

# Go Mumbai

NehaSaxena<sup>[1]</sup>, Suhasini Maurya<sup>[2]</sup>, Ankit Rai<sup>[3]</sup>, Santosh Yadav<sup>[4]</sup>

Jinesh Malavia<sup>[5]</sup>

BE Student <sup>[2], [3], [4] & [5]</sup>, Assistant Professor <sup>[1]</sup>

Department Of Computer Science and Engineering

University Of Mumbai, Mumbai

Maharashtra-India

## ABSTRACT

There Are Many Websites and Apps that give the description of the Mumbai. The tourist visits here to check the lifestyle of a Mumbai City. They find a guide to travel all around the Mumbai. In this project we are implementing the Go Mumbai application and website to know the all places in Mumbai.

They find all location in Mumbai to visit and they can visit anywhere in Mumbai such as Hotels, Hospitals, Parks, Free Listing etc. and they can review and they don't have to pay the money to the guide. We will be making the android apps as well as website, so they can easily find the places using our app.

**Keywords:** - Web Based Application, Android Based Application, Firebase Cloud Messaging And Authentication.

## I. INTRODUCTION

Go Mumbai is an Android application and website. Go Mumbai describe the whole description of Mumbai. It gives the information of all places like Hotels, Hospitals, Parks, Free Listing etc. In this we can search all the nearby places which are related in Mumbai because of this we can travel anywhere in Mumbai. In Go Mumbai the user can add their shops or new events related to the places using service of Free listing in App.

## II. RELATED WORKS

### A. Go Mumbai for Android Application

The main objective of this paper is once users square measure on the move, it's ready to offer wealthy and taciturn data timely and create them access to the service at anytime and anyplace. The planned system relies for the asking, if users wish the information that they will get into the JSON Format.

### B. New Concept

#### a. Mobile Tourist Guide System Based On Firebase Cloud

Using base Cloud electronic messaging, we will advise a consumer app that new email or alternative knowledge is out there to correct. we will send notification messages to drive user reengagement and retention. to be used cases like instant electronic

messaging, a message will transfer a payload of up to 4KB to a consumer app. Knowing a user's identity permits associate app to firmly save user knowledge within the cloud and supply identical customized expertise across all of the user's devices. base Authentication provides backend services, easy-to-use SDKs, and ready-made UI libraries to attest users to your app. [5]

Key Capabilities or main usage of using Firebase cloud messaging

- 1- Send notification messages or data messages.
- 2- Versatile message targeting.
- 3- Send messages from client apps.

#### b. System Details

In this section the detail overview of the system is given. It includes System architecture which describes the basic architecture of system, main components of Firebase Cloud, Communication protocols, working flow of the system. [1]

#### c. System Architecture

The design of this technique contains 3 layers: presentation layer, logical layer and knowledge Sources layer. Presentation layer provides the interaction between the end-users and therefore the system. The mobile end-users sometimes act with base Cloud server through the mobile application. as a result of the constraints of mobile device, the content displaying issue

must be self-addressed during this layer. Logical layer is that the most significant layer of the system. It deals with knowledge and services from the information sources layer and therefore the mobile end-users. The transformation of JSON (JavaScript Object Notation) format converts the format of JSON that is from the information supply layer into the format of JSON that is ability to deliver the result to the mobile application by the JSON Parsing. knowledge sources layer provides knowledge, content and repair to be mashed-up by the open internet Api's and databases. Currently, a lot of and a lot of websites give API to the developers and researchers. The Api's of Google Maps is that the most generally employed in the various space. the foremost well-liked protocols employed by the Api's are REST (Representational state transfer), SOAP (Simple Object Access Protocol) for those knowledge within the silo, we are able to extract the content victimization different technologies like JSON parsing. These protocols that have their own benefits ought to be chosen in keeping with the particular wants. Therefore, we decide Google API, because the knowledge sources. The base electronic messaging communicates with knowledge sources supported Api's by REST.

