

Kovida - The Ease

¹Krupali Rana Assistant Professor
Department of Computer Science and Engg.
Parul University, Vadodara, Gujarat

²Suraj Bhandari, Janvi Barasopia, Harshvardhan Dhomse,
Sarita Yadav
Department of Computer Science and Engg.
Parul University, Vadodara, Gujarat

Abstract:- This article was written with the intention of designing and creating an Android app that can be currently used by android users and run by iOS users as well. Developing any use or website is an important part of data collection and similarly we collect information from the market and to people in the form of queries. What helped us in the simple development of the app.

The developing tourism industry raises high and high demands on a smart tourist guide system, which can be a service to the traditional practical guide. Smart automatic translation functions, real-time navigation, smart route planning and surround service reminder are included in it. Currently, the main method of manual service is artificial guide service, with many errors.

As a sufficient number of tour guides, the high cost of artificial input services, the quality of tourist guides' description and noise pollution, make visitors dissatisfied with the current quality of tourist guide services. We have now developed this app based on android for easy workflow and easy access for users. This app provides visitors with information based on their search results. It shows places like heritage sites, restaurants, gardens and many more. To create a shared feel for such places, we created an Android smartphone app, which allows users to explore basic facts, photos, historical details, and traveler experiences.

Keywords:- Smart phone application, tourism, android OS, internet, web application.

I. INTRODUCTION

By taking it as a start and our ultimate goal, we have developed this program known as "Kovida". Our project addresses the most important and personal needs of our guests. We work to help users and visitors not only find any tourist attractions but also to help them find small spaces such as eatries, gardens and many more. All of this is for the ultimate goal of creating a system that will be complete, intelligent and efficient. One of our main objectives is to develop this app to provide assistance to people with small business-based guest businesses. We are constantly learning about human behavior and human understanding and similarly currently developing a website in the same way as sector collaboration.

The main objectives of this article are to build a navigation guide application Using the Android phone app. Application software could be used or used on any real Smartphones ready to use the Android Platform for the tour guide program. There are many programs available in the market but the main purpose of developing this app was to provide easy access and a good experience for users. The main purpose off the aapp is to provide a variety of museum services to benefit museum visitors. In addition, this apps aims to reach the right users and perform real-time data analyssis. The research is based on an actual analysis of the need, mmobile development.

App on Androiid app.

An application is a communication systems, and is supplemented with other functions that are different from existing ones. A constructive research approach was ussed to identify and analyze the existing problem, inorder to obtain a satisfactory result. The concept of a website was studied to create application detailss.. Usability studies have been used to create visual connections.

There were several tools used in the development. Android Studios used to create Android development spaces. The Android Virtual Deevice Nexuss 5 teest tool in the Android studio is mainly used for automatic system testing. The result of this study is a simple program that everyone can use.

Android Download is best suited for a project due to the high number of Android users. This, to upgrade the system, can support the full version of Android OS, a small memory space, an integrated system that uses the dual purpose of mobile and web applications.

Tourism is the strongest and largest industry in the world economy, producing an estimated 10% of global total production and employing 100 million people and serving 600million tourists worldwide - a figure that is expected to double by 2020. Highly enriched with travel information provided to visitors online. The current location of mobile customers is one of the most important details of the location-related program. Cell phones need to report their locations to aremote server from time to time, w So that the information they want can be asked correctly. This period has seen rapid advances in information technology, and the flood of information has become a major problem for those looking for information online.This app provides information to visitors based on their search results. It shows places like heritage sites, restaurants, gardens and many more.

II. LITERATURE REVIEW

In ancient times, a computer scientist, mathematician, logician, and biologist wrote "It is possible to develop a single machine that can be used to calculate any computer sequence" (Leavitt, 2006). This is one of the most prophetic examples of the 20th century. Mobile applications have found patterns of the hardships that Turing expected almost a century ago.

Software is small programs, pieces of software designed to use the power of a computer program for a specific purpose. An application requires specific OS information in order to work properly. Since most real data is transferred to the cloud, not the hardware device, the app on the smartphone is a link to the real app, which is located in a hidden database. The OS works between hardware and applications via system connectors. This enables apps to run on devices with different hardware capabilities.

