EVENT MANAGEMENT SYSTEM

INDUSTRIAL TRAINING PROJECT REPORT

SUBMITTED IN PARTIAL FULFILMENT OF THE REQUIREMENTS
FOR THE AWARD OF THE DEGREE OF

BACHELOR OF TECHNOLOGY
INFORMATION TECHNOLOGY

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Abstract

This project is an Event management system that is implemented on a website. It is basically for the college events like star night, annual day, sports meet and tech fest in college. This project gives features to organize, planning and keep record of different events by using the same platform . This project is capable of providing all the important access to the admin and all the people related to a particular event. It gives Event Manager access to see participants and guest list.

Also, students will be able to take participate in any event. This project will reduce paperwork and manpower hence creating a hassle-free way of managing an event. Volunteer can be invited and duties can be assigned to them also revenue collection can be monitored through this platform. The purpose of creating this project is to digitalize the processes involved in an event, also it is easy to access so one can access it anytime and anywhere and perform a manage an event. It provides most of the basic functionality required by any event manager to smoothly run the event.

This is to satisfy the needs of event manager as well as participants of event. They can enter their data and register for the event. This data is then sent to administrator which in turn can contact the participants

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LIST OF ACRONYMS

OOD	Object Oriented Design
DFD	Data flow diagram
ER MODEL	Entity Relationship Model
UML	Unified Modeling Language
HTML	Hypertext markup language
CSS	Cascading style sheet
JS	JavaScript
PHP	Hypertext Preprocessor

CHAPTER 1 INTRODUCTION

1.1 INTRODUCTION TO PROJECT

Event Management System is the basically for creation and development of large scale events in college. It manages the events like star night, annual day, sports meet and tech fest in college. The process of planning and coordinating the event is usually referred to as event planning and which can include budgeting, scheduling, collection of money for events, manage event in particular branch and streams, manage team for sports meet, manage resources for tech fest, polling booth for sat night event. It keeps the records of various activities regarding all these event like event budget , event planning and polling booth. To manage all these activities and all the events in same platform we have developed this software. In this system, admin should have strong network contacts of service provider. These contacts are essentially providers of specific services who can be mobilized quickly to participate in any given event.

To make an event successful event manager needs different service provider like Sound systems services, Lighting providers, Canteen services, stage construction and so on. As in events in college collection of money from students, budget planning, selling tickets and provide polling booth so that they can choose their favourite singer for star night all of these are very hard to handle. So this system helps to manage them all easily and in a planned way.

In present system Event company has to do all management work manually. They keep all payment information on papers. There is no system to check the past expenses on any event. To do this they have to check payment register and this task is very time consuming and tire some.

Keeping this entire problem in mind we have developed this system. This system helps the event management company to manage their paper work online and they can also retrieve report of last event they have completed. Also this portal is designed keeping in mind several issues that are faced by event managers in executing any event successfully.

It has three module i.e. Admin module, Organizer & Student module. This module and their respective objectives can be explained as follows:-

Admin Module:

- Add courses.
- Add streams.

- Manage sessions.
- Select event type.
- View event details.
- Add student and view student details.
- Add organizer and view organizer details.
- Allocate event.
- Add organizer.
- Manage charges.

Organizer:

- Check event.
- View and approve event requests.
- Manage team and collection list.
- Manage practice venue.

Student:

- Login.
- Participation.

1.2 PROJECT CATEGORY

INTERNET BASED

Internet based projects are projects/application which are deployed on world wide web (Internet). The database will be saved and assessed form an online server. It need internet connectivity and a browser for using the functionality of the application.

Benefits of using internet based application

- Accessibility across devices for users.
- Customization for different devices.
- Maintenance headaches removed.
- Increased flexibility and scalability.
- Protecting your data

1.3 OBJECTIVES

The main objective of the Project on Event Management System are as follow:-

- To computerized the manual system and reduce manual work for managing the different types of events in college.
- To provides same platform to manage different events.
- To develop a system that effectively manages all the data related to the various events that take place in an organization. The purpose is to maintain a centralized database of all event related information.

1.4 PROBLEM FORMULATION

While making Event management system, we faced following problems

- Collection of data of college like streams, courses, students, staff etc.
- Making of budget plan for the events.
- Finding out the top best list of resource and supplies like catering, music system, tents, chairs, stages for the different types of events.
- Inserting huge data in the database.
- Facing errors while implementing code using Laravel.
- Choosing suitable versions for Laravel, XAMPP, PHP so that they can properly with each other .

1.5 IDENTIFICATION/REORGANIZATION OF NEEDS

In any event many service providers work simultaneously and it is very hard to manage these providers. It is also important for event organizer that he has all the contacts details of these service providers so that he can contact them any time to plan an event at given time. In present system Event Company has to do all management work manually. They keep all payment information on papers. There is no system to check the past expenses on any event. And for resolving all these issues we need to design Event management system so that it should be easy to organize and manage different event in college.

1.6 EXISTING SYSTEM

In the current scenario, the existing system has many flaws which make it inefficient to carry on with it. Event management work of the referred company is done manually. It becomes

difficult maintaining all details of events, customers and the services. The execution of the event sometimes delays due to some unmanageable obstruction in planning. Fdesign Some Common Mistakes.

- It is time consuming as the system is handled manually.
- Assurance of data security is not given.
- In long run, it is difficult to maintain records.
- Manpower requirement is huge.
- It is hectic to handle the huge transaction

1.7 PROPOSED SYSTEM

The proposed system is computerized and has been developed using advance language therefore it gives more facilities than present system.

- Easier Access.
- Increased efficiency and reliability.
- It reduces the workload of user and it is also a time saving process.
- Easy to use.
- The information about any event can be easily retrieved.
- The system maintains all records easy.
- The proposed system provide facilities for the different types of event organize in college like tech fest, star night, annual day, sports meet in single platform.

1.8 UNIQUE FEATURES OF THE SYSTEM

The unique features of Event Management System are as follow

- It provides single platform to organize different types of events in college.
- To reduce problems that usually happen in an event.
- For secure submission of data online.
- It gives real-time results.
- It saves lots of time.
- It is easy to use and fast to implement.
- Quick and easy registration for participants.
- It is web based and easy to access information from anywhere on their devices.

1.9 HARDWARE/SOFTWARE REQUIREMENTS

For this project minimum hardware and software requirement are listed below: The hardware Requirements stated above are recommended for the optimum possible performance of the new system (computerized system).

1.9.1 HARDWARE REQUIREMENTS

Table 1.1 Hardware Requirements

Processor	:	Intel dual Core ,i3
Memory	:	1 GB RAM
Display	:	14'' LCD
Hard disk Drive	:	80 GB

1.9.2 SOFTWARE REQUIREMENTS

Table 1.2 Software Requirements

Operating System	:	Windows XP/7/8/10
Environment	:	Laravel
Database	:	MySql
Server	:	Apache Xampp 3.3.0

CHAPTER 2 REQUIREMENT ANALYSIS AND SYSTEM SPECIFICATION

2.1 FEASIBILITY STUDY

Feasibility study is conducted once the problem is clearly understood. Feasibility study is a high-level capsule version of the entire system analysis and design process. The objective is to determine quickly at a minimum expense how to solve a problem. The purpose of the feasibility study is not to solve the problem but to determine if the problem is worth solving. The system has been tested for feasibility in the following points.

- Technical Feasibility
- Economical Feasibility
- Operational Feasibility.

1) Technical Feasibility: As this project is made in Laravel language therefore it is platform independent, robust, secure. Also, Sublime text the tool used for making this project is an open-source integrated development environment. It supports development of all Laravel applications types out of box.

All the functions of the packages are provided by modules. Each module provides a well-defined function, such as support for Laravel language. Sublime text contains all the modules needed for Laravel development in a single download, allowing the user to start working immediately. Therefore, it shows that the project is technically.

2) Economical Feasibility: In making recommendations a study of the economics of the proposed system should be made. Even though finding out the costs of the proposed project is difficult we assume and estimate the costs and benefits as follows.

This project is economically feasible as there is no need of extra manpower to make this project. Also, the tools used for this project is freely available on interest so there is no cost associated with it.

3) Operational Feasibility: A proposed system is beneficial only if it can be turned into an information system that will meet the operational requirements of an organization. A system often fails if it does not fit within existing operations and if users resist the change.

The system is operationally feasible as it very easy for the End user to operate it. It only needs basic information about Windows platform.

2.2 SOFTWARE REQUIREMENT SPECIFICATION DOCUMENT WHICH MUST INCLUDE THE FOLLOWING:

2.2.1 Data Requirement

Data requirements are prescribed directives or consensual agreements that define the content and/or structure that constitute high quality data instances and values. Data requirements can thereby be stated by several different individuals or groups of individuals.

The following data is required for the Event Management System

- All the data of college like courses, streams, students , staff etc.
- Catering service providers.
- Tent, chairs, stage suppliers.
- Singer's charges for star night.
- Information about sports for the sport event.
- Volunteers list.
- Budget scaling of all the events.

2.2.2 Function Requirements

- **Organize event**- An organizer can select the type of event and organize it accordingly.
- **Manage resources and supplies**- In this, all the resources and supplies are managed.
- **Singer booking**- Shows list of singers and have access to booking any singer from them.
- **Polling booth**- Provide polling booth to students so that they can vote for their favourite singer for star night.
- **Student registration**- Student can register themselves for the sport meets and participation in annual day as well as tech fest.
- **Records**- Shows the list of students, staff, participants, branches and other information about the event.

2.2.3 Performance Requirements

Performance is measured in terms of the output provided by the application. Requirement specification plays an important part in the analysis of a system. Only when the requirement specifications are properly given, it is possible to design a system, which will fit into required

environment. This is because the requirements have to be known during the initial stages so that the system can be designed according to those requirements. It is very difficult to change the system once it has been designed and on the other hand designing a system, which does not cater to the requirements of the user, is of no use. The requirement specification for any system can be broadly stated as given below:

- The system should be able to interface with the existing system
- The system should be accurate
- The system should be better than the existing system

2.2.4 Dependability Requirement

In systems engineering, dependability is a measure of a system's availability, reliability, maintainability, and in some cases, other characteristics such as durability, safety and security. In real-time computing, dependability is the ability to provide services that can be trusted within a time-period.

- New modules can be added easily.
- Response time is quite faster.

2.2.5 Maintainability Requirement

Maintainability defines the time required for a solution or its component to be fixed, changed to increase performance or other qualities, or adapted to a changing environment. Like reliability, it can be expressed as a probability of repair during some time.

- In future, new modules can be easily added and maintained.
- Different parts of modules can be easily repaired.

2.2.6 Security Requirement

A security requirement is a statement of needed security functionality that ensures one of many different security properties of software is being satisfied. Security requirements are derived from industry standards, applicable laws, and a history of past vulnerabilities.

The web server and database server should be protected from hacking, virus etc. The system is secure, admin, organizer and student can login to their account by using their login detail. No one can access others account without knowing their login details.

2.3 SDLC MODEL TO BE USED

A software development life cycle (SDLC) model is a conceptual framework describing all activities in a software development project from planning to maintenance. This process is associated with several models, each including a variety of tasks and activities. Software development is a cumbersome activity requiring proper identification of requirements, their implementation, and software deployment.

The major software development activities include:

1. **Requirement extraction:** The client has a vague idea of what is required. After a thorough analysis of the requirements and planning steps to reach the target, the abstract client idea is put into practice by a group of software engineers.
2. **Software description:** Describes that the software is the next step in the process.
3. **Abstract system representation:** Is created to confirm that it meets the requirements of the product and interfaces with other software products together with the underlying hardware.
4. **Client requirements:** Implemented through the code programmed by software engineers.
5. **Code testing:** The code is tested to make sure it is free of bugs and adheres to the client requirements.
6. **Documentation of the internal design:** For future product maintenance and enhancement.
7. **Maintenance:** It is performed to change the system architecture according to future needs. This may require the addition of code or alteration of the existing code.

ITERATIVE MODEL

In this Model, you can start with some of the software specifications and develop the first version of the software. After the first version if there is a need to change the software, then a new version of the software is created with a new iteration. Every release of the Iterative Model finishes in an exact and fixed period that is called iteration.

The Iterative Model allows the accessing earlier phases, in which the variations made respectively. The final output of the project renewed at the end of the Software Development Life Cycle (SDLC) process.

The various phases of Iterative model are as follows:

1. Requirement gathering & analysis: In this phase, requirements are gathered from customers and check by an analyst whether requirements will fulfil or not. Analyst checks that need will achieve within budget or not. After all of this, the software team skips to the next phase.

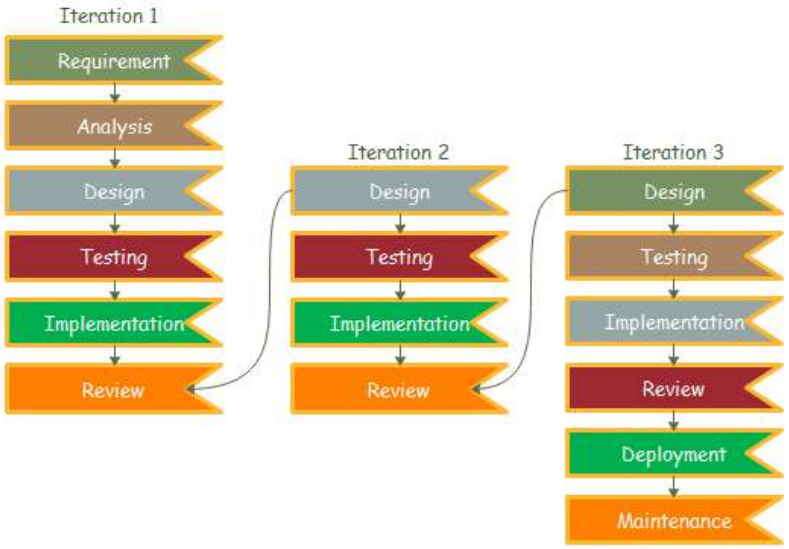


Fig 2.1 : Iterative model

2. Design: In the design phase, team design the software by the different diagrams like Data Flow diagram, activity diagram, class diagram, state transition diagram, etc.

3. Implementation: In the implementation, requirements are written in the coding language and transformed into computer programmes which are called Software.

4. Testing: After completing the coding phase, software testing starts using different test methods. There are many test methods, but the most common are white box, black box, and grey box test methods.

5. Deployment: After completing all the phases, software is deployed to its work environment.

6. Review: In this phase, after the product deployment, review phase is performed to check the behaviour and validity of the developed product. And if there are any error found then the process starts again from the requirement gathering.

7. Maintenance: In the maintenance phase, after deployment of the software in the working environment there may be some bugs, some errors or new updates are required. Maintenance involves debugging and new addition options.

C HAPTER 3 SYSTEM DESIGN

3.1 DESIGN APPROACH

Object Oriented Design (OOD)

An analysis model created using object oriented analysis is transformed by object oriented design into a design model that works as a plan for software creation. OOD results in a design having several different levels of modularity i.e., The major system components are partitioned into subsystems (a system level "modular"), and data their manipulation operations are encapsulated into objects (a modular form that is the building block of an OO system.). Shows a design pyramid for object oriented systems. It is having the following four layers.

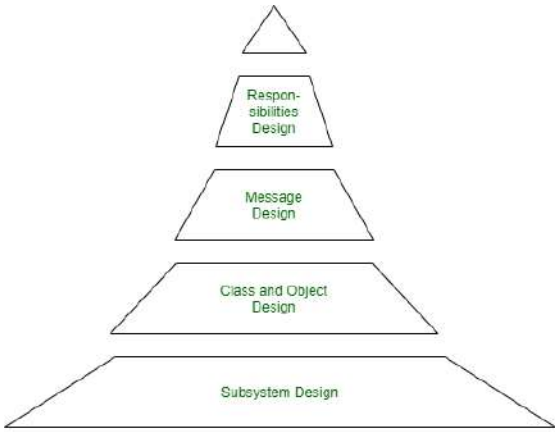


Fig 3.1 : Object Oriented Design Pyramid

1. The Subsystem Layer : It represents the subsystem that enables software to achieve user requirements and implement technical frameworks that meet user needs.

2. The Class and Object Layer : It represents the class hierarchies that enable the system to develop using generalization and specialization. This layer also represents each object.

3. The Message Layer : It represents the design details that enable each object to communicate with its partners. It establishes internal and external interfaces for the system.

4. The Responsibilities Layer : It represents the data structure and algorithmic design for all the attributes and operations for each object.

The Object Oriented design pyramid specifically emphasizes specific product or system design. Note, however, that another design layer exists, which forms the base on which the pyramid rests. It focuses on the core layer the design of the domain object, which plays an important role in building the infrastructure for the Object Oriented system by providing support for human/computer interface activities, task management.

3.2 DETAIL DESIGN

The design phase of software development deals with transforming the customer requirements as described in the SRS documents into a form implementable using a programming language. The software design process can be divided into the following three levels of phases of design:

- Interface Design
- Architectural Design
- Detailed Design

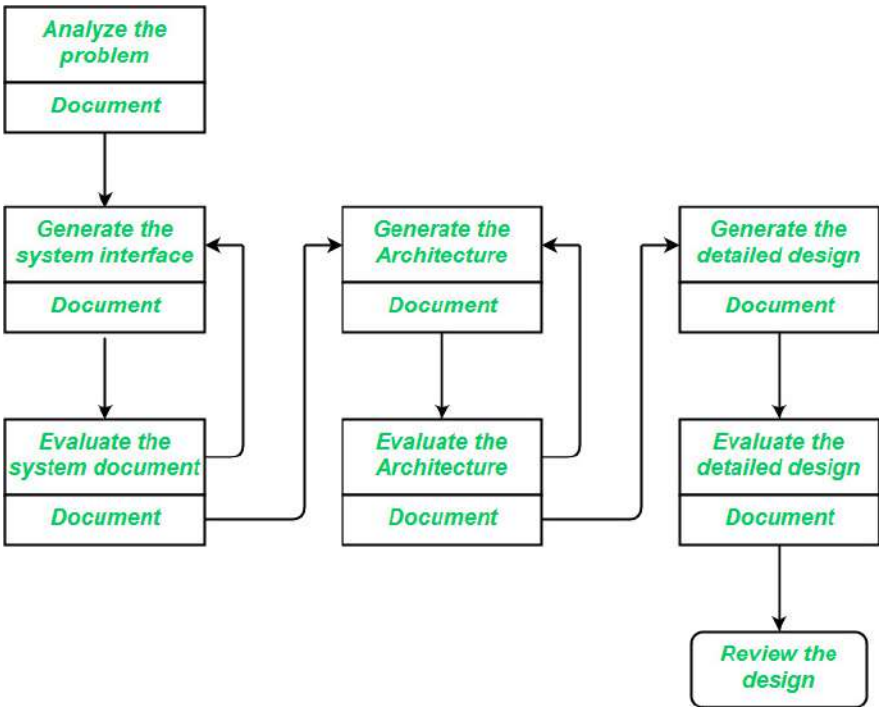


Fig 3.2 : Phases of design

Detailed Design:

Design is the specification of the internal elements of all major system components, their properties, relationships, processing, and often their algorithms and the data structures.