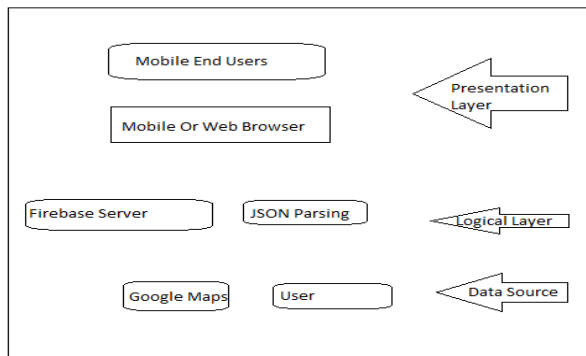


fig 1. System Architecture

**d. Component of Firebase Authentication**

Most apps need to know the identity of a user. Knowing a user's identity allows an app to securely save user data in the cloud and provide the same personalized experience across all of the user's devices. Firebase Authentication provides backend services, easy-to-use SDKs, and ready-made UI libraries to authenticate users to your app. It supports authentication using passwords and popular federated identity providers like Google, Facebook and Twitter, and more. We can sign in users to your Firebase app either by using Firebase UI (as it is) or by using the Firebase Authentication SDK to manually integrate one or several sign-in methods into our app. [1]

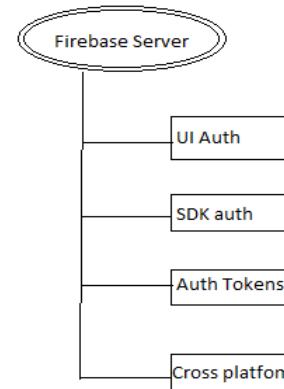


fig 2. Component of Firebase

**e. Communication Protocols**

The communication is a very important link of the system. It is to connect data or contents with each layer. Although XML Parsing, SOAP, JSON (JavaScript Object Notation) and REST are the standard for delivering data or contents between server and data sources, JSON is abstraction mode which is a more effective for the server mode. Compared to SOAP, it is more like structure style, not only a specification, so the complex protocols are not taken into account. Therefore, we choose JSON to communicate among Firebase server, Google Maps. [2]

**f. The working flow of system**

In this section, we will present the working flow of the mobile app. First of all, we assume that the mobile user has register with the firebase server having registered with the login from federated or any type of login. And they provided their personal details fig 3. Shows the working flow of the application in details.

In Step1, 2, 3 the mobile end-user logs on the system through the mobile web browser/App on his/her mobile device and sends request to the firebase server. To respond, the firebase server returns a firebase Token that is Created by Firebase when a user signs in to a Firebase app. These tokens are signed JWTs that securely identify a user in a Firebase project. These tokens contain basic profile information for a user, including the user's ID string, which is unique to the Firebase project. (\*JWT: JSON Web Token). The user is get authenticated with federated login or anonoums login with the Auth token send by firebase server.

After a successful sign in, we can access the user's basic profile information, and we can control the user's

access to data stored in other Firebase products. we can also use the provided authentication token to verify the identity of users in your own backend services. Then selecting any activity in the app by the user can get the details of that activity using JSON parsing by the server provided by us.

The JSON data can be flow in less time with secure features and the JSON have simple structure that it can get about 100000 lines of data in simple JSON object or JSON array from server to the client in 5 secs. In the app we have coded the JSON parsing that it can convert the stream bit into a JSON object. After the user get JSON data in app they can easily switch to multiple activity as quick they can. [3]

In the end, firebase server sends the result to the mobile devices. According to the useful information provided by the system, the mobile end-users are able to follow with the tourism attractions and enjoy the cheerful places.

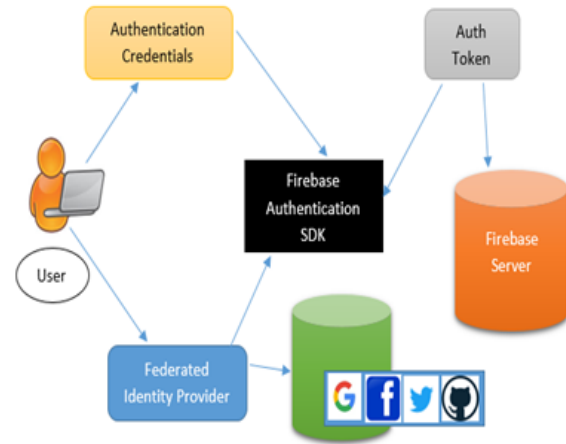


Fig 3. Working flow of system

### III. PROPOSED SOLUTION

Pointed out from the research that many applications have been developed, but some of the tourist information is mainly obtained through newspaper, magazines these applications do not provide exact information while user on move. After studying many researches papers and also addressed many problems but the some mentioned above are the major issue so the proposed system will try to solve many problems related with Google cloud messaging, Data parsing at client end etc.

In order to help the user who is newer to the city at the traveling time and gets anything nearest to visit, map, distance between that place from current location they can use this system to get all details at single click.

