A Mini Project Synopsis on

Event Management System

S.E. – Information Technology Engineering

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UNIVERSITY OF MUMBAI
Academic year: 2021-22

CERTIFICATE

This to certify that the Mini Project report on **Event Management System** has been submitted by **Jai Rao (20104097), Hitesh Sachdev (20104137)**, **Tanmay Poyekar (20104053)** and **Nihaal Varun(20104040)** who are the students of A. P. Shah Institute of Technology, Thane, Mumbai, as a partial fulfilment of the requirement for the degree in Information Technology, during the academic year 2021-2022 in the satisfactory manner as per the curriculum laid down by University of Mumbai.

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ACKNOWLEDGEMENT

This project would not have come to fruition without the invaluable help of our guide **Prof. Sneha Dalvi**. Expressing gratitude towards our HoD, **Prof. Kiran Deshpande**, and the Department of Information Technology for providing us with the opportunity as well as the support required to pursue this project. We would also like to thank our teacher **Ms. Roshna Sangle** who gave us her valuable suggestions and ideas when we were in need of them. We would also like to thank our peers for their helpful suggestions.

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Chapter No: 1

Introduction

An Event Management System helps organizers plan, execute and report on events.Event management is the application of project management to the creation and development of small and large-scale personal or corporate events such as ceremonies, formal parties. It involves studying the brand, identifying its target audience, devising the event concept, and coordinating the technical aspects before actually launching the event.

Online event management system is an online event management system software project that serves the functionality of an event manager. The system allows users to register on the application for an event. This proposed to be a web application. The project provides most of the basic functionality required for an event type, the system then allows the user to select date and time of event, place. The data is then send to administrator.

A good online event management system will also allow for online payment collection. Gone are the days when event organizers have to process checks and money orders paid by confirmed attendees. Today, with the use of debit or credit cards, attendance confirmation becomes a matter that can be settled in a few minutes.

Purpose

The application 'EVENT MANAGEMENT' is designed keeping in mind the difficulties faced in planning a successful event. This is an all-in-one application wherein there are many categories for planning an event as mentioned above. These categories help the users to plan an event on a single console and avoids the need of going elsewhere, making it convenient for the users. This application makes event planning and managing easy.
online event management system should allow an organizer to create a customized website tailored specifically for an event. With the rise in social media, it has become very easy to share website links and thus any event website can therefore be very accessible to target attendees.

Objectives:

- To Minimize administration efforts
- To Eliminate missed communications
- To Digitize how your events are run
- To Save time planning future events
- To Access detailed reports & analytics
- To develop a system that effectively manages all the data related to the various events that take place in an organization.

Scope:

- So our application is user friendly and easy to use.
- Organize events such as theme parties, exhibitions, company conferences, musical concerts, etc.
- Event Planning: To plan an event we consider the following areas of an event, feasibility, site choice/design, staging, site map, event proposal.
- Maintaining a centralized database of all event related information

Chapter 2

Problem Definition

- Each event is different in its nature so process of planning and execution of each event differs on basis of the type of event.
- A simple interface is critical to make event updates and tracking easy to maintain

Chapter 3

Proposed System

- Event management system will allow users and organizers to access and manage all aspects of an event, including registration, marketing, physical planning and preparation, reporting and analytics, and more.
- Event Management System is a system that will reduce your work burden along with your budget.

Features and Functionality

User login

- User have to create an account by registering themselves. Then they can login and can utilize the services.

Customized Processes & Scheduling:

- Custom processes in your event management system allow for designing and publishing online request forms, requiring approvals or additional information, and custom fields for different events to make sure you get all the information you need.

Effortless Event Updates & Tracking:

- Users can make changes to events, including time, date, status and services, 1 week before the event.
- Resources & Documentation:
- Planners and users can able to attach all relevant services and documentation to any booking, as well as add comments where needed for easy reference.

Chapter No: 4

Project Outcomes

- User Can login & Signup.
- User can book any event the want through login in their account.
- Event Management System store all records of your events in a single Database System, so it becomes very easy to search any record if needed.

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Chapter 5

Software Stack

Language - Python

Front end -Tkinter

Backend – MySQL

Python

Python is a general-purpose interpreted, interactive, object-oriented, and high-level programming language. It was created by Guido van Rossum during 1985- 1990. Like Perl, Python source code is also available under the GNU General Public License (GPL). This tutorial gives enough understanding on Python programming language.

Python is a high-level, general-purpose programming language. Its design philosophy emphasizes code readability with the use of significant indentation. Its language constructs and object-oriented approach aim to help programmers write clear, logical code for small- and large-scale projects.

Python is dynamically-typed and garbage-collected. It supports multiple programming paradigms, including structured, object-oriented and functional programming.

