## **Department of Computer Science & Engineering**

### P.R.Pote PatilCollege of Engineering&Management. Amravati

Amravati-444602

2023-2024



# **PROJECT REPORT**

On

"Dance Workshop Management System"

### **Presented By**

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### **CERTIFICATE**

This is to certify that

Miss. Aarya Parag Deshmukh Miss. Rasika Manoj Ganorkar Mr. Bramhesh Shivshankar Nalkande Mr. Prasad Bhagwan Bari

Of Third Year B.E. (CSE) has successfully completed the Project titled

"Dance Workshop Management System"

And submitted this Project for the subject **Sotfware Engineering Lab(6IT01)** in III year Computer Science & Engineering during the academic year **2023-24** 

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### **ACKNOWLEDGEMENT**

It gives me /us great pleasure on bringing out Project entitled

# "Dance Workshop Management System"

We express our deep sense of gratitude and sincere regards to our Guide **Prof.R. B.Ardak**. Her timely guidance and helpful discussions has supported me immensely in selecting and completing Project work. I would also like thank to my subject in charge **Prof. P.G.Nemade (practical incharge)** and **H.O.D. Prof.M.S.Burange** for being the constant source of inspiration and support.

Finally, I would like to thank all Professors and my colleagues who directly or indirectly helped me during my work.

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B.E 3<sup>rd</sup> year (Computer Science & Engg.) (Section C)

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#### **CHAPTER NO. 1**

#### INTRODUCTION

The "Dance Workshop Management System" is a comprehensive database management project designed to streamline the operations of dance workshops. This system will provide an organized and user-friendly platform for both workshop administrators and participants. It aims to simplify the registration process, manage class schedules, track progress, and maintain participant records, all while enhancing communication and overall efficiency.

Through this project, we will address the various challenges faced by dance workshop organizers and participants, offering a digital solution to empower their experience and growth in the world of dance. This database system will be a one-stop solution for managing all aspects of a dance workshop, making it an invaluable tool for administrators and a convenient platform for all dance enthusiasts.

#### 1.1 Motivation:

- Dance is not merely an art form but a powerful means of self-expression and physical well-being. With the growing popularity of dance workshops and classes, the need for efficient management systems has become paramount. The motivation behind this project is to develop a comprehensive Dance Workshop Management System that addresses the unique requirements of dance schools and enthusiasts.
- This project is inspired by the immense positive impact dance has on individuals, and the potential it holds for personal and community development. Efficiently managing dance workshops, schedules, instructors, and student information is essential for ensuring a seamless learning experience. The aim is to streamline the administrative processes, allowing dance instructors to focus on what they do best teaching and inspiring.

#### **1.2Aim:**

The aim of your "Dance Workshop Management System" project is to design and develop a comprehensive database management system that efficiently manages and streamlines various aspects of organizing and running dance workshops. This system should provide a user-friendly platform for both administrators and participants to handle.

For those looking to organize dance workshops and manage their data more successfully, this database management system is a great resource. With its comprehensive features and easy-to-use design, it's the perfect option for anyone trying to plan and run a successful dance workshop.

### 1.3Objectives:

**Automated Registration and Enrollment:**Create a system that allows participants to easily register and enroll in dance workshops, streamlining the process and reducing administrative workload.

**Workshop Scheduling:** Allow administrators to schedule workshops, including specifying dates, times, locations, and instructors.

**Participant Registration:** Enable participants to register for workshops, providing necessary information such as personal details, preferred workshop, and payment information.

**Instructor Management:** Maintain records of dance instructors, their availability, and their assigned workshops.

**Communication:** Provide a platform for communication between administrators, instructors, and participants for announcements and updates.

**Dance Style Selection:** Enable participants to filter workshops based on their preferred dance style, making it easier to find relevant classes.

**Participant and Instructor Profiles:** Maintain detailed profiles for both participants and instructors, including contact information, dance styles, qualifications, and attendance records.

