VIRTUAL EVENT MANAGEMENT SYSTEM

SE 410

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1. Introduction

Efficiently organizing and managing events is very important for everyone in today's world. The Virtual Event Scheduler is a system that is designed for easy event scheduling for companies, organization and groups, and designed for both admins, staff and attendees.

Virtual Event offers two interfaces: a web application for attendees, and a desktop application for admins and staff. From the desktop application, events and users can be managed. From the web application, the attendees can view the events and can register to the events. The key features of the Virtual Event are role based access control, real time updates and notifications, conflict detection for overlapping events, filtering, and cross platform compatibility.

The system uses RESTful APIs and a shared SQL database for communication between desktop application and the web application. Virtual Event is very user friendly for admins, staff and attendees and efficient for event scheduling.

2. Requirements

2.1. Non-Functional Requirements

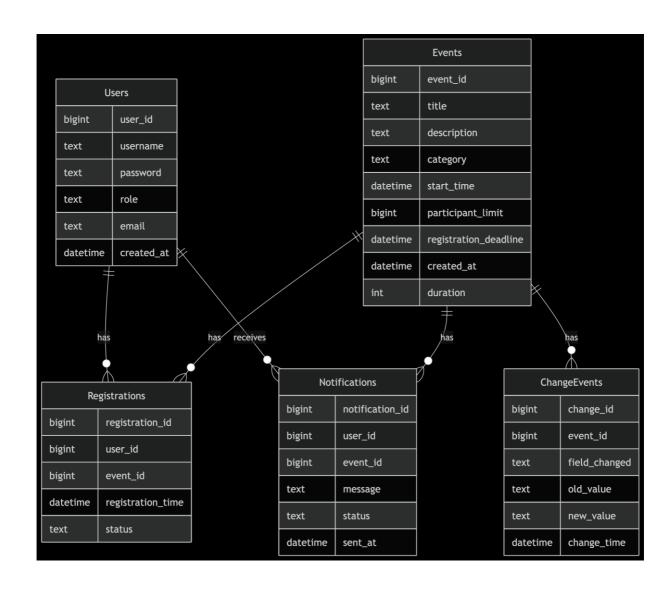
- The system should handle at least 200 concurrent users.
- The desktop app should launch in under 5 seconds.
- Desktop App must support Windows 10 and newer.
- The Web app must be compatible with browsers such as Google Chrome, Mozilla Firefox, Microsoft Edge.
- RESTful APIs will be used for desktop-web communication.
- RESTful APIs will handle CRUD operations (Create, Read, Update, Delete) for events and users.
- The system uses a shared SQL database.
- Data should be updated in real-time across desktop and web applications.

2.2. Functional Requirements

- Staff, admins and attendees must log in to access features by using a username and password.
- Role-based access control will be implemented so only admins can edit or delete events.
- Staff and admins must use the desktop application if they want to manage events.
- Admins and staff can create, edit, or delete events, assign event details like title, description, category, start/end time, participant limit, and deadline.
- All users can filter events (e.g., by date, status, number of attendees).
- Admins and staff can view a list of registered participants for each event.
- The system will send meeting links, event updates and notifications to attendees via application.
- Users can register to access event listings.
- All users can view upcoming and past events.
- All users can browse a list of attended events.
- All users can filter past and upcoming events.
- An attendee can register for only one event within the same timeline.
- Attendees can unregister from an event as long as at least one day remains before it starts.
- Attendees receive notifications for event updates (e.g., changes in time, venue, or cancellations).

