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Occasions: A Planning Platform

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CERTIFICATE

We certify that we have read this graduation project report as examining committee, examined the student in its content and that in our opinion it is adequate as a project document for B.Sc. in Computer Science.

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Signature

Signature

Signature

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Group Members

Abstract

Smart phones and their applications have become an integral part of human life, and we rely on them in all aspects of our lives, and because they connect us to each other in an easier and faster way.

Most of the software applications are programmed using programming languages and artificial intelligence techniques, and many technicians believe that in the future, programming languages, such as languages of human communication, will become important in our lives and everyone needs to learn them . In addition, many economic analysts believe that the best applications that success and profit are the which connects the service provider and its consumer and benefit from that by a percentage or profit margin or even advertisements only.

Occasions: A Planning Platform a smartphone application using the best programming techniques, artificial intelligence and user experience that connects Occasions service providers and consumers of these services.

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LIST OF SYMBOLS / ABBREVIATIONS

SDLC	System Development Life Cycle
SQL	Structured Query Language
HTML	Hypertext Markup Language
PHP	Hypertext Preprocessor
API	An application Programming Interface
PHP	Hypertext Preprocessor
WWW	World Wide Web
CPU	Central Processing Unit
RAM	Random Access Memory
UML	Unified Modeling Language
ERD	Entity Relationship Diagram
MVP	Minimum viable product

Table 1: SYMBOLS / ABBREVIATIONS

CHAPTER-1

INTRODUCTION

1.1 INTRODUCTION

In the journey of life, we encounter many happy and sad occasions. They are part of our lives. Small pieces gather to form our soul and our days. There are occasions that may happen only once in a lifetime, such as marriage, and we spend a lot of time, thinking and money so that these occasions are a memory that will be immortalized in our memory, times and moments that we hope will not stop. Despite the beauty of these times that making and preparing for them is very difficult, we may feel troubled in choosing the appropriate hall, dress, food, or everything related to preparing for this occasion .

1.2 PROBLEM DESCRIPTION

Many of us go through happy and sad occasions, which are an essential part of our journey in life, and you may find in many times that you are a person entrusted with preparing these occasions and you may feel lost because you do not know the format of preparing these occasions. Preparations are a must. In many cases, you may have the experience to prepare, but you do not have the time or even a certain budget. Despite the prevalence of this problem, technical solutions have not provided a solution to this problem so far .

1.3 MOTIVATION

There are many reasons why you should develop this application, because occasions are part of every person's life, at that moment it is a happy or sad memory, and there are many people who do not have the knowledge or even the money to prepare for special occasions, we want to develop this application to make a smile or even Mitigating the sad moment, this motivation is enough to move forward with this project but the financial viability and a good team that will make this project financial successful and our group think about the returns and cash flows of this project will be appropriate to continue and make it successful because when you are happy or sad Occasions: You will be Planning platform is here for you .

1.4 PROPOSED SOLUTION

To solve this problem, we suggest that our application collect all event service providers and everything related to them, such as event halls, restaurants, flower shops, sound coordinators, photographers, fashion and clothing stores, and more, and evaluate service providers to maintain the quality of services and compare between one service provider and another.

On the user's side, he will be able to choose the type of event, as the application will display the appropriate services for this occasion and the preferences of previous users for the same occasion. The user can also set up his own services in a custom manner if he wants to, and he can also shorten that and appoint a person specialized in preparing events and doing all the preparations Instead of him.

1.5 PROJECT OBJECTIVES

Our application aims to facilitate the process of preparing and upgrading events, in addition to having a forum for event service providers and the objectives of our project as follows:

1. Discussion of theory, analysis and design is part of the application.
2. Discussing everything related to event service providers, customizing services, and everything related.
3. Providing event preparation services to users and facilitating this process for them and making it more successful and easy.
4. User Experience Assessment A user interface that suits the user in all occasions.
5. Evaluate development algorithms and functions that we may need.

1.6 DESCRIPTION OF REMAINING CHAPTERS

In **chapter 2** we will focus background of scrapping and methods used in machine learning dataset. Then high light similar projects and websites have been highlighted in our website. As a result of this step, a comprehensive idea of the group of projects represented and their weaknesses and their treatment has been taken into consideration through our website.

In **chapter 3** we will focus on analysis by determine the main idea the distribute it and analysis every stage on it by determine functions ‘Data /Use Case Diagrams, and System Requirements.

In **chapter 4** we will focus and define System Architecture, modules, interfaces for the web site Data flow diagram and Data Base Schema/Class-Attributes description and Initial Interfaces Design.

CHAPTER – 2

RELATED WORK AND BACKGROUND

2.1 RELATED WORK

2.1.1 EXISTING SYSTEMS

We focus on the applications that are most related to the idea of our application, but so far there is no application that we can say that uses the same idea, so it is the only application that used this idea

2.1.1.1 Mrsool :

It operates in Saudi Arabia and Egypt. Mrsoul was founded by two young Saudis, Ayman Al-Sanad, who also had previous experience in establishing an Inshaa company, a media production company, by closing it afterwards.



Figure 2.1: Mrsool.com

Advantages	Disadvantages
<ol style="list-style-type: none"> 1. Ease of communication 2. Continuous updates to the application when needed 3. Notifications 4. order delivery 	<ol style="list-style-type: none"> 1. Order delay 2. No categories priorities 3. No categories prediction 4. Need to register and create

Table 2.1: Mrsool Advantage and Disadvantage

2.1.1.2 Hungerstation

HungerStation is a popular website used in the Kingdom. It is an application that can be downloaded on a mobile phone. This application helps to deliver the food of your choice from any restaurant in record time to your door, and it is one of the first platform to order food on the Internet and work has begun in This application since 2010.



Figure 2.2: Hungerstation

Advantages	Disadvantages
<ol style="list-style-type: none"> 1. Ease of communication 2. Continuous updates to the application 3. Notifications 4. order delivery 	<ol style="list-style-type: none"> 1. Order delay 2. No categories priorities 3. No categories prediction 4. Need to register and create

Table 2.2: Hungerstation Advantage and Disadvantage

2.1.1.3 Urban Clap App :

Space handout at your wedding party at your wedding party at your wedding party at your wedding party at your wedding you can also use the space handout at your wedding party wedding party wedding party host weddings with expert makeup artists to look your best in your party Wonderful home .

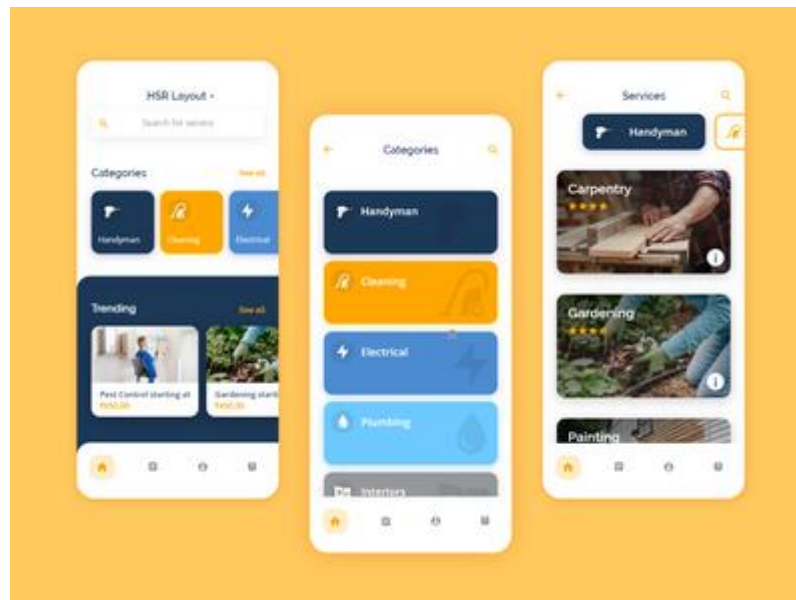


Figure 2.3: Urban Clap

Advantages	Disadvantages
<ol style="list-style-type: none"> 1. Reliable. 2. affordable and trusted services across 80+ categories including salon at home, massage at home, home cleaning & repairs, yoga & photographers instructors, and many more. 	<ol style="list-style-type: none"> 1. Sometimes you find services busy. 2. In the seasons, the prices of services are expensive.

Table 2.3: Urban Clap app Advantage and Disadvantage

2.1.2 Current & Similar System Comparison

The following table below is comparison between our proposed application and similar websites.

Feature Website	Availability of services	Platform	Service execution speed
Mrsool.co	NO	Web, Android, IOS	NO
Hungerstation	NO	Web, Android, IOS	NO
Urban Clap	NO	Web, Android, IOS	NO
Our application	Yes	IOS, Android	Yes

Table 2.4: Current & Similar System Comparison

2.2 BACKGROUND

Occasions: A Planning platform an application that reviews event service providers and helps users evoke all their happy or even sad feelings and leave the preparation for Occasions: A Planning platform.

