Mini Project

(2020-21)

Event Management System

(Final Report)

Department of Computer Engineering & Applications

Institute of Engineering & Technology



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CERTIFICATE

This is to certify that Hardik Gupta, Arpit Agrawal, Harshit Garg, Subhi Varshney & Kashish Chaudhary students of Bachelor of Technology, Sixth Semester, Department of Computer Engineering & Applications of GLA UNIVERSITY, has pursued the Project titled "Event Management System" under the supervision of Mr. Mandeep Singh (Assistant Professor) and the report has been submitted in partial fulfillment of requirements for the award of the degree, Bachelor of Technology in Computer Science by GLA UNIVERSITY.

Mr. Anand Singh Jalal

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ACKNOWLEDGMENT

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We also thank the entire faculty group and administrator of the college for their ever readiness to help us in any circumstances. We are grateful to college for providing us a strong platform for completing our project and bringing out our talents.

Thanks

Abstract

Event management system is an online event management system software project that serves the functionality of an event manager. The system allow registered user login and new user are allowed to register on the application. The system helps in the management of events, users and the aspects related to them. This proposed to be a web application. The project provides most of the basic functionality required for an event type e.g. (Marriage, Anniversary, Birthday party etc.).

The system then allows the user to select date and time of event, place and the event equipment. All the data is logged in the database and the user is given a receipt number for his booking. The data is then send to administrator (website owner) and they may interact with the client as per his requirement.

Event management is a process of organizing a professional and focused event, for a particular target audience. It involves visualizing concepts planning, budgeting, organizing and executing events such as wedding, musical concerts, corporate seminars, exhibitions, birthday celebrations theme parties, etc.

Event Management is a multi-million dollar industry, growing rapidly, with events hosted regularly. Surprisingly, there is no formalized research conducted to access the growth of this industry.

The industry includes fields such as the MICE (Meetings, Incentives and Events) exhibitions, conferences and seminars as well as live music and sporting events. On the profession side, event management is a glamorous and exciting profession that demands a lot of hard work and dynamism. The logistics side of the industry is paid less than the sales / sponsorship side though some may say that these are two different industries

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Bibliography

Chapter-1. <u>Introduction</u> 1.1 <u>Introduction</u>

This is an "Online event management" system software project that serves the functionality of an event manager. The system allows only registered users to login and new users are allowed to resister on the application. The project provides most of the basic functionality required for an event. It allows the user to select from a list of event types. Once the user enters an event type e.g. (Marriage, Birthday party etc.).

The system then allows the user to select the date and time of event, place and the event equipment's. All this data is logged in the database and the user is given a receipt number for his booking. This data is then sent to the administrator (website owner) and they may interact with the client as per his requirements and his contact data stored in the database.

1.2 Aim

The aim of the Event Management Process is identifying events and determining corresponding control measures. There can be several updates or changes in a service or configuration item. Some of these changes can be critical while some changes can be minor without impacting other aspects of the IT services. The categorization of these events and defining appropriate control measures for these different events is an objective of the Event Management Process. Event Management Process is providing a basis for service assurance, reporting and service improvement. IT service providers aim for service improvement to improve the provided services consistently to increase the value provided to the customers. The Event Management Process helps to increase this value delivered to the customers.

1.3 Existing System of Event Management System:

In the existing system the all booking process are done only manually but in proposed system we have to computerize the processed using this application.

Some Drawbacks of existing system-

- Lack of security of data.
- More man power.
- Time consuming.
- Consumes large volume of pare work.
- Needs manual calculations.
- No direct role for the higher officials
- Lots of Human error

Proposed System of Event Management System:

The aim of proposed system is to develop a system of improved facilities. The proposed system can overcome all the limitations of the existing system. The system provides proper security and reduces the manual work.

- Security of data.
- Ensure data accuracy's.
- Proper control of the higher officials.
- Minimize manual data entry.
- Minimum time needed for the various processing.
- Greater efficiency.
- User friendliness and interactive.
- Minimum time required.
- No Human Error

1.4 Objective

The main objective of the Project on Event Management System is to manage the details of Event, Booking, Customer, Employee, and Enquiry. It manages all the information about Event, Package, Enquiry, and Event. The project is totally built at administrative end and thus only the administrator is guaranteed the access. The purpose of the project is to build an application program to reduce the manual work for managing the Event, Booking, Package, and Customer. It tracks all the details about the Customer, Employee, and Enquiry. Some functionalities provided by Event Management System are as follows:

Provides the searching facilities based on various factors. Such as Event, Customer,

Employee, Enquiry

Event Management System also manage the Package details online for

Employee details, Enquiry details, Event.

