A project Report on

"Evento"

"An Event Sharing Platform"

Submitted in Partial Fulfillment of the Requirement for Degree of Bachelor of Science in Computer Science and Information Technology(B.Sc. CSIT) Awarded by Tribhuvan University

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Student's Declaration

We hereby declare that we are only author of this project work and that no sources otherthan listed here have been used in this work.

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LETTER OF APPROVAL

We certify that we have read this project work report and, in our opinion, it is appreciable for the scope and quality as a project work in the partial fulfillment of the requirements of Four Years Bachelor Degree of Science in Computer Science and Information Technology.

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Acknowledgement

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We would like to acknowledge our gratitude towards our seniors and our honorable teachers who had accelerated and encouraged us during the development of the project by giving conceptual view for which we had no experience. Also like to thank our Head of Department and other faculty members of computer in vigorous support and kind guidance. We want to thanks all our friends and people who directly or indirectly assisted us in our work until the completion of our Project.

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Abstract

This project has been developed to fulfill the registered course, "Project for the Bachelor degree of Computer Science and Information Technology in Tribhuvan University". It has been submitted to Bsc.CSIT department of Birat Multiple College. We use SQLAlchemy, HTML, CSS and Flask for developing the Event sharing process and MYSQL for storing the data. It is a completewebsite of online sharing. "Evento" is a platform designed to share, organize and create an event where users can post and discover events of their interest. It allows users to sign up, create a profile, and browse events by category, location, date, and popularity. Users can also create their own events, invite attendees, and manage registrations. It leverages the power of social media and online communities to promote events and increase engagement. It is designed to be scalable, customizable, and user-friendly, using the latest web technologies and best practices and is more than just a virtual event platform, it is a platform that connects people through shared experiences.

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LIST OF ABBREVATION

CSS: Cascading Style Sheet

DBMS: Database Management System

E-R: Entity Relationship

HTML: Hypertext markup language

IDE: Integrated Development Environment

JS: JavaScript

OBRS: Online Bus Reservation System

PHP: Hypertext Preprocessor

QA: Quality Assurance

UI: User Interface

Chapter 1
Introduction

1.1 Background

'**Evento**' is a dynamic event sharing platform designed to revolutionize the way individuals discover and engage with events in their communities. With the exponential growth of digital communication, there arises a need for a centralized hub where users can seamlessly access, share, and participate in diverse events tailored to their interests. Through a user-friendly interface, Evento empowers users to effortlessly post and promote events, fostering a vibrant ecosystem of cultural, social, and professional gatherings. By harnessing the power of social networking and geolocation technology, it transcends geographical barriers, connecting users with events that resonate with their passions and preferences. Through strategic partnerships with event organizers and innovative features such as event categorization and personalized recommendations, it strives to enhance the event discovery experience, promoting community engagement and enriching social connectivity.

It is designed to cater to the modern user's needs for seamless event discovery, promotion, and participation. At its core, Evento aims to provide a comprehensive solution for individuals seeking to explore and engage with a wide array of events happening in their vicinity and beyond.

It also fosters community engagement through its emphasis on social networking. Users have the ability to interact with each other, share their experiences, and even collaborate on organizing events. This social aspect adds a layer of dynamism to the platform, transforming it into a vibrant community hub where users can connect with like-minded individuals and forge meaningful relationships.

1.2 Problem statement

Despite the abundance of events taking place in communities worldwide, individuals often struggle to discover and engage with relevant and interesting events due to fragmented information sources, lack of centralized platforms, and limited social connectivity. How do you share your happiness, emotions and feelings together outside the circle among new members, through small events and occasions? It's very difficult to go outside the circle and organize anything. Apart from small events if you want to change your ideas into reality you need to have knowledge, guidance and experience. It requires assistance from seniors, where do you connect with professional to evaluate your ideas and thoughts, it obviously requires a platform to build that connection. This fragmentation leads to missed opportunities for social, cultural, and professional enrichment, resulting in decreased community engagement and a sense of isolation among individuals. Additionally, event organizers face challenges in effectively promoting their events to a diverse audience and maximizing attendance, often relying on outdated or inefficient methods of communication and outreach. These challenges highlight the need for a comprehensive event sharing platform that bridges the gap between event organizers and attendees, fosters community engagement, and enhances the overall event discovery and participation experience.

1.3 Objectives

This project aims to develop an event sharing platform which will be beneficial for all the people who wants connect and share. The project attempt to fulfill following objectives:

- To convert the ideas into realities through meetings and discussions.
- To increase user participation towards achieving their goals.

1.4 Scope and Limitation

Scope:

- Event discovery
- Event Posting and Management
- Event Promotion
- Accessibility and User Experiences

Limitations:

- Geographic coverage
- Event Verification and Quality Control
- Monetization Challenges

1.5 Development Methodology

1. User Surveys: Conducting surveys among current and potential users to gather feedback on their event discovery habits, pain points, and preferences. Surveys can also assess user satisfaction with Evento's features and usability, as well as solicit suggestions for improvements.

2. User Interviews: Conducting in-depth interviews with a representative sample of users to gain deeper insights into their motivations, challenges, and experiences related to event discovery and participation. Interviews can provide qualitative data to complement survey findings and uncover nuanced user perspectives.

3. Usability Testing: Organizing usability testing sessions where participants interact with Evento's interface and features while providing feedback on usability, navigation, and overall user experience. Usability testing helps identify areas for improvement and optimization to enhance user satisfaction and engagement.

4. A/B Testing: Implementing A/B tests to compare different versions of Evento's interface, features, or algorithms and evaluate their impact on user engagement, event discovery, and other key metrics. A/B testing helps optimize platform design and functionality based on empirical data and user feedback.

5. Analytics and Data Analysis: Analyzing user interactions, event engagement metrics, and other quantitative data collected through the platform to identify usage patterns, trends, and areas of improvement. Data analysis can inform decision-making related to feature prioritization, content curation, and user engagement strategies.

6. Focus Groups: Organizing focus group discussions with diverse groups of users to explore specific topics or features in depth, gather insights on user preferences, and generate ideas for innovation and enhancement. Focus groups enable interactive discussions and idea generation among participants.

7. Market Research: Conducting market research to understand the competitive landscape, user demographics, and emerging trends in event discovery and sharing platforms. Market research provides valuable context for positioning Evento, identifying niche opportunities, and refining its value proposition.

Chapter 2
Literature Review

2.1 Background Study

Event sharing services have undergone significant evolution with the proliferation of digital technologies and social media platforms (Lampe et al., 2010). From traditional event listings in newspapers to dynamic online platforms and mobile applications, these services have transformed the way individuals' access and interact with event information.

2.2 Literature Review

Event sharing services have become instrumental in the digital age, providing platforms for individuals to discover, share, and participate in events within their communities. This literature review delves into the existing research surrounding event sharing services, examining their influence on community engagement, social connectivity, and cultural participation.

- Community Engagement and Social Connectivity:

Research suggests that event sharing services play a vital role in fostering community engagement and social connectivity by facilitating interactions among users with shared interests (Ginsberg et al., 2014). Through features such as event recommendations, RSVPs, comments, and sharing functionalities, users can connect with like-minded individuals, forge relationships, and participate in cultural, social, and recreational activities.

- Diversity of Events and Cultural Participation:

Event sharing services contribute to the diversity of cultural experiences and promote cultural participation by showcasing a wide range of events, including art exhibitions, music performances, festivals, and community gatherings (Lehdonvirta & Oksanen, 2014).

By providing access to diverse cultural events, these services enrich individuals' cultural experiences and contribute to the vibrancy of local communities.

- Challenges and Limitations:

Despite their benefits, event sharing services face challenges related to content quality, user engagement, and privacy concerns (Bilandzic & Foth, 2013). Issues such as inaccurate event listings, spam, and privacy risks may impact user trust and satisfaction, necessitating effective content moderation and privacy safeguards.

- Opportunities for Innovation:

To enhance user engagement and address challenges, event sharing services can explore opportunities for innovation, including personalized event recommendations, geolocation-based event discovery, and immersive event experiences (Bilandzic & Foth, 2013). By leveraging emerging technologies and user-centered design principles, services can improve the event discovery and participation experience, attracting and retaining a diverse user base.

Chapter 3
System Analysis

3.1 System Analysis

To obtain all the required information for the system development, interview, document review and observation were conducted. The system analysis, modelingdeals with analyzing the proposed system. It includes the system use case diagram, ER diagram, context diagram, data flow diagram and their descriptions. After identifying the actors and use cases, the use cases are developed and textual descriptions are stated.

3.1.1 Functional Requirement

These requirements are those that enable the system to operate. These requirementsfocus mainly on what the system should do. They include:

- Users have to register themselves by creating accounts to gain access to thesystems services.
- User can operate C-R-U-D operation.
- User authentication by use of password.
- The system has two database views; the super admin has more privileges than the other users. The system shall validate users accessing data in the system through use of password and username validation and verification. A login dialog box will be used for these purposes.
- The super Admin will be responsible for making changes to the database while the members will only be allowed to view the contents of the database.

