EVENT MANAGEMENT

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1 PROJECT ABSTRACT

In the vibrant world of event management, there's a growing demand for modern platforms that streamline event planning and organization. The CEO of an event management startup, Mr. X, challenges a team of developers to create an Event Management Application using Angular.

Your Task is to develop a digital solution that empowers users to create, manage events and guests, facilitating seamless event planning and execution.
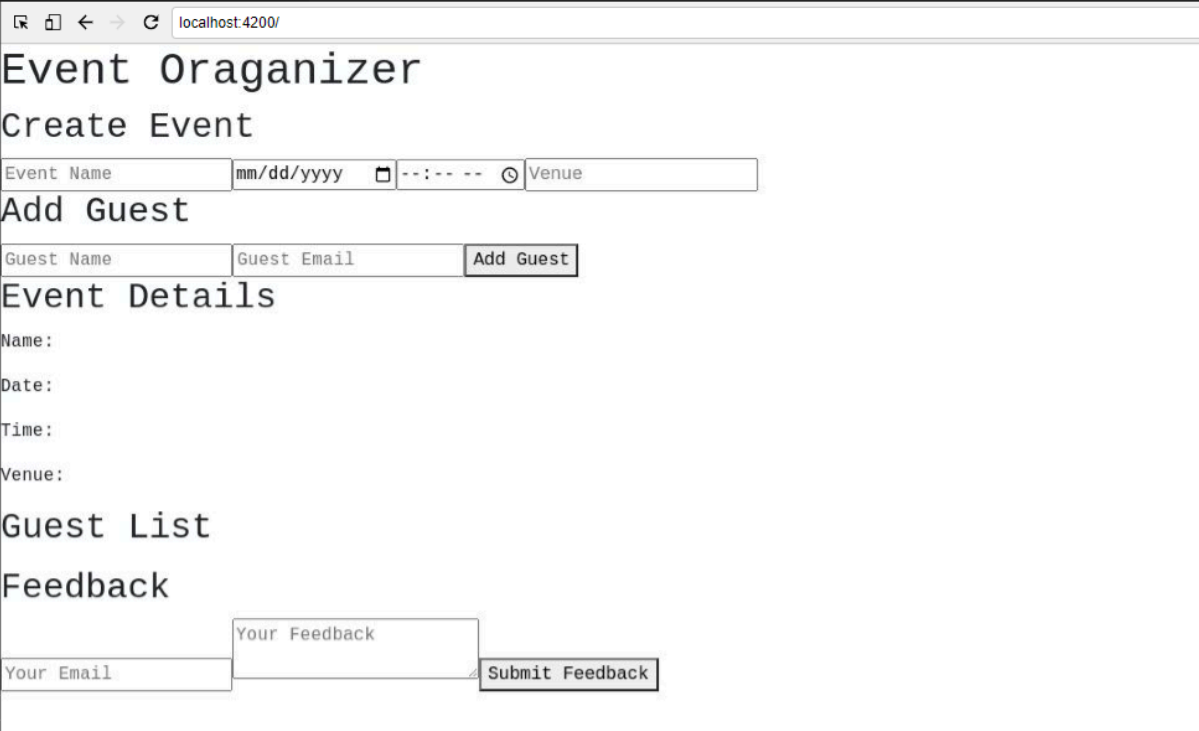
2 PROBLEM STATEMENT

"Event Management" is a Single Page Application (SPA) that empowers users with an interactive interface for creating events, managing guest lists and tracking the guests who are Attending / Not Attending / Maybe.

3 PROPOSED EVENT MANAGEMENT APPLICATION WIREFRAME

UI needs improvisation and modification as per given use case and to make test cases passed.

3.1 WELCOME PAGE

3.2 SCREENSHOTS

4   BUSINESS-REQUIREMENT:

As an application developer, develop the Event Management Application (Single Page App) with below guidelines:

User Story #	User Story Name	User Story
US_01	Welcome Page	As a user I should be able to visit the welcome page as the default page. Acceptance criteria: 1. Should have "Event Organizer" as heading in h1. 2. Should have "Create Event", "Add Guest", "Event Details", "Guest List", "Feedback" as heading in h2. 3. Users can create an event. 4. Users should be able to add guests to an event using the "Add Guest" button. 5. Users should be able to see the list of all guests invited to an event. 6. Users should be able to mark guests as attending, not attending, or maybe attending directly from the guest list. 7. Guests should be able to submit feedback to an event.

5   CONSTRAINTS

1. You should be able to press the "TAB" key and "SHIFT + TAB" to navigate from top field to bottom field and vice-versa.

6 MANDATORY ASSESSMENT GUIDELINES

1. All actions like build, compile, running application, running test cases will be through Command Terminal.

2. To open the command terminal the test takers, need to go to

   Application menu (Three horizontal lines at left top) -> Terminal ->New Terminal.

3. This editor Auto Saves the code.

4. If you want to exit(logout) and continue the coding later anytime (using Save & Exit option on Assessment Landing Page) then you need to use CTRL+Shift+B-command compulsorily on code IDE. This will push or save the updated contents in the internal git/repository. Else the code will not be available in the next login.

5. These are time bound assessments the timer would stop if you logout and while logging in back using the same credentials the timer would resume from the same time it was stopped from the previous logout.

6. This is a web-based application, to run the application on a browser, use the internal browser in the workspace. Click on the second last option on the left panel of IDE, you can find Browser Preview, where you can launch the application.

   Note: The application will not run in the local browser

7. You can follow series of command to setup Angular environment once you are in your project-name folder:

   a. npm install -> Will install all dependencies -> takes 10 to 15 min.

   b. npm run start -> To compile and deploy the project in browser. You can press the <Ctrl> key while clicking on localhost:4200 to open the project in the browser -> takes 2 to 3 min.

   c. npm run test -> to run all test cases. It is mandatory to run this command before submission of workspace -> takes 5 to 6 min.

8. Once you are done with development and ready with submission, you may navigate to the previous tab and submit the workspace. It is mandatory to click on "Submit Assessment" after you are done with code.

9. **You need to use CTRL+Shift+B - command compulsorily on code IDE, before final submission as well. This will push or save the updated contents in the internal git/repository, and will be used to evaluate the code quality.**