The detailed design may include:

- Decomposition of major system components into program units.
- Allocation of functional responsibilities to units.
- User interfaces
- Unit states and state changes
- Data and control interaction between units
- Data packaging and implementation, including issues of scope and visibility of program elements
- Algorithms and data structures

3.3 SYSTEM DESIGN USING VARIOUS STRUCTURED ANALYSIS AND DESIGN TOOLS

3.3.1 SYSTEM DESIGN

This chapter contains the various designs related aspects of our project. These designs will include Layered diagrams, Data Flow Diagrams (DFDs), Entity-Relationship diagrams (ER), structure of the database, and the interface designs in the form of snapshots.

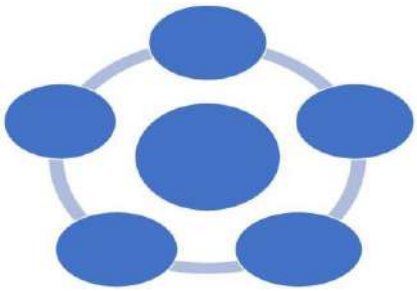


Fig 3.3 : System Design

Introduction to System Design

After the analysis phase we have with us the details of the existing system and the requirements of the user for the new system. This phase diverts focus from the problem domain to the solution domain. It acts as a bridge between the requirement phase and its solution. The design phase focuses on the detailed implementation of the system recommended in the feasibility study. Emphasis is on translating performance specifications into design specifications.

The series of steps for successful system development are given below:

a) Study problem completely because first of all I should know the goal, which I have to achieve. I should see what kind of output I require and what kind of input I give so I can get the desired output from system output from system. It is very challenging step of system development.

b) According to the output requirement of system the strength of various databases should be design.

c) Next, I should know what kind of program i should develop, which will lead us to reach final goal.

d) Then I write this individual program, which later on joining solve problem.

e) Then I test these programs and make necessary correction in them to achieve target of program.

f) At last combining all these problems in the forms of a bar in the menu of windows, this will complete software package for general insurance.

3.3.2 DFD

The process design phase focuses on the detailed implementation of the system recommended in the feasibility study. It is the transformation from user-oriented document (system proposal) to a document oriented to the programmers or database personnel.

TYPES OF DFD-

Data Flow Diagrams are of two types as follows:

1.Physical DFD

2.Logical DFD

1. PHYSICAL DFD

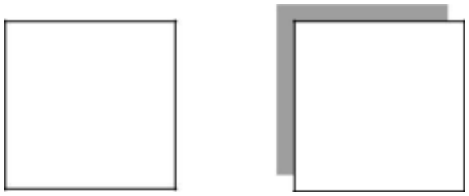
Structured analysis states that the current system should be first understand correctly. The physical DFD is the model of the current system and is used to ensure that the current system has been clearly understood. Physical DFDs shows actual devices, departments, and people etc., involved in the current system.

2. LOGICAL DFD

Logical DFDs are the model of the proposed system. They clearly should show the requirements on which the new system should be built. Later during design activity this is taken as the basis for drawing the system's structure charts.

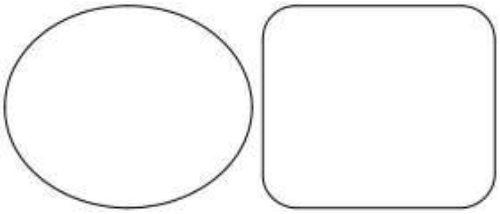
DFD SYMBOLS: -

a). Square: - A square defines a source or destination of system data.



b). Arrow: -An arrow identifies data.

c). Circle or Bubble: - It represents a process that transforms incoming data flow(s) into outgoingdata flow(s).



In our system, I have made DFD which explains the working of the whole system.

DATA FLOW DIAGRAMS

DFD level 0

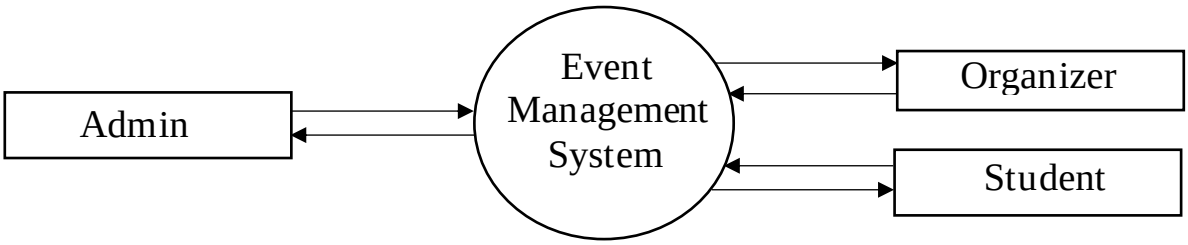


Fig 3.4 : DFD level 0

DFD level 1

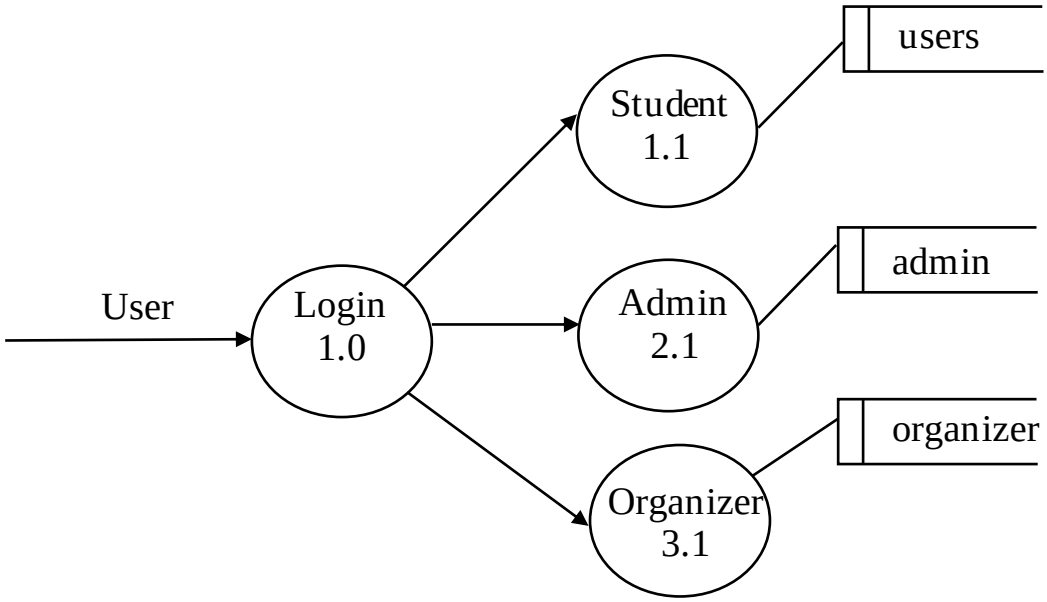


Fig 3.5 : DFD level 1

DFD level 2

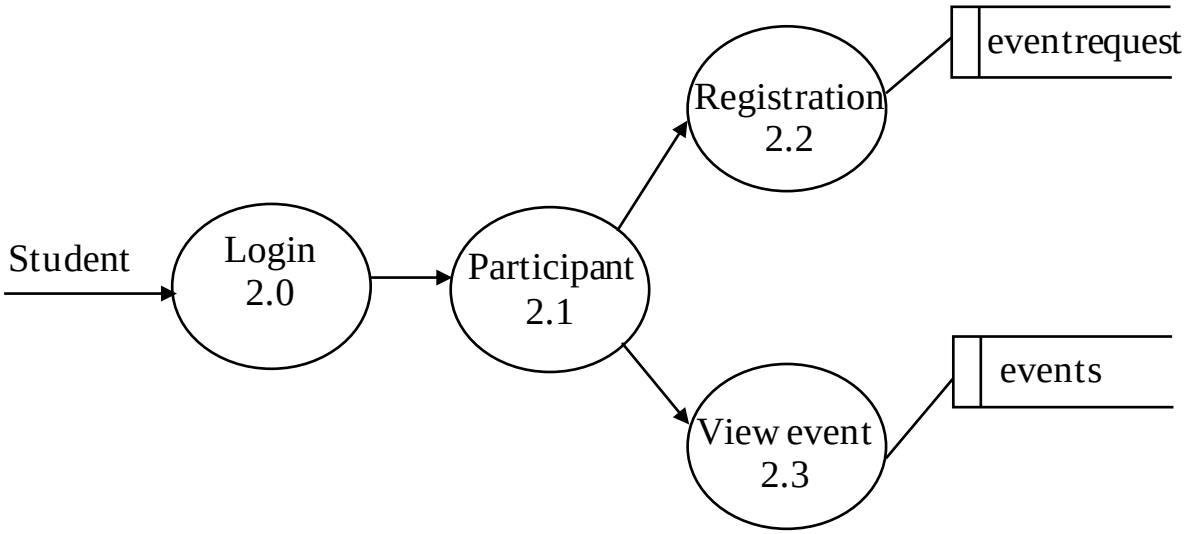


Fig 3.6 : DFD level 2

DFD level 3

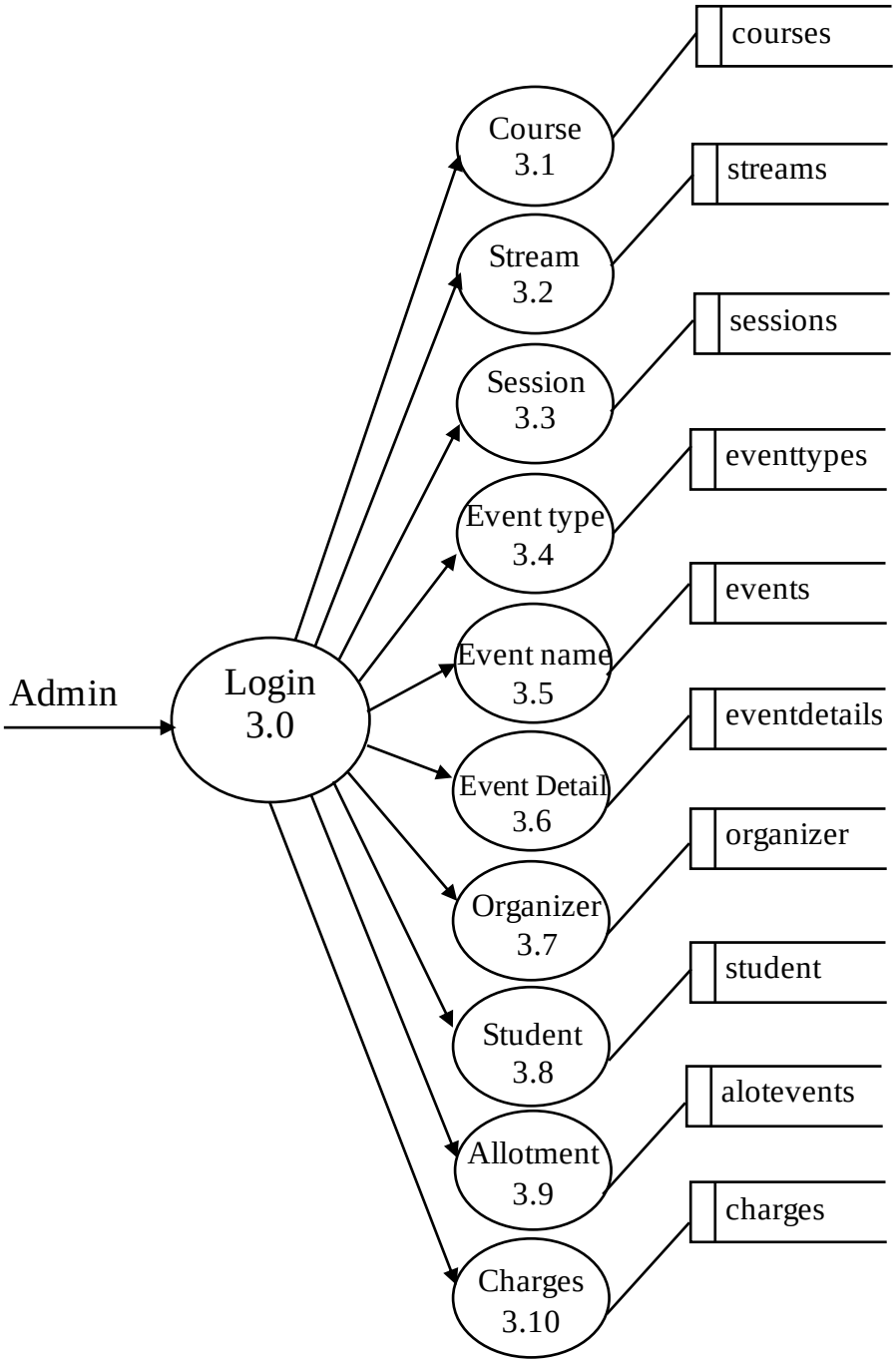


Fig 3.7 : DFD level 3

DFD level 4

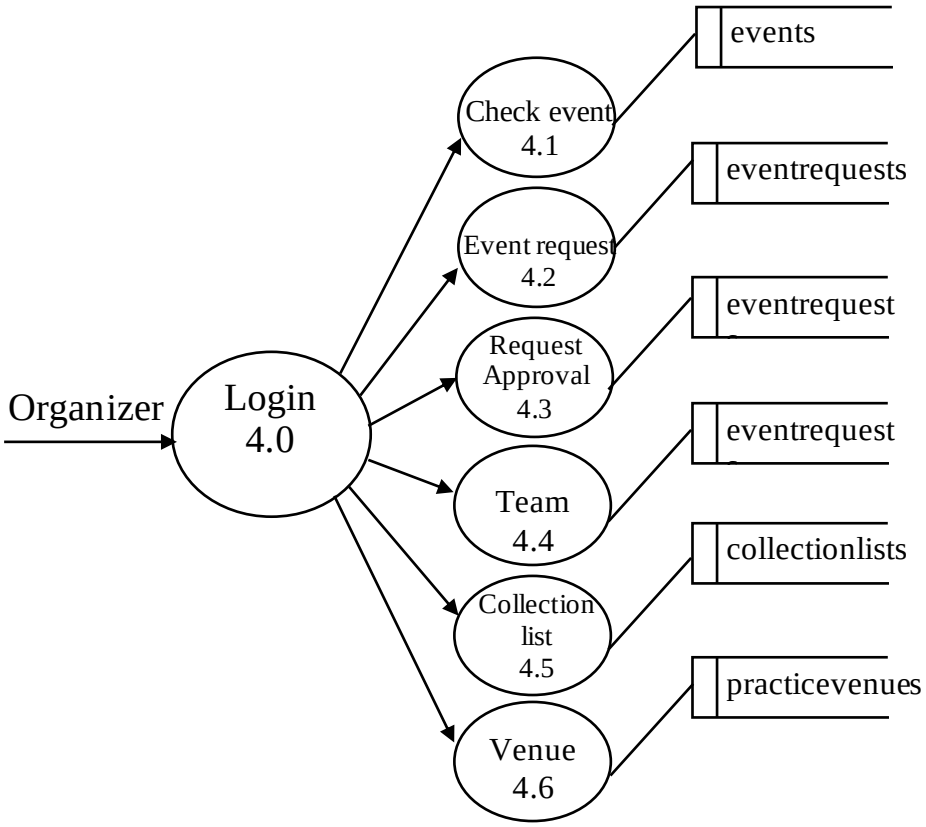


Fig 3.8 : DFD level 4

3.3.3 UML DIAGRAM

- The UML stands for Unified modeling language, is a standardized general-purpose visual modeling language in the field of Software Engineering. It is used for specifying, visualizing, constructing, and documenting the primary artifacts of the software system. It helps in designing and characterizing, especially those software systems that incorporate the concept of Object orientation. It describes the working of both the software and hardware systems.
- In the Unified Modeling Language (UML), a use case diagram can summarize the details of your system's users (also known as actors) and their interactions with the system. To build one, you'll use a set of specialized symbols and connectors. An effective use case diagram can help your team discuss and represent:

    - Scenarios in which your system or application interacts with people, organizations, or external systems
    - Goals that your system or application helps those entities (known as actors) achieve
    - The scope of your system

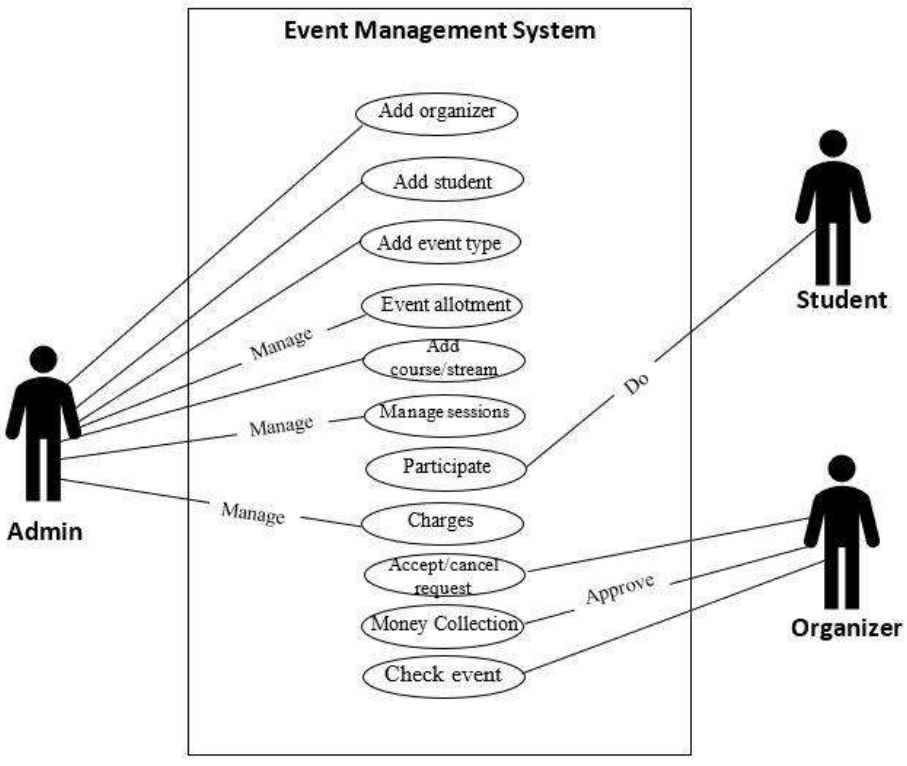


Fig 3.9 UML diagram

3.4 DATABASE DESIGN

Database design can be generally defined as a collection of tasks or processes that enhance the designing, development, implementation, and maintenance of enterprise data management system. Designing a proper database reduces the maintenance cost thereby improving data consistency and the cost-effective measures are greatly influenced in terms of disk storage space. Therefore, there has to be a brilliant concept of designing a database. The designer should follow the constraints and decide how the elements correlate and what kind of data must be stored.

