INTRODUCTION TO THE PROJECT

There is a saying that Indians have more events than the number of days in a year. Every day in one place of the country or another, people engage in some sort of event or celebration starting from huge marriage receptions to small birthday parties. Since India has been historically a society where people share strong bonds and socialize frequently, gatherings and get-togethers hold a special place in our hearts as events create opportunities for people to connect with an area, spend time together, celebrate and experience the diversity of cultures and foster creativity and innovation.

Since organizing an event usually includes quite a large sum of money to be spent, people want the best possible experience for the money they will be spending. So, they look for the services that offer the best service and this usually includes contacting all the services that are referred to them by their acquaintances and if they don't get any leads from the people they know, they straight up search for them on Google. The problem here is that an event usually has more than a single aspect. Even the simplest of events like a birthday party has various aspects like invitations, decorations, and food for the guests to name a few. Now, the situation that arises is this- a person has to manage several aspects simultaneously and each aspect will have multiple options. As one can probably guess, this is not an ideal situation to be in. But this is what happens- a person has to go through each aspect and contact various sellers to see which the best service is being provided. To make things easier as well as to keep track of all the details of the event being planned, we propose to build an Event Planning and Management system. This would allow the user to find all the businesses offering the services in his/her area for a specific aspect of the event, and also to view all the aspects he needs to plan for (like decoration, catering etc.) serially to make the plan more manageable.

Manual System:

The manual system generally includes getting in touch with the businesses/persons that offer various services either by visiting them in-person or by calling them on the number provided. This usually includes making a list of the businesses that a person is willing to contact and then enquiring them about the services they provide. One can easily understand that shortlisting businesses is one task. The next one is to contact them individually then repeat the same steps for each and every aspect. Thus, this system involves a lot of manual labor and also asking people for references of good business they know about. Another thing to note is that the businesses that work on events, usually do not have a portfolio to show their past works and the customer feedback they received. This is usually because the people who hire them would only tell their experience of using that service to the people they know, and that too only when they are asked about it (in a situation when someone else wants their opinion of the business). So, there is no proper portfolio or reviews which would help potential customers to make up their minds whether to choose that business or not. This also translates to the loss of potential revenue for the businesses.

Existing System:

The existing system of event management system in this country is mainly manual. It is difficult to maintain all the details of events, customers and the services for the businesses and vice versa. The execution of the event is sometimes delayed due to unmanaged planning. The users have to run from place to place to schedule, book and organize an event such as Birthday Party, Marriage, Reception, Ring Ceremony etc. It takes lots of time because they have to search for such event organizers and contact them individually. So, it is difficult to manage all the event activities manually.

The main drawbacks of this present-day system are-

- The manually handled system is time-consuming.
- It is difficult to maintain records in long run.
- A huge amount of manual labor is required.
- It is hectic to handle huge transactions.

At present, there are very few event management systems in this country that are very cheap and easily accessible to the common man. Some websites provide the same facilities but at the expense of a subscription fee. Here comes the need for an updated, inexpensive and innovative event management system to steal away the pain and stress of our users so that they can manage and book an event with the sweetness of ease in our proposed computerized system.

Modules:

Customer management:

This is the part where all the information related to a customer is managed. All the details like their login credentials, orders, and bookmarked services will be available under this section.

- Customer registration, login and forgot credentials: This is the part where the customer can register and login to purchase a service provided by the merchants. If a customer by any chance forgets his/her credential, then he/she can reset it here also.
- Customer profile activities: A customer can edit or customize his/her profile.
- Shopping cart: Where the customers will save their orders to check out to the payment gateway.
- Bookmarks: The favorite services of the Customers will show here.
- Past orders & reviews: Here customers can see their past orders and reviews given to a merchant for a specific service.

Merchant management:

All the details of the merchants regarding creating a profile, updating their service portfolios, viewing their earnings etcetera are managed here.

- Registration, login and forgot credentials: Merchants can register and login to set their profile for selling services. And if a merchant forgets his/her credential, then he/she can reset it here also.

- Portfolio: The merchant's portfolio displaying the services they provide will be shown here.
- Analytics: The merchants can see their overall performance like their earnings in the past month, earnings for the present month will be displayed here.
- Reviews: Merchants can see reviews given by the customers for a specific service they provided.
- Earnings: Merchants can see their overall earnings here.
- Orders: All the pending and completed orders will be shown here.
- Customer inquiries: The service-related inquiries by the customers will be shown here. The merchant will be able to respond to them.
- Help & support: If a merchant faces any sort of issue regarding payments or orders or anything else, then he/she can ask for support of the admin here.
- Promote profile: If a merchant wants to highlight his/her profile on our platform, then he/she can apply for it here.

Admin panel:

The access to the admin panel is strictly restricted to the administrators of the platform to manage the entire system.

