Tribhuvan University

Faculty of Humanities and Social Science

EVENTFUL: A STUDENTS PLATFORM
A PROJECT REPORT

Submitted to
Department of Computer Application
Danfe College
In partial fulfillment of the requirements for the Bachelors in Computer Application

Submitted by
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Under the Supervision of
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Tribhuvan University

Faculty of Humanities and Social Sciences

Danfe College

Supervisor's Recommendation

I hereby recommend that this project was prepared under my supervision by DIPESH GIRI entitled " **EVENTFUL: A STUDENTS PLATFORM** " in partial fulfillment of the requirements for the degree of Bachelor of Computer Application is recommended for the final evaluation.

Mr. Bijay Mishra

Supervisor

Program Coordinator

BCA Department,

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Faculty of Humanities and Social Sciences Danfe College

LETTER OF APPROVAL

This is to certify that this project was prepared by DIPESH GIRI entitled " **EVENTFUL: A STUDENTS PLATFORM** " in partial fulfillment of the requirements for the degree of Bachelor in Computer Application has been evaluated. In our opinion, it is satisfactory in the scope and quality as a project for the required degree.

--- Mr. Bijay Mishra **Supervisor** BCA Department, Danfe College, Sinamangal, Kathmandu	-- Mr. Bijay Mishra **Program Coordinator** BCA Department, Danfe College, Sinamangal, Kathmandu
--- **Internal Examiner**	-- **External Examiner**

ABSTRACT

Eventful: A Students Platform is a student portal where students from our college may explore events from other colleges as well as events from our college. Students can express interest in participating in intra-college activities and rate them, whilst students can view inter-college events to gain exposure for their growth. This system is useful for individuals who wish to supplement their knowledge and experience beyond books. The program is created in such a manner that users do not require technical skills to utilize it. The primary purpose of this system is to provide a platform for college events. This program will assist in the practical execution of principles. It will maintain an accurate record in the database. The main advantage of this system is that it will save time for students and colleges.

Keywords: Events, website, Students

ACKNOWLEDGEMENT

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List of Abbreviations

DFD – Data Flow Diagram

ER – Entity Relationship

FR– Functional Requirement

HTML–Hypertext Markup Language

ME – Microsoft Edge

MCQ – Multiple Choice Question

PHP – Hypertext Preprocessor.

UC – Use Case

UI – User Interface

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Chapter 1: Introduction

1.1 Introduction

Eventful: A Students Platform is a student portal where students from our college may explore events from other colleges as well as events from our college. Students can express interest in participating in intra-college activities and rate them, whilst students can view inter-college events to gain exposure for their growth. This system is useful for individuals who wish to supplement their knowledge and experience beyond books. The program is created in such a manner that users do not require technical skills to utilize it. The primary purpose of this system is to provide a platform for college events. This program will assist in the practical execution of principles. It will maintain an accurate record in the database. The main advantage of this system is that it will save time for students and colleges.

1.2 Problem Statement

Students need events for exposure to the world, to know different people and gain experience. Finding events related to their fields will take time and effort. Eventful can be their one-stop solution for finding the events related to their interest.
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1.3 Objectives

The main objective of this project is to develop an application that creates a platform for students to take Eventful. It also aims to fulfill the practical implementation of concepts. Here are the various objectives of the Eventful:

- To create a module for College Admin for inserting Events for Students.
- To create a module for students for rating their college events.

1.4 Scope and Limitation

1.4.1   Scope of System

1. Students can view different events.
2. Students can rate different events.
3. Admin can manage events and view rating of events.
4. Admin can modify the details of the website including the home page, contact us information, etc.
5. Schools, Educational Institutions can use this system for their students.

1.4.2 Limitations of Existing System

The limitations of the existing systems are listed as follows:

1. There is no module for inserting ticket participation for events for students.
2. Since Admin collects events from Organizers, they may be manual entries from them.
3. Lack of Reviews may impact the rating of the events.

1.5 Report Organization

Chapter 1 includes introduction of the system EVENTFUL with its problem of statement, objective and its scope and limitation.

Chapter 2 includes the background study of EVENTFUL and some literature review of other EVENTFUL systems.

Chapter 3 includes the functional and non-functional requirements along with feasibility Analysis and architectural design of the EVENTFUL.

Chapter 4 includes about the tools used in this system and the testing that are done.

Chapter 5 includes about the outcome of this system as well as the future recommendations for the EVENTFUL.

Chapter 2: Background Study and Literature Review

2.1 Background Study

Eventful is based on the needs of a university student who needs exposure for their growth and for college admins to provide the events in a proper manner to their students. It is inspired by Event Beep. It is based on our college who is organizing various events with different clubs and members, I hope to digitalize the information flow and reviewing those events based on the concept learnt so far.

2.2 Literature Review

Literary Analysis

i. Study of Existing System

EventBeeb is an India-Based Student Community app which is my inspiration for this project. It had my college space, campus connect, events, student fun zones, etc. I have studied this app for requirement analysis.

ii. Literature Review

To develop the proposed system first requirement shall be done. The previous project reports and course books were looked upon for finding what kind of works have been suggested in the past. These works helped in finding past solution' shortcomings and defining the project's aim and objectives. [1][5].

Chapter 3: System Analysis and Design

3.1 System Analysis

The system analysis of the system is done by conducting requirement analysis, feasibility analysis, data modeling, and process modeling as follows:

3.1.1 Requirement Analysis

Functional Requirements

A FR is an outline of the service that the EVENTFUL must offer. Features the system must provide are refined into use case diagrams. to best capture the functional requirements of the system.