Tkinter

This Tkinter tutorial introduces you to the exciting world of GUI programming in Python.

Tkinter is pronounced as tea-kay-inter. Tkinter is the Python interface to Tk, which is the GUI toolkit for Tcl/Tk. Tcl is a scripting language often used in testing, prototyping, and GUI development.

Tk is an open-source, cross-platform widget toolkit used by many different programming languages to build GUI programs.Python implements the Tkinter as a module. Tkinter is a wrapper of C extensions that use Tcl/Tk libraries.Tkinter allows you to develop desktop applications. It's a very good tool for GUI programming in Python.

Tkinter is a good choice because of the following reasons:

- Easy to learn.
- Use very little code to make a functional desktop application.
- Layered design.
- Portable across all operating systems including Windows, macOS, and Linux.
- Pre-installed with the standard Python library.

MySQL

MySQL is the most popular Open Source Relational SQL database management system. MySQL is one of the best RDBMS being used for developing web-based software applications.

MySQL is a relational database management system based on the Structured Query Language, which is the popular language for accessing and managing the records in the database. MySQL is open-source and free software under the GNU license.

- It allows us to implement database operations on tables, rows, columns, and indexes.
- It defines the database relationship in the form of tables (collection of rows and columns), also known as relations.
- It provides the Referential Integrity between rows or columns of various tables.
- It allows us to updates the table indexes automatically.
- It uses many SQL queries and combines useful information from multiple tables for the end-users.

Chapter 6

Project Design

In this phase, a logical system is built which fulfils the given requirements. Design phase of software development deals with transforming the client's requirements into a logically working system. Normally, design is performed in the following in the following two steps:

1. Primary Design Phase: In this phase, the system is designed at block level. The blocks are created on the basis of analysis done in the problem identification phase. Different blocks are created for different functions emphasis is put on minimizing the information flow between blocks. Thus, all activities which require more interaction are kept in one block.

2. Secondary Design Phase: In the secondary phase the detailed design of every block is performed.

The general tasks involved in the design process are the following:

1. Design various blocks for overall system processes.
2. Design smaller, compact and workable modules in each block.
3. Design various database structures.
4. Specify details of programs to achieve desired functionality.
5. Design the form of inputs, and outputs of the system.
6. Perform documentation of the design.

User Interface Design: User Interface Design is concerned with the dialogue between a user and the computer. It is concerned with everything from starting the system or logging into the system to the eventually presentation of desired inputs and outputs. The overall flow of screens and messages is called a dialogue.

Chapter 7

Implementation

Home Page: This is the home page where new user can create an account by clicking on sign up button and existing user have to just login to their account.