2.2.1 Why We Need Occasions: A Planning Platform ?

Many people are busy preparing for their happy or sad occasion, and they may face difficulty in preparing for their occasion because they are not aware of the necessary preparation for their occasion.... Occasions: A Planning platform summarizes this by providing the appropriate service for your occasion at the most appropriate time and price... Occasions: A Planning Platform will be your companion in your sad and happy times.

2.2.2 Main Idea for Occasions: A Planning platform

The idea is based on choosing the occasion according to the classification (happy or sad) and choosing from among the occasions ... Then the application reviews the services that the user needs in order to meet his expectations, The user can modify the services by price or rating, It is customized according to its own settings and can also shorten it all and assign an expert person to prepare for the occasion .

2.2.3 Why Occasions: A Planning platform is Different ?

- A unique user interface and user experience that fits the style of the occasion according to its type (happy or sad) .
- Preparing special services for each occasion according to the customer's convenience.
- Evaluation of service providers and review of their previous work.
- Custom preparation of events according to the client's desire.
- The presence of an expert person to prepare the events

2.2.4 Who will benefit from Occasions: A Planning platform ?

Everyone who contributes to the preparation of events like :

- Banquet halls
- Photographers
- Restaurants
- DJ teams
- flower shops
- printing centers
- Clothes and fashion store
- party planner

CHAPTER -3

SYSTEM ANALYSIS

3.1 INTRODUCTION

In this chapter, we will discuss the system development life cycle methodology that we will use for developing our proposed system and system requirement specification, the functional and non-functional requirements to provide a clear direction to the use what services does the new system provide. in addition to, draw UML diagram such as Use Case Diagram, Sequence Diagram, Activity Diagram, as well as to get clear vision of our proposed system data flow and functions.

3.2 SYSTEM DEVELOPMENT LIFE CYCLE



Figure 3.1: SDLC

A systems development life cycle is composed of a number of clearly defined and distinct work phases which are used by systems engineers and systems developers to plan for, design, build, test, and deliver information systems. Like anything that is manufactured on an assembly line, an SDLC aims to produce high-quality systems that meet or exceed customer expectations, based on customer requirements, by delivering systems which move through each clearly defined phase, within scheduled time frames and cost estimates. Computer systems are complex and often (especially with the recent rise of service-oriented architecture) link multiple traditional systems potentially supplied by different software vendors. To manage this level of complexity, a number of SDLC models.

3.2.1 WATERFALL MODEL

The Waterfall Model is a linear sequential flow, often used with projects that have a defined set of requirements. Reflective of its name, the model's process flows steadily downwards through the phases of software implementation.

This model relies on the completion of the previous phase for the following to begin. Because the model does not support going back to previously completed phases, the Waterfall Model should be used with projects that do not anticipate unforeseen changes mid-development.

This approach was one of the earliest models used for software development.

Advantages and Disadvantages of Waterfall

Advantages: Simple and understandable, the Waterfall Model is a manageable method ideal for lifecycle management of smaller projects where the requirements are established and finalized upfront.

Disadvantages: Because of its rigid structure, the Waterfall Model does not work well for complex projects where there is a chance of a change in requirements and/or significant impromptu testing throughout the software development stage.

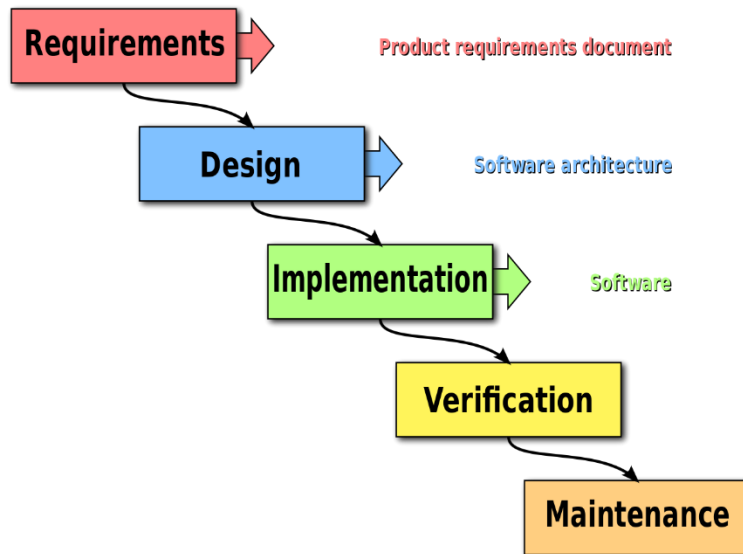


Figure 3.2: Waterfall Model Phases

3.3 FEASIBILITY STUDY

In case the management proposal is accepted, the next stage is the feasibility study of the system. A feasibility study is basically a test of the proposed system in light of its applicability, meeting user requirements, efficient use of resources and of course cost effectiveness. These are classified as technical, operational, economic, schedule, and social feasibility. The main aim of a feasibility study is not to solve the problem but to achieve the scope. In the feasibility study process, the cost and benefits are estimated more precisely to find the return on investment (ROI). This also determines the resources needed to complete the detailed investigation. The result is a feasibility report submitted to management. This can be accepted or accepted with modifications or rejection.

1. Technical Feasibility:

Integrated technical team, support team and systems analysts, As a start, the basic project will need back-end and front-end developers, network engineers, technical support team, data analysts and sales team and key account manager.

2. Operational Requirements:

The application will work mainly on Android and iOS devices, with the ability to browse it on the website as an additional project.

3. Performance Requirements:

The application worked on different versions of the Android and iOS systems and with a response time two-three-second range.

4. Security Requirements:

Securing and protecting all users, whether they are requesting services and protecting their private data, such as payment cards and private phone numbers, in addition to protecting the data of service providers and the possibility of access and encryption of sensitive data, in addition to taking into account intellectual property rights and copyrights.

3.4 SYSTEM REQUIREMENTS

Software Requirements

The software programs that we use to implement the website are:

Software	Description
Xamarin	Cross-platform. Open source. An app platform for building Android and iOS apps with .NET and C#.
XAML	Extensible Application Markup Language is a markup language used for designing user interfaces in software applications.
C#	a programming language developed by Microsoft that is used for building a wide range of applications.
SQLite	is a software library that provides a relational database management system (RDBMS) .
Lucid	Website give user ability to draw UML diagrams.
HTML, JavaScript, CSS	Front end design tool to design the website.

Table 3.1: Software Requirement

Hardware Requirements

The hardware tools and devices that requires to implement the application:

Hardware	Description
Personal Computer	- RAM 8 GB or higher ,Intel® Core™ i7 -7500U CPU @ 2.70 GHz or higher

Table 3.2: Hardware Requirement

3.4.1 Actors

1. **Admin** : The main controller of the system and all its contents, like code and database.
2. **Service provider** : All people who provide commercial services and wish to deliver their services to the customer
3. **Regular User / Client** : All people who can use the application and benefit from the services of service providers

3.4.2 Functional Requirements

System Admin :

- Login.

It is expected that the application will enable the admin to log into the application to control it.

- Manage users (Service provider / Regular User).

The application must allow users to review their data with the possibility of deletion and modification when needed.

- Notification.

The application helps the system administrator to send notifications of the latest developments of the application and how to help users with their problems.

- Block user or Service .

The ability to block an account or service to maintain the services provided, and protect data when needed.

- Manage Contents .

The application must allow the management of users' content to maintain the quality of the content and ensure that there is no conflict with the application policies.

- Access Permissions

The application must allow controlling access rights for members of the organization and everyone who works on user data

- Logout.

Service Provider :

- Register.

The application must be allowed to register in order to be able to use the application.

- Login.

The application must allow login in order for the service provider to use the application.

- Edit Profile (organization data, contact data).

The service provider must be able to modify important profile data without misleading.

- Chat and Communicate with the Customer.

The service provider must be able to communicate with their customers .

- Manage Content .

The service provider must be able to manage its own content from the services it provides.

- Quotations and Invoices.

The service provider must be able to view quotes and invoices for its services.

Regular User / Client :

- Register.

The application must be allowed to register in order to be able to use the application.

- Login.

The application must allow login in order for the service provider to use the application.

- Edit Profile (name, phone, email).

That the user can modify his data, such as the mobile number.

- Services Review.

That the user can review the services of service providers to benefit from them.

- Filter and Search for Services .

The user can filter according to his preferences .

- Communicate with the Service Provider.

The user should be able to communicate with the service provider and review the purchased service

- **Contact Technical Support.**

The user must be able to communicate with technical support to solve problems with the services.

- **Invoices.**

The user must be able to view the services provided to him and their invoices

3.4.2 Non- Functional Requirements

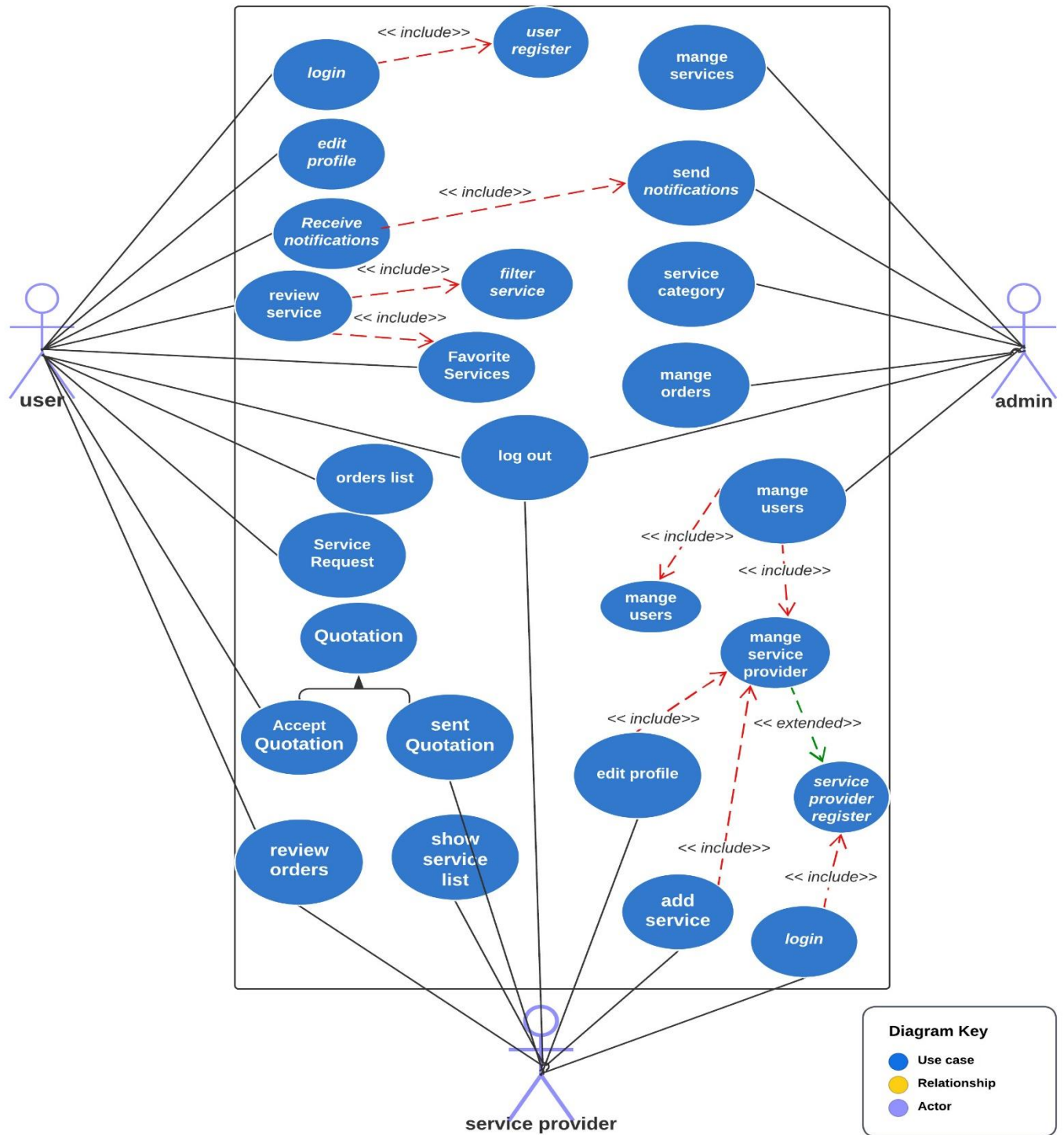
- **Availability** : The ability to access the application all the time, and the ability to access its services from anywhere.
- **Efficiency** : The work of the application, functions and its services with high efficiency and in a manner that keeps pace and meets the expectations of customers .
- **Usability** : Designing the application with a user interface and user experience that leads to using the application with ease and flexibility .
- **Adaptability** : The ability to keep pace with market developments and customer needs .
- **Maintainability** : The ability to maintain the application easily with the increase in its structure and code-lines.
- **Reliability** : The credibility of the application in the services provided and its standards .
- **Security** : Secure customer data and privacy, encrypting critical data, and following a zero-trust approach .

3.5.UNIFIED MODELING LANGUAGE (UML)

3.5.1 Use Case Diagram

Actor	Goal
Regular User / Client	Managing the personal account and customer data, in addition to preferences, event options, previous orders and existing orders .
System / Admin	Managing customer accounts and the contents of the services provided, and following up and managing requests .
Service Provider	Adding services and their content, following up on existing requests, and issuing quotations .

Use case diagram



3.5.2 Sequence Diagram

Admin Sequence Diagram :

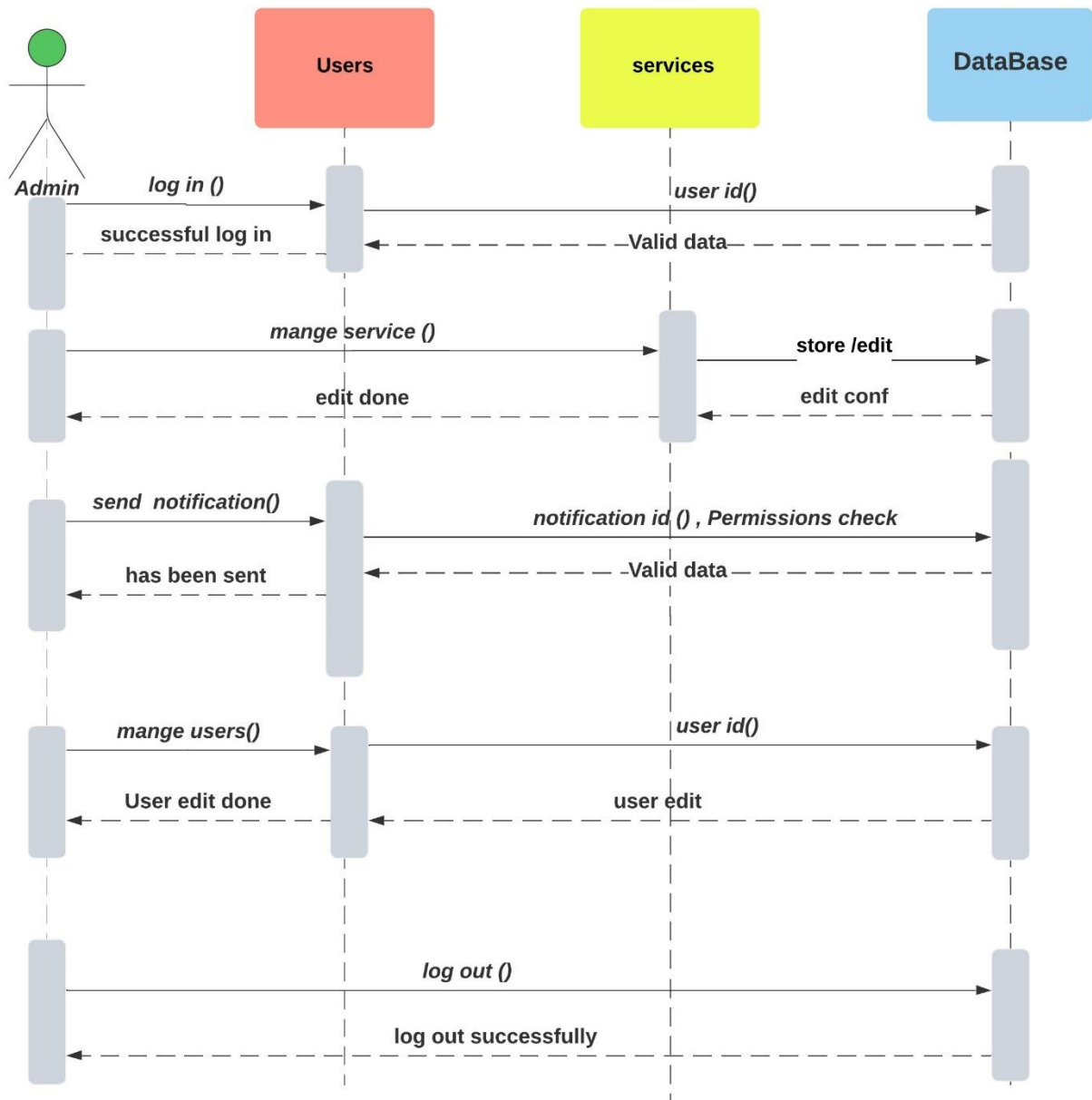


Figure 3.4 Admin Sequence Diagram

Regular User / Client Sequence Diagram :

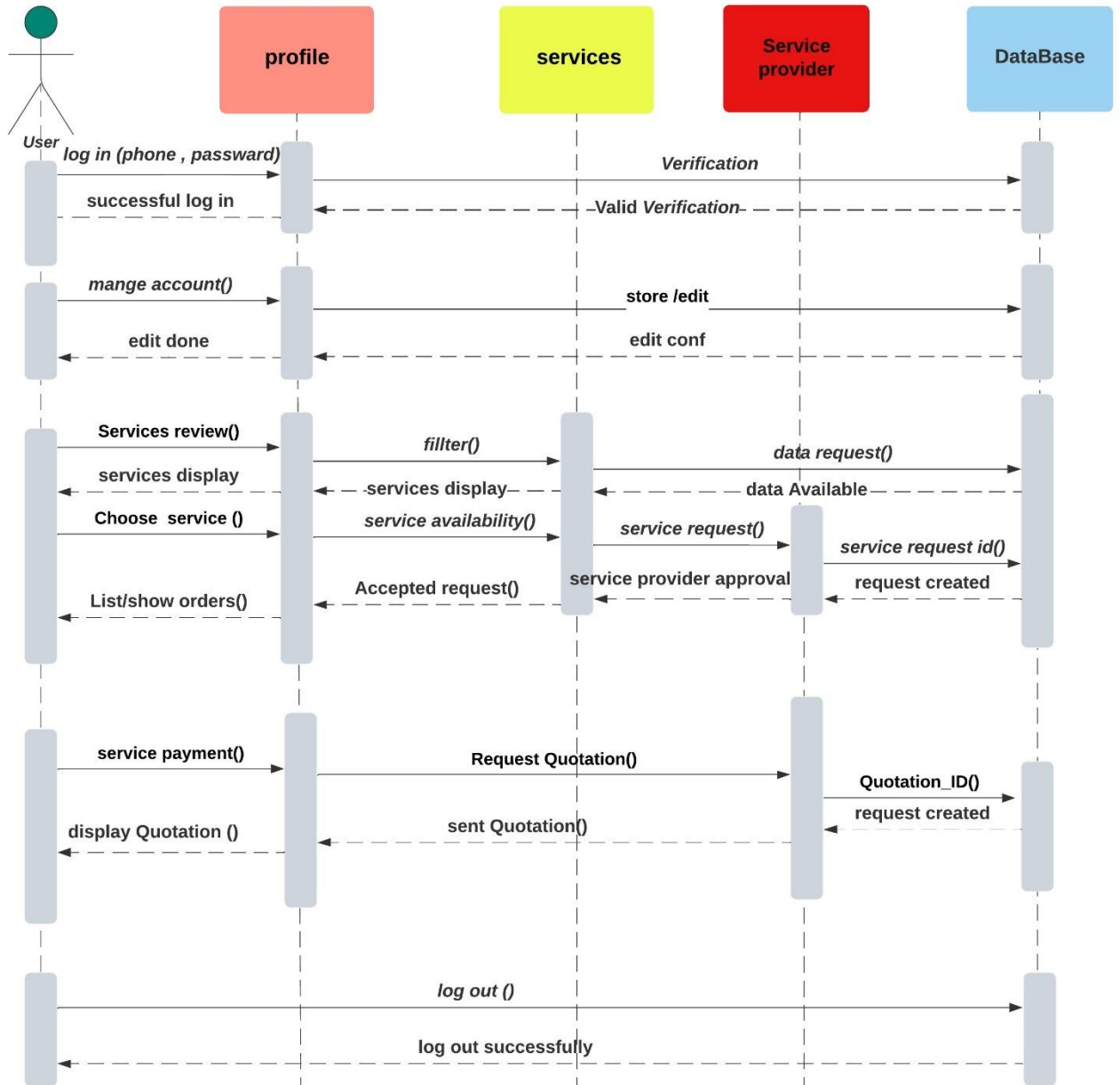


Figure 3.5 Regular User / Client Sequence Diagram

Service Provider Sequence Diagram :

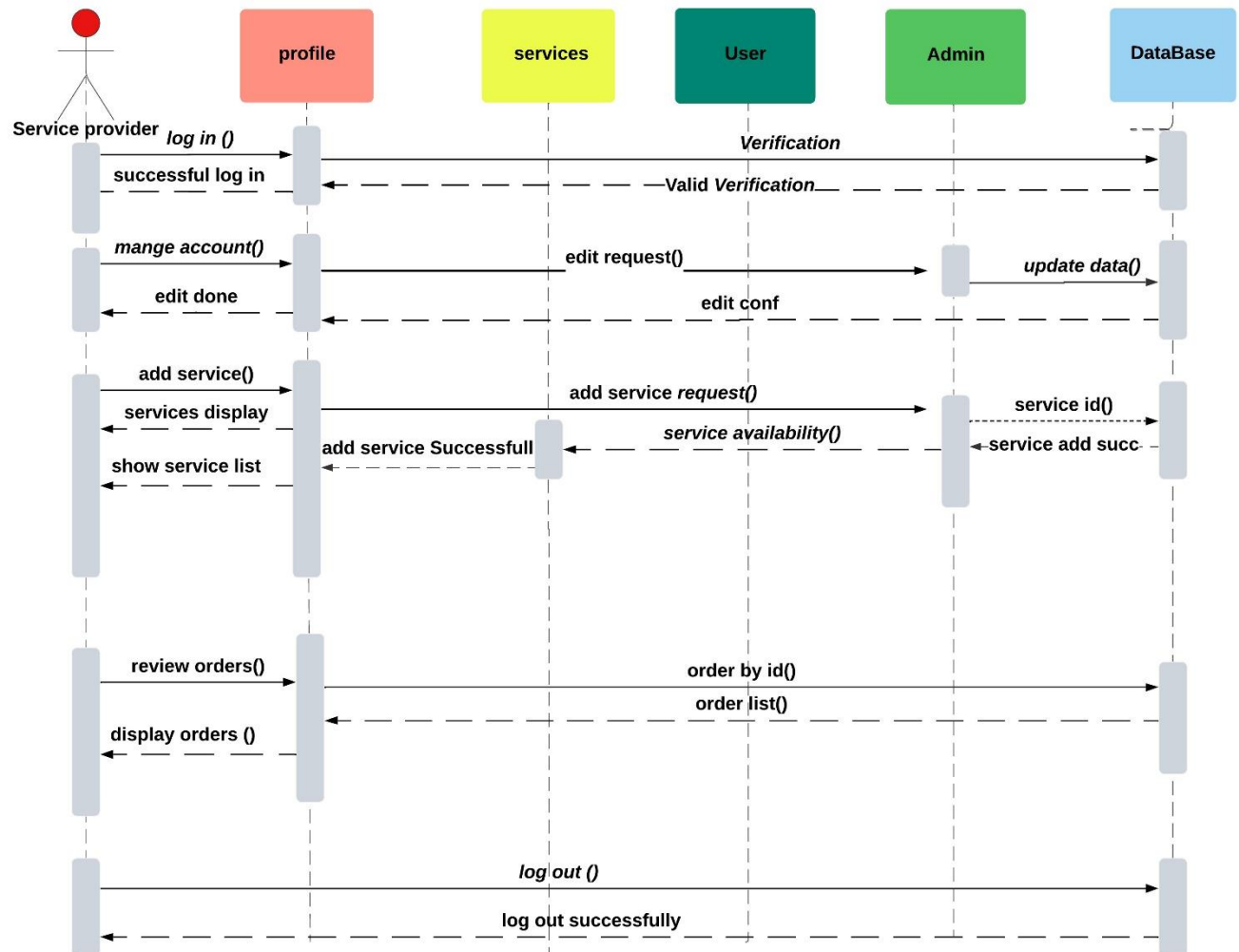


Figure 3.6 Service Provider Sequence Diagram

3.5.3 Activity Diagram

Activity diagram is defined as a UML diagram that focuses on the execution and flow of the behavior of a system instead of implementation.

Admin :

Admin activates on the proposed application as presented in this figure

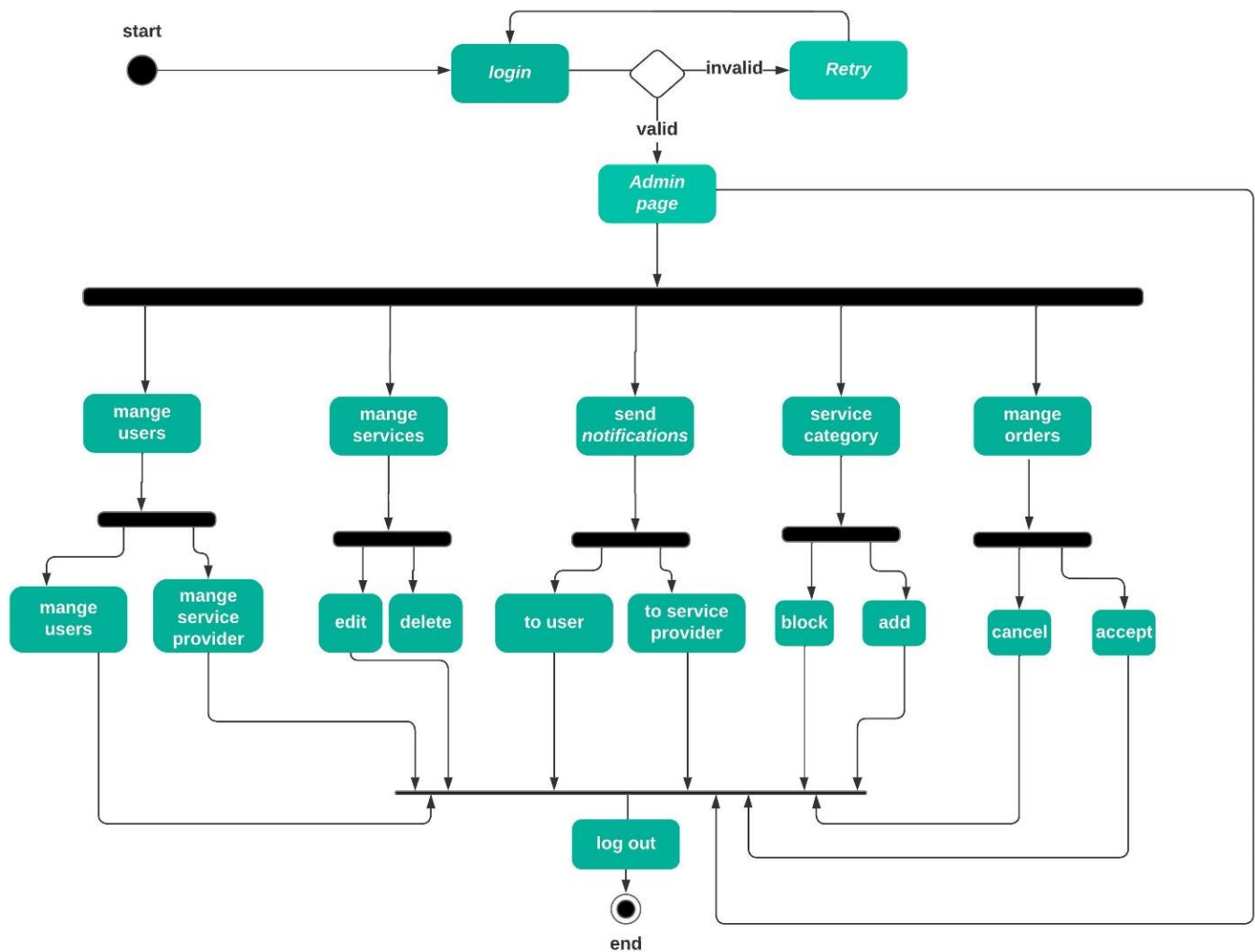


Figure 3.7 Admin Activity Diagram

Regular User / Client :

Regular User / Client activates on the proposed application as presented in this figure

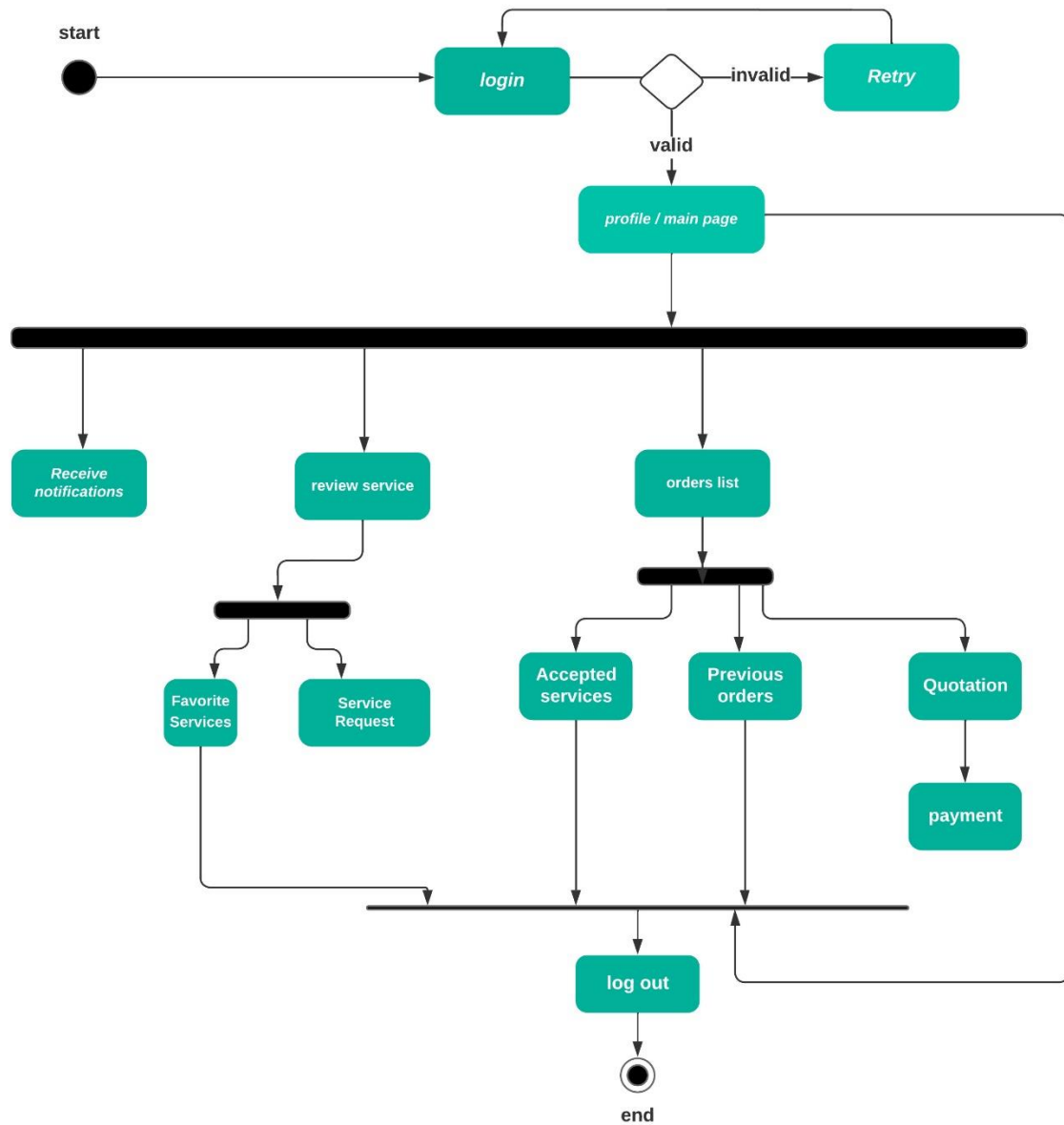


Figure 3.8 Regular User / Client Activity Diagram

Service Provider :

Service Provider Activates on the proposed application as presented in this figure

