Electronic Tourist Guide in Malaysia By Using WAP Technology

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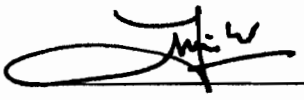
(Signature) : 

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CHAPTER 1

INTRODUCTION

CHAPTER TWO

LITERATURE REVIEW

CHAPTER FOUR

ANALYSIS AND DESIGN

The project aims to solve the problems that are facing tourists, through the use mobile or PDA for inquiry about tourist places.

1.1 PROBLEM STATEMENT

Tourism is a global process and one that has been characterized by many researchers in terms of the effects tourists have on the visited country, or the constraints applied to the experiences of tourists. So, an alternative to starting with "vast systems" is to follow what specific tourists do in specific settings, to focus on the views and approach of tourists themselves.

Most tourists are highly mobile, there is no single location at which tourists stay, and no single site where the range of activities that constitute tourism can be explored. However, in many situations it's hard to access Internet services. But the mobile phone is found with the majority of the users for this service. For these reasons, the tourists can be able to access the Internet services from their mobile devices anytime and anywhere.

Problems which tourists face in an unfamiliar place are what to do. Unlike paid employment, where tasks are often determined by an overall goal or by other people's plans, tourism is more open-ended. Tourism encompasses a broad range of activities such as sightseeing, relaxing, shopping, visiting friends and visiting family. However, whatever tourists do, they must at least make some sort of decision about what to do, usually in advance. This decision must take into account the time it takes to get to different places, as well as balancing the attraction of different sites.

The contents of the thesis is for internal user only

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