**User-Friendly Interface:** Design a user-friendly and intuitive interface for easy navigation and interaction with the system for all stakeholders, including participants, instructors, and administrators.

#### **CHAPTER NO. 2**

#### SYSTEM ANALYSIS

#### 2.1 Problem Definition:

- **Participant Information:** Storing details of workshop participants, such as names, contact information, age, and dance experience.
- Workshop Schedule: Managing workshop schedules, including dates, times, locations, and instructors.

The goal is to streamline administrative tasks, enhance communication, and improve the overall management of dance workshops, ultimately ensuring a smooth and successful experience for both participants and instructors.

### 2.2 Requirement Analysis

### 1. Data Requirement:

- <u>Identify Data Entities</u>:Begin by listing the key data entities in your system. These might include dancers, instructors, workshops, schedules, payments, and more.
- <u>Attributes</u>: Define the attributes (fields) for each entity. For example, for the "dancer" entity, attributes might include name, contact information, skill level, etc.
- <u>Data Relationships</u>: Establish how these entities are related. For instance, a dancer is enrolled in a workshop, which relates the dancer entity to the workshop entity.
- <u>Data Constraints</u>: Determine any constraints on the data, such as data validation rules, uniqueness constraints, or data format requirements.
- <u>Data Flow</u>: Understand how data will flow through the system. For example, when a dancer registers for a workshop, what data is captured and how does it update the database

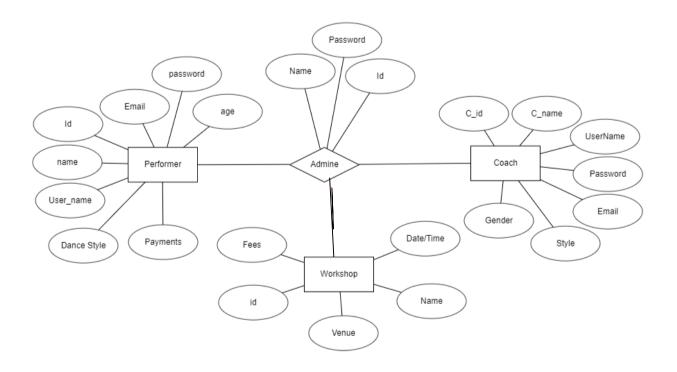
### 2.Function Requirement:

- Use Cases: Identify the main use cases or operations the system needs to support. These might include registration, scheduling, payment processing, and reporting.
- Functional Requirements: Detail the functionality of each use case. For instance, in the registration use case, you might specify that the system must capture dancer details, workshop selection, and payment information.
- Non-Functional Requirements: Consider non-functional requirements such as performance, security, and scalability. For instance, the system should be able to handle a large number of concurrent registrations without performance degradation.
- User Roles: Define the different user roles within the system (e.g., admin, instructor, dancer) and specify the actions each role can perform.
- User Interface: Describe the user interface elements needed for each use case, which will help in designing the system's interface.
- Reports and Outputs: Specify the reports and outputs the system should generate, like attendance records or financial summaries.
- Data Input and Validation: Detail how data will be input into the system and any validation rules to ensure data integrity.
- Security and Access Control: Define how user access will be controlled and the security measures to protect the data.
- Integration: Consider any integration requirements with external systems or APIs, such as payment gateways or email services.
- Constraints: Identify any constraints, such as technology constraints (e.g., using a specific SE or programming language).