- Login, forgot credentials: The admin can login here. If the admin forgets his/her credentials, then he/she will be able to reset it here also.
- Merchant profile and content management: All the profiles of the merchants and the contents uploaded by them to sell services on our platform will be monitored in this section.
- Merchant promotion: If a merchant wants to highlight his/her profile on the website, then he/she will apply for the "promote profile" option. Admin can see the request along with his/her details and promote that particular merchant after charging a fee.
- Help & support for customers & merchants: This is where the admin will find inquiries/needs from both customers & the merchants regarding an issue.
- Payment settlement: Here admin will settle payments between customers and the merchants.

- Suggestions to improve the platform: If any sort of improvements or designs needs to be done on our website, then both the merchant & customer can ask for it and the given suggestions along with their name will be shown here.

Event management:

This section will display all the activities related to an event to the customers. The customers will be able to fee the services being provided by the merchants. This section will connect the customers looking for a specific service (or a number of services bundled together and plan the whole event) with the merchants who are providing those services.

- A specific service- Customers will be able to see the specific service they are looking for related to an event (like catering, decoration) and see a list of all the merchants providing that service.
- Browse events- Customers can also browse through a collection of pre-planned events that include all the services which that particular event would need. They can choose from these packages and also customize them if they want.
- Create an event- If a customer wants to plan the whole event with all the services on our platform, and that event is not already available under the "Browse Events" section, then he can create that event and add all the services he wants. He can then checkout and pay for the whole event as a single package.

Billing and invoice management:

All the information related to billing and invoice for a service or services purchased by a customer will be managed in this section. When a customer checks out to purchase a service, a system generated bill will be sent to the customer and a corresponding invoice will be generated which will be sent to the concerned merchant(s) and a copy of it will also be retained by the system admin to maintain a record.

Why Us:

- **24/7 service:** Since we provide 24/7 service, so if a customer wants to purchase a service, then he/she can but it at any time of the day.
- **All in one package:** A customer won't have to look for other's recommendation to search here & there for organizing an event since they can find so many services and options as a whole on our website which will save a lot of work for them.
- **Free suggestions for hosting an event:** If any customer wants some suggestions regarding an event, then he/she can ask a vendor for it which is absolutely free.
- **Strong security:** Details of the merchants & customers will be saved securely in our systems database.

Pros and Cons of the Proposed System:

Pros of the Proposed System-

- Ease of access for the customers in finding all the businesses for the various event activities.
- Customers can see how people who have availed a business's services have rated and reviewed them. This will help the customers to make better decisions.
- Customers will be able to plan, budget, book and manage all the event activities in a single place.
- Customers will be able to save time, effort and enjoy the event more pleasantly.
- As customers will have access to more options to choose from, there will be more competition among the businesses to provide the best possible experience at the best price possible.
- Increased engagement and revenue possibilities for the businesses.
- Businesses can view and manage their order book in a more organized and structured manner.

- Business owners can promote their business on our platform to increase their reach through advertising.

Cons of the Proposed System-

- Businesses will have to cope with more competition as there will be more options available to the customers.
- Businesses will have to be vigilant and any inquiries by the customers must be resolved at the earliest as otherwise, the customer may opt for another merchant who follows up their inquiries quickly.

Objective:

The main objective of the proposed Event Planning and Management System is to plan, manage and if necessary, customize the arrangements for an event and all the aspects of it, like Venue selection and booking, Decorations, Catering, Photo and Videography and so on. The proposed system will bring all the different aspects of planning and managing an event under a single umbrella, thus saving the time and the effort of the users who usually have to manage each aspect of their event individually which is often a stressful experience for them. The purpose of the project is to build an interface between the event hosts and the people/businesses who provide various event-related services. It will track all the details about the event, thus making the Event plan more like a simple singular task as opposed to planning various individual tasks and trying to put them together at the same time.

It will be in the customer's interests to find the various event service providers around them and check out what they have to offer in their desired time and book them at a single mouse click. Customers can find all the details regarding the service provided by the businesses (like the menu a catering service can offer) and book them according to their budget. The proposed system will also provide a few pre-defined packages of an event (like marriage or a birthday party) as a whole including all the necessary arrangements. If the customer wants, he/she can add or remove an arrangement according to their need and customize the package according to their wish.

Background / Review of the related work

Proposed system and its benefits:

The successful development of a computerized system depends upon an early understanding of its goals, functions, success criteria, and constraints. This information must be acquired before any major planning effort is initiated. The knowledge about the existing system is necessary in order to determine the feasibility of initiating the development, and to determine some of the goals which the addition or replacement system must satisfy. Software may be developed to add features to an already existing system, to replace some or all components of existing system, or, finally, for an entirely new application. The development proposal should contain sufficient information for an economic analysis of the project. The development proposal consists of two major items: the proposal and a review of the proposal.

The proposal contains several estimates and predictions and a tentative functional design for the new system, whereas the review provides a reasoned argument about the adequacy of the proposal. In our existing system, it is quite easy to manage and data can be sent or retrieved quickly and efficiently to or from the database. As everything is automated to generate the desired results so the probability of generating error is very less. Here, immediately after entering the values, everything is done in a computerized way to display result.