Use Case

The figure 3.1 is the use case diagram of EVENTFUL. There are two actors, student and admin. Student shall register themselves into the system, after registration they shall login and logout, view different events, and rate the events that they have participated in. Similarly, the admin shall login and logout of the system, they shall manage students and events.
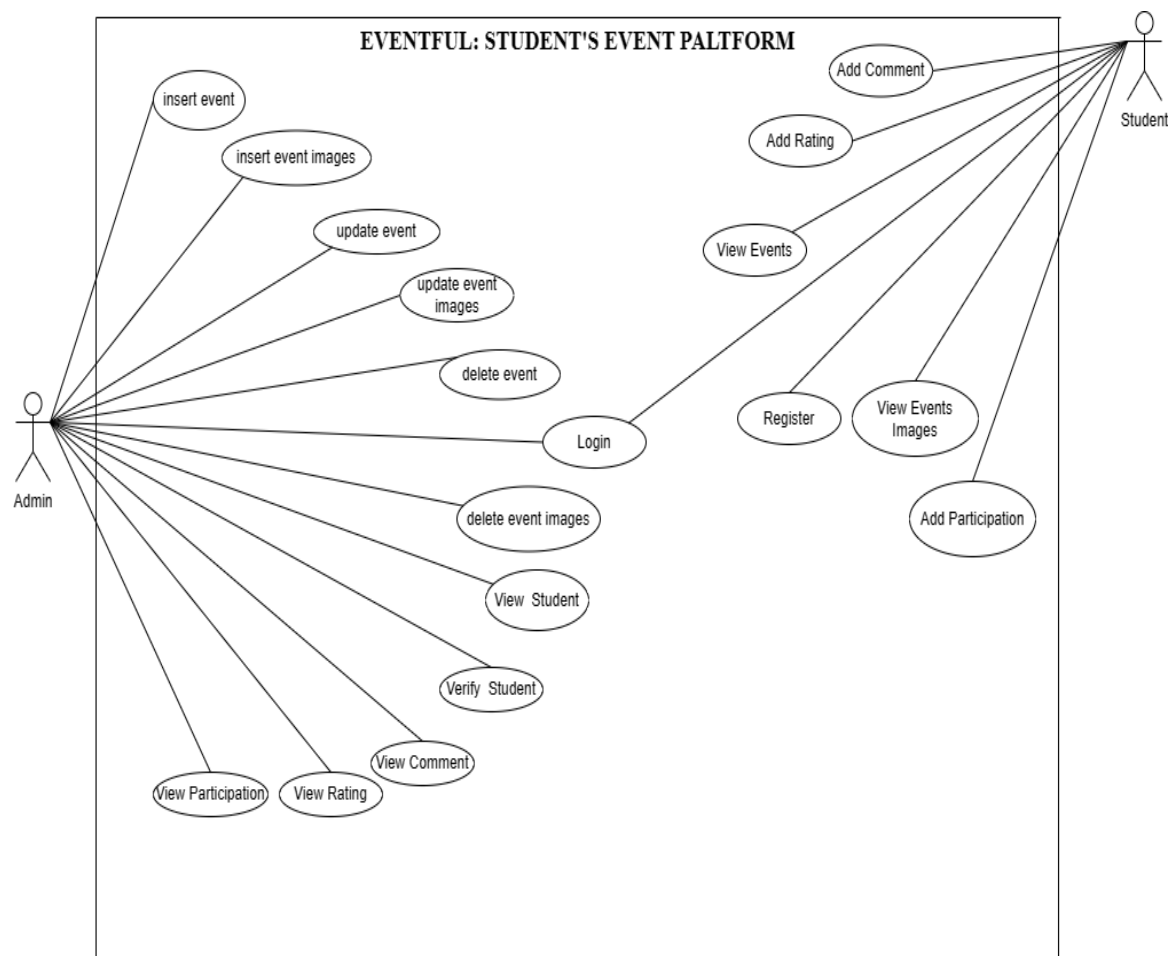

Figure 3.1: Use Case Diagram of EVENTFUL

Non-Functional Requirements

Performance Requirement:

This system is designed for clean overall performance result. The performance of the EVENTFUL will highly depend on the performance of the hardware and software components of the installed devices. Responses to view information shall take no longer than 5 seconds to appear on the screen.

Usability Requirement:

This system is very easy to use as it is written using basic HTML and PHP so that the user can interact with the system easily to do the needed work. And its security feature makes it very secure and reliable.

Availability Requirement:

This project is a web-based application. Meaning any browsers (ME Chrome etc.) can be used. Also, the system shall be operational 24hrs a day and 7 days a week.

Environmental Requirement:

The system shall require a localhost server, database server, and a web browser to run successfully.

Compatibility Requirement:

The system shall be compatible across all platforms under the required environment.

Security Requirement:
Every user shall have a unique Session while logging into the system. The user password shall be in encrypted format in the database

3.1.2   Feasibility Analysis

The feasibility analysis of EVENTFUL is done by measuring the feasibilities, which are explained as follows:

Technical Feasibility
The system can be implemented in various technologies presently available and in all technologies that will be implemented in the future.

Operational Feasibility
This project is feasible to operate. The current mode of operation provides adequate throughput and response. So this project is entirely operational and can be operated onany platform.

Economic Feasibility
The project is economically feasible. I believe the project can be completed in twenty to twenty-five thousand which will be estimated expenses during the 6 months.

Schedule Feasibility

Here is the Gantt chart showing the probability of the project being completed within its scheduled time limits by a planned due date.

