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## Tour Recommendation System

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**Abstract:** Tourism is an area that is growing rapidly with advances in information technology. Nowadays, people rely on online services to plan a trip, but difficult task for people visiting unfamiliar cities. Personalized tour recommendation is a popular but challenging problem as every traveler has different interest/preferences also, there is an added complexity due to the need to schedule visits to all recommended places. They are usually faced with the problem of being supplied with lots of information and they have to invest a great deal of time to decide what to visit, when, etc. This huge amount of possibilities available on internet makes difficult for users to discern the interesting offers from the rest. This project proposes a tourism recommendation system based on user preferences. The system analyses and recommends the places, hotels and the trip plan based on factors like the age, gender and preferences given by the user.

**Keywords** – React js , Recommendation system , User preferences.

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### 1. INTRODUCTION

In some cases we take choices ignorant about the presence of different other options. This might be the justification for why many individuals these days trust in outsiders rather than in themselves to take decisions. This absence of mindfulness, and furthermore the expanding measure of data that new advancements, for example, the Internet, supply are positively affecting the significance of having separating and determination strategies that work with the dynamic interaction.

The purpose of this project starts from the the development of a recommendation system which can contribute to the field of Tourism. The tour recommendation system we have designed combines both recommender techniques based on content and recommender techniques based on collaboration. Its domain is represented through an ontology.

Users can have access to a huge deal of data and information related to a specific place, but surely they will prefer to filter that information and get those elements or activities that match their profile or particular interests. Each of these profiles determines the different places to visit or the different ways to plan a trip. For instance, gastronomic travelers will put their culinary preferences in the first place; that is, the restaurant they want to eat, and will leave in the second place, the places and monuments to visit around it. For example, users who travel with children will avoid visiting many museums, and will consider practicing outdoor activities, such as gardens or amusement parks.

## 2.DESIGN AND METHODOLOGY

In this project, the user has to authenticate oneself first so that the user can access the following application. After authentication is done the application takes the user interests and preferences for any trip for future plans. Then the application suggests the places the user can visit according to his/her interests and preferences. The user can even search for the specific place for the trip and plan accordingly. The system then provides the user the appropriate plan for the trip after taking some information from the user such as date of departure and return, budget, etc. Then the user can also edit the plan and also book the whole trip using the application itself.

The website will first show the authentication page where the user has to Signup or Login accordingly. If the user is new to the website, the preference page will show up. The preference page will allow the user to choose the type of places he/she is interested in visiting e.g. Mountains, beaches, cities etc. The user can also skip this option of choosing the preferences and do it later on.

After the user has given the preferences, the website will take the user to the home page. The home page will allow the users to search for the places they wish to visit. Also, it will include places according to the preferences given by the user earlier. In this way, we can further make the plan for our tour. If the user chooses the preference as mountains, all the places having mountains and hilly regions will be shown e.g. Manali, Ranipuram, Mahabaleshwar etc. There will be an account page of the user where the profile can be edited. The user can also change the preferences here.

The Fig. 2.1 shows the simplified version flowchart to understand the flow and process of the web app.