As mentioned in “2Cebu: A Travel Guide Web Application for Assisting Tourists in the Province of Cebu”

GeOasis was a knowledge-based georeferenced tourist assistant. This study is a knowledge-based system in assisting tourists in giving them the right information while they are having their trip. In a specific region, while the tourist moves around that area. The researchers incorporated a GPS navigator technology giving the Ge Oasis the ability to locate the route, the current position and the pace of the user; allowing Ge Oasis to estimate the availability of time and the places that creates the route.

“Implementation of Location Base Service on Tourism”

Places in West Nusa Tenggara by Using Smartphone. Another related system from Indonesia by Gunawan & Purnama, the developers build application that aid users in accessing information on the tourist spots located in West Nusa Tenggara Indonesia; it is one of the provinces in Indonesia and second tourist destination next to Bali.

As mentioned in study of Abubakar Yakubu and Riyaz Ahamed, The current study is expected to be important from both theoretical and empiric perspectives. Firstly, it will fill the existing research gap as the problem of an impact of tourist apps on tourist experience is deprived of attention in the modern science. At the same time, as stated above, this problem is undoubtedly topical considering the number of apps which appear each year (ibtimes.com). In this case, the current investigation may be very helpful for other researchers because it may be used as a basis for further studies. It is especially important to emphasize that, as this investigation uses a mixed methodology, its results might be simultaneously considered by scholars who conduct qualitative and quantitative researches. On the other hand, there is a possibility that results of surveys and interviews provided in this paper may be also useful for marketers who are planning marketing activities in the tourist apps industry.

Tourist assistant – TAIS is a mobile application, which is related to the “Travel Guides” category and has been developed based on Smart-M3 platform, that makes possible to significantly simplify further system development, including new resources and services, and making the system more vulnerable. The key point of this platform is the intelligent space created by the device, the domain, and the independent vendor. Smart-M3 assumes that devices and software organizations can publish their embedded data of other devices and software organizations by simple, shared data vendors. The platform is open source and can be downloaded at Sourceforge. Visitor Assistant Implementation - The TAIS system was developed using the Java KPI3 library. Mobile customers used using Android Java Development Kit4. The application contains a collection of interactive services by providing visitor recommendations on the best attraction to see around.

The creation of the Museum Travel Guide "provides a new mobile app in the field of" Online Travel Tool ". First, the research has focused on the museum's tour guide. Third, these research issues focus on the traditional use of the travel guide.

The main purpose of the app is to provide a variety of museum services to cater to museum visitors. In addition, this application aims to reach the right group, and perform real-time data analysis. The research conducted is based on an actual need analysis, improving the mobile app on the Android app. The app is a communication system, and is supplemented with other functions that are different from the existing ones. A constructive research approach was used to identify and analyze the existing problem, in order to obtain a satisfactory result. The concept of the website was learned to create app details. Usability lessons have been used to create visual interactions.

There were several tools used in the development. Android Studio used to create Android development space. Royal Viewer is a tool for testing and designing User Interface. The Android Virtual Device Nexus 5 test tool in the Android studio is used for automatic system testing. The result of this study is an effective and easy-to-use system that everyone uses. Includes basic text and audio function, additional functions for online ticket sales and online shopping service.

“Smart Travel Guide: Application for Android Mobile”

The application aims to develop detailed texts, pictures, videos and other guidance information are provided, and so people can better understand the tourist attractions and make decision objectively. A problem is shown that tourists are not able to get travel information timely when they are on the move. Therefore, we intend to explore how to build a mobile tourist guide system based on mashup technology to solve this problem.

III. METHODOLOGY

As mentioned above, current research is based on a mixed process. Key details required for the investigation will be collected through surveys and interviews. The integration of calculation methods and expertise seems to be the right decision in this sense as it simultaneously provides the right balance between flexibility and a deeper understanding of the nature of research.

This app is designed for both OS platforms: Android and iOS. This program can be divided into two layouts one for the front end or user interface and the other for the back end or for details. Our app is designed to easily find users and through the public questionnaire we learned that users want easy access to the same apps and remove the user login / subscription section. Our primary data storage site will contain the details of people who sign up for the app and our app will automatically take them as local administrators..

IV. COMPONENTS

To develop and evaluate the whole project, we have used a lot of resources. For the Hardware we used, Cloud based web hosting server (Apache or Nginx). Apache is an open source, web-platform server server that is, by numbers, the most popular web server available. Actively maintained by the Apache Software Foundation. Nginx, dubbed the "engine-ex", is an open-source web server, since its first success as a web server, and is now used as a back-up, HTTP repository, and load balancer. Other high-end companies using Nginx include Autodesk, Atlassian, Intuit, T-Mobile, GitLab, DuckDuckGo, Microsoft, IBM, Google, Adobe, Salesforce, VMWare, Xerox, LinkedIn, Cisco, Facebook, Target, Citrix Systems, Twitter, Apple, Intel, and more (source).