Month	Falgun 2079	Chaitra 2079	Baisakh 2080	Jestha 2080	Ashar 2080	Shrawan 2080	Bhadra 2080
Topic Selection	▬						
Proposal Defense		▬					
Planning & Analysis		▬▬▬					
Design			▬				
Coding			▬▬▬▬▬▬▬▬▬▬▬▬▬				
Testing			▬▬▬▬▬▬▬▬▬▬▬▬▬				
Installation							▬
Documentation		▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬					
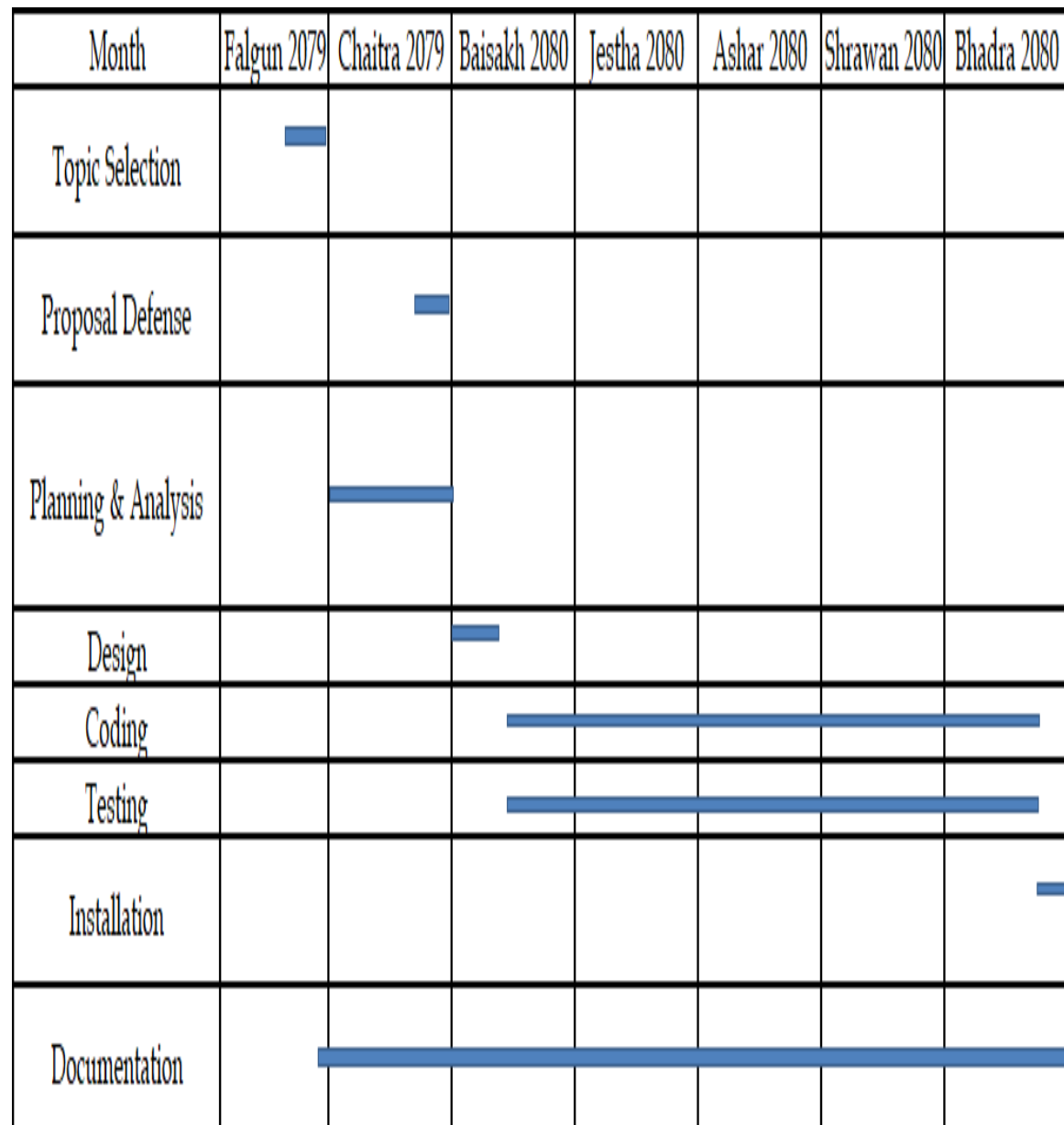
Figure 3.2: Gantt Chart of EVENTFUL

3.1.3   Data Modeling (ER Diagram)

For data modeling, the ER diagram of EVENTFUL is shown below:

Here, one Admin manages many events and verifies different students. One event has event name, event_id, start-date and end date, description etc. Each entity has its own primary key attribute. For example, Student has student_id as a key attribute, and Admin has adminID as a key attribute.
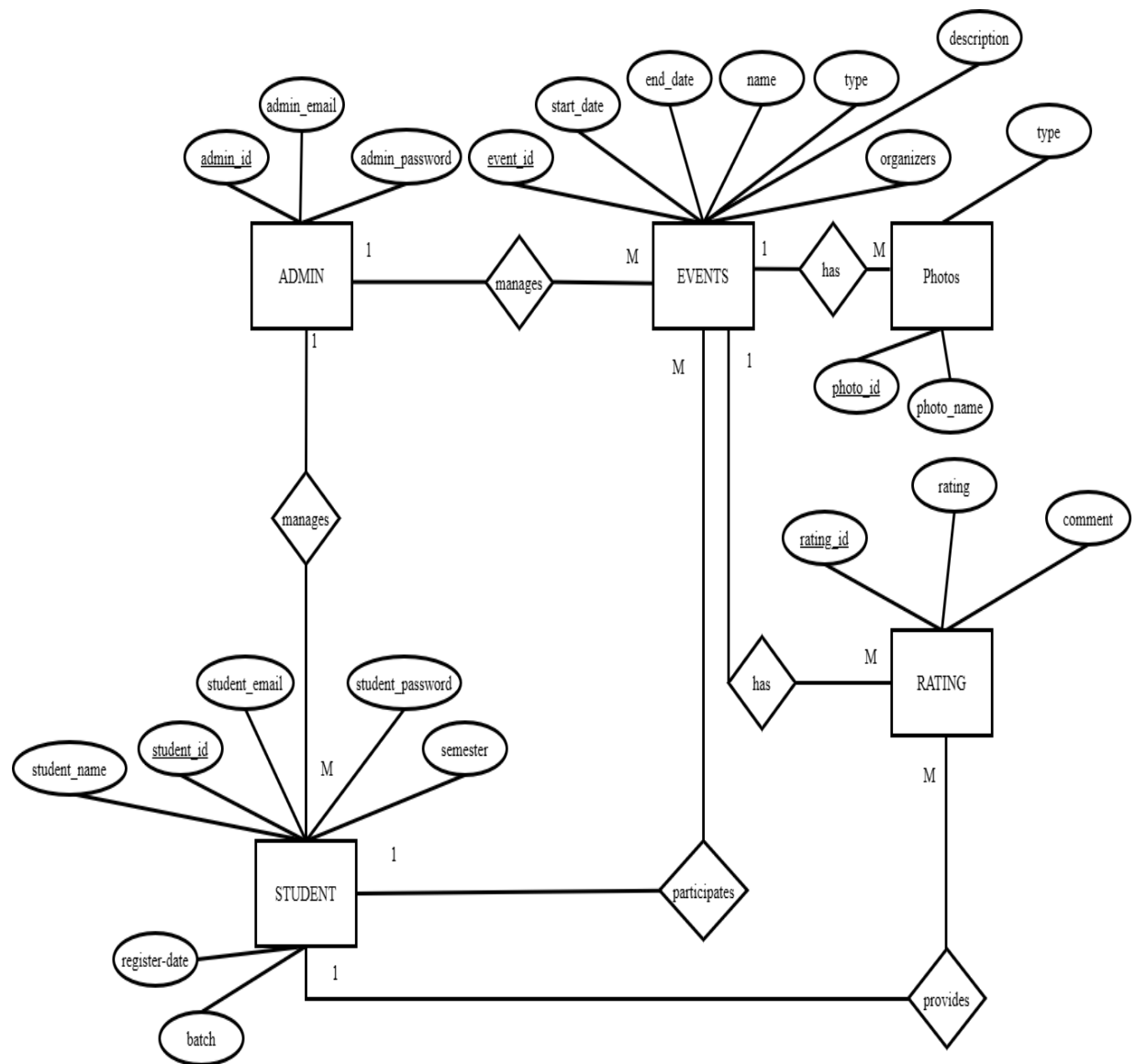
Figure 3.3: ER Diagram of EVENTFUL

