**EVENT SCHEDULER AND ASSISTANT**

**A SPRING BOOT WEB APPLICATION**

Submitted in partial fulfillment of the requirements of

**University of Mumbai**

For the Degree of

**Bachelor of Engineering in CSE (AIML / IOT)**

Submitted by

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**DEPARTMENT OF CSE (AIML/IOT)**

**SMT. INDIRA GANDHI COLLEGE OF ENGINEERING**

Ghansoli, Navi Mumbai - 400701

**Academic year: 2023-2024**

**Project Report Approval for S.E.**

This project report entitled

“**Event Scheduler and Assistant – A Spring Boot Web application**”

By

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are approved for the degree of Bachelor of Engineering in Computer Science and Engineering (Artificial Intelligence and Machine Learning), Semester IV, University of Mumbai.

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| Examiner 1 | Examiner 2 |

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| **Prof. Sonali Deshpande** |
| Internal Guide & Head of the Department |

Date: 30 October, 2023

Place: Ghansoli, Navi Mumbai

## Declaration

We declare that this written submission represents our own ideas in our own words and where others’ ideas or words have been included, we have adequately cited and referenced the original sources. We also declare that we have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any act/data/source in our submission. We understand that any violation of the above will be cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

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Date: 30 October, 2023

Place: Ghansoli, Navi Mumbai.

**Vision**

To provide employable CSE – AIML engineers for Society and Industry needs.

**Mission**

**M1:** Empower students with strong basic foundation.

**M2:** Develop technical and non-technical skills for lifelong learning.

**M3:** To promote student’s interest in higher studies, research and entrepreneurship to

Meet global challenges.

**PE01:** Graduates will be prepared for analyzing, designing, developing AIML based

Software with creativity.

**PE02:**  Graduates will be skilled in the use of the modern tools for problem solving and

Analyzing industrial and societal requirements.

**PE03:** Graduates will be exhibited professionalism, inter-personal skills and constant

Learning to develop management qualities.

**PS01:** Ability to analyze, design and develop applications by adopting the dynamic

Nature of Software developments.

**PS02:** Ability to use knowledge in Artificial Intelligence and Machine Learning to solve

Real world problems and identify the research gaps and render solutions with

Innovative ideas.

**ABSTRACT**

**Title:** Event Scheduler and Assistant – a web application

In the realm of event management, the "Event Scheduler and Assistant" is a dynamic web application tailored for the organization and execution of small-scale events. This project aims to provide an intuitive and user-friendly platform that assists event organizers in efficiently planning, scheduling, and coordinating events on a smaller scale.

At the heart of this web application lies its scalable and versatile database system. Users can seamlessly manage their events by creating, updating, and archiving records of past, present, and future occasions. This feature empowers users to keep a comprehensive history of their events, facilitating informed decision-making for subsequent endeavors. By incorporating a database-driven approach, the application offers a comprehensive overview of event-related details, including attendees, schedules, resources, and outcomes, thus enhancing the overall organization and productivity of small-scale events.

The Event Scheduler and Assistant goes beyond basic scheduling functionalities. It offers users the capability to create profiles, allocate tasks, and form dedicated teams for event execution. This collaborative element transforms the application into a one-stop hub for event planning, where team members can effortlessly communicate, collaborate, and track their progress. Task assignment, deadlines, and team coordination are seamlessly integrated, minimizing confusion and enhancing the collective efforts required for successful event management.

This project holds immense potential as a practical learning experience for those interested in web application development and its underlying fundamentals. Developing the Event Scheduler and Assistant involves delving into the realms of database management, user authentication, responsive design, and real-time collaboration.

**List of Abbreviations**

* API: Application Programming Interface
* JVM: Java Virtual Machine
* JDK: Java Development Kit
* XML: eXtensible Markup Language
* UTF: Unicode Transformation Code
* UI: User Interface
* OOP: Object-Oriented Programming

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**INTRODUCTION**

In the fast-paced world of today's work life, the task of organizing events can quickly become overwhelming and stressful for many individuals. This complexity escalates when an event involves numerous elements, such as tasks, volunteers, and teams. To simplify this process and provide a comprehensive solution, we have developed a web application. This application is built on the Java Framework, utilizing Spring and Spring Boot, in conjunction with MySQL, HTML & CSS, JavaScript, and a selection of libraries.

The web application offers users the ability to log in with two distinct roles: User and Admin. Administrators have the privilege of creating events, defining tasks, and assigning them to team members who are also managed by the admin. Users, on the other hand, can access event details, collaborate on tasks, and monitor their progress.

After an event has been created, it appears in an event list. Admins can select a specific event from the list to access a dedicated event page. This page allows administrators to add, assign, or delete tasks, as well as update event particulars such as its name, venue, start and end dates, and status (upcoming, ongoing, or completed). Admins can also delete entire events if needed.

The application further facilitates the process by allowing users to choose from a range of skill sets, including graphic design, management, content curation, cinematography, decoration, discipline, food preparation, promotion, and media handling. Admins can then assign tasks based on these skill sets. Additionally, tasks can have deadlines, and specific skill sets may be required to complete them.

**Problem Statement:**

Users often struggle with selecting a book to read due to the complexity of book selection applications, a lack of helpful reviews, and a limited amount of time. This can lead to frustration and make it difficult to find enjoyable books to read.

**Approach:**

To address these issues, we can design an application that simplifies the book selection process and reduces the amount of effort required to read a book. The application can feature a user-friendly interface that is easy to navigate and provides clear information on each book. Additionally, the application can offer a robust review system that provides detailed information and allows users to rate and review books. This will help users make informed decisions about which books to read. To minimize the effort required to read books, the application can offer features such as adjustable text size, a built-in dictionary and translation tool, and an audio book option. By providing these tools and simplifying the book selection process, users can more easily find books they enjoy and spend less time worrying about the selection process.

**Objectives:**

* To provide an application to read books.
* To provide an application to listen books.
* To provide a much simpler interface.
* To lessen the efforts of the readers.

**Scope:**

* The application targets an audience above the age of 6 years old.
* The application is easy to use and all age above the specified one can easily use it.
* The app provides books that are already available for the people.

**Features:**

There are many features to this application. Few of them are mentioned briefly below. There are many features that has yet to be added and many are yet to be sophisticated. With our knowledge we are able to bring:

* A clean pdf viewer to read the book.
* An audio player to listen to the audio book of the desire.
* This file is being brought by using either the local storage, drive or even a data base.
* A description of every book from which the user can get an image of what’s inside the book.