

INTELLIGWNT TOURIST GUIDE

¹ Ms. Patil Karishma R., ² Prof. Umesh Pawar.

¹PG Student, ² Assistant Professor Department of Computer Engineering
S.N.D.COE and RC, Yeola

Abstract: The main idea of the project was to design a system that would work in many places phones and palms and would be helpful when visiting new places and cities. This program must be able to find a route using user terms. It should also be able to measure the time it takes from one item to another and, if possible, recommend any bus or other public transportation that may be used. It should be useful for people who want to visit the city without knowing much about it. The output methods of this program are only a travel suggestion. They will not be high quality but they cannot be challenged and should be accepted by the user.

Index Terms— Tourist Guide System, Intelligent Guide System, Mobile terminal, GPS etc

I. INTRODUCTION

People travel a lot. Sometimes people do not have enough time to prepare or spend a few hours in a particular city without planning this in advance. Another fact is that people do not have enough time to plan. Many of them ask friends or go on tours organized by tourist companies where professional guidance is involved. It will be very helpful if a plan that provides all the information needed to visit the city is available. This program should collect data presented in brochures, guide guides and web pages. Search method and navigation feature is also a requirement of this program. It can be difficult for some people to find routes that allow them to visit certain places, but if these people have travel suggestions the right plan will be very helpful to them in my opinion. For users with a specific suggestion it is a good foundation to start planning and mastering the trip and it is easier to change something than to start from scratch. Over the years, tourism has continued to be of great interest worldwide. It generates huge foreign investment with a good number of developed and emerging economies. Google.com is an example of a smart search engine that helps users with information and another category of smart system that has proven to be important to address the problem of information saturation compliments. where tourism sector, the internet and web technology have made it easily accessible information on tourist attractions, accommodation, transportation, shopping, food, festivals, and other attractions, thus enhancing tourism knowledge. An intelligent tourist guide should provide A rich tourist experience for tourists. When guests close to the visible area, GPS on their mobile devices should automatically get location information about this view place. Details about the location detection should be reflected in the text on mobile devices, as well as photos, audio, video, and animations. The introduction will help visitors benefit a better understanding of the background information for this point of view. In other words, a viewing area with such information available on mobile devices will be very attractive. The goal of this paper is to develop a clever system of context aware as a real world that knows the context application, which provides some smart ones as well personal guide services based on the explicit recognition of context, as a place. Thus, the location-based tablet is a tourist guide to other Chinese viewing sites improved.

This program will guide visitors to see places provide their current location and details about visuals locations, including names and resources nearby. Multimedia is there embedded in the system to provide additional features to develop a self-guided touring program. Android works on this Samsung tablet, which has GPS host also uses the last ARM based mobile system. A smart control system is developed as a customized approach application. It contains two modules, namely GIS GPS functionality and function. GIS The operating module has the following features: read data, show travel map, label your places of interest, and the provision of routes. The GPS function module has the following features: sending requests for stops, receiving setting data results, complete setup, and recording routes. This app enables visitors participate in self-guided local travel by displays detailed information about specific connected features sixth International Conference on Intelligent Machine Systems and Cybernetics in their current positions. This app can provide multimedia tour guides with a simple and easy user interface. Because a clever guide system is design works on wireless networks, the tablet can communicate with real-time viewing servers. For views, this app can help them manage their locations as well guide guests.

Semantic web applications: One of the strategies is to use semantic web advance words. The goal is to semantically associate with scattered parts of data for the purpose of assisting the client to access and understand the data resources and consider single use of tourism companies. Here find out details of the value of a web asset are set aside as machine-readable (meta-) information. Manage acquisition, integration, or affiliation data may be based on images. Therefore, semantics is considered to be something different able to establish a route to a growing web site, which can replace syntactic approach. Ontologies presents words as a type of complex information a schemata that will be the one that supports business decisions and authorizations by separation important data from crude information, individual readings and records to be observed and solve problems by making decisions. It is used as part of an application to combine semantic and forever metadata include top semantic display management Geodata Management Concerns how to make this management continue to work cell phones. Transferring exposed parts of GIS from large servers to customers, the lightweight variation of these components should be made.

