# Eventus- A temporary social network for events

## Submitted to

## International Institute of Professional Studies
## Devi Ahilya University
## Indore
## 2013

**For IX semester of**

**Master of Computer Applications (6 years)**


**Internal:**

Dr. Kirti Mathur

**Submitted By:**

Chitrank Dixit

(IC- 2K9- 23)

Ankit Kulkarni

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# CERTIFICATE

This is to certify that the project report entitled "**Eventus- A temporary social network for events**" carried out by Mr. Ankit Kulkarni (IC-2K9-11) and Mr. Chitrank Dixit (IC-2K9-23), is approved for the acceptance in partial fulfillment of IX semester MCA (6years).

Internal Examiner: External Examiner:

_____ _____

# DECLARATION

We hereby declare that the project entitled "**Eventus- A temporary social network for events**" which is submitted by us for the completion of the requirement for IX semester of Master of Computer Application (6 years), to International Institute of Professional Studies, Devi Ahilya Vishwavidyalaya, Indore. This work has not been submitted anywhere else and comprises of our own work and due acknowledgment has been made in text to all in other materials used.

Signature of Students:

_____

Date: _____

Place: _____

# ACKNOWLEDGEMENT

We acknowledge our sincere thanks to those who have contributed significantly to this project. It is a pleasure to extend deep gratitude to our internal guide Dr. Kirti Mathur, IIPS, for his valuable guidance and support and continuously inspired us for the progress of the project. We thank him for his valuable suggestions towards our project, which helped us in making this project more efficient and user friendly.

We thank and acknowledge each and every ones efforts that helped us in some or the other way for small and significant things.

Lastly we thank our parents who always motivated and stood by us without their blessing and constant support the project can't be completed within due period.

# Abstract

We often make social network connection which we never use and create a whole messy bunch. So here is “Eventus”, a temporary network so that you can actually interact with people in events and make new connections who either share common interest or who at least have more probability to get used. One of the main features of the “Eventus” is that it offers to create team-events with real time scoreboard.

Thus you can create the team-events, conferences or party kinds of event to get connected with the people in an event.

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# 1 INTRODUCTION

## 1.1 Problem Definition :

In todays fast paced world you need to get socially connected to people more often. Connecting to the peoples which share common interest helps you increase your productivity in professional life. Events have always been the best way to meet new peoples with same and a variety of interest, interact with them and get socially connected for your future .However not everyone you meet in event is the one who you want to get connected, nor you want to connect to totally unknown persons. While in events once you get introduced to some people, often after spending some time with them you choose your buddies you want to be with and leave those others.

Thus there arise a need of temporary social network which let you decide which buddies to choose and who are right for you , whom to connect or not.Now Connect socially in an event and enjoy the whole event without sharing your personal details. Also there is no open free platform to create team events right now, which offers scoreboards for teams.

## 1.2 Aim :

The aim of this project is to create a temporary social network for the time of event.

## 1.3 Objective:

1. The application should be mobile responsive.
2. The application should include the accessibility
3. The application should be able to handle a lots of users.
4. The response time for application should be low.

5. The application should be easy to navigate.
6. The look and feel for application should be attractive.
7. The application should have high security , since it includes a social network.

## 1.4 Goals of the Project :

1. Let the users sign in via google, facebook or twitter.
2. Let the users facilitate to create an event.
3. Let the users "Follow" each other and view each others profile.
4. Let the users create the team in case of team events.
5. Let the users comment over events or teams.
6. Let the users "Message" if both users follow each other.
7. Let the users invite people to the events.
8. Use the gravatars or g+ picture to store the picture.
9. Use live scoreboards to give live updates of scores.

## 1.5 Benefits:

1. Single sign on prevents users to remember different user-id and password.
2. You can preserve your privacy(facebook, linkedin, g+, twitter) on other social networks.
3. You can organize the different kinds of events like parties, team-events, conference.
4. You get a real time score board for team events
5. You can only connect to those whom you want to over other social network.

## 1.6 Methodology:

The basic method to complete the project is the interactive and rapid development model based. The entire project was carried in a step-by-step manner. Following were the steps to create the project

1. Requirements Collection
2. Analysis
3. Design
4. Code
5. Test
6. Implementation

# 2. CURRENT AND PROPOSED SYSTEM

## 2.1 Current System:

The current System for organizing events is via :

- Facebook
- Google Plus
- Others(linkedIn, doAttend, etc)

All the above current system offers to create the events and call the participants or the participants can come and join the events. Each service above is permanent social network.

## 2.2 Limitations of Current System:

- Not suitable for team events
- No scoreboards
- Privacy issues.
- General purpose system

## 2.3 Proposed System:

The proposed system will have the following feature's which can be used to enjoy the events .

1. The user will login via google, facebook or twitter.
2. The user may choose or register by different id.
3. The events can be created.
4. There are 3 types of events: Team Event, conferences, party.