When the existing system is changed to proposed system, the users (customers and merchants alike) will be rewarded with many more benefits. The benefits of the existing proposal are as follows:

• As it is an Integrated System (i.e. the process by which multiple individual subsystems or sub-components are combined into one all-encompassing larger system thereby allowing the subsystems to function together to act as a single system), which includes modules like Customer management, merchant management, the Admin Panel and last but not the least the Event Management module which will help to connect the customers to the merchants providing the services.

• This system also provides security to all the personal information of the user which will be stored securely in the system database.

• It helps users as it facilitates everything related to event planning and management at the single click of a mouse. All the transactions, merchants, their past records, the price at which they offer their services will be made available to the user so that he/she can make a better choice.

• Users can fill up the login/registration form from their home and go through the process by submitting proper credentials whenever it needed. So, it is quite effective from the user point of view.

• In this system, user can access any modules without facing delays.

• The Help and Support module of the system will be provided both to the customers and the merchants so that they can get in touch with the admins whenever they face any issues or they can even give their valuable suggestions to help make the platform event better.

Thus, the existing system is quick, less time consuming, reliable, has access online so that it can be used from anytime and anywhere and provides a user-friendly environment.

Functional and Operational Requirements:

The first step in the system development life cycle is the preliminary investigation to determine the feasibility of the system. Feasibility is defined as the practical extent to which a project can be performed successfully. To evaluate feasibility, a feasibility study is performed, which determines whether the solution considered to accomplish the requirements is practical and workable in the software. Information such as resource availability, cost estimation for software development, benefits of the software to the organization after it is developed and cost to be incurred on its maintenance are considered during the feasibility study. The objective of the feasibility study is to establish the reason for developing the software that is acceptable to users, adaptable to change and conformable to established standards. Various other objectives of feasibility study are listed below.

• To analyze whether the software will meet organization requirements.

• To determine whether the software can be implemented using the current technology and within the specified budget and schedule.

• To determine whether the software can be integrated with other existing software.

Types of Feasibility:

Various types of feasibility that are commonly include technical feasibility, operational feasibility, economic feasibility, legal feasibility and schedule feasibility.

➢ Technical Feasibility: Technical feasibility assesses the current resources (such as hardware and software) and technology, which are required to accomplish user requirements in the software development team within the allocated time and budget. For this, the software development team ascertains whether the current resources and technology can be upgraded or added in the software to accomplish specified user requirements. Technical feasibility also performs the following tasks.

• Analyses the technical skills and capabilities of the software development team members.

• Determines whether the relevant technology is stable and established.

• Ascertain that the technology chosen for software development has a large number of users so that they can be consulted when problem arise or improvement are required.

➢ **Operational Feasibility:** Operational feasibility assesses the extent to which the required software performs a series of steps to solve business problems user requirement. This feasibility is dependent on human resources (software development team) and involves visualizing whether the software will operate after it is developed and be operative once it is installed. Operational feasibility also performs the following tasks.

• Determines whether the problems anticipated in user requirement are of high priority.

• Determines whether the solution suggested by the software development team is acceptable.

• Analyses whether user will adapt to new software.

• Determines whether the organization is satisfied by the alternative solution proposed by the software development team.

➢ **Economic Feasibility:** Economic feasibility determines whether the required software is capable of generating financial gains for an organization. It involves the cost incurred on the software development team, estimated cost of hardware and software, cost of hardware and software, cost of performing feasibility study, and so no. For this, it is essential to consider expenses made on purchases (such as hardware purchase) and activities required to carry out software development. In addition, it is necessary to consider the benefits that can be achieved by developing the software. Software is said to be economically feasible if it focuses on the issues listed below.

• Cost incurred in software development to produce long-term gains for an organization. • Cost required to conduct full software investigation (such as requirement elicitation and requirement analysis) • Cost of hardware, software, development term, and training.

➢**Legal Feasibility:** In legal feasibility study project analyzed in legality point of view. This includes analyzing barriers of legal implementation of project, data protection acts or social media laws, project certificate, license, copyright etc. Overall, it can be said that Legal Feasibility Study is study to know if proposed project conforms legal and ethical requirements.

➢ **Schedule Feasibility:** In Schedule Feasibility study mainly timelines/deadlines are analyzed for proposed project which includes how many times teams will take to complete final project which has a great impact on the organization as purpose of the project may fail if it can't be completed on time.

Hardware Environment:

Hardware is typically directed by the software to execute any command or instruction. A combination of hardware and software forms a usable computing system, although other systems exist with only hardware. Computer hardware includes the physical parts of a computer, such as the case, Central Processing Unit

(CPU), monitor, mouse, keyboard, computer data storage, graphics card, sound card, speakers and motherboard.

Like any good communication channel, a user interface is a two-way street. User don't want to just see or hear whatever the computer puts in front of him, he also wants to tell what he'd like to do? However, he expresses it, everything he tells the computer is input; what it conveys to him is output. The ways he can receive output and give input depend on interacting with computers: a discussion of input and output devices used to communicate with users, and controls used to set preferences and make choices.

