

Mobile Travel Guide by Using Android

¹Sk.Abhinaya, ²Dr.N. Chandra Sekhar Reddy, ³N.Bhaswanth

¹M.Tech (SE), Student, ²Professor, CSE Dept, ³Ass.professor, CSE Dept
Institute of Aeronautical Engineering, HYD-500043, AP, India.

Abstract: The combination of the good phone and also the web service is that the trend of the longer term data development and software applications. Mobile phones are the foremost normally used communication tools. Victimization mobile phones to get information isn't solely fast, however conjointly a lot of convenient crosscut to improve people's lives. Within the paper, we tend to propose the code development design supported net services. This framework introduces the three-layer design of net development into mobile code development. Based on the three-layer design, the humanoid primarily based town guide system is developed. The humanoid primarily based town guide system will realize to question data for edifice, scenery, restaurant, traffic and so on. The humanoid primarily based town guide system has a lot of practical significance.

Keywords: victimization, three layer design, guide system.

INTRODUCTION

It is normally acknowledged that transportable user devices square measure rapidly turning into equal to a communication hub, sporting arrays of GPS navigators, multiple wireless inter-faces and web-based applications. Because the mobile phones have become additional powerful and present in our everyday life, the applications running on the movable square measure paid additional attention by the folks. Most of the applications that depend on the net square measure developed the movable version to proliferate the convenience. The conception of the mechanical man platform is attracting additional and additional programmers in mobile computing fields. Android is a package of software package for mobile devices, as well as Associate in nursing operating system, middleware and core applications. The Android SDK provides powerful tools and app is necessary to develop applications on the mechanical man platform mistreatment the Java programming language. Mechanical man platform is of open system architecture, with versatile development and debugging environment, however additionally supports a spread of scalable user experience, that has optimized graphics systems, rich media support and a awfully powerful

browser. We style and implement mechanical man primarily based town guide system which can offer user with the knowledge of edifice, attractions, eating house etc in town. Suppose you're travelling in a celebrated town that you're not acquainted, it's troublesome to search out a hotel, scenery, traffic or featured eating house for a trespasser. At this state of affairs, you'll resort to your sensible phone that you usher in your pocket.

LITERATURE SURVEY:

LOCATION-BASED SERVICES FOR TOURISM

This article review is going to review and talk about the development of mobile Location-Based Services (LBS) in Tourism. Since most of the tourists visiting any strange attractions need to consider various issues such as accommodation, restaurant, tourist attraction information, and so forth, the features of mobile LBS can provide right in the time and right in the place information, services, and suggestions for travelers use. Therefore the paper reviews and exams the articles with LBS for tourism, and organized this article review as what LBS is, what tourism LBS applications have, what users experience is from LBS, and what tourists attitude is about LBS.

SMART TRAVEL GUIDE: APPLICATION FOR ANDROID MOBILE

Now a day mobile phone is a necessary part of the people's life. There is continuously rising in a number of mobile computing applications, centered on the people's daily life. In such applications, location dependent systems have been detected as an important application. Such application which presents the architecture and implementation of such a location is commonly known as Smart Travel Guide. We propose architecture of mobile tourist guide system for Android Mobile Phones that is able to provide tourism information to the mobile users conveniently. Our system takes advantage of light-weighted mash up technology that can combine more than one data sources to create value-added services, while overcomes the limitations of mobile devices.

CITY GUIDE OVER ANDROID

The goal of the project is to explore how to realize a mobile city guide using the Android platform, including a prototype of the city guide. The project uses the research method Design Science. Through designing and implementing an artifact (i.e. prototype of city guide), the goal of the project is reached. Finally, the project is evaluated in four aspects including platform evaluation, general functional evaluation, scenario evaluation, and non-functional evaluation. The prototype implemented includes basic functionalities of city guide such as showing a map, locating points of interest (POIs) on a map, locating location of a user, retrieving information of POIs, add reviews about POIs, plan a tour, support communication (e.g. phone, short message), show route direction to POIs, add reminder, and choose different kinds of POIs to show on map. Moreover, the project has explored how to integrate current technologies like Google Calendar, Google Map, Browser, Contact

application and Phone application into the prototype. As well, the project has investigated non-functional aspects including extendibility, tailorability, and usability. Overall, the project presents a comprehensive understanding of how to realize city guide on the new mobile platform Android.

RAPID PROTOTYPING OF A MOBILE LOCATION BASED TOUR GUIDE

Location-based systems are becoming increasingly popular with the widespread availability of handheld devices with on-board Global Positioning System (GPS) units. Developers are now rushing to create the latest _killer app_ for platforms such as Apple's iPhone and Google's Android. Most of these applications revolve around capturing the user's location and then presenting context-sensitive information. One area where location-based systems are currently underutilized is in the guiding of users through a particular venue. The goal of this project is to implement a location-based tour guide for the University of Ontario Institute of Technology campus.

EXISTING SYSTEM

1. The previous system still lack of details information that might be crucial to be known by the user, to facilitate them to use this transportation.
2. The number of people that interested to use LRT as their public transportation is still unsatisfied.
3. There is various type of public transportation available at Kuala Lumpur nowadays. Government had spend an enormous amount of money to provide public transportation
4. especially in LRT development and also in promoting public transportation.

DISADVANTAGES

1. The cost required to arrived at required station will be inform to the user as the system tract the boarding station until the arrival station.
2. The system will view the operating hours and also frequency of availability during peak hours and off-peak hours.

PROPOSED SYSTEM

- 1.Retrieves the user's current geological coordinates.
- 2.Convertes the Latitude/longitude to street address.
- 3.Does video search for that place and displays those to user.
- 4.User watches the video of his choice.

ADVANTAGES

- 1.The system designed is expected to perform well in outdoor situations when the internal GPS can acquire a signal.
2. A user interface for updating tour information would also be useful in allowing the system to be adapted for different situations.

CONCLUSION:

We present the design and implementation of the Android based city tour guide system. The system is based on Web Service technology and adapts three-layer architecture. Lucene is used to create index for the usually used data in order to implement efficient query. The system provide information query of the hotel, scenery, restaurant, traffic and so on. The system is a combination of smart phone and Internet services and will facilitate tour and life for user.

REFERENCES:

[1] Android - An Open Handset Alliance Project, <http://code.google.com/intl/zh-CN/android/>.

[2] E2ECloud Studio, Google Android[M]. BeiJing: Posts & Telecom Press,2009.

[3] J.F. DiMarzio, Android A Programmer's Guide, Chicago: McGraw-Hill,Jul. 2008.

[4] Android Developers, [http:// www.androidin.com/](http://www.androidin.com/).

[5]Yang Feng-sheng, Android application development revelation[M].BeiJing: China Machine Press,2010.

[6] Wu Zhong-xin, Shen Jia-li, Lucene analysis and application[M]. BeiJing: China Machine Press, 2008.

[7] Nong Li-ping, Wang Li-hu, Huang Y-iping, "Application research of Android in embedded vehicle navigation system"[D]. BeiJing: Computer Engineering & Design, 2010, 31(11).

[8] SunWei-qin. Tomcat & Java Web development of technology solutions[M]. BeiJing: Publishing House of Electronics Industry.3121