The main objectives behind database designing are to produce physical and logical design models of the proposed database system. To elaborate this, the logical model is primarily concentrated on the requirements of data and the considerations must be made in terms of monolithic considerations and hence the stored physical data must be stored independent of the physical conditions. On the other hand, the physical database design model includes a translation of the logical design model of the database by keep control of physical media using hardware resources and software systems such as Database Management System (DBMS).

3.5 NORMALIZATION

Normalization is the process of reorganizing data in a database so that it meets two basic requirements:

1. There is no redundancy of data, all data is stored in only one place.
2. Data dependencies are logical,all related data items are stored together.

Following are the various types of Normal forms:

- **1NF-** A relation is in 1NF if it contains an atomic value.
- **2NF-** A relation will be in 2NF if it is in 1NF and all non-key attributes are fully functional dependent on the primary key.
- **3NF-** A relation will be in 3NF if it is in 2NF and no transition dependency exists.
- **BCNF-** A stronger definition of 3NF is known as Boyce Codd's normal form.
- **4NF-** A relation will be in 4NF if it is in Boyce Codd's normal form and has no multi-valued dependency.
- **5NF-** A relation is in 5NF. If it is in 4NF and does not contain any join dependency, joining should be lossless.

Admin

Table 3.1 Admin database design

Attributes	Data type	Field length
id	bigint	20
name	varchar	255
email	varchar	255
password	varchar	255

Organizer

Table 3.2 Organizer database design

Attributes	Data type	Field length
id	bigint	20
name	varchar	255
email	varchar	255
password	varchar	255
contact	varchar	255
picture	varchar	255
course_id	bigint	20
sream_id	bigint	20

Student

Table 3.3 Student database design

Attributes	Data type	Field length
id	bigint	20
name	varchar	255
rollno	varchar	255
course_id	bigint	20
stream_id	bigint	20

semester	varchar	255
session_start	varchar	255
session_end	varchar	255
email	varchar	255
password	varchar	255
contact	varchar	255
picture	varchar	255

Alot event

Table 3.4 Alot events database design

Attributes	Data type	Field length
id	bigint	20
name_id	bigint	20
eventtype_id	bigint	20
eventname_id	bigint	20
session_id	bigint	20

Charges

Table 3.5 Charges database design

Attributes	Data type	Field length
id	bigint	20
session_id	bigint	20
charges	varchar	255

Event type

Table 3.6 Event type database design

Attributes	Data type	Field length
id	bigint	20
event_type	varchar	255
picture	varchar	255

3.6 ER DIAGRAMS

ER Model stands for Entity Relationship Model is a high-level conceptual data model diagram. ER model helps to systematically analyze data requirements to produce a well-designed database. The ER Model represents real-world entities and the relationships between them. Creating an ER Model in DBMS is considered as a best practice before implementing your

ER Diagrams Symbols & Notations

Entity Relationship Diagram Symbols & Notations mainly contains three basic symbols which are rectangle, oval and diamond to represent relationships between elements, entities and attributes. There are some sub-elements which are based on main elements in ERD Diagram. ER Diagram is a visual representation of data that describes how data is related to each other using different ERD Symbols and Notations.

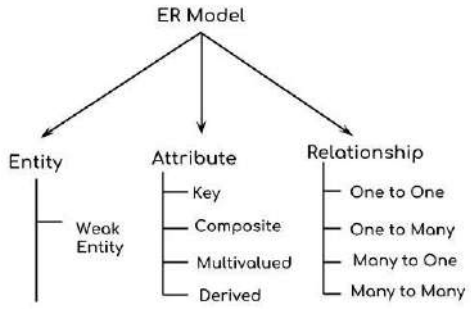
Following are the main components and its symbols in ER Diagrams:

- **Rectangles:** This Entity Relationship Diagram symbol represents entity types
- **Ellipses :** Symbol represent attributes
- **Diamonds:** This symbol represents relationship types
- **Lines:** It links attributes to entity types and entity types with other relationship types
- **Primary key:** attributes are underlined
- **Double Ellipses:** Represent multi-valued attributes.

Components of the ER Diagram

This model is based on three basic concepts:

- Entities
- Attributes
- Relationships



Components of ER Diagram

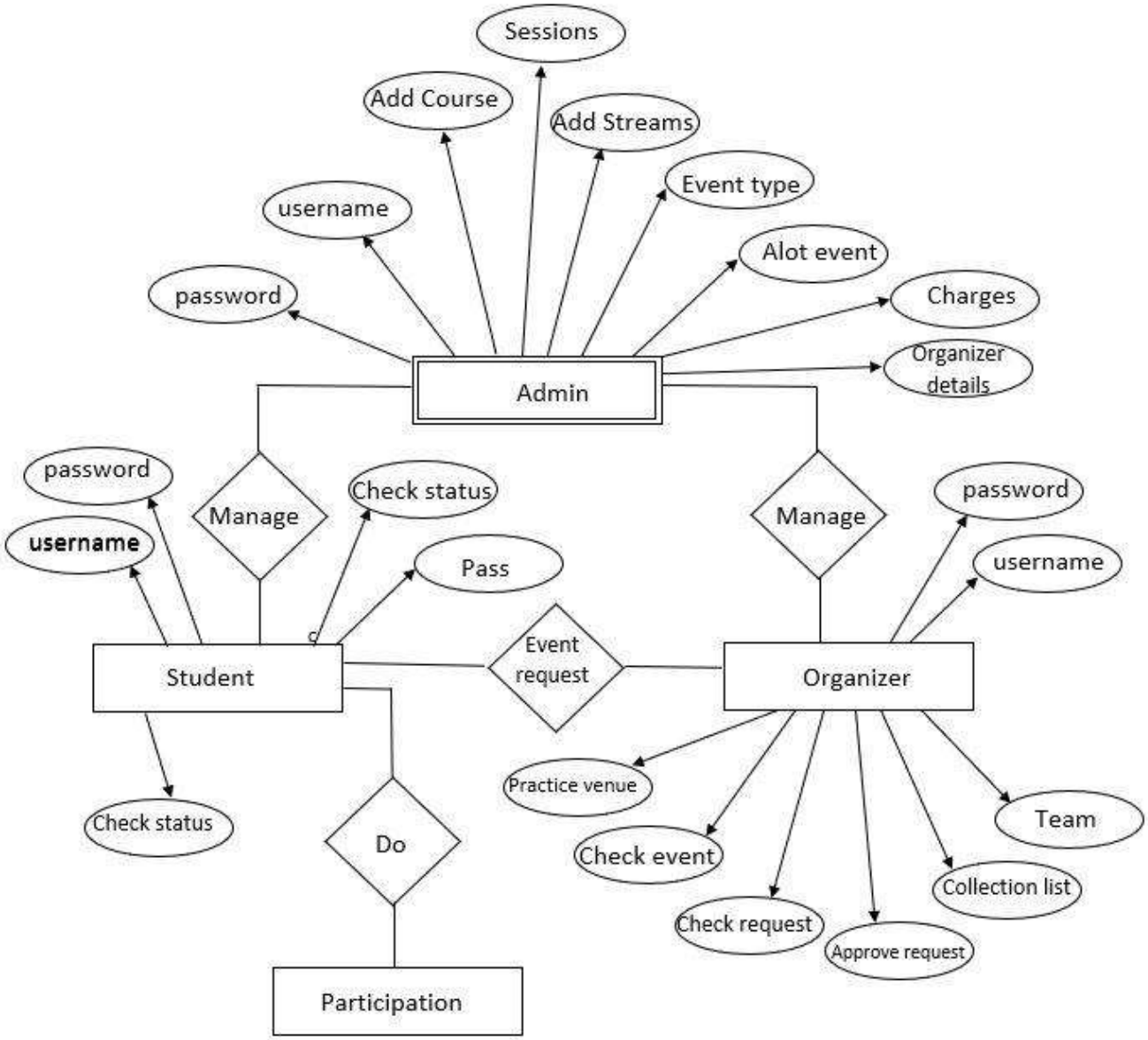


Fig 3.9 ER diagram

CHAPTER 4 IMPLEMENTATION, TESTING AND MAINTENANCE

4.1 INTRODUCTION TO LANGUAGES, IDE'S, TOOLS AND TECHNOLOGY USED FOR IMPLEMENTATION

4.1.1 INTRODUCTION TO LANGUAGES

4.1.1.1 INTRODUCTION TO HTML

HTML is an acronym which stands for **Hyper Text Markup Language** which is used for creating web pages and web applications. Let's see what is meant by Hypertext Markup Language, and Web page.

- It is a simple markup language. Its implementation is easy.
- It is used to create a website.
- Helps in developing fundamentals about web programming.
- Boost professional career.

HTML page structure

The basic structure of an HTML page is laid out below. It contains the essential building-block elements (i.e. doctype declaration, HTML, head, title, and body elements) upon which all web pages are created.

```
<!DOCTYPE html>              <!--Tells version of HTML-->
<html>                   <!--HTML Root Element-->
<head>                       <!--Used to contaion page HTML metadata-->
   <title>Demo Web Page</title>            <!--Title of HML page-->
</head>

<body>            <!--Hold content of HTML-->
   <h1>Heading Content</h1>                 <!--HTML heading tag-->
<p>Paragraph Content</p>                <!--HTML paragraph tag-->
</body>
</html>
```

4.1.1.2 INTRODUCTION TO CSS

Cascading **S**tyle **S**heets, fondly referred to as **CSS**, is a simply designed language intended to simplify the process of making web pages presentable.

CSS allows you to apply styles to web pages. More importantly, CSS enables you to do this independent of the HTML that makes up each webpage.CSS is easy to learn and understand, but it provides powerful control over the presentation of an HTML document.

The most common way to add CSS, is to keep the styles in external CSS files.

- **Inline CSS**

  An inline CSS is used to apply a unique style to a single HTML element. It uses the style attribute of an HTML element. For example

  ```
  <h3 style=" color:red"> Have a great day </h3>
  <p  style =" color: green"> I did this , I did that </p>
  ```

- **Internal CSS**

  An internal CSS is used to define a style for a single HTML page.

  An internal CSS is defined in the <head> section of an HTML page, within a <style> element. For example

  ```
  < style>
        h1{
            color:red;
           }
   </style>
  <h3> Have a great day </h3>
  ```

- **External CSS**

  An external style sheet is used to define the style for many HTML pages.

  To use an external style sheet, add a link to it in the <head> section of each HTML page. For example

  ```
  <head>
        <link rel="stylesheet" type="text/css" href="name of the Css file">
  </head>
  ```

4.1.1.3 INTRODUCTION TO JAVASCRIPT

JavaScript is a lightweight, cross-platform, and interpreted scripting language. It is well-known for the development of web pages, many non-browser environments also use it. JavaScript can be used for Client-side developments as well as Server-side developments. JavaScript contains a standard library of objects, like Array, Date, and Math, and a core set of language elements like operators, control structures, and statements.

- **Client-side:** It supplies objects to control a browser and its Document Object Model (DOM). Like if client-side extensions allow an application to place elements on an HTML form and respond to user events such as mouse clic ks, form input, and page navigation. Useful libraries for the client-side are AngularJS, ReactJS, VueJS and so many others.
- **Server-side:** It supplies objects relevant to running JavaScript on a server. Like if the server-side extensions allow an application to communicate with a database, and provide continuity of information from one invocation to another of the application, or perform file manipulations on a server. The useful framework which is the most famous these days is node.js.

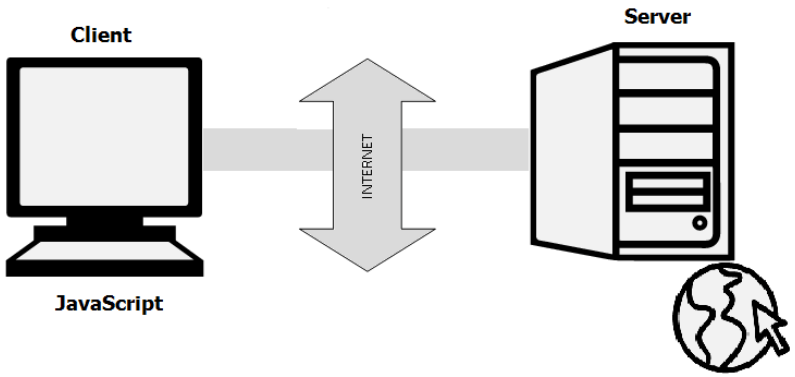


Fig 4.1 JavaScript

JavaScript can be added to your HTML file in two ways:

- **Internal JS:** We can add JavaScript directly to our HTML file by writing the code inside the <script> tag. The <script> tag can either be placed inside the <head> or the <body> tag according to the requirement.

- **External JS:** We can write JavaScript code in other file having an extension .js and then link this file inside the <head> tag of the HTML file in which we want to add this code.

4.1.1.4 INTRODUCTION TO BOOTSTRAP

What is Bootstrap?

Bootstrap is an HTML, CSS, and JavaScript Framework, and it is useful to develop responsive websites without rewriting the code for each device or screen. If you code once, it just works for any browser, device, and screen. Bootstrap has not only HTML/CSS components but also JS components.

With Bootstrap, you get to use common HTML elements but with a beautiful representation of items. Finally, you can use your own theme on top of Bootstrap, making your code the most customizable ever.

How to use Bootstrap 4 on a webpage

There are two ways to include Bootstrap on the website.

- Include Bootstrap from the CDN link.
- Download Bootstrap from getbootstrap.com and use it.

Bootstrap code used in project

```
<div class="content-header">
    <div class="container-fluid">
      <div class="row mb-2">
        <div class="col-sm-6">
          <h1 class="m-0">Dashboard</h1>
        </div><!-- /.col -->
        <div class="col-sm-6">
          <ol class="breadcrumb float-sm-right">
            <li class="breadcrumb-item"><a href="#">Home</a></li>
            <li class="breadcrumb-item active">Dashboard</li>
          </ol>
        </div><!-- /.col -->
      </div><!-- /.row -->
    </div><!-- /.container-fluid -->
  </div>
```

4.1.1.5 INTRODUCTION TO JQUERY

jQuery is an open source JavaScript library that simplifies the interactions between an HTML/CSS document, or more precisely the Document Object Model (DOM), and JavaScript. Elaborating the terms, jQuery simplifies HTML document traversing and manipulation, browser event handling, DOM animations, Ajax interactions, and cross-browser JavaScript development. The only library available today that meets the needs of both designer types and programmer types is jQuery.
jQuery is widely famous with its philosophy of "Write less, do more." This philosophy can be further elaborated as three concepts:

- Finding some elements (via CSS selectors) and doing something with them (via jQuery methods) i.e. locate a set of elements in the DOM, and then do something with that set of elements.
- Chaining multiple jQuery methods on a set of elements
- Using the jQuery wrapper and implicit iteration
- Using jQuery (JS) library on HTML page

There are several ways to start using jQuery on your web site.

- Use the Google-hosted/ Microsoft-hosted content delivery network (CDN) to include a version of jQuery.
- Download own version of jQuery from jQuery.com and host it on own server or local filesystem.

Basic syntax for any jQuery

$(selector).action()

- A $ sign is to define/access jQuery
- A (selector) is to "query (or find)" HTML elements in html page
- A jQuery action() is the action to be performed on the selected element(s)

4.1.1.6 INTRODUCTION TO AJAX

AJAX is an acronym that stands for Asynchronous JavaScript and XML, and it describes a set of development techniques used for building websites and web applications. According to web developer and Skillcrush WordPress instructor Ann Cascarano, the best way to understand AJAX is to start with identifying its specific purpose in the web development process. AJAX's core function is to update web content asynchronously (the "A" of AJAX), meaning a user's web browser doesn't need to reload an entire web page when only a small portion of content on the page needs to change.**HTML attributes** are added to an HTML element to provide additional information about it. For example, if you define an image with <img/> tag, you can use src, height, width attributes to provide information about its source, height, width correspondingly.

AJAX code used

```
$.ajax({
  //alert();
  url:'../../getevent/'+formula_id,
  type:"GET",
  dataType:"json",
  success:function(data){
    $('#en').empty();
    $('#en').append('<option>Select Event</option>');
    $.each(data,function(i,e){
      $('#en').append('<option value='+e.id+'>'+e.event_name+'</option>');
});
```

4.1.1.7 INTRODUCTION TO PHP

PHP is an open-source, interpreted, and object-oriented scripting language that can be executed at the server-side. PHP is well suited for web development. Therefore, it is used to develop web applications (an application that executes on the server and generates the dynamic page.).