3. Database Schema

3.1. Database Structure



3.2. The Scripts for Creating the Tables

```
-- Users Table
                                                 );
CREATE TABLE Users (
  user_id BIGINT NOT NULL,
                                                 -- Registrations Table
  username TEXT NOT NULL,
                                                 CREATE TABLE Registrations (
  password TEXT NOT NULL,
                                                   registration_id BIGINT NOT NULL,
  role TEXT NOT NULL,
                                                   user_id BIGINT NOT NULL,
  email TEXT NOT NULL,
                                                   event_id BIGINT NOT NULL,
  created_at DATETIME,
                                                   registration_time DATETIME,
  PRIMARY KEY (user_id)
                                                   status TEXT,
                                                   PRIMARY KEY (registration_id),
);
                                                   FOREIGN KEY (user_id) REFERENCES
-- Events Table
                                                 Users(user_id),
CREATE TABLE Events (
                                                   FOREIGN KEY (event_id) REFERENCES
  event id BIGINT NOT NULL,
                                                 Events(event id)
  title TEXT NOT NULL,
                                                 );
  description TEXT,
  category TEXT,
                                                 -- Notifications Table
                                                 CREATE TABLE Notifications (
  start_time DATETIME NOT NULL,
  participant_limit BIGINT,
                                                   notification_id BIGINT NOT NULL,
  registration_deadline DATETIME,
                                                   user_id BIGINT NOT NULL,
  created at DATETIME,
                                                   event id BIGINT NOT NULL,
  duration INTEGER NOT NULL,
                                                   message TEXT NOT NULL,
  PRIMARY KEY (event_id)
                                                   status TEXT,
);
                                                   sent_at DATETIME,
                                                   PRIMARY KEY (notification_id),
-- ChangeEvents Table
                                                   FOREIGN KEY (user_id) REFERENCES
CREATE TABLE ChangeEvents (
                                                 Users(user_id),
                                                   FOREIGN KEY (event_id) REFERENCES
  change_id BIGINT NOT NULL,
  event id BIGINT NOT NULL,
                                                 Events(event id)
  field_changed TEXT NOT NULL,
                                                 );
  old_value TEXT,
  new_value TEXT,
  change_time DATETIME,
  PRIMARY KEY (change_id),
  FOREIGN KEY (event_id) REFERENCES
Events(event_id)
```

4. LINQ Queries

4.1. Desktop Application LINQ

4.1.1. Event Filtering (ManageScreen.cs) : Dynamically filters events in the DataGridView based on user input (title, category, date, etc.).

```
// Filter events by title (case-insensitive)
var query = eventsTable.AsEnumerable()
    .Where(row =>
        row["title"] != DBNull.Value &&
        row.Field<string>("title").ToLower().Contains(titleFilter));
// Filter events by category (case-insensitive)
.Where(row =>
    row["category"] != DBNull.Value &&
    row.Field<string>("category").ToLower().Contains(categoryFilter));
// Filter events by start date
.Where(row =>
    row.Field<DateTime>("start_time").Date == filterDate);
// Filter events by duration
.Where(row =>
    row.Field<int>("duration") == duration);
// Filter events by participant slots
.Where(row =>
    row["participant_limit"] != DBNull.Value &&
    row.Field<long>("participant_limit") == slots);
// Filter events by registration deadline
.Where(row =>
    row["registration_deadline"] != DBNull.Value &&
    row.Field<DateTime>("registration_deadline").Date == filterDate);
```

4.1.2. Total Slot Calculator (ManageScreen.cs) : Sums up participant_limit for all events in a given category.

```
var matchingRows = eventsTable.AsEnumerable()
    .Where(row =>
        row["category"] != DBNull.Value &&
        row["participant_limit"] != DBNull.Value &&
        row.Field<string>("category").ToLower() == category);

var totalSlots = matchingRows.Sum(row => Convert.ToInt64(row["participant_limit"]));
```

4.1.3. Event Selection for Editing (ManageScreen.cs) : Retrieves the selected event's data for editing.

4.1.4. Sorting Events by Date (ManageScreen.cs) : Sorts events chronologically after updates.

4. 2. Web Application LINQ

4.2.1. Checking if Events Exist (Events.aspx.cs): Checks if _allEvents collection has any elements before binding to the grid.

```
if (_allEvents != null && _allEvents.Any())
```

4.2.2. Filtering Events by Title (Events.aspx.cs) : Filters events where the title contains the search text (case-insensitive).

```
filteredEvents = filteredEvents.Where(ev =>
   ev.Title != null &&
   ev.Title.ToLower().Contains(titleFilter));
```