Communication Interface: The software is in development for a client/server-based setup with a Local Area Network (using the Ethernet interface, one to one connection & TCP/IP protocols) or on a stand-alone machine whereby client and server components reside on the same machine.

Technology Used-

Introduction to HTML (Hyper Text Markup Language):

HTML means Hypertext Markup Language. It's a special kind of text-oriented programming language by which we can create web pages very easily. Here we needn't to interpret or compile the written program individually. It's a combination of some Tags & Attributes. HTML was invented by Tim Berners-Lee while at CERN, the European Laboratory for Particle Physics in Geneva. HTML tags are the keywords that are used to construct the simple html document, web page or website.

The main function of HTML Tag is to define the set of rules for browsers to display the content of web page in a certain way. The content could be anything Text, Image and even video. It tells your browser what to display on the Web Page and how to display it. One of the biggest advantages of HTML is that it is free of cost, and there is no need to purchase specific software.HTML supports almost all browsers around the globe. HTML is very easy to edit as there is no need to have a special interface or platform to edit it. It is written in simple Notepad and hence can be simply edited in any text editor like Notepad, Notepad++, etc. Provide common Logic between all the pages; instead of writing the same style logic in each HTML page, we use a CSS file for writing common logic. And include this CSS page

in each html page with <link>tag. Web controls produce segments of HTML and JavaScript which form part of the resulting page sent to the end-user's browser.

Introduction to CSS:

CSS stands for Cascading Style Sheets. The word cascading means that a style applied to a parent element will also apply to all children elements within the parent. CSS describes how HTML elements are to be displayed on screen, paper, or in other media CSS saves a lot of work. It can control the layout of multiple web pages all at once External style sheets are stored in CSS files. CSS is used to define styles for your web pages, including the design, layout and variations in display for different devices and screen sizes. There are different versions of CSS including the kind that is found in the actual HTML code itself, but that defeats the purpose of using CSS in the first place. For better performance and easier maintenance, a separate CSS file is preferred over embedded CSS. If font, text size, or changes in the appearance of any element are to be made later, simply accessing a separate CSS file is much easier than having to go through extensive lines of code in an HTML file. CSS helps us to control the text color, font style, the spacing between paragraphs, sizing of columns, layout designs, and many more. It is independent of HTML, and we can use it with any XML-based markup language. It is recommended to use CSS because the HTML attributes are being deprecated. So, for making HTML pages compatible with future browsers, it is good to start using CSS in HTML pages. The external style sheet can be written in any text editor. The file must not contain any HTML code, and must be saved with a .css extension. If you are using CSS, you do not need to write HTML tag attributes every time. Just write one CSS rule of a tag and apply it to all the occurrences of that tag. So less code means faster download times. CSS has a much wider array of attributes than HTML, so you can give a far better look to your HTML page in comparison to HTML attributes. Style sheets allow content to be optimized for more than one type of device. By using the same HTML document, different versions of a website can be presented for handheld devices such as PDAs and cell phones or for printing. Now HTML attributes are being deprecated and it is being recommended to use CSS. So it’s a good idea to start using CSS in all the HTML pages to make them compatible to future browsers.

Introduction to PHP:

PHP is an acronym for Hypertext Pre-processor. PHP is a widely-used, open source scripting language, PHP scripts are executed on the server. PHP started out as a small open source project that evolved as more and more people found out how useful it was. Rasmus Lerdorf unleashed the first version of PHP way back in 1994. It can create, open, read, write, delete, and close files on the server and also can add, delete, modify data in database. PHP runs on various platforms (Windows, Linux, UNIX, Mac OS X, etc.) It is compatible with almost all servers used today (Apache, IIS, etc.) Five important characteristics make PHP's practical nature possible – Simplicity, Efficiency, Security, Flexibility, and Familiarity. PHP is a server side scripting language that is embedded in HTML. It is used to manage dynamic content, databases, session tracking, even build entire e-commerce sites. It is integrated with a number of popular databases, including MySQL, PostgreSQL, Oracle, Sybase, Informix, and Microsoft SQL Server. PHP is pleasingly zippy in its execution, especially when compiled as an Apache module on the UNIX side. The MySQL server, once started, executes even very complex queries with huge result sets in record-setting time. Additionally, PHP can be used for many programming tasks outside of the web context, such as standalone graphical applications and robotic drone control. PHP code can also be directly executed from the command-line. PHP is known as the fastest Programming language as compared to another. PHP applications can be easily loaded over the slow Internet and data speed. Other applications take a lot of time to connect the database and fetch the data after executing certain queries to the database. PHP does not face this problem and it loads the website very easily and fast. The fast speed of PHP provides the developer with an edge to develop the web applications in PHP programming language.