3.1.4 Process Modeling (DFD)

For process modeling of EVENTFUL, context diagram and DFD up to level 1 are as follows:

Context Diagram

In the context diagram, there are two entities Student and Admin. The context diagram below shows the corresponding data flows from each entity. The figure 3.4 is also known as context level diagram. It's a basic overview of the whole system or process being designed. The above context level diagram shows the basic overview of "EVENTFUL". Here Student shall register themselves in the website by filling their basic information

which is then stored in database. They shall also view the events and rate the events that they have participated in, also they shall logout of the system as pleased. Similarly, the admin shall view and manage all the event related info and view the reviews giving by students, also shall logout of the system as well.
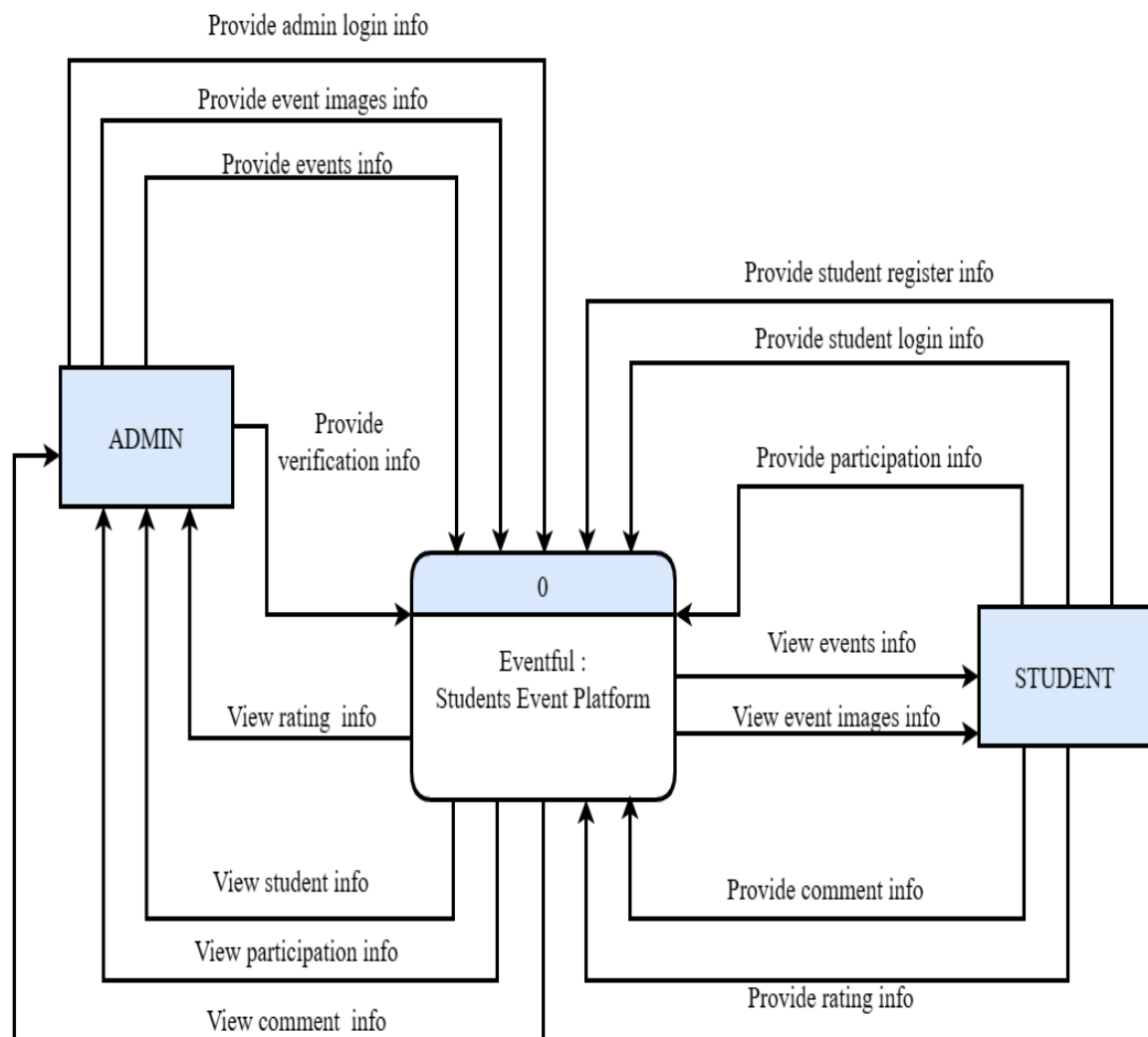
Figure 3.4: Context Diagram of EVENTFUL

Level 0 DFD

The Level 0 DFD for EVENTFUL is shown below:

The figure 3.5 provides a more detailed breakout of pieces of context level diagram. The above DFD provides the detail information of the context level diagram of "EVENTFUL". The diagram shows that the student shall log into the system to register them into the system. They shall also view. They shall view the result. The user shall also provide feedback to admin for better services in future. Similarly, the admin shall view, add and manage question and answers information. They shall also view student's feedback and logout of the system.
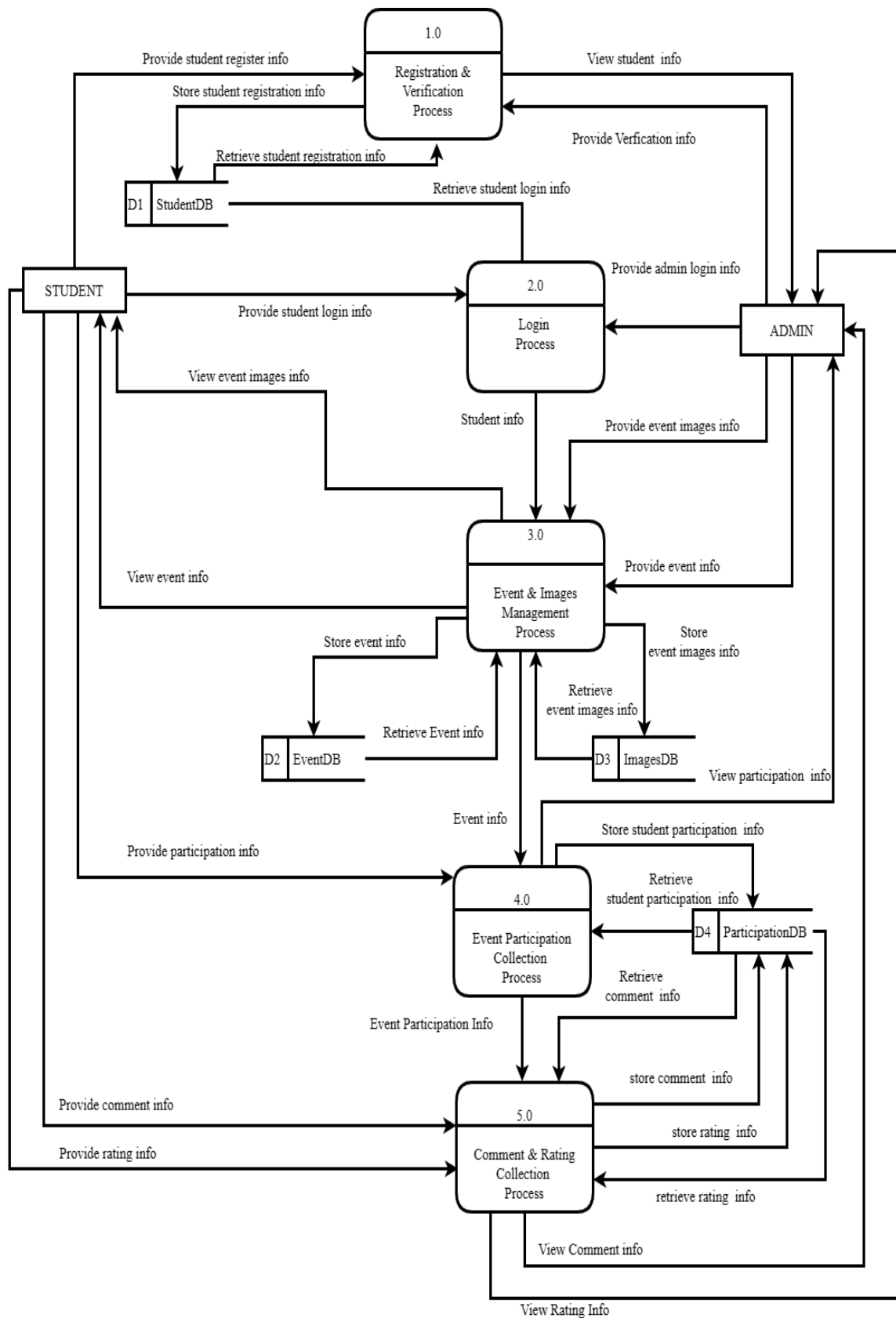
Figure 3.5: Level 0 DFD of EVENTFUL

3.2   System Design

The system design of EVENTFUL consists of architectural design, database schema design, user interface design, and physical DFD are shown as follows:

3.2.1   Architectural Design

The figure 3.7 represents the architectural design of the system EVENTFUL. There are two modules in this system Student and admin. Student shall register themselves into the system by filling up the necessary details and those details are saved in the students table of the database. After registration they shall login to the system and they shall view the events and rate the events participated in take saved in the feedback table in the database. Similarly, admin shall login to the system, manage events and view the review given by students as they have access to the database.
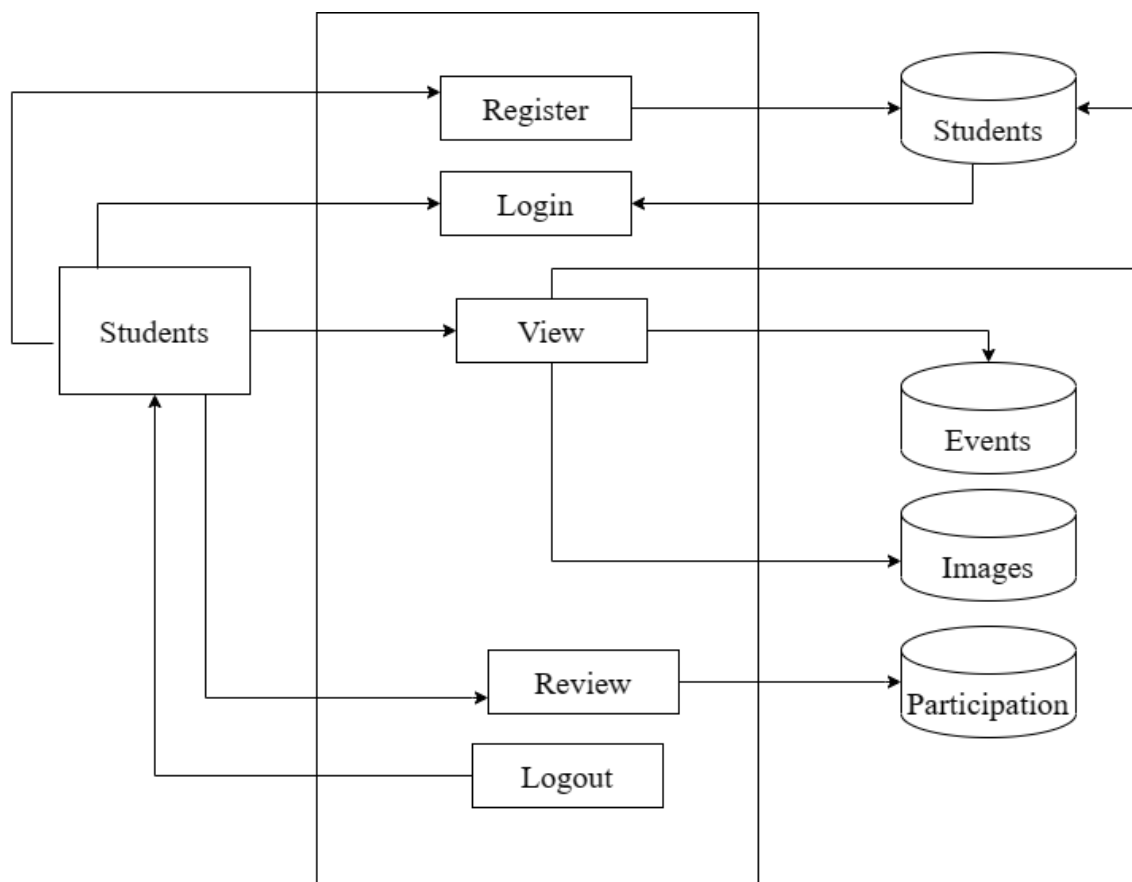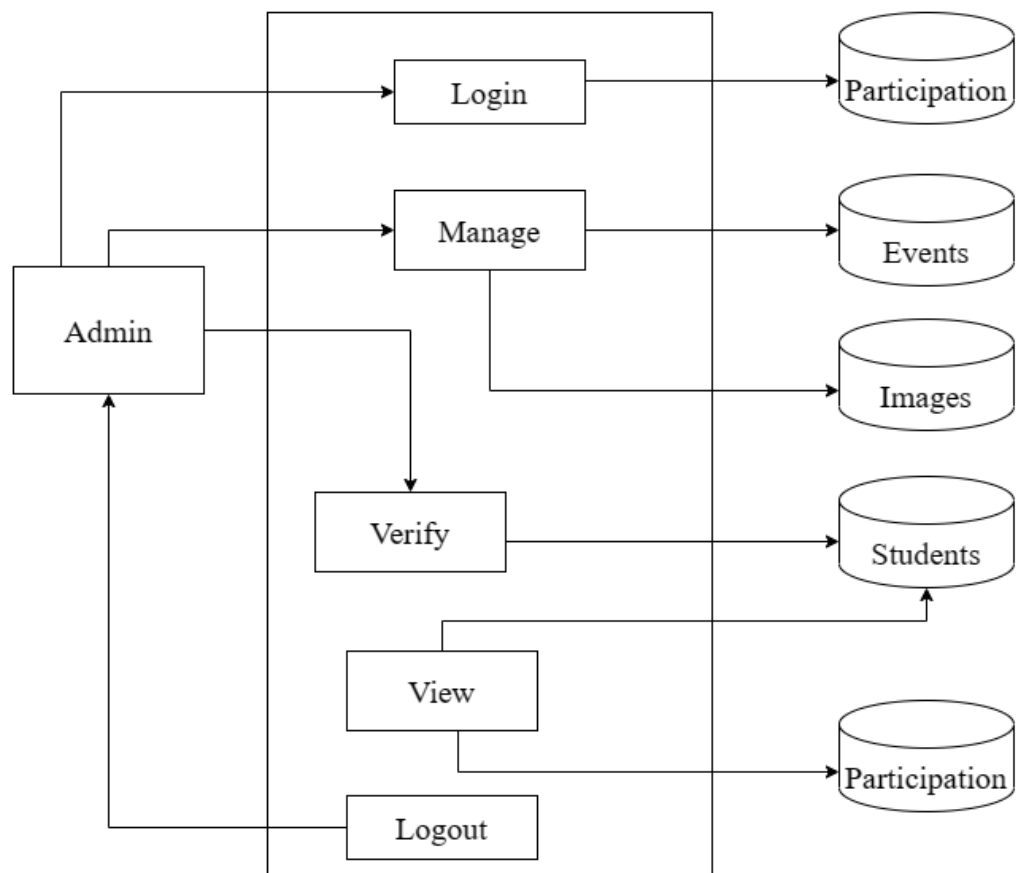
Figure 3.6: Architectural Design of EVENTFUL