### **CHAPTER NO. 3**

# **System Design**

### 3.1 E-R Diagram



### 3.2 Schema Definition

### 1. Admin:

- Id
- Name
- Password

### 2.Performer:

- Id
- Name
- User\_Name
- Password
- Email
- Age
- Dance Style
- Payments

### 2. Workshop:

- Id
- Fees
- Date/Time
- Name
- Venue

### 3. Coach:

- C\_id
- C\_name
- UserName
- Password
- Email
- Style
- Gender

# 3.3 Schema Diagram

### **Admin Table:**

Column	Type	•	Nullable	Default		   Unique	Foreign	Comment
aid     name     psw	int text text		No No No		Yes	 		Admin ID   Name   Password

### **Coach Table:**

Column	Type   	+   Length 	Nullable   Nullable	Default    Default	Primary  Key	Unique  Key	Foreign Key	Comment
cid wid cname uname gender dstyle psw email cselect	int int text text text text text text text te		NO N		Yes         	Yes	Yes	Coach ID Workout ID Coach Name Username Gender Dance Style Password Email Coaching Selection

### **Performer Table:**

Column	Type	Length	Nullable	Default	Primary Key	Unique    Key	Foreign Key	Comment
pid wid pname uname age email psw dance_style dtime ddate bookingdate	text text		NO N		Yes Yes		Yes	Performer ID  Workout ID  Performer Name  Username  Age  Email  Password  Dance Style  Dance Time  Dance Date  Booking Date  Payment

# **Workshop Table:**

Column	Type	Length 	Nullable  	Default	Primary Key	Unique  Key	Foreign   Key	Comment
wid wname wdate venue fees wshow wdesc wtime	int text text text text text text text te	           	No		Yes			Workshop ID Workshop Name Workshop Date Venue Fees Workshop Show Workshop Desc Workshop Time

### 3.4 Modular Description

#### 1.Admin Module:

This module manages administrative information for the system.

The admin table stores administrator details, including admin ID, name, and password.

Administrators likely have access to system management and control.

#### 2. Coach Module:

This module deals with information related to dance coaches.

It includes the coach table to store details such as coach ID, name, username, gender, diet style, email, and more.

Coaches can be associated with specific workouts, as indicated by the wid (Workout ID) in the coach table.

#### 3. Performer Module:

The performer module focuses on individuals participating in dance performances or workshops. The performer table stores performer information, including performer ID, name, username, age, email, password, and details related to dance style, time, date, booking date, and payment for specific events or workshops.

Performers may register for and participate in workshops or events, which is indicated by the wid (Workshop ID) in the performer table.

### 4. Workshop Module:

This module is responsible for managing information about dance workshops or events.

The workshop table stores workshop details such as workshop ID, name, date, venue, fees, show description, description, and time.

Workshops can be associated with both coaches and performers, as shown in the coach and performer tables through the wid (Workshop ID) foreign key.

### **5.User Authentication and Security Module:**

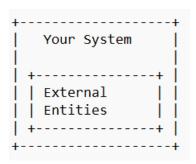
The system includes user authentication and security measures as indicated by the presence of username and password fields in tables such as coach, admin, and performer.

#### **6.Data Retrieval and Query Module:**

The system allows for data retrieval through SQL queries, enabling users to access and view information stored in the database.

### 3.5 System Flow

### 1.Context-Level DFD



### 2.Algorithm:

Here's a simplified algorithm for registering a performer for a workshop:

- 1. Begin.
- 2. Prompt the performer for their information, including name, age, email, and desired workshop details.
- 3. Validate the provided information.
- 4. If the information is valid, proceed to step 5. Otherwise, return to step 2.
- 5. Insert the performer's details into the "performer" table.
- 6. Display a confirmation message.
- 7. End.

This algorithm outlines the high-level steps for registering a performer for a workshop. It involves data input and validation before storing the performer's information in the database.