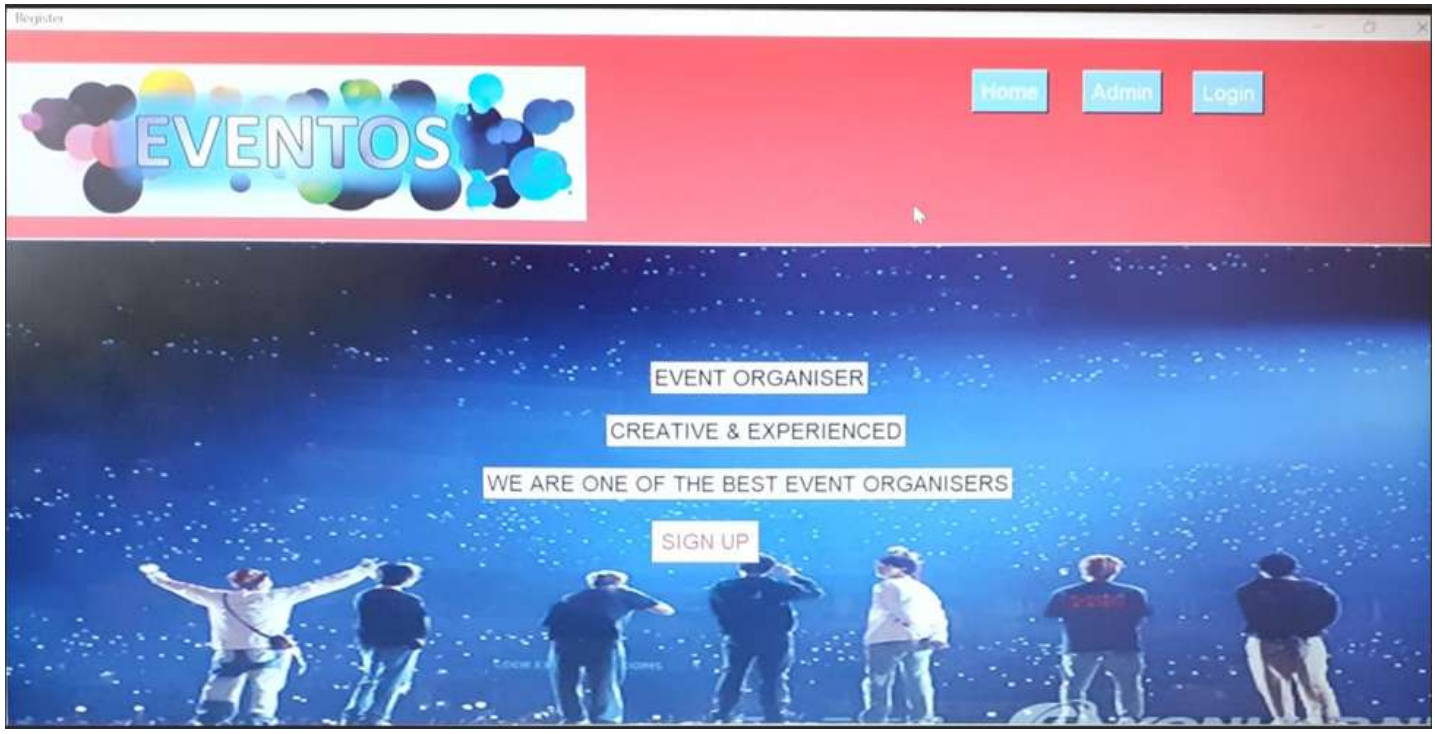


Figure 1. Home Page

Login Page: The Login Page allows a user to gain access to an application by entering their username and password.

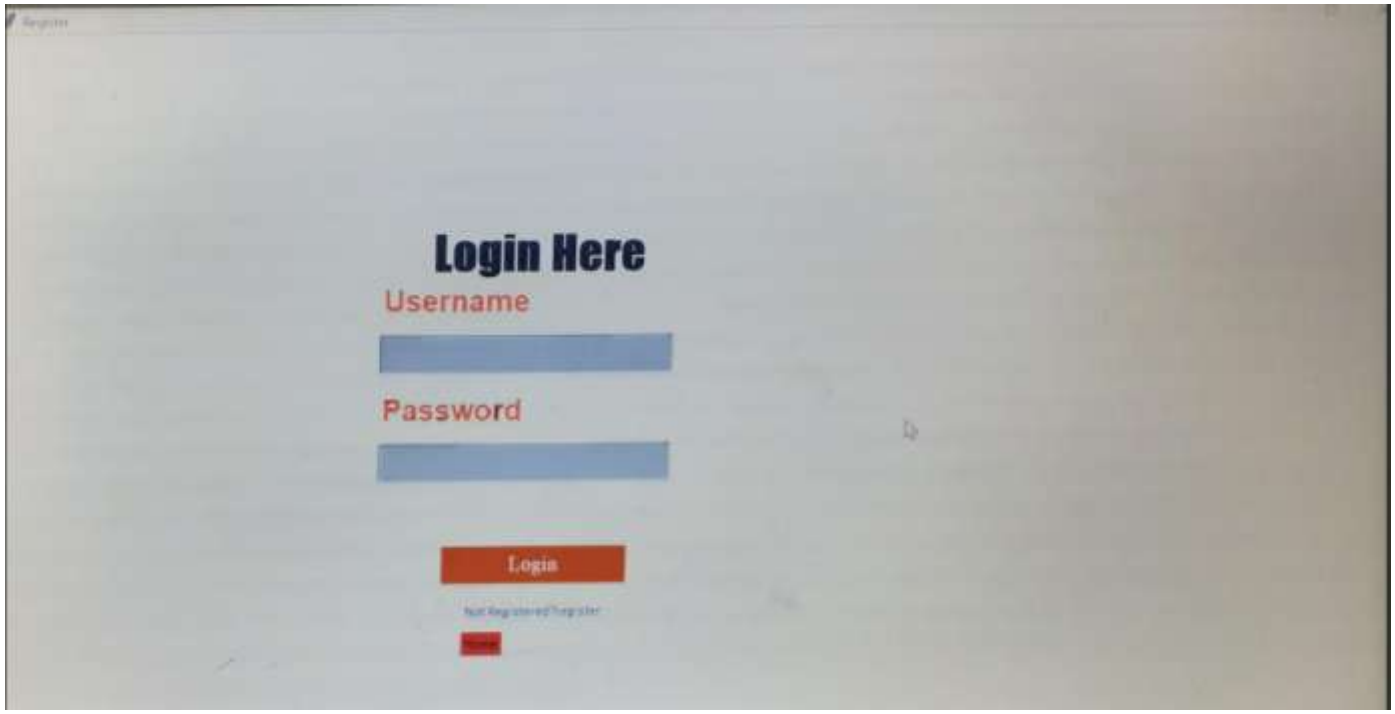


Figure 2. Login Page

Sign Up Page: Sign up screens are the first screen a user will experience where user will register to our application.