And for the software part we used the Laravel Framework, in the database we used the MySQL Database. Data transfer through the transport layer we used OpenSSL PHP which handled data transfer and data security to be sent. It also handles encryption - encryption and storage of public and private key.

We also used the Android studio. Android Studio is the official Integrated Development Area (IDE) for Android app development, based on IntelliJ IDEA. In addition to the powerful IntelliJ coding editor and developer tools, Android Studio offers many features that enhance your product when building Android apps, such as:

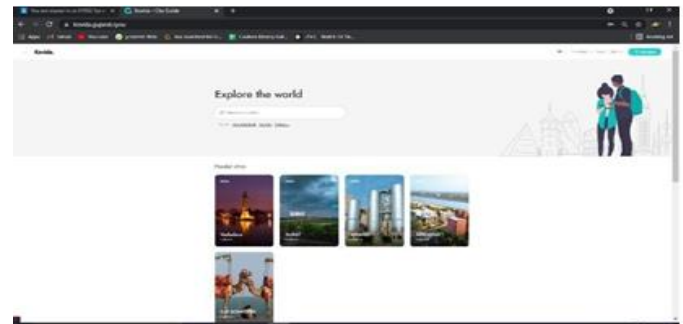
- A flexible Gradle based build system
- A fast and feature-rich emulator
- A unified environment where you can develop for all Android devices
- Apply Changes to push code and resource changes to your running app without restarting your app
- Code templates and GitHub integration to help you build common app features and import sample code
- Extensive testing tools and frameworks
- Lint tools to catch performance, usability, version compatibility, and other problems

- C and NDK's support

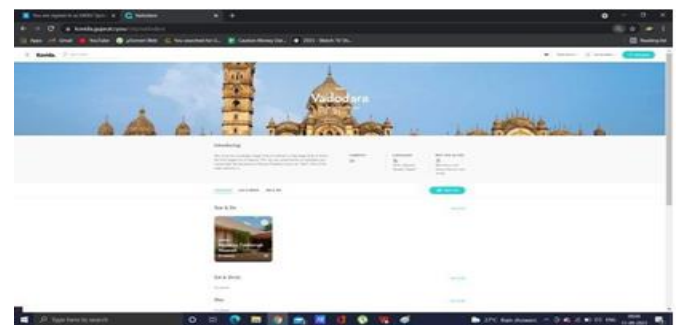
V. WEBSITE

We have currently developed the website for our project that is <https://kovida.city/> This website of ours shows currently the basic idea of what our application would look like. How the users will see the home of application and how the guides will be able to add different places in the application.

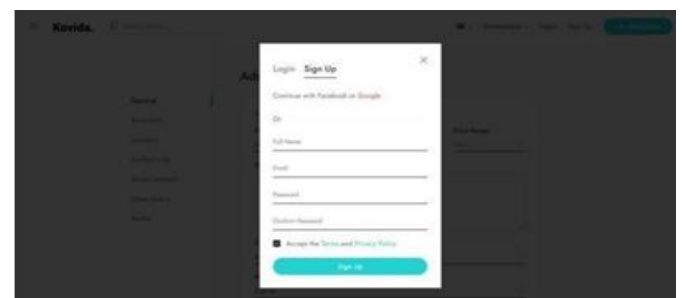
Some images for the same are given below:



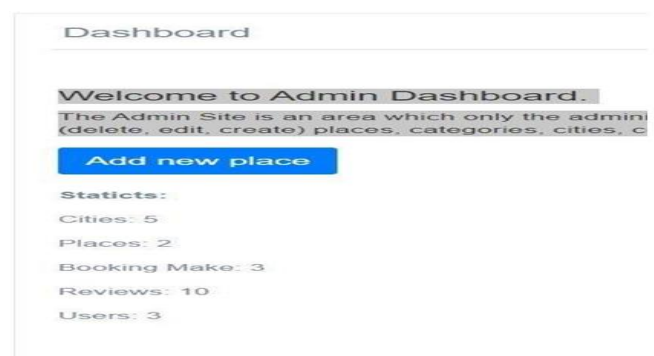
5.1 Homepage of website



5.2 Particular Place user would search for



5.3 Login/Sign up Popup






5.4 Admin Dashboard

From this dashboard, admin will be able to checkout total number of cities, places, bookings made through website, total reviews given and also will be able to see current number of users using this website.