II. RELATED WORK

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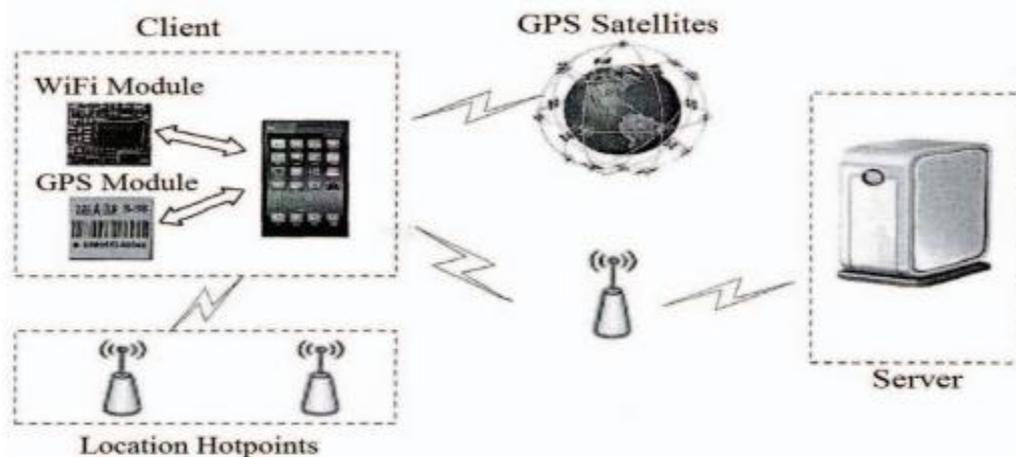
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III. METHODOLOGY

1) METHODOLOGY

Our application which is selected by user and location it will give the travelling constraints available and list of constraints available to travel. Our android application will also give the hotel and restaurants available in city, as per user's convenience they can choose the hotel which is affordable for them. Our application will keep all points which are needed for tourist to make their journey comfortable like accommodations, travelling constraints, tourist places, etc. and will also tell us to distance between place and location of the user using GPS receiver of our smartphones. After registration we can travel to city we want with application once he registered we should logged in application with id and password to continue. After that user should set location which will be helpful in determining distance between cities which will user select and location of the user. Once we select city it will display information of city with historical and geographical background and also sub points like tourist places, travelling constraints, accommodations, etc. User can go with one he want and travel accordingly. The user also logged out from application when not needed.

2) SYSTEM ARCHITECTURE



3) MODULES

A) Registration

Registration is the first module of the Intelligent Tourist Guide Android Application. Registration is necessary for new user. First all user should Register on our android application. The registration process there are fields like Name, Email id, contact number and password, etc. The only registered customer can use the content of application.

B) Login

After completing Registration process, the user should logged in to the application to use the content of our application (Intelligent Tourist Guide). While log-in it will ask user id and password.

C) Tourist Place

On selecting particular city, it will display the list of tourist places according to categories such as temples, gardens, shopping streets, mall, historical places, water parks, museum, etc. We can select one among them to which user want to visit. On selecting categories it will displays list of that kind of places available in city. We can select the one we want. Once we select place it will display whole information of that place along with travelling constraints and restaurants near place.

4) MATHEMATICAL MODEL

Efforts puts by developers to develop software are calculated by the various technique such as

1. Delay estimation until the project.
2. Based estimation an similar project that have already been completed.
3. Use relatively simple decomposition to generate the project cast estimation efforts.
4. Use one or more empirical model,

Estimation:

The number of people involved, $P=4$, the number of interfaces, $S=5$, the number of functional blocks, $B=10$. From earlier projects with similar control units we might know the correlation coefficients. For example, $cP=2.5$, $cS=2$, $cB=1.5$, $cU=2.0$. Our formula could look like this:

$$\begin{aligned} \text{Effort} &= f(P, S, B) = cP*P + cS*S*S + cB*B \\ &= 10 + 50 + 15 \\ &= 75 \text{ (working days)} \end{aligned}$$

To estimate effort we use Mathematical model when gives one formula by using we can calculated individual effort by every developers.

Formula

$$E = A = B(ev)c$$

E - Efforts of the person in month.

A,B,C - Empirical derived constants.

Ev - Estimation variable.

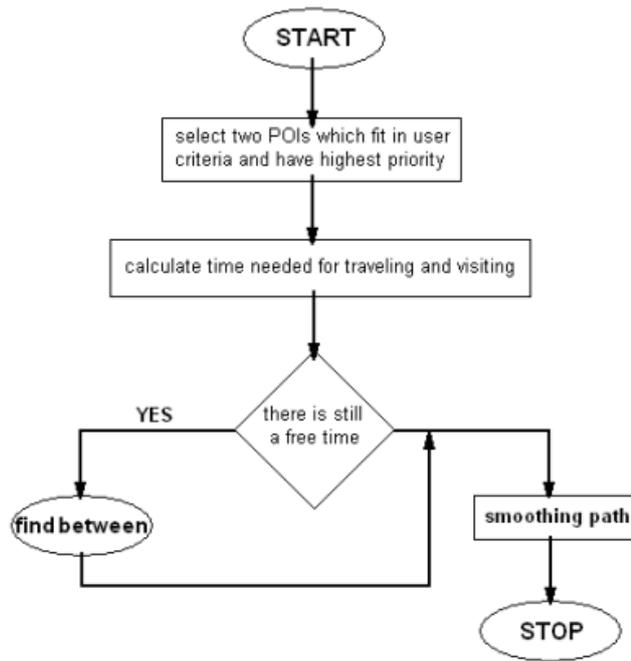
5) Algorithm

1) Path Finding Algorithm:

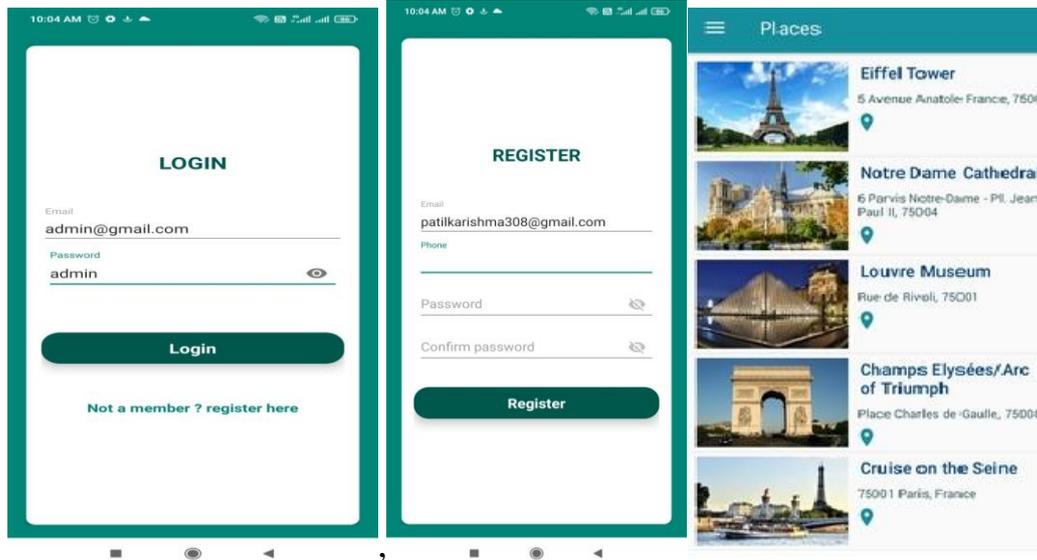
1. First the algorithm checks the first three points, for instance A, B, C. The actual path is A-B-C. If path B-A-C is shorter then the order of the two first points is changed.
2. For each four points in sequence path A-B-C-D is compared to A-C-B-D. If the second is shorter then points B and C are shifted.
3. This step is similar to the first step but move last three points. If path A-B-C is longer than the path A-C-B then B is shifted with C.
4. If order of points was changed algorithm goes to step 1.

2) Dijkstra's Algorithm:

1. Initialize D with path lengths from start vertex, and add this vertex to S
2. Select vertex u, that $u \in V - S$ and $D[u]$ is a minimum
3. For each neighbour q of vertex u set $D[q]$ as $\min(D[q], D[u] + C[u, q])$
4. If $V - S$ is not empty go to step 2



IV RESULTS AND DISCUSSIONS



IV. CONCLUSION

- In this project we have introduced a method that overcomes the impact of the existing tourist guide program. In that case we have suggested how the mobile device is a communication tool for users to access the city tour guide system service, where mobile user can access the tour guide information they need anytime and anywhere. The user can search for nearby attractions after adjusting the distance between the current location and viewing locations.

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