

NATIONAL SCHOOL OF ARTS AND SCIENCES

COMP1005 – OBJECT ORIENTED PROGRAMMING SEMESTER 2 (S2)

FREMANTLE AND SYDNEY CAMPUSES

A PROJECT REPORT ON

EVENT PLANNER WEB APP

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**INTRODUCTION**

The purpose of this project is to design & develop a fully functional as well as responsive Event Planner Web Application which allows the user to create , view and manage any kind of events easily . This application shows the practical use case of HTML5, CSS3 which includes Flexbox and grid and JavaScript DOM manipulation to build a user-friendly and interactive front-end web solution.

The overall goal of this project is not only to build a visually good and responsive user interface but also to ensure the reusability , accessibility and performance across any other devices. It should follow mobile-first design approach which should be adapted to desktops , tablets , smartphones etc and so on. Semantic HTML tags and elements are used to structure the content , flexbox and grid are used to create a clean and balanced layout. CSS is used to give the looks to the website and Javascript DOM manipulation adds the interactivity by allowing users to dynamically update the content without any page reloads.

This project gives an opportunity to apply the front-end development concepts learned throughout the course to implement a light dummy version of real world application. It also highlights the integration of design thinking , technical skills and problem solving capabilites to create professional quality web application suitable for users in real world.

**TOOLS AND TECHNOLOGIES**

This project was developed using different front-end web technologies and modern development tools which includes HTML5, CSS3, and JavaScript, each serving a specific role in the structure, presentation, and interactivity of the Event Planner application to ensure efficiency , responsiveness, reusability and maintainability.

**HTML5 :** It was used to define the structure and meaningful (semantic) layout of each page. Elements like header , section , article and footer were used to create a clear hierarchy which improves the both accessibility as well as readability. These semantic tags usually helps in search engines and other technologies to make the page appear on top and interpret the page meaningfully.

**CSS3:** It was used for the visual styling and responsive design of the website. Both flexbox and CSS Grid were used to organize components effectively accross several devices. Flexbox was used to align nav bars , forms , content cards while grid was used to arrange the event listings in a structured way . Media queries were used to ensure the responsive design of the website across different mobile , tablet and desktop devices.

**JAVASCRIPT ( DOM ):** It was used to bring interactivity to the web application . Through the event listeners and DOM manipulation methods , user can do the CRUD operations like add new events , delete events and filter them dynamically without the page being reloaded. It also handled the basic form validation to ensure all the input fields are getting submitted for a new event.

**Visual Studio Code** was the main development environment used because of its builtin debugging features , syntax highlighting and the live server extension which shows the real time changes on the web app. Browser built in developer tools were used for testing and debugging as well to check responsiveness of the web app , inspecting the DOM structure and fixing the layout or any kind of script issues

These tools and technologies provided a complete environment for all the planning , designing , coding , testing and debugging as well as documenting the Event Planner web application in a organized manner

**DESIGN PROCESS**.

Before starting to code , firstly I planned how my Event planner website would look and function . I made some basic wireframes of each pages which includes home page , about page and event manager page using draw.io. The main goal was to make the site simple , easy to use , and look good and responsive on all the screen sizes. The mobile-first approach was followed so that it first works smoothly on phones and then expands nicely on the larger screens like laptops , tablets , desktop and so on.

The home page includes the navigation bar on the top of the website and footer on the bottom of the website and the welcome section with a short message and a button on the middle designed and structured with CSS Grid. These boxes have functions like adding , viewing and managing events.

The about page focuses on overall summary of the website and includes a short section about me as the developer. It uses a simple layout made with flexbox where one side contains the text part about the app and other shows the design principles of app .

The event manager page is the main part of the application which includes a form at the top for adding the events and sections below it which displays all the events added by the user. This part of the app uses both flexbox as well as grid to keep everything properly aligned and responsive.

For colors , shades of teal and white was used to give a clean and modern look. The fonts Poppins and Roboto were used to for styling the texts.