PHP was created by Rasmus Lerdorf in 1994 but appeared in the market in 1995. PHP 7.4.0 is the latest version of PHP, which was released on 28 November. Some important points need to be noticed about PHP are as followed:

- PHP stands for Hypertext Preprocessor.
- PHP is an interpreted language, i.e., there is no need for compilation.
- PHP is faster than other scripting languages, for example, ASP and JSP.
- PHP is a server-side scripting language, which is used to manage the dynamic content of the website.
- PHP can be embedded into HTML.
- PHP is an object-oriented language.
- PHP is an open-source scripting language.
- PHP is simple and easy to learn language.

Why use PHP

PHP is a server-side scripting language, which is used to design the dynamic web applications with MySQL database.

- It handles dynamic content, database as well as session tracking for the website.
- You can create sessions in PHP.
- It can access cookies variable and also set cookies.
- It helps to encrypt the data and apply validation.
- PHP supports several protocols such as HTTP, POP3, SNMP, LDAP, IMAP, and many more.
- Using PHP language, you can control the user to access some pages of your website.
- As PHP is easy to install and set up, this is the main reason why PHP is the best language to learn.

4.1.1.8 INTRODUCTION TO LARAVEL

Laravel is an open-source PHP framework, which is robust and easy to understand. It follows a model-view-controller design pattern. Laravel reuses the existing components of different frameworks which helps in creating a web application. The web application thus designed is more structured and pragmatic

Laravel offers a rich set of functionalities which incorporates the basic features of PHP frameworks like CodeIgniter, Yii and other programming languages like Ruby on Rails. Laravel has a very rich set of features which will boost the speed of web development.

If you are familiar with Core PHP and Advanced PHP, Laravel will make your task easier. It saves a lot time if you are planning to develop a website from scratch. Moreover, a website built in Laravel is secure and prevents several web attacks.

Code used to connect admin's data to database

```
<?php

namespace App\Http\Controllers;

use Illuminate\Http\Request;
use Illuminate\Support\Facades\DB;
use App\Models\Admin;

class AdminController extends Controller
{

public function index()
   {
      if(!session('admin_name'))
      {
         return redirect('admin/login');
      }
```

```
        return view('admin.dashboard');
    }
public function loginform()
    {
        return view('admin.login');
    }
public function login(Request $request)
    {
        $email=$request->get('e');
        $password=md5($request->get('p'));
        $data=Admin::where('email','=',$email)->where('password','=',$password)->count();
        if($data>0)
        {
            $admin=Admin::where('email','=',$email)->where('password','=',$password)->first();
            session([
                'admin_name'=>$admin->name,
                'admin_email'=>$admin->email,
                'admin_id'=>$admin->id,
            ]);

            return redirect('admin');
        }
        else
        {
            return redirect('admin/login')->with('error','Wrong Email/Password');
        }
    }
public function logout()
    {
        session()->forget(['admin_name','admin_email']);
        return redirect('admin');
    }
}
```

Code used to connect event type's data to database

```
<?php
namespace App\Http\Controllers;
use Illuminate\Http\Request;
use App\Models\Eventtypes;
use Illuminate\Support\Facades\DB;
class EventtypeController extends Controller
{
    /**
     * Display a listing of the resource.
     *
     * @return \Illuminate\Http\Response
     */
    public function index()
    {
        $data=Eventtypes::all();
        return view('admin.eventtype.index',compact('data'));
    }
    /**
     * Show the form for creating a new resource.
     *
     * @return \Illuminate\Http\Response
     */
    public function create()
    {
        return view('admin.eventtype.create');
    }
    public function store(Request $request)
    {
        $picture= $request->file('pic');
        $new_name= rand().".".$picture->getClientOriginalExtension();
        $picture->move(public_path('upload'),$new_name);
```

```
        $data=new Eventtypes([
            'eventtype'=>$request->get('et'),
            'picture'=>$new_name
        ]);
        $data->save();
        return redirect('admin/eventtype')->with('success','Event-Type Added Successfully');
    }

    public function update(Request $request, $id)
    {
        $data=Eventtypes::find($id);
        $data->eventtype= $request->get('et');
        $data->save();
        return redirect('admin/showeventtype')->with('success','Event-Type Updated
Successfully');
    }
    public function destroy($id)
    {
        DB::beginTransaction();
            try{
                $c= Eventtypes::find($id);
                $c->delete();
                DB::commit();
                return redirect()->back()->with('success','Event-Type Deleted');
            }
            catch(\Throwable $th)
            {
                DB::rollback();
                return redirect()->back()->with('error','Event-Type cannot be deleted as Event exist
of this course');
            }
    }
}
```

4.1.2 INTRODUCTION TO IDE'S

SUBLIME TEXT

Sublime Text Editor is a full featured Text editor for editing local files or a code base. It includes various features for editing code base which helps developers to keep track of changes. Various features that are supported by Sublime are as follows −

- Syntax Highlight
- Auto Indentation
- File Type Recognition
- Sidebar with files of mentioned directory
- Macros
- Plug-in and Packages

Sublime Text editor is used as an Integrated Development Editor (IDE) like Visual Studio code and NetBeans. The current version of Sublime Text editor is 3.0 and is compatible with various operating systems like Windows, Linux and MacOS.

Why Sublime Text?

When you use a suitable Text editor, you can enjoy its rich beneficial features. Sublime Text offers its users the following benefits −

- Ability to solve linker errors.
- Keeping track of all files and folders to work with.
- Connectivity with version control systems like Git, Mercurial.
- Problem solving capabilities.
- Keeping color combination for syntax combination.

Installation on Windows

You will have to go follow the steps shown below to install Sublime Text on Windows −

- **Step 1 −** Download the .exe package from the official website as shown below –

  https://www.sublimetext.com/3

- **Step 2** − Now, run the executable file. This defines the environment variables. When you run the executable file, you can observe the following window on your screen. Click Next.

- **Step 3** − Now, choose a destination location to install Sublime Text3 and click Next.

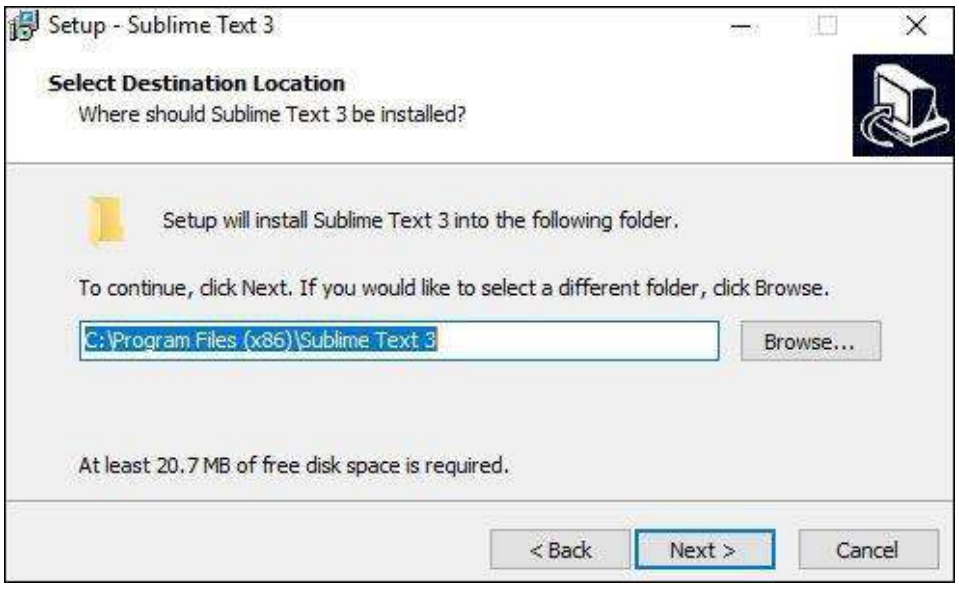


Fig 4.2 Choose destination

- **Step 4** − Verify the destination folder and click Install.

- **Step 5** − Now, click Finish to complete the installation.

Fig 4.3 Installation finished

4.1.3 INTRODUCTION TOOLS

4.1.3.2 XAMPP

XAMPP is an abbreviation where X stands for Cross-Platform, A stands for Apache, M stands for MYSQL, and the Ps stand for PHP and Perl, respectively. It is an open-source package of web solutions that includes Apache distribution for many servers and command-line executables along with modules such as Apache server, MariaDB, PHP, and Perl.

XAMPP helps a local host or server to test its website and clients via computers and laptops before releasing it to the main server. It is a platform that furnishes a suitable environment to test and verify the working of projects based on Apache, Perl, MySQL database, and PHP through the system of the host itself. Among these technologies, Perl is a programming language used for web development, PHP is a backend scripting language, and MariaDB is the most vividly used database developed by MySQL. The detailed description of these components is given below.

Advantages:

- In comparison to other web servers such as WAMP, it is simple to set up.
- It is Multi Cross-Platform, which implies it works on both Windows and Linux.
- With a single command, you may start and stop the entire web server and database stack.
- Both a full and a standard version of XAMPP are available.
- It has a control panel that you can see contains start and stop buttons for specific mechanisms, such as Apache, which is running through its Control Panel.
- It also includes OpenSSL, phpMyAdmin, MediaWiki, Joomla, WordPress, and a lot of additional modules.

Disadvantage

- In comparison to the WAMP server, configuration and setting are more difficult.

Steps to install XAMPP on Windows

- In the web browser, visit Apache Friends and download XAMPP installer.

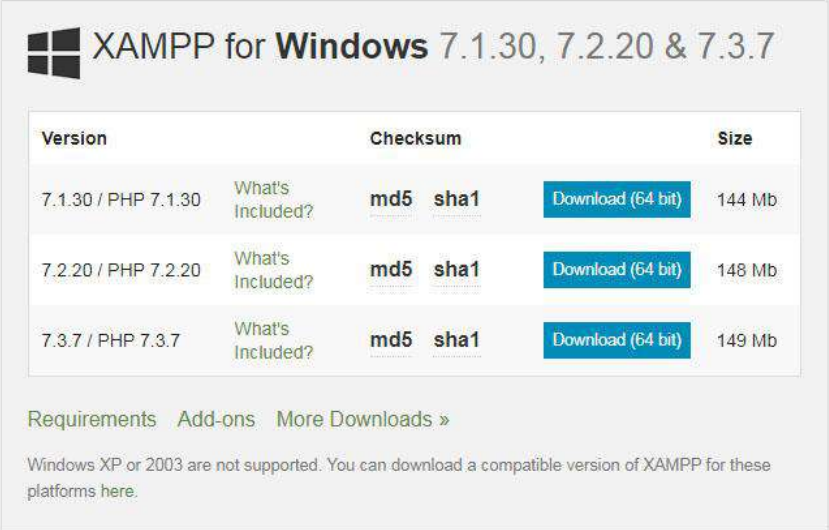


Fig 4.4 XAMPP versions

- During the installation process, select the required components like MySQL, FileZilla ftp server, PHP, phpMyAdmin or leave the default options and click the Next button.
- Uncheck the Learn more about bitnami option and click Next button.
- Choose the root directory path to set up the htdocs folder for our applications. For example 'C:\xampp'.
- Click the Allow access button to allow the XAMPP modules from the Windows firewall.
- After the installation process, click the Finish button of the XAMPP Setup wizard.
- Now the XAMPP icon is clearly visible on the right side of start menu. Show or Hide can be set by using the control panel by clicking on the icon.
- To start Apache and MySql, just click on the Start button on the control panel.

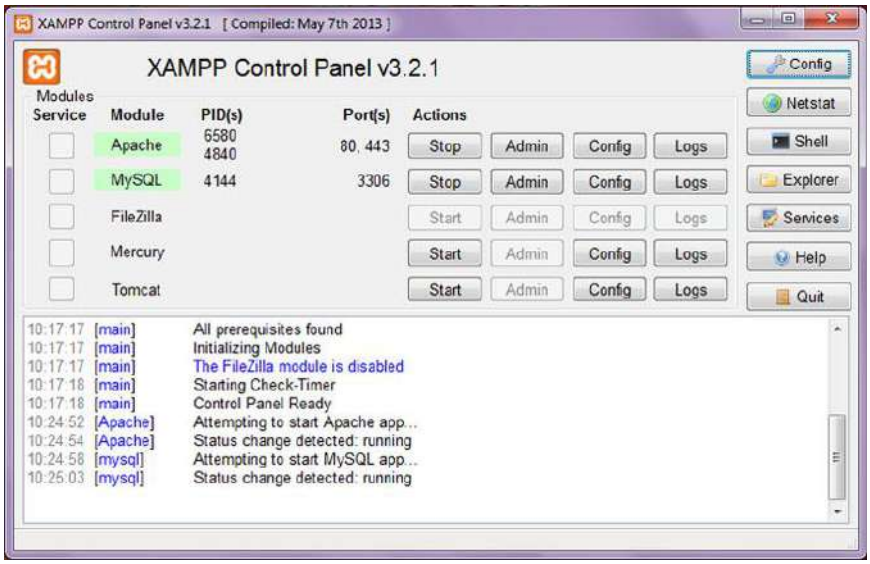


Fig 4.5 XAMPP interface

4.1.3.3 COMPOSER

Composer is a dependency management tool for PHP. It allows you to install, update, and load the PHP libraries that your PHP application depends on. Suppose you have a Drupal application that depends on a number of Drupal modules and non-Drupal PHP libraries (root dependencies). Some of those modules and libraries depend on other modules and libraries (recursive dependencies). Composer enables you to declare the PHP libraries (core, modules, themes, libraries, etc.) that your application depends on, and it:

- Finds out which versions of which libraries can and need to be installed (dependency resolution)
- Downloads all required dependencies (root and recursive)
- Makes those dependencies available to Drupal (autoloading)

It also allows you to update, remove, and patch those libraries, and even "hook into" and customize the process.

Installation of Composer

1. Go to browser and type composer download and click on the first link.
2. Click on Composer-Setup.exe to download the setup.
3. After downloading, run the setup to install and follow the instructions. Click on the “install for all users”.
4. When you receive following window, click on next.
5. Checkmark the box to add the PHP path, click on next.
6. Click next on the proxy server window as we are not using any proxy server to connect internet.
7. The Composer setup is ready to install on your computer; review your settings and click on the Install button.
8. After installation, it pop-up important information, click on next.
9. Click on Finish button to complete the installation.

10. When the Composer gets installed on your machine, open command (cmd) windows, type **composer** and press **enter** key. If it displays a list of commands, that means Composer is successfully installed on your computer.

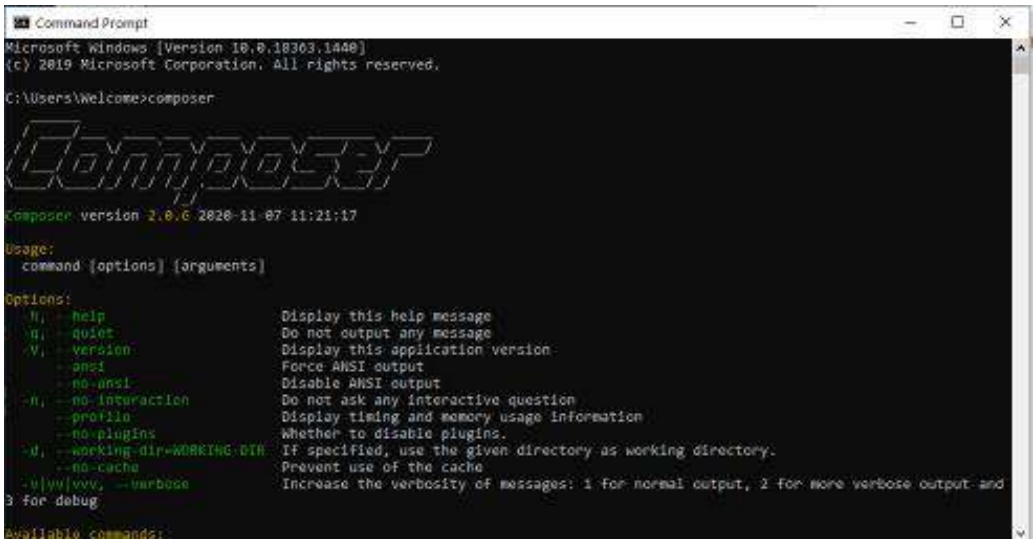


Fig 4.6 Installation of composer

11. To install Laravel, Type **composer global require laravel/installer** and press **enter** key.

12. Now choose a location where you want to create your project. Go to address bar and type
laravel new folder_name
Here I am using
laravel new project1

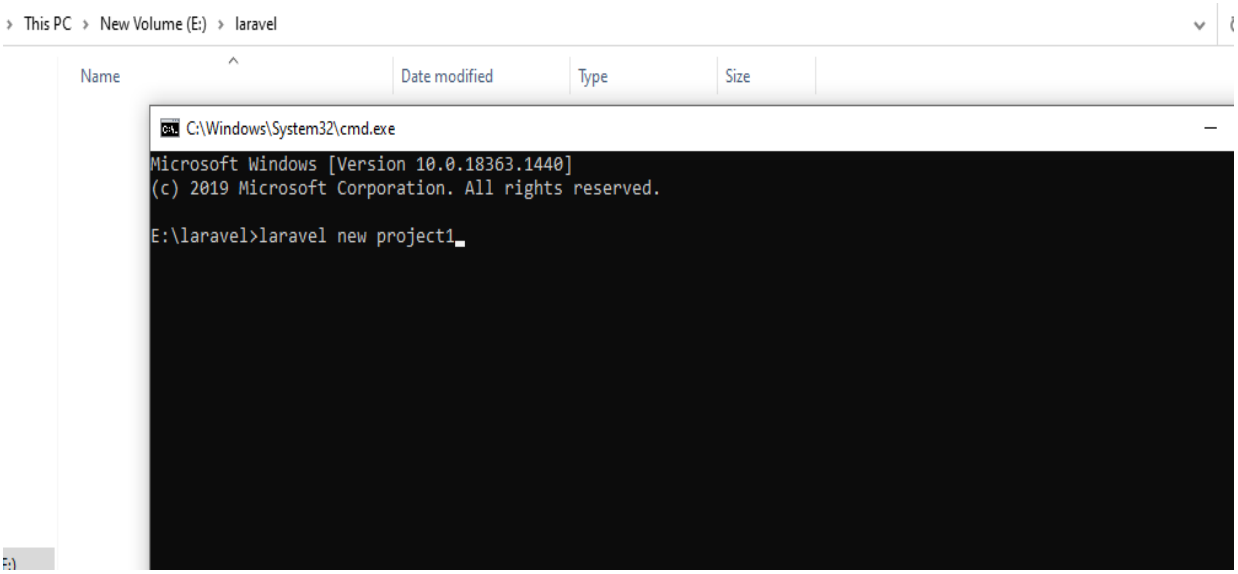


Fig 4.7 Create new laravel project

13. After this, you will get a project with some folders and files.

4.2 CODING STANDARDS OF LANGUAGE USED

The coding is the process of transforming the design of a system into a computer language format. This coding phase of software development is concerned with software translating design specification into the source code. It is necessary to write source code & internal documentation so that conformance of the code to its specification can be easily verified.

