INTELLIGENT TOUR PLANNER

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Abstract

The main objective of the project is to develop a system that gives data relating to the tourist place. Any information, guidance, displayed advertisements on this web site reaches ample potential customers. This project is principally helpful for the tourist's having no plan concerning the places they need to visit. It also helps in providing maps for the user and other people shifting to new cities will get more robust steerage of the places they need to go to. Additionally the users will give their expertise on the tour which can facilitate the new users to go to the place.

INTRODUCTION

Web apps, as one kind of new media, now can provide a wide range of information services to support not only main travel activities such as planning, reservation, navigation, but many "micro-moments" within the travel process such as finding gas stations, estimating waiting time of rides etc. Thus, travelers' information needs can be addressed anytime in the travel process including anticipatory phase, experiential phase, and reflective phase. For example, within the experiential phase (i.e., during the trip), smartphones provide access to location-based services (i.e. "destination guides" apps) can recognize the current location of tourists and provide relevant suggestions based on tourists' inquiries including restaurants, souvenir shops, gas stations and even a restroom. Thus, tourists may divert from their current route and initiate unplanned 7 activities. Also, some "entertainment" apps enable tourists to plot photos onto an immediate after photo-taking and share these photos with social networking websites. In this way, travelers can keep their friends up to date and enjoy feedback about their on-going travel experience. These evidences suggest the role of smartphones in mediating touristic experience. That is, smartphones have potential to construct the "mediated gaze" for the tourists and create the anticipation of potential tourists through traveler's experience sharing activities.

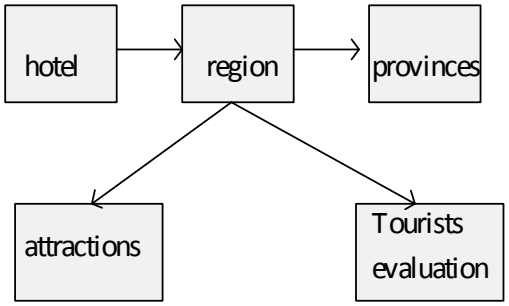

Fig 1. Structure of the functional model

Mobile applications, frequently referred to as apps, are a type of software application explicitly developed to run on a mobile device such as smartphones or tablets. Traditionally, mobile apps often reflect similar services as the ones provided on a PC. However, some of the most successful apps are rather built on the concept of making use of the unique features of mobile devices. Today, mobile devices share a number of powerful characteristics such as big displays, Internet access, context-relevant push notifications, location tracking functionality and health tracking which enables consumers to enhance their everyday activities.

Outstanding examples of such companies range from mobile messaging apps such as What's App to last-minute booking apps like Hotel Tonight and location based services like, all of which share the concept of "mobile first" meaning that the product was specifically designed for mobile usage. Mobile applications have been first popularized by

Apple with the introduction of its App Store soon followed by 's Play Store which both offer a storefront for developers to distribute their software to consumers since 2008. As of today, both Apple and feature some 1.2 to 1.3 million applications in their respective app stores accumulating for total revenue of $ 26 billion in 2013, a number which can be expected to rapidly grow within the next five years, according to Statistics, the world's leading statistics company on the Internet, which further forecasts mobile generated revenue to surpass the $ 75 billion mark by 2017. Other notable tech companies, who have recently followed up on the idea of creating an app ecosystem on its devices for their users, include Blackberry, Amazon, Samsung, which are led by Windows with 300.000 apps as illustrated in figure 2 below.

Mobile tourism apps are the perfect service for any visitor. A mobile tourism app will guide your visitors and enlighten their stay. Development of the traveler guide application helps new users to find out city wise details like hotels, visiting spots, etc…. The most visited and frequently asked categories will appear at the top of the list by using search engine optimization.

EXISTING SYSTEM

In the present system a customer has to approach various agencies to find details of places and to book tickets. This often requires a lot of time and effort. A customer may not get the desired information from these offices and often the customer may be misguided. It is tedious for a customer to plan a particular journey and have it executed properly.

PROPOSED SYSTEM

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

In the life cycle, of the software development problem analysis provides a base for design and development phase. The problem is analyzed so that sufficient matter is provided to design a new system. Large problems are sub-divided into smaller once to make them understandable and easy for finding solutions. Same in this project all the task are sub-divided and categorized.

Once the software requirements have been analyzed and specified the software design involves three technical activities - design, coding, implementation and testing that are required to build and verify the software.

The design activities are of main importance in this phase, because in this activity, decisions ultimately affecting the success of the software implementation and its ease of maintenance are made. These decisions have the final bearing upon reliability and maintainability of the system. Design is the only way to accurately translate the customer's requirements into finished software or a system.

Design is the place where quality is fostered in development. Software design is a process through which requirements are translated into a representation of software. Software design is conducted in two steps. Preliminary design is concerned with the transformation of requirements into data.

PROPOSED METHODOLOGY

The system devised in this paper employs the approximation algorithm with improvement tactics to compute the solution in a Quick manner.

Fig 2. Structure of Process

Our Travel Assistant starts the travel planning process by retrieving the business meetings from the user's calendar program. Figure 2 shows the structure of the Travel Assistant with the high level information for planning a trip to attend a business meeting. The interface displays a set of boxes showing values, which we call slots. A slot holds a current value and a set of possible values, which can be viewed in a pull-down list by clicking the arrow at the right edge of the slot. For example, there are slots for the subject and location of the meeting with values Travel Planner Meeting and DC

respectively. The user could choose to plan another meeting from the list or input meeting information directly.