5. The users will be able to register their teams under an event.
6. The users will be able to follow and message each other.
7. The users can comment over the events or teams.
8. The admin of the event can invite other peoples also.
9. The system will fetch the user's pic via gravtar.
10. The user will be able to view the other users eventus profile
11. The user will have the notifications pan.

## 2.4 Objectives of proposed System:

- The objective of the proposed system is to facilitate the events via increase in communication among the participants.
- The objective of the proposed system is to support team-events.
- The objective of the proposed system is to provide scoreboards.

## 2.5 Technology to be used:

- Front End- HTML5/CSS3/JS/Jquery/twitter bootstrap library
- Back End- Python, datastore(google nosql db), AJAX/JSON
- Framework- Flask (Follows MVC)
- Libraries- Twitter bootstrap(for front end), knockout.js
- APIs- Google+, google analytics, facebook sso, twitter sso

# 3 FEASIBILITY STUDY

## 3.1 Feasibility Analysis

Feasibility study examines how beneficial is the project economically, technically and non- technically. Here we examine whether the system is feasible or not. Here is the feasibility analysis completed is shown below:

## 3.2 Economic Feasibility

Economic analysis is the most frequently used method for evaluating the effectiveness of a System. The economic analysis of the project counts for the cost effectiveness of the project. Economic feasibility requires one to make the cost benefit analysis. At this level the project may be called a demo project at desktop level. Therefore, it is not possible to measure the benefits accruing and cost of installation. Such study can be made only the project advances to a higher level.

However, this project can be regarded as economically feasible because the application uses the open source technologies , so there is no need of bearing any cost on the resources needed for the development of the system. The only cost involved in the project is the hosting cost i.e the cost acquired by the google appengine . These costs are satisfactory to incur by the organization.

## 3.3 Technical Feasibility:

Technical feasibility centers on the existing computer system and to what extent it can support the proposed system. This project is technical feasible. This is successfully satisfying the users' basic requirement. The tools and application software are used in this project are popular, easily available and quality tools.

The criteria for technical feasibility of Eventus are:

1. **Easy to use :** The users were assumed to be normal ordinary people having knowledge of simple computer operation, so ease of use is a very essential factor if we want to get the job actually done quickly.

2. **Security:** The application is highly secure. Also the application uses single sign on so no issues with username and passwords.

3. **Reliability:** The nosql database (google datastore) is considered to be the most reliable database and also the fastest and scalable. The application uses the tech like twitter bootstrap and flask-python which are highly stable.

4. **Updation** - As the project is a social network and thus might need updation from time to time.

5. **Portability:**. Since the application is webbased and runs in browser its highly portable.

6. **Extensibility:** The project is easily extensible if needed.

7. **Reusability:** The extensibility and portability of this project would make it reusable software. The techniques used with python and flask increases re -usability.

8. **Serviceability:** This project will try to provide maximum possible service to the user. In our project the technical feasibility is considered up to a great extend. This web-app is build using all the open source technologies.

## 3.4 Behavioral Feasibility:

Behavioral feasibility of system is the measure that how effective the client uses the system. It is one of the major factors of feasibility analysis. An estimate should be made of how strong a reaction the user is likely to have toward the development of a computerized system. It is a common knowledge that computer installations have something to do with turnover, transfers , retraining and changes in student's status.

The new and the proposed system is -

1. Easy to use
2. Scalable
3. Friendly Social Network

Thus behavioral feasibility is very important factor to be considered for effective working of system. The developers of the application will have to check the behavioral feasibility of the eventus.

# 4 ANALYSIS

## 4.1 Facebook Analysis:

1. Update status, photos(public, private, protected)
2. Share the things(like photos, status)
3. Add basic profile info(Name, work, education, DOB, profile pic)
4. Like the activities(like photos, status, comments)
5. Message the person/persons
6. Create the events/groups.
7. Invite people in the events
8. Notifications of activities in events/groups.
9. News feed and add or delete friends

## 4.2 Google Plus:

1. Update status(in circles )
2. Update photos
3. Create/Share events
4. Add the location of the event
5. Message the users
6. Invite the people in events
7. Comments are allowed in events.

## 4.3 LinkedIn :

1. Can only be used to inform people about the event
2. Can used to create open groups
3. Get connected to people over professional network.

# 5 DESIGN

Design engineering encompasses the set of principles, concepts and practices that lead to the development to the high quality system design principles establish an overriding philosophy that guides the designer in the work that is performed. Design concepts must be understood before the mechanics of design practice are applied, and design practice itself leads to the creation of various representation of the software that serves as the guide for the construction activity that follows.

## 5.1 Design Concept:

A set of fundamental design concepts has evolved over the history of software engineering. Although the degree of interest in each concept has varied over the years, each has stood the test of time. Each provides the software designer with a foundation from which more sophisticated Design methods can be applied.

Design concepts are follows:-

1. **Abstraction** – Yes provided in the application.

2. **Architecture** – The app is built on MVC and MVVM architecture.

