Fun Travel

P. Kaviya[1] G. Vamsi Krishna,[2] D. Ram Narayana,[3] B. Bharath Kumar[4].

[1]Assistant Professor/CSE,Muthayammal Engineering College(Autonomous),Rasipuram,Tamilnadu.

[2, 3, 4]Student-Department of Computer Science and Engineering, Muthayammal Engineering College (Autonomous),Rasipuram,Tamilnadu

Abstract:- TheFun travel is a travelling website which is a user friendly website to solve all the travelling problems in a single user interface. The important modules which it included many details about the user and the travelling places are as login module, registration module, home module, and user module. These are the main modules of the fun travel website which serves users fulfilled necessaries. The study has focused mainly on content of the user details because it was believed that content would be key determinant of effective web sites. The major activity in the study were a webbased survey sought to determine the perception of tourists, tourism industry and tourism academics of what constitutes an effective tourism website. Booking hotels and roaming around different places among the selected travel destination is more difficult, fun travel brings the complete solution. It's coordinators who acts as a respective guide for the travelers are completely authorized by the fun travel authorities, users can experience these fulfilled travelling websites. It serves the users with all the advantages of previous websites and with few more added advantages of fun travel like providing accommodation, bookings, travelling places in a single web site

I.INTRODUCTION

The purpose of the project is to build up new modules by providing all features into single website with new advantages as users needed. The different modules have different diagnostic to implement and get into the website.

These modules are done by using HTML along by using CSS. HTML is used for designing web pages and web documents. CSS is used to give the structure for HTML elements are too displayed on screen of the system or in other media.

Another influential language is used was MYSQL which is used to store the users data or content. The content of the user is actually get by entering the user into login module in the travelling website. These data was actually huge due to large number of users are registered in the travelling website. so we need to build a large storage space which is admittedly needed. The storage space would actually acquire from cloud. These clouds will help to store the different user's data according to login and registration database.

After getting into the login page and selecting the places by clicking the destination place the user can submit the complete details of the plan to the FUN TRAVEL user interface as there aremany contact details that are asked by our USER INTERFACE to contact the user in a right way.

Already existing web sites provided less modules and individually but "FUN TRAVEL" project which is a travelling web site used to have more modules. These website will provide all the different features like booking accommodation, travelling places and money management in a single website.

"FUN TRAVEL" is project where every individual user can get into another place by selecting places in the web site. It is mainly concentrated on travelling,accommodation and locations providing to individual users by the fun travel coordinators. The coordinators will have sub coordinators which help the users in different manner according to their needs. It will help for users on time management, rescue and money savings.

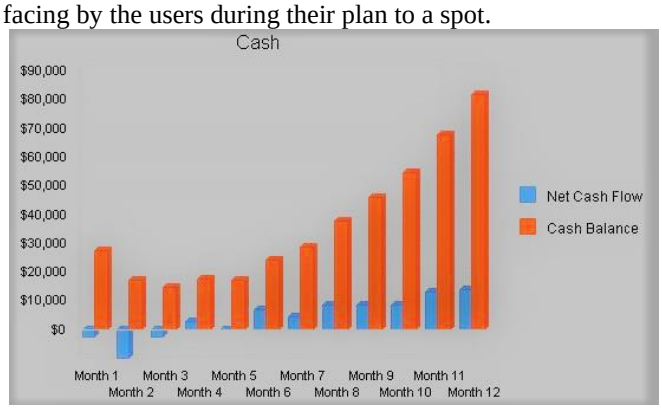
1.2 USER INTERFACES

As it contains two main phases of user interfaces called "PLANNER" and "FOLLOWER". The "PLANNER" was actually used to plan a trip and the "FOLLOWER" is to follow the already existing plan. Each and every trip that had been made by the users may experience a secured way of planning the trip.

Several travelling websites only provide the location and accommodation for users but this project will provide location, customized travel, bookings, user guide coordinators for each and every individual user.

II EXISTING SYSTEM

Websites that are used to plan a vacation should be very portable for the user. As the planner wants to done the job very efficiently and effectively. All the existing websites has its own drawbacks as they use the system of navigation to complete different tasks for their users. Based on the recent research of planning organization about 75% people are avoiding the websites because of their confusion which is facing by the users during their plan to a spot.



