

Modernized Travel Android Application

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Abstract— Mobile devices are more present in our everyday lives than ever before and as such have also become an important factor in modern travel behaviour. This will enable effective way for the customers to book their destination more conveniently. The aim of this study is to identify how users can benefit from an enhanced on the go travel experience and how companies can explore yet widely untapped opportunities by examining current travel patterns of international traveller's and challenging industry experts with the findings. System will book the destination and store the data into the database. The System also contains a Machine Learning based chat-bot, Language Translator. User here will register him/herself with all its details and the details will be uploaded into the system, which will be further used by the system during the booking.

Keywords: Android Application

I. INTRODUCTION

The development of mobile applications has been on the rise for more than half a decade, ever since the first appearance of the very first app store in July 2008. While overall the mobile evolution has contributed to enhancing the travel factor at large, only little is known about how it has affected the on the go travel experience. This lack of intelligence is critical because gaining deeper knowledge in the field of how travellers are using travel-related applications during their trip could provide meaningful insights to fill untapped opportunities for tourism companies and solve problems of travelers having insufficient access to resources enhancing their travel experience on the go. The mobile trend in the tourism industry is massive, as research by the full-service online travel site Expedia (2014) suggests. The online booking agent refers to an overwhelming majority of 76 % of travellers saying that smartphones play a crucial role in today's lives, furthermore implying that mobile devices critically support travellers at every stage in the travel process. Three years prior to this statement, Google's information and resource hub for marketers, think with Google (2011), elaborated the five stages of travel: dreaming, planning, booking, experiencing and sharing as visualized in figure 1 below.

II. AIM & OBJECTIVES

The main objective to develop Android project on Travel Management System is to provide android app on Travel Management System to customer, from where user can use it from his mobile device. Android project on Travel Management System is compatible with all android mobiles. So, user can install and configure it on their mobile devices. The aim is to automate its existing manual system by the help of computerized equipment and full-fledged computer system, fulfilling their requirements, so that their valuable data information can be stored for a longer period with easy accessing and manipulation of the same. The purpose of Tourism Android Application is to automate the existing manual system by the help of computerized equipment and

full-fledged computer system, fulfilling their requirements, so that their valuable data information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work with. The Main objective is to create a user-friendly Tourism Android Application.

A. *Objective:* -

- 1) User-friendliness and interactive.
- 2) Ensure data accuracies.
- 3) Cut down manual labour.
- 4) Considerably well ordered.
- 5) Better service.

III. LITERATURE SURVEY

A. *Topic: Order Placement System for Restaurants*

[International Journal of Computer Applications February 2018]

System Used: Windows 10, Android Studio Food ordering has been developed and it makes the process of placing orders more efficient for customers, restaurant managers and chefs. The development applied an Object-Oriented Analysis and Design. Through using this solution, it has been found that customers and restaurant operators can benefit from a seamless ecosystem concerning the processing of orders to restaurants.

B. *Topic: E-Learning Educational System.*

System Used: Turbo C (C++)

[International Research Journal of Engineering and Technology 03 March 2018]

This application student can revise theory and practical before exam. Client will be the student who will be interacting with the application through their mobile phones. The system is an Android Application written for smart phones, designed to help users to maintain and organize Prayog BE Application. It will allow fast transaction flow and will make easy to handle application using the available applications.

C. *Topic: Smart Travel Guide*

System Used: XML, Mashup server

[1st International Conference on Recent Trends in Engineering & Technology, Mar-2012]

They propose architecture of mobile tourist guide system for Android Mobile Phones that is able to provide tourism information to the mobile users conveniently. It contains various modules like Find the current location which will trace the location of the user, Module 2 : Locate in Map which will locate the destination which user has searched, Module 3: Calculate Distance which will calculate the distance between two places, Module 4: Video 11 Search which will search the destination by video, Module 5: Weather Forecast which will tell us the weather of the destination.

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E. Topic: Tram location and route navigation system.

[Institute of Electrical and Electronics Engineers (IEEE) March-2012]

System Used: Java, MySQLite

They proposed a tram location and route navigation system by using smartphones. This system is able to easily retrieve information about trams locations by GPS also providing users with the shortest walking route to the nearest tram station.

IV. EXISTING SYSTEM

It consists of login page/registration page after which the user will be guided to the homepage of the system where the user will find out the various places most precisely only resort which are present in Maharashtra. It also consists of the menu bar. On clicking the any one of the options in the menu bar the user is guided to the official website of Maharashtra Tourism. In the system they have connected menu bar modules to the website. As the travel industries have grown, the travel arrangement needs have also rapidly grown. To serve these needs certain application has come into existence. The offered solution in which the user can book their trip and accommodation. These applications are middle level organizations between the user and company. These systems are not that flexible as the user will find not find some things which are:

- 1) It has only accommodation Bookings available.
- 2) No Surrogate Login options.
- 3) No Language Paraphraser.
- 4) Bookings available only for Resorts.

V. PROPOSED SYSTEM

The aim of proposed system is to develop a user-friendly Android Application. The proposed system can overcome all the limitations of the existing system. The system provides proper security and reduces the manual work.



Fig. 1: Splash Screen & Login Page

The above images shown here is the splash screen with the slogan "The fusion of culture and heritage" and this app allows the user to have his/her account in the app using user name and password authentication.