4.2.3. Filtering Events by Category (Events.aspx.cs) : Filters events where the category matches the search text.

```
filteredEvents = filteredEvents.Where(ev =>
   ev.Category != null &&
   ev.Category.ToLower().Contains(categoryFilter));
```

4.2.4. Filtering Events by Start Date (Events.aspx.cs) : Filters events occurring on a specific date.

```
filteredEvents = filteredEvents.Where(ev =>
   ev.StartTime.Date == startDate.Date);
```

4.2.5. Filtering Events by Duration (Events.aspx.cs) : Filters events with an exact duration match.

```
filteredEvents = filteredEvents.Where(ev => ev.Duration == duration);
```

4.2.6. Filtering Events by Participant Slots (Events.aspx.cs) : Filters events with a specific participant limit.

```
filteredEvents = filteredEvents.Where(ev => ev.ParticipantLimit == slots);
```

4.2.7. Checking Filter Results (Events.aspx.cs) : Checks if any events survived the filters and updates UI messaging.

```
var result = filteredEvents.ToList();
lblMessage.Text = result.Any()
   ? $"Showing {result.Count} events"
   : "No events matched your search criteria.";
```

5. Delegates and Events

AddEventForm class utilizes delegates and events to implement a publisher-subscriber duo, enabling loosely coupled communication between components when a new event is created and added to the database.

- public delegate void EventAddedHandler(Event newEvent);
- public static event EventAddedHandler OnEventAdded;
- OnEventAdded += AddEventForm_OnEventAdded;
- OnEventAdded?.Invoke(newEvent);

_

The EventAddedHandler delegate defines a method that takes an Event object and returns void. It sets the signature for methods that use the OnEventAdded event. The OnEventAdded event is static, so it's shared across all instances of the form. This allows other forms or classes to subscribe globally. It acts as a multicast delegate, so multiple methods can listen to it. In the constructor, the method AddEventForm_OnEventAdded is subscribed to the event. The handler method shows a message box confirming the event was added.

6. MVC Structure

The Virtual Event project follows the MVC architecture, which helps organize the system by separating the data layer, user interface, and application logic. ASP.NET Web API layers are combined for backend operations and Web Forms for the front-end and this creates a structured and maintainable platform. The model layer defines the structure of the data through C# classes like User, LoginDto, and EventModel. Some models are placed in shared namespaces, while others are defined directly inside controllers for simplicity. Each model represents either a database entity or a data transfer object. Data annotations ensure proper mapping to the SQLite database and keeps the model definitions in sync with the schema. Controllers has the core logic of the application. Each one is responsible for a specific area and handles logins, managing events, processing registrations, or sending notifications. They manually manage SQLite connections, run SQL queries, and return HTTP responses. This direct approach keeps things straightforward and efficient. The user interface is built using ASP.NET Web Forms. Pages like Login, Events, and Notifications use HttpClient to fetch data from the API and update the UI dynamically. User sessions maintain identity across all pages, and UI elements like GridView and TextBox display the data. This MVC setup keeps the system clean and modular. Models manage the data structure, controllers handle logic and communication with the database, and views present the content to users. This approach supports maintainability and allows easier expansions to the project.

7. Sources

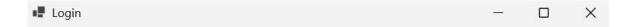
GitHub repository link: https://github.com/serhatuzunbayir/VirtualEvent

How to run the project: https://github.com/serhatuzunbayir/VirtualEvent/blob/main/README.md

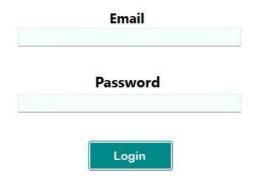
Video Link for V1: https://youtu.be/2Yr5S9TTKfg?si=wAedOQLmUVG_n1Gc