3.1.2 Non-Functional Requirement

These requirements focus on how the system works or how the system shouldbehave by providing its quality attributes. These requirements include:

- The system should be able to handle maximum number of users at a time.
- Documentation: the system will be documented and PDF manuals will beavailable for users when the system goes live.
- Recover-ability: the system will be regularly backed up so that it can berecovered in case data is lost for some reason.
- Design constraints: The software will be developed with SQLAlchemy database backend.
- The system will not work in the absence of internet.
- The system will only require the registered users to log in to the system.
- The system will only allow the super admin to change data on the database andnot any other user

3.2 Planning

3.2.1 Feasibility Study

A project always continues based on the feasibility analysis. There are various factors that make a project feasible. The four major analysis that major concerns for technical feasibility are the hardware that is computers were conducted are as follows:

a) Economic Feasibility

The project is economically feasible as it only requires a mobile phone or computers.

b) Technical Feasibility

The project is technically feasible; complies with current technology, including both the hardware and the software. All the technical requirements for this project are listed below:

- A laptop with at least 4GB RAM with GPU
- High speed internet

c) Operational Feasibility

This project can be conducted with a minimum human resource. Two developers are working in the project which is more than enough manpower required for this project. This project can be conducted with a minimum human resource. The human resources are available to operate the system once it has been installed. The system working is quite easy to use and learn due to its simple but attractive interface. User requires no special training for operating the system. This clarifies that our project is operationally feasible.

d) Schedule

The schedule time for the accomplishment of the project was six month and was enough to finalist the project. However, examination and other activities cansometime make us bustle which obstacle on project completion beside of that project is feasibility on schedule.

3.2.2 System Requirement

Hardware Requirement

Processor: Pentium V or higher

RAM: 512 MB minimum

Hard Disk: 5 GB

Software Requirement

FRONTEND: Html, CSS, JavaScript, Bootstrap

BACK END: Python (Flask)

DATABASE: SQLAlchemy

TOOLS**:** Visual Studio Code

WEB BROWSER: Chrome and Safari

VERSION CONTROL: Git

Draw.io and Visual Paradigm for E-R/Use Case diagram.

3.2.3 Work Schedule (Gantt Chart)

This project will comprise all the activities involved in SDLC (see Figure 2). All these activities have been summarized in a Gantt chart below:

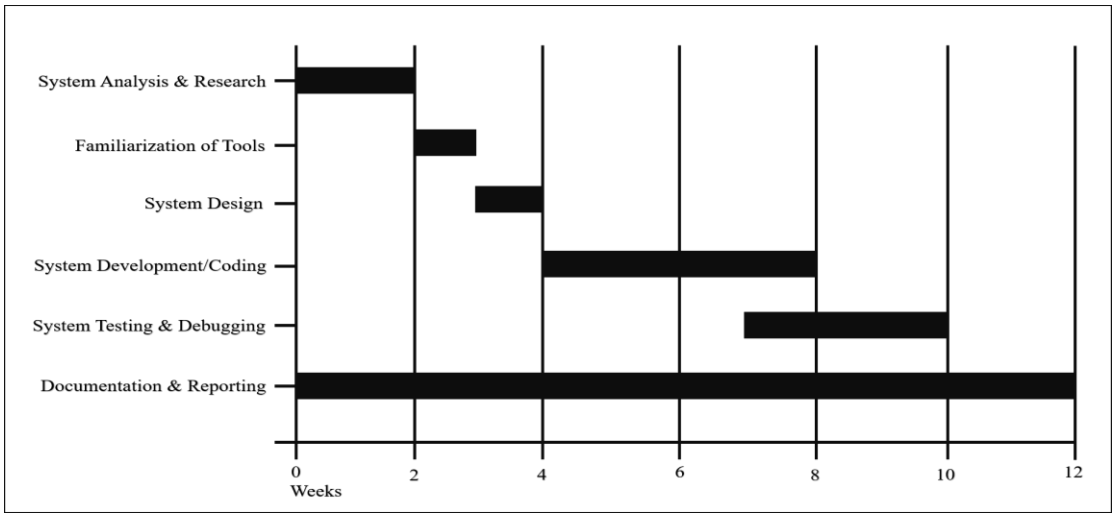


Figure 1.Gantt Chart.

Chapter 4
System Design

4.1 System Design

System design is the process of designing the elements of a system such as the architecture, modules and components. The different interfaces of those components and the data that goes through that system.

4.2 System Development Model (Agile)

For any project to be completed, it has to go through stages called Development Life Cycles. System Development Life Cycle (SDLC) is the process of understanding how an Information System (IS) can support business needs, designing the system, building it and delivering it to users. The SDLC composes of four phases: Planning, Analysis, Design and Implementation In order for this project to be developed, the methodology that will be used is the System StructuredAnalysis and Design Methodology. Agile has gained a great deal of popularity. The model breaks down big projects into smaller, more manageable chunks, which can lead to a software product that represents a culmination of multiple, smallerprojects. The model produces ongoing releases where each iteration includes small, incremental changes and improvements from the previous release.

Uses: Agile is particularly well-suited for large and complex projects; those that can be easily divided into smaller parts. It's also useful for mid-size custom software development projects where business requirements cannot be easily translated into detailed requirements.

Figure 2. Agile model

4.3 Refinement Diagram

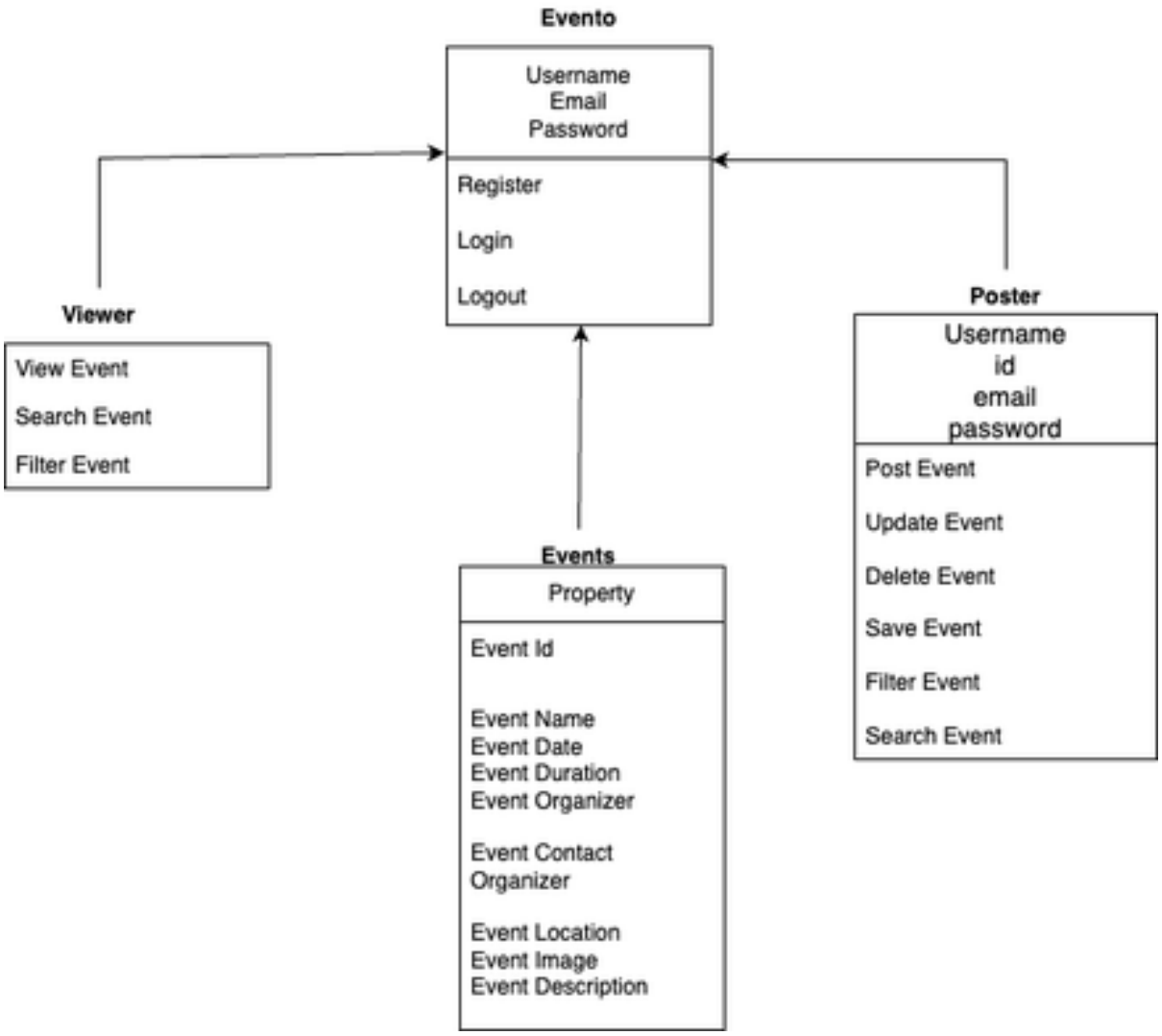


Figure : Class diagram of Evento

Link: draw.io

4.4 Algorithm Implementation

4.4.1 Recommendation Algorithm

In this system, we employ a recommendation algorithm to suggest events to users based on their preferences, behavior, and similarities to other events. These algorithms are commonly utilized in event management platforms to enhance user experience by offering personalized event recommendations, thereby increasing user engagement and assisting users in discovering new events aligned with their interests. When a user views details of a particular event, the system leverages the event's attributes such as title, date, location, and description to identify similar events. Using fuzzy search techniques, the system matches the attributes of the current event with those of other events in the database, aiming to find events with comparable characteristics or themes. For example, if a user is exploring details of an event titled "Tech Summit 2024" scheduled for a specific date and location, the recommendation algorithm analyzes the event's attributes and identifies other events with similar titles, dates, locations, or themes. These similar events are then prominently displayed alongside the current event, providing users with additional options to explore. By presenting relevant and closely related events, the recommendation algorithm enhances user engagement and satisfaction, enabling users to discover and participate in events tailored to their preferences and interests.