3. **Patterns** – The app follows the design pattern provided by the flask web framework.

4. **Modularity** : The application is modular and thus easy to modify.

5. **Information hiding** : The secret keys, and sercurity information is hided

from the users of the application.

6. **Functional independence** :The modules of the application are functional independent . For ex , login function is independent if create event function.

7. **Refinement** : The application modules can be refined as of the time and technological advancement.

## 5.2 Diagrams

## 5.3 Use Case Diagrams

## 5.4 Activity Diagram

## 5.5 Interface Design:

User interface design or user interface engineering is the design of computers, appliances, machines, mobile communication devices, software applications, and websites with the focus on the user's experience and interaction. The goal of user interface design is to make the user's interaction as simple and efficient as possible, in terms of accomplishing user goals—what is often called user-centered design. Good user interface design facilitates finishing the task at hand without drawing unnecessary attention to it. Following are some of the features listed:

- Single click sign on using single sign on via google, facebook, twitter.
- Quick creation of events
- Quickly Addition of team-events
- Easy to follow interface,

- The interface is intutive
- The application is mobile responsive hence supports any kinds of device
- The application includes accessibility which increase the use of the app for people with low vision.
- Secured interface
- Quick response of the application

Below are the snapshots included:

# 6 TESTING

Software Testing is an empirical investigation conducted to provide stakeholders with information about the quality of the product or service under test, with respect to the context in which it is intended to operate. Software Testing also provides an objective, independent view of the software to allow the business to appreciate and understand the risks at implementation of the software It can also be stated as the process of validating and verifying that a software program/application/product meets the business and technical requirements that guided its design and development, so that it works as expected and can be implemented with the same characteristics.

Testing begins in the small and progresses to the large by this we mean that early testing focuses on a single component or a small group of related components and applies test to uncover errors in the data & processing logic that have been encapsulated by the components.

## 6.1 Scope of Testing:

A primary purpose for testing is to detect errors so that defects may be avoided. Testing cannot establish that a product functions properly under all conditions but can only establish that it does not function properly under specific conditions. The scope of software testing often includes examination of code as well as execution of that code in various environments and conditions as well as examining the aspects of code: does it do what it is supposed to do and do what it needs to do. In the current culture of software development, a testing organization may be separate from the development team. There are various roles for testing team members. Information derived from software testing may be used to correct the process by

which software is developed.

## 6.2 White Box Testing:

The White Box testing or Structural testing performs close operation of procedural details. They test the software logical path by having test cases exercising specific sets of conditions and loops. White Box testing is done in the project to remove the errors.

All modules path have been exercised at least once.

- Exercised on logical decisions.
- Executed all loops at their boundaries and within their operational bounds.
- Exercised internal data structure to ensure their validity.

## 6.3 Black Box Testing:

In Black Box testing or functional testing test cases are decided. Test cases are decided on the basis of the requirements or the specifications of the program or module.

- Black Box testing is done in the project to remove the errors:
- Incorrect or missing function.
- Interface errors.
- Errors in data structures or external database access.
- Behavioral or performance error.
- Errors in initiation & termination

## 6.4 Unit Testing:

Unit testing focuses on verification efforts of the smallest grid of software designing i.e. a software component or module is tested. This testing is done at the coding phase. This testing uses procedural design as guide to test major controls path and uncovers errors within the module boundary.Following tests were performed during unit test:

**a) Module Interface Testing**:

Module interface was tested to ensure information flow in and out of the program Unit.

**b) Local Data Structure Testing**:

Local Data Structure were tested to ensure that data store temporally maintain their Integrity during all steps in algorithm execution.

**c) Boundary Condition Test**:

Boundary Conditions were tested to make sure that the modules operate properly at Boundaries.

**d) Independent Path Test**:

All independent paths through control structure were checked to make sure that all Statements in a module have been executed.

**e) Error Handling Path Test:**

Error handling path test was performed to handle exceptions

## 6.5 Integration Testing:

Integration testing is done to tackle the problem of interface i.e. putting all the interfaces together. When the separate modules are put together and work in an integrated manner, this testing is performed. This testing is a Systematic technique.

This testing is performed to check that data should not be lost across an interface. The objective is to take unit tested modules and build a program structure that has been dictated by design. Regression**:** Regression was done to ensure proper working of each module with the whole system. Each module was embedded in the system and the whole tested for integrity.

## 6.6 System Testing :

Integration testing System testing is done when the entire system has been fully integrated. The purpose of the system testing is to test how the different modules interact with each other and whether the system provides the functionality that was expected. Security**:** Security was added to the system by making it single sign on so that users do not need to worry about the security.

# 7 CONCLUSION

After developing this beautiful and useful app, now the events can be organized ,felt and enjoyed in a different way. The communication barrier among the people in an event is hopefully reduced. Also the privacy of people is preserved and thus encourage them to enjoy hazel free events.

The application in future will be extended to share files via google drive, upload photos, upload you tube video links. Also the integration of google maps is possible.

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