Select Country: Select City: Select Categories:

Show entries

ID	Thumb	Place name	City	Category	Status	Action
33		Zarvani Waterfall	Vadodara	See & Do	Pending	<input type="button" value="Edit"/> <input type="button" value="Delete"/> <input type="button" value="Approve"/>
32		MOM'S CAFE	ANAND	Eat & Drink	<input checked="" type="checkbox"/>	<input type="button" value="Edit"/> <input type="button" value="Delete"/>
31		Maharaja Fatehsingh Museum	Vadodara	See & Do	<input checked="" type="checkbox"/>	<input type="button" value="Edit"/> <input type="button" value="Delete"/>

Showing 1 to 3 of 3 entries

5.5 Approval portal

The posts/places/information that is uploaded by guides in the website will not be visible to users until and unless the admin approves the post. Hence this method would reduce the duplicate data updation in the website.

VI. CONCLUSION

We have designed and are developing a Tourist Guide system that is mobile and also context sensitive. We are developing this related to "Travel Guides" category and generates recommendations for the tourist about interesting attractions around. The main differences of presented application from existing in repositories is extraction of information about attractions from different internet sources that allows the tourist to get up-to-date information and does not require to download attraction database before the trip.

REFERENCES

- [1]. **Research Design of Intelligent Tourist Guide System and Development of App:** Kaijian Huang Junwu Zhu (Internation Conference on Education, Management and Computing Technology (ICEMCT 2015).
- [2]. **Emerging trends for integrating web application to develop smart phone application for android:** Abubakar Yakubu, Riyaz Ahamed A.H. International Journal of Information System and Engineering Vol. 3 (No.1), April, 2015 ISSN: 2289-7615.
- [3]. **Developing a Location Based Tourist Guide Application:**
- [4]. Bruce Thomas Conference Paper 2013.
- [5]. **DEVELOPMENT OF MOBILE TRAVEL GUIDE APPLICATION FOR MUSEUMS:** Mi Hu and Yu Weng, Lapland University of Applied Sciences 2016.
- [6]. **Mobile Application for Guiding Tourist Activities: Tourist Assistant – TAIS** Alexander Smirnov, Alexey Kashevnik, Nikolay Shilov, Nikolay Teslya, Anton Shabaev ITMO, St.Petersburg, Russia
- [7]. **The Future of Mobile Apps in Travel Booking:** Kevin McIntire, Sibel Caglayan, Helsinki Metropolia University of Applied Sciences. 2017.
- [8]. **Designing and Developing a Travel-Based Android Application:** Kevin Hufnagle, Worcester Polytechnic Institute, 2014.
- [9]. **2Cebu:** Dan Junniel D. Gealon, Lesly Jean D. Go, Gran G. Sabandal, Angie M. Ceniza, John Rex A. Paña, International Journal of Innovative Technology and Exploring Engineering (IJITEE) ISSN: 2278-3075, Volume-8, Issue-6C2, April 2019
- [10]. **The Significance of Tourist Apps on a tourist experience:**
- [11]. Carina Ren, Cristian Gustav Cristescu 2016
- [12]. **Implementation of Location Base Service on Tourism Places in West Nusa Tenggara by using Smartphone:** Karya Gunawan Bambang Eka Purnama (IJACSA) International Journal of Advanced Computer Science and Applications, Vol. 6, No. 8, 2015
- [13]. **Interactive Mobile Based Tour Guide:** B.E.S Bandara, Namalie Walgampaya, Dilshan De Silva, Sri Lanka Institute of Information Technology (SLIIT).
- [14]. **Smart Travel Guide (STG):** Jay Ashok Gudhka, Aniket Ajay Shingh, Ravindra Shivram Bind, Gaurav Deshmukh, International Research Journal Of Engineering And Technology (IRJET) Volume: 06 Issue: 03 | Mar 2019.
- [15]. **Mobile Applications and Tourist Information In Situ:** Ingvar Tjostheim and Knut A. Holmqvist, Norwegian Computing Center (NR)
- [16]. **Smart Travel Guide: Application for Android Mobile:** Parag Achaliya, International Journal of electronics, Communication & Soft Computing Science & Engineering, ISSN: 2277-9477 Mar-2012.