Coding Standards

General coding standards refers to how the developer writes code, so here we will discuss some essential standards regardless of the programming language being used.

The following are some representative coding standards:

1. **Indentation:** Proper and consistent indentation is essential in producing easy to read and maintainable programs.
    - Indentation should be used to:
    - Emphasize the body of a control structure such as a loop or a select statement.
    - Emphasize the body of a conditional statement
    - Emphasize a new scope block
2. **Inline comments:** Inline comments analyze the functioning of the subroutine, or key aspects of the algorithm shall be frequently used.
3. **Rules for limiting the use of global:** These rules file what types of data can be declared global and what cannot.
4. **Structured Programming:** Structured (or Modular) Programming methods shall be used. "GOTO" statements shall not be used as they lead to "spaghetti" code, which is hard to read and maintain, except as outlined line in the FORTRAN Standards and Guidelines.
5. **Naming conventions for global variables, local variables, and constant identifiers:** A possible naming convention can be that global variable names always begin with a capital letter, local variable names are made of small letters, and constant names are always capital letters.
6. **Error return conventions and exception handling system:** Different functions in a program report the way error conditions are handled should be standard within an organization. For example, different tasks while encountering an error condition should either return a 0 or 1 consistently.

4.3 GANTT CHART

A Gantt chart is a bar chart that provides a visual view of project tasks scheduled over time. A Gantt chart is used for project planning: it's a useful way of showing what work is scheduled to be done on specific days. It helps project managers and team members view the start dates, end dates and milestones of a project schedule in one simple stacked bar chart.

On a Gantt chart you can easily see:

- The start date of the project schedule
- What the project tasks are
- When tasks start and finish
- How long each task will take
- How tasks group together, overlap and link with each other
- Task Dependences, milestones and the critical path of your project
- The finish date of the project.

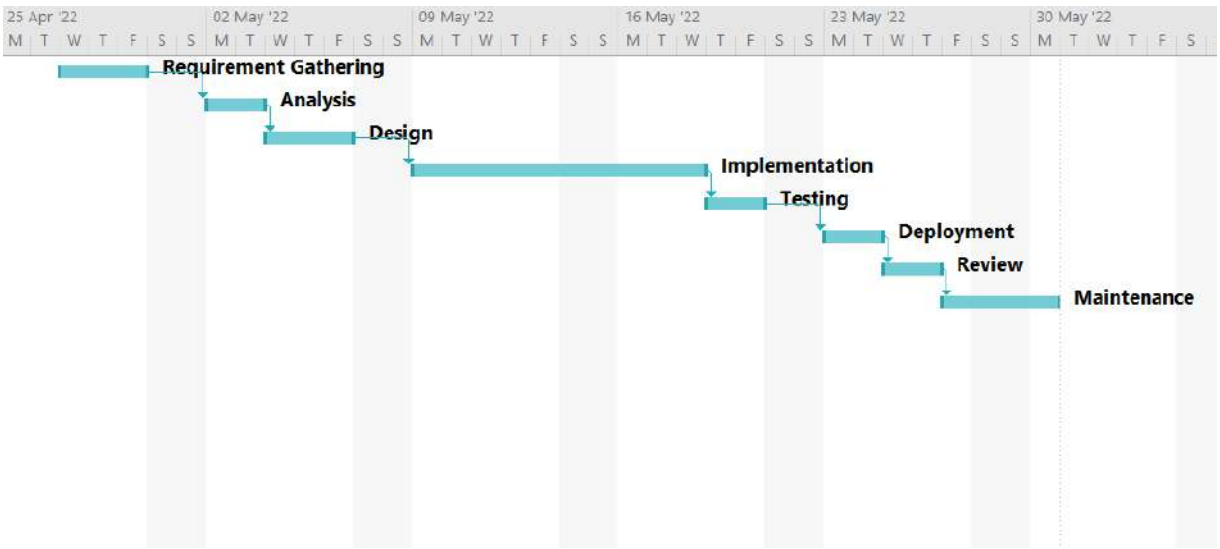


Fig 4.8 Gantt Chart

4.4 TESTING TECHNIQUES AND TEST PLANS

System Testing:

Testing is a set of activities that can be planned in advance and conducted systematically. The proposed system is tested in parallel with the software that consists of its own phases of analysis, implementation, testing and maintenance.

Unit Testing:

During the implementation of the system each module of the system was tested separately to uncover errors within its boundaries. User interface was used as a guide in the process.

Module Testing:

A module is composed of various programs related to that module. Module testing is done to check the module functionality and interaction between units within a module. It checks the functionality of each program with relation to other programs within the same module.

Integration Testing:

Integration testing is a systematic technique for constructing the program structure while conducting tests to uncover errors associated with interfacing. The objective is to take unit-tested module and build a program structures that has been dictated by design.

Acceptance Testing:

The software has been tested with the realistic data given by the client. The client satisfying all the requirements specified by them has also developed the software within the time limitation specified. A demonstration has been given to the client and the end-user giving all the operational features.

Implementation Phase:

The implementation is the final and important phase. It involves user training, system testing and successful running of the developed system. An elaborate testing of data is prepared and system is tested using the tests data. The next phase in the implementation was to educate the system. A demonstration of all the functions that can be carried out by the system was given to examination department person, who will make extensive use of the system.

4.4.1 Test plan

Testing is an extremely critical and time consuming activity. It requires proper planning of overall testing process. Testing process starts with a test plan. The test plan specifies conditions that should be tested, different units to be tested, and manner in which the module will be integrated together.

Steps followed in testing overall Doctor Online Appointment Application:

I. First of all unit testing is performed. Each and every module of the system was tested separately so that there are no syntax and logical errors.
II. Integration testing was performed next by combining tested modules into subsystems. Here we tested module interaction
III. When the development of whole system was completed, we performed overall system testing
IV. to discover any remaining errors.
V. Next we perform testing by installing the server and upload web portal on server.
VI. At the end acceptance testing was performed

4.4.2 Test case

Table 4.1 Test cases

Test case ID	Test case name	Test case steps	Expected output
TC-1	Login as Student with valid email and password	1) Enter Email Address. 2) Enter Password. 3) Click Sign in.	Login should be successful
TC-2	Login as Student with invalid email and password	1) Enter Email Address. 2) Enter Password. 3) Click Sign in.	Login should be unsuccessful
TC-3	Student participation	1) Login into student panel. 2) Click on participate. 3) Select event type. 4) Select event name.	Student's data can be successfully inserted for the participation.

TC-4	Login as Organizer with valid email and password	1) 1 Enter Email Address 2) Enter Password 3) Click Sign in	Login should be successful
TC-5	Login as Organizer with invalid email and password	1) Enter Email Address 2) Enter Password 3) Click Sign in	Login should be unsuccessful
TC-6	Approve event request.	1) Login into organizer panel. 2) Click on event request. 3) Click on update to approve the request sent by the participant.	Event request can be successfully accepted.
TC-7	Login as Admin with valid email and password	1) Enter Email Address 2) Enter Password 3) Click Sign in	Login should be successful
TC-8	Login as Admin with invalid email and password	1) Enter Email Address 2) Enter Password 3) Click Sign in	Login should be unsuccessful
TC-9	Add course on admin panel.	1) Login as admin. 2) Click on courses shown on sidebar. 3) Enter course name and submit.	Course can be added successfully.
TC-10	Starting of project	1) Go to project file. 2) Open its cmd and type “php artisan serve”. 3) Copy the link and paste it on URL of web browser.	Project successfully started and show student panel.

CHAPTER 5 RESULTS AND DISCUSSIONS

5.1 USER INTERFACE REPRESENTATION

Event Management System is the basically for creation and development of large scale events in college. It manages the events like star night, annual day, sports meet and tech fest in college. It has three modules : student, organizer, admin.

Student : In this module student can login and participate in any event.

- Firstly start the project and the first page appears is the student interface.

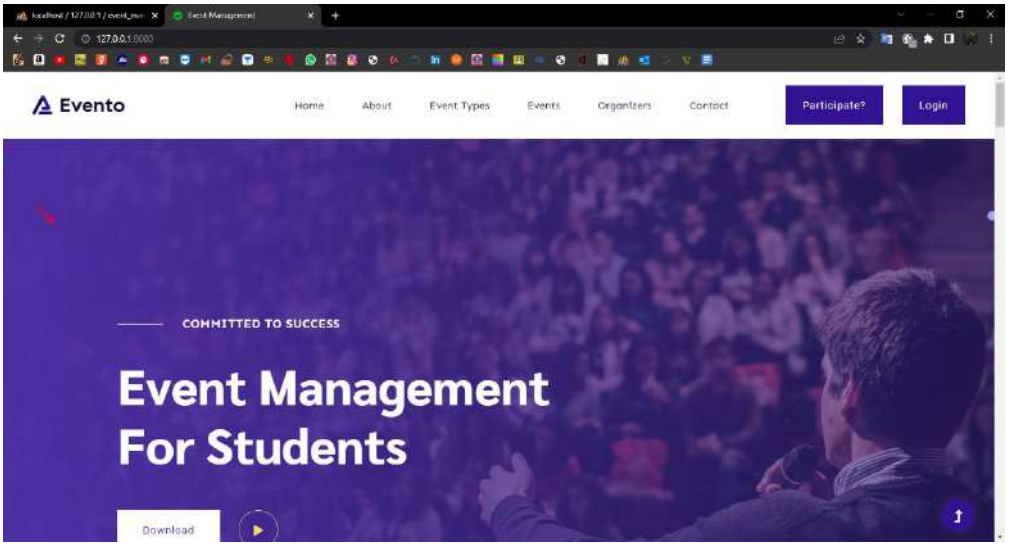


Fig 5.1 Front view of student page

- Click on login button to open login page and enter login details.

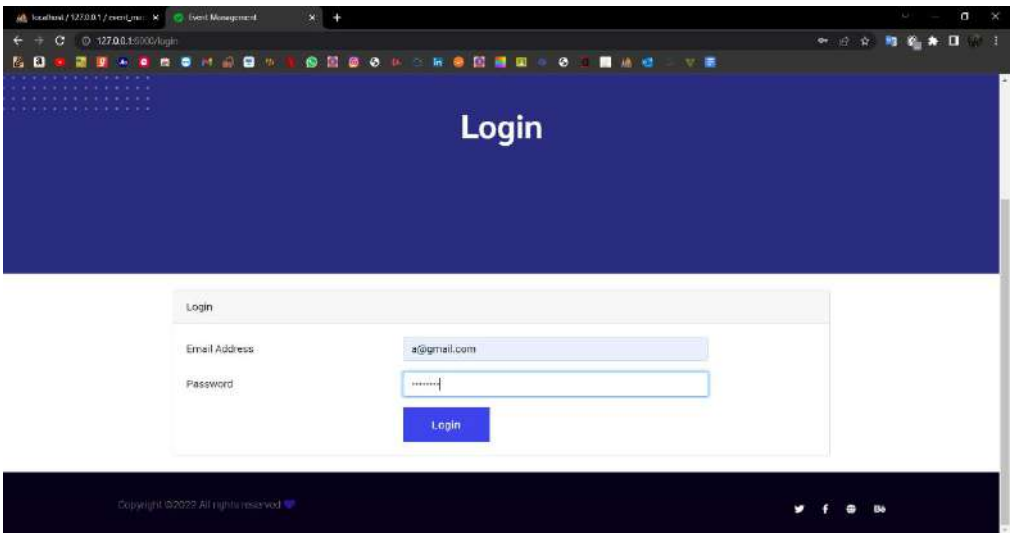


Fig 5.2 Student login page

- Click on participate and enter the event details which you want to participate.Then clcik on submit.

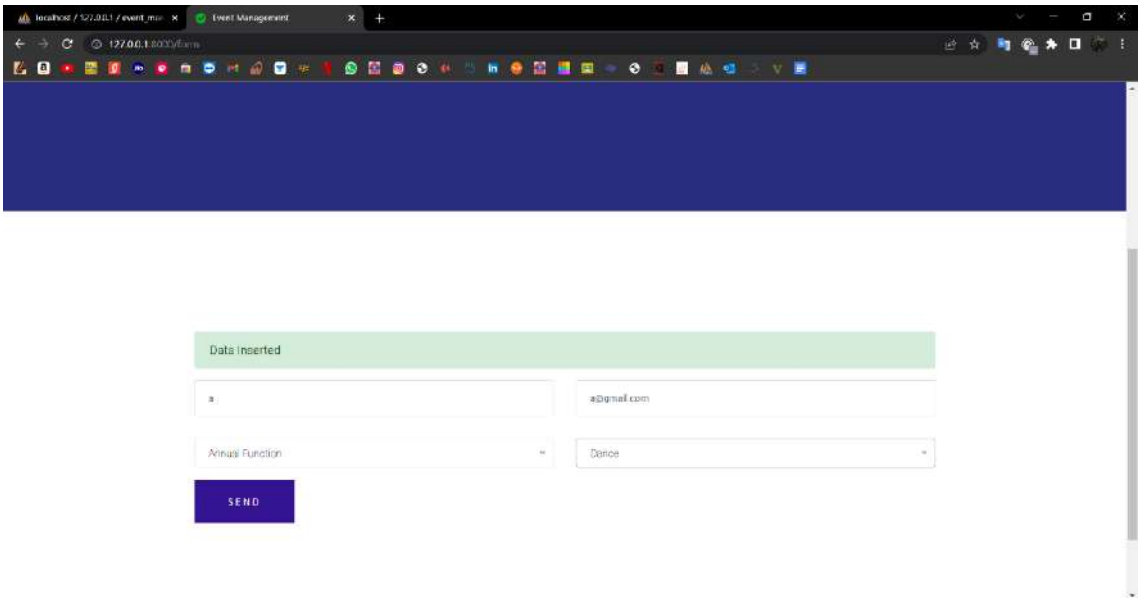


Fig 5.3 Participation page

Admin: In this module, admin can manage both organizer and student as well as all the event details.

- Go to admin login and enter the login details.

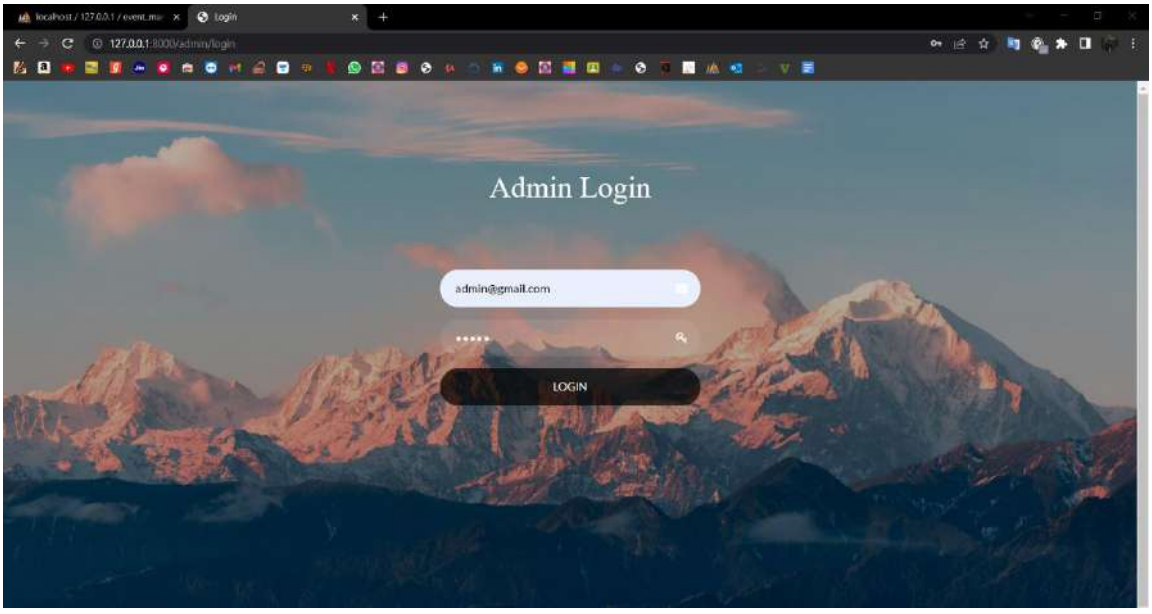


Fig 5.4 Admin login page

- After login, it redirects to admin dashboard.

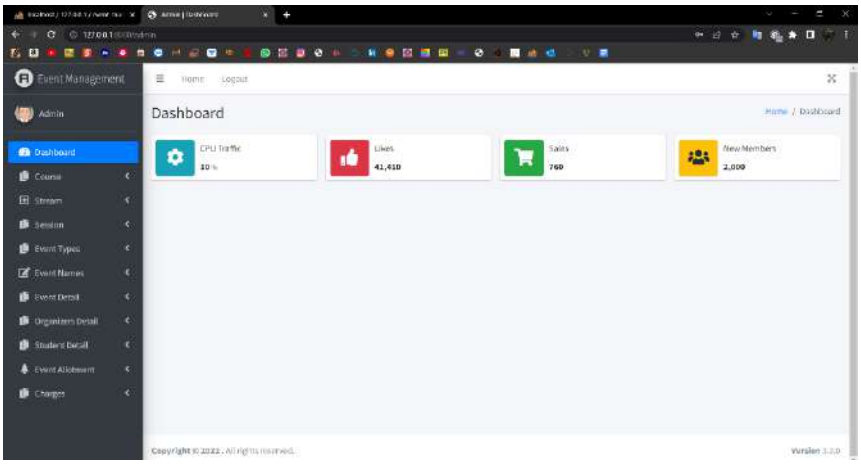


Fig 5.5 Admin dashboard

- Click on courses to add or view course.