3.2.2   Database Schema Design

The database schema design for EVENTFUL showing all the relations (Admin, events, students, participation, images) along with their respective attributes and inter-relationship between the relations is shown below:

ADMINLIST

PK	admin_id
	admin_email
	admin_password

STUDENT

PK	sid
UNQ	s_email
UNQ	s_phoneno
	s_name
	s_password
	semester
	batch
	register date

EVENTS

PK	eid
UNQ	e_name
	start_date
	description
	end_date
	categories
	organizers

IMAGES

PK	image_id
FK	eid
	name
	type

PARTICIPATION

PK	pid
FK	e_name
FK	s_email
	s_name
	comment
	involvement
	type
	rating
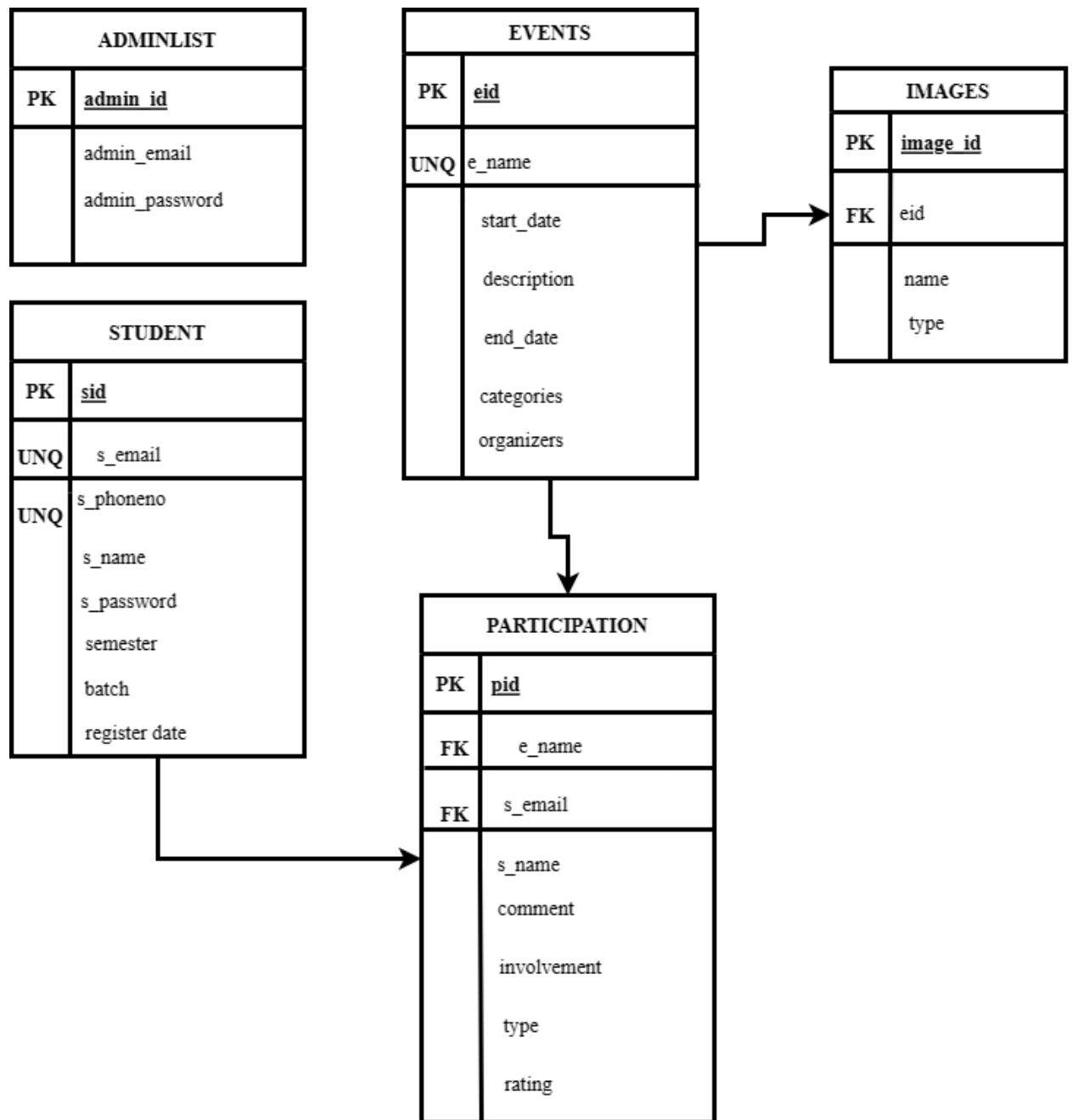
Figure 3.7: Database Schema Design of EVENTFUL

