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Intelligent Journey Prediction System for Sight Seer using NAM Strategy

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***Abstract*— Access to accurate information is at the heart of the tourism industry, especially in this age of information over the Internet. In addition, various studies have been conducted on how information can be made more effective on the tourism website. The smart tourism management system tries to close the gap by considering what tourists visit as appropriate, depending on the content related to tourism products on tourism websites. This study is very focused on content because it is seen as a key factor associated with an active website. Therefore, the purpose of this study includes the construction and implementation of a smart platform that will assist visitors in obtaining information on tourist attractions in Nigeria. In hindsight, the program was implemented using the Rational Unified Process as a software development acquisition process, while My SQL, HTML and PHP were the startup tools used in program development. In conclusion, the program was able to provide information by downloading information on the web related to the topic of interest to assist guests in making decisions. It has also been able to make clever use of the hybrid recommendation process to recommend tourist destinations according to their preferences.**

Index Terms- Natural Language Processing, machine learning, Artificial intelligence, Data warehouse.

I. INTRODUCTION

People travel a lot. Most of us have a cell phone or a travel device. If they want to make a successful trip they must prepare for it. Initially the city to be visited should be chosen. After that those places, buildings and monuments are important and will look like they need to be chosen for inclusion in the journey. It is also very important to calculate the cost of travel and the time required. Sometimes people do not have enough time to prepare or spend a few hours in another city without planning this in advance. Another fact is that people do not have enough time to plan. Most of them ask friends or go on a tour organized by tourist companies when the technical guide is contacted. It will be very helpful if a plan that provides all the information needed to visit the city is available. This program should collect information presented in brochures, guest guides and web pages. The search method and the finding method are also some of the requirements of this system. It can be difficult for some people to find ways that allow them to visit certain places, but if these people have some travel suggestions the right plan will help them a lot in my opinion. For users with a specific suggestion it is a good foundation to start planning and improving the trip and it is easier to change something than to do from the beginning.

I designed an app that meets most of those needs. It provides details such as city maps, car parks, points of interest (museums, art galleries, restaurants, monuments and the like) and their description, cost of entry, time required to visit and a single photo of these places. The system is also able to find a way to use the user process and play it. This is a user-only suggestion and can be used as part of
starting while planning. The user will receive a few travel suggestions. He can show you the way on the map and learn about the features of each trip. Each method calculated the length and time. It is incorrect and perhaps the user changes something but as mentioned it is only a suggestion and a basic trip plan. This concept focuses on the planned design. It also determines which features are included, which should be added soon or is commercially viable and easy to use. A better understanding of the environment, the possibilities and the needs of computer and software devices for mobile devices should be considered.

This text is organized into 7 chapters. The next chapter outlines three ways to do so. The basic functionality and scope of these systems is presented in Chapter Two. The third chapter introduces mobile devices. It introduces hardware limitations to consider when building such systems. Contains information on processors and memory for mobile devices and includes roaming programs. In that chapter some basic information about the current mobile operating systems is presented. It is the center of the remaining work. Demonstrates problems that should be solved by mobile platform applications while developing software. Chapter four discusses the objectives of this comprehensive concept in detail and introduces the proposed solution for planning and planning a trip. It consists of two parts: a description of how to select items using alternatives and, second, how to find the best way to visit them all in a timely manner. Finally the work is presented with future conclusions.

II. RELATED WORK

Natural Language Processing, often abbreviated as NLP, is a branch of artificial intelligence that deals with the interaction between computers and native language users. The main purpose of NLP is to learn, understand, understand, and understand human languages in the most important way. are actually a type of recommendation program that focuses on creating a user profile model In this system of recommendations are usually made for the user's work. As it is a customized recommendation, recommendations vary from user to user. The news modules for our app contain a personalized recommendation framework. Usually recommends articles based on the number of hits taken by the user or users who have a similar interest. fast data for recommendation programs but cannot be reconfigured. The content-based recommendation system is used in the test module in our project. and Amazon.