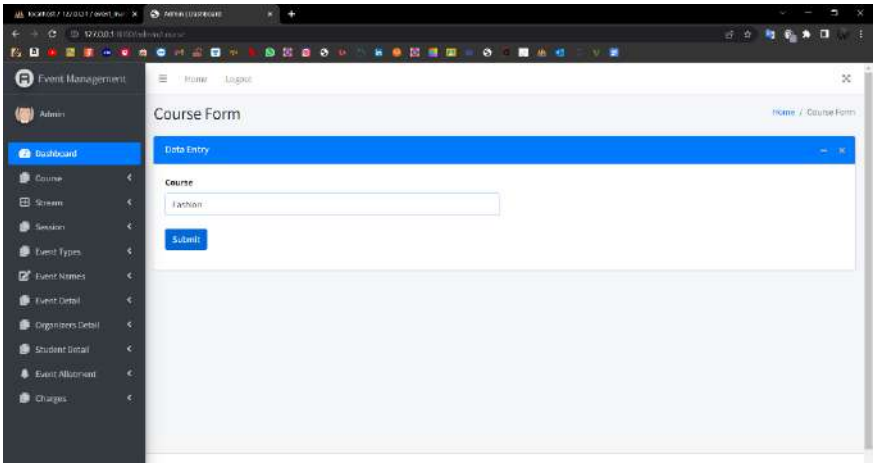


Fig 5.6 Add course

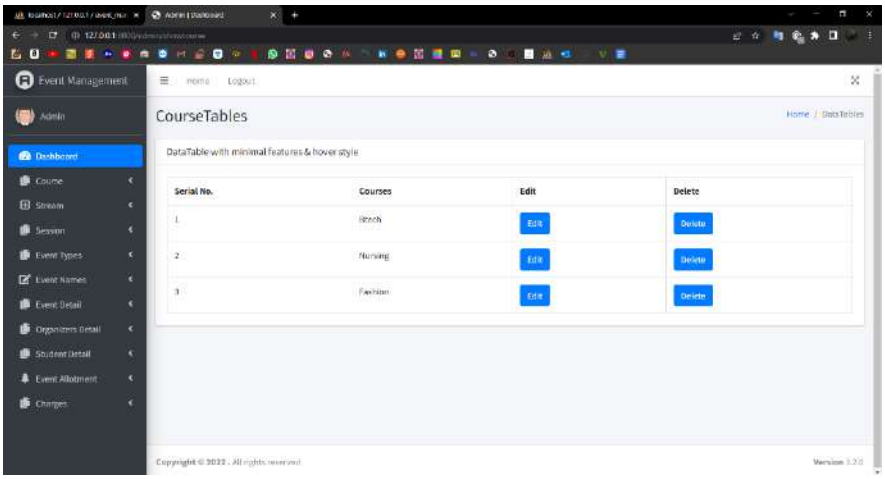


Fig 5.7 View course

- Click on streams to add or view stream.

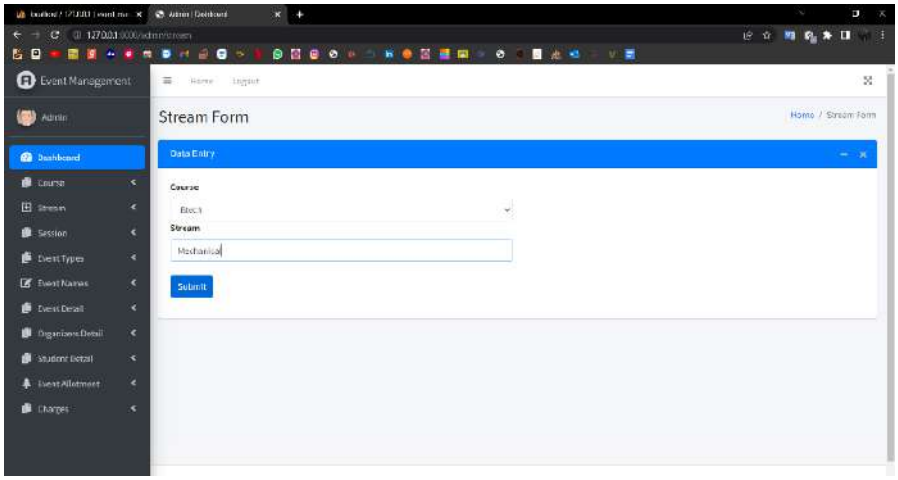


Fig 5.8 Add streams

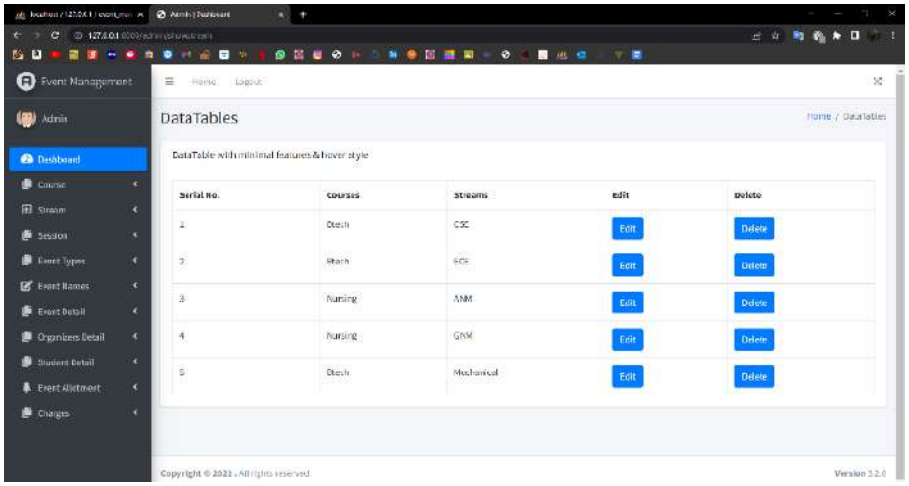


Fig 5.9 View streams

- Click on sessions to add or view session

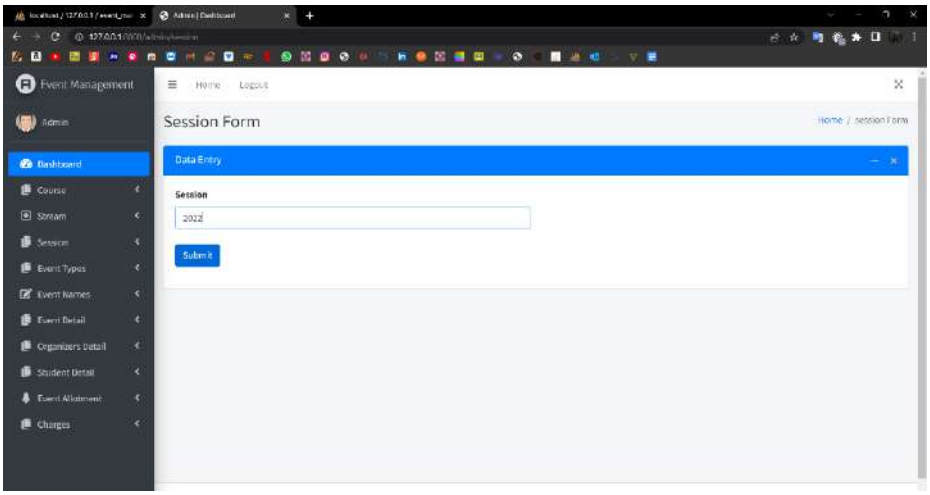


Fig 5.10 Add sessions

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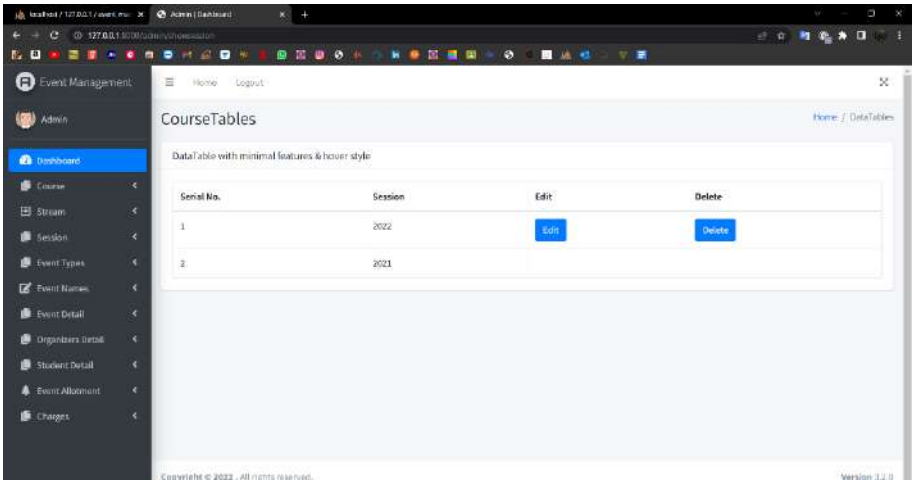

Fig 5.11 View sessions

- Click on event type to add or view types of event.

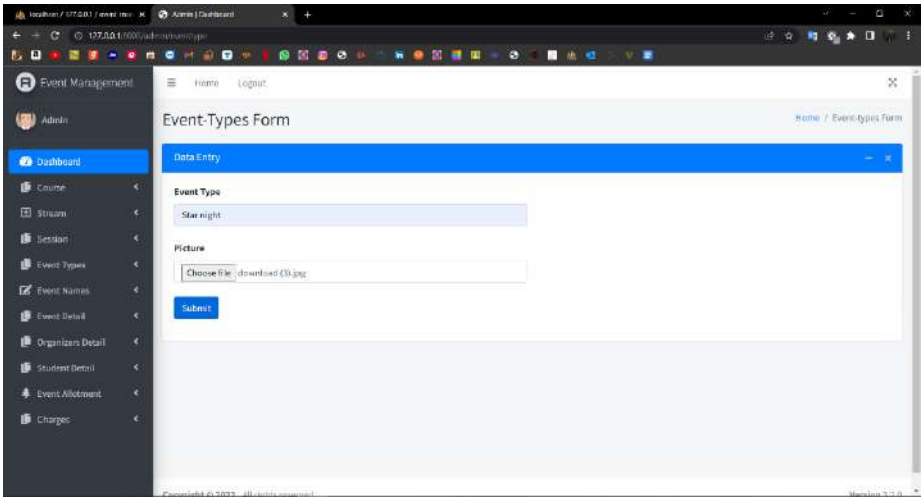

Fig 5.12 Add event type

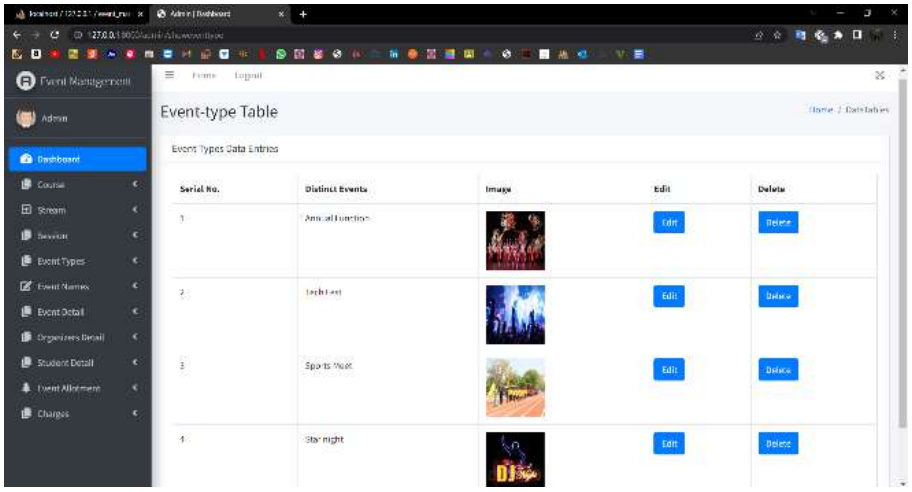

Fig 5.13 View event types

- Click on event names to add or view names of event.

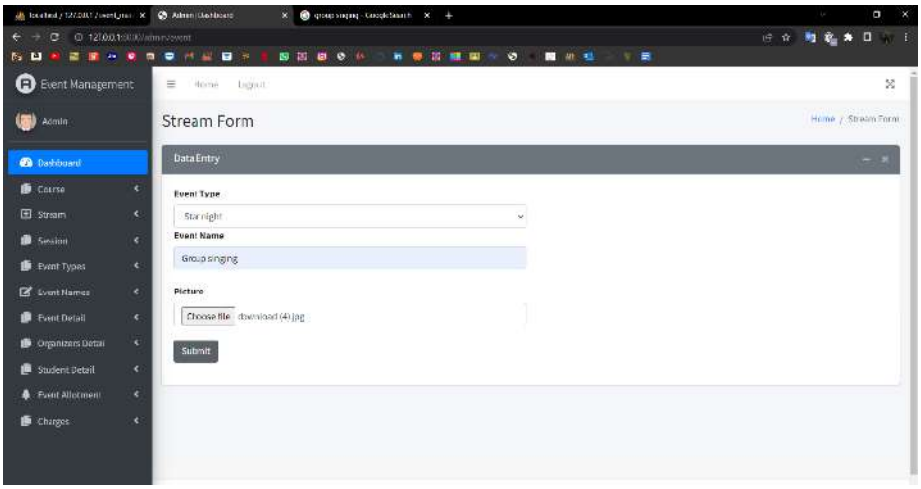

Fig 5.14 Add event names.

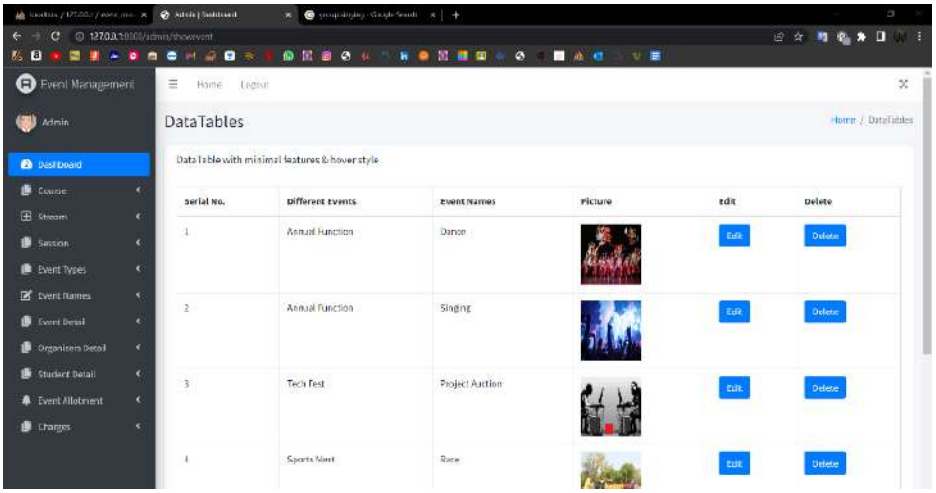

Fig 5.15 View event names

- Click on event details to add or view details of event.

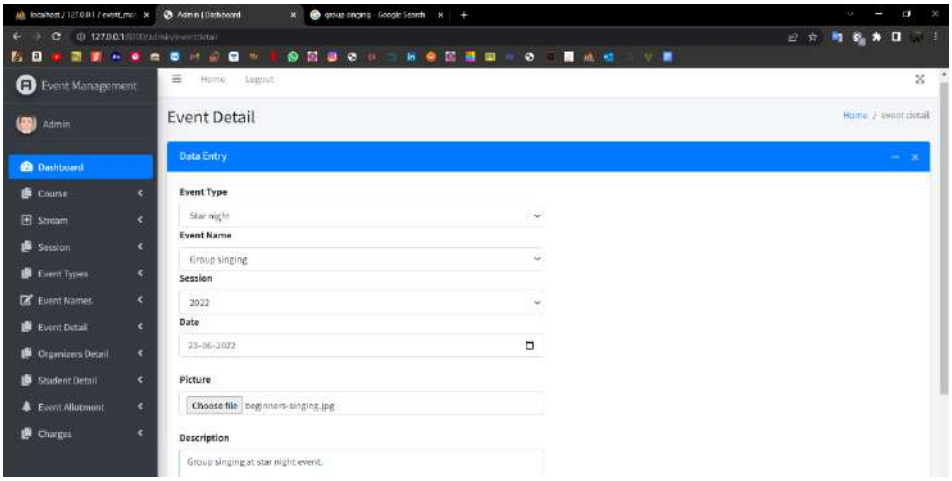

Fig 5.16 Add event details

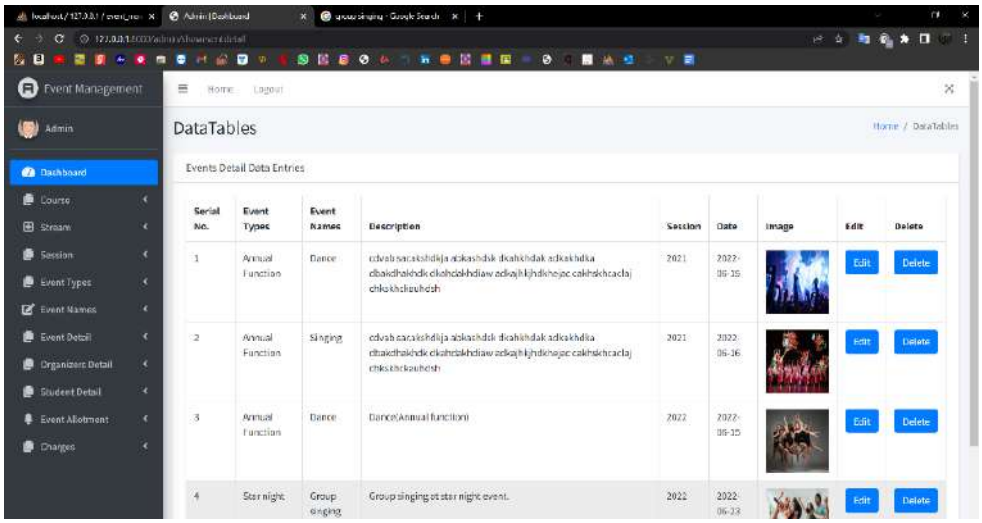

Fig 5.17 View event details

- Click on organizer details to add or view details of organizer.

