SOFTWARE REQUIREMENTS

SPECIFICATION

EVENT MANAGEMENT SYSTEM–

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1. Objective and Scope

The objective and the scope of the project is to build the Event Management System that is capable of planning the wedding events accordingto the customer requirements.

The scope of the product includes the following basic features:

- The main purpose of Event Management System is to provide the user with smooth and enjoyable experience with our application. This event stores where you can purchase your dream wedding package.

- The user can login to visit the page. Not only for users but they can even be welcomed as a new register.

- The data entered by the user will be validated and if it is valid automatically stored in database. Once the user has logged, they can search for their dream wedding.

- When they are confirmed with their plan, they can fill the form of details having place, date, no of people arrive and according to their plan they can pick a photographer, need of food, makeover etc.

- Once the process is over the user can proceed to checkout.

2. Project End Users

Management of end-user includes installing and updating application patches,managing user accounts, and maintaining up-to-date security.

3. Features

3.1 Home Page

This application begins with Homepage and this page gives the overviewof the application. At the top left you can see the logo of the application and name of the application and in top right you can see a login andsignup tabs.

If you want to see the events that are available swipe down and view there will be the types of wedding you are looking for, if you are interested you can click that link and

go for further details that are mentioned clearly you can even customize your planning according to your requirements.

3.2 Login

Each and every user should be authenticated with a Email and Password to login into the system. If they don't have a account they can sign up as new user and their data will be validated and stored in a data base.

Validations for Email and Password.
Email: It accepts email id.
Password: It can be anything of the users' choice that should be having at least 8 characters having uppercase, Lowercase, Number, Special characters.

The next time you visit the website you can just login by giving email and password.

3.3 Events

Since it is an online management system of buying your wedding plans where you can see a lot of theme and customized design. When you choose your dream plan number of sample design appears you can go through your budget, number of people arrives, foods that are required, photography everything can be purchased.

When they are not in need of food or photography or wedding there is a chanceof neglecting them. They will be paid only for the requirements.

3.4 Place the Order

Placing your order means you are confirming to buy it. This will take youto another page where the form contains the certain information as theplace, date of the event, are you ok with the package etc.

Following are the fields can be used to Place your order.

- Event address

- Event Date

3.5 Checkout

Payment method takes you to the final step where the order you are waiting is to be completed in this process. In this the user need to give the card number and your Card Verification Value the One Time Password will be sent to your mobile number fill all the details the transaction will be completed.

4. Functional Requirements

4.1 Login/Signup

To purchase a plan a customer should have account or create one. The user can login or sign-up in home page. When a user has account they can just choose the plan and go for payment if they don't have account they need to click sign-up option to create a new account.

Once you click the sign-up option you will be directed to another page where you need to enter your information that will be validated and stored in database. The next time you visit the website you can just login by giving your email id and password.

4.2 Event Selections

Event Selection process takes place when the customer has gone through the design, food and photography. When they are not in need of food or photography there is a chance of neglecting them. They will be paid only for the requirements they needed.

4.3 Add to Cart

The items that you like to purchase can be moved to add to cart page by clicking the add to cart button. Once the item has been moved to add to cart then you can purchase now or later they will be stored permanently in your account after purchasing they will be removed and updated in history of purchase.

4.4Payment

Payment method takes you to the final step where the order you are waiting is to be completed in this process. In this the user need to give debit/credit card number and your Card Verification Value the One Time Password will be sent to your mobile number fill all the details the transaction will be completed.

5. Non-Functional Requirements

5.1 Reusable Code

Easily extended and adapted for the new application and they can be ported to different hardware if needed. Reusable codes are shown to be free from defector problems that affect the reliability, safety, or security of the application.