Figure 3. Registration Page

Dashboard: This page will display after the user login were user can book events and arrange events.

Figure 4. Dashboard

Events Page: This will be display after login were user can view the events details and can book an event easily.

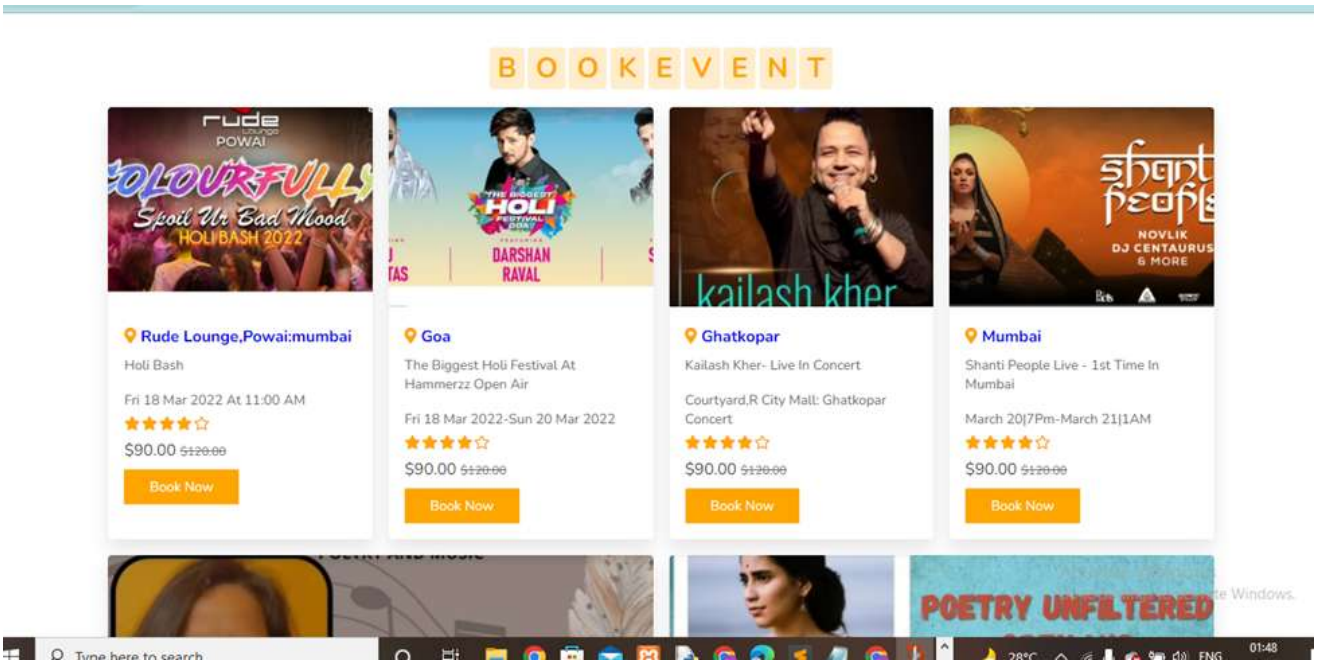


Figure 5. Event Page

Event Page: User can enter event name and other details to arrange events.