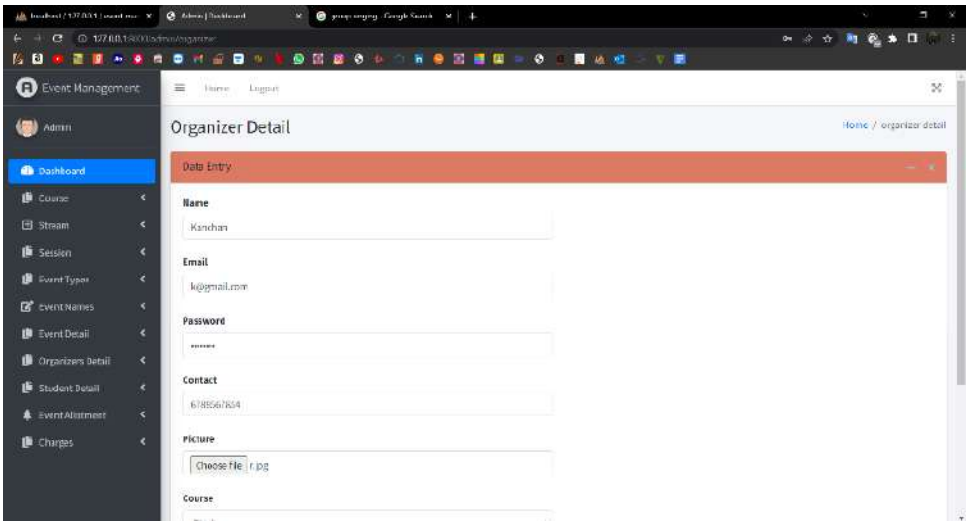

Fig 5.18 Add organizer

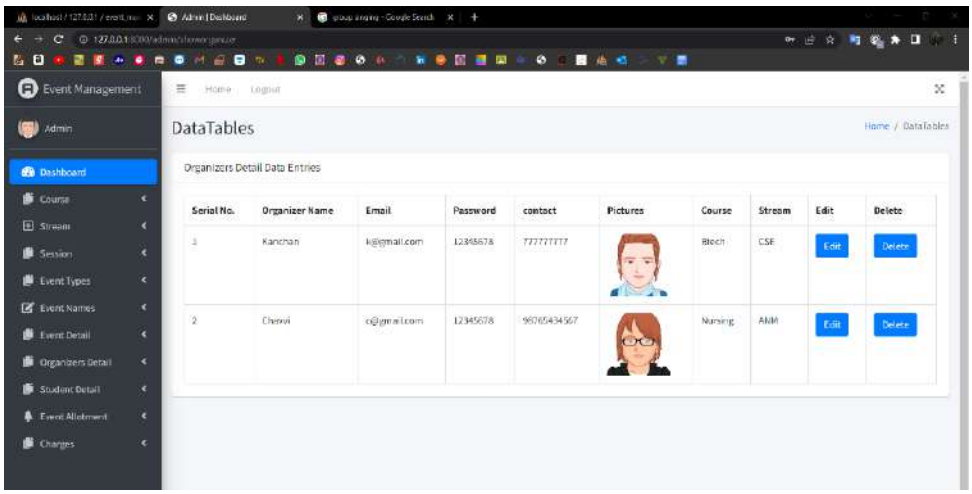

Fig 5.19 View organizer

- Click on student details to add or view details of students.

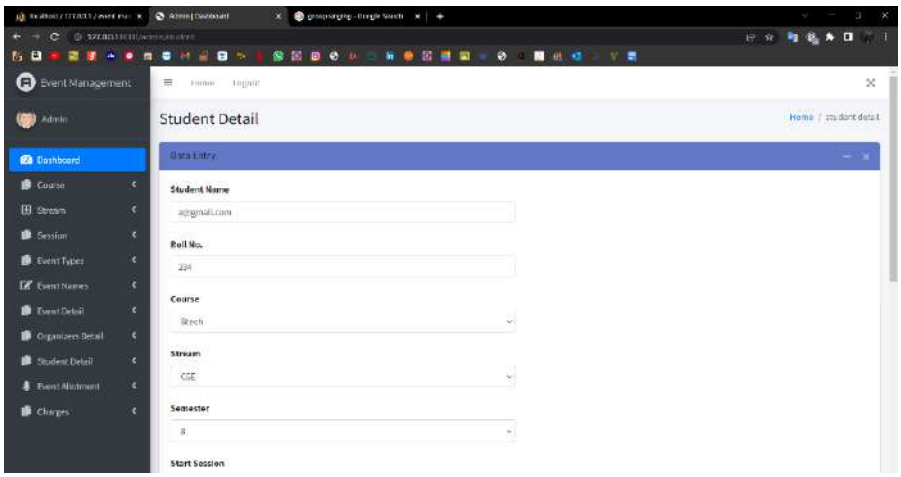

Fig 5.20 Add student

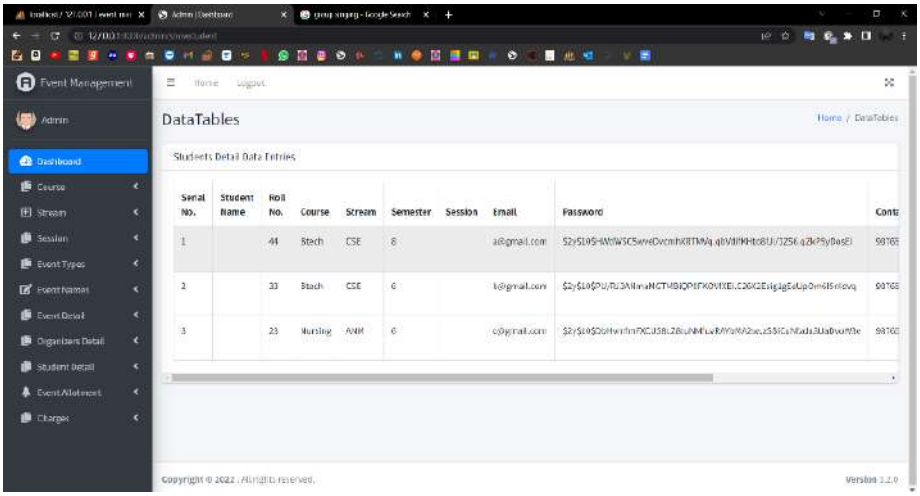

Fig 5.21 View student

- Click on event allocation to allocate event to organizer or view.

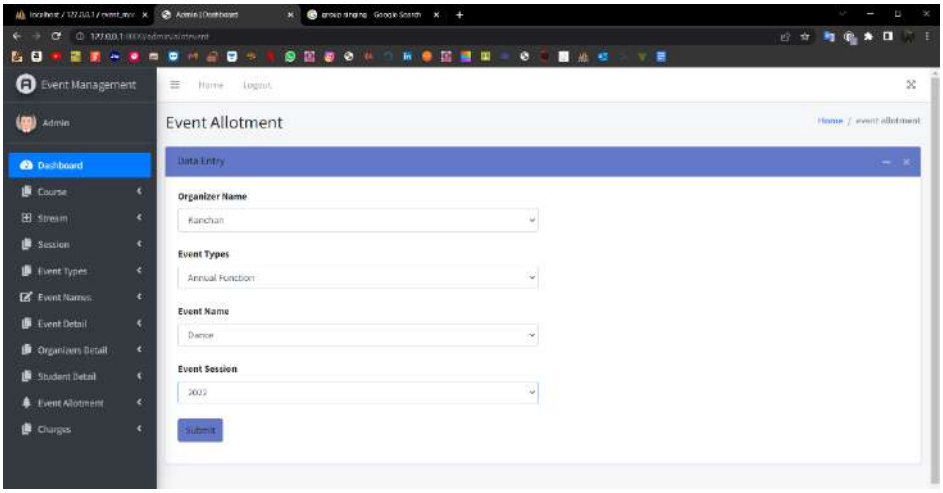

Fig 5.22 Allocate event

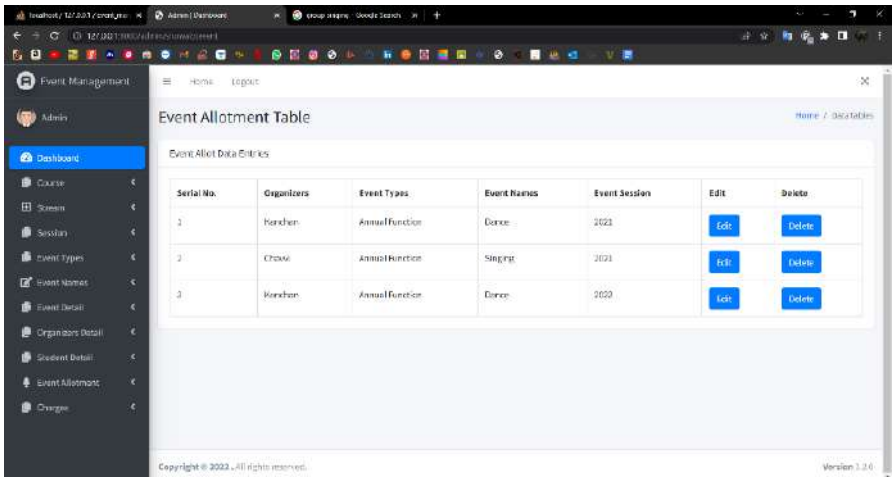

Fig 5.23 View allocation

- Click on charges to manage or view charges for the events.

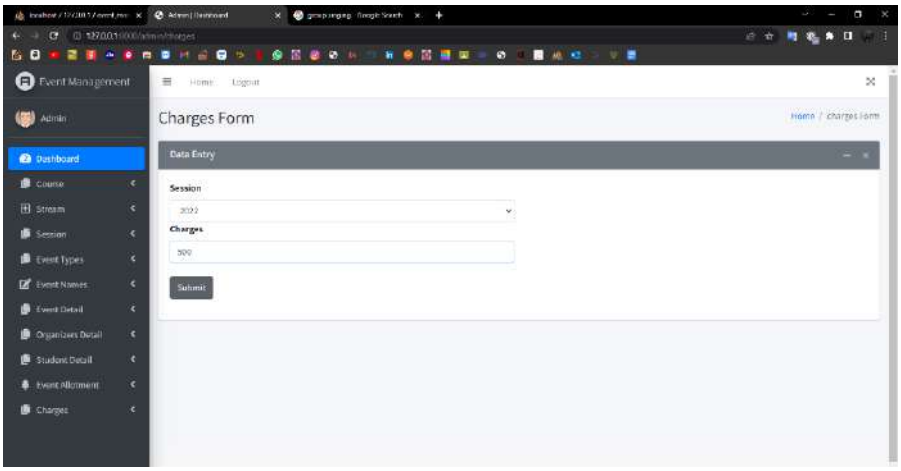

Fig 5.24 Add charges

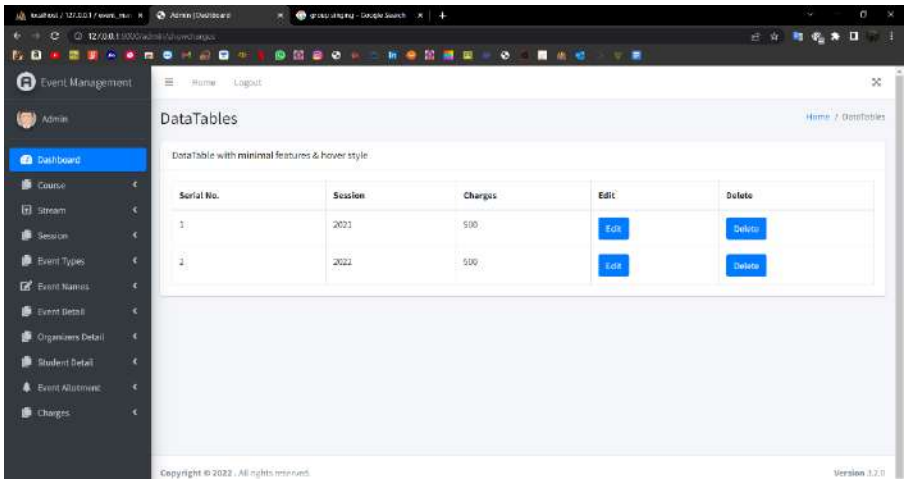

Fig 5.25 View charges

Organizer: In this module, organizer can check, approve any event request and provide venue for the practice.

- Go to organizer page, fill the login details of organizer.

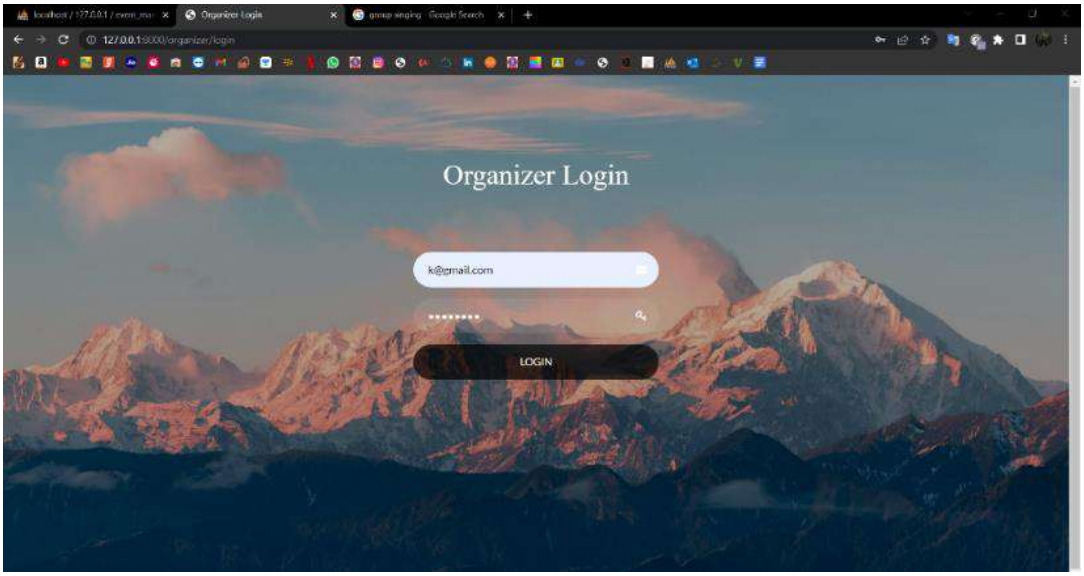

Fig 5.26 Organizer login

- After login it redirects to the dashboard of the organizer.

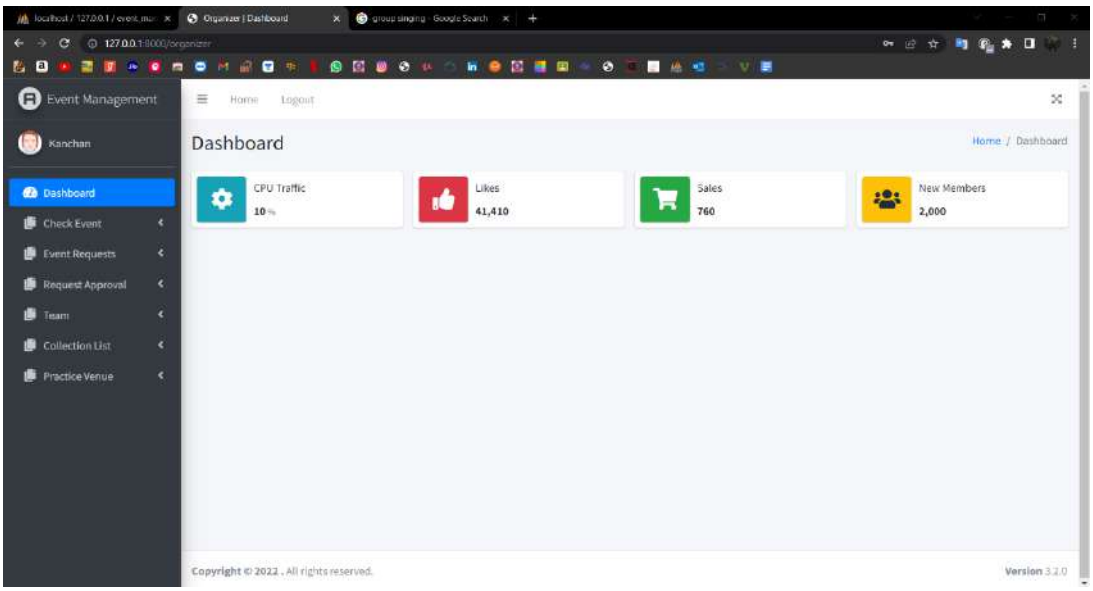

Fig 5.27 Organizer dashboard

- Click on check event for checking the list of events.