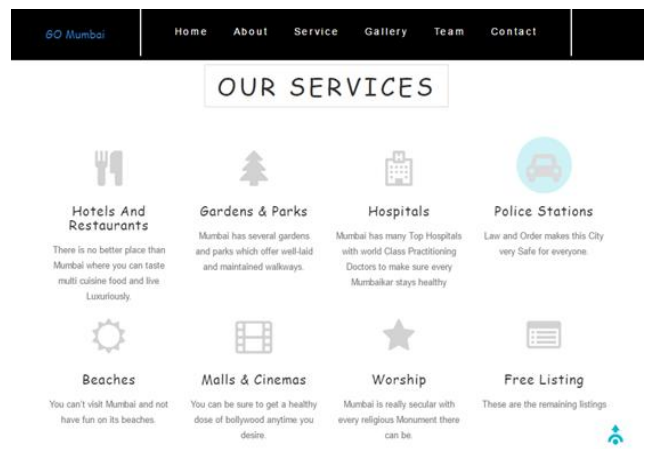
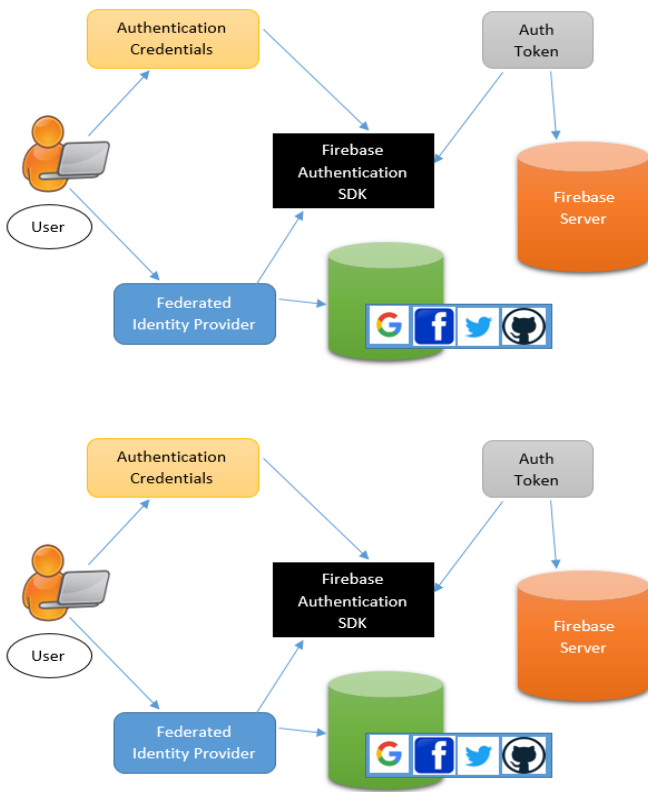


Fig 4. Our services

#### IV. CONCLUSION

In this paper, we presented the design and implementation of a mobile application called Go Mumbai, with which mobile users can get tourism guidance information they need anytime and anywhere. By Go Mumbai Travel Guide App, users can get an attraction’s detailed information, including text, picture. In particular, Go Mumbai can provide users with location-based information, which can be browsed or queried through a map. User can search the nearby attractions after he or she configures the distance between the current location and the view spots. When the user moves out of the current location, the mobile phone will automatically send its new position to the server side, and the corresponding attraction list will be received by the user. The user selected spot can be get the JSON object of that activity and send to the server and according to that server will give the feedback.

#### REFERENCES

- [1]. Android Programming, The Big Nerd Ranch Guide, Bill Philips and Kristin Marsciano, 3<sup>rd</sup> ed, 200 Arizona Ave NE, Atlanta, GA 30307.
- [2]. Fabian Frenzel & Ko Koens “ A Article on Slum Tourism: Developments in a Young Field of Interdisciplinary Tourism Research” Published online: 20 Feb 2012.
- [3]. (2016) The Android Website “Android.suven.net”.
- [4]. Rocky Jagtiani (2016) available website. <http://android.suven.net/firebase.html>.
- [5]. Suarez, Max J. [Editor] and Wang, Tina NASA Goddard Space Flight Center, Greenbelt, MD, United States),” Technical report series on global modeling and data assimilation. Volume “.

#### AUTHOR PROFILES



**Name:**  
Jinesh Malavia.  
**Educational Details:** B.E.  
Computer (Pursing.)



**Name:**  
Suhasini Lallan Maurya  
**Educational Details:** B.E.  
Computer (Pursing.)



**Name:**  
Rai Ankit Kumar Vinay  
**Educational Details:** B.E.  
Computer (Pursing.)



**Name:**  
Santosh Yadav  
**Educational Details:** B.E.  
Computer (Pursing.)



**Name:**  
Neha Saxena. .  
**Educational Details:**  
M. Tech Pass out.