



PARTY PLANNER APPLICATION

A PROJECT REPORT

Submitted by

MANOJ J B R (8115U23ME026)

in partial fulfillment of requirements for the award of the course

MGB1201 - PYTHON PROGRAMMING

in

DEPARTMENT OF MECHANICAL ENGINEERING

K. RAMAKRISHNAN COLLEGE OF ENGINEERING

(An Autonomous Institution, affiliated to Anna University Chennai and Approved
by AICTE, New Delhi)

SAMAYAPURAM – 621 112

DECEMBER - 2024



K. RAMAKRISHNAN COLLEGE OF ENGINEERING
(Autonomous Institution affiliated to Anna University, Chennai)

TRICHY-621 112

BONAFIDE CERTIFICATE

Certified that this project report on “**PARTY PLANNER APPLICATION**”

is the bonafide work o f**MANOJ J B R (8115U23ME026)**

who carried out the project work during the academic year 2024 - 2025 under my supervision.

SIGNATURE

Dr. T. M. NITHYA, M.E.,Ph.D.,
HEAD OF THE DEPARTMENT
ASSOCIATE PROFESSOR
Department of CSE
K.Ramakrishnan College of
Engineering (Autonomous)
Samayapuram–621112.

SIGNATURE

Mrs.S.RAJESWARI M.E.
SUPERVISOR
ASSISTANT PROFESSOR
Department of CSE
K.Ramakrishnan College of Engineering
(Autonomous)
Samayapuram–621112.

Submitted for the End Semester Examination held on.....

INTERNAL EXAMINER

EXTERNAL EXAMINER



DECLARATION

I declare that the project report on “**PARTY PLANNER APPLICATION**”
the result of original work done by us and best of our knowledge, similar work has
not been submitted to “**ANNA UNIVERSITY CHENNAI**” for the requirement of
Degree of **BACHELOR OF ENGINEERING**. This project report is submitted on
the partial fulfilment of the requirement of the completion of the course **MGB1201 –**
PYTHON PROGRAMMING

Signature

MANOJ J B R

Place: Samayapuram

Date:



ACKNOWLEDGEMENT

It is with great pride that I express our gratitude and in-debt to our institution “**K.Ramakrishnan College of Engineering (Autonomous)**”, for providing us with the opportunity to do this project.

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I render our sincere thanks to Course Coordinator and other staff members for providing valuable information during the course.

I wish to express our special thanks to the officials and Lab Technicians of our departments who rendered their help during the period of the work progress.



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

VISION OF THE INSTITUTION

To achieve a prominent position among the top technical institutions

MISSION OF THE INSTITUTION

M1: To bestow standard technical education par excellence through state of the art infrastructure, competent faculty and high ethical standards.

M2: To nurture research and entrepreneurial skills among students in cutting edge technologies.

M3: To provide education for developing high-quality professionals to transform the society.

VISION OF THE DEPARTMENT

To create eminent professionals of Computer Science and Engineering by imparting quality education.

MISSION OF THE DEPARTMENT

M1: To provide technical exposure in the field of Computer Science and Engineering through state of the art infrastructure and ethical standards.

M2: To engage the students in research and development activities in the field of Computer Science and Engineering.

M3: To empower the learners to involve in industrial and multi-disciplinary projects for addressing the societal needs.

PROGRAM EDUCATIONAL OBJECTIVES (PEOS)

Our graduates shall

PEO1: Analyse, design and create innovative products for addressing social needs.

PEO2: Equip themselves for employability, higher studies and research.



PEO3: Nurture the leadership qualities and entrepreneurial skills for their successful career.

PROGRAM OUTCOMES

Engineering students will be able to:

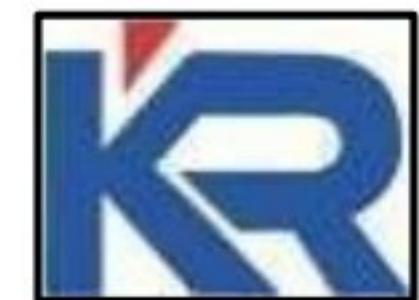
1. **Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
2. **Problem analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
3. **Design/development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
4. **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
5. **Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
6. **The engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
7. **Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
9. **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.



10. **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
11. **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
12. **Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PROGRAM SPECIFIC OUTCOMES (PSOs)

- **PSO1:** Apply the basic and advanced knowledge in developing software, hardware and firmware solutions addressing real life problems.
- **PSO2:** Design, develop, test and implement product-based solutions for their career enhancement.



ABSTRACT

A Comprehensive Solution for Effortless Event Coordination. EventPlais a sophisticated party planner application designed to revolutionize the way individuals organize and manage their events. With an intuitive interface and a wide range of features, EventPlan simplifies every aspect of event planning, from creating guest lists and managing budgets to coordinating vendors and designing event layouts. By providing users with powerful tools and resources, EventPlan empowers them to plan and execute successful events with ease, ensuring a seamless and stressfree experience for both organizers and attendees.”