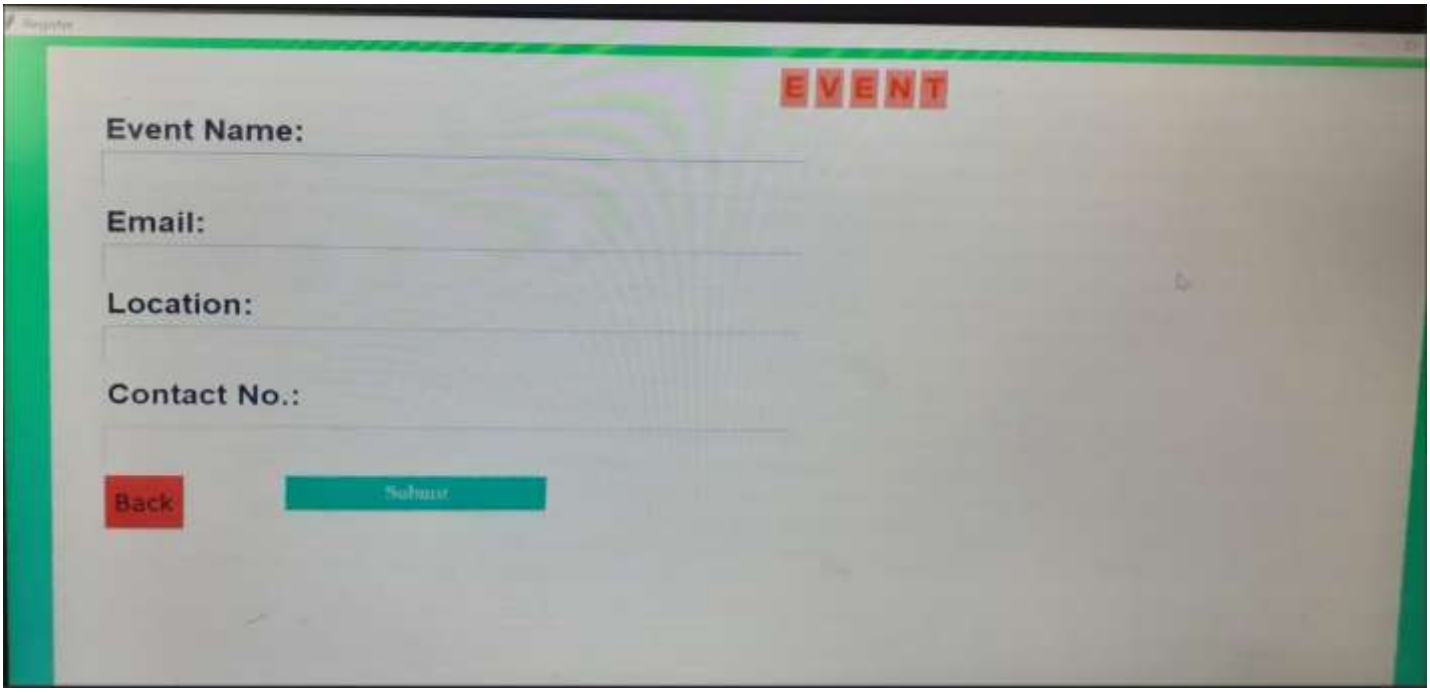


Figure 6

Payment Page: This page will be display after the user book an event and by making payment user can easily checkout.