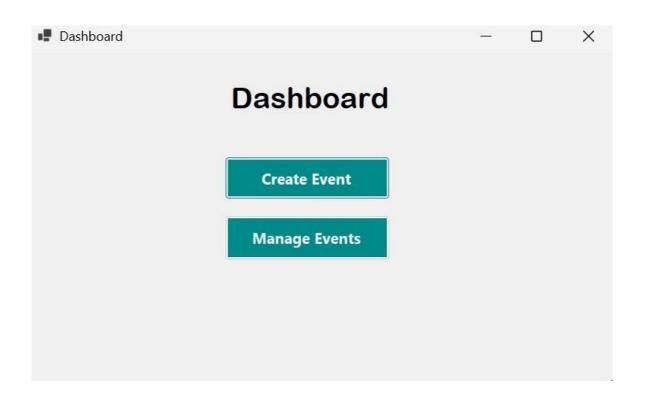
Video Link for V2: https://youtu.be/7n4ZIePe5co

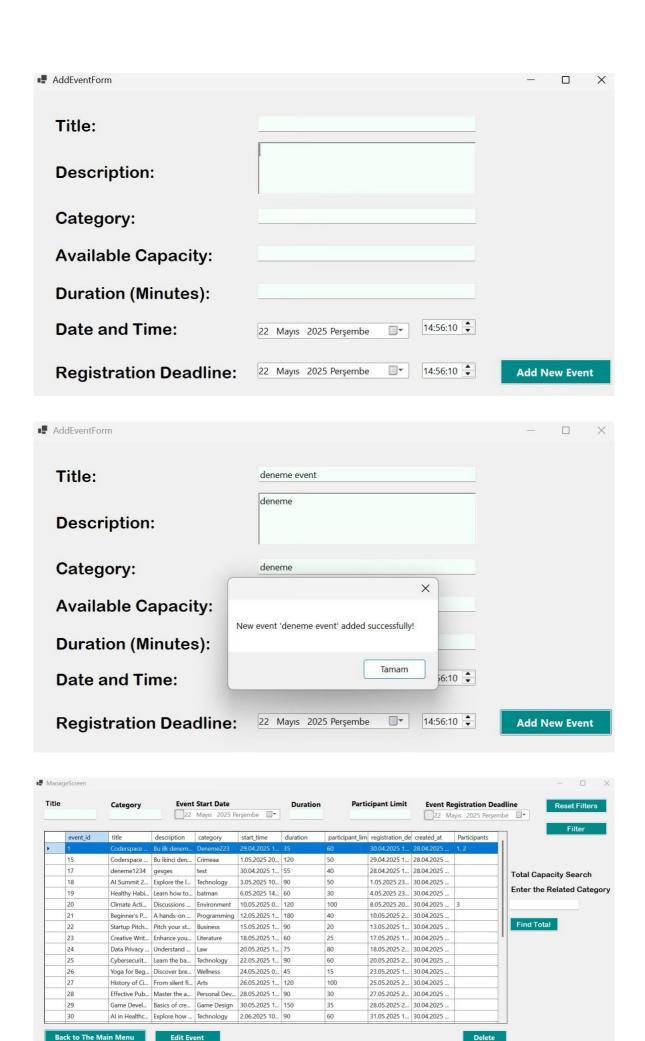
8. User Interface Design

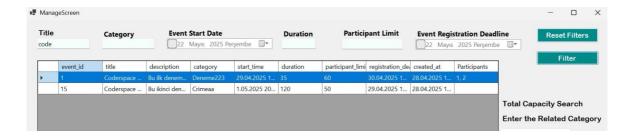


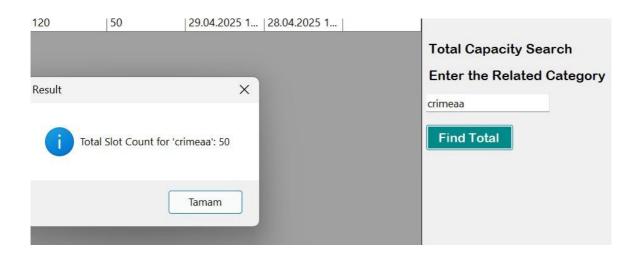
Virtual Event Management System V1



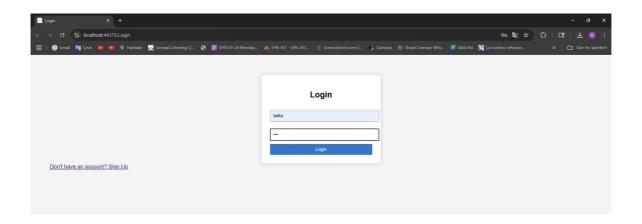


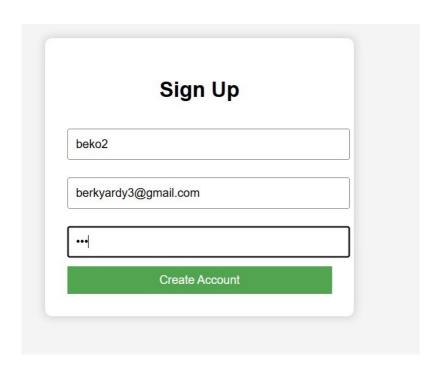


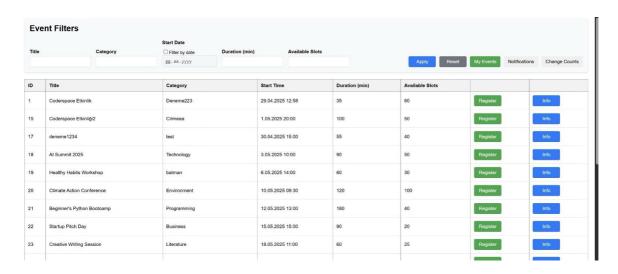


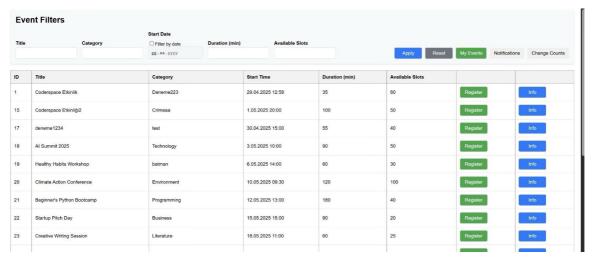










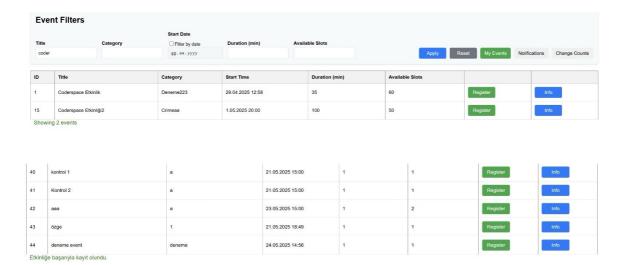


Event Description

Bu ilk deneme eventidir katılım zorunlu değildir

Available Slots: 58

Back to Events



← Geri Dön

Event Change History

Event ID	Title	Field Changed	Old Value	New Value	Change Time
15	Coderspace Etkinliği2	duration	120	100	22.05.2025 11:58
12	aaa	start_time	21.05.2025 15:00:00	23.05.2025 15:00:00	22.05.2025 10:01
2	aaa	participant_limit	1	2	22.05.2025 10:01
37	Photography Essentials	start_time	16.06.2025 17:00:00	23.06.2025 17:00:00	22.05.2025 09:59
19	Healthy Habits Workshop	category	adana	batman	20.05.2025 18:27
15	Coderspace Etkinliği2	category	Crime	Crimeaa	20.05.2025 18:17
19	Healthy Habits Workshop	category	Health	adana	20.05.2025 18:15
	Coderspace Etkinlik	category	Deneme22	Deneme223	20.05.2025 18:11
	Coderspace Etkinlik	category	Deneme	Deneme22	20.05.2025 18:01
	Coderspace Etkinlik	duration	0	35	20.05.2025 17:48