4.3.2 Algorithm

The algorithm is as follows:

Step 1: Iterate through the users interactions to identify the events they have engaged with.

Step 2: Utilize fuzzy string matching algorithms (FuzzyWuzzy) to compare the title of each event with the titles of events the user has interacted with. Calculate a similarity score between the event titles.

Step 3: Combine the similarity score from fuzzy string matching with other factors such as the user's interaction history or event metadata (date, location) to calculate a relevance score for each event.

Step 4: Sort the events in descending order based on their relevance scores.

Step 5: Determine the threshold for recommending an event, considering its relevance score. If the relevance score exceeds a certain threshold, then recommend the event to the user.

4.3.3 Flowchart Implementation

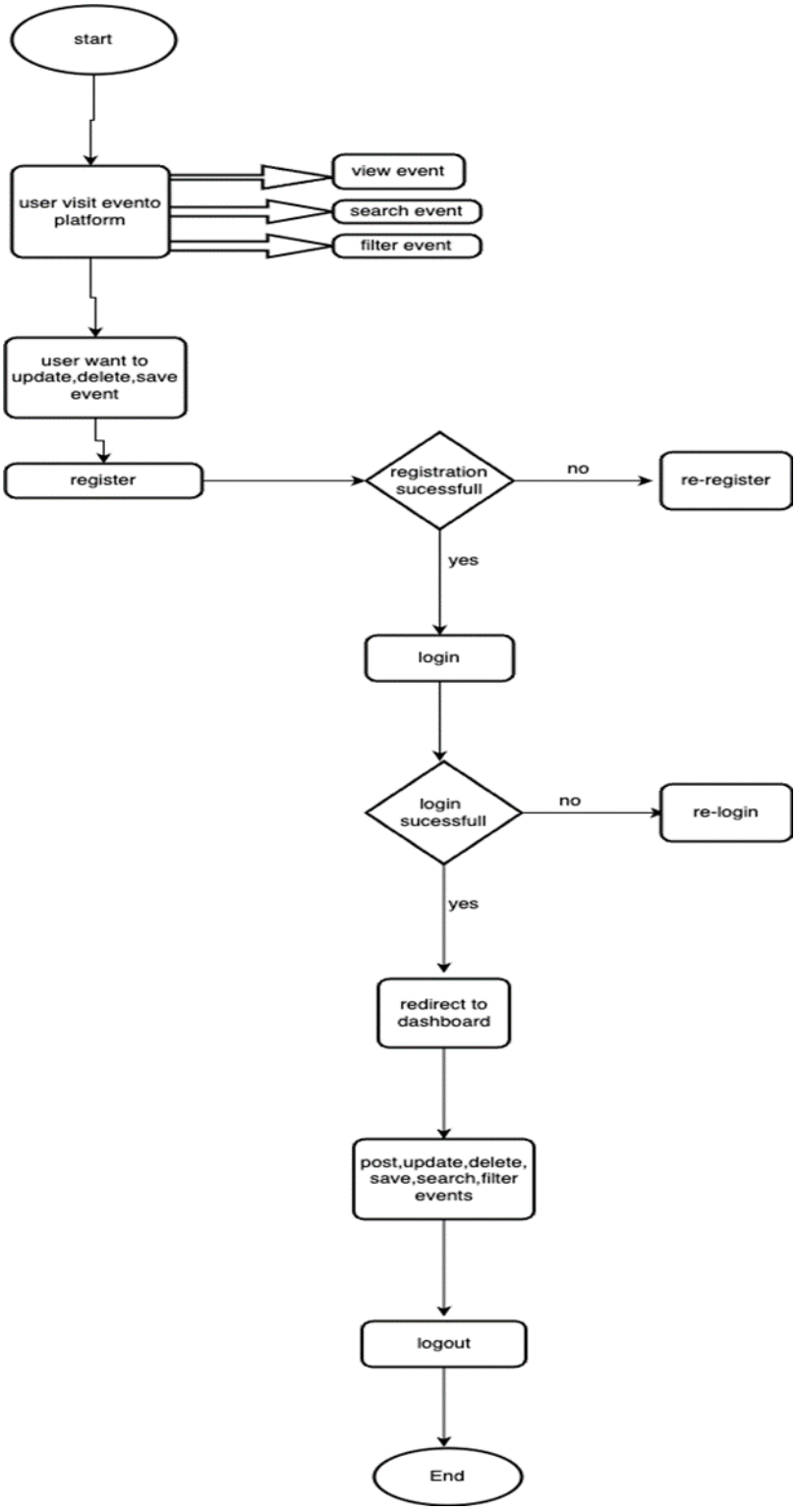


Figure : Flowchart for Evento

4.5 USE case Diagram

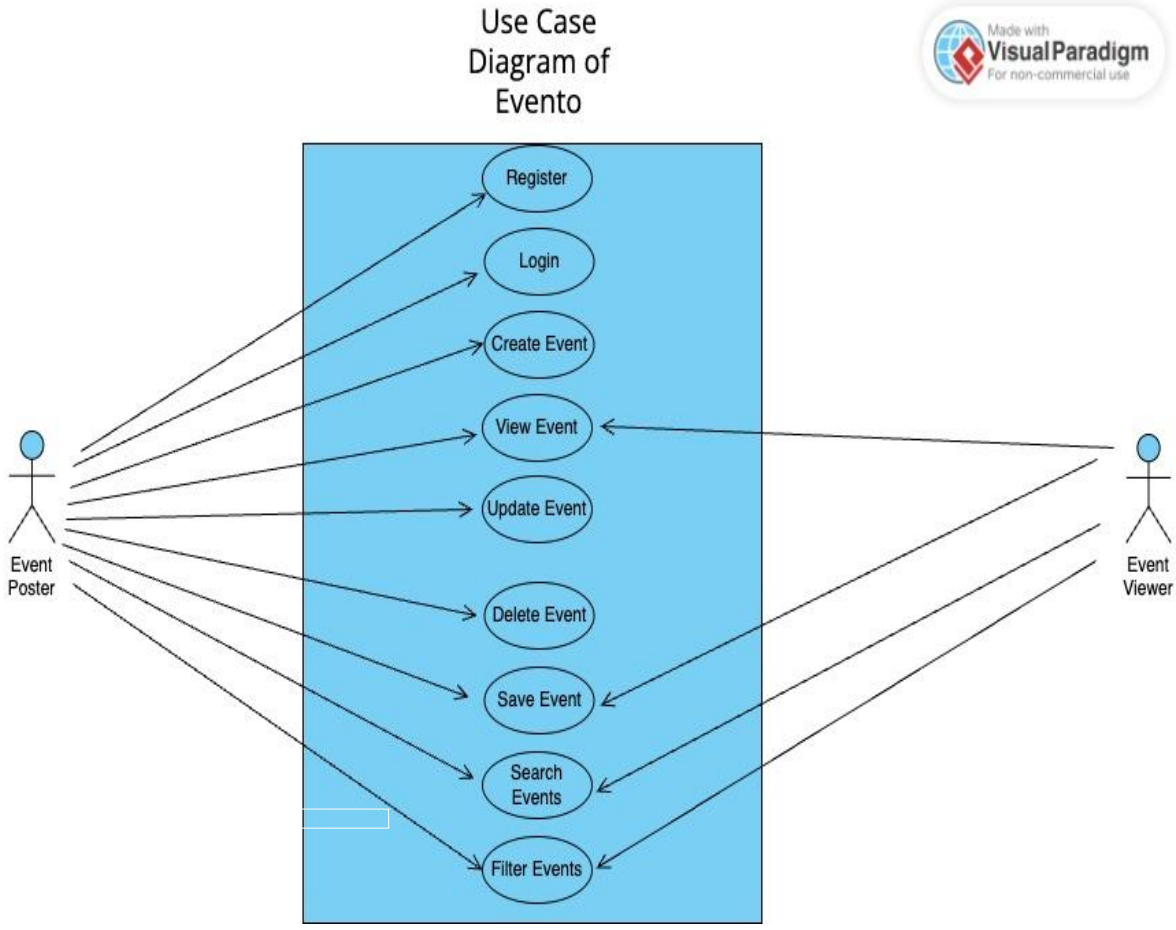


Figure : Use-case Diagram of user

Link: https://online.visual-paradigm.com/app/diagrams/#diagram:proj=0&type=UseCaseDiagram&width=11&height=8.5&unit=inch

