connexion with graphs," Numerische mathematik, vol. 1, no. 1, pp. 269–271, 1959. Kumar, A., Sharma, R.: MongoDB for Scalable Data Management in E-Commerce Applications. *J. of Database Systems*, 29 (2021) 134–145.
- [9] T. Bakici, E. Almirall, and J. Wareham, "A smart city initiative: The case of Barcelona," J. Knowl. Economy, vol. 4, no. 2, pp. 135–148, Jun. 2013, doi: 10.1007/s13132-012-0084-9.
- [10] A. Caragliu, C. D. Bo, and P. Nijkamp, "Smart cities in Europe," J. Urban Technol., vol. 18, no. 2, pp. 65–82, 2011, doi: 10.1080/10630732.2011.601117.
- [11] K. Su, L. Jie, and F. Hongbo, "Smart city and the applications," in Proc. Int. Conf. Electron., Commun. Control (ICECC), Ningbo, China, Sep. 2011, vol. 25, no. 8, pp. 265–282.
- [12] H. Chourabi, T. Nam, S. Walker, J. R. Gil-Garcia, S. Mellouli, K. Nahon, T. A. Pardo, and H. J. Scholl, "Understanding smart cities: An integrative framework," in Proc. 45th Hawaii Int. Conf. Syst. Sci., Maui, HI, USA, Jan. 2012, pp. 2289–2297, doi: 10.1109/hicss.2012.615.
- [13] Yadav, S., Singh, A., Kumar, R.: User Experience Design for E-Commerce Platforms: A Study on Mobile Applications. In: Gupta, M., Patel, S. (eds.): Human-Computer Interaction in Digital Services. Lecture Notes in Information Technology, Vol. 2143. Springer-Verlag, Berlin Heidelberg New York (2022) 78–90.