

FESTIVAL EVENT REGISTRATION SYSTEM

Project Title : **Festival Event Registration System**

Objective : Making a web application which helps in organizing and managing events more efficiently and smoothly.

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TABLE OF CONTENTS

SL NO	CONTENTS	PAGE NO
1.	Abstract	4
2.	Introduction	5
3.	Requirement Specification	6
4.	Architecture Design	7
5.	Conclusion and Future Work	12
6.	References	13

ABSTRACT

Our main aim of this project is to make and provide an ideal software solution to register events, to unregister events, update user info, to protect user data and to save the valuable time of the user. This simple multi tier application serves as the Admin p ortal for the Portal Administrator to manage the database and monitor or add the events that are to be played in the near future. Its main aim is to act as a platform for the users to register the events they like to participate in and the project is developed to fulfill the requirements of the user in an easy way to participate in the events.

INTRODUCTION

Event management is one of the most rapidly growing majors in the country.

This project performs the task of developing a web application that enables the users to register the data very easily. The main purpose of the festival event registration system is to provide a platform for the users to register and view the information about the events which are about to take place in the upcoming festival. They can first register into the website and see through the information such as details about the events like the venue, theme of the event, participants, etc. The user can then login to see his/her profile. The registered candidate's information is recorded and stored in a database. The user can login and update the information, delete any unwanted data, arrange the information accordingly so that the user can go through a user friendly page and know all the whereabouts of their events in the festival.

Requirement Specification

Hardware And Software Requirements

- Programming language: Java
- Front-End: Html5, CSS3, JavaScript, JSP, Junit
- Databases: MySQL
- OS: Windows 7 or higher.
- RAM: 4GB or higher.
- Browser: Internet Explorer or Chrome or Firefox.
- Web Server: Apache Tomcat 7 and higher.
- Tools: Eclipse, STS.
- Framework: Hibernate with spring MVC.

Architecture Design

3.1 Project Modules

Registration: P articipants can register online for taking part in events of the festival.

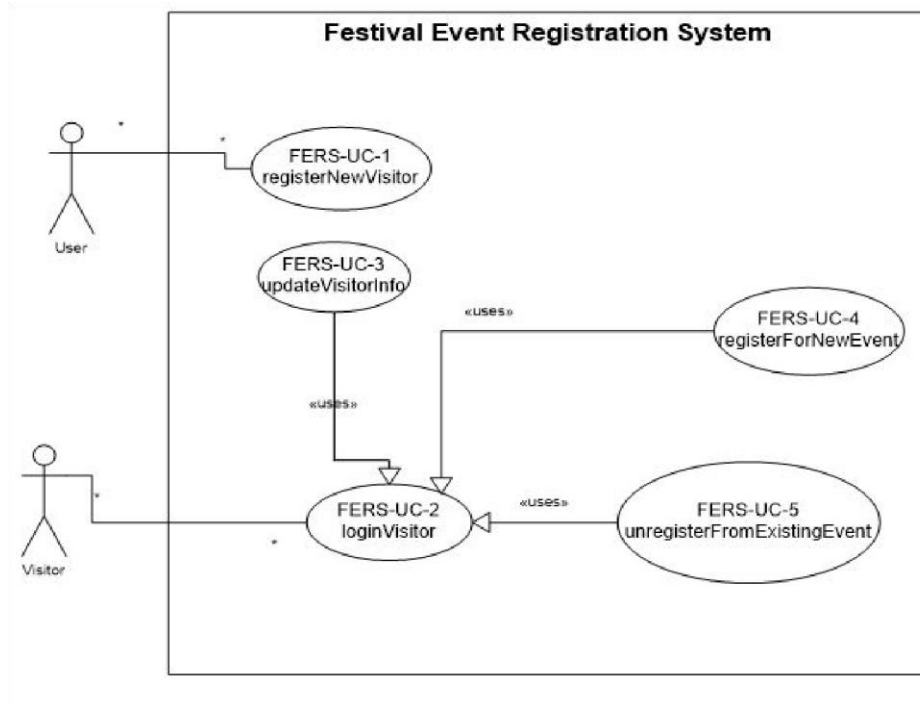
Login: Participants who have already registered can login.