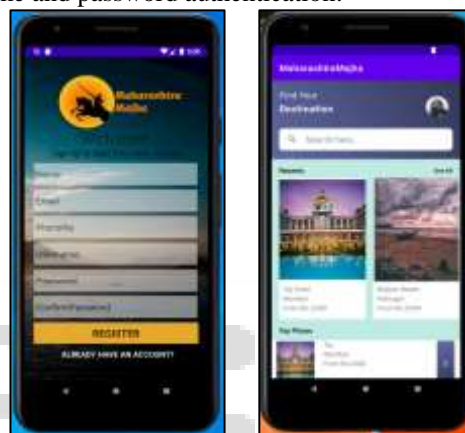


Fig. 2: Registration Page & Home Page

During registration, some information about the users is saved to the real-time database. Once user is registered, he can simply login and will be directed to the home page where there are lots of destination for user.

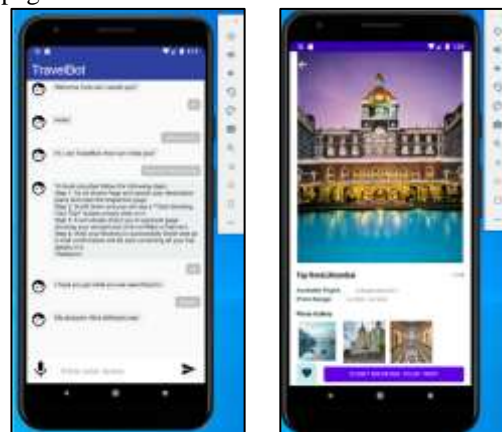


Fig. 3: Chatbot & Destination Info

The above image shown is the in-built chatbot that is created by us based on AI/ML named as "Travelbot" where if user is having any query he can type it in chatbot and can get the solution to it quickly.

If the user wants to book a trip he/she can select the destination. On clicking on the selected destination he/she would able to see some information regarding it as you can see in the image.

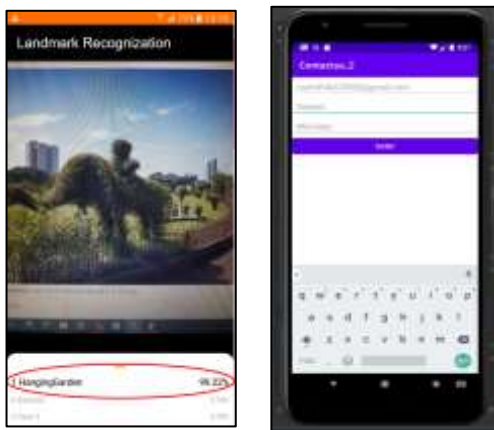


Fig. 4: Landmark Recognition & Contact Us

Another feature that is been added is Landmark Recognition. It can be used when the user doesn't know any place but has a reference picture of it so he can simply open the camera and scan it. The feature will tell you the place name with an accuracy percent.

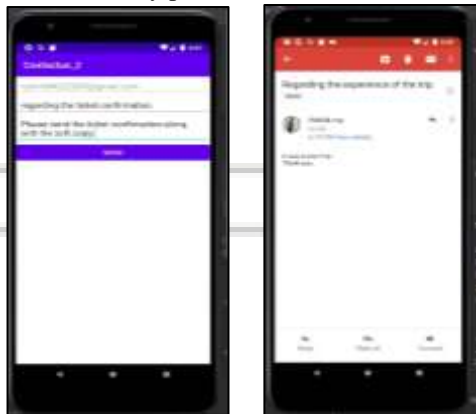


Fig. 5: Contact Us

These screenshots are for contact us page where if any user wants to share their experience or want to get in touch with us he/she can message us through Contact Us page.

VI. USE CASE DIAGRAM & SYSTEM ARCHITECTURE

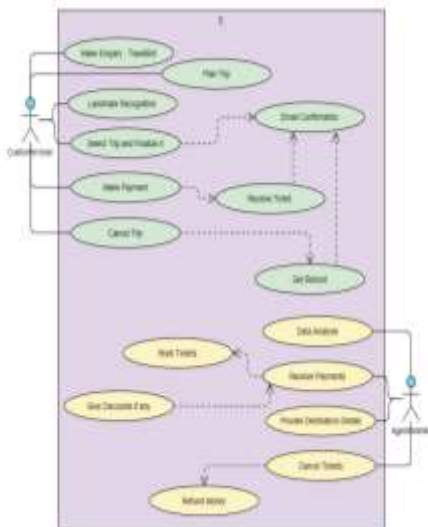


Fig. 6: Use Case Diagram

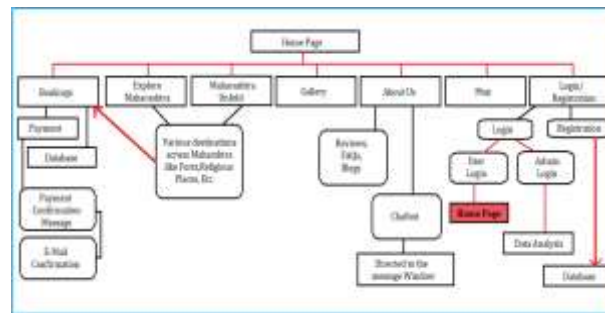


Fig. 7: Data Flow Diagram within the different modules of the applications

VII. CONCLUSION

The developed system was and is targeted at improving the current Travel booking system that is prone to human error due to its high dependence on paper-based processes. The solution enables customers to be able to plan their tour from the comfort of their homes reducing the paperwork, transaction errors and queues in restaurants while at the same time introducing excellent benefits including reporting/analytic capabilities. The implementation methodology was a great one that allowed the delivering of the solution in phases allowing the development of the project from the database, to the back end and finally the front-end application. The tools used met all the requirements set forth thus allowing the delivering of the solution on time. The system has been able to introduce a mobile trip booking platform that allows customers to book their travel places at the comfort of their homes or offices without having to be physically present in the tours and travels office. In future, there can be a version that runs on USSD. Additionally, we could incorporate more payment processing channels use in various countries so that a wider range of options are available for travelling customers.

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