4.6 Schema

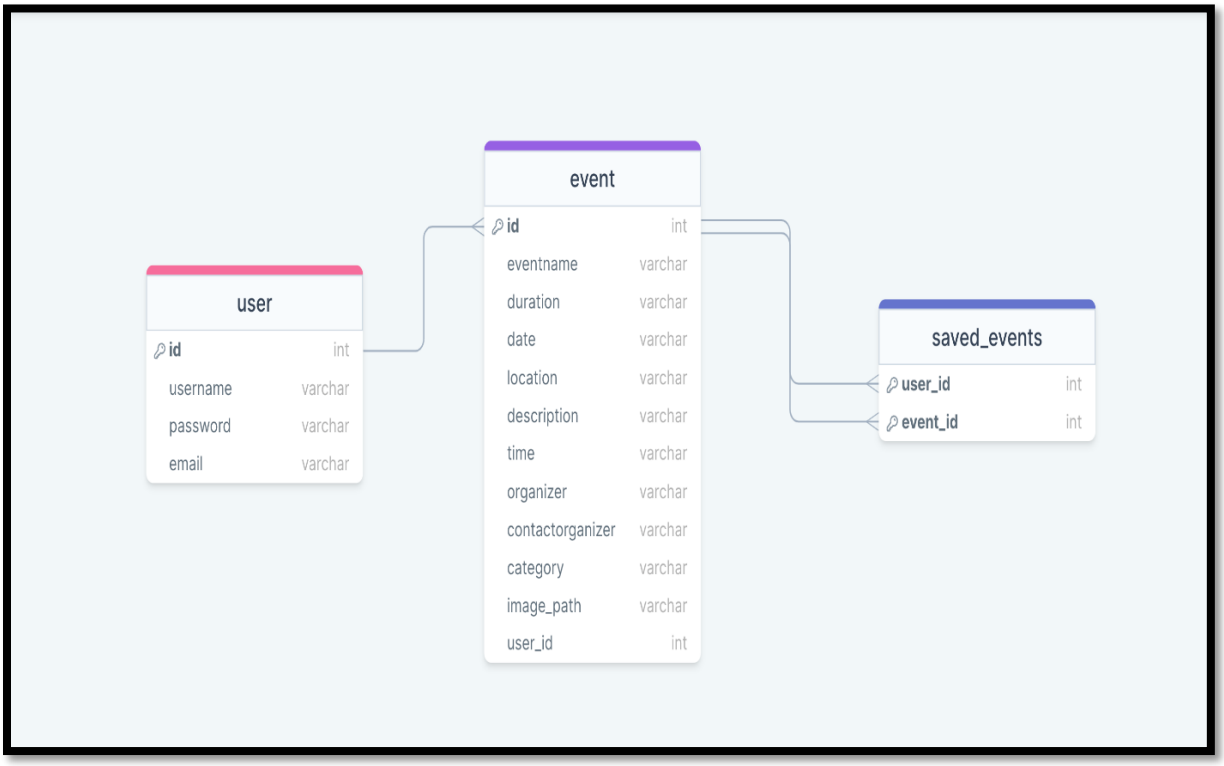


Figure: Database Schema

Figure link: https://drawsql.app/teams/bibek-rai-team/diagrams/evento-db

Chapter 5
Testing

5.1 Tools and IDE

5.1.1 Front End Tools

- **HTML :**

  In the Evento project, HTML serves as the backbone for creating the user interface (UI) of the web application. HTML documents define the layout, structure, and visual presentation of the web pages that users interact with. HTML tags are used to mark up various elements of the UI, including text, images, forms, navigation menus, buttons, and other interactive components. HTML documents in the Evento project are typically generated dynamically using templating engines like Jinja2 in conjunction with the Flask framework. This allows for the creation of dynamic web pages that can adapt to different data and user interactions. HTML templates are used to define the structure and layout of each page, with placeholders and variables inserted to incorporate dynamic content generated by the server-side Python code.

- **CSS :**

  In the Evento project, CSS is employed to enhance the visual presentation and styling of the web application's user interface (UI). CSS rules are used to define the appearance and layout of various HTML elements, ensuring a cohesive and visually appealing design across different pages and components. CSS stylesheets in the Evento project typically contain a set of rules and declarations that target specific HTML elements or classes. These rules specify how elements should be displayed, including their size, position, color, typography, and other visual properties. By applying CSS styles, developers can create a consistent and aesthetically pleasing UI that aligns with the project's branding and design guidelines.

- **Javascript:**

  In the Evento project, JavaScript plays a crucial role in enhancing the user experience by adding interactive features and dynamic functionality to various parts of the web application. JavaScript code is executed within the user's browser, enabling client-side interactions such as form validation, DOM manipulation, event handling. JavaScript may be employed to handle user events such as clicks, key presses, mouse movements, and form submissions. Event listeners are used to detect these events and trigger corresponding actions or functions, providing responsive feedback to user interactions.

- **Bootstrap :**

  In the Evento project, Bootstrap is employed to streamline the development of the user interface, ensuring consistency, responsiveness, and compatibility across different devices and screen sizes. By leveraging Bootstrap's grid system, typography, forms, buttons, navigation components, and other UI elements, developers can quickly create professional-looking web pages with a cohesive design and layout. Bootstrap's grid system allows developers to create flexible and responsive layouts by dividing the page into rows and columns, making it easy to arrange content and adjust the layout based on the viewport size. This ensures that the Evento platform adapts seamlessly to various devices, including desktops, tablets, and smartphones, providing an optimal viewing experience for users.

5.1.2 Back End Tools

- **Flask (Backend):**

  In the Evento project, Flask serves as the foundation for building the web application. It provides routing capabilities to define the URL endpoints and corresponding actions, allowing users to navigate the

application and perform various tasks. Flask's templating engine enables the generation of dynamic HTML content, allowing for the presentation of data retrieved from the database or submitted by users through forms.Flask integrates seamlessly with other libraries and extensions, such as Flask-SQLAlchemy for database interaction, Flask-WTF for form handling, Flask-Login for user authentication, and Flask-Bcrypt for password hashing. These extensions enhance Flask's capabilities and streamline the development process by providing pre-built solutions for common web application requirements.

- **SQLAlchemy(Database):**

  In the Evento project, SQLAlchemy serves as the primary tool for database management and interaction. It facilitates the creation, manipulation, and querying of database tables using Python classes and objects. SQLAlchemy's ORM allows developers to define database models as Python classes, with each class representing a table in the database and its attributes corresponding to columns in the table. SQLAlchemy simplifies database management and interaction in Python applications, providing a robust and flexible ORM framework that streamlines the development process. In the Evento project, SQLAlchemy is instrumental in handling database operations, managing data persistence, and ensuring efficient communication between the web application and the underlying database system.

5.1.3 Software Tools Used

- **Version Control** (**Git and Github)** :

  We have implemented Git as a version control system for tracking changes in code and other text-based files. This helped us work on the same codebase without conflicts. We use Git to create a centralized repository where al changes made were stored, and each of us were able access the latest version of the code. For hosting the repository, we use GitHub, a web-based hosting service that provides platform for version control using Git.

- **Canva :**

  In the Evento project, Canva is utilized for creating visually appealing and informative presentations to showcase various aspects of the platform, such as its features, functionality, design elements, user interface, and value proposition. Canva is utilized for the project's documentation. Canva was used to prepare the presentation for the mid-defense, pre-defense, and defense phases. Canva has been used in the project for preparing the proposal, mid defense report and final report.

- **Draw.io** :

  Draw.io is a free, open-source online diagramming tool that allows users to create a wide range of diagrams, flowcharts, and other visual representations with a simple presentation. It is designed to be easy to drag-and-drop interface and a variety of pre- built shapes and templates. Draw.io has been used to make use case diagram, flowcharts for the project.

- **Visual Paradigm Online:**

  In the Evento project, Visual Paradigm Online is utilized for creating diagrams that visualize various aspects of the platform, such as use case diagram, data models, user interactions, and business processes. Visual diagrams are valuable tools for conveying complex information in a clear and concise manner, helping stakeholders, developers, and

team members understand the structure, flow, and functionality of the Evento platform more effectively.

5.2 Testing Approaches

Software testing is a set of processes aimed at investigating, evaluating and ascertaining the completeness and quality of computer software. Software testing ensures the compliance of a software product in relation with regulatory, business, technical, functional and user requirements. The objectives of these processes can include:

- Verifying software completeness in regards to functional/business requirements
- Identifying technical bugs/errors and ensuring the software is error-free.
- Assessing usability, performance, security, localization, compatibility and installation.

