

# Bachelor of Computer Applications (BCA) Programme

## **Project Report**

BCA Sem VI AY 2022-23

## FLEA BOOKING SYSTEM

Ву

Exam No	Name of Student	
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Project Guide by : Prof. Krishna Jariwala





## CERTIFICATE

This is to certify that	
Ms./Mr	
examination number	has satisfactorily completed his/he
project work entitled	
as partial fulfillment of requirements for E	BCA Sem VI, during the academic yea
2022-23.	
Date:	
Place: Surat	(Name of Guide) SDJ International College, Surat



## **Acknowledgement**

The success and final outcome of this project required a lot of guidance and assistance from many people and we are extremely fortunate to have got this all along the completion of our project work. Whatever we have done is only due to such guidance and assistance.

We would not forget to thank I/C Principal Dr. Aditi Bhatt, Head of Department Dr. Vaibhav Desai and Project guide \_\_\_\_\_\_, and all other Assistant professors of SDJ International College, who took keen interest on our project work and guided us all along, till the completion of our project work by providing all the necessary information for developing a good system.

We are extremely grateful to her for providing such a nice support and guidance though she/he had busy schedule managing the college dealings.

We are thankful and fortunate enough to get support and guidance from all Teaching staffs of Bachelor of Computer Application Department which helped us in successfully completing our project work. Also, we would like to extend our sincere regards to all the non-teaching staff of Bachelor of Computer Application Department for their timely support.

Name of the Student (Exam No)



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### 1.INTRODUCTION

#### 1.1 PROJECT SUMMARY:

- ➤ Flea management system website a project developed by Vruti Doshi , Harshvi Shah and Janvi Mata.
- ➤ The project: "Flea management system" provides of different types of flea and concerts. A flea management system is software used in the event industry to manage stalls, concerts, venues, guest and bookings.
- ➤ This Online flea event management System project aims at providing the user to reserve tickets at desired concerts online. The system shall take the desired dates from the user and check for availability of tickets and concerts. It shall check for the number of audience and book the ticket for the user. It can also modify the dates of flea and concert. This is a simple user interface which displays the information about the flea company, its contact address and the facilities provided. It also provides the gallery and upcoming events in that. This tool shall enable the user to check for information regarding the events and so book them. A flea management system enables audiences to inquire for schedule dates ,concerts , stall bookings etc all in one place.
- My project involved me to get familiar with the Web Development environment and thus develop an Website to serve as a personal companion to one.



## 1.2 PROJECT PROFILE:

Project Name	Flea management system
Front End	HTML CSS BOOTSTRAP, JAVASCRIPT
Back End	PHP, MySQL
Guided by	Prof. Krishna Jariwala
Platform	Windows 11
Submitted To	SDJ International College
Developed by	Doshi Vruti (055), Shah Harshvi (182), Mata Janvi (123)



## 1.3 Hardware and Software Requirements

## > Hardware Configuration

Hard Disk	1 TB
RAM	8 GB
SSD	512 GB
Processor	Intel(R) Core(TM) i5
Device	Mouse, Keyboard
System Type	64-bit operating system

## > Software Configuration

## • Server –Side Configuration

Operating System	Microsoft windows
Database	MySQL
Development	PHP with HTML, CSS, Javascript



## • Client -Side Configuration

Operating System	Microsoft windows
Web Browser	Mozilla Firefox, Google Chrome, Microsoft Windows Explore [Any Browser supporting HTML, XHTML complaints]



## 2. Scope and planning and Planning

#### Requirement Gathering and Analysis:-

To develop any web application system, it is most important to identify the user requirement in very specific manner. Also to function properly, all interfaces of proposed system with surrounding system must be identified. The correct system is that satisfied all users requirement. Therefore, it is very important to analyse the existing system and to document the software requirement specification for proposed system which in turn provides the base for development of the proposed system.

Our project guide conducted a series of lectures to impart us the required knowledge about the system. During the lectures, we also had question and answer session at the end, which helped us to have a clear idea about the Expected system.

## **Fact Gathering Techniques:**

Fact –finding is the job of a person or group of person in administrative proceedings that has or have the responsibility of determining the facts relevant to decide a controversy. The term trier of fact gathering denotes the same function the process is an extremely important part of the communication process.

## They are:

- 1) Interviewing
- Questionnaires



- 3) Records inspection
- 4) Observation

#### **Interviewing:**

- This method is used to collect the information from groups or individuals. Analyst selects the people who are related with system for the interview.
- In this method the analyst sits face to face with the people and records their responses.
- All basic requirements are conducted at this stage.
- It is a basic source of qualitative information.

#### **Questionnaires:**

- It is the technique used to extract information from number of people. This method can be adopted and used only by an skillful analyst.
- The questionnaires consists of series of question framed together in logical manner.
- In this, we get all information related to student fees collects related information. Gathering some data.

## **Record Review:**

- Records review is used to revise all the requirements before implementation.
- Here we revise all systems requirements like design & view of system facilities, policies, terms & condition, time-duration and all.
- Background reading or research is a part of the process.

## **Observation:**

 Unlike the other fact finding techniques, in this method the analyst himself vis- its the organization and observe and understand the flow of documents, working of existing System, the user of the system.



 At this stage, we consider all design & data related information like how to shows our form, which kind of interface gives to user & going with all this.

## **Conclusion of fact finding technique:**

- · I am use observation technique.
- I use all above for technique to find and gathering information related to system but I use most observation technique.

We also visited websites for getting knowledge about existing system.