Introduction to JAVASCRIPT:

JavaScript is a scripting language used to enable programmatic access to objects within other applications. It is primarily used in the form of client-side JavaScript for the development of dynamic websites. JavaScript is a dialect of the ECMAScript standard and is characterized as a dynamic, weakly typed, prototype-based language with first-class functions. JavaScript was influenced by many languages and was designed to look like Java, but be easier for non-programmers to work

with. JavaScript, despite the name, is essentially unrelated to the Java programming language even though the two do have superficial similarities. Both languages use syntaxes influenced by that of C syntax, and JavaScript copies many Java names and naming conventions. The language's name is the result of a marketing deal between Netscape and Sun, in exchange for Netscape bundling Sun's Java runtime with their then-dominant browser. The key design principles within JavaScript are inherited from the self and Scheme programming languages.

"JavaScript" is a trademark of Sun Microsystems. It was used under license for technology invented and implemented by Netscape Communications and current entities such as the Mozilla Foundation.

Introduction to MySQL:

MySQL is an open-source relational database management system (RDBMS). Its name is a combination of "My", the name of co-founder Michael Widenius's daughter, and "SQL", the abbreviation for Structured Query Language. A relational database organizes data into one or more data tables in which data types may be related to each other; these relations help structure the data. SQL is a language programmers use to create, modify and extract data from the relational database, as well as control user access to the database. In addition to relational databases and SQL, an RDBMS like MySQL works with an operating system to implement a relational database in a computer's storage system, manages users, allows for network access and facilitates testing database integrity and creation of backups.

MySQL is free and open-source software under the terms of the GNU General Public License, and is also available under a variety of proprietary licenses. MySQL was owned and sponsored by the Swedish company MySQL AB, which was bought by Sun Microsystems (now Oracle Corporation). In 2010, when Oracle acquired Sun, Widenius forked the open-source MySQL project to create MariaDB.

MySQL has stand-alone clients that allow users to interact directly with a MySQL database using SQL, but more often, MySQL is used with other programs to implement applications that need relational database capability. MySQL is a component of the LAMP web application software stack (and others).

CATEGORY : WEB APPLICATION.

HARDWARE & SOFTWARE REQUIREMENTS :

SOFTWARE USED :

Platform	:	Windows 10 Pro
Web Server	:	Apache HTTP Server
Presentation	:	HTML4.0, HTML 5.0
Client Side Validation	:	JavaScript
Server Side Validation	:	PHP
Database Connectivity	:	PHP
RDBMS	:	MySQL

HARDWARE USED :

Processor CORES 2C +6G3.50GHz	:	AMD A6-9500 RADEON R5, 8 COMPUTE
RAM	:	4.00 GB (3.88 GB usable)
Hard Disk Drive	:	1 TB
CD Drive	:	hp DVDRW DU8A6SH
Keyboard	:	LOGITECH K120 WIRED KEYBOARD
Mouse MOUSE	:	QUANTAM QHM222 WIRED OPTICAL
Monitor	:	DELL 21.5 inch SE2219HX

METHODOLOGY

- **Hardware & Software Specification**

SOFTWARE REQUIREMENT SPECIFICATION-

Introduction to SDLC:

A software development life cycle (SDLC) model (also called software life cycle model and software development process model) describes the different activities that need to be carried out for the software to evolve in its life cycle. A life cycle model is a descriptive and diagrammatic representation of the software life cycle including all the activities orderly required to make a software product through its lifecycle phases from its inception to retirement. An SDLC graphically depicts the different phases through which software evolves. It is usually accompanied by a textual description of the different activities that need to be carried out during each phase.

- The primary advantage of a life cycle model is that it encourages development of software in a systematic and disciplined manner. A software product is developed by a team requires to have a precise understanding among the team members as to--- 'when to do what'.

- A documented life cycle model also helps in identifying inconsistencies, redundancies and omissions in the development process.

- A documented SDLC enhances the understanding of the process among the developers and mandates the development organization to accurately define every activity in the life cycle.

- It also a mandatory requirement of the modern quality assurance technique.