5.2.1 Unit Testing

During the coding phase each individual module was tested to check whether it works properly or not. Different errors found during unit testing were debugged. Some of the test cases are listed below:

TEST CASE 1

- TEST CASE DESCRIPTION: When the user enters invalid email, the registration process should show error messages.
- Test Steps: Navigate to Register Page, enter all the details and invalid email and submit the registration form.
- EXPECTED RESULT: Get error message saying email is invalid.
- Actual Result: Got error message saying email is invalid.

Remarks: Pass

TEST CASE 2

- TEST CASE DESCRIPTION: User trying to register with same email and username twice should fail.
- Test Steps: Navigate to register page, enter details and email and username that is already a user on the platform and submit the form.
- EXPECTED RESULT: User should not be able to register with same email and username.
- Actual Result: User got error message that the email and username already exists and registration process stopped.

  Remarks: Pass

TEST CASE 3

- TEST CASE DESCRIPTION: User should not be able to login with incorrect username and password.
- Test Steps: Navigate to login page and input incorrect username and password.
- EXPECTED RESULT: User should not be able to login.
- Actual Result: Error message was shown and user was not able to login with invalid credentials

Remarks: Pass

TEST CASE 4

- TEST CASE DESCRIPTION: User should not be able to post an event without being logged in.
- Test Steps: Navigate to post an event Page after logging out.
- EXPECTED RESULT: Not able to post an event.
- Actual Result: User was redirected to login page telling him to login to continue.

  Remarks: Pass

TEST CASE 5

- TEST CASE DESCRIPTION: User should not be able to save an event without being logged in.
- Test Steps: Logout and navigate to any event and view it. Click the save button.
- EXPECTED RESULT: Not able to save an event.
- Actual Result: Redirected to login page and was not able to save event without being logged in.

  Remarks: Pass

TEST CASE 6

- TEST CASE DESCRIPTION: User should not be able to visit login/register page if he is already logged in.
- Test Steps: Log in to the platform, and try to visit the register/login page.
- EXPECTED RESULT: User should not see register/login pages and should be redirected to home page.
- Actual Result: User was indeed redirected to home page.

  Remarks: Pass

Test Case 7

- TEST CASE DESCRIPTION: User should able to update password if they have forgotten password
- Test Steps: Go to the login section and click forgot password, then enter the verified email address you used. If the email address is verified, you will receive an update password link in your inbox.
- EXPECTED RESULT: The new password should meet password requirements while updating the password.
- The new password for user is updated.

  Remarks: Pass

5.2.2 Stress Testing

This is a testing method that always tests the behavior of a system when subjected to unusual conditions. I tested the system with invalid input data such as unfilled input fields and no execution could continue.

5.2.3 Actual system Testing

This is done to the entire system to test the general working of the system after it has been fully developed. This test will be done on this system to test whether the objectives stated earlier have been achieved or not.

5.2.4 Functional Testing

This involves testing the functions of the program by providing an input data and observing the output. This will be done to test the working of the various functions of the program and any unexpected behavior will be identified and corrected accordingly.

5.2.5 System Testing

System testing was done after integrating testing in order to ensure that the whole system functions properly. After the integration testing the whole system working process was checked.
Two Categories of System Testing are:

- **White Box Testing**

The internal workings or code of a system application was working properly.

- **Black Box Testing**

The output was as per the system specifications and hence the system was found towork properly.

5.2.6 Acceptance Testing

During the testing process, any invalid data input altered the expected results and the system validation functions could alert the user of these invalid inputs.

The system was also subjected to potential users for feedback and acceptance testsand I got a positive response from these users whereby they accepted the system asa solution to inefficient manual operations in Modern coast bus booking system productions. Acceptance testing was done after the completion of development process where the system was delivered to the users for their views and once they accepted the system, then the system is said to have met the user requirement.

Chapter 6
Conclusion and Recommendation

6.1 RECOMMENDATIONS

In order to reverse the risks/problems involved in the project and realize improvements in succeeding developments, we would like to make the following recommendations.

6.1.1 Reduction in strictness of the Time deadlines

Since some of the issues in this system cover new concepts, we would recommend that the students be allowed to begin the project development at a quite early time to build up on their Ideas and to complete early and meet the set deadlines by the requirements

6.1.2 Provision of project finances to the students

Due to the fact that some of the students are unable to meet the threshold required for data and requirements capture, we would recommend that some special finances be provided to act as the support for the students who face difficulties in the development and research process.

6.2 Limitations of the System

Every task should have some limitations so that "No software is perfect". However, we tried to eliminate the problem as possible as we can. Beside of that some limitations may be noticed from the project which is listed below:

- The hard drive containing the project code and documentation crashes (can be mitigated by keeping multiple backups of all code and documentation).
- Internet connection must be available for website.
- For now there is only few buses available in the website that makes it less flexible.

6.3 Future Enhancements

We would like to say that my system did not capture everything that would be required and would therefore recommend for future improvements on the following:

- A feature to allow the admin message the clients within the system
- Features to enable clients give their feedback and suggestions.
- Integrating the system with khalti for customers to make payments using the system.

6.4 Conclusion

Evento is an innovative platform designed to streamline event management and enhance the event experience for both organizers and attendees. It serves as a centralized hub where users can create, discover, and participate in a wide range of events across various categories, from seminars and workshops to concerts and festivals. At its core, Evento aims to simplify the process of organizing and attending events by offering intuitive tools and features that facilitate seamless interaction and engagement. Event organizers can leverage the platform to create detailed event listings, manage attendee registrations, and promote their events to a broader audience. For attendees, Evento provides a user-friendly interface to explore upcoming events, filter listings based on preferences, and secure their spot at desired events with ease. Whether it's finding a local workshop, attending a live concert, or networking at a business conference, Evento empowers users to discover and participate in events that align with their interests and schedule.

Chapter 7
References

[1] Flask Documentaion

[2] SQLalchemy Documentation

[3] Python Documentation

[4] Scikit-learn Documentation

[5] Bootstrap Documentation

[6] Jinja Documentation

[7] Online Tutorials and Guides

[8] Github Repository

[9] Stack Overflow

[10] Online Forums

[11] Personal Communication and Mentors

Chapter 8
Appendix

8.1 Screenshots

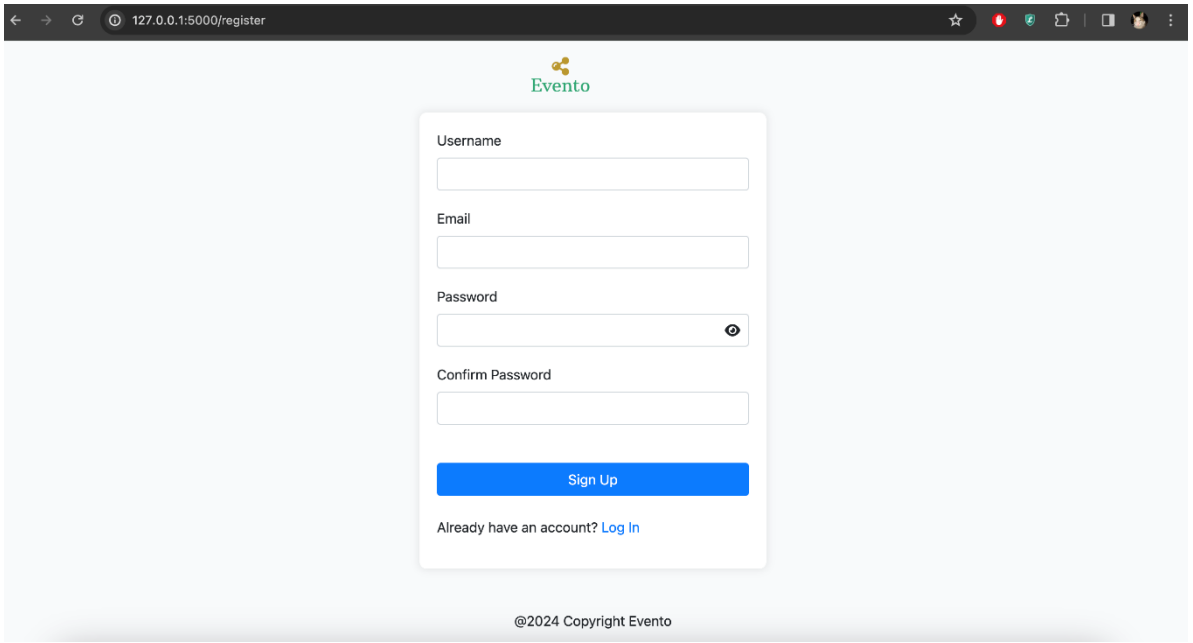
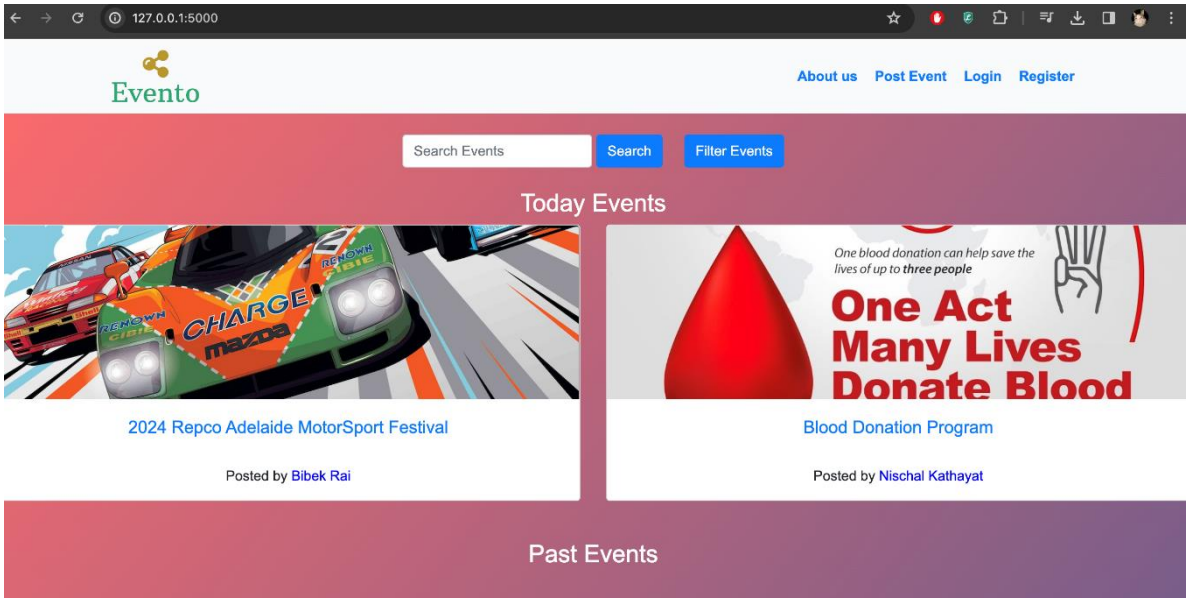