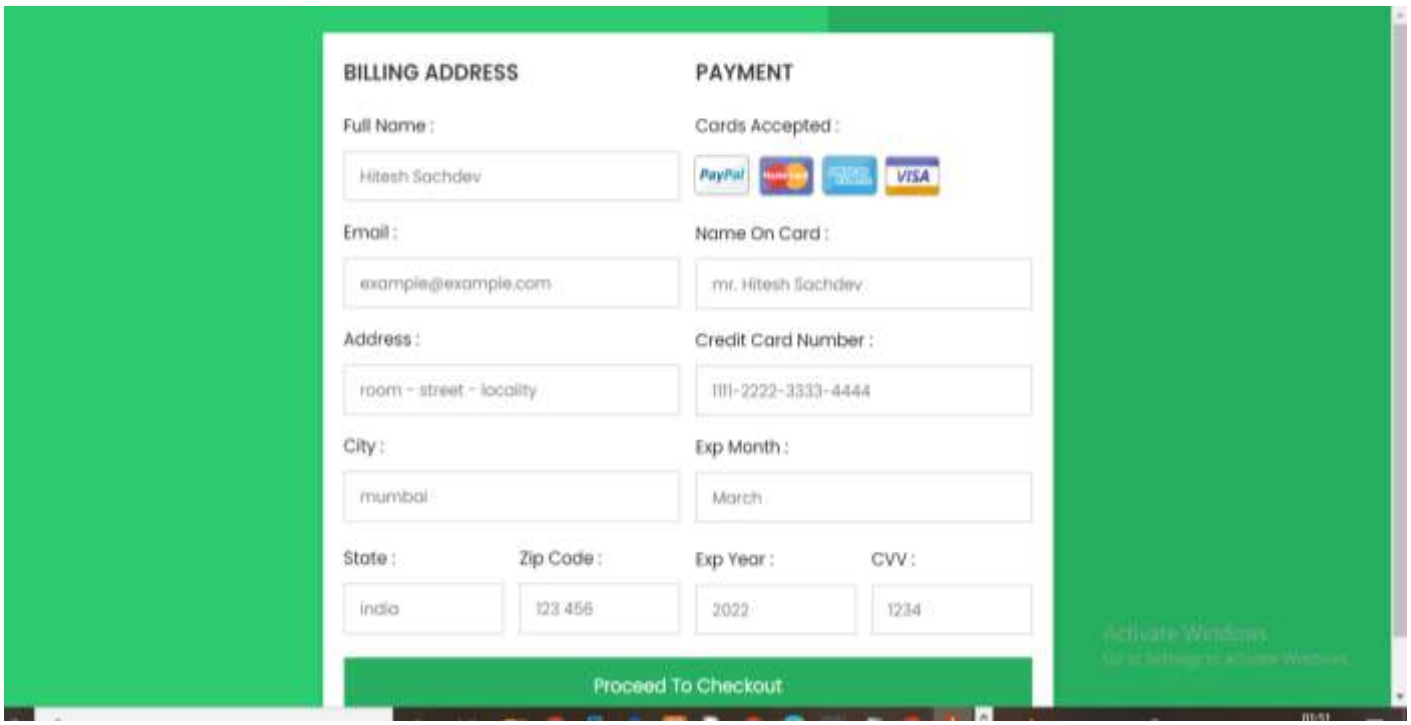


Figure 7. Payment Page

Admin Login: This page is for login were admin can login**.**

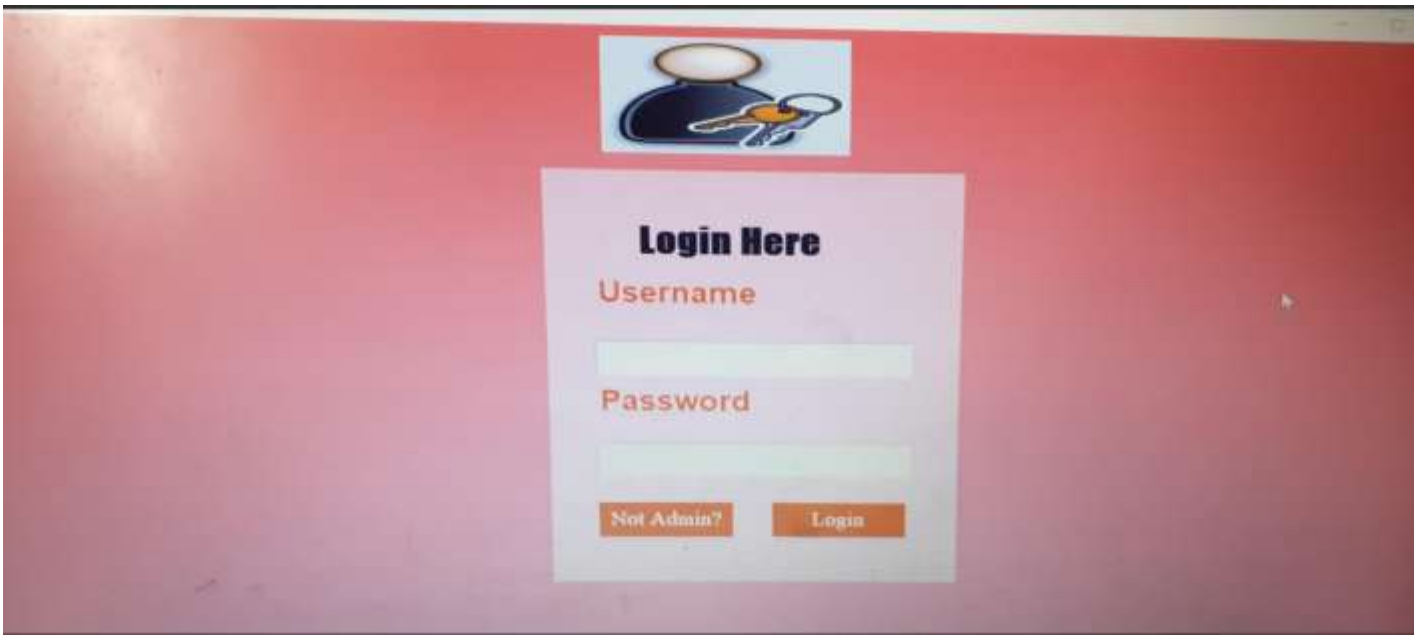


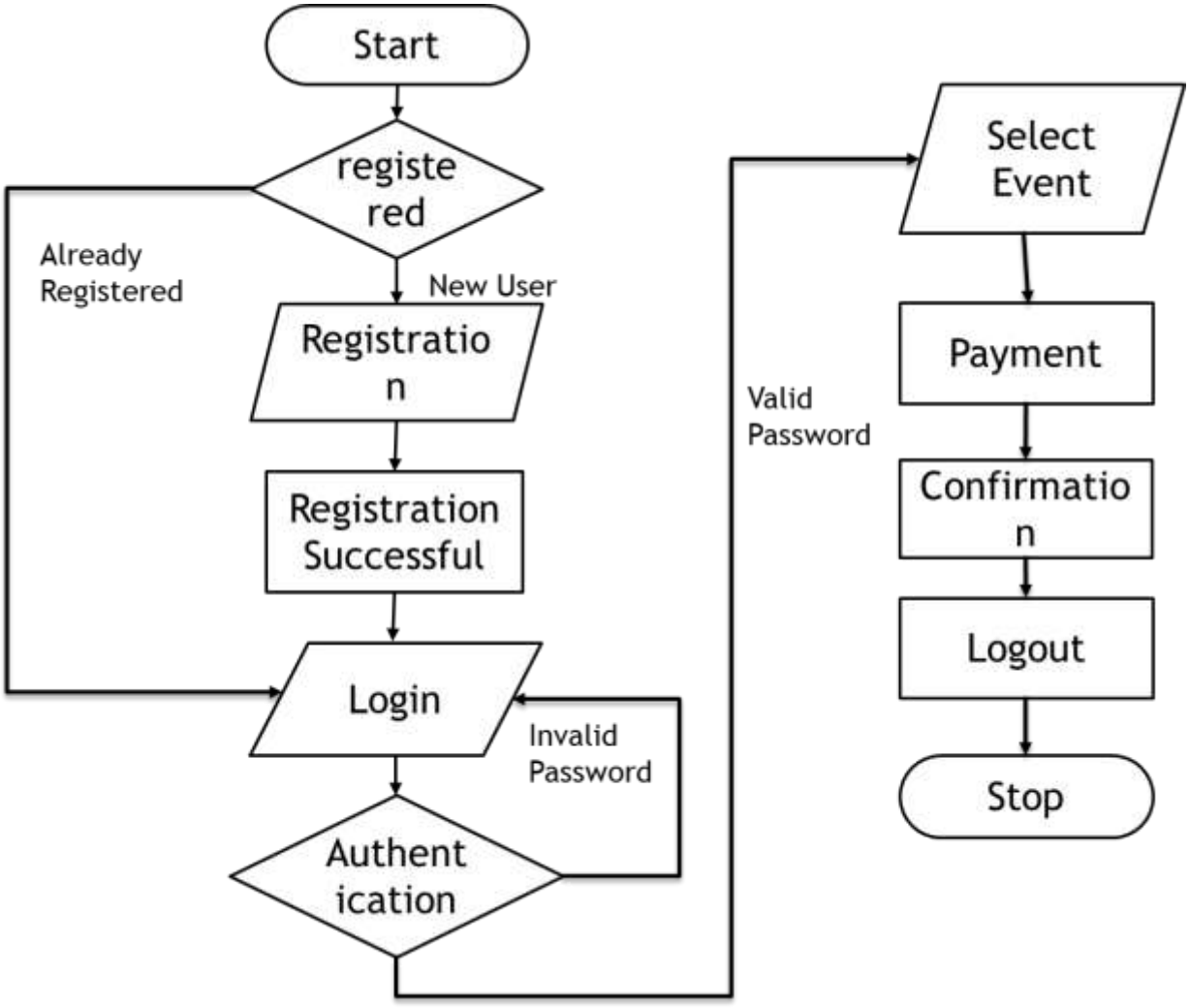
Figure 8. Admin Login Page

ER Model

ER model stands for an Entity-Relationship model. It is a high-level data model. This model is used to define the data elements and relationship for a specified system.

It develops a conceptual design for the database. It also develops a very simple and easy to design view of data.