- Eg:
- ✓ <a href="https://www.w3schools.com/">https://www.w3schools.com/</a>
- ✓ <a href="https://www.javatpoint.com/">https://www.javatpoint.com/</a>
- √ <a href="https://www.whiteflea.com/">https://www.whiteflea.com/</a>



#### 2.2 Technology Used

- HTML
- CSS
- JavaScript
- PHP
- MySQL
- XAMPP Server
- Word (Documentation)

#### HTML:



The Hyper Text Markup Language or HTML is the standard markup language for documents designed to be displayed in a web browser.

#### CSS:



Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language such as HTML or XML

#### JavaScript:



JavaScript is a programming language that can be included om web pages to make them ore interactive. You can use it to check or modify the content of forms, change images,



open new windows and write dynamic page content.

#### <u>PHP</u> :



PHP is a popular general-purpose scripting language that is especially suited to web development.

Precisely, PHP is a very powerful server-side scripting language like ASP for developing dynamic web applications.

#### MySQL:



MySQL is an open-source relational database management system that works on many platforms. It provides multi-user access to support many storage engines and is backed by Oracle.

#### **XAMPP SERVER:**



XAMPP is a light-weight easy to install bundle that will allow you to do local development on websites in case you don't have a server hosted already.



## 2.3 Timeline Chart

Work Tasks	Moi	nth	1	M	lon	th	2	١	/lor	nth	3
1. Requirement Analysis											
Collected requirement from our guide											
Analyze gathered information											
Determine scope of the system											
Milestone: Required Analysis Completed	•										
2. Planning and Risk Analysis											
Analyze data for possible risks											
Identify technical risks											
Determine different modules											
Milestone: Planning Completed			•								
3. Designing			•								
Design basic interface of the site											
Design database tables											
Design for Modules											
Milestone: Designing Completed					•						
4. Coding and Integrating Modules					•						
Implement logic for different modules											
Implement database connectivity											
Integrate different Modules											
Implement Report											
Milestone: Coding Completed									<b>•</b>		
5. Testing									. •		
Test Case and Test Data Design											
Output Comparison											
Integration and Validation											
Milestone: Testing Completed											4
6. Documentation											
Milestone: Documentation Completed											4



#### Scope:

The proposed system includes login for administrator and login for the users. The Admin has the only rights to access the administration area and authorized to access the transaction such as adding, editing, and deleting of information inside the system. The client will login as user.

The system is designed with a user security access level and it is responsible of determining the authenticity of the client by his/her given username and password. clients can view different things about company and can make booking for tickets for concert and stall inquiry. The system would be responsible for checking the inquiry booking and then they may contact the client for regarding inquiry and so book their stall and user can make ticket bookings and payment online.

The system is designed for the admin management related to events, concerts, stalls etc and for user stall inquiries and tickets booking and payment.

#### **Project modules:**

User Login module : Stall Booking inquiry Module Tickets booking and payment module.

Admin Login Module:
Concert booking Module
Stalls Module
Ticket module
Payment module
Other neccesities module
Admin Register Module



#### Module vise objectives/functionalities Constraints:

#### **User Login Module:**

User can login through system first by signing in and Book their inquiry and tickets.

#### **Stall Booking inquiry Module:**

User can easily booking their inquiry for getting stall in flea even on particular date . and then admin can view and response to it.

#### **Ticket Booking and payment Module:**

User can easily book their ickets for the concert as per their desired date and artist and make payment accordingly.

#### **Admin Login Module:**

Admin can manage the login.

They can createview/update/delete/search based on their id.

#### Concert module:

Admin Can manage the booking of concerts.

They can create/view/update/delete/search the concerts based on their id.

#### Stall module:

Admin can easily add, edit and delete the stall booking as per booking inquiry.

#### Ticket module:

Admin Can check and cancle ticket available for the event.

#### Payment module:

Admin Can check payment for event ticket for the particular date.

#### Other neccesities module:

admin can perform crud operations for neccesities of stall owners in flea.

#### Admin Register Module:

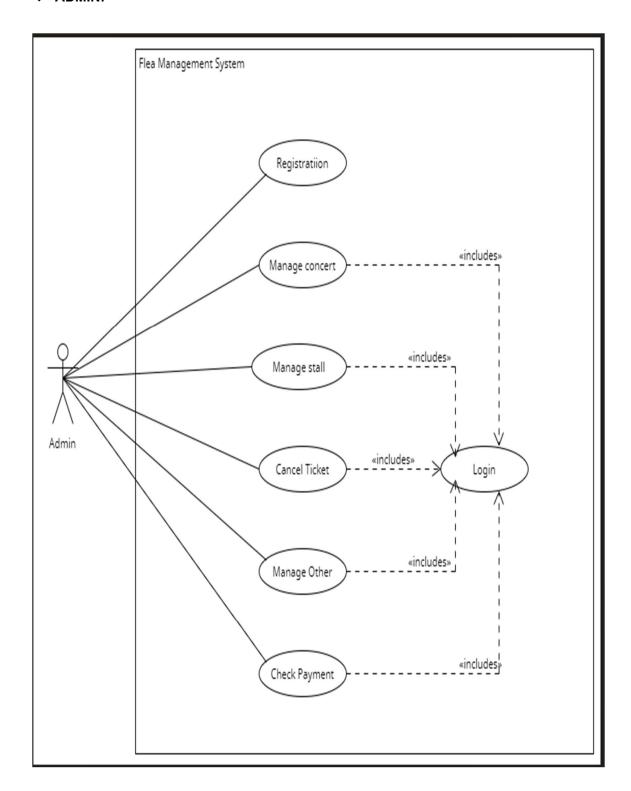
Admin can easily change their id or password and they can update their profile.