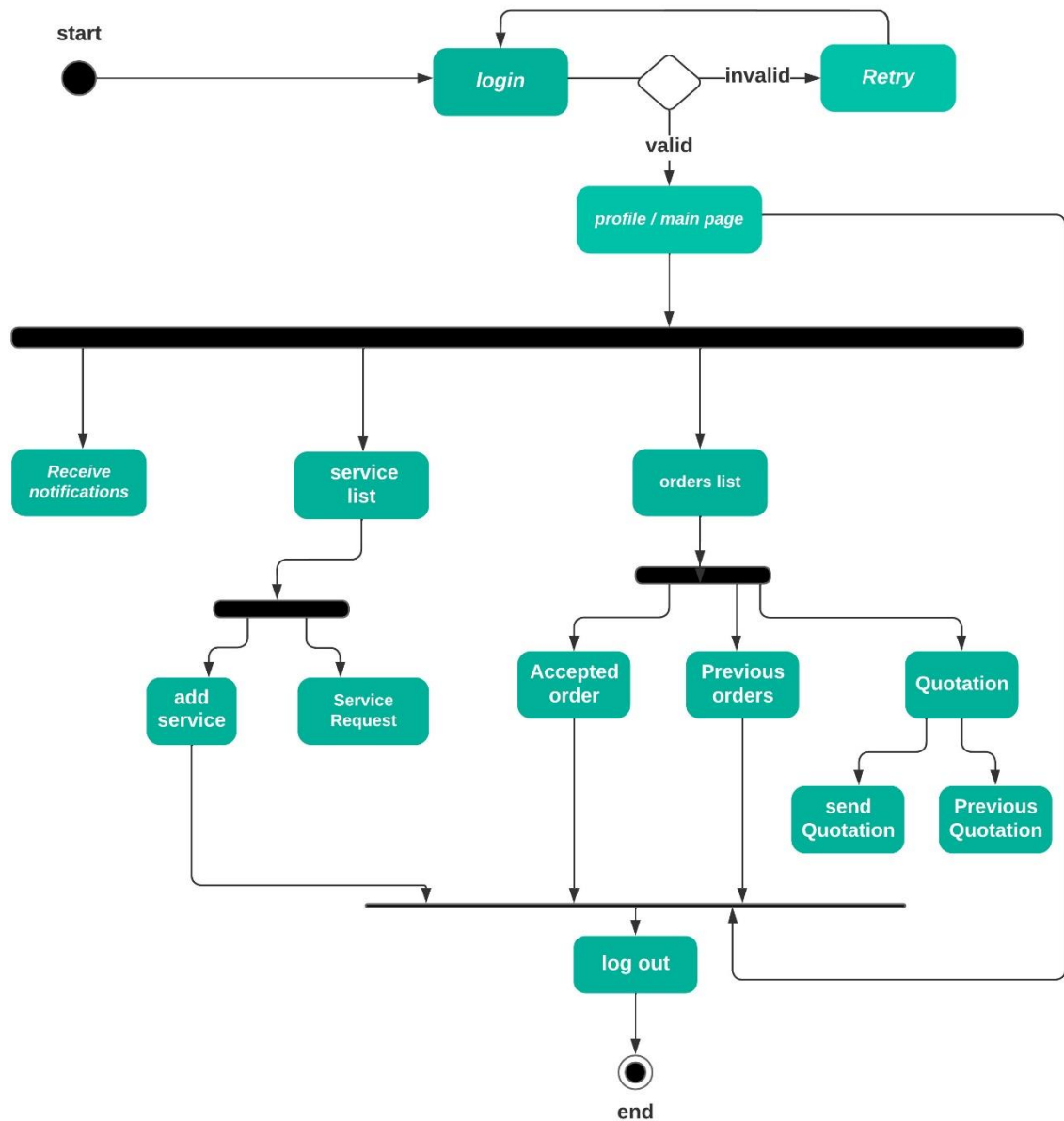


Figure 3.9 Service Provider Activity Diagram

CHAPTER - 4

SYSTEM DESIGN

4.1 CONTEXT DATA FLOW DIAGRAM(DFD)

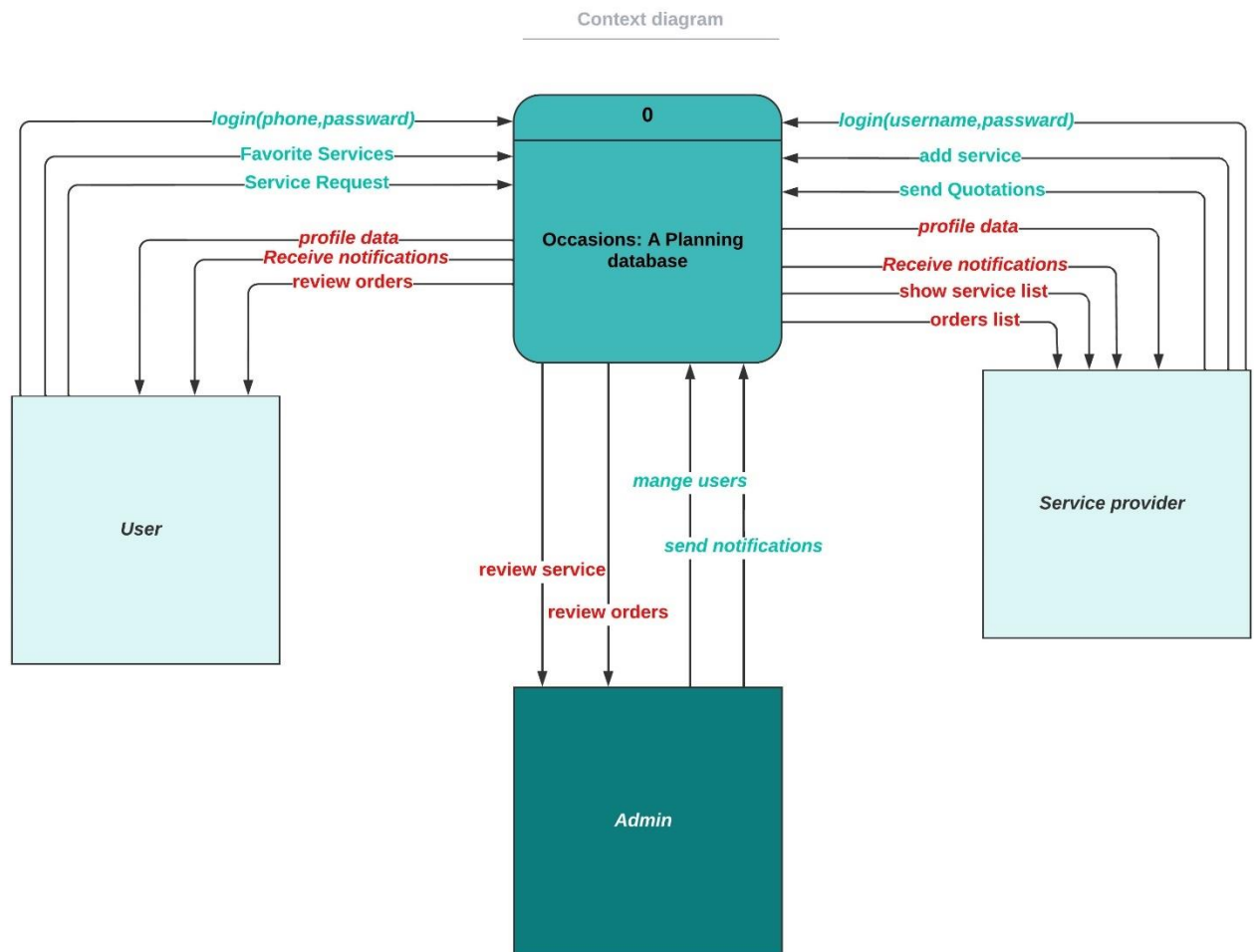


Figure 4.1 Context Data Flow Diagram

4.2 CLASS DIAGRAM

Class Diagram type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among objects. As present in this figure, it shows the classes of our proposed system and the relation between each with attributes and methods.