3.2.3   Interface Design (UI Interface)

The interface design for all the major pages of EVENTFUL are shown as follows:

Admin Dashboard Page UI

The user interface for admin dashboard page of EVENTFUL is shown below. The figure 3.10 is the admin dashboard interface of the system. It is the first page that opens in the screen when the admin logins to the website via any browser. From there admin shall mange the students, events and view ratings.
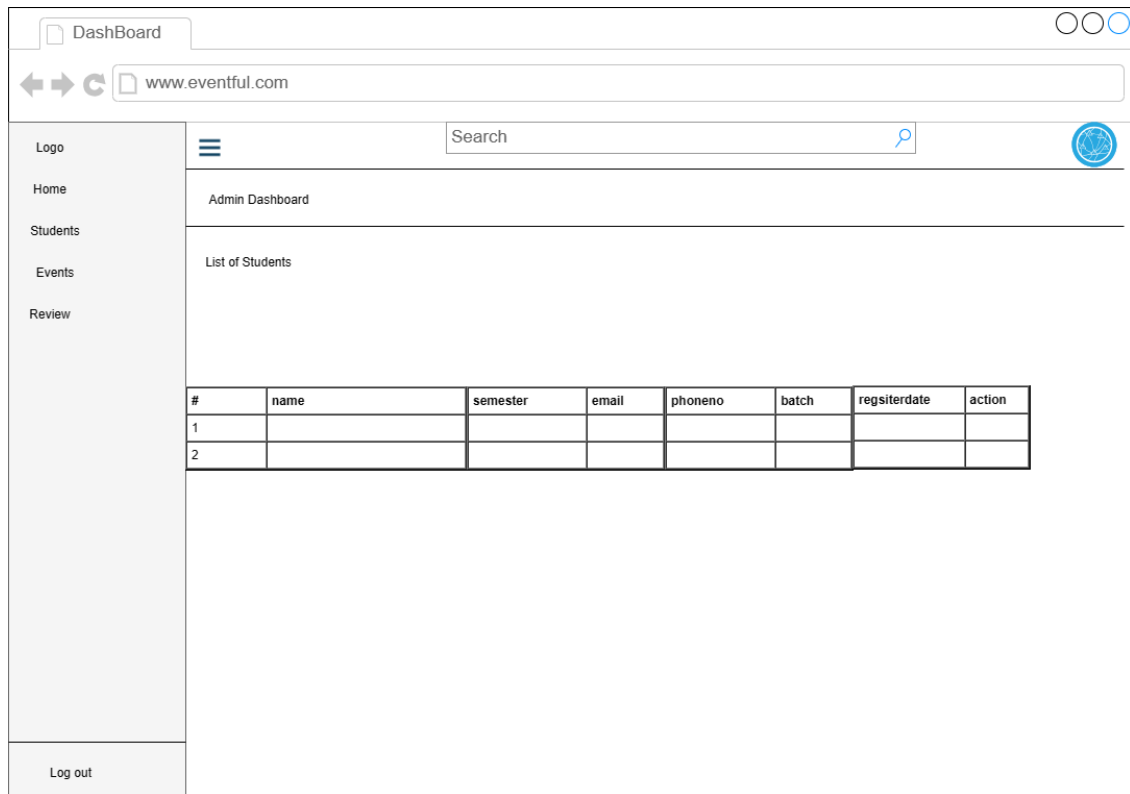
Figure 3.8 Admin Dashboard Page UI of EVENTFUL

3.2.4 Physical DFD

The physical DFD of EVENTFUL is shown as follows:

(Not Completed Yet).

Figure 3.9: Physical DFD of EVENTFUL

Chapter 4: Implementation and Testing

4.1   Implementation

The tools and techniques used to implement the system and the implementation details of various modules of EVENTFUL are as follows:

4.1.1   Tools Used (CASE tools, Programming languages, Database platforms)

The tools used for the implementation of EVENTFUL are listed below:

Draw.io

Draw.io is an online diagram editor constructed around google drive. Using draw.io we have been capable of creating UML diagrams, entity relations diagrams, and plenty more. One of the benefits of draw.io is that it stores the information in google drive, consequently, there's no need for an extra third party.

HTML CSS & JavaScript

HTML, CSS, and JavaScript were used for the front-end development. HTML was used for the webpage elements. CSS was used to provide its styling to the components. JavaScript was used for client-side validations and adding dynamic components to the website.

PHP

PHP is a server-side scripting language that is embedded in HTML. It is included with some of the famous databases, which include MySQL, and its usage has helped us add, delete, and modify elements inside our database via PHP. Using PHP, we had been capable of limiting customers to get entry to a few pages of our website.

MySQL

MySQL is presently the most famous database management system software used for dealing with relational databases. It was used along with PHP scripts for developing our database structure. It became extensively utilized to carry out numerous activities like insertion, deletion, and update of the records saved in the database.

Visual Studio Code

Visual Studio Code is a lightweight but powerful source code editor which runs on computer systems and is available for Windows, MacOS, and Linux.

4.1.2   Implementation Details of Modules

The major functional modules of EVENTFUL and their implementation is shown in the figure below:

1. Signup Module:

This module is used to register the new user or customer into the system. Here students has to fill up all the necessary details about themselves to get registered. These data gathered are first validated and then stored into the database using SQL query. After the registration the registered student shall log into the system by providing email and password which is identical to the email and password stored into the database.