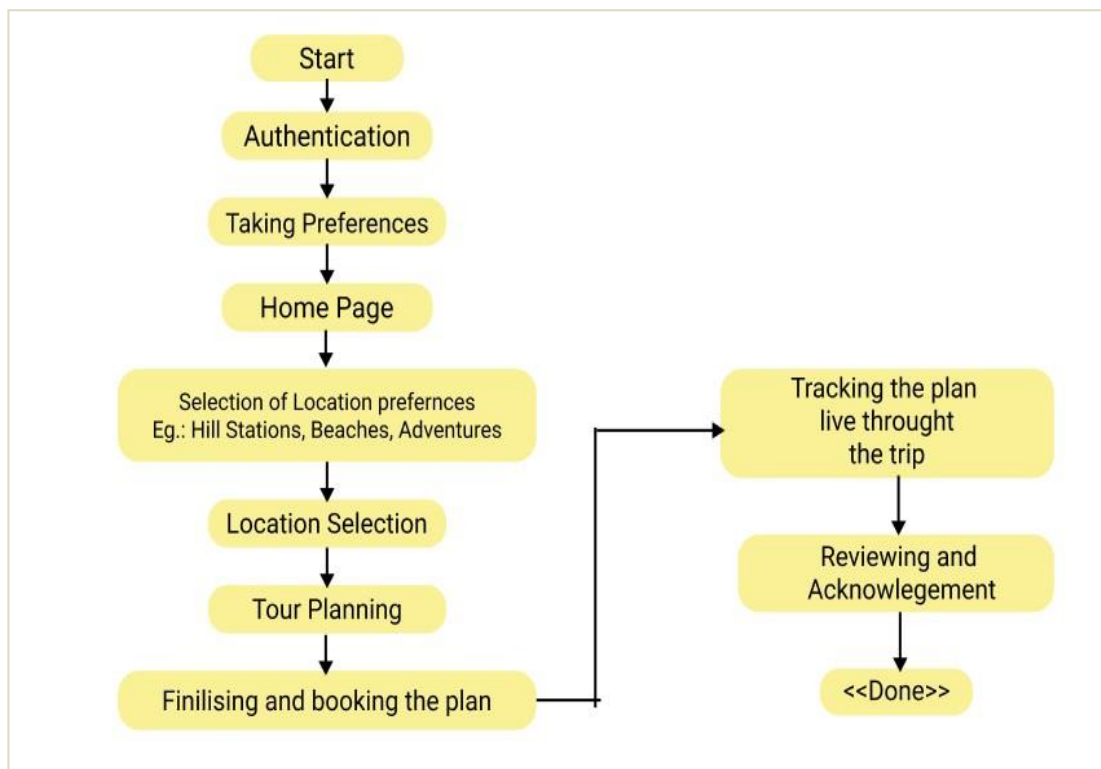


Fig 2.1 Flowchart

### 3.RESULT



Fig 3.1 Login Page

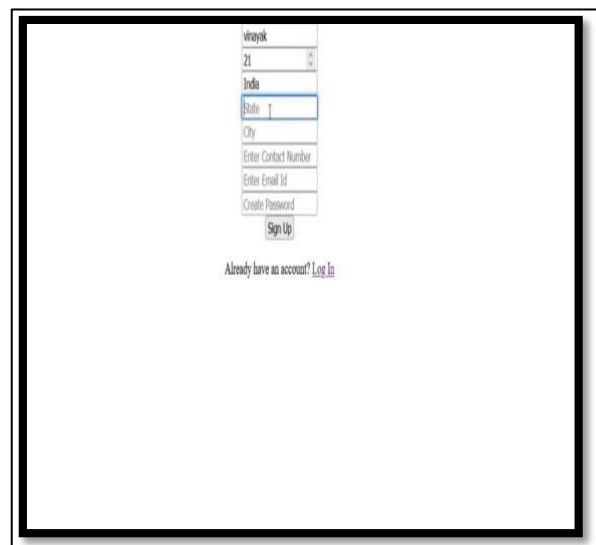


Fig 3.2 Sign up page (includes name, email, password, Location, contact Number)

Login page: If the user has already registered, he/she has to login using the registered email id and password. The first step is to register onto it ,if user don't have any registered account then user can simply create it by clicking on Sign Up option showed in screen shot above.

Sign up page: Once user done with the Sign up phase the data of that user is stored in a database for further authentication process or to provide access to only authorized person. After the completion of registration process, now user can simply login to the by clicking Log In option, and by providing authorized verified id. The registration in the signup page will be done using Name, Age, Location, Contact Number, Email, Password of the user. The recommendations will be also given according to the age and location of the user.



Fig 3.3 Preferences page

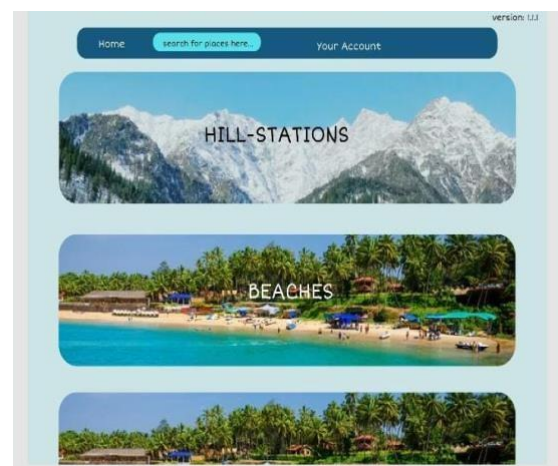


Fig 3.4 Home page

Preference page: Next phase is implemented by the collecting user preferences and the various likes from the user, once user logged in successfully then user have to select choices according users Likes and dislikes as shown in below screenshot. User done with selection of preferences, the system will stores all the preferences to the database for further use, and suggest the various options to the user on the basis of likes and dislikes of the

user in case if the likes of user is not present in a given list then user can add it manually in Edit profile options for the better result.