Event Registration: P articipants can register into events from the event catalog.

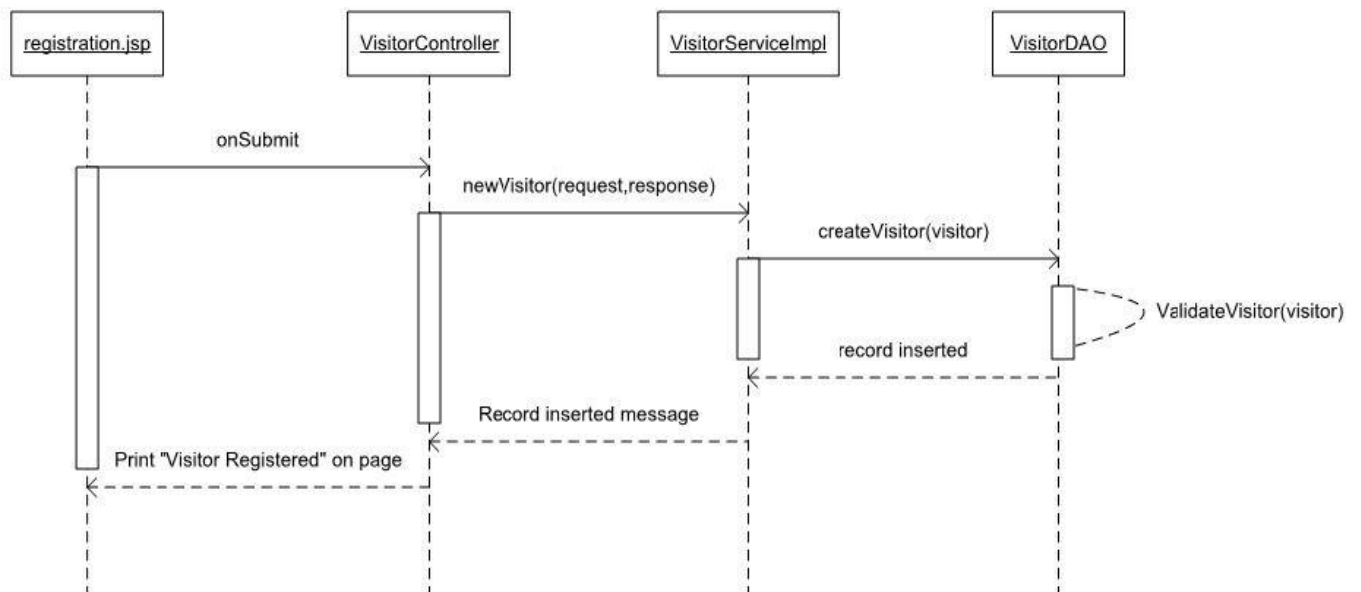
Event Deregistration: P articipants can unregister from events in the event catalog.

Update: P articipants can update their information.