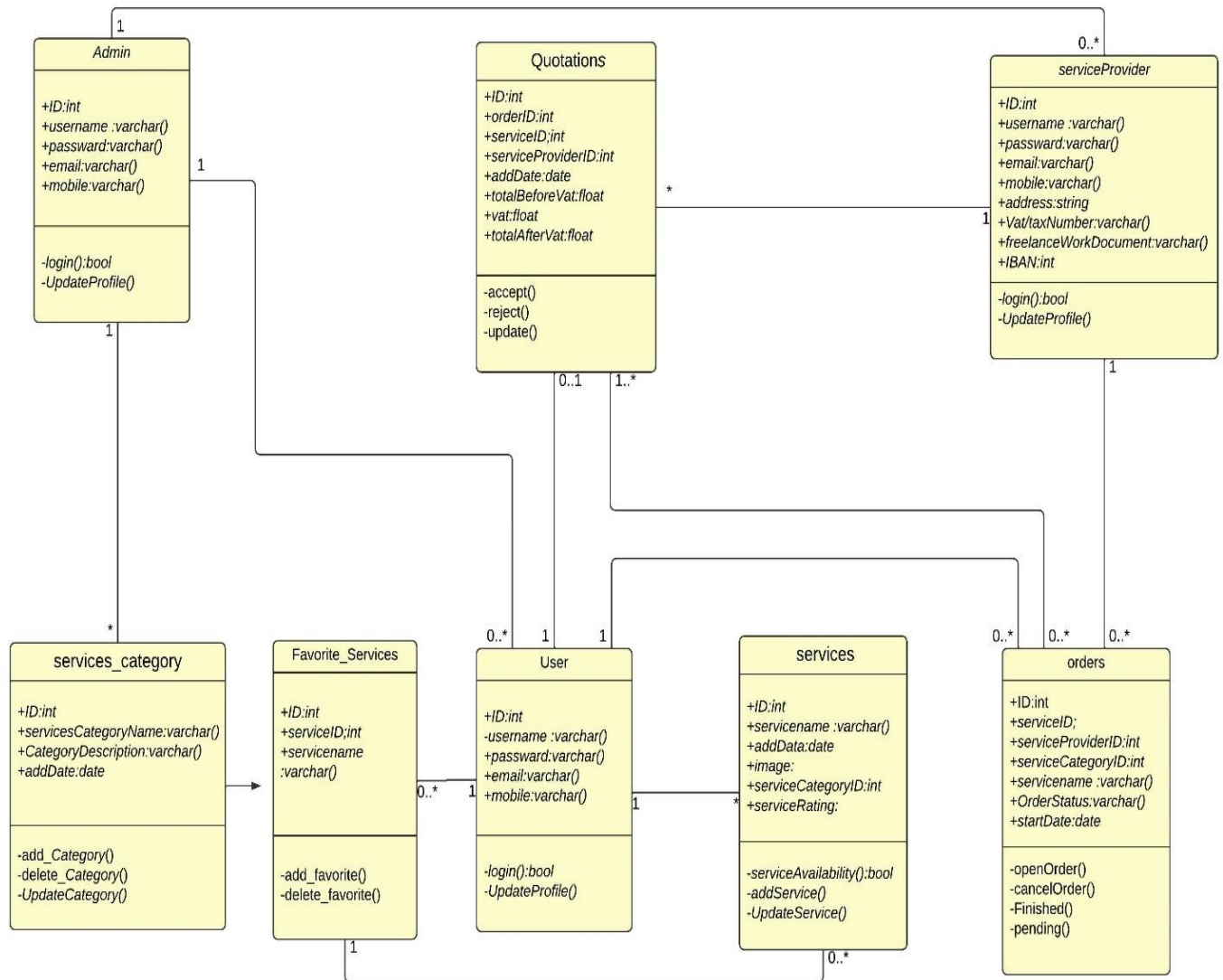


Figure 4.2: Class Diagram

4.3 ENTITY RELATIONSHIP DIAGRAM (ERD)

This Figure represent the relation between entities for our proposed system and its attributes.

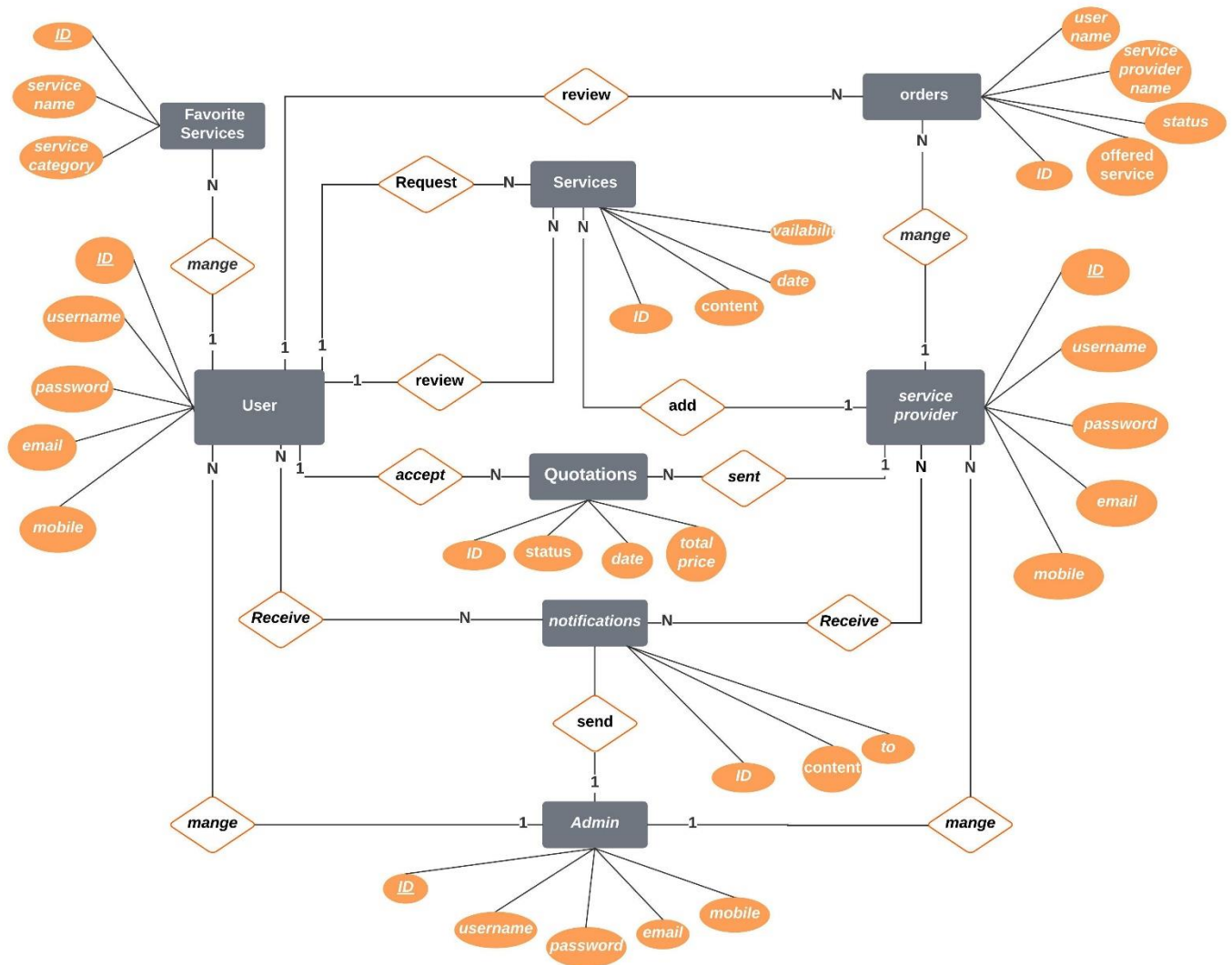


Figure 4.3: ER Diagram

Relationship Between Entities :

Entity 1	Entity 2	Relations
Admin	Service Provider	One - Many (1 – N)
Admin	User	One - Many (1 – N)
Admin	Notifications	One - Many (1 – N)
User	Quotations	One - One (1 – 1)
User	Notifications	Many- Many (N – N)
User	Favorite Services	One - Many (1 – N)
User	Orders	One - Many (1 – N)
User	Services	One - Many (1 – N)
Service Provider	Orders	One - Many (1 – N)
Service Provider	Quotations	One - Many (1 – N)
Service Provider	Services	One - Many (1 – N)

Table 4.1 : Relationship Between Entities

4.4 DATABASE STRUCTURE

Database Structure is the collection of record type and field type definitions that comprise your database: Record Types. These define the type of entities or research objects you wish to capture. In this section we will create data base tables of the proposed system as present in the following tables:

Admin Table :

Field	Data type	Key
ID	Int	PK
UserName	Varchar()	
Password	Varchar()	
Email	Varchar()	
Mobile	Varchar()	

Table 4.2: Admin Table

Regular User / Client Table :

Field	Data type	Key
ID	Int	PK
UserName	Varchar()	
Password	Varchar()	
Email	Varchar()	
Mobile	Varchar()	

Table 4.3: Regular User / Client Table

Service Provider Table :

Field	Data type	Key
ID	Int	PK
UserName	Varchar()	
Password	Varchar()	
Email	Varchar()	
Mobile	Varchar()	
Vat/tax_Number	varchar()	
address	String	
IBAN	Int	

Table 4.4: Service Provider Table

Services Table :

Field	Data type	Key
ID	Int	PK
Service_name	Varchar()	
description	string	
Add_Data	Datetime()	
serviceCategoryID	Varchar()	
Service_Rating	Varchar()	

Table 4.5: Services Table

Orders Table:

Field	Data type	Key
ID	Int	PK
Service_ID	Varchar()	
serviceProviderID	Int	
serviceCategoryID	Int	
servicename	varchar()	
OrderStatus	varchar()	
startDate	Datetime()	

Table 4.6: Orders Table

Services Category Table:

Field	Data type	Key
ID	Int	PK
ServicesCategoryName	Varchar()	
CategoryDescription	Varchar()	
AddDate	Datetime()	

Table 4.7: Services Category Table

Favorite Services Table:

Field	Data type	Key
ID	Int	PK
ServiceID	Int	
ServiceName	Varchar()	

Table 4.8: Favorite Services Table

Quotations Table :