### 3.Flowchart:

A flowchart visually represents the steps of a process. Here's a simplified flowchart for the performer registration process:

```
Start
  ٧
+---+
| 1 | Start
 ٧
| 2 | Prompt for performer information
 v
| 3 | Validate information
     | 4 | Invalid information
       | 5 | Valid information
       | 6 | Insert into database
       | 7 | Confirmation
| 8 | End
```

# **Chapter 4**

# **System Requirement**

Sr.	Name of Equipment / Items/	Specification
No.	Software tool	
1.	Hardware: Computer System	Computer(i3-i5 preferable), RAM minimum 2GB
		onwards
2.	Operating System	Windows Server 2008 and later Windows Vista and later Mac OS X 10.6 and later CentOS, Ubuntu, Fedora, Gentoo, Arch, SUSE
3.	Software	Xampp (open-source cross-platform web server)

### **Technology Stack**

Frontend: - HTML5, CSS, Javascript

**Backend :-** PHP, Javascript

**Database :-** MYSQL

Framework :- BoostStrap

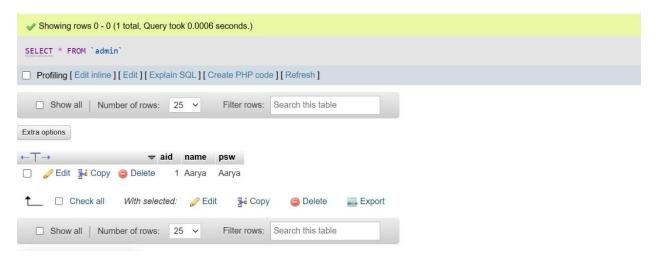
### **Chapter 5**

### **System Implementation**

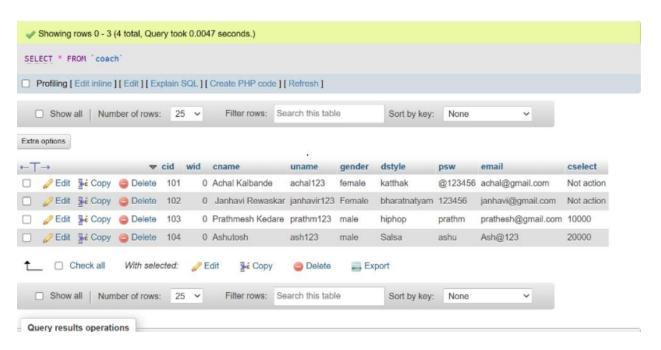
### **5.1** Database Implementation

- You can perform operations like inserting, updating, and deleting records for students, instructors, workshops, and enrollments.
- To fetch data, you cancreate queries to find out things like which students are enrolled in a particular workshop, the workshops a specific instructor is conducting, upcoming workshops, or students who haven't paid their fees.
- Ensure that your database is properly normalized, typically up to at least the third normal form (3NF). This helps in avoiding data redundancy and maintaining data integrity.
- Remember to use an appropriate database management system like MySQL, PostgreSQL, or SQLite to implement this database.
- This is a basic outline to get you started with your mini project. Depending on the specific requirements and complexity of your project, you might need to expand on or modify this structure.