In ER modeling, the database structure is portrayed as a diagram called an entity-relationship diagram. Below diagram represent the ER model of Resume Builder. ER model starts with the User which is a Strong Entity and has Email and a password as an attributes. Further the user will create or manages Resume which is a strong entity and has three entity i.e. personal details, skills, qualification. personal details have name,address,DOB, Email and phone no is a multivalued attribute.skills have two attributes i.e. skill type, skill level.Qualification Entity include school name,college name,city,state,percentage.Now the Resume entity has experienced and freshers as a two attributes. Freshers entity include description, language,Project name as an attributes and Experienced Entity include two attributes i.e. Job title and job description.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Already
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Registration
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Login
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Valid
Password
Select
Event
Payment
Confirmatio
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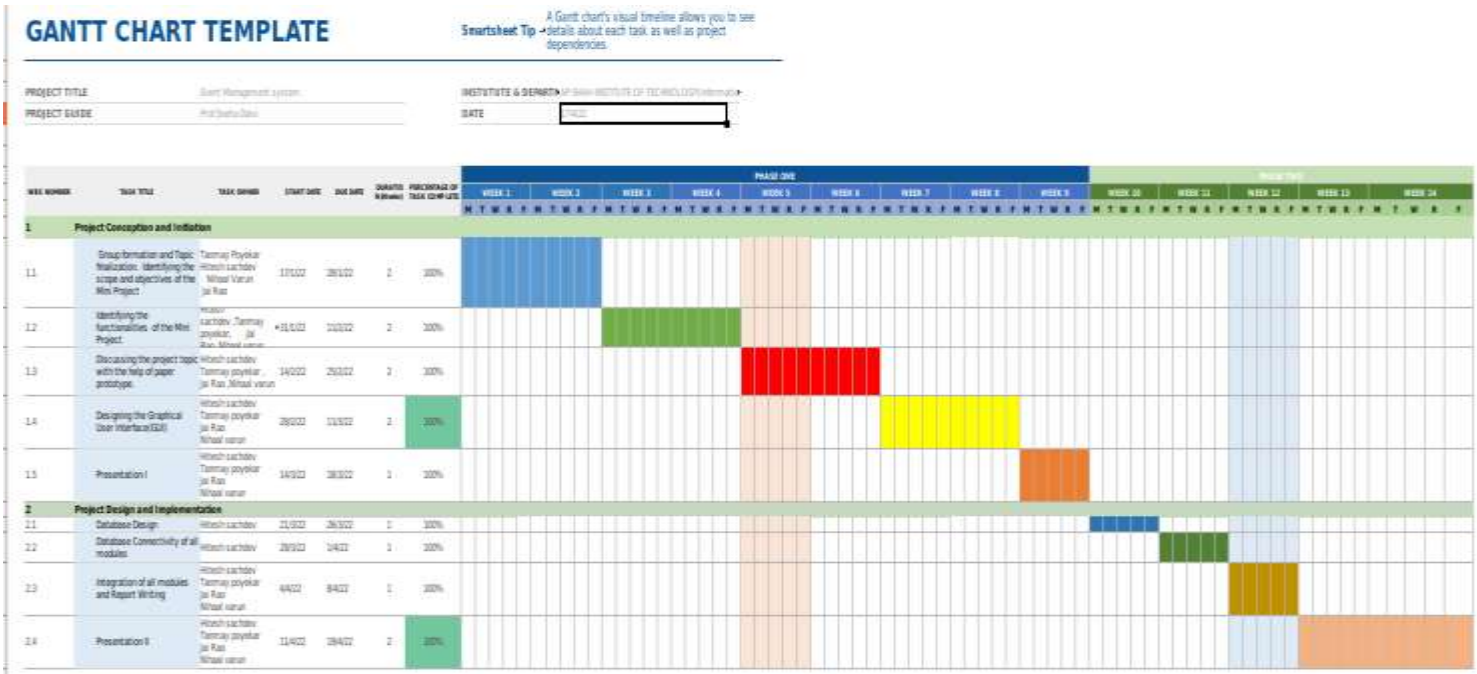
Logout
Stop

Chapter 8

Project Scheduling Template

Sr. No	Group Member	Time duration	Work to be done
1	Jai Rao Hitesh Sachdev Tanmay Poyekar Nihaal Varun	1st week of January	Implementing GUI for Registration page and Login page
		2nd week of January	Testing GUI with data base with Registration Page and Login Page
2	Tanmay Poyekar Jai Rao Nihaal Varun Hitesh Sachdev	3rd week of January	Implementing GUI frames and connecting each other
3	Hitesh Sachdev	By the end of march month	GUI with database connectivity

GANTT CHART


GANTT CHART TEMPLATE
Smartsheet Tip
A Gantt chart's visual timeline allows you to see details about each task as well as project dependencies.
PROJECT TITLE
PROJECT GUIDE
INSTITUTE & DEPARTM
DATE
PHASE ONE
WEEK 1
WEEK 2
WEEK 3
WEEK 4
WEEK 5
WEEK 6
WEEK 7
WEEK 8
WEEK 9
WEEK 10
WEEK 11
WEEK 12
WEEK 13
WEEK 14
1 Project Conception and Initiation
1.1 Group formation and Topic finalization. Identifying the scope and objectives of the Mini Project
1.2 Identifying the functionalities of the Mini Project.
1.3 Discussing the project topic with the help of paper prototype.
1.4 Designing the Graphical User Interface(GUI)
1.5 Presentation I
2 Project Design and Implementation
2.1 Database Design
2.2 Database Connectivity of all modules
2.3 Integration of all modules and Report Writing
2.4 Presentation II

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Chapter 9

Conclusion

As Event management is the co-ordination, running and planning of events. Event management is and exciting and growing industry, as well as unique career opportunity for everyone with a passion for the planning and organizing events such as concerts, parties and etc. Event management is considered one of the strategic marketing and communication tools by all companies of all sizes. We are trying to achieved our target to make possible to provide online information of all the upcoming events by which user can get information of events on their screen itself.

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