A

Report On

# "App for Event Management System"

## Under the subject

### 'Mobile Application Development[22617]'

## Submitted by

| Sr. No | Enrollment No | Name of the student |
|--------|---------------|---------------------|
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## Under the guidance of

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# 1.0 Rationale

Event management is the application of project management to the creation and development of large-scale events such as festivals, conferences, ceremonies, weddings, formal parties, concerts, or conventions. It involves studying the brand, identifying its target audience, devising the event concept, and coordinating the technical aspects before actually launching the event.

In this project we have implemented Event Management System using Android Language and develop the android application. The app consists of a database connectivity. The application consists of different activities such as AddVender, AdminActivity, ListAll_Event_Register_Activity, ListAllVendorActivity, ListUserAllActivity.

# 2.0 Aim of the project

This micro-project aims were

1. To analyze working of Event Management System.
2. To address importance of Android Language.
3. To study Android Language.
4. To implement App for Event Management System using Android.

We have achieved all the aims which were decided at the start of the project. We have completed the project with achieving all the aims at the completion.

# 3.0 Course Outcomes Achieved

a) Interpret features of Android Operating System.
b) Develop rich user Interfaces by using layouts and controls.
c) Use User Interface components for android application development.
d) Create Android application using database.
e) Publish Android Applications.

# 4.0 Literature Review

| Author (Publication) | Contribution | Conclusion |
|---|---|---|
| Jianye Liu, Jiankun Yu(IEEE Xplore) | This paper consisted of the information about digital Android Programming. | We used this paper to understand the concept of Android Programming. |
| N Verma (Ri Publications) | This paper explains the features of Android Studio. | We used this paper to understand features of Android Studio. |
| Jawed Ahmed(Journal of Telecommunication) | This paper explains importance of Android. | We used this paper to understand the applications of Android. |

| Amir Saleem (IJCSMC) | This research paper contained information about Event Manager and its implementation. | We used this paper to study the Event manger and its implementation using Android. |
|---|---|---|
| Lizeth Chandi, Catarina Silva (Research Gate) | This paper gives characterization of current mobile application development processes based on a practical experience | We used this paper to learn the current development process of android applications. |
| Kishore Baktha (IJCSMC) | This research paper includes all the steps and guidelines for successful creation of Mobile app. | We used this paper to understand all the guidelines for successful creation of Mobile app. |

**Table 1- Literature Review**

## 5.0 Actual procedure followed

Actual procedure followed during the project is mentioned in the table below with the planned start date and completed finish date.

| Sr. No. | Details of Activity | Planned Start Date | Completed Finish Date | Name of responsible Team Members |
|---|---|---|---|---|
| 1. | Collecting information about Event Management System. | 16/12/2019 | 25/12/2019 | 1. Patil Pratik 2. Pawar Vivek |
| 2. | Understanding concepts of Android Language. | 26/12/2019 | 02/01/2020 | 1. Pratik Patil 2. Kare Abhilash 3. Pawar Vivek |
| 3. | Designing the Event Management System | 03/01/2020 | 08/01/2020 | 1. Patil Pratik 2. Pawar Vivek |
| 4. | Implementing functionality of android applications | 09/01/2020 | 20/01/2020 | 1. Pawar Vivek 2. Kare Abhilash |
| 5. | Connecting android application to the database | 21/01/2020 | 03/02/2020 | 1. Pratik Patil 2. Kare Abhilash 3. Pawar Vivek |
| 6. | Observing Output | 05/02/2020 | 13/02/2020 | 1. Pratik Patil 2. Kare Abhilash 3. Pawar Vivek |
| 7. | Preparing final project report | 14/02/2020 | 22/02/2020 | 1. Patil Pratik 2. Kare Abhilash |

**Table 2- Actual procedure followed**

## Program Code

- **Activity_main.xml**

```xml
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:background="@android:color/black"
    android:layout_height="match_parent"
    tools:context=".MainActivity">
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Event Manager"
        android:textSize="25sp"
        android:textColor="@android:color/white"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintLeft_toLeftOf="parent"
        app:layout_constraintRight_toRightOf="parent"
        app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayoutt
```

- **MainActivity.java**

```java
package com.darkness.eventmanager;
import androidx.annotation.RequiresApi;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Build;
```

```java
import android.os.Bundle;

import android.os.CountDownTimer;

import android.view.Window;

import android.view.WindowManager;

public class MainActivity extends AppCompatActivity {

    ////////////////////////////////////////

    //                                    //

    //     Created By Pratik Patil        //

    //        Date 20/02/2020             //

    //                                    //

    ////////////////////////////////////////

    @Override

    protected void onCreate(Bundle savedInstanceState) {

        super.onCreate(savedInstanceState);

        setContentView(R.layout.activity_main);

        startTimerForSplashScreen();

    }

    private void startTimerForSplashScreen() {

        new CountDownTimer(2000,1000){

            @Override

            public void onTick(long millisUntilFinished) {

            }

            @Override

            public void onFinish() {

                startActivity(new Intent(MainActivity.this,EventDisplayerActivity.class));

                MainActivity.this.finish();

            }

        }.start();

    }

}
```

# 6.0 Actual Resources Required

The resources used during the completion of project are mentioned in the below table:

| Sr. No. | Name of resources material | Specifications | Quantity | Remarks |
|---|---|---|---|---|
| 1. | YouTube | MP4-file format, 640 x 360 pixels | 1 | |
| 2. | Microsoft Word | 2010 version | 1 | |
| 3. | Laptop | Dell, RAM 8 GB, Harddisk 1 TB, i3 processor | 1 | |
| 4. | Android Studio | android-studio-ide-191.6010548-windows | 1 | |
| 5. | SQLite | SQLite Software | 1 | |

