



American International University-Bangladesh (AIUB)
Department of Computer Science and Engineering
Faculty of Science & Technology (FST)
Summer 2024
CSC 00191- Object Oriented Analysis And Design (OOAD)
Section: Q
Project Title: Event Management System

Submitted by:

Group : 04

| <u>Name</u> | <u>ID</u> |
|---------------------|------------|
| Md. Mozahidul Islam | 23-51293-1 |

Submitted to:

MD. ANWARUL KABIR
Associate Professor
Department of Computer Science

1. Project Title:

EVENT MANAGEMENT SYSTEM

2. Project Overview:

Event management system is the process by which an event is planned, and managed. In this system firstly new users register their selves by giving email, name contact number. After that user can login to the system every time just by entering email and username. After login user/customer can view list of event and related information like décor details, food details, hall details and also select payments method whatever they want. In this system we will buy related things from vendors and these will be managed by our team. Admin can check overall system. But this system is managed by managers. After booking event and related information a user can log out from the system. In case of the cancelation of any event within three days only 50% of payment will be returned.

3. Justification:

1. **Efficiency and Accuracy:** Automates event planning and management processes, reducing errors and saving time for staff.
2. **Improved User Services:** Provides easy access to event details, booking options, and payment methods, enhancing user convenience.
3. **Enhanced Resource Management:** Offers real-time updates on event bookings and resource allocation, optimizing inventory management.
4. **Streamlined Processes:** Simplifies event booking, cancellation, and payment processes, ensuring systematic transaction recording.
5. **Data Analytics and Reporting:** Generates insightful reports for informed decision-making and improved event management.
6. **Security and Accountability:** Secures user data and maintains an audit trail, promoting transparency and trust.
7. **Scalability and Future Readiness:** Adapts to growth and integrates with new technologies, ensuring the system remains relevant and efficient.
8. **Cost-Effective:** Reduces operational costs through automation and efficiency gains.

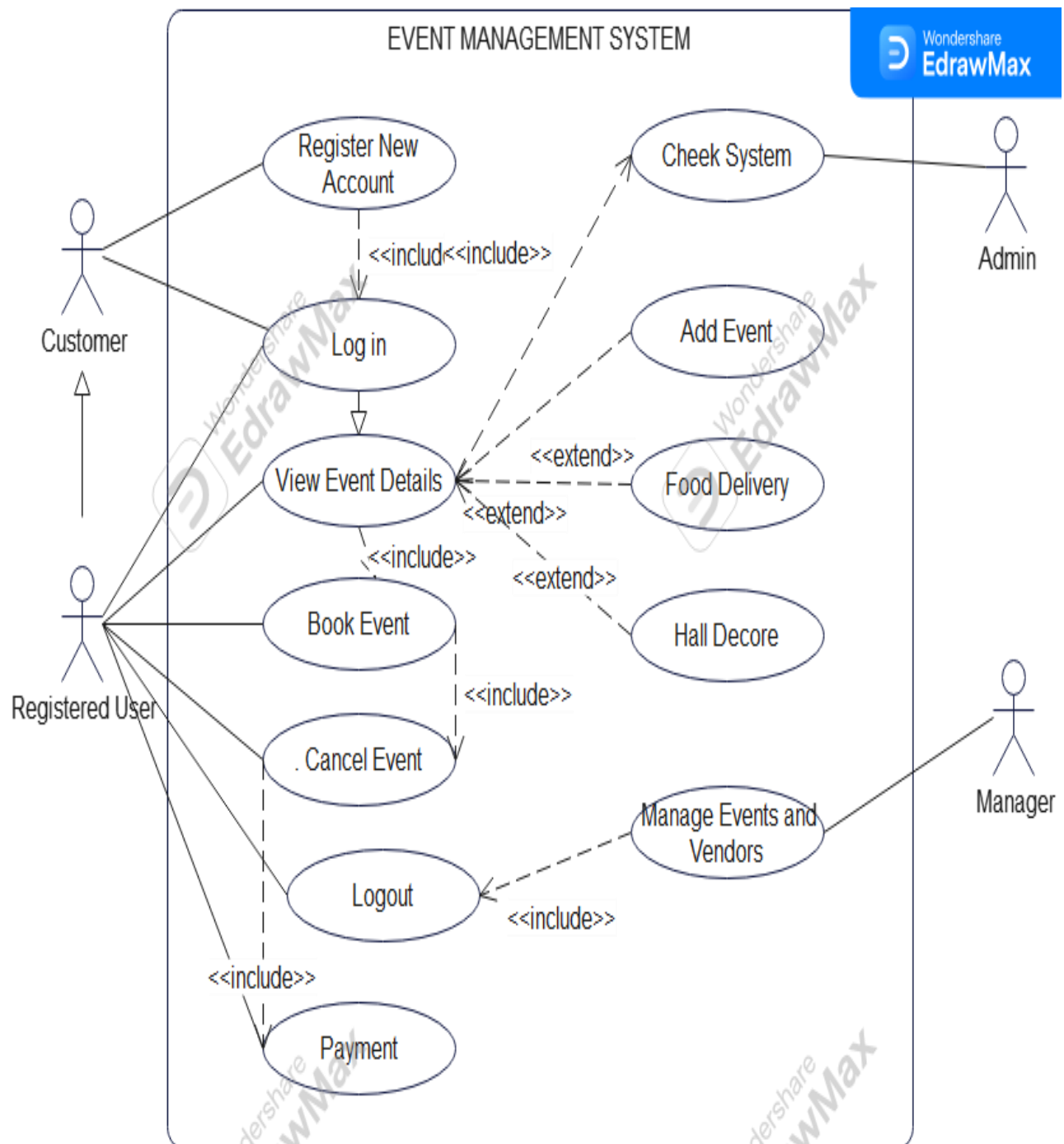
4. Overall Use Case of the project :

We have three main actors in my system:

1. **New User/Customer:** Registers and logs in to the system.
2. **Registered User/Customer:** Views event details, books events, selects payment methods, and can cancel events.
3. **Admin:** Checks overall system.
4. **Manager:** Manages events, vendors, and related purchases.

Top Use Cases of the Event Management System:

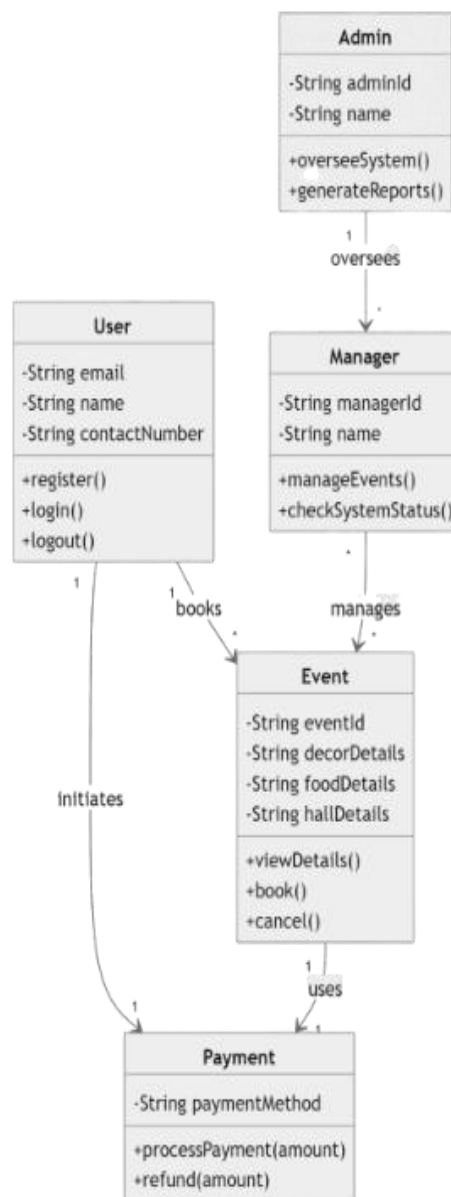
1. **Register New Account:**
 - **Description:** To create a new user account by providing CNIC, email, name, and contact number.
2. **Login:**
 - **Description:** To allow users to access the system using their email and username.
3. **View Event Details:**
 - **Description:** To browse and view detailed information about available events including décor, food, hall, and payment methods.
4. **Book Event:**
 - **Description:** To book an event and make a payment by selecting the desired event and completing the booking process.
5. **Cancel Event:**
 - **Description:** To cancel a previously booked event. If canceled within three days, a 50% refund is issued.
6. **Add/Remove/Edit Event:**
 - **Description:** To add, remove, or modify event details in the system.
7. **Cancel Event:**
 - **Description:** To handle the cancellation of events, ensuring proper notification to all relevant parties and updating the system records accordingly.
8. **Logout:**
 - **Description:** To securely log users out of the system, ensuring the safety and privacy of their information.
9. **Payment:**
 - **Description:** To manage the processing of payments, including transactions, receipts, and confirmations, ensuring secure and accurate financial operations.



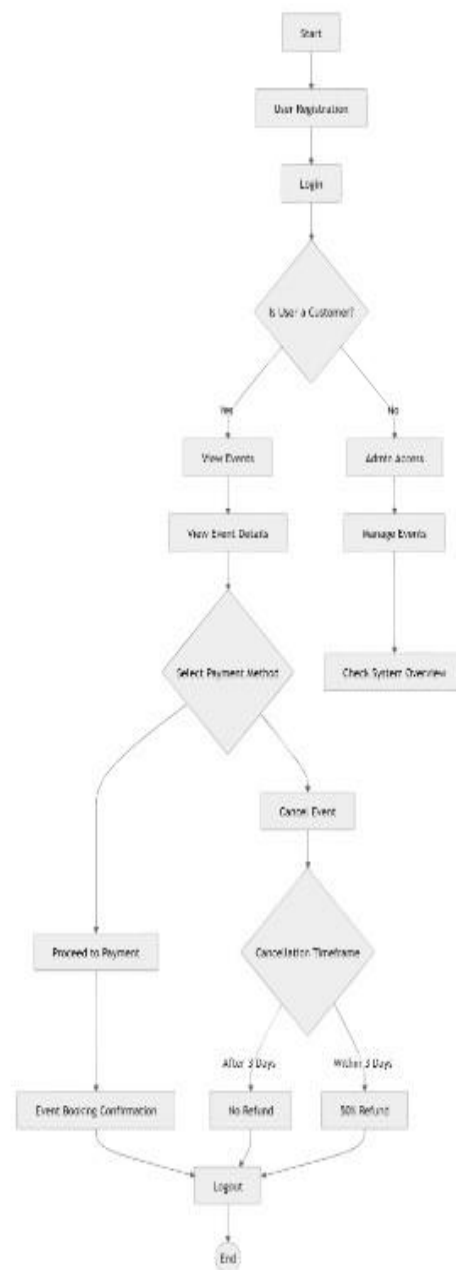
5. Componats diagram of the project :



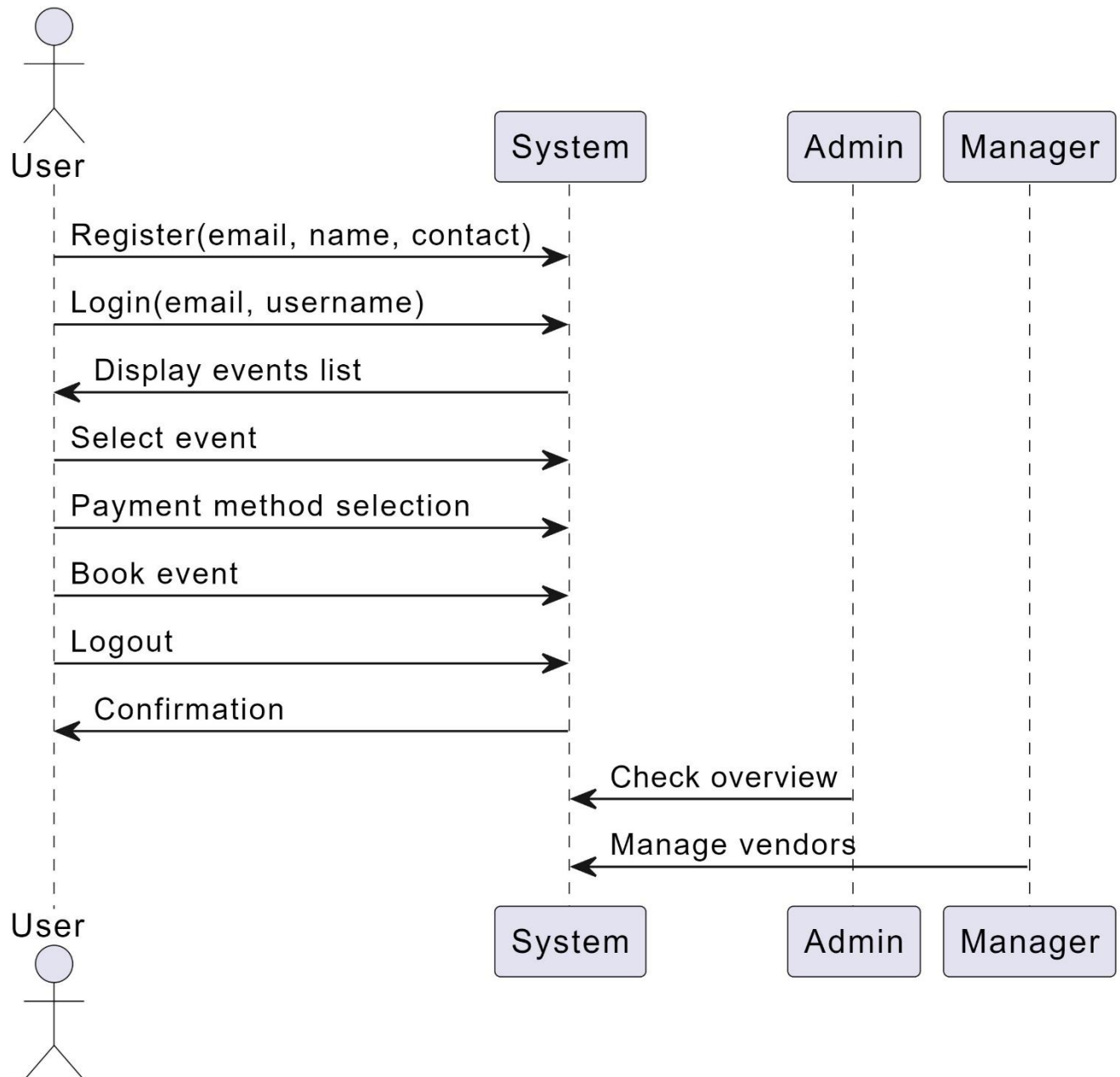
6. Class diagram of the project:



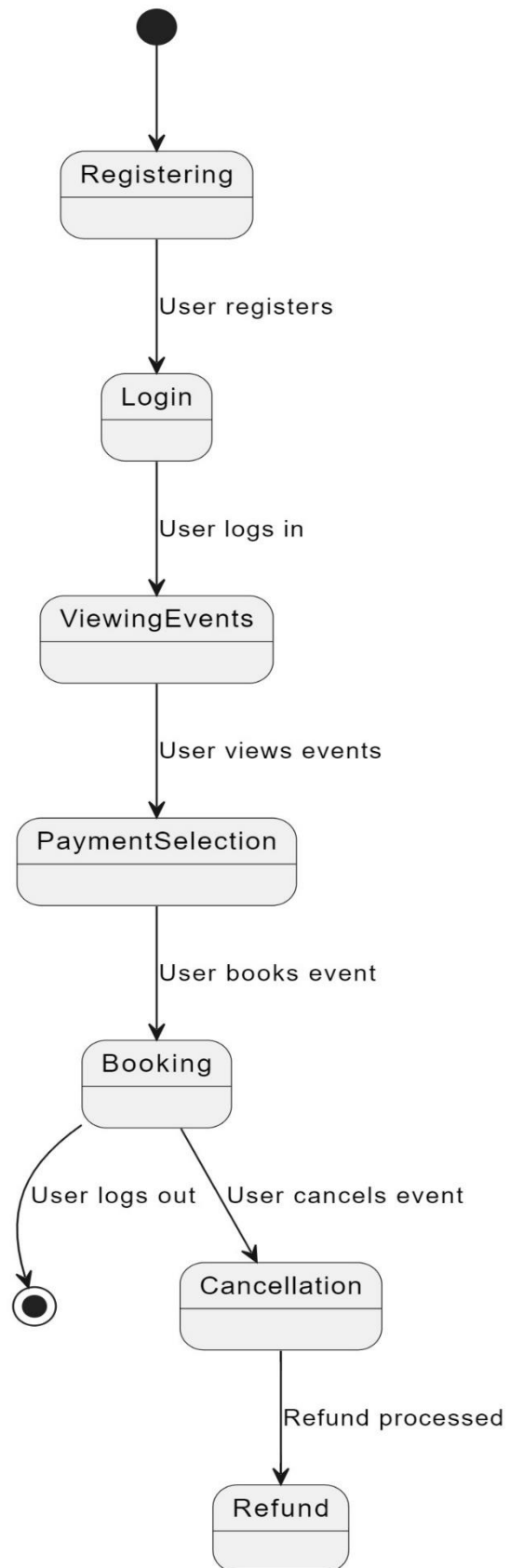
7. Activity Diagram of the project :



8. Sequence Diagram of the project :



9. Statechart Diagram of the project :



10. Conclusion of the project :

In conclusion, this event management system offers a streamlined and user-friendly platform for organizing events. It efficiently handles user registration, event booking, and payment processing, ensuring a seamless experience for both customers and administrators. The system not only provides comprehensive event details, such as décor, food, and hall options, but also simplifies vendor coordination, allowing managers to oversee the process effectively. Furthermore, the platform's flexibility in payment options and the clear policy on cancellations ensures transparency and customer satisfaction. Overall, this system enhances the efficiency of event planning and management, making it a valuable tool for both users and administrators.