ABSTRACT WITH POs AND PSOs MAPPING

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A Comprehensive Solution for Effortless Event Coordination. EventPlais a sophisticated party planner application designed to revolutionize the way individuals organize and manage their events. With an intuitive interface and a wide range of features, EventPlan simplifies every aspect of event planning, from creating guest lists and managing budgets to coordinating vendors and designing event layouts. By providing users with powerful tools and resources, EventPlan empowers them to plan and execute successful events with ease, ensuring a seamless and stressfree experience for both organizers and attendees.”	PO1,PO2, PO3,PO12	PS01

SUPERVISORHEAD OF THE DEPARTMENT



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CHAPTER 1

INTRODUCTION

“Welcome to Party – Your Ultimate Event Planning Companion! With Party, organizing your dream event has never been easier. Whether it's a birthday bash, a wedding extravaganza, or a corporate gathering, Party is here to simplify every aspect of the planning process, ensuring that your event is nothing short of spectacular. Say goodbye to the stress and overwhelm of event planning, and hello to seamless coordination and unforgettable celebrations. With our intuitive interface and comprehensive features, Party empowers you to effortlessly manage guest lists, budgets, vendors, menus, and more. Let's turn your vision into reality – with Party, the perfect event is just a click away!”

1.1 Objective

1.Streamlining Event Planning: The application aims to simplify the event

2.Enhancing organization: By providing centralized platforms for storing event details, including dates, locations, guest information, and vendor contacts, the application

3.Creating Memorable Experiences: Ultimately, the objective of a party planner application is to help users create unforgettable experiences for themselves and their guests



1.2 Overview

- 1. Event Creation:** Users can set event details like name, date, time, location, and theme.
- 2. Guest Management:** Handles invitations, RSVPs, and communication with attendees.
- 3. Budget Management:** Tracks expenses, sets budgets, and generates reports.
- 4. Vendor Coordination:** Enables vendor selection and management for catering, venue rental, and entertainment.
- 5. Menu Planning:** Customizes menus with dietary preferences and tracks catering arrangements.

1.3 Python Programming concepts

1. Class and Object-Oriented Programming (OOP)

- **Class Definition:** The PartyPlanner class encapsulates functionality related to planning a party.
- **Constructor (`_init_` method):** Used to initialize an instance of the class with specific attributes (guests in this case).



- Methods: Functions defined within a class (e.g., send_invitations, plan_menu, and arrange_decorations) operate on class attributes or perform tasks.

2. Attributes

- Instance Attribute: self.guests is an instance attribute that stores the list of guests passed during object creation.
- Parameter Passing: Attributes and methods take arguments (e.g., menu and decorations) to make the class dynamic and reusable.

3. Object Instantiation

- Creating an Object: planner = PartyPlanner(guests) creates an instance of the PartyPlanner class with the list of guests.

4. Control Flow (Looping)

- For Loop: Used to iterate over lists (guests, menu, decorations) and process each item.

5. Encapsulation

- Bundles related functionality (sending invitations, planning a menu, arranging decorations) into a single class for better modularity and code organization.

6. Printing and String Concatenation

- print statements display messages to the user, dynamically including items like guest, item, and decoration using concatenation.



CHAPTER 2

PROJECT METHODOLOGY

2.1 Proposed Work

The Party Planner Application is designed to simplify and enhance the process of event organization. The proposed work is structured into the following stages:

1. Requirement Analysis

Objective: Identify and analyze the requirements of the target audience, including the key features they expect from a party planning application.

2. System Design

System Architecture:

High-level architecture detailing the user interface, application logic, and data storage components.

Design Elements

User-friendly interface for event creation and management.

Back-end architecture to support scalable data handling and retrieval.