## 3. Designing

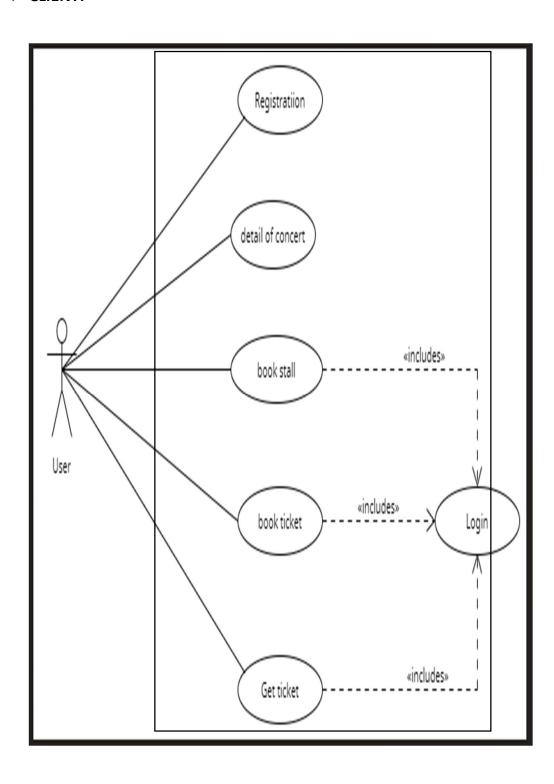
## 3.1 USE CASE DIAGRAM:

**❖** ADMIN:-





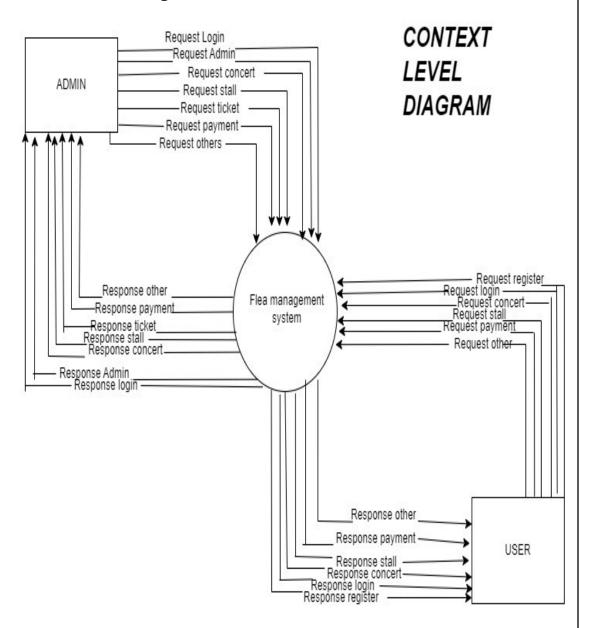
#### **❖** CLIENT:-





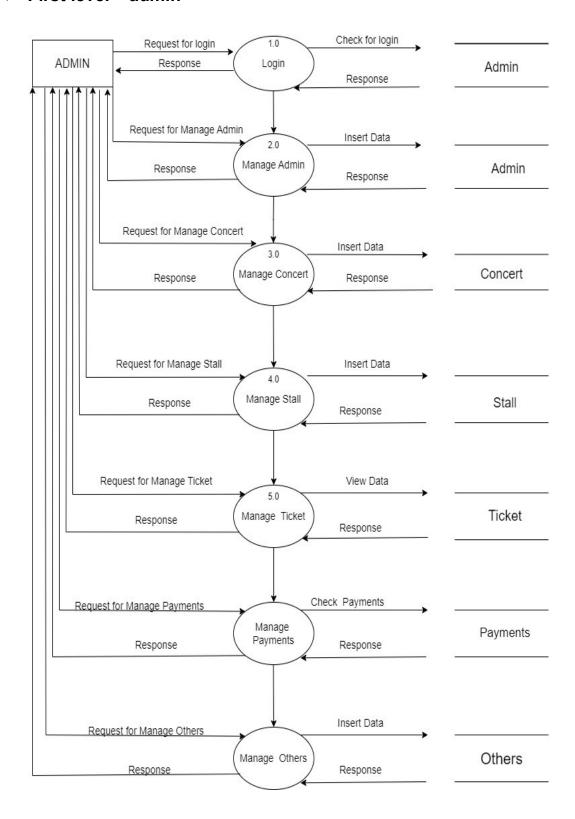
## 3.2 Data flow diagram:

### > Context level diagram:



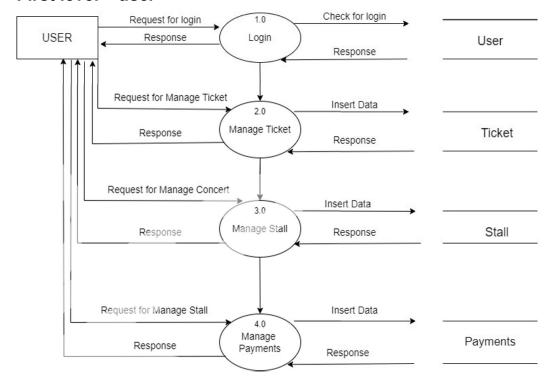


#### First level – admin

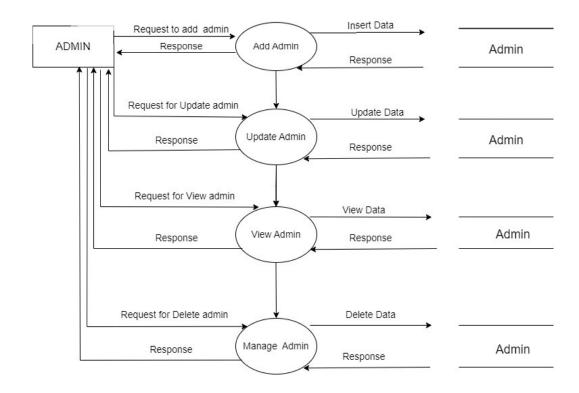




#### > First level - user

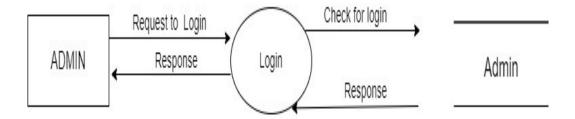


## Second level – admin(admin):

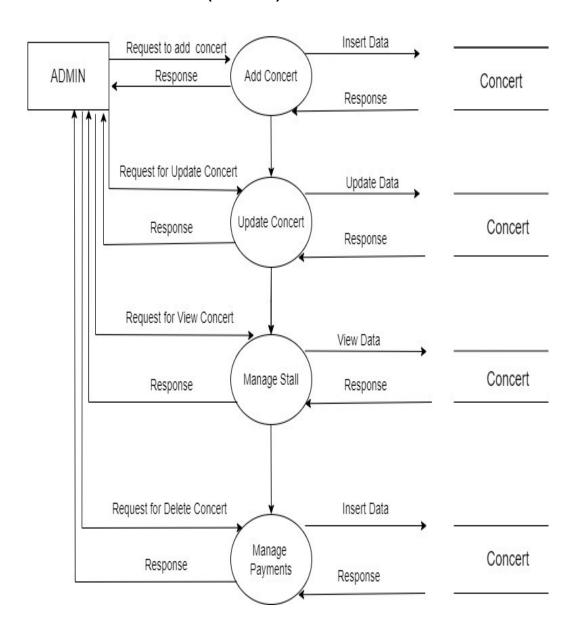




## > Second level - admin(login):



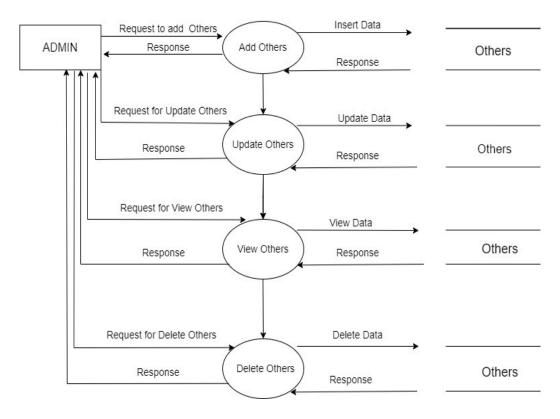
## > Second level - admin(concert):



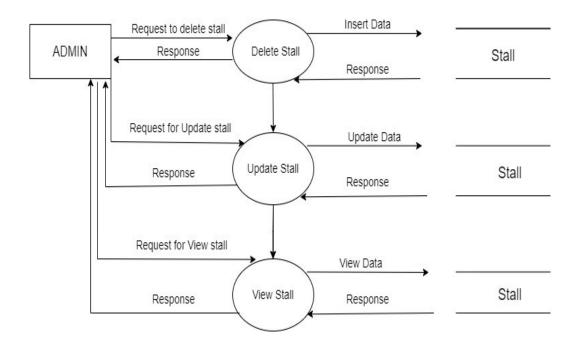




### Second level – admin(other):

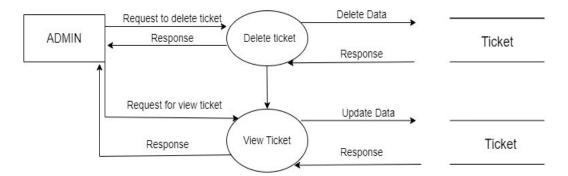


## > Second level - admin(stall):

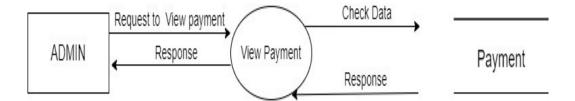




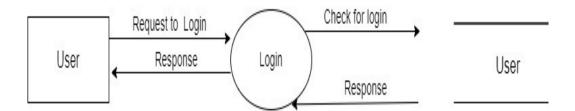
### Second level – admin(ticket):



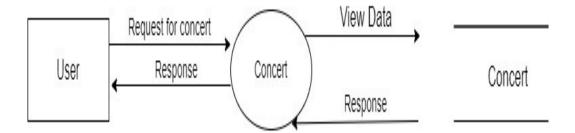
## > Second level - admin(payment):



## Second level – user(login):

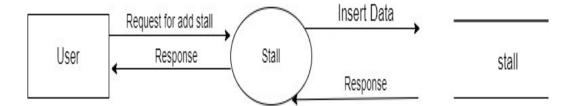


## > Second level - user(concert):

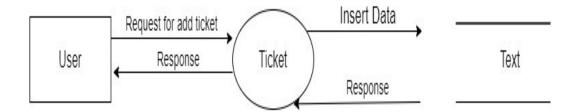




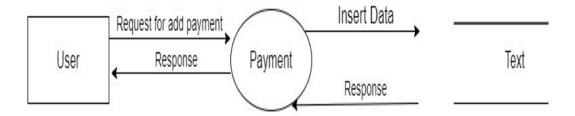
## > Second level - user(stall):



## > Second level - user(ticket):



### > Second level – user(payment):





## 3.3 DATA DICTIONARY:

## > Stall Booking:

Column Name	Data Type	Constraint	Description
S_ID	Int(11)	Not Null	Stall id
Owner Name	Varchar(200)	Not Null	Name of owner
Email_ID	Varchar(250)	Not Null	Email of owner
Brand_Name	Varchar(200)	Not Null	Brand Name
City	Varchar(200)	Not Null	Origin city
Mobile_no	Int(10)	Not Null	Mobile no of owner
Product Category	Varchar(200)	Not Null	Type of product