It tracks all the information of Booking, Package, and Employee etc.

Manage the information of Booking

Shows the information and description of the Event & Customer.

To increase efficiency of managing the Event and Booking

1.5 Modules

- Login Module- Used for managing Login details
- Registration module- Used for new user Registration
- Admin Login- Used for login by Hotel Management Authorities
- Admin Panel- Used by Hotel Management
- Find by Event & Hotel Module- Used for find Different hotels for different events
- My Event Module- Used for display booked Events to user
- Payment Module- Used for making Payments

Chapter-2. <u>Hardware & Software</u> <u>Requirements Specifications</u>

Recommended Operating Systems

• **Windows:** 7 or newer

• MAC: OS X v10.7 or higher

• Linux: Ubuntu

Hardware Specifications-

• **Processor**: Minimum 1 GHz; Recommended 2GHz or more

• Connection: Ethernet connection (LAN) OR a wireless adapter (Wi-Fi)

• Hard Drive: Minimum 32 GB; Recommended 64 GB or more

• Memory (RAM): Minimum 1 GB; Recommended 4 GB or above

• **Clock Speed:** Minimum 2GHz

Software Specifications-

Supported Browsers-

- Firebox
- Google Chrome
- Internet Explorer

Programming Language Used-

- For Front End- HTML, CSS, JQuery and Bootstrap.
- For Back End- Django, Python

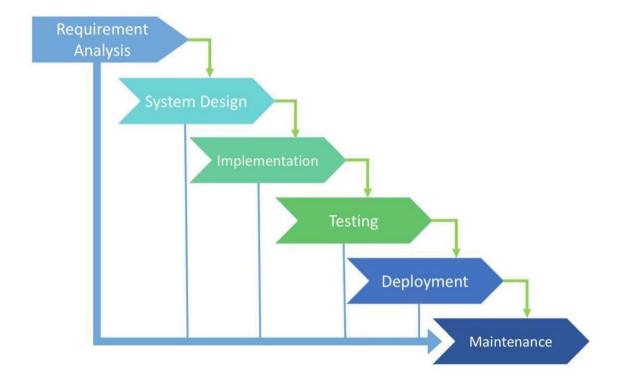
Chapter 3- Design And Planning

3.1 Software Development Life Cycle Model

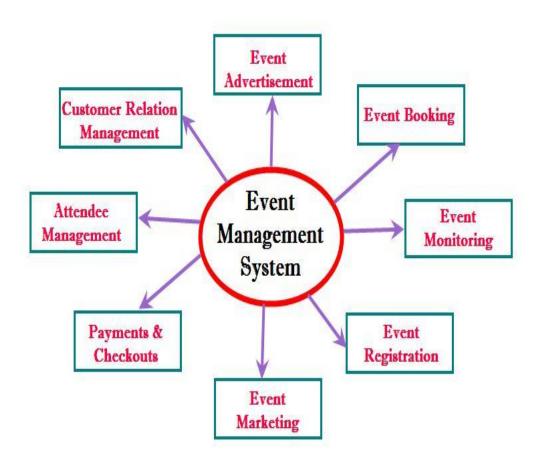
WATERFALL MODEL

The waterfall model was selected as the SDLC model due to the following reasons:

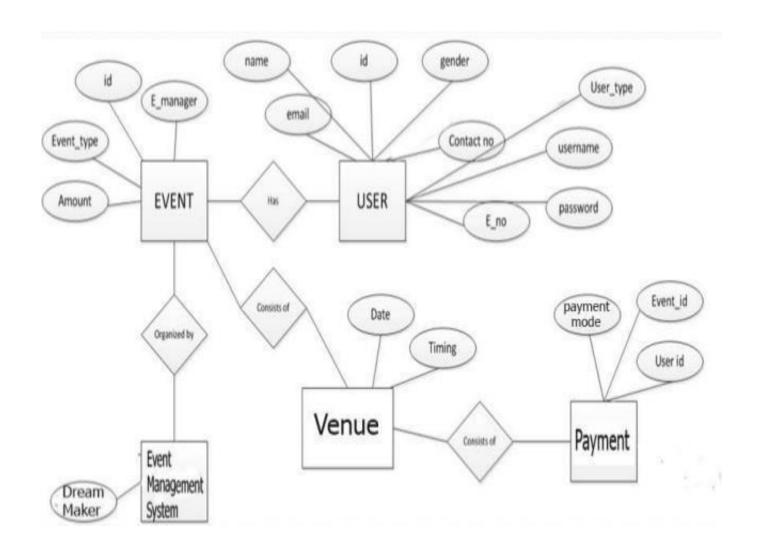
- Requirements were very well documented, clear and fixed.
- Technology was adequately understood.
- Simple and easy to understand and use.
- There were no ambiguous requirements.
- Easy to manage due to the rigidity of the model.
- Each phase has specific deliverables and a review process.
- Clearly defined stages.
- Well understood milestones.
- Easy to arrange tasks.



3.2 General Overview-



3.3 ER-Diagram-



Chapter-4. Implementation Details

4.1 Front-End

Concepts and components that focus on the front end of a system include:

- Design and markup languages like <u>HTML</u>, <u>CSS</u> and <u>JavaScript</u>.
- Search engine optimization (SEO).
- · <u>Usability</u> and accessibility testing.
- · Graphic design and image editing tools.
- Web performance and browser <u>compatibility</u>

4.1.1 <u>HTML</u>-

Hypertext Markup Language (HTML) is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets(CSS) and scripting languages such as JavaScript. Web browsers receive HTML documents from a web server or from local

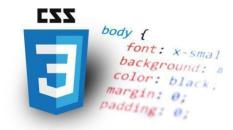


storage and render the documents into multimedia web pages. HTMLdescribes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings,paragraphs, lists, links, quotes and other items. HTML elements are delineated by tags, written using angle brackets. Tags such as and <input /> directly introduce content into the page. Other tags such as surround and provide information about document text and may include other tags as subelements. Browsers do not display the HTML tags, but use them to interpret the content of the page.

4.1.2 CSS-

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language like HTML. CSS is a cornerstone technology of the World Wide Web,



alongside HTML and JavaScript. CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content.

CSS information can be provided from various sources. These sources can be the web browser, the user and the author. The information from the author can be further classified into inline, mediatype, importance, selector specificity, rule order, inheritance and property definition. CSS style information can be in a separate document or it can be embedded into an HTML document. Different styles can be applied depending on the output device being used; for example, the screen version can be quite different from the printed version, so that authors can tailor the presentation appropriately for each medium.

One of the goals of CSS is to allow users greater control over presentation. Someone who finds red italic headings difficult to read may apply a different style sheet. Depending on the browser and the web site, a user may choose from various style sheets provided by the designers, or may remove all added styles and view the site using the browser's default styling, or may override just the red italic heading style without altering other attributes.

4.1.3 JavaScript-

JavaScript is a high-level, interpreted scripting language that conforms to the ECMAScript specification. JavaScript has curly-bracket syntax, dynamic typing, prototype-based object-orientation, and first-class functions. Alongside



HTML and CSS, JavaScript is one of the core technologies of the World Wide Web. JavaScript enables interactive web pages and is an essential part of web applications. The vast majority of websites use it, and major web browsers have a dedicated JavaScript engine to execute it. As a multi-paradigm language, JavaScript supports event-driven, functional, and imperative (including object-oriented and prototype-based) programming styles. It has APIs for working with text, arrays, dates, regular expressions, and the DOM, but the language itself does not include any I/O, such as networking, storage, or graphics facilities. It relies upon the host environment in which it is embedded to provide these features.

Initially only implemented client-side in web browsers, JavaScript engines are now embedded in many other types of host software, including server-side in web servers and databases, and in non-web programs such as word processors and PDF software, and in runtime environments that makeJavaScript available for writing mobile and desktop applications, including desktop widgets.

The terms Vanilla JavaScript and Vanilla JS refer to JavaScript not extended by any frameworks or additional libraries. Scripts written in Vanilