My City Information App

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Abstract- Android Smart City Traveler by the Name indicated smartly makes it way in analyzing user's likes and dislikes and the time period. 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 period, the system makes use to get all the locations and places with all their information to sort. The Places are sorted and selected based on the top rakings. During the user Registration the user is asked some questions helping them to filter out in searching the places, the places are displayed on the maps giving a clear idea of the location and giving the paths from one place to another from the start III. ***location to the end location. The Time shouldn't exceed 22 hours and the travel plan u chooses is saved only for a single day and exceeding will be dissolved. The System requires An Working Internet Connection all the time for the app to work.***

I. INTRODUCTION

At present, in general tourists and travelers waste a lot of time planning and deciding their trips to achieve maximum satisfaction. In this context, this application aims to identify the main computing needs to support the improvement of tourist point of promotion for the traveler, by the means of an easy to use mobile application proposal. Normally, most travelers like to visit the famous sightseeing spots as well as local charms unique to that place. To achieve this, we propose a system that can automatically show a travel route and plan for the user.

This application also leads to quicker decision making with respect to places to visit. This system is basically used to help a traveler new to the city or anyone who wants to explore a city within a specific time period. The user is supposed to enter his/her interests and preferences while signing up. Once the account has been created, the user can choose the location manually or let the system detect his/her current location as the starting and ending point of the trip. Then, the start and end time of the trip must be specified by the user. Since all the trips of a user will be stored, he/she can also view the previous trips. Smart City Traveler as the name indicates, smartly makes its 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 returns to the starting location by the specified end time. This makes use of shortest path algorithms for determining the route.

II. LITERATURE REVIEW

[1]. Application for e-Tourism: Intelligent Mobile Tourist Guide
Alexander Smirnov; Alexey Kashevnik; Andrew Ponomarev; Maksim Shchekotov; Kirill Kulakov
More and more, the modern citizen resorts to access to information for his professional activity, social activity or leisure. For this, is essential the use of devices with computational power, such as smartphones. The tourism sector is a sector of great social and economic importance and is one of the sectors where there has been a growth in the use of mobile applications to support several activities. In this sector, mobile applications can be useful for tourists in general, but also for those who have some kind of disability or restriction. For these, mobile applications can help to obtain the information and recommendation of points of interest that are in accordance with their interests and are suitable to their restrictions. This paper describes the development of a mobile application for presentation and personalized recommendation of points of interest for inclusive tourism. The goal is an application to run on smartphone with Android OS able to provide the user with information compatible with their own profile. This application stands out by allowing an automatic filtering of information, considering the location and profile of the user, and providing him with more personalized information, relevant and appropriate to his situation, and thus contributing to a better

inclusion. This paper describes the most relevant aspects of the development of the application.

[2]. SMART CITY TRAVELLER
Harshil Joshi, Shivani Chavan, Rinkal Patel, Abdullah Patel
Smart City Traveller by the name indicated 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 where utilisation of time is maximum. This system is basically used to help a traveller new to a city or anyone who wants to explore a city in the given time period, the system makes use of the preferences of the user to get all the locations and places with all their information to sort and give a plan to the user. Thus we have used certain algorithms and google maps API to create this application.

[3]. TOURGURU: Tour Guide Mobile Application for Tourists
M.S.B.W.T.M.P.S.B. Thennakoon; R.D.T.N. Rajarathna; S.P.B. Jayawickrama; M.P.D.S.M. Kumara;
The paper discusses a tour guide mobile application which uses cloud computing, machine learning and Augmented Reality (AR) to give the user an amazing experience on tourism. This application would guide users through an appropriate route to a traveler's destination while suggesting recommended attractions through the route. Tourists would also be given the opportunity to listen to a narration about certain monuments while they are walking or driving through the suggested route. Additionally, one from the available two of the AR features can be useful when a tourist wants to find which direction a certain attraction is. This feature would be especially useful on a high vantage point allowing the user to enjoy several attractions from the same place all the while receiving interesting facts about them. Also, it would contain various details about that said attraction. Other feature of AR is on 3D object modelling that helps the user to get the experience of Point of Interest (POI).

[4]. Mobile Application for Tourist's Personal Travelling Management in Kuala Lumpur
Nur Huda Mat Yusoff; Arulselvi Isvaramurty; Husniza Razalli
In 2012, Kuala Lumpur (KL) was the world's 6th most gone by city by universal visitors. In 2011, KL was granted "Asia's Driving City Break Goal" by the World Travel Grants. In line with this, the Kuala Lumpur City Hall (KLCH) has started a few programs to encourage goad its development within the worldwide tourism segment. However, there is no any specific application that focuses on Kuala Lumpur for tourists in order to contributes economically. GOKL has been chosen because tourism is the sector that contributes most to national development. Every day the tourism industry in Malaysia is growing and more tourists visit our country especially in the capital, Kuala Lumpur. The project focuses on the proposal of an android system for the use of travelers who travel Kuala Lumpur city. The proposal system makes it easy for tourists to search for tourist spots located in the city of Kuala Lumpur and allow tourists to make a proper visiting schedule. In addition, tourists can able to add the places in saved or wish list folder for future engagement as proposal system requirement.

[5]. Intelligent mobile based tourist assistance system
Rittwik Sood.
The tourism industry is a fast growing sector in today's world that has penetrated itself in digital domain. Tourists are unable to fetch necessary information that could be required at the time of emergency due to absence or inappropriate mobile network connectivity. Moreover, tourists are often lost and many casualties are recorded because they could not be tracked and help could not reach them in time. The proposed project works aim to provide an economically viable, sustainable and a user-friendly solution to these problems. This project work aims at developing a module along with an app for tourists which would provide them all the required information about nearby places, directions to reach them along with the emergency contact numbers. The information is provided by the kiosk being installed at different places via BLE Technology. App VOYAGER is an user-friendly interface between user and kiosk that enables tracking of tourists thus saving many lives.

III. RESEARCH GAPS AND EXISTING

PARAGRAGHS

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.

IV. PROPOSED METHODOLY

We provide approach skills to critically examine how a tourist visits and its ability to operate in an appropriate way when dealing with the consequences of, locally, india. It is tedious for a customer to plan a particular journey and have it executed properly. The main purpose of "Smart City Traveler" is to provide a convenient way for a user . The objective of this project is to develop a system that automates the processes and activities of plans.

V. OBJECTIVES

City information is an app where the user can identify the tourist places near to him/her which are added by the admin. The user can get convenient hotel which are near to tourist spot and he can book the hotel.

VI. SYSTEM DESIGN AND IMPLEMENTATION

IMPLEMENTATION

Module: And Functionalities

Block Diagram

SYSTEM DESIGN

UML DIAGRAMS

UML stands for Unified Modeling Language. UML is a standardized general-purpose modeling language in the field of object-oriented software engineering. The standard is managed, and was created by, the Object Management Group.

The goal is for UML to become a common language for creating models of object-oriented computer software. In its current form UML is comprised of two major components: A Meta-model and a notation. In the future, some form of method or process may also be added to; or associated with, UML.

The Unified Modeling Language is a standard language for specifying, Visualization, Constructing and documenting the artifacts of software system, as well as for business modeling and other non-software systems.

The UML represents a collection of best engineering practices that have proven successful in the modeling of large and complex systems.

The UML is a very important part of developing objects-oriented software and the software development process. The UML uses mostly graphical notations to express the design of software projects.

The Primary goals in the design of the UML are as follows:

1. Provide users a ready-to-use, expressive visual modeling Language so that they can develop and exchange meaningful models.
2. Provide extendibility and specialization mechanisms to extend the core concepts.
3. Be independent of particular programming languages and development process.
4. Provide a formal basis for understanding the modeling language.
5. Encourage the growth of OO tools market.
6. Support higher level development concepts such as collaborations, frameworks, patterns and components.
7. Integrate best practices.

USE CASE DIAGRAM:

A use case diagram in the Unified Modeling Language (UML) is a type of behavioral diagram defined by and created from a Use-case analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases. The main purpose of a use case diagram is to show what system functions are performed for which actor. Roles of the actors in the system can be depict

CLASS DIAGRAM:

In software engineering, a class diagram in the Unified Modeling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes,

operations (or methods), and the relationships among the classes. It explains which class contains information.

VII. SOFTWARE ENVIRONMENT

Android is a software stack for mobile devices that includes an operating system, middleware and key applications. Google Inc. purchased the initial developer of the software, Android Inc., in 2005.

Android's mobile operating system is based on the Linux kernel. Google and other members of the Open Handset Alliance collaborated on Android's development and release.

The Android Open-Source Project (AOSP) is tasked with the maintenance and further development of Android. The Android operating system is the world's best-selling Smartphone platform.

The Android SDK provides the tools and APIs necessary to begin developing applications Android platform using the Java programming language. Android has a large community of developers writing applications ("apps") that extend the functionality of the devices. There are currently over 250,000 apps available for Android.

Features: -

- Application framework enabling reuse and replacement of components
- Dalvik virtual machine optimized for mobile devices
- Integrated browser based on the open source Web Kit engine
- Optimized graphics powered by a custom 2D graphics library; 3D graphics based on the OpenGL ES 1.0 specification (hardware acceleration optional)
- SQLite for structured data storage
- Media support for common audio, video, and still image formats (MPEG4, H.264, MP3, AAC, AMR, JPG, PNG, GIF)
- GSM Telephony (hardware dependent)
- Bluetooth, EDGE, 3G, and WiFi (hardware dependent)
- Camera, GPS, compass, and accelerometer (hardware dependent)
- Rich development environment including a device emulator, tools for debugging, memory and performance profiling, and a plugin for the Eclipse IDE

VIII. RESULTS AND DISCUSSION

Functional tests provide systematic demonstrations that functions tested are available as specified by the business and technical requirements, system documentation, and user manuals.
Functional testing is centered on the following items:
Valid Input: identified classes of valid input must be accepted.
Invalid Input: identified classes of invalid input must be rejected.
Functions: identified functions must be exercised.
Output: identified classes of application outputs must be exercised.

Systems/Procedures: interfacing systems or procedures must be invoked. Organization and preparation of functional tests is focused on requirements, key functions, or special test cases. In addition, systematic coverage pertaining to identify Business process flows; data fields, predefined processes, and successive processes must be considered for testing. Before functional testing is complete, additional tests are identified and the effective value of current tests is determined.

System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration-oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points.

Software integration testing is the incremental integration testing of two or more integrated software components on a single platform to produce failures caused by interface defects.

The task of the integration test is to check that components or software applications, e.g., components in a software system or – one step up –

software applications at the company level – interact without error.

User Acceptance Testing is a critical phase of any project and requires significant participation by the end user. It also ensures that the system meets the functional requirements.

White Box Testing is a testing in which in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purpose. It is used to test areas that cannot be reached from a black box level.

Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document, such as specification or requirements document. It is a testing in which the software under test is treated, as a black box. you cannot "see" into it. The test provides inputs and responds to outputs without considering how the software works.

Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application .it is done after the completion of an individual unit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive. Unit tests perform basic tests at component level and test a specific business process, application, and/or system configuration. Unit tests ensure that each unique path of a business process performs accurately to the documented specifications and contains clearly defined inputs and expected results.

Test strategy and approach
Field testing will be performed manually and functional tests will be written in detail.

Test objectives
- All field entries must work properly.
- Pages must be activated from the identified link.
- The entry screen, messages and responses must not be delayed.

Features to be tested
- Verify that the entries are of the correct format
- No duplicate entries should be allowed
- All links should take the user to the correct page.

CONCLUSION

Since travelling is one of the important aspect today, it is very necessary that proper planning need to be done beforehand in terms of time management. Most people without using the latest technology waste a lot of time just planning trips. So, an application like City information really helps tourists to utilize their precious time to the fullest and also enjoy their trip at the same time.

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