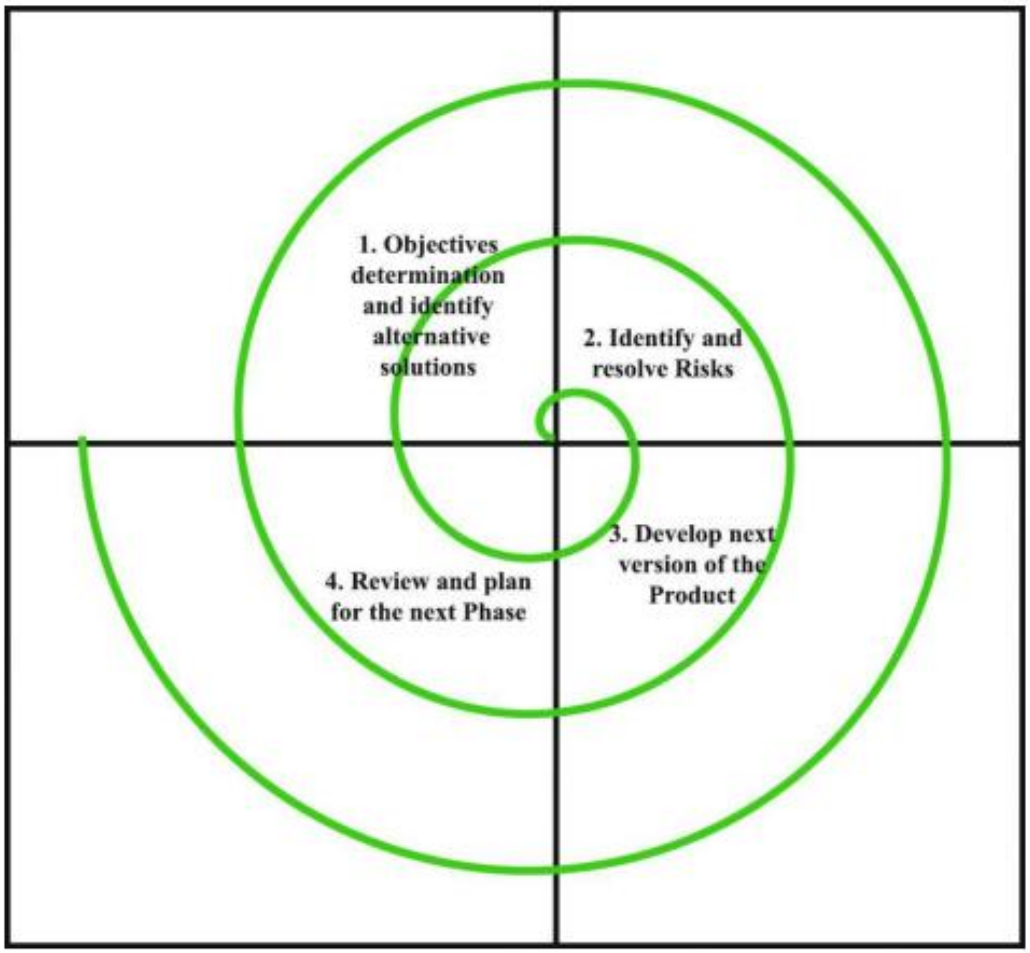
SDLC Models:

Following are the most important and popular SDLC models followed in the industry:

1. Waterfall Model
2. Prototyping Model
3. Incremental Development Model
4. Evolutionary Model
5. Spiral Model
6. V-Model
7. Agile Development Model
8. Rapid Application Development (RAD)

Spiral Model:

We have used this model to develop our project.



Spiral Model of Software Development

This model gets its name from the appearance of its diagrammatic representation that looks like a spiral with many loops. The exact number of loops of the spiral is not fixed and can vary from project to project. Each loop of the spiral is called a phase of the software process.

Each phase in this model is split into four sectors (or quadrants). In the first quadrant, a few features of the software are identified to be taken up for immediate development based on how crucial it is to the overall software development. With each iteration around the spiral (beginning at the center and

moving outwards), progressively more complete versions of the software get built. In other words, implementation of the identified features forms a phase.

Determine objectives and identify alternative solutions: The objectives are investigated, elaborated and analyzed. Based on this, the risks involved in the meeting the phase objectives are identified. In this quadrant, alternative solutions possible for the phase under consideration are proposed.

Identify and resolve risks: During the second quadrant, the alternative solutions are evaluated to select the best possible solution. To be able to do this, the solutions are evaluated by developing an appropriate prototype.

Develop the next level of the product: Activities during the third quadrant consists of developing and verifying the next level of the software. At the end of the third quadrant, the identified features have been implemented and the next version of the software is available.

Preview and plan for the next phase: Activities during the fourth quadrant concern reviewing the results of the stages traversed so far with the customer and planning the next iteration of the spiral. To make the model more efficient, the different features of the software that can be developed simultaneously through parallel cycles are identified.

Advantages:

1. This model is good for large and complex projects.

2. Updates are received by the customer at each iteration.

3. This model works very well for large projects because it involves constant improvements until a final product is not build.

4. Risks are analyzed after each iteration. This model provides direct support for coping with the project risks.

5. Documentation is clearly defined and understandable.

Disadvantages:

1. This model is more complex and difficult to understand if a new employee is entered in the project development.

2. It can be much expensive.

3. Fast development and software is built at the SDLC.

4. Not defined end points of the project, so it can take a long time to develop or iterations can be go on infinitely.

5. Not suitable for small or low risk projects and could be expensive for small projects.

Development Schedule:

Development schedule is the process of analyzing activity sequences, durations, resource requirements and schedule constraints to create the project schedule model. At the end of develop schedule process, we will have a finalized project schedule which includes the start and end dates of each project activity, the relationship of activities, the resource of activities, the total duration of the project etc.

Development schedule is one of the important part of the planning, there are different way of making development here we used Gantt chart for development schedule. The development schedule must be independent as possible. In the project or development of software there are different phases like study, design, implementation and test. Our project also has different phases and each phase takes different time for development.

Our project starts from _____ and ends on _____. The total time taken by our project is 13 weeks. The project consists of different phases like Analysis, design, implementation and testing.

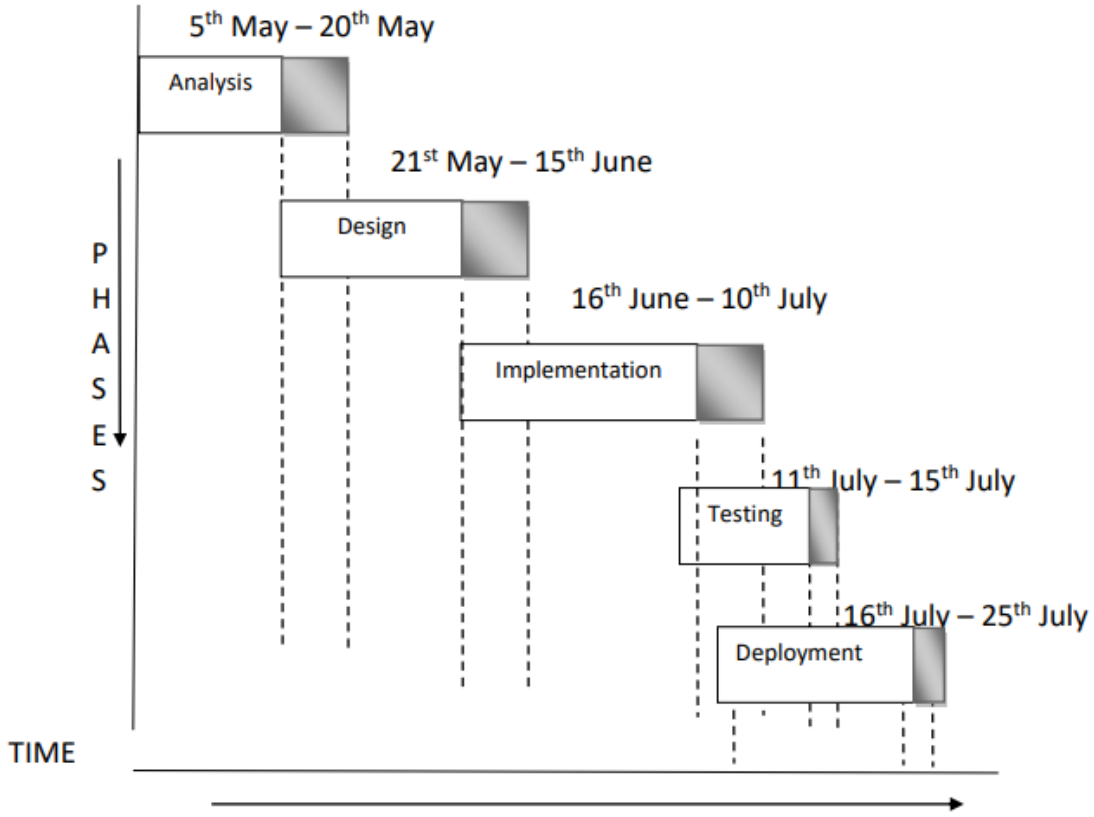


Fig: Gantt chart

Total Project time:

Analysis –

Design –

Implementation –

Testing –

Deployment –

Functionality:

This project has 3 major functional units—

1) User interface/front end --- Using HTML 5.0, CSS and JavaScript

2) Backend database --- MySQL

3) Server --- Apache

Description of the components of system-

Well-structured designs improve the maintainability of a system. A structured system is one that is developed from the top down and functional, that is, broken down into manageable components. In this project we modularized the system so that they have minimal effect on each other. So, the components of the system are as follows:

- **Customer dashboard:** This is the component where all the information related to a customer is managed. All the details like their login credentials, orders, and bookmarked services will be available under this section.
- **Merchant section:** All the details of the merchants regarding creating a profile, updating their service portfolios, viewing their earnings etcetera are present in this component.
- **Admin panel:** The access to the admin panel is strictly restricted to the administrators of the platform to manage the entire system.
- **Whole Event section:** This section will display all the activities related to an event to the customers. The customers will be able to see the services being provided by the merchants. This section will connect the customers looking to plan and manage their events with the merchants who are providing those specific services.
- **Single Event Service section-** This component deals with all the standalone services being provided by the merchants. Customers who are looking to book a specific service relating to an event will make use of this section.

- **Billing and invoice:** All the information related to billing and invoice for a service or services purchased by a customer will be managed in this section. When a customer checks out to purchase a service, a system generated bill will be sent to the customer and a corresponding invoice will be generated which will be sent to the concerned merchant(s) and a copy of it will also be retained by the system admin to maintain a record.

Functional Flowchart:

A system consists of many different activities or processes. We know the relation between the processes that process will contain several individual processes. We often show these relations in terms of process charts.

- **System Design-**

The most challenging phase of the system life cycle is system design. The term design describes a final system and the process by which it is developed. It refers to the technical specifications that will be applied in implementing the candidate system. It also includes the construction of programs and program testing.