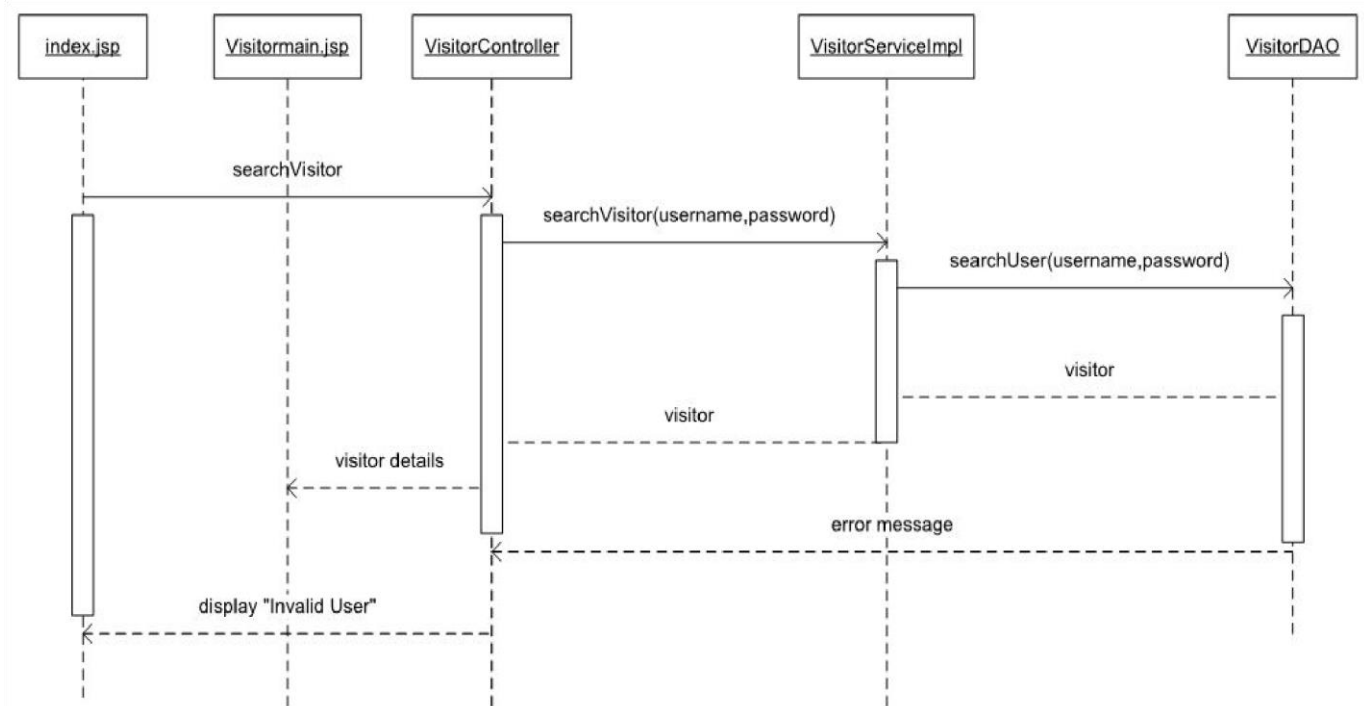
3.2 Use Case Diagrams



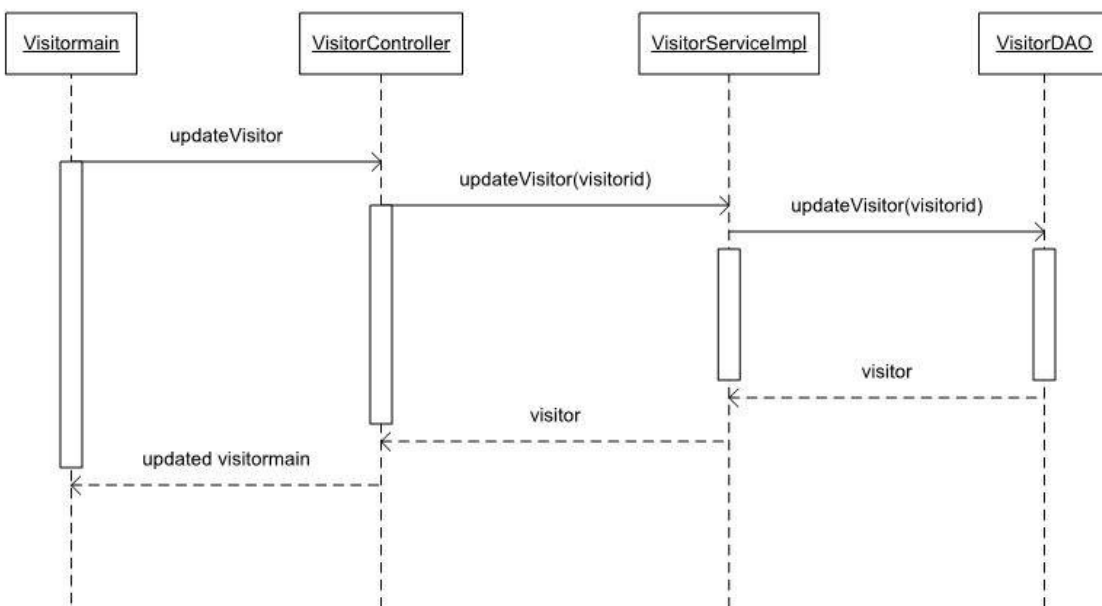
Register Visitor



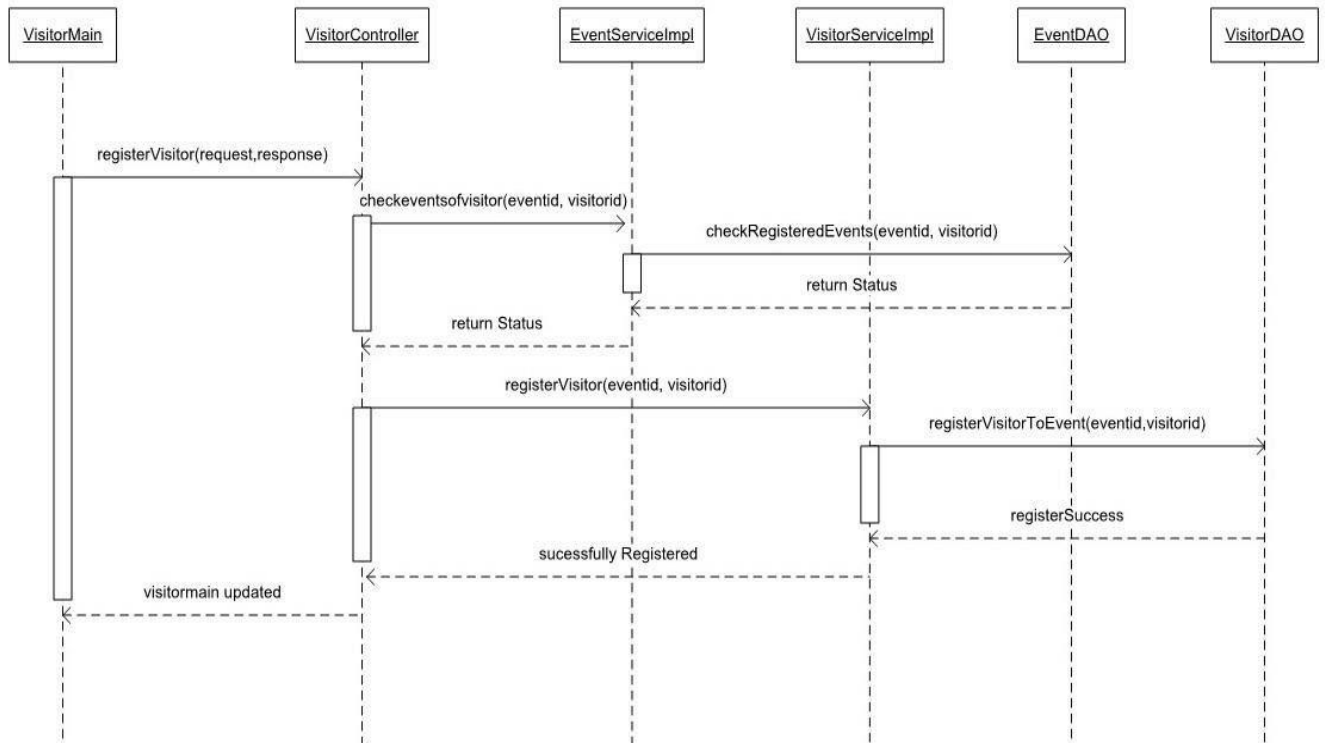
Login Visitor



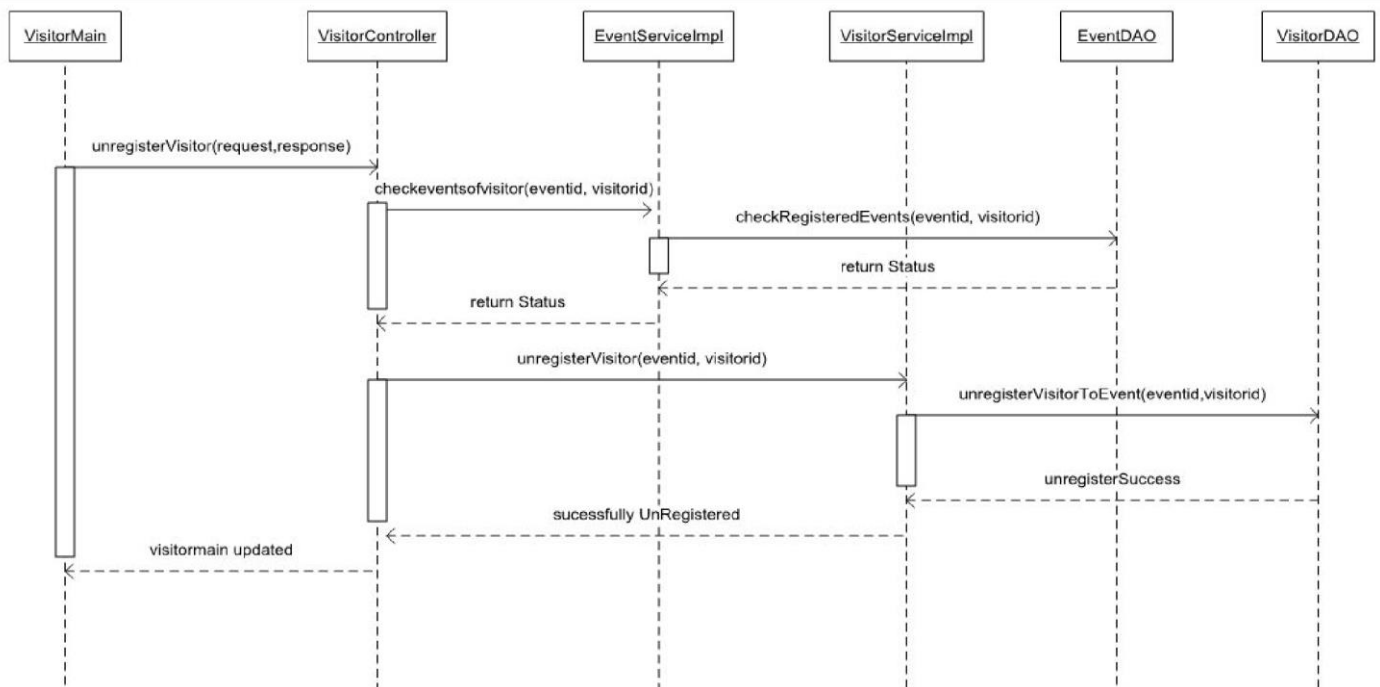
Update Visitor



Register Event Visitor



Unregister Event Visitor



Conclusion And Future Work

We have implemented this project in Monolithic architectural design. In future Scope we will implement this project using micro services for each and every module as an independent service. The Festival Event Registration System acts as a bridge between the participants and the owners so that without using paper and human effort to participate in an event, the users can simply use their computers to book to their favourite events. They can also deregister to the events whenever they can. If one of the users deregisters to an event, the ticket would again appear on the webpage so that any other user who is eagerly waiting for the ticket can buy. In the future we were planning to add billing to the project so that the users can pay for the event through online transactions. In future Scope we will implement this project using micro services for each and every module as an independent service.

References

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