1. This often requires a lot of time and effort.
2. A customer may not get the desired information from these offices and often the customer may be misguided.

3. It is tedious for a customer to plan a particular journey and have it executed properly.

III PROBLEM IDENTIFICATION

1. The proposed system is a web based development application and maintains a centralized repository of all related information.
2. The system allows one to easily access the relevant information and make necessary travel arrangements.
3. Users can decide about places they want to visit and make bookings online for travel and accommodation.

IV MODULE DESCRIPTION

After careful analysis the system has been identified to have the following modules:

4.1 LOGIN MODULE

> A login is a set credentials used to of authenticate a user. Mostoften, these consist of a username and password. However, a login may include other information, such as a PIN number, passcode, or passphrase. Some logins require a biometric identifier, such as a fingerprint.

Login moduleis used by many websites, computer applications, and mobile apps. When a login fails like as the username and password combination does not match a user account, the user is disallowed access. Many systems block users from even trying to log in after multiple failed login attempts.

4.2 REGISTRATION MODULE

Registration is one of the primary modules in any data management system. A patient's medical record management starts with registering a patient with the system. Open MRS being a customizable and scalable solution to medical record management also requires a customizable patient registration system.

4.3 HOME MODULE

In home module, First the user identifies whether the user is FOLLOWER or PLANNER. Based on this user can select or follow the plan. It describes about the places with images which user can select the places by clicking them. After selecting the places the user should provide the details which and the guide can contact him for further process.

4.4 ADMINISTRATOR MODULE

This module provides administrator related functionality. Administrator manages all information and has access rights to add, delete, edit and view the data related to places, travels, routes, bookings, restaurants etc.

4.5 TRAVELS MODULE

This module provides the details of various travel agencies. A user can select the appropriate agency depending on convenience and accessibility.

4.6 ROUTES MODULE

This module provides information related to various routes connecting sources and destinations. For each route, information such as source, destination, fare, reservation details, pick up points are provides. Only administrator can add , delete, edit and manage the data. Users can only view the information.

4.7 RESERVATIONS MODULE

This module provides functionalities that allow a user to book tickets or cancel previously booked tickets. The module maintains the details of all reservations made so far and allows administrator to either confirm or reject the bookings

4.8 TESTIMONIALSMODULE

Users of this application can post their opinions, complaints and suggestions regarding this portal and services to the administrator. Accordingly, the administrator can take various steps to act on the complaints and suggestions.

V. SYSTEM STUDY

5.1 FEASIBILITY STUDY

Preliminary investigation examines project feasibility, the likelihood the system will be useful to the organization. The main objective of the feasibility study is to test the Technical, Operational and Economical feasibility for adding new modules and debugging old running system. All systems are feasible if they are given unlimited resources and infinite time. There are aspects in the feasibility study portion of the preliminary investigation:

Technicalfasibility
OperationFeasibility
Economical Feasibility

5.2 TECHNICAL FEASIBILITY

The technical issue usually raised during the feasibility stage of the investigation includes the following:

1. Does the necessary technology exist to do what is suggested.

2. Do the proposed equipment have the technical capacity to hold the data required to use the new system.

3. Will the proposed system provide adequate response to inquiries, regardless of the number or location of users.

4. Can the system be upgraded if developed.

5.Are there technical guarantees of accuracy, reliability, ease of access and data security.

5.3 OPERATIONAL FEASIBILITY Proposed projects are beneficial only if they can be turned out into information systems, which will meet the organization's operating requirements. Operational feasibility aspects of the project are to be taken as an important part of the project implementation. Some of the important issues raised are to test the operational feasibility of a project includes the following.
This system is targeted to be in accordance with the above-mentioned issues. Beforehand, the management issues and user requirements have been taken into consideration. So there is no question of resistance from the users that can undermine the possible application benefits.The well-planned design would ensure the optimal utilization of the computer resources and would help in the improvement of performance status.

Proposed projects are beneficial only if they can be turned out into information systems, which will meet the organization's operating requirements. Operational feasibility aspects of the project are to be taken as an important part of the project implementation. Some of the important issues raised are to test the operational feasibility of a project includes the following.
This system is targeted to be in accordance with the above-mentioned issues. Beforehand, the management issues and user requirements have been taken into consideration. So there is no question of resistance from the users that can undermine the possible application benefits.The well-planned design would ensure the optimal utilization of the computer resources and would help in the improvement of performance status.