## > Admin Table:

Column Name	Data Type	Constraint	Description
ID	Int(10)	Not Null	id of admin
Full_Name	Varchar(100)	Not Null	full name of admin
User Name	Varchar(100)	Not Null	Username of admin
Password	Varchar(255)	Not Null	Password of admin

### > Concert:

Column Name	Data Type	Constraint	Description
C_ID	Int(11)	Not Null	Concert id
C_Date	Date	Not Null	Concert date
C_Venue	Varchar(250)	Not Null	Concert venue
Venue capacity	Int(10)	Not Null	Capacity of members
C_artist	Text	Not Null	Artist of concert



## > Table Necessity:

Column Name	Data Type	Constraint	Description
N_ID	Int(11)	Not Null	Id for necessity
S_ID	Int(11)	Not Null	Id of stall
No. chair	Int(11)	Not Null	No. of chairs
No. table	Int(11)	Not Null	No. of tables
Plug point	Int(11)	Not Null	Total plug points
other	Int(11)	Not Null	Other necessity

## > Payment Table:

Column Name	Data Type	Constraint	Description
Pay_id	Int(11)	Not Null	Payment id
P_id	Int(11)	Not Null	Pass id
Name	Varchar(200)	Not Null	Name of user
Contact_no	Int(11)	Not Null	Number of user
Email_id	Varchar(250)	Not null	Email id of user
No_of_passes	Int(11)	Not Null	No of passes purchased
Total_amount	Int(11)	Not Null	Total amount to be paid
C_id	Int(11)	Not Null	Concert id



## ▶ User:

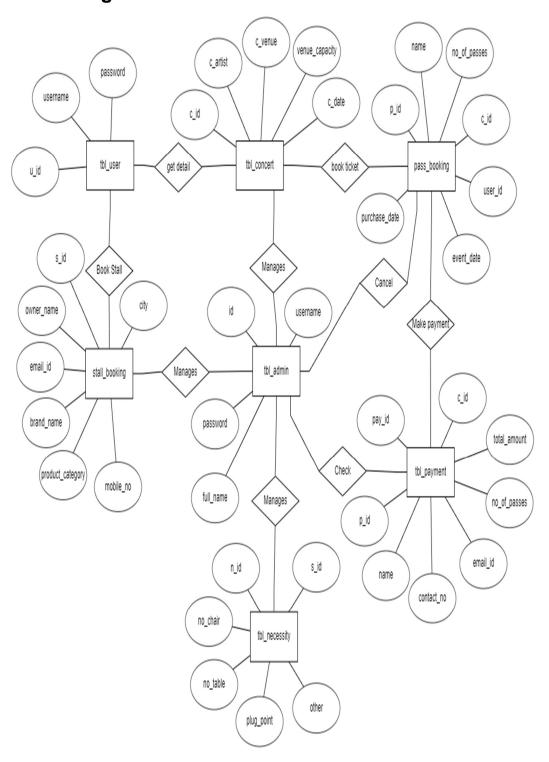
Column Name	Data Type	Constraint	Description
U_Id	Int(11)	Not Null	Id of Member
username	Varchar(200)	Not Null	Name of user
Password	Varchar(200)	Not Null	Password of user

## > Pass Booking:

Column Name	Data Type	Constraint	Description
P_Id	Int(11)	Not Null	Id of pass
Name	Varchar(200)	Not Null	Name of Member
Purchase_date	Date	Not Null	Date of pass purchase
Event _Date	Date	Not Null	Date of event
No_of_paases	Int(10)	Not Null	Total passes
C_Id	Int(11)	Not Null	Id of concert
User_id	Int(11)	Not Null	Id of user



## 3.4 ER diagram:

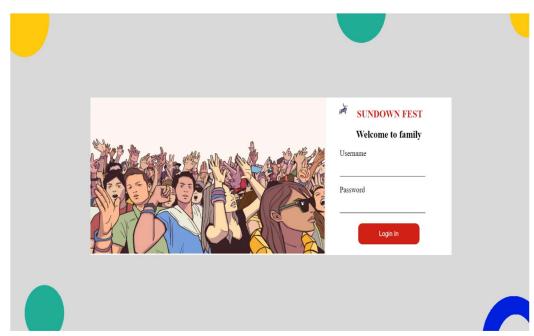




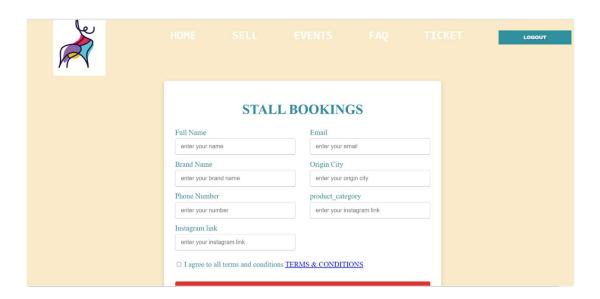
## 3.5. user interface and design

## Input design:

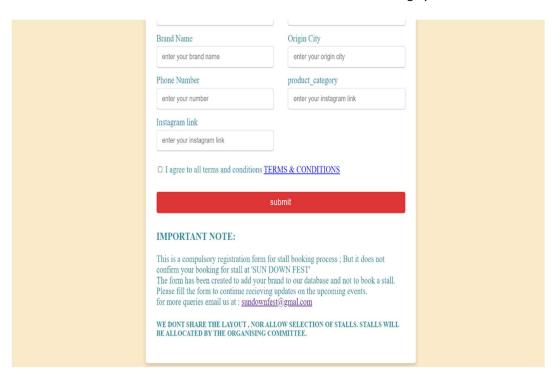
➤ User Login page:



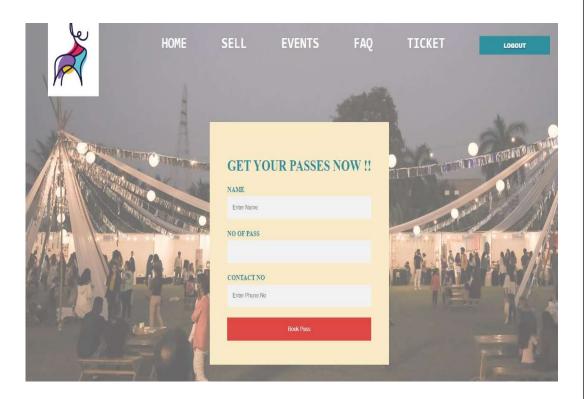
> Stall booking page:







## > Ticket booking page:

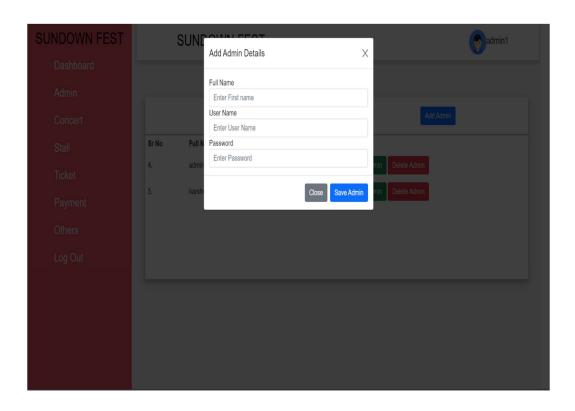




## > Payment form:

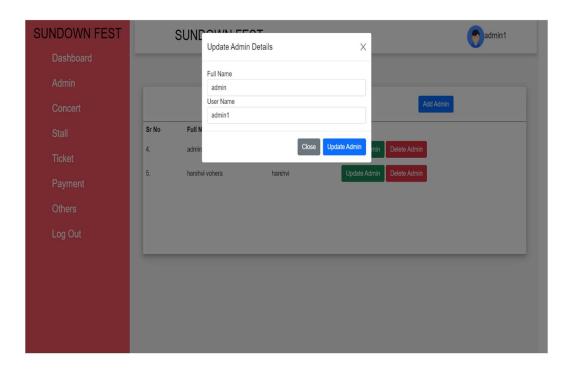


### > Add Admin Form:

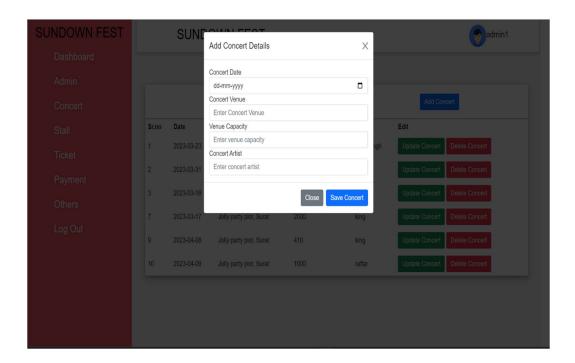




## > Update admin form:

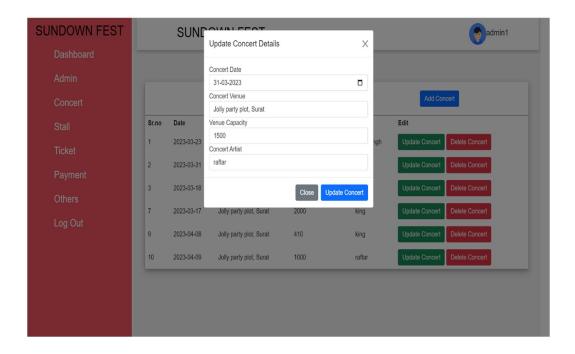


#### > Add concert form:

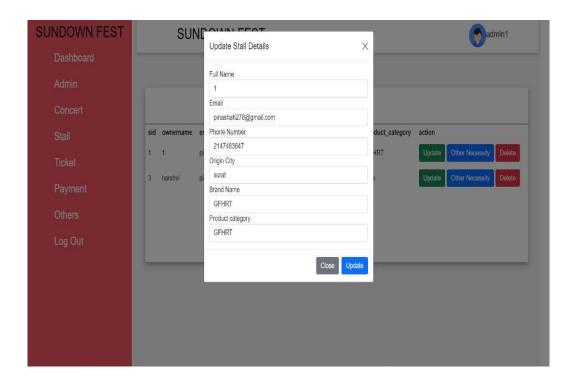




## > Update concert form:

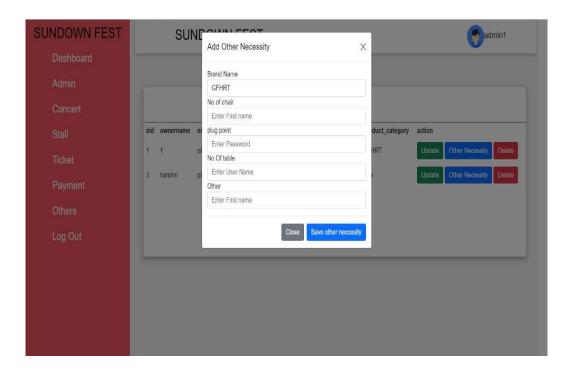


### ➤ Update stall page:

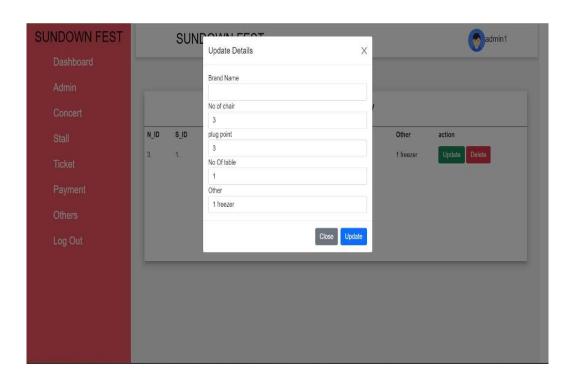




#### > Add other necessities:



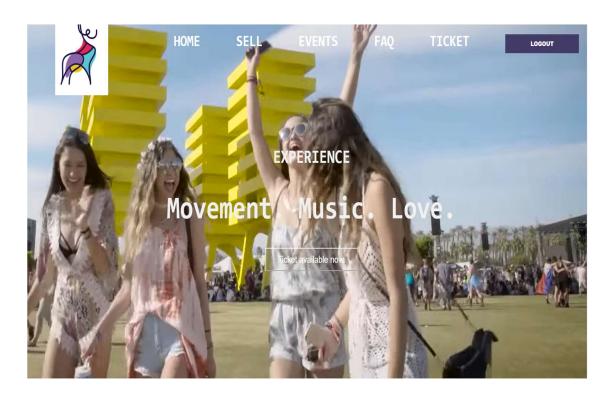
## > Update other necessities:



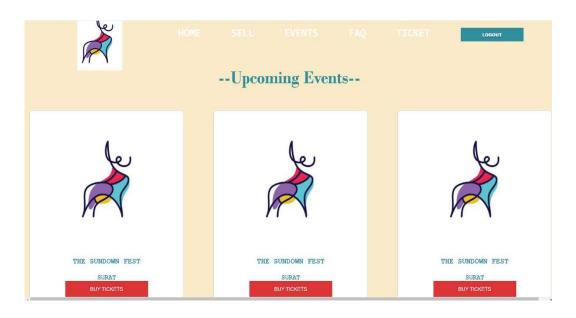


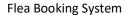
## Output design:

> Home page:



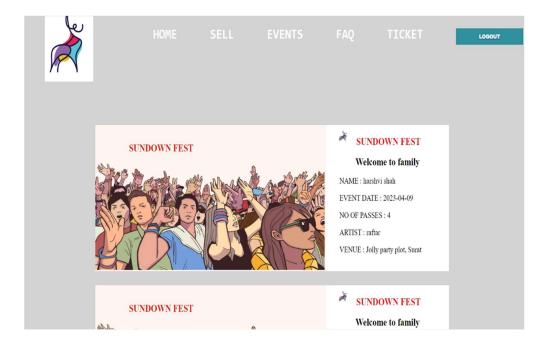
## Upcoming events page:



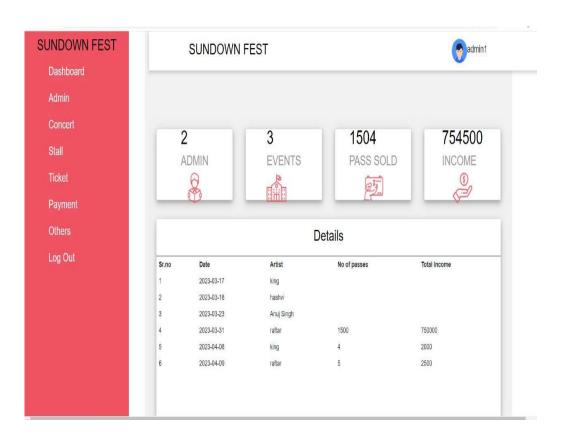




### ➤ Booked tickets page:

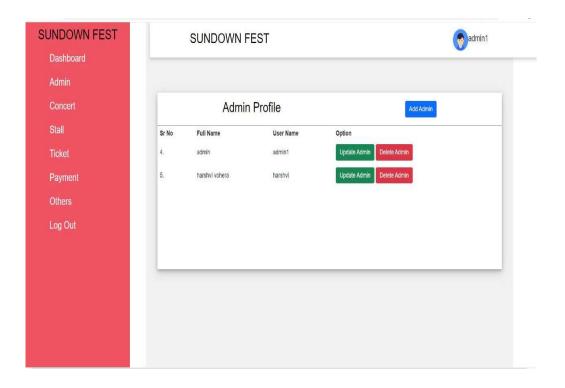


#### > Admin dashboard :

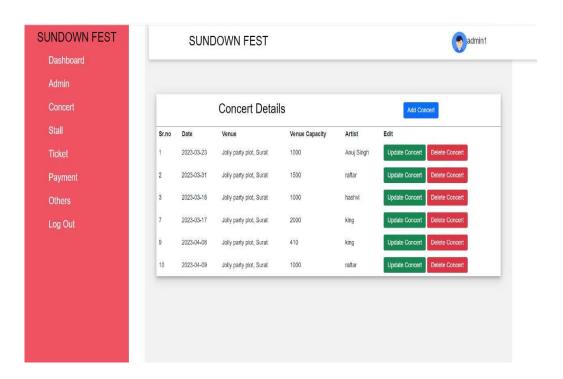




### ➤ Manage-admin:

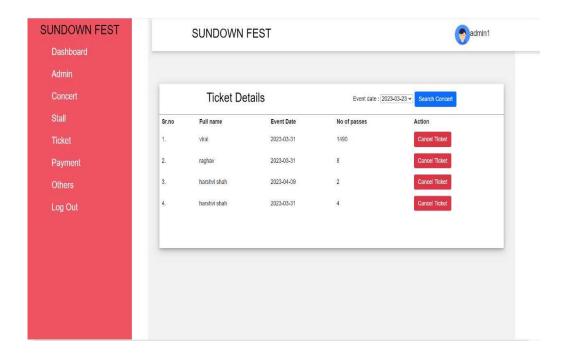


#### ➤ Manage-concert:

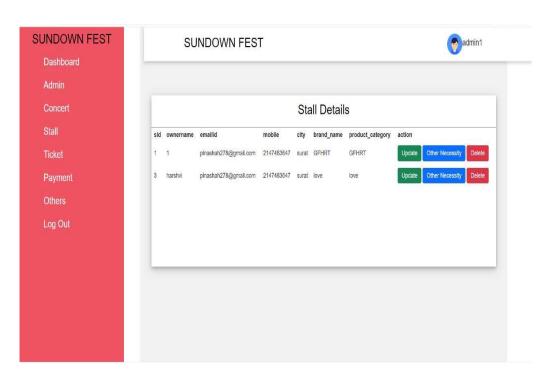




## ➤ Manage-ticket:

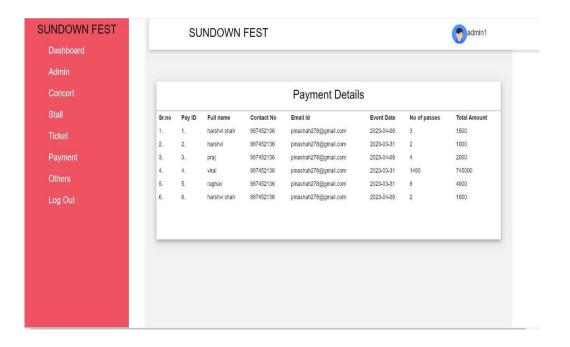


## ➤ Manage-stall:

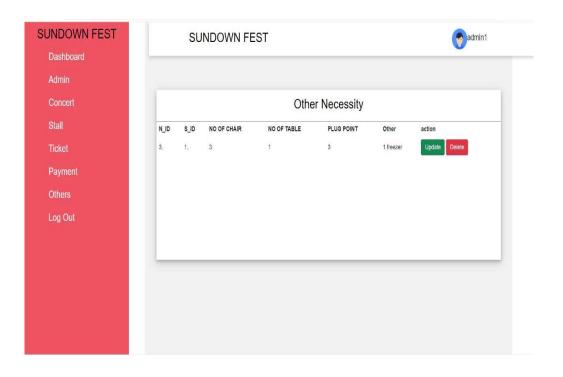




### ➤ Manage-payment:



### > Manage-other:





#### **4Software Test**

#### ❖ 4.1 Unit Testing

A unit is the smallest testable part of software. It usually has one or a few inputs and usually a single output.

- ➤ In procedural programming a unit may be an individual program, function, procedure, etc.
- ➤ In object-oriented programming, the smallest unit is a method, which may belong to a base/super class, abstract class or derived/child class.
- ➤ Some treat a module of an application as a unit. This is to be discouraged as there will probably be many individual units within that module.
- ➤ Unit testing is the first level of testing and is performed prior to Integration Testing.
- ➤ Unit Testing is normally performed by software developers themselves or their peers. In rare cases it may also be performed by independent software testers.



#### ❖ 4.2 Functional Testing

- ➤ Functional Testing is a type of software testing whereby the system is tested against the functional requirements/specifications.
- ➤ Functions (or features) are tested by feeding them input and examining the output. Functional testing ensures that the requirements are properly satisfied by the application. This type of testing is not concerned with how processing occurs, but rather, with the results of processing.
- ➤ During functional testing, Black Box Testing technique is used in which the internal logic of the system being tested is not known to the tester.
- ➤ User Registration Process has been properly working and all fields are validated through various validation checks.
- ❖ The software construction activity develops the software code and data from the software components identified in the activity. The activity provides:
- Understand the identified software components.
- > Test cases and test procedures for unit and integration testing.
- Coded software components and applied unit test.