Figure: Login page



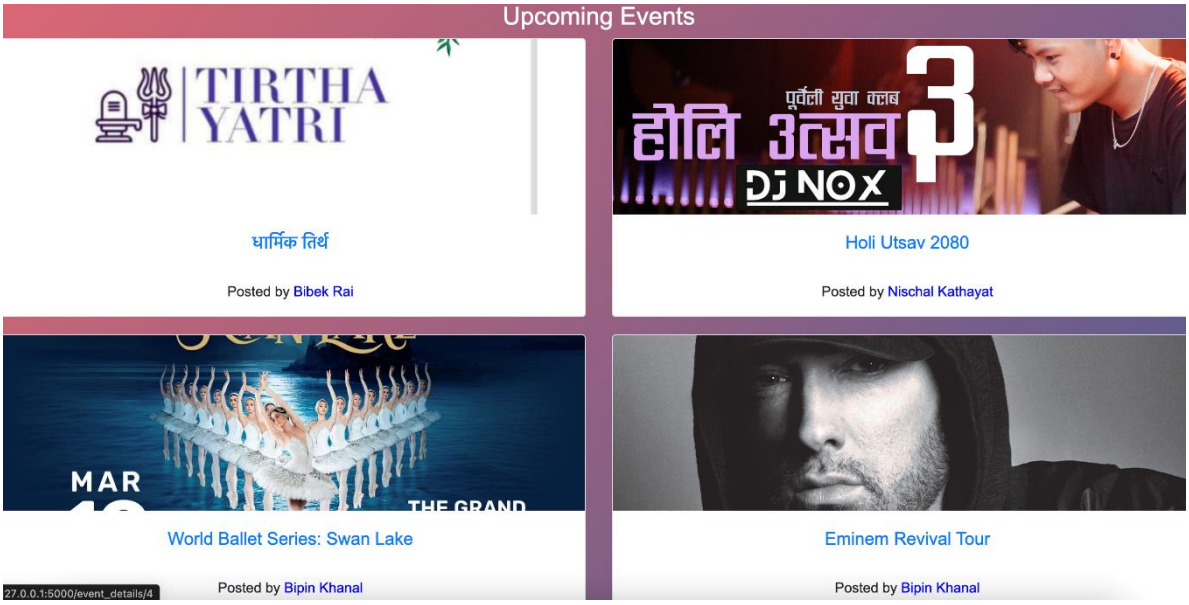


Figure: Home Page

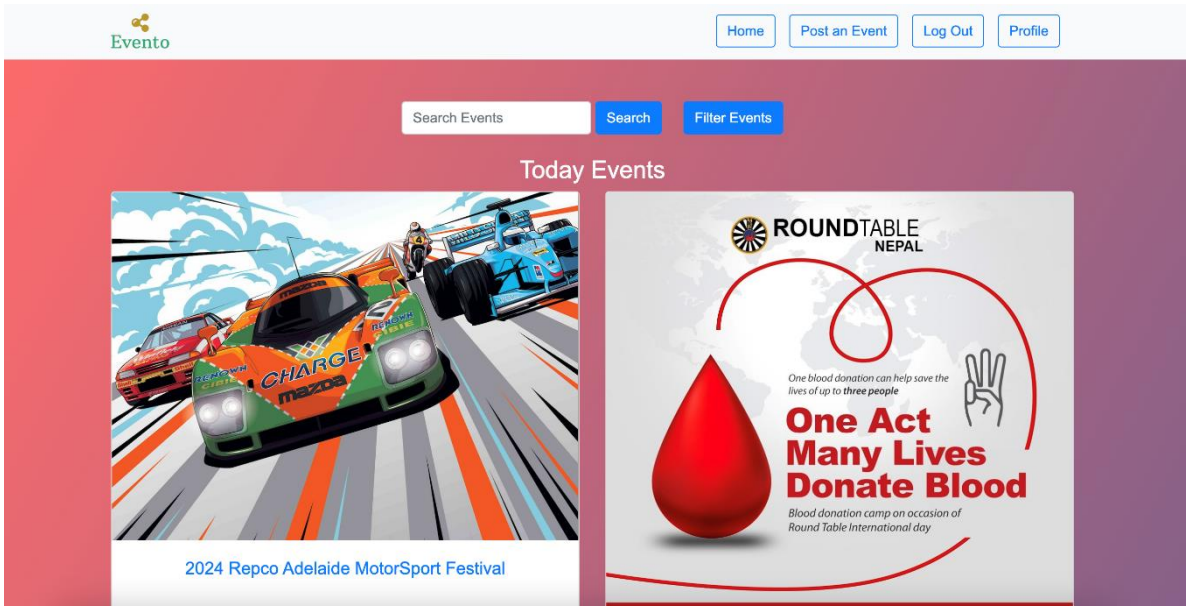


Figure: Dashboard

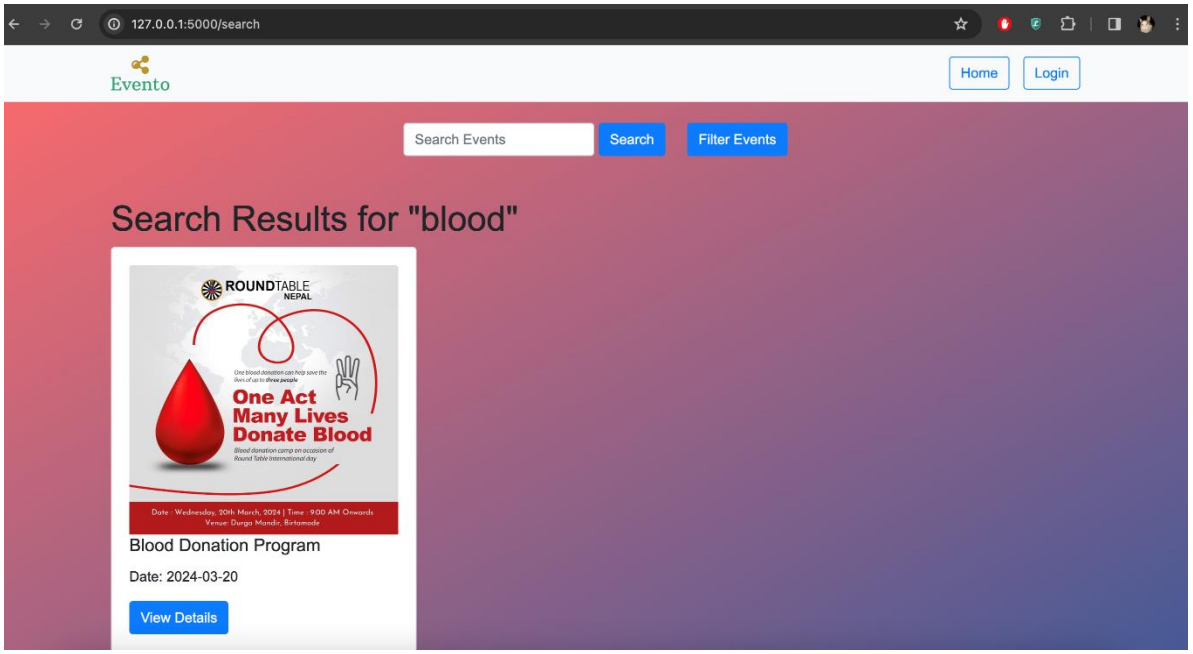


Figure: Search Result

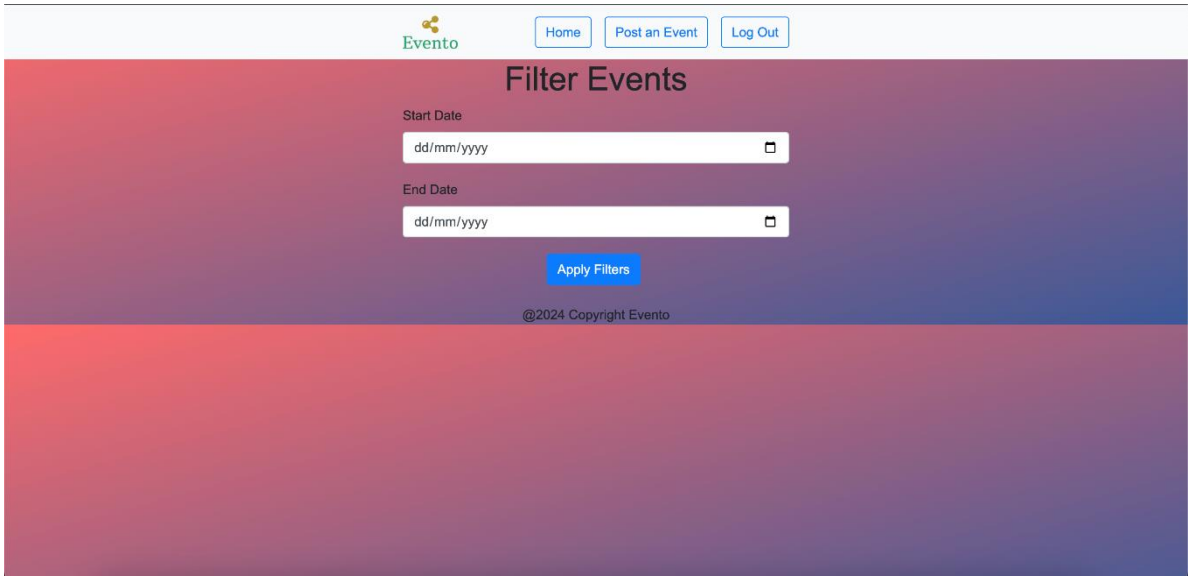


Figure: Filter Events

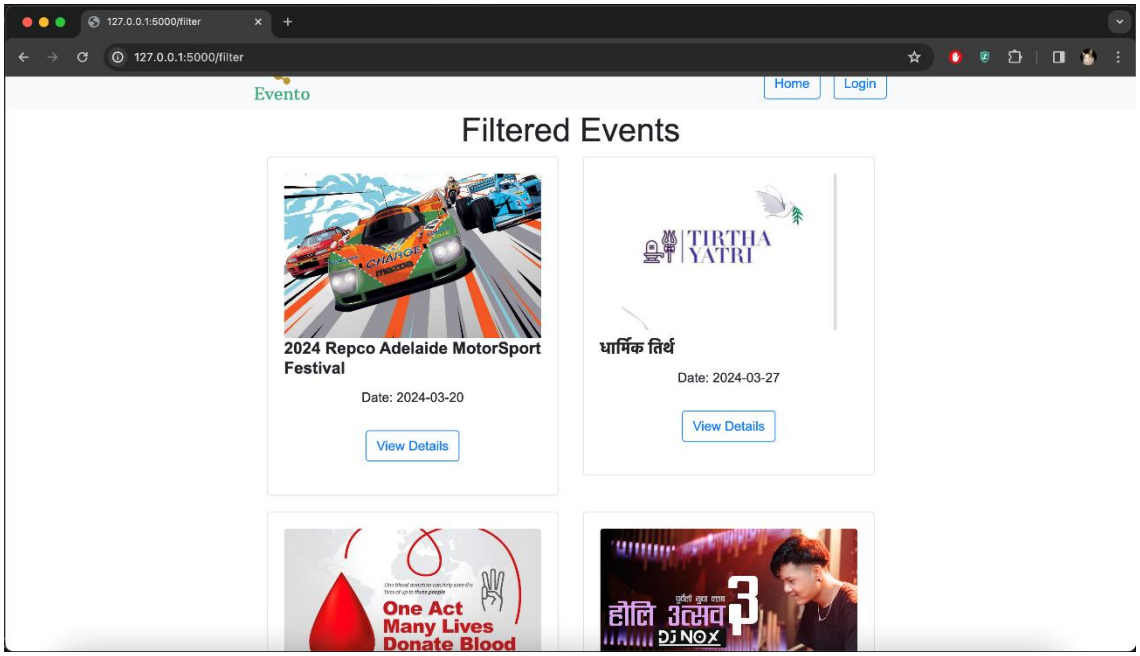


Figure: Filter Event Result

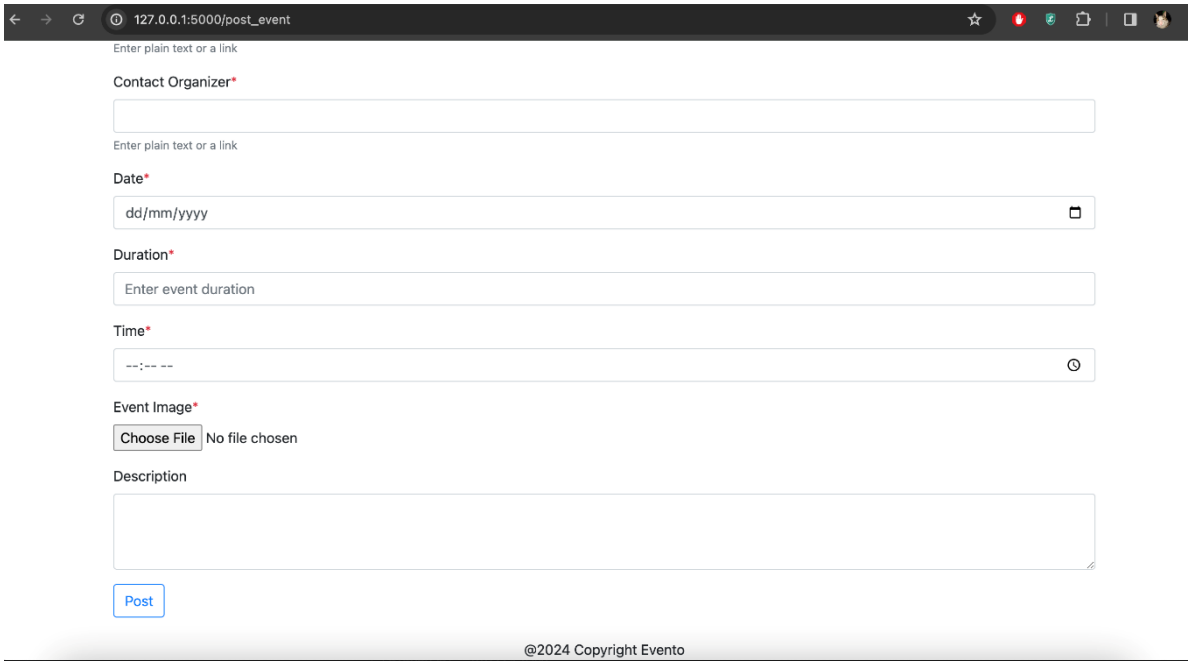
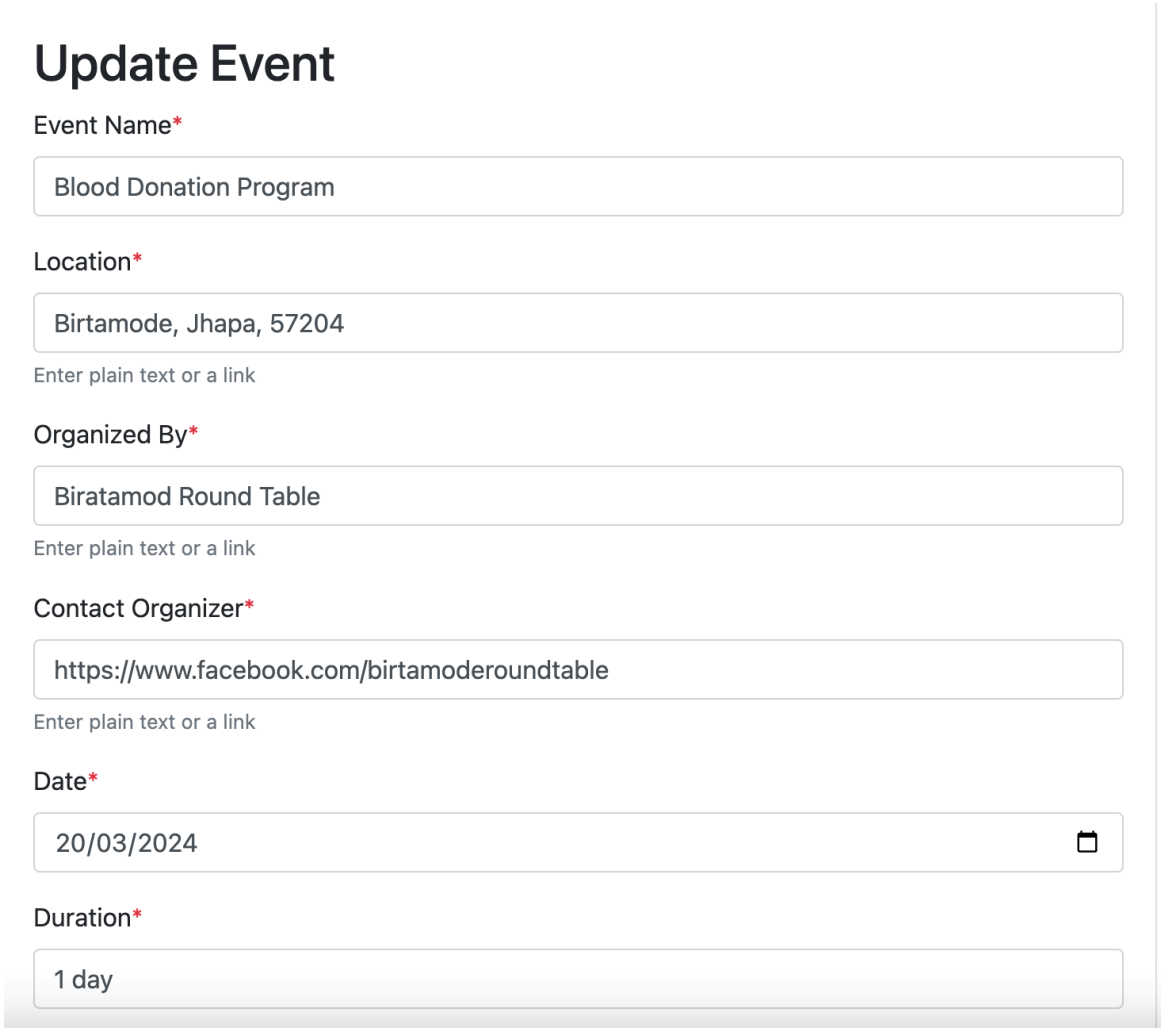