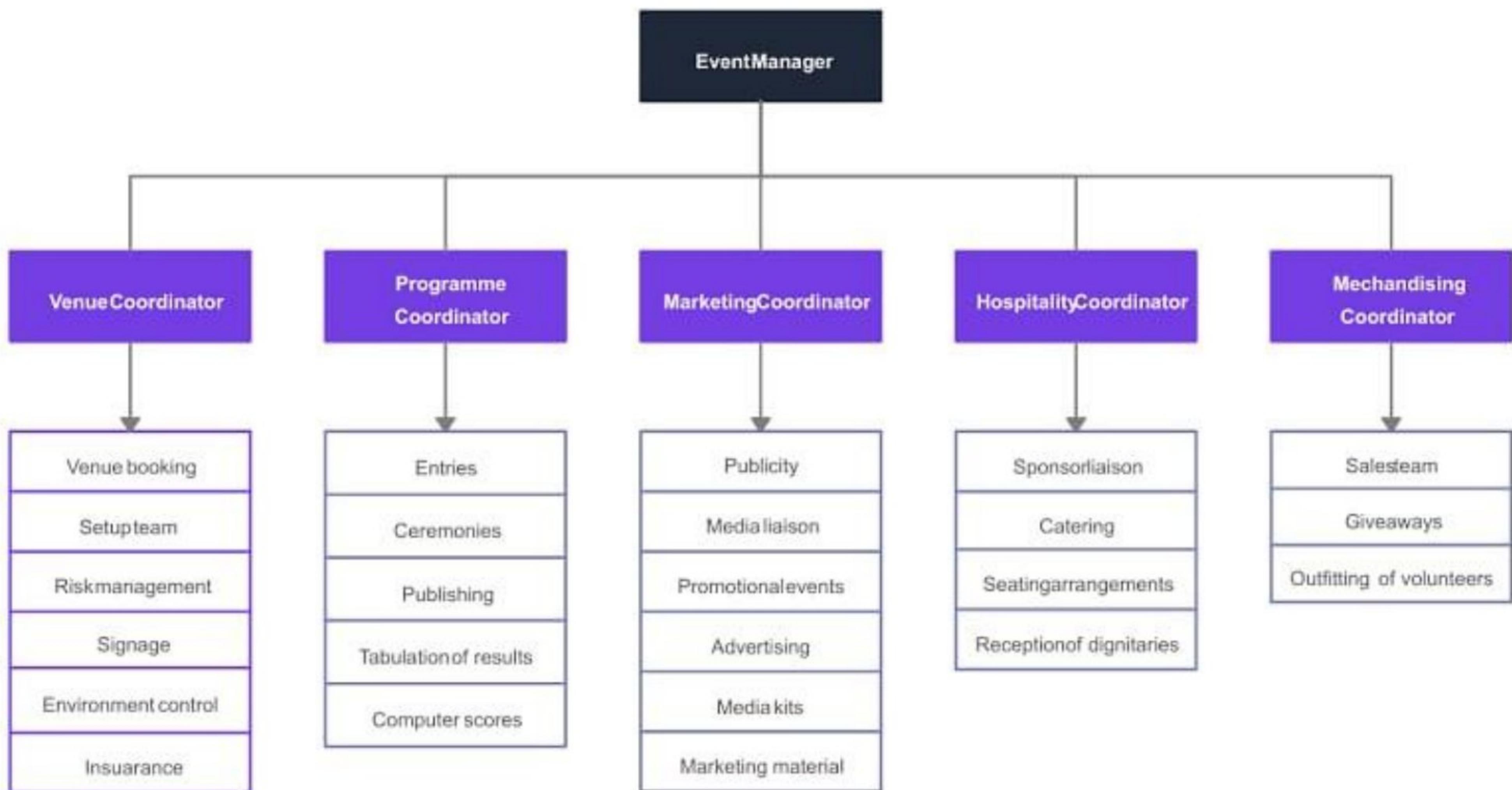
3. Development

Programming Language: Python, chosen for its simplicity, robust libraries, and cross-platform compatibility

1. Event Management Module
2. Guest Management Module
3. Budget Management Module



2.2 Block Diagram





CHAPTER 3

MODULE DESCRIPTION

3.1 Event Module

The Event Module is the backbone of the Party Planner Application, providing user with a seamless way to organize and manage events. It serves as the primary tool for creating, editing, and storing event-related details, ensuring all essential information is readily accessible.

Key Details Captured:

- 1. Event Name:** The title of the event (e.g., Birthday Party, Corporate Meeting).
- 2. Event Date and Time:** Scheduling the exact date and time for the event.
- 3. Location:** The venue or address where the event will be hosted.
- 4. Event Type:** Type of event (e.g., wedding, seminar, celebration).
- 5. Event Theme:** Optional details like a theme or color scheme.
- 6. Additional Notes:** Any special instructions or considerations.

Key Methods:

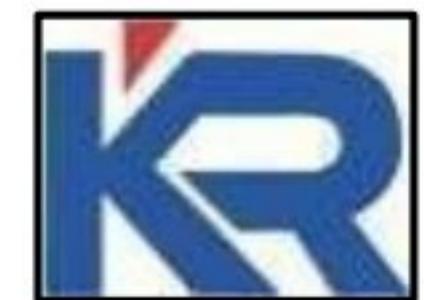
- `create_event(name, date, time, location, type, theme=None)`
- `edit_event()`

3.2 Guest Module

- a. **Guest:** The "Add Guest" feature allows users to manage their guest list by adding individual guests to the event. It helps track guest information, ensure accurate invitations, and maintain seamless communication.