BACKGROUND

Once the system has the details of the meeting, the next step is to determine how to get to the destination. There are three possible modes of transportation: Fly, Drive, or Take a Taxi. The system recommends the transportation mode based on the distance between the user's location and the meeting location. The system obtains the departure location from the user's personal profile and the meeting location from Outlook. The system computes the distance by first geocoding (determining the latitude and longitude) of the origin and destination addresses using the google maps. Then, using the geocoded information, a local constraint computes the distance between the two points.

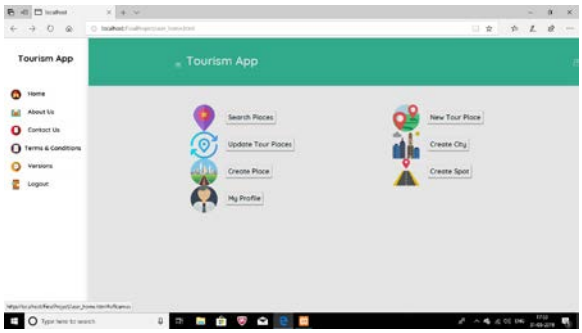

Fig.3 Home page of the application

In our example, the distance between Coimbatore and Bangalore is 600km, so the system recommends that the user Fly. Since the meeting lasts for several days, it also recommends that the user stay at a hotel. Of course, the user can always override the system suggestions. (in terms of reduction in total travelling time) by having tourist spots, the value 3 is justified.

Once the tourist spots (of the same district) have been inserted, the algorithm shall look for the possibility of making the whole trunk to be switched to an earlier time. The rationale of this move is due to the consideration that there is a chance that the schedule is subject to delay (by traffic congestion). If there is a delay of 30 minutes for the day, the maximum time.

That the user can spend on place would reduce by 30 minutes. Time constrained spot and two other spots shifted forward. Once the shifting is completed, tourist spots of other districts will be inserted before the scheduled tourist spots. If the amount of time that takes to finish the trip is longer than the current time available. The system shall be looking for the possibility for a shift to a later time (Notice that the time visiting the time constrained spot has been shift earlier, so, there are some rooms for another shift).

Planning Functionalities:

The main page of the web site offers selecting the travel destination by specifying one of the available regions together with an initial starting point (city or airport). After the selection of the period of stay, the tourist can assign the number of members to take part into the trip. Next, the system would propose an overview of the trip along with details for each particular day tour. The tourist has the option of customizing the trip by changing preferences about activities, hotels, budget limitations, day timings and some other advanced options (travel less, allow hotel changes, inexpensive activities etc.). The details of the proposed trip include times of traveling (also expressed in form cost rupees), activity durations and the option to keep or remove certain proposed visits. Each day route can also be seen on embedded Google maps. In the final step, the tourist has the option of booking the selected hotel. At the period of this survey preparation, the system does not offer creation of personal profiles that could have enabled the user to save the built trip and possibly refine or share it with other users in latter stages. Further, the system does not include a directory of POIs that might exist in the selected region of trip.

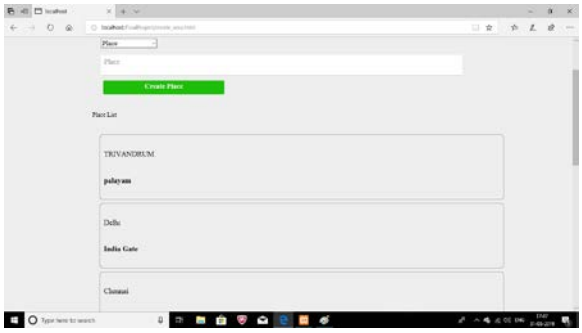

Fig.4 List of places based on user search.

Customization Level: The system considers trip planning for a group of tourists, but only in terms of budget limitations maximum amount that could be spent). Even though the preferences of individual group members are neglected, the system offers the possibility to customize, for the whole group, the level of the interest for various activities, such as culture &

discovery, sports & well-being, shopping & food and drink, nature & environment and fun & entertainment. The customization, between the predefined minimum and maximum value, can be done through a slide bar. The user can also customize his preferences about the hotel, such as number of stars or existence of a parking place, swimming pool, internet access, services/facilities for children etc.

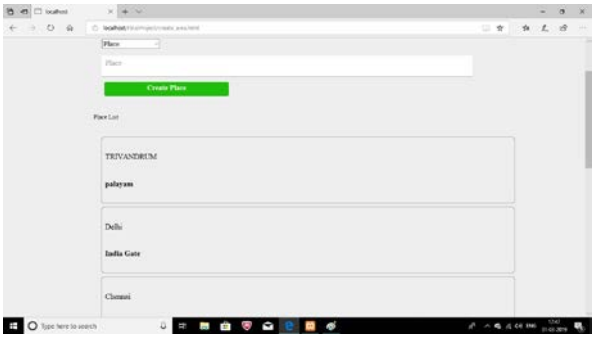

Fig.5 Description of places on scheduled trip.

The system mainly considers trip planning for large regions (that cover many cities), so the traveling between the different POIs is planned to be done by driving.

Reactive trip: It is possible to add more than one tourist in to the account profile, but that is used only for booking the hotel. It does not consider individual preferences of the different group members regarding the tourist attractions. Personal interest estimation service includes a wide range of unclassified POI categories, such as e.g. memorial, sculptures, galleries, theatres, panorama, shopping etc. The tourist can set her/his favorite POIs in both automatic and manual way.

CONCLUSION

In this paper, we presented the design and implementation of a mobile application called Smart Travel Guide, with which mobile users can get tourism guidance information they need anytime and anywhere. By Smart Travel Guide, users can get detailed information, including text, picture and video. In particular, Smart Travel Guide can provide users with location based information, which can be browsed or queried through. User can search the nearby attractions after he or she configures the distance between the current location and the view spots.

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