5.2 Scalability

Scalability is a measure of system's ability to increase or decrease in performance and cost in response to changes in application and system processing demands. This program would be scalable if it could be moved from smaller to larger operating system and take full advantage of larger operating system in terms of performance and large number of users could be handled

5.3 Efficiency

Efficiency is the extent to which the software handles capacity, throughput and response time. Efficiency requirements address the user concern for how fast the system functions, how efficiently the system takes in inputs and processed outputs, and how much can be processed at a time.
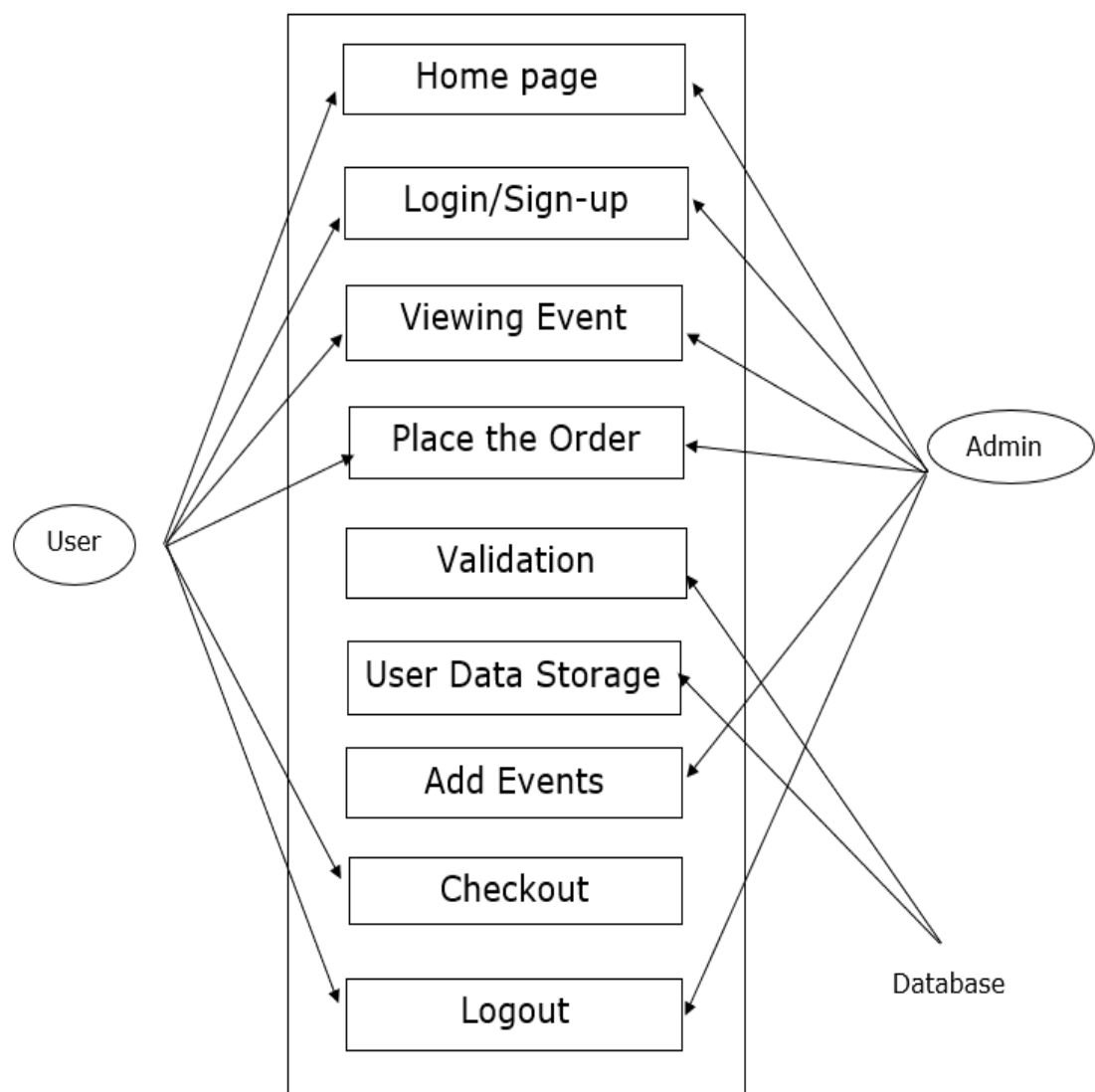
5.4 User Friendly