$sql="INSERT INTO `students`(`email`, `password`,`full_name`, `phone`, `batch`, `semester`)

  VALUES ('$email','$password','$full_name','$phone','$batch','$semester')";

2. Event Entry Module:

This module is used to entry new events in the database. Here admin has to fill up all the necessary details about the events. These data gathered are first validated and then stored into the database using SQL query.

$sql="INSERT INTO events (event_name, event_description, event_organizers, event_startdate, event_enddate, event_category) VALUES ('$event_name', '$event_description', '$event_organizers', '$event_startdate', '$event_enddate', '$event_category')";

4.2 Testing

The testing section is accomplished to affirm and validate the EVENTFUL. The EVENTFUL is examined to test if the final system can work in keeping with what we have been waiting for and is free from any programming and logical errors. It additionally makes sure whether or not all of the systems and requirements are met or not.

4.2.1 Test Cases for Unit Testing

Unit testing is a software program development method in which the smallest testable components of an application, known as units, are individually and independently scrutinized for correct operation. Below are the numerous tables for distinctive test cases:

Table 4.1: Test Case 001-Login

Pre-conditions: The user has a valid email and password				
Dependencies: Sign-Up Module				
S.N.	Test Steps	Input	Expected Result	Actual Result
1	Navigate to login page		Login page should open	As Expected i.e.Student is navigated to Login page of system
2	Correct email and password	User must login successfully	User logged into the system	As Expected i.e. User was able to access the services provided by the system
3	Incorrect email but correct password	User must not login	User was not logged into the system	User was not able to access the services provided by the system
4	Correct email but incorrect password	User must not login	User was not logged into the system	User was not able to access the services provided by the system
Post-conditions: User is validated with database and successfully login to EVENTFUL. The account session details are logged into the database.				

Table 4.2: Test Case 002-Insert Events

Pre-conditions: Admin is logged into EVENTFUL				
Dependencies: Login Module				
Step	Test Steps	Input	Expected Result	Actual Result
1	Navigate to admin page		admin page should open	As Expected i.e.Admin is navigated to admin page of system.
2	Provide all required information	Name=Chess fest, Organizer=Sports Club Start_date=06/017/ 2023 End_date=06/18/20 23 Description= 110K Prize Pool	Credential can be entered	As Expected
3	Data Insertion	Click on the insert button	Admin should be able to add a events to the system	As Expected i.e. Admin can add the events to the system
Post-conditions: The event is successfully inserted to database.				

4.2.2 Test Cases for System Testing

System Testing is a form of software testing that is executed on a complete integrated system to assess the compliance of the system with the corresponding requirements.

Table 4.3: Test Case 003-System

S.N.	Test Case	Input	Expected Outcome	Output
1	Check with login	Email:rabin@gmail.com Password: rabin@Eventful	Successful login	Opens dashboard of EVENTFUL
2	Check with Student Register	If required fields are filled with defined data type	Successful entry of new Student	Inserted data into database in registeration table
3	Check with Event Entry	If required fields are filled with defined data type	Successful Entry	Inserted data into database in entrance table
5	Check with delete, edit Events	Click edit or delete button	Must be edited or deleted	Edit or delete entrance record in entrance table of database
6	Check with logout	Click logout button	Successfully logout	Redirect to login

Chapter 5: Conclusion and Future Recommendations

(Not Completed Yet).

5.1 Lesson Learnt

5.2 Conclusion

5.3 Future Recommendations

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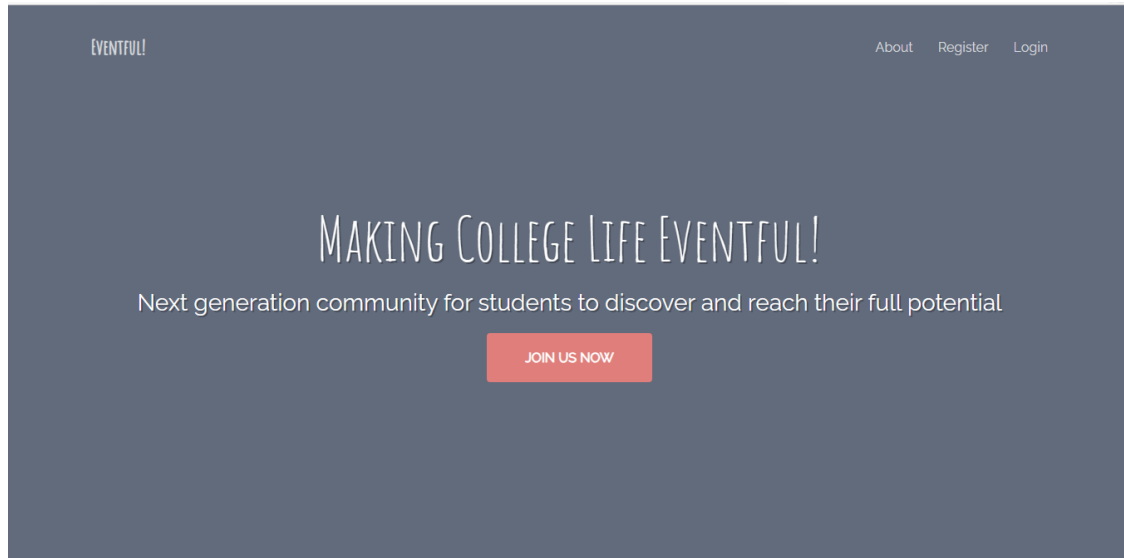
APPENDICES

Student Login Form

Email Address

Enter email address

Password

Enter Your Password

Login

Admin Login Form

Email Address

Enter email address

Password

Enter Your Password

Login

College Admin Dashboard

List of Students

BookID	Name	Author	Publisher	Price	Action
1	Harry POTTER	JK Rowling	Free	85	update Delete

Admin Dashboard

Event CRUD

Event Name:-

Event Category:- Art & Design

Upload

Event Description:-

Event Organizers:-

Event Start Date:- mm/dd/yyyy

Event End Date:- mm/dd/yyyy

Submit

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Events List

New

A

Event Category:- Education

Event Date:- 2023-06-16 - 2023-06-17

Event Organizers:- A

View

Update Events

Event Name:- A

Event Description:-

Event Organizers:- A

Event Category:- Art & Design

Event Start Date:- 06/16/2023

Event End Date:- 06/17/2023

Submit

Delete

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