Key Methods:

- `add_guest(event_id, guest_name, contact_info, guest_type="Attendee", special_requests=None)`



b.Track RSVPs: The "Track RSVPs" feature helps event organizers monitor who has accepted or declined the invitation to attend the event. This information is vital for managing logistics, catering, seating arrangements, and other event preparations

Key Methods:

- `track_rsvp(event_id, guest_id, status)`
- **event_id:** The unique identifier of the event.
- **guest_id:** The unique identifier of the guest.
- **status:** The current RSVP status (e.g., "Accepted", "Declined", "Pending").

3.3 Budget Module

The Budget Allocation feature allows event organizers to set a budget for each event and allocate specific amounts to various categories, such as catering, decorations, entertainment, and more. This helps ensure financial control and clarity during the planning process.

Key Methods:

- `set_budget(event_id, category, amount)`
- `track_expense(event_id, category, amount)`
- `set_alert_threshold(event_id, category, threshold_percentage)`
- `check_for_overruns(event_id, category)`



3.4 Menu Module

Menu creation allows event organizers to design and plan the food offerings for their event. This feature ensures that the menu meets the event's theme, guest preferences, and dietary requirements.

Key Methods

- `create_menu(event_id, menu_name, dishes, dietary_info=None)`
- `modify_menu(event_id, new_dishes=None, new_dietary_info=None)`
- `track_catering_arrangements(event_id, vendor_details, delivery_time, service_requirements):`
- `send_catering_notification(event_id, message)`



CHAPTER 4

RESULTS AND DISCUSSION

```
1   v class PartyPlanner:
2
3   v     def __init__(self, guests):
4   v       self.guests = guests # Store the list of guests
5
6   v     def send_invitations(self):
7   v       print("Sending invitations to guests:")
8   v       for guest in self.guests:
9   v           print("Inviting", guest)
10
11  v     def plan_menu(self, menu):
12  v       print("Planning menu for the party:")
13  v       for item in menu:
14  v           print("Adding", item, "to the menu")
15
16  v     def arrange_decorations(self, decorations):
17  v       print("Arranging decorations for the party:")
18  v       for decoration in decorations:
19  v           print("Arranging", decoration)
20
21
22   # Example usage:
23   v if __name__ == "__main__":
24   v     guests = ["Raja", "varghese", "Farman", "Dinish"]
25   v     menu = ["Pizza", "Cake", "Drinks"]
26   v     decorations = ["Balloons", "Streamers", "Party hats"]
27
28   v     planner = PartyPlanner(guests)
29   v     planner.send_invitations()
30   v     planner.plan_menu(menu)
31   v     planner.arrange_decorations(decorations)
```

Terminal Test cases



```
$ python CTP28132.py id
Sending invitations to guests:
Inviting Raja
Inviting varghese
Inviting Farman
Inviting Dinish
Planning menu for the party:
Adding Pizza to the menu
Adding Cake to the menu
Adding Drinks to the menu
Arranging decorations for the party:
Arranging Balloons
Arranging Streamers
Arranging Party hats
```

== YOUR PROGRAM HAS ENDED ==



CHAPTER 5

CONCLUSION

In conclusion, a party planner application serves as a comprehensive tool to facilitate seamless event organization and management. By integrating features such as guest list management, vendor coordination, budget tracking, task management, and personalized event customization, the app enhances the planning experience for both hosts and guests alike. Ultimately, a well-designed party planner application not only simplifies the complexities of event planning but also enriches the overall experience by empowering users to create and execute events that reflect their personal style and preferences. Whether planning a small gathering or a large celebration, this digital tool proves invaluable in ensuring every detail is meticulously organized and executed, leading to a successful and enjoyable event for all involved.



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APPENDIX

class PartyPlanner:

```
def __init__(self, guests):  
    self.guests = guests # Store the list of guests
```

```
def send_invitations(self):  
    print("Sending invitations to guests:")  
    for guest in self.guests:  
        print("Inviting", guest)
```

```
def plan_menu(self, menu):  
    print("Planning menu for the party:")  
    for item in menu:  
        print("Adding", item, "to the menu")
```

```
def arrange_decorations(self, decorations):  
    print("Arranging decorations for the party:")  
    for decoration in decorations:  
        print("Arranging", decoration)
```



Example usage:

```
if __name__ == "__main__":
    guests = ["Alice", "Bob", "Charlie"]
    menu = ["Pizza", "Cake", "Drinks"]
    decorations = ["Balloons", "Streamers", "Party hats"]
```

```
planner = PartyPlanner(guests)
planner.send_invitations()
planner.plan_menu(menu)
planner.arrange_decorations(decorations)
```



output

Sending invitations to guests:

Inviting Alice

Inviting Bob

Inviting Charlie

Planning menu for the party:

Adding Pizza to the menu

Adding Cake to the menu

Adding Drinks to the menu

Arranging decorations for the party:

Arranging Balloons

Arranging Streamers

Arranging Party hats