The most important factor is that the web application should be user friendly. If it is not user friendly the user will not visit the site again. If the user is looking for something
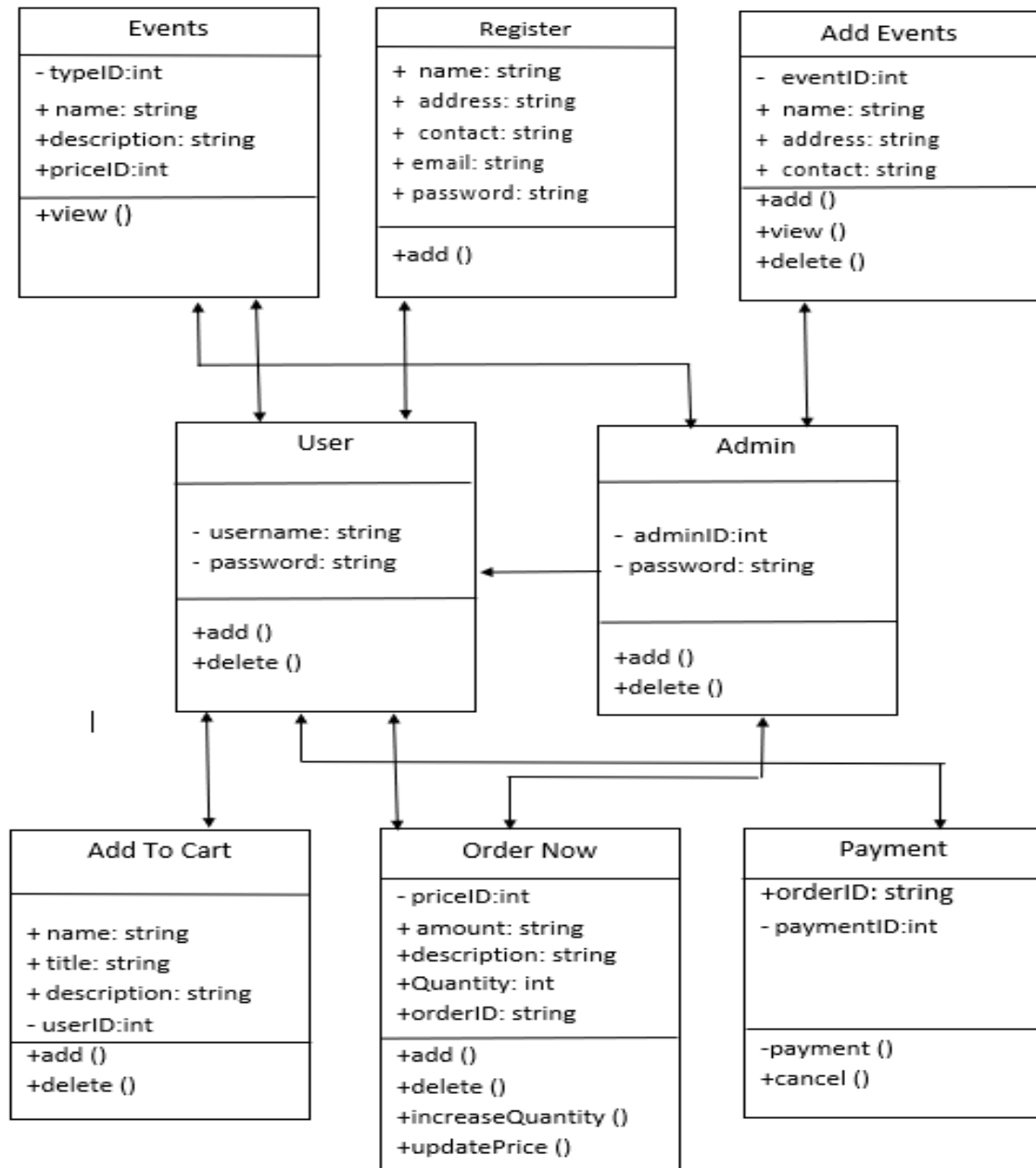
that should be visible to their eye sight and should not make them complicated to find something in the website. The most important one is when the user logged in the customer should have a smooth experience.
