



**UGANDA CHRISTIAN  
UNIVERSITY**

*A Centre of Excellence in the Heart of Africa*

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**FACULTY OF SCIENCE AND TECHNOLOGY**

**BACHELOR OF SCIENCE IN COMPUTER SCIENCE**

**A WEBSITE FOR A COMPUTING CONFERENCE.**

**BY  
NKURAIJA GARY MATTHEW**

## **Abstract**

Having studied and become well versed in Web Application Development I was tasked upon this basis that I was tasked to develop a Web Application for an upcoming Technology Conference to help advertise the event primarily in order to get well informed on the topics to be discussed an the presenters.

## **List Of Abbreviations**

HTML	Hyper Text Make up Language
CSS	Cascading Style Sheets
JS	Java Script
UI	User Interface
.py	Python

## **Report**

Having been asked to take up the assignment above for which I was to develop an interactive Web Application. The Website had to have a few fundamental functions like

- Promote the conference.
- Register participants
- Call for papers to be presented.
- Schedule of the day.
- Venue.
- Contacts.
- Advertise the sponsors.

I developed the website in Django framework with python, html, css and js all interlinked together.

Seven pages were created which include;

- Home.
- About.
- Speakers.
- Schedule.
- Venue.
- Sponsors.
- Contact and Registration.

### **Home**

it includes an interactive welcome page to the website with a video about the previous conference

### **About.**

This page includes information on the Conference for example why the conference has been set up, where it will take place, when it starts and when it ends.

## **Speakers.**

This page includes information about the speakers, their designations, their respective social media platforms and contacts for further inquiries.

## **Schedule.**

It includes the schedule by time for the four days of the conference with the respectful time and topic of discussions. It also includes which presenter is to present at that time.

## **Venue.**

This page includes a map to the exact location where the conference will be held with the additional graphics on how the place looks like to help participants navigate their way through the University.

## **Sponsors.**

This page includes the graphics for the sponsors of the event for example Uganda communication commission, MTN Uganda, Innovation village, Outbox and Google for advertisement and to let the participants know who organized the event.

## **Contact and Registration.**

This page contains Contacts for the conference where people can get contacts to reach out on for more inquiries on. It goes on to a form where participants register their Full names, Emails, District and Contact which are sent to <http://127.0.0.1:8000/admin/> in the RegistrationForm under the ConferenceApp. To access the admin page you will enter a username and password which are;

username	gary
password	gary

## **Functionality**

I advise as you look through the website have a stable internet connection to have access to all futures of the applications.