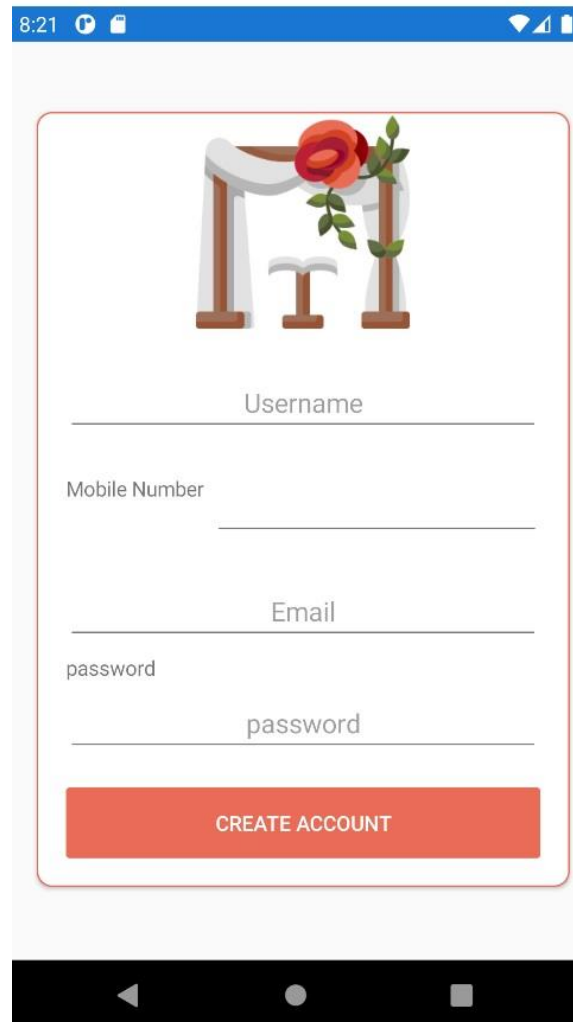
Field	Data type	Key
ID	Int	PK
OrderID	Varchar()	FK
ServiceID	Int	
ServiceProviderID	Int	
AddDate	Datetime()	
TotalBeforeVat	float	
Vat	float	
Total	float	

Table 4.9: Quotations Table

4.5 INITIAL INTERFACES

Register :

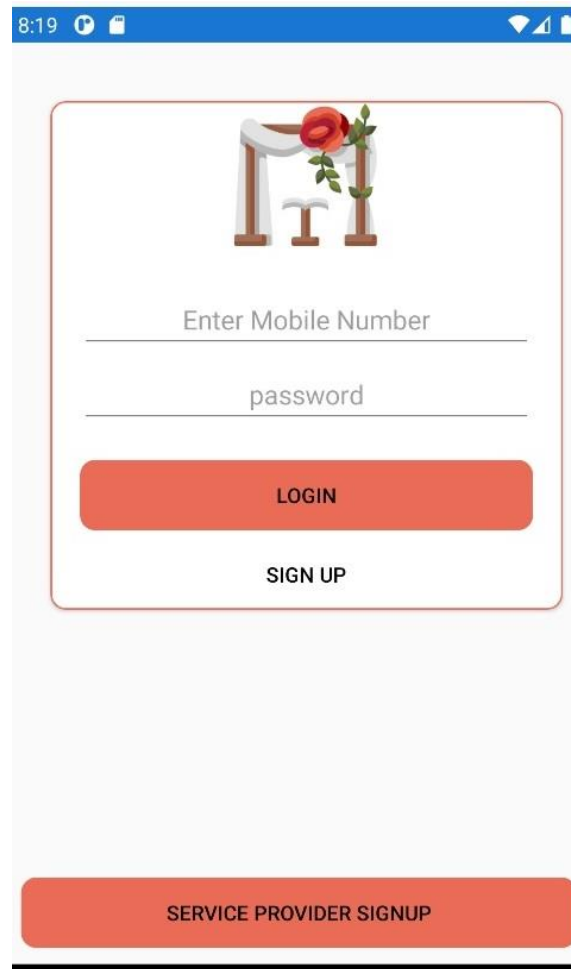
Here the user can enter the registration data such as email and password in order to register in the application

A screenshot of a mobile application's registration interface. At the top, a blue status bar shows the time 8:21 and various icons. The main content area is a white rounded rectangle with a red border. Inside, there's a decorative illustration of a white archway with a red rose and green leaves. Below the illustration are four input fields: 'Username', 'Mobile Number', 'Email', and 'password'. The 'password' field has a small red dot indicating a password toggle. At the bottom of the form is a red button with the text 'CREATE ACCOUNT'. The bottom of the screen shows a black Android navigation bar with back, home, and recent apps icons.

4.4 Initial Interfaces (Register)

Sign In :

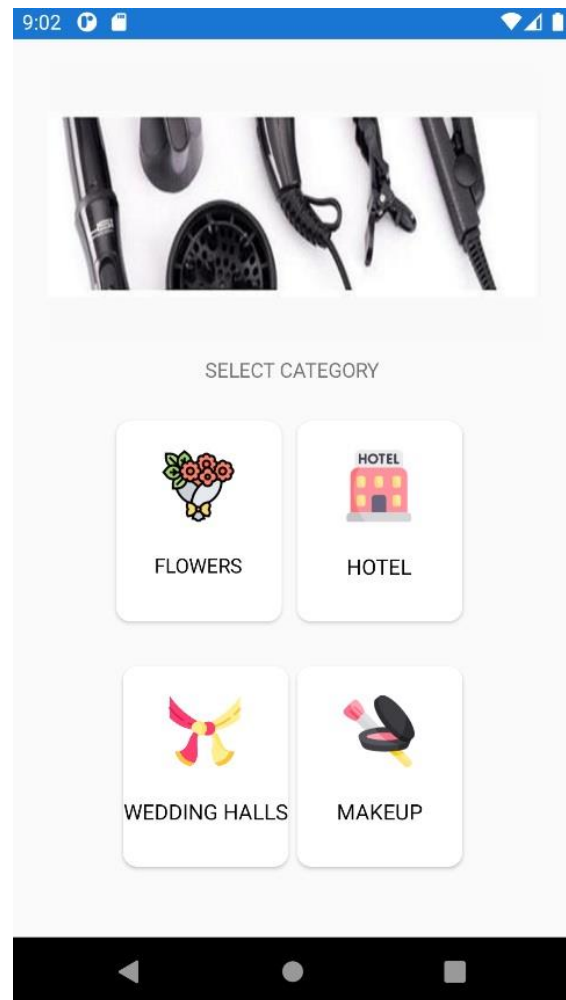
Here the user will be able to enter the program by entering his login data.

A mobile application interface for signing in. At the top, a blue status bar shows the time 8:19, a location icon, a battery icon, and signal strength indicators. The main content area is a light gray rectangle with rounded corners. Inside, there's a white box with a red border. At the top of this box is an illustration of a white archway with a red flower and green leaves. Below the illustration are two input fields: the first is labeled 'Enter Mobile Number' and the second is labeled 'password'. Below these fields is a large red button with the text 'LOGIN'. Below the 'LOGIN' button is a smaller red button with the text 'SIGN UP'. At the bottom of the main content area, there is a large red button with the text 'SERVICE PROVIDER SIGNUP'. The entire interface is set against a white background.

4.5 Initial Interfaces (Sign in)

Home Page :

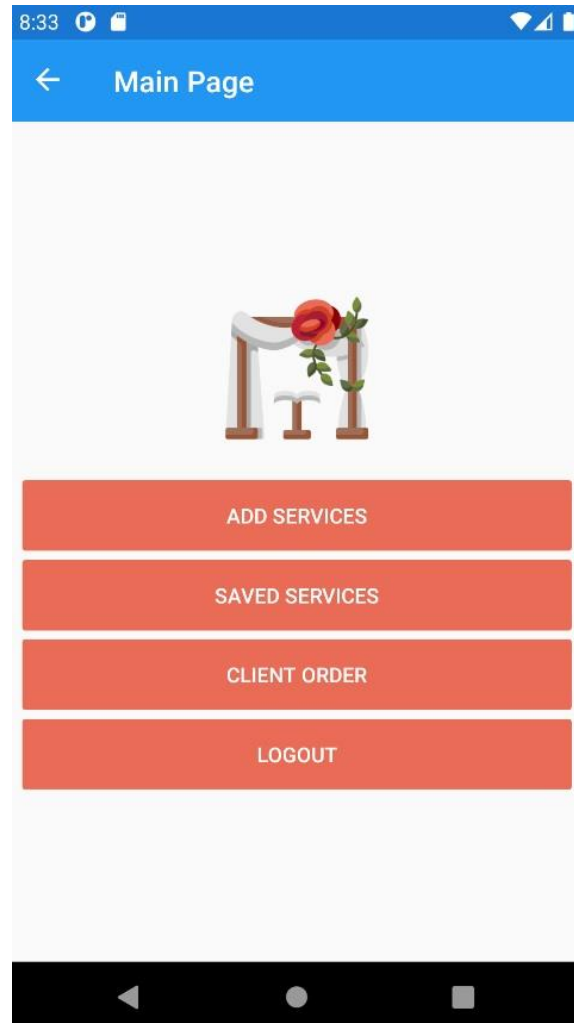
Here the user will be able to review the services provided the ability to navigate to other pages .



4.6 Initial Interfaces (Home Page)

Main Page for Service Provider :

Here the Service Provider will be able add services, review saved services and client order .



4.7 Initial Interfaces (Main Page for Service Provider)

CHAPTER – 5

5.1 CONCLUSION

In conclusion, the project summary and its ultimate goal is to serve everyone who has an occasion and needs help in carrying out his occasion. We hope that we have provided an MVP for our application and provided a good initial version of it .

5.2 FUTURE WORK

In the next stage ,we will strive to improve interfaces, user experience, and improve the structure and performance of our application .

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