

### Course Submission Cover Sheet

Module: CS6004ES Application Development

Assignment no: 002

Weighting: 30%

Deadline: TBC

**Module Leader: Mr. Chamila Karunathilaka**

**Student ID:**

Please note that there are specific regulations concerning **the use of AI and Academic Misconduct**. Below are extracts from these regulations. By signing, you acknowledge that you have read and understood these extracts.

(signature: ) \_\_\_\_\_ Date: \_\_\_\_\_

This header sheet should be attached to the work you submit.

Academic Integrity means being honest in your academic work and your studies and making sure that you acknowledge the work of others and giving credit where you have used other people's ideas as part of presenting your arguments. Your assessment submissions must therefore always be entirely your own work, based on your own learning and appropriately referenced including how you have used Generative AI. The University regards the use of Generative AI applications by students to deceive to gain unfair advantage as **academic misconduct**. This usage includes:

- **Plagiarism**, where AI tools are used to generate output and ideas that are presented or submitted as if they were the student's own work, without proper citation or references.
- Where a complete assignment is created using Generative AI and represented as a student's own work, this will be regarded as contract cheating in the same way as commissioning an 'Essay Mill' or other third party to complete your work. Further information can be found on : [Guidance on the use of Artificial Intelligence](#).

**Academic misconduct:** The University takes academic misconduct very seriously and seeks at all times to rigorously protect its academic standards. Plagiarism, collusion and other forms of cheating constitute academic misconduct, for which there is an explicit range of graduated penalties depending on the particular type of academic misconduct. The penalties that can be applied if academic misconduct is substantiated range from a reprimand to expulsion in very serious cases and for repeated instances of misconduct. You are also responsible for ensuring that all work submitted is your own and that it is appropriately referenced. The University does not tolerate cheating of any kind. You are strongly advised to familiarise yourself with

## Case study

You are working as a software engineer at **XYZ Pvt Ltd**. **StarEvents Pvt Ltd** is your client, and they are a leading company in Sri Lanka that organizes large-scale concerts, theatre shows, and cultural events.

StarEvents Pvt Ltd has outsourced a software development project to your company to build an **Online Event Ticketing Web Application**.

The main goal of the system is to allow users to view upcoming events, book tickets online, and make secure payments. The system must also support event organizers in publishing their events, setting ticket prices, and monitoring ticket sales in real time.

## Requirements

- Users should be able to register, log in, and maintain their profiles.
- Event organizers can create, update, and manage events.
- Customers can search events by category, date, or location.
- Customers can purchase tickets using online payment gateways.
- The system should generate QR-coded e-tickets for entry validation.
- Admin should be able to monitor system activity, generate sales reports, and manage users.
- The system should support promotional discounts and loyalty points.
- Event organizers can track **ticket sales and revenue reports**
- Admin should be able to generate **overall system reports** (sales, users, events)

## Deliverables

1. Use case diagram
2. Class diagrams
3. ER diagrams
4. ASP C# code base which complies the following
  - a. ASP .Net MVC template
  - b. Encapsulation
  - c. Abstraction
  - d. Inheritance
  - e. High cohesion
  - f. Loose coupling
5. Database scripts
6. Comprehensive Application Installation Guide
7. Application Configuration and Run Manual

## Marking Scheme for the CS6004ES Group Coursework

This group coursework counts for 30% of the module mark. The following are guidelines for marking. Mark each item listed below on a scale 0 to 5 where the marks correspond. Then multiply the mark by the weighting indicated, total and divide by 2 to get the total mark.

Mark	Characterized by
0	No work or work totally irrelevant
1	Work started on right lines but no result
2	Some result, with major lack and/or errors
3	Acceptable result but incomplete, or some good result with minor errors
4	Good result but can be further polished
5	Excellent result

	Item	Weight	Mark (0 to 5)	Weight x Mark
<b>Software Implementation</b>				
1	The application user interface and navigation menu	2	5	10.00
2	Task 1: Admin account creation and login system	2	5	10.00
3	Task 2: Admin can manage <b>event details</b> and <b>venue details</b>	2	5	10.00
4	Task 3: Customers can register and maintain their personal profiles	4	5	20.00
5	Task 4: Customers can search events by category, date, or location	5	5	25.00
6	Task 5: Customers can book/purchase event tickets (with online payment)	3	5	15.00
7	Task 6: System generates <b>QR-coded e-tickets</b> for customers	3	5	15.00
8	Task 7: Customers can view their <b>booking history and upcoming events</b>	3	5	15.00
9	Task 8: Event organizers can track <b>ticket sales and revenue reports</b>	3	5	15.00
10	Task 9: Admin should be able to generate <b>overall system reports</b> (sales, users, events)	3	5	15.00

<b>Reflective Essay</b>				
A	Installation Guide and Configuration and Manual	1	5	5.00
B	Concise description of your logical solution to each of the implemented function of the application.	1	5	5.00
C	The software architecture	1	5	5.00
D	Detailed description of the classes' properties and methods and the class diagram	1	5	5.00
E	Individual member own reflection of own experience	1	5	5.00

Programming style				
1	Clarity of code which shows the underlying algorithm	1	5	5.00
2	Sensible naming of programmer-defined variables, classes, properties and methods	1	5	5.00
3	Useful comments in code	1	5	5.00
4	Data validation and exception handling	1	5	5.00
5	Interface design and usability of the system	1	5	5.00
<b>Total</b>		<b>200.00</b>		