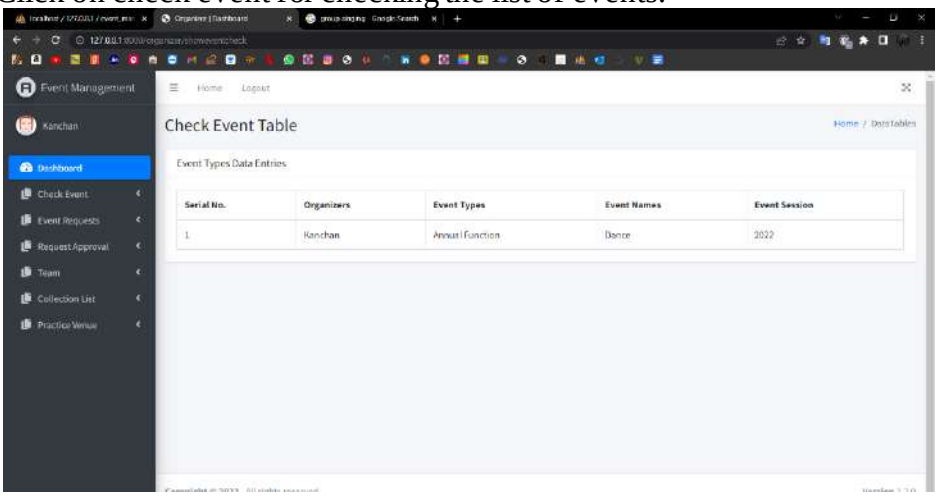

Fig 5.28 Check event

- Click on event request to view the requests for the participation in events.

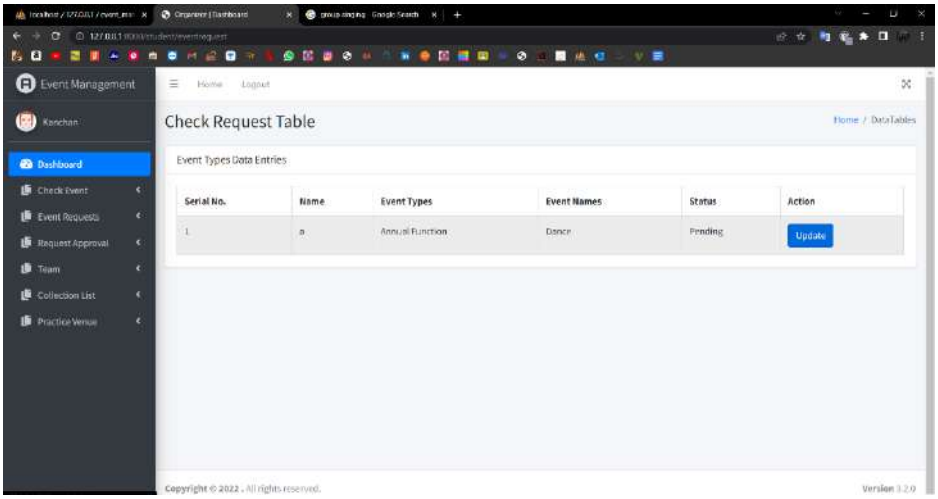

Fig 5.29 View charges

- Click on request approval to approve the participant for the event.

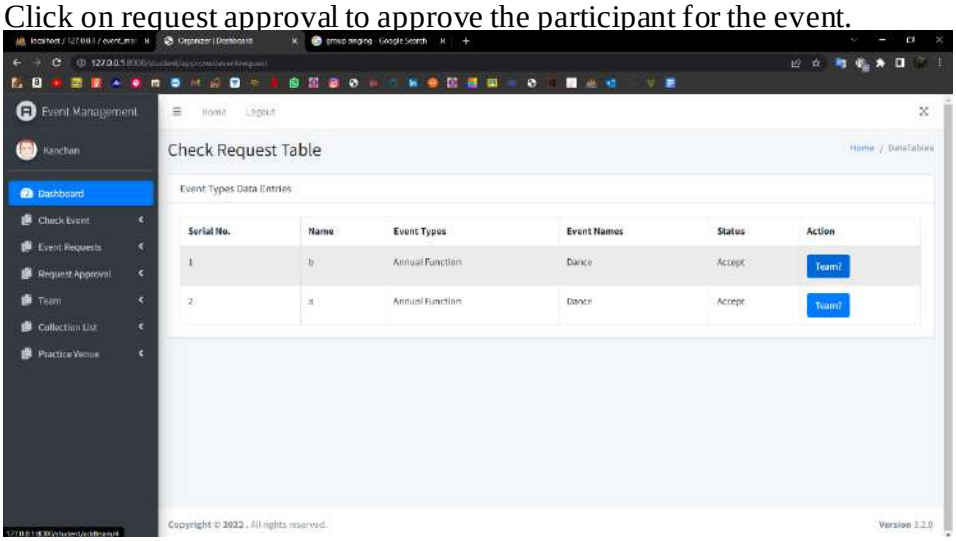

Fig 5.30 Approve request

- Click on team to view teams.

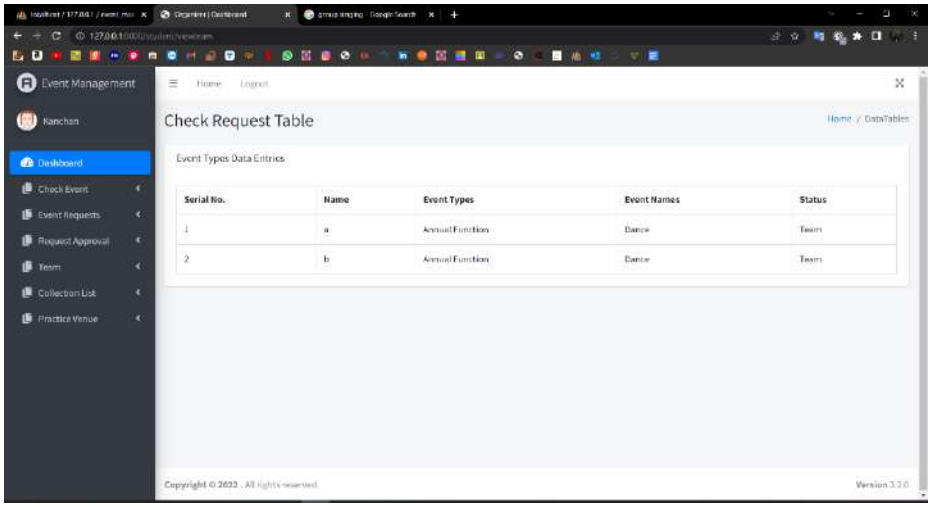

Fig 5.31 View team

- Click on collection lists to view pending and paid list of charges.

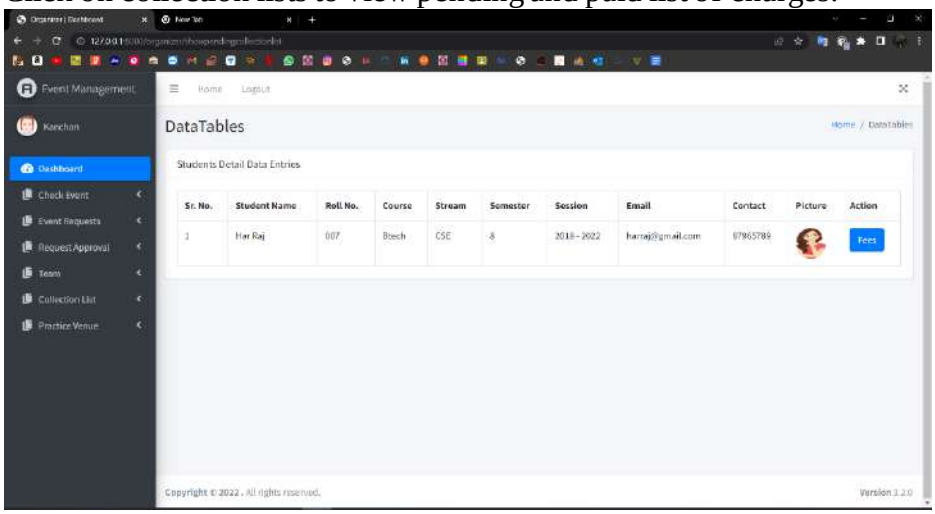

Fig 5.32 View pending and paid charges

- Click on practice venue to add or view venue for practice.

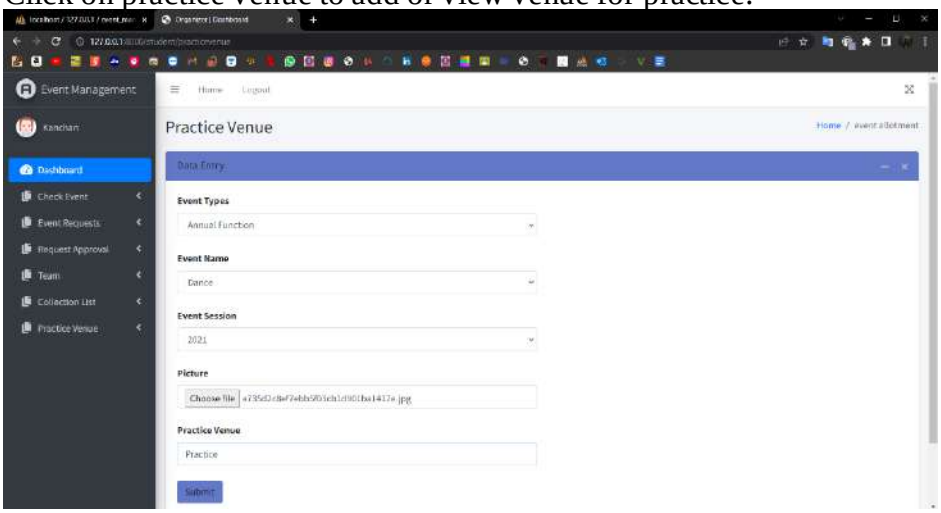

Fig 5.33 Add practice venue

5.2 BACK ENDS REPRESENTATION

The following are the databases used in Event management system:

Admin

	id	name	email	password	created_at	updated_at
Edit Copy Delete	1	Admin	admin@gmail.com	21232f297a57a5a743894a0e4a801fc3	*NULL*	*NULL*

Organizer

	id	name	email	password	contact	picture	course_id	stream_id
Edit Copy Delete	1	Kanchan	k@gmail.com	12345678	777777777	1699436391.png	1	1
Edit Copy Delete	2	Chavvi	c@gmail.com	12345678	98765434567	205901994.png	2	3

Student

	id	name	rollno	course_id	stream_id	semester	session_start	session_end	email	email_verified_at	password
Edit Copy Delete	8	a	44	1	1	8	2018	2021	a@gmail.com	*NULL*	$2y$10$HWdWSC5wveDvcmhXRTMVq
Edit Copy Delete	9	b	33	1	1	6	2019	2022	b@gmail.com	*NULL*	$2y$10$PU/RJ3ANmaMGTMBiQP0FKO
Edit Copy Delete	10	c	23	2	3	6	2019	2022	c@gmail.com	*NULL*	$2y$10$DbHvmfmFXCUS8LZ8tuNMfuvR

Charges

	id	session_id	charges	deleted_at	created_at	updated_at
Edit Copy Delete	1	1	500	*NULL*	2022-06-06 16:48:30	2022-06-06 16:48:30

Alot events

	id	name_id	eventtype_id	eventname_id	session_id	created_at	updated_at
Edit Copy Delete	1	1	1	1	1	2022-06-06 16:44:27	2022-06-06 16:44:27
Edit Copy Delete	4	2	1	2	1	2022-06-06 16:47:59	2022-06-06 16:47:59

Collection list

	id	session_id	user_id	organizer_id	paid_status	created_at	updated_at
Edit Copy Delete	1	1	8	1	0	2022-06-06 19:29:58	2022-06-06 19:29:58
Edit Copy Delete	2	1	9	1	1	2022-06-06 19:30:41	2022-06-06 19:39:37
Edit Copy Delete	3	1	10	1	0	2022-06-06 19:31:09	2022-06-06 19:31:09

Event details

	id	eventtype_id	eventname_id	session_id	description	date	picture
Edit Copy Delete	1	1	1	1	cdvab sacakshdkja abkashdsk dkahkhdak adkakhdka db...	2022-06-15	1245913371.jpg
Edit Copy Delete	2	1	2	1	cdvab sacakshdkja abkashdsk dkahkhdak adkakhdka db...	2022-06-16	1357381517.jpeg
Edit Copy Delete	3	4	6	3	dfgjkd hifhuiehfiueu whefh w	2022-06-23	597745320.jpg

Event Requests

	id	user_id	eventtype_id	eventname_id	status	created_at	updated_at
Edit Copy Delete	3	8	1	1	Team	2022-06-06 20:04:13	2022-06-06 20:09:56

Event type

	id	eventtype	picture	deleted_at	created_at	updated_at
Edit Copy Delete	1	Annual Function	2083416656.jpeg	NULL	2022-06-06 16:28:39	2022-06-06 16:28:39
Edit Copy Delete	2	Tech Fest	1151934426.jpg	NULL	2022-06-06 16:28:46	2022-06-06 16:28:46
Edit Copy Delete	3	Sports Meet	1916189156.jpg	NULL	2022-06-06 16:29:11	2022-06-06 16:29:11
Edit Copy Delete	4	Star night	1283467264.jpg	NULL	2022-06-07 08:34:49	2022-06-07 08:34:49

Events

	id	eventtype_id	event_name	picture	deleted_at	created_at	updated_at
Edit Copy Delete	1	1	Dance	886722170.jpeg	NULL	2022-06-06 16:29:30	2022-06-06 16:29:30
Edit Copy Delete	2	1	Singing	2407157.jpg	NULL	2022-06-06 16:29:45	2022-06-06 16:29:45
Edit Copy Delete	3	2	Project Auction	1697349055.jpg	NULL	2022-06-06 16:30:07	2022-06-06 16:30:07
Edit Copy Delete	4	3	Race	1358643601.jpg	NULL	2022-06-06 16:30:20	2022-06-06 16:30:20
Edit Copy Delete	5	3	Football	563562753.jpg	NULL	2022-06-06 16:30:44	2022-06-06 16:30:44
Edit Copy Delete	6	4	Group dance	1867480226.jpg	NULL	2022-06-07 08:36:09	2022-06-07 08:36:09

Practice Venue

	id	name_id	eventtype_id	eventname_id	session_id	picture	practice_venue	status
Edit Copy Delete	1	1	1	1	1	970729613.jpg	Auditorium 1	Pending

Courses

	id	course_name	deleted_at	created_at	updated_at
Edit Copy Delete	1	Btech	NULL	2022-06-06 16:25:42	2022-06-06 16:25:42
Edit Copy Delete	2	Nursing	NULL	2022-06-06 16:26:00	2022-06-06 16:26:00
Edit Copy Delete	3	Law	NULL	2022-06-07 08:31:53	2022-06-07 08:31:53

Sessions

	id	session_name	status	deleted_at	created_at	updated_at
Edit Copy Delete	1	2021	Expire	NULL	2022-06-06 16:28:19	2022-06-06 20:11:01
Edit Copy Delete	2	2022	Expire	NULL	2022-06-06 20:11:01	2022-06-07 08:33:21
Edit Copy Delete	3	Dance 2022	Active	NULL	2022-06-07 08:33:21	2022-06-07 08:33:21

5.3 INSTALLATION GUIDE

1. Download the project as Zip.
2. Open the download folder and extract the zip file.
3. Copy the content/folder, go to your projects folder where you have your previous projects and paste it.
4. Right click on a file (.env.example) in your folder and open properties.
5. Change the name from .env.example to .env.env and click on OK and then yes.
6. Right click on the file again, open properties and Check your type of file, it has been changed from example to env. So, now change the name again from .env.env to .env and click on OK.
7. Open the database and create a new database.(For example name of the database is event_management_system) and import database file.
8. Open the .env file and change the name of the database.
9. Go to address bar of your project, type cmd and open command prompt.
10. Run the command

    composer install

    (NOTE: You must have internet connection before running the command.)

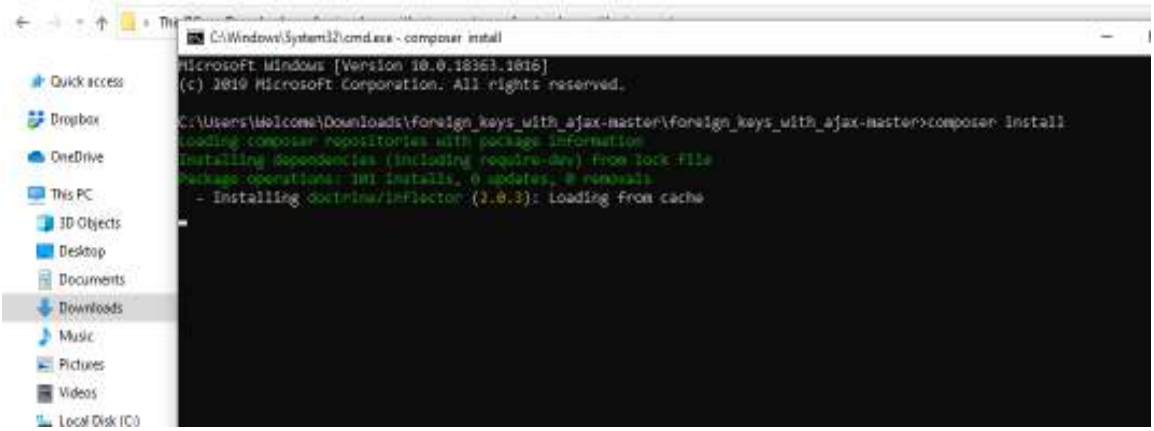

Fig 5.34 Installation of composer

11. Run the next command

    php artisan key:generate

12. If you have the backup of the database then import it, otherwise Run the next command

    php artisan migrate

13. Check your database for your tables.
14. Now you can use your project.

CHAPTER 6 CONCLUSION AND FUTURE SCOPE

6..1 CONCLUSION

In this project, we made attempt to effectively introduce the concept of event management systems already existing in the society. We then explain the concept of online event management systems which are already present. We describe the proposed system and explain the features implemented by our proposed system. We stored all the necessary data for the events like resources and supplies which helps to organize easily. It already contained the information about the college i.e students, branch, staff, event category etc.

We also give a brief overview of the technologies used during the development of our proposed system. This project can be further refined and extended by introducing new and more innovative features.

6.2 FUTURE SCOPE

The proposed system is Event Management System. We can enhance this system by including more facilities like

- Adding more events like birthday, farewell, freshers etc for easy management.
- Provide feedback form to students so that organizer improve event's management for the next time.
- Can make the application more secure and reliable.
- Improve its interface which will be look more designer and attractive.
- One more module can be added for the personal event in the college for the students.
- Enhance the security system so that unauthorized person not accessing its database and leak the important and payment detail.
- Provide backup for the database.

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