Club Management System

A Java-Based Event & Member
Management Application

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Overview

- • A Java project for managing college clubs, members, events, and achievements.

- • Incorporates DSA concepts such as Arrays and LinkedLists.

- • Implements role-based access and real-time event tracking.

Part A - Core Functionality

- • Implemented using ArrayList for club storage and a custom LinkedList for participants and members.

- • Key operations: Add/view clubs, add members/events/achievements, register participants.

- • Data persistence via serialization, validation checks, and exception handling included.

Part B - Role-based Operations

- • Case 1: View clubs and navigate their details.
- Case 2: Club Registration
- • Case 3: Participant login - view/register for upcoming events.
- Case 4: Student Registration
- • Case 5: Member login - manage events, add achievements with proper authentication.
- Case 6 : Member Registration

Data Structures & Algorithms Used

- • HashMap: Used for storing participants and members and clubs.

- • ArrayList: Manages dynamic collection of clubs.

- • Date parsing and comparisons: Identify and show only upcoming events.

Unique Features

- • HashMap,ArrayList and OOP concepts integration with real-world role simulation.

- • Event Calendar: Updates and filters based on deadlines.

- • Validation checks to restrict unauthorized actions.

Conclusion

- • Project simulates real-world club management effectively.

- • DSA concepts are implemented in practical ways.

- • Robust design with room for UI expansion using Swing in the future.