**Table 3- Resources required**

# 7.0 Outputs of the Micro-project



*Fig 1 : App with its icon*
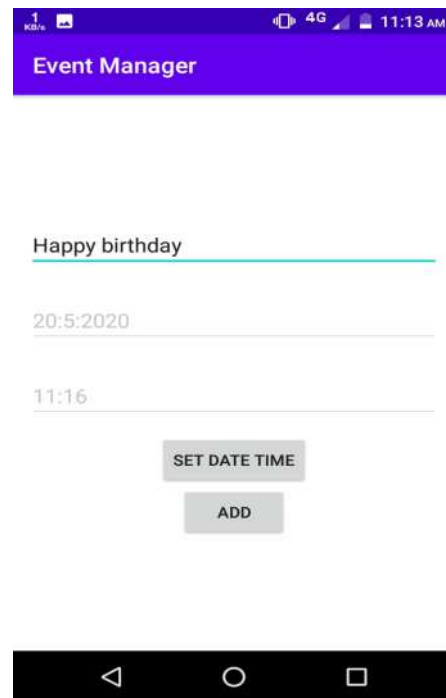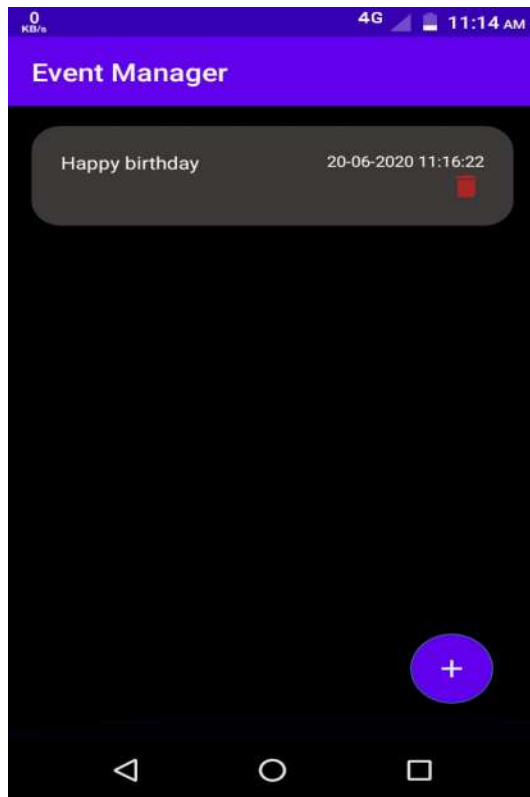


*Fig 2 : Setting of Event*

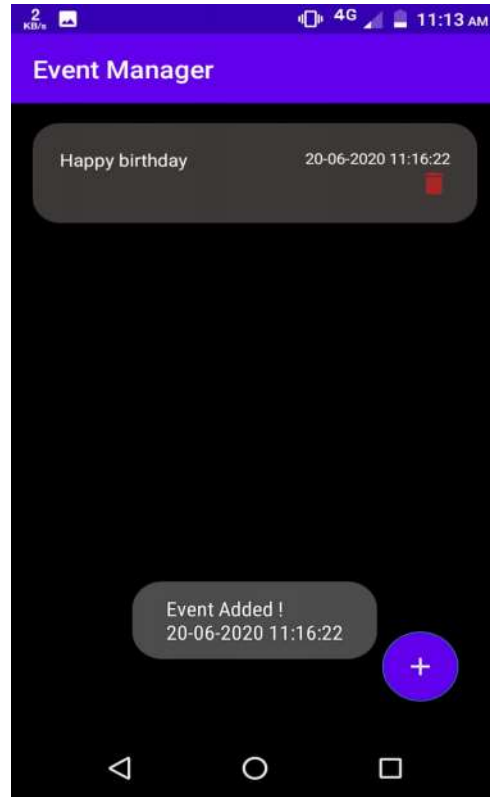*Fig3. Message displayed after adding Event*

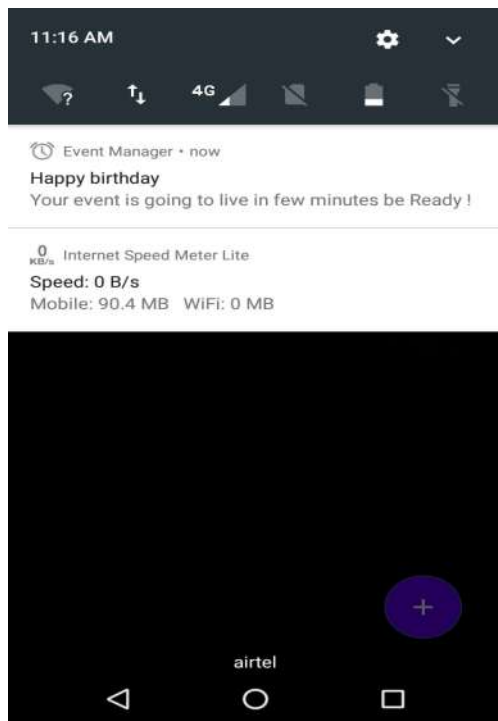

*Fig4. Activity displaying the Event*



*Fig5. Notification shown before Event*



*Fig6. Activity shown just before Event*

## 8.0 Skill Developed/ learning out of this Micro-Project

We learnt,

1. Analyzing real world applications using Android Language.
2. Importance of Android application development.
3. Developing Event Management System with database connectivity.
4. Efficient communication skills.
5. Working as a team.
6. Developing leadership qualities.

## 9.0 Applications of the Project

1. This project can be used in the implementation of User Interface components for android application development.
2. The project can be also used to understand the concept of features of Android Operating System.
3. The project can be used in learning and developing Android Applications

**Subject Teacher**

**Mrs. Gaikwad K. K.**