My Registered Events

Title	Category	Start Time
raphy Essentials	Visual Arts	23.06.2025 17:00

You haven't registered for any events yet

```
Back to Events
```

Upcoming Events (1 Day Left)

```
aaa
Starts at: 23.05.2025 15:00:00
```

9. Tests

```
using Microsoft. Visual Studio. Test Tools. Unit Testing;
using Microsoft.AspNetCore.Mvc;
using System. Threading. Tasks;
using WEBAPI.Controllers;
namespace VirtualEventTests
{
  [TestClass]
  public class AuthControllerTests
    [TestMethod]
    public async Task TestMissingFields_ReturnsBadRequest()
       var controller = new AuthController();
       var request = new AuthController.LoginDto
         Username = "",
         Password = ""
       };
       var result = await controller.Login(request);
       Assert. Is Instance Of Type (result, \ type of (Bad Request Object Result));
    }
    [TestMethod]
    public async Task TestInvalidCredentials_ReturnsUnauthorized()
    {
       var controller = new AuthController();
       var request = new AuthController.LoginDto
         Username = "nonexistent_user",
         Password = "wrong_password"
       )·
```

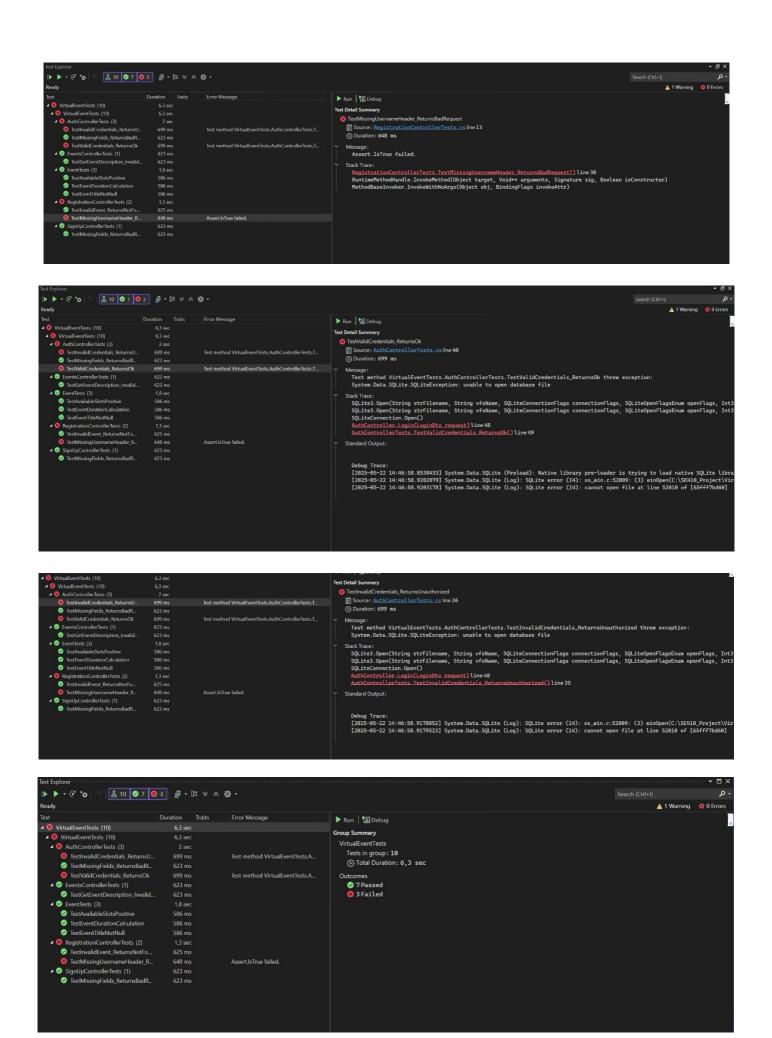
```
using\ Microsoft. Visual Studio. Test Tools. Unit Testing;
using System;
using VirtualEvent_SE410;
namespace VirtualEventTests
  [TestClass]
  public class EventTests
    [TestMethod]
    public void TestEventDurationCalculation()
    {
       // Arrange
       var ev = new Event
         StartTime = new DateTime(2025, 5, 21, 14, 0, 0),
         Duration = 120
       };
       DateTime expectedEndTime = ev.StartTime.AddMinutes(ev.Duration);
       Assert.AreEqual(new DateTime(2025, 5, 21, 16, 0, 0), expectedEndTime);
     }
    [TestMethod]
    public void TestEventTitleNotNull()
       // Arrange
       var ev = new Event
         Title = "Tech Meetup"
       };
       // Assert
       Assert. Is False (string. Is Null Or Empty (ev. Title), "Event title should not be null or empty."); \\
    }
    [TestMethod]
    public void TestAvailableSlotsPositive()
       // Arrange
       var ev = new Event
         AvailableSlots = 50
       };
       Assert.IsTrue(ev.AvailableSlots > 0, "AvailableSlots must be greater than zero.");
  }
}
```

```
using\ Microsoft. Visual Studio. Test Tools. Unit Testing;
using Microsoft.AspNetCore.Mvc;
using WEBAPI.Controllers;
using VirtualEventAPI.Controllers;
name space\ Virtual Event Tests
  [TestClass]
  public class EventsControllerTests
    [TestMethod]
    public\ void\ TestGetEventDescription\_InvalidId\_ReturnsNotFound()
    {
       var controller = new EventsController();
       var result = controller.GetEventDescription(999999); // Geçersiz ID
       Assert. Is Instance Of Type (result, \ type of (Not Found Object Result));
     }
  }
}
```

```
using\ Microsoft. Visual Studio. Test Tools. Unit Testing;