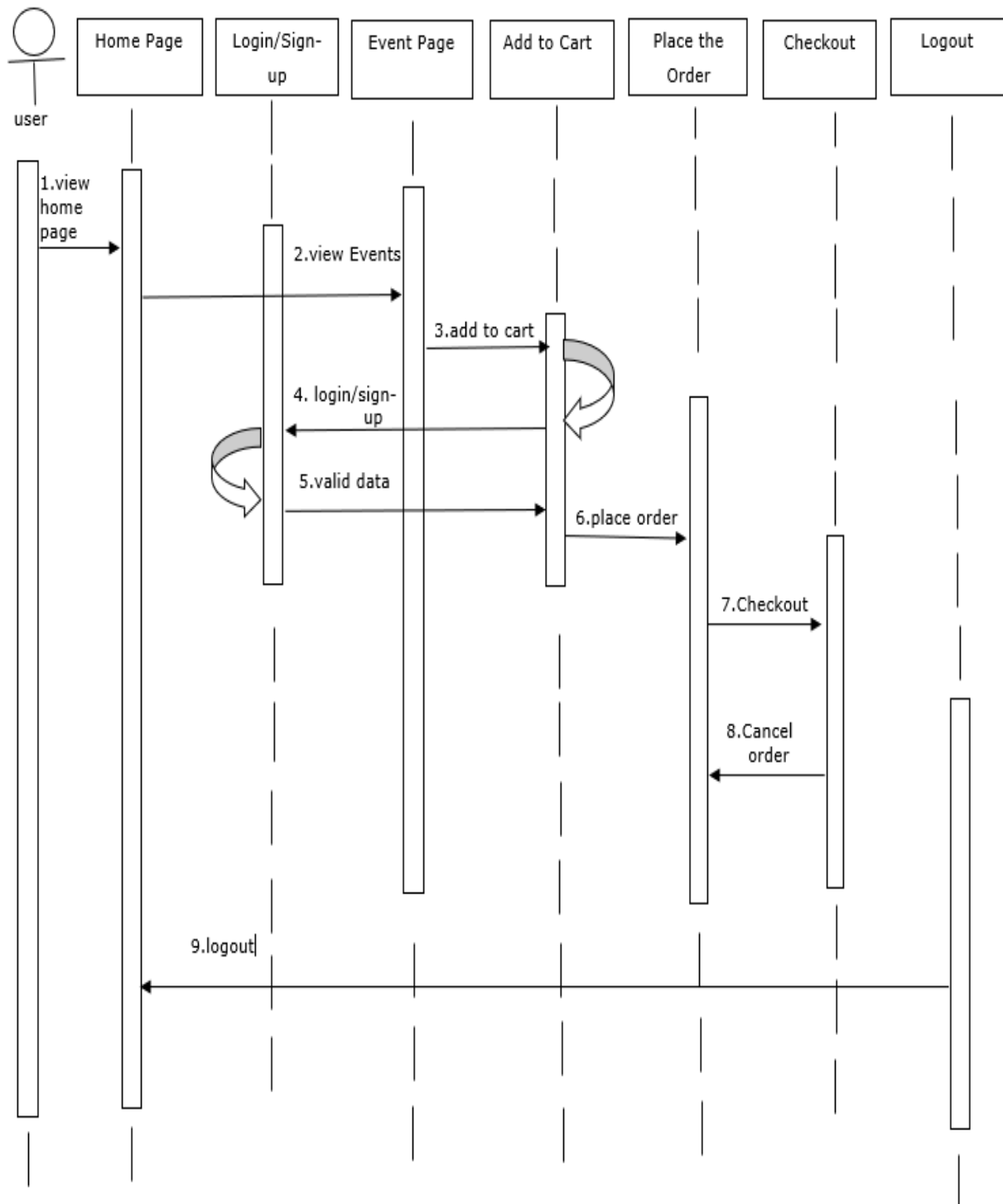
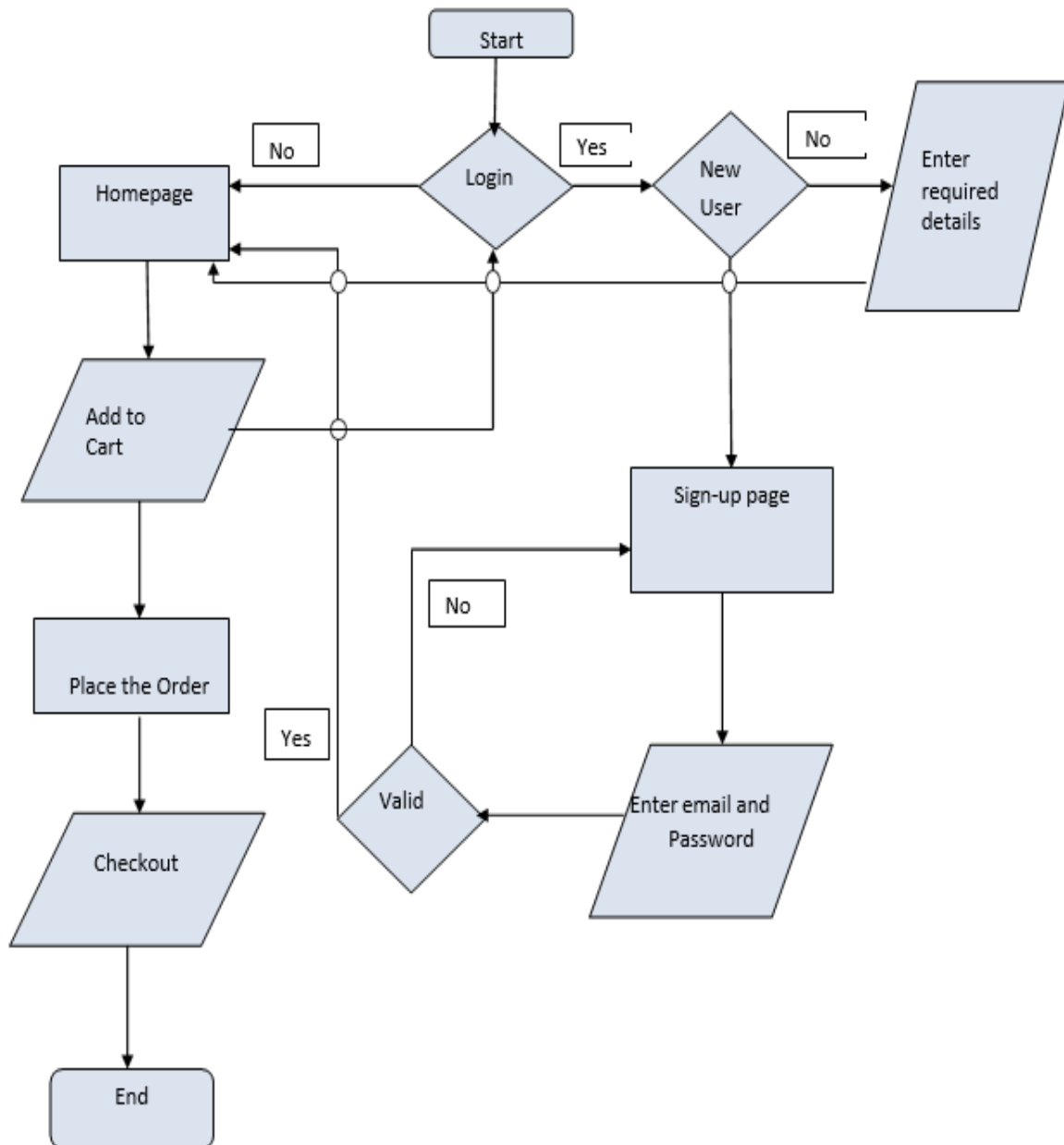# 6. Diagrams

6.1 Use Case Diagram

6.2 Class Diagram

Events
- typeID:int
+ name: string +description: string +priceID:int
+view ()

Register
+ name: string + address: string + contact: string + email: string + password: string
+add ()

Add Events
- eventID:int
+ name: string + address: string + contact: string
+add () +view () +delete ()

User
- username: string - password: string
+add () +delete ()

Admin
- adminID:int - password: string
+add () +delete ()

Add To Cart
+ name: string + title: string + description: string - userID:int
+add () +delete ()

Order Now
- priceID:int + amount: string +description: string +Quantity: int +orderID: string
+add () +delete () +increaseQuantity () +updatePrice ()

Payment
+orderID: string - paymentID:int
-payment () +cancel ()

6.3 Sequence Diagram

6.4 Flow Chart

6.5 ER Diagram