Figure: Post Event



Enter plain text or a link

Date*

20/03/2024

Duration*

1 day

Time*

09:00 AM

Existing Image

433238822_708984091442096_3851098017303531006_n.jpg

Description

Venue: Durga Mandir, Birtamode
Date: Wednesday, 20th March 2024
Times: 9 AM onwards

Update Cancel

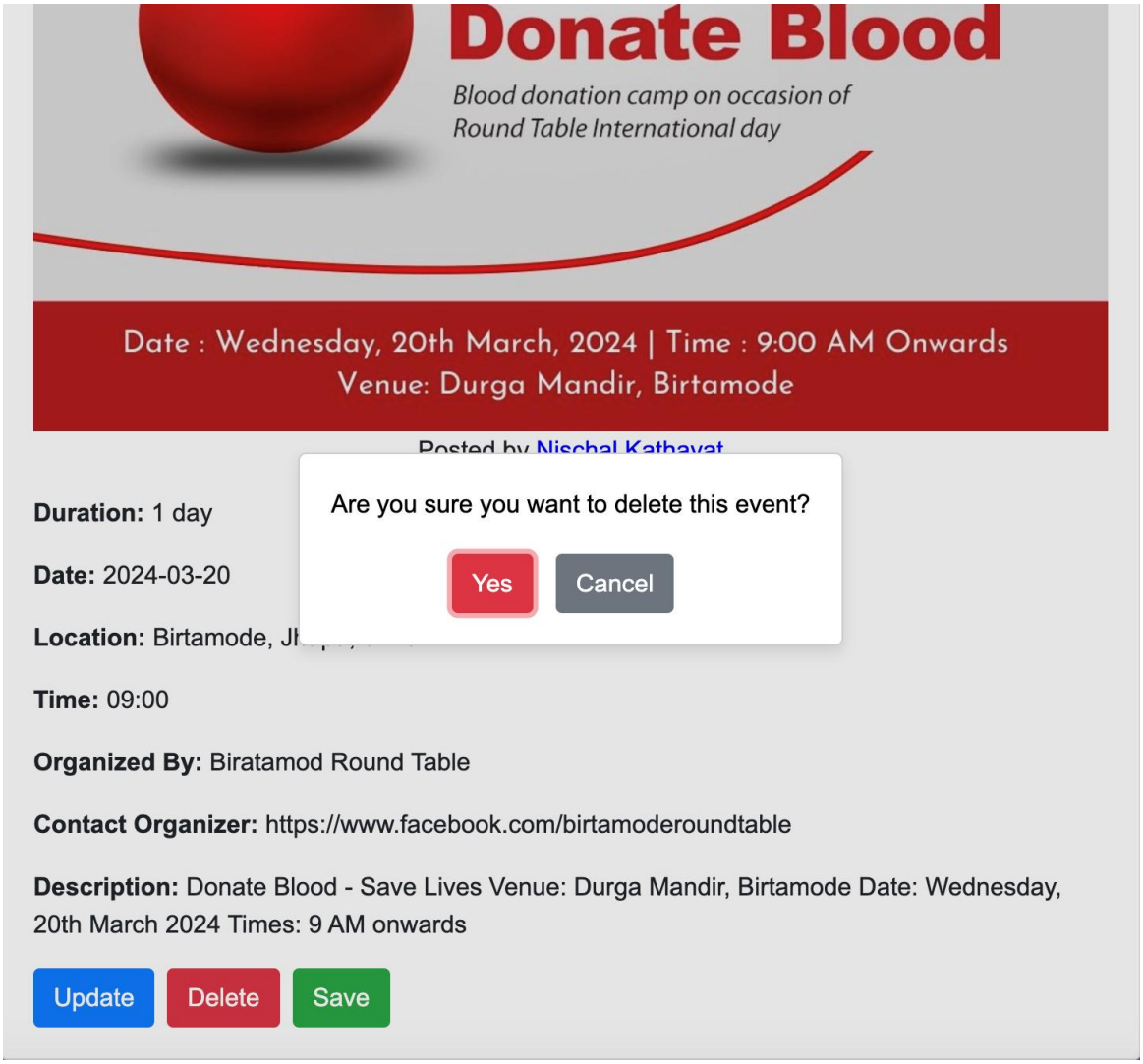


Figure: Update and Delete Events

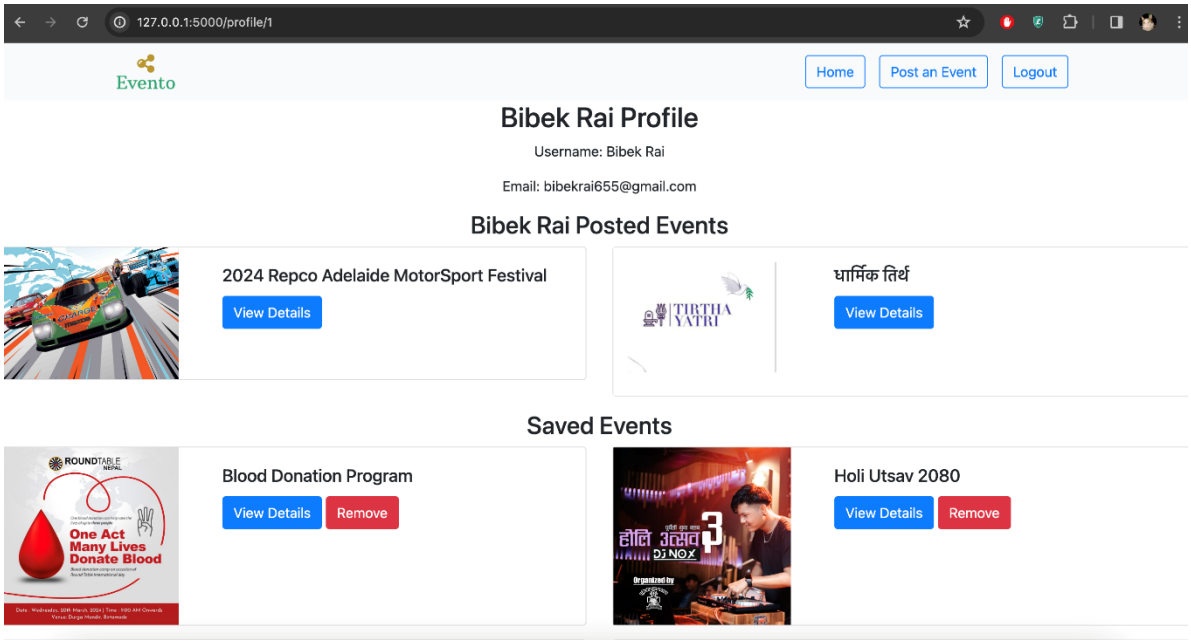


Figure: User profile and saved events