using Microsoft.AspNetCore.Http;
using Microsoft.AspNetCore.Mvc;
using\ Virtual Event API. Controllers;
namespace VirtualEventTests
  [TestClass]
  public class RegistrationControllerTests
  {
    [TestMethod]
    public\ void\ TestMissingUsernameHeader\_ReturnsBadRequest()
       // Arrange
       var controller = new RegistrationController();
       controller.ControllerContext = new\ ControllerContext
          HttpContext = new DefaultHttpContext()
       };
       // NOT: Username hiç eklenmiyor burada
       var\ request = new\ Virtual Event API. Controllers. Registration Controller. Register Request\ \{\ Event Id=1\ \};
       // Act
       var result = controller.Register(request);
       Assert. Is True (result \ is \ Bad Request Result \ \| \ result \ is \ Bad Request Object Result);
    [TestMethod]
    public void TestInvalidEvent_ReturnsNotFound()
       // Arrange
       var controller = new RegistrationController();
       controller.ControllerContext = new\ ControllerContext
          HttpContext = new DefaultHttpContext()
       };
       controller. Controller Context. Http Context. Request. Headers ["Username"] = "validuser"; \\
       var request = new RegistrationController.RegisterRequest
          EventId = 999999 // büyük ihtimalle olmayan bir event id
       };
       // Act
       var result = controller.Register(request);
       Assert. Is Instance Of Type (result, \ type of (Not Found Object Result));
```

```
using Microsoft. Visual Studio. Test Tools. Unit Testing;
using Microsoft.AspNetCore.Mvc;
using WEBAPI.Controllers;
using VirtualEventAPI.Controllers;
namespace VirtualEventTests
{
  [TestClass]
  public class SignUpControllerTests
    [TestMethod]
    public void TestMissingFields_ReturnsBadRequest()
    {
       // Arrange
       var controller = new SignUpController();
       var request = new SignUpController.SignUpRequest
       {
          Username = "",
         Password = "",
         Email = ""
       };
       // Act
       var result = controller.Register(request);
       // Assert
       Assert. Is Instance Of Type (result, \ type of (BadRequest Object Result));
     }
  }
}
```

[assembly: Parallelize(Scope = ExecutionScope.MethodLevel)]



10. Conclusion

The Virtual Event project is a cross-platform event management system that combines a C# WinForms desktop app, an ASP.NET Web API, and a Web Forms frontend, all connected through a shared SQLite database. The desktop interface is designed for admins to manage events and participants, while the web interface allows users to browse and register for events. Built with MVC principles, the system ensures modularity and clarity across components. Key features such as user authentication, conflict detection, notifications, and change tracking make the platform both practical and scalable for real-world use.