System design is a solution, a “how to” approach the creation of a new system. This important phase is composed of several steps. It provides understanding and procedural details necessary for implementing the system recommended in the feasibility study. Emphasis is on translating the performance requirements into design specifications.

The first step is to determine how the output is to be produced and in what format. Samples of the output and input are also presented. Second, input data and master files (database) have to be designed to meet the requirements of the proposed output. The operational (processing) phases are handled through program construction and testing, including a list of programs needed to meet the systems objectives and to complete documentation. Finally, details related to justification of the system and an estimate of the impact of the candidate system on the user and the organization are documented and evaluated by management as a step toward implementation. The basic steps in designing are:

▪ Output Design

▪ Input Design

▪ Database Design

▪ Process Design

Output Design:

The design of output is the most important task of any system. During output design, developers identify the type of outputs needed, and consider the necessary output controls and prototype report layouts.

Objectives of Output Design:

The objectives of output design are –

• To develop output design that serves the intended purpose and eliminates the production of unwanted output.

• To develop the output design that meets the end users' requirements.

• To deliver the appropriate quantity of output.

• To form the output in appropriate format and direct it to the right person.

• To make the output available on time for making good decisions.

In addition to deciding on the output device, the systems analyst must consider the print format and the editing for the final printout. The task of output preparation is critical, requiring skill and ability to align user requirements with the capabilities of the system in operation. The design considerations we have followed while designing output are:

- **Name or title.**
- **Space and arrangement.**
- **Headers and footers.**

In online applications, the layout sheet for displayed output is similar to the layout chart used for designing input. In these cases, the output forms are similar to the input forms. Other type of applications output forms like reports used to make decisions must be designed carefully. The following diagram describes the sample form layout we used to design tables in our project.

Heading 1	Heading 2	Heading 3
Data 1	Data 2	Data 3
Data 4	Data 5	Data 6
Data 7	Data 8	Data 9

Input Design:

In an information system, input is the raw data that is processed to produce output.

Therefore, the quality of system input determines the quality of system output. Well-designed input forms and screens have following properties –

• It should serve specific purpose effectively such as storing, recording, and retrieving the information.

• It ensures proper completion with accuracy.

• It should be easy to fill and straightforward.

• It should focus on user's attention, consistency, and simplicity.

• All these objectives are obtained using the knowledge of basic design principles regarding –

o What are the inputs needed for the system?

o How end users respond to different elements of forms and screens.

Objectives for Input Design:

The objectives of input design are –

• To design data entry and input procedures

• To reduce input volume

• To design source documents for data capture or devise other data capture methods

• To design input data records, data entry screens, user interface screens, etc.

• To use validation checks and develop effective input controls.

Data Input Methods:

It is important to design appropriate data input methods to prevent errors while entering data. These methods depend on whether the data is entered by customers in forms manually and later entered by data entry operators, or data is directly entered by users on the PCs.

A system should prevent user from making mistakes by –

• Clear form design by leaving enough space for writing legibly.

• Clear instructions to fill form.

• Clear form design.

• Reducing key strokes.

• Immediate error feedback.

Some of the popular data input methods are –

• Batch input method (Offline data input method)

• Online data input method

• Computer readable forms

• Interactive data input

Forms Design:

Both forms and reports are the product of input and output design and are business document consisting of specified data. The main difference is that forms provide fields for data input but reports are purely used for reading. For example, order forms, employment and credit application, etc.

• During form designing, the designers should know –

- Who will use them
- where would they be delivered
- the purpose of the form or report

• During form design, automated design tools enhance the developer's ability to prototype forms and reports and present them to end users for evaluation.

Objectives of Good Form Design:

A good form design is necessary to ensure the following –

• To keep the screen simple by giving proper sequence, information, and clear captions.

• To meet the intended purpose by using appropriate forms.

• To ensure the completion of form with accuracy.

• To keep the forms attractive by using icons, inverse video, or blinking cursors etc.

• To facilitate navigation.

Form Types:

There are three types of forms classified by what it does in the system. They are: action forms – to perform some action such as storing, modifying, and deleting data, memory forms – to perform extraction and display operations on existing historical data, and report forms – to generate decision support data from

existing records. We used reports as output forms. As an input media we used both action and memory forms in combination.

Form Layout:

When form is designed, a list is prepared of all the items to be included on the form and the maximum space to be reserved. The form user to make sure it has the required details should check the list.

- Title
- Data Zoning
- Rules and Captions

Design Considerations:

In designing these forms, we taken care several attributes that are mentioned below:

- **Identification and wording.**
  - **– Form titles and labels.**
- **Maximum readability and use.**
  - **– Legible, intelligible, uncomplicated, and space.**
- **Physical factors.**
  - **– Composition, color, layout.**
- **Order of data items.**
  - **– Logical sequence, data relation.**
- **Ease of data entry.**
  - **– Field positions.**
- **Size and arrangement.**
  - **– Size, storing, filing, and space for signs.**

▪ **Use of instructions.**

– Online help for data entry, status info.

The following diagram describes the sample form layout we used to design forms in our project.