III. TRADITIONAL SYSTEM

In an era that has seen rapid advances in information technology, overcrowding has become a major problem for those seeking information online. Recently, clever web search methods have been used that show that the problem of too much information can be solved in part by providing a more sophisticated platform to help visitors search for relevant information. Google.com is an example of a smart search engine that helps users with information and another category of smart programming that has proven to be useful in dealing with the problem of overload of information by recommended programs.

On the tourism side, the Internet and web technology have made it easy to find information about tourist destinations, accommodation, travel, shopping, food, festivals, and other attractions, thus enhancing travel information. The purpose of this study is to design and implement an intelligent platform that will help tourists in Nigeria to access information about tourist destinations and thus help strengthen their processes.

IV. METHODOLOGY

Semantic Web Applications: One way to use semantic web development. The aim is to integrate specific pieces of data with the aim of helping the client discover and understand the data sources and consider a single use of tourism offers. Here the basic details of the value of web assets are removed as machine information (meta-). Management of acquisition, entry, or associated data may be established on display. Thus, semantics is considered to be the main variation in finding a path in a growing web space, which can eliminate the process [4]. This process can be seen in Figure 1, as considering the use of ontologies that provide a formal understanding [5] of a particular space allocated by individual integration. Ontologies present language terms as a form of sophisticated system (meta-) of information that will support business choice and authorization by separating key information from crude information, individual readings and records to identify and address problems in decision-making. It has been used as part of an application to integrate semantic metadata with rendering including advanced management of semantic images [6].

V. PROPOSED METHODOLOGY

The function controls the performance of the machine learning component of the passenger data framework. The draft data and components of the NLP (correct language correction) will be developed with support from accessible programs and services, while the learning equipment category will use it. A simple overview of the program's functionality is presented as in Figure 2. The user interface is provided with a user-friendly application, the communication layer is managed by the NLP framework, the interface function to receive the message from the user and process it and understand the purpose of the message. The objective is monitored for the game in a metadata database (MB) and sent to the information center. Knowledgebase (KB) is a set of organizational rules that the program learns. After the application of the rules from the database, the required response must be accessed from the database (DB). Finally the appropriate response is sent to the user via the communication cloth on the user interface. The selected number is based on a sample-based reading. The case-based learning model is a problem of choice with cases or data preparation cases that are considered essential or required by the model. Such strategies often create information with images and compare new data with a database that uses the analogy to find the best game and make predictions.

VI. IMPLEMENTATION

Registration and Validation

In the event that a user intends to access the system but ends up entering the wrong username or password, the system displays a warning message indicating "Invalid Username or Password" but gives the user another temptation to enter the correct information before redirecting to the system homepage. The system returns a message to the user showing the empty boxes to fill out and the message “Registration successful, keep logging in” once all the boxes have been completed correctly. This information is stored in a database and this information is used by the user to log in to the system.

Message and Booking Verification

A user with issues related to program performance, a product or information sends a message to the administrator. The manager later replies to the message after which the confirmation message indicates that the “message was successfully delivered” to the manager. The user has the option to make reservations online during and before the visit.

Figure 6 shows the validation of the request of the user who made the successful booking.

Database Testing

Data testing is important because it helps to identify errors that can affect system performance, reliability, consistency and security. It is also helpful to verify the system according to the user's requirement [10]. It is important for a person to perform a data test to find a database system that satisfies the acid properties (Atomicity, consistency, solitude and durability) of the data management system [11]. a reservation table that stores information about a user requesting a reservation at a particular tourist destination. The table keeps user records, visitor center, country, date of birth and date of registration.

VII. CONCLUSION

In conclusion, this software will solve many problems in Nigeria related to product management and tourism-related information. Visitors will get acquainted with all the tourist attractions in Nigeria and the details related to those sites without disclosing personal information or traveling long distances to see what the place has to offer. With Internet access, users have access to the ITMS system; that is why they are empowered with current and relevant information related to tourism in Nigeria. The application will greatly assist visitors in decision-making, and as a source of income in the country. ITMS will make travel around the world more enjoyable and convenient due to the easy access to relevant information.

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