5.4 ECONOMIC FEASIBILITY

A system can be developed technically and that will be used if installed must still be a good investment for the organization. In the economical feasibility, the development cost in creating the system is evaluated against the ultimate benefit derived from the new systems. Financial benefits must equal or exceed the costs. The system is economically feasible. It does not require any additional hardware or software.

VI. CONCLUSION

This report has reviewed the literature and current trends for tourism, with a specific focus on tourism web sites. The findings of a Web Based Survey comprising responses to open and closed questions has been discussed. The responses to the open questions determine the expectation of the tourism academia, members of the tourism industry, and tourists prospective tourists as to what they consider constitutes an effective web site and their perception of which tourism web site features they considered most important. The responses to the closed questions determine the overall response the top quartile features are the most important categories in the purpose-value framework and the different opinions between academia, the tourism industry, and tourists. It shows the main elements of the responses to the open question in a graphic form. The respondents from academia, the tourism industry, and tourists consider an effective tourism web site from the web content, content quality, and web design perspectives. It shows a list of main content features and five features for both content quality and web design. The main responses to the open questions of the Web Based Survey in are listed in three groups are standard content, tourism content, and other content. The standard content consists of products services, price of products services, personal information, contact information, e-mail, on-line reservation ordering, on-line customer service, availability checking, products services search engines, hot links, pictures, and content index site map. These features are usually present at a web site selling a product on the Internet. The tourism content consists of program activities, travel guide, transport information, map, attractions, accommodation, and advice to travellers.

VII. REFERENCE

[1] Affolter, Daniel (1998).The Electronic Tourism Market Place New Challenges, ENTER'98, www.tis.co.at/enter/, The 5th International Conference on Information and Communication Technologies in Tourism, Istanbul, Turkey, 21-23 January 1998. Allard, Ken (1998).
[2] Web Site Infrastructure: Key Challenges in Planning, Investing, and Implementation, Jupiter Communications. www.jup.com, Analyst Report, Strategic Planning Services, July. Alschuler, Liora (1998).
[3] Gambling on the Internet: A Threat to Tourism, Journal of Travel Research, Spring, 36(4), pp. 77-81. Berger, Melanie (1998).
[4] How to develop and maintain an effective Web site, Infoworld, 17(25), pp. 63, 69, Jun 19. Broersma, Matthew (1998).
[5] You call this a makeover? Why more sites are choosing the 'Yahoo!' look, September 10, ZDNN, www.zdnet.com Buechy, Juergen (1998).
[6] CRS/GDS in the Virtual Marketplace: Can they keep their place?, Proceeding of the ENTER'98, The 5th International Conference on Information and Communication Technologies in Tourism, Istanbul, Turkey, 21-23 January, (1998).
[7] Opportunities for endearment to place through electronic 'visiting': WWW homepages and the tourism promotion of Scotland, Journal of Tourism Management, 19(1), pp. 67-73. Chen, Hong-Mei and Sheldon, Pauline J. (1997).
[8] The Impact of Electronic Commerce on the Travel Undustry: An Analysis Methodology and Case Study, The Fisher Center for Information Technology and Management, Walter Haas School of Business, University of California.
[9] Dr.J. Preetha and Dr.S.Lavanya" Security Based Service Infrastructure for Wireless Adhoc Networks using Fuzzy Logic" PAIDEUMA JOURNAL OF RESEARCH-Web of Science, Issn No: 0090-5674 at Volume-XIII Issue-II, FEBRUARY 2020Pg:103-108
[10] Destination Information Systems: Design Issues and Directions, Journal of Management Information Systems, Fall, 14(2), pp. 151-176. Dolgenos, Peggy (1996).
[11] It's your move, Sales & Marketing Management, 150(3), pp. 44- 53, March. Bloch, Michael; Pigneur, Yves; and Steiner, Thomas (1996).
[12] The IT-enabled Extended Enterprise, Applications in the Tourism Industry, Proceedings of the ENTER'96 conferenceinInnsbruck, arie(1991).