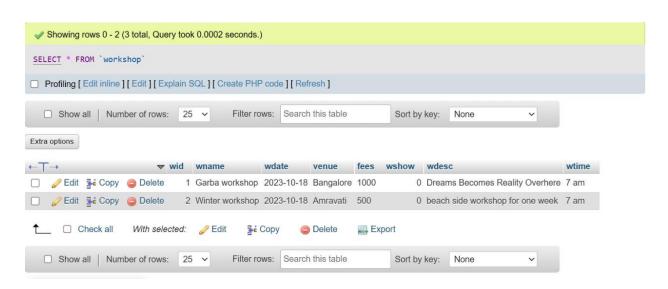
#### **5.2 Table snapshots:**



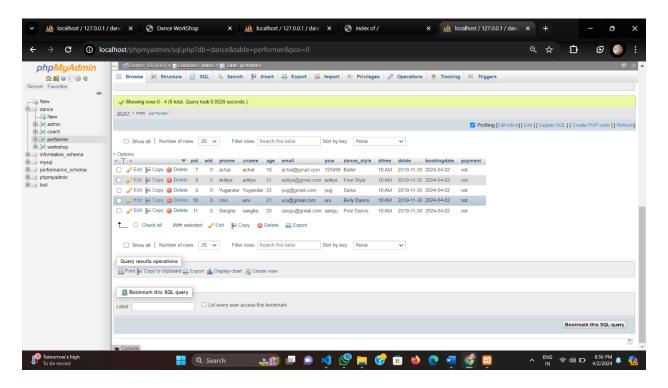
**Table 1: Admin Table** 



**Table 2: Coach Table** 



**Table 3: Workshop Table** 



**Table 4: Performer Table** 

### **4.2 System Screen short**

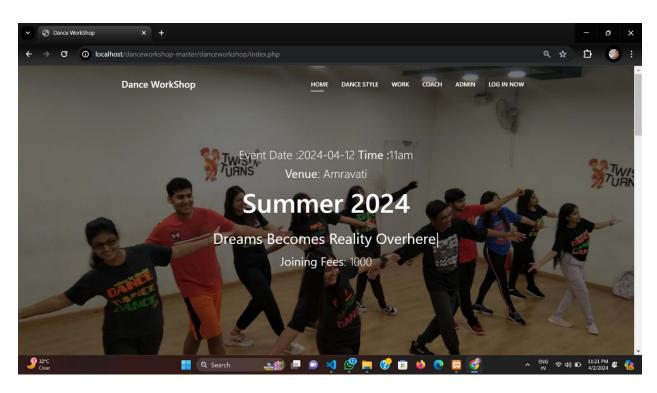


Image 2.1: Home Page of Workshop

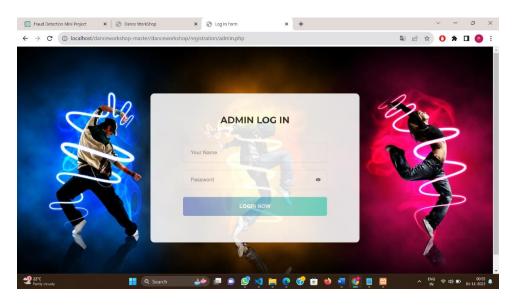
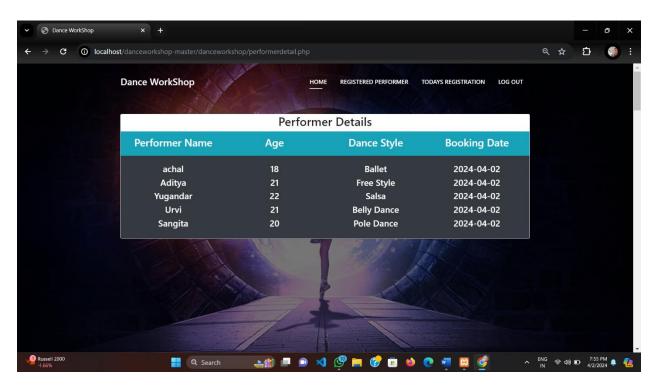


Image 2.1: Admin Login Page



**Image 2.2: Admin Home Page** 



**Image 2.3: Registered Performer** 

### **CHAPTER NO. 6**

#### **6.1 Conclusion:**

The project aim is to develop website of dance workshop management system in order to provide solutions to current problems and increase the efficiency. Thus, our system meets the very basic and necessary needs of viewers and also makes it easier for the administrator or the academy manager to fulfil the expectations of the customers. The website has been developed with much care that it is free of error and at the same time it is more efficient and more useful. The most important thing is that the website is robust.

### **6.2 Future Scope:**

The currently used Dance Workshop Management System is the best suitable for the web pages on a computer. Some issues are aised while using it on cross-platform, i.e. If the viewing browser or platform of the web page changes, then it starts misbehaving. The future system will be supporting the web percussive, feature that displays the web pages on any device as per its dimensions. Even for registered users, the future system can be developed on a mobile application providing all the services same as the web application.

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