- Establish or update test cases and test procedures for unit and integration testing based on requirements specification and software components identification.
- ➤ Test the software components. Correct the defects found until successful unit test is achieve.
- Work own review of the project plan to determine task assignment.
- Understanding of test cases and procedures and the integration environment.
- Integrated software components, corrected defects and documented results.
- Understand cases and test procedures.
- Perform software tests using test cases and test procedures for integration and document results in test report.
- Correct the defects found until successful test is achieved.



## 4.3 system testing

Test Steps	Step Description	Data Utilized	Expected Result	Actual Result
1	Test a valid username and password from the associated database file	Registered username and password	Welcome (Message Box)	Welcome (Message Box)
2	Handling an error such as a type mistake in the username and password	Type in username or in password	Sorry username or password not found (Message Box)	Sorry username or password not found (Message Box)
3	Handling an unregistered username or password	Username or password not in database file	Sorry username or password not found (Message Box)	Sorry username or password not found (Message Box)
4	Clicking the exit button to end the program	None	Ends program (Close)	Ends program (Close)



#### 5 conclusion:

In conclusion,flea management system is a php based web application used to manage flea and concerts from admin side while booking stalls,tickets and making payment for that through user side.

More functionality can be added depending upon the user requirements and specifications. Currently system is developed for maintain events, venues and Payment only. The system can be expanding as per the need of the company and if there will any more requirements that can be satisfy.

Flea Management System is the application of project management to the creation development of fleas and concerts.



#### 6.References

Below Websites Are Refers, which were gone through for completion of this major project report.

#### > WEBSITES

- <a href="https://stackoverflow.com">https://stackoverflow.com</a>
- https://www.academia.edu
- <a href="https://www.w3schools.com/">https://www.w3schools.com/</a>
- https://www.javatpoint.com/
- https://www.whiteflea.com/