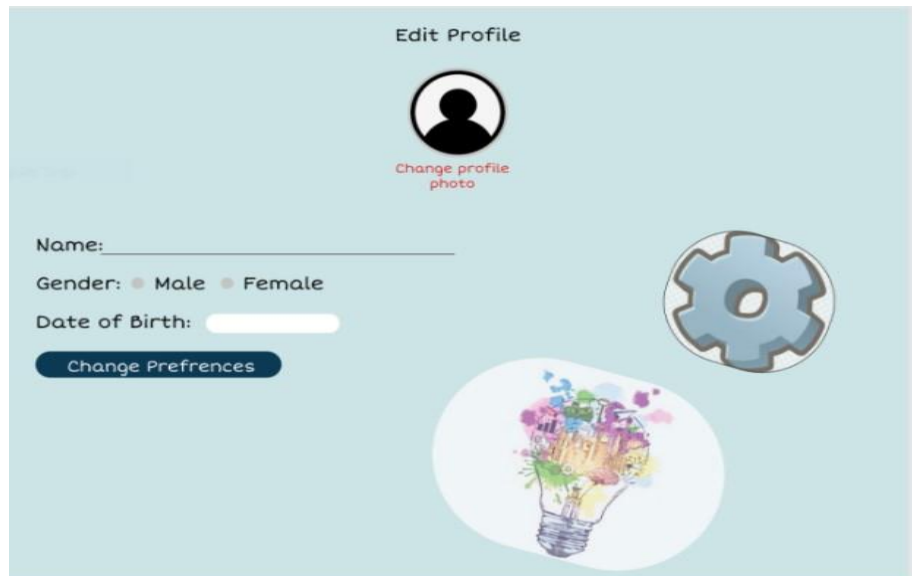


Fig 3.5 Edit Profile page

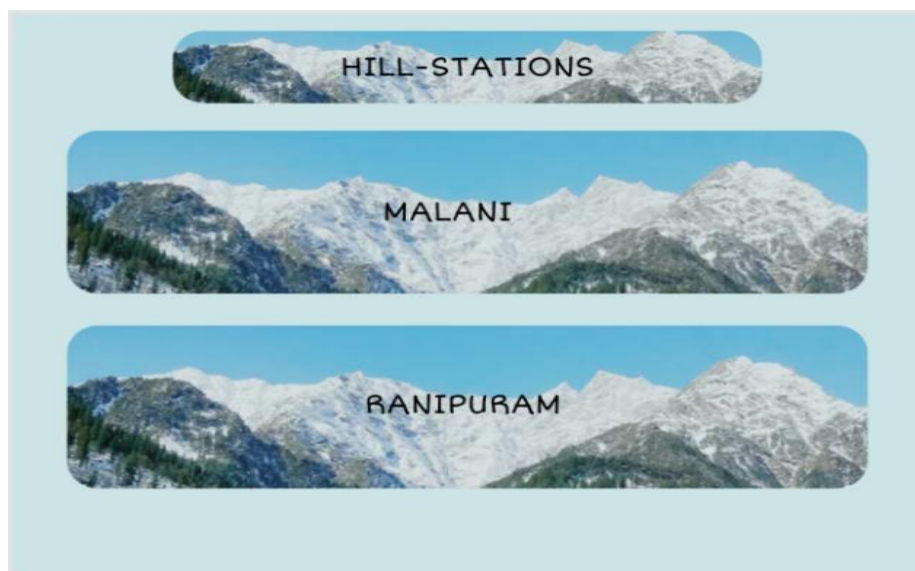


Fig 3.6 Hill Stations

#### 4.CONCLUSION

We researched about this project topic through several research papers and designed the project plan and implementing on it. We designed an ideal project for us and tried to make it more simple and efficient for the upcoming users. The main focus for this project is to give the user the best experience and the user should use it very easily.

So we conclude that the project will be the software based project in which it recommends any trip/tour plans to the user in such a way that the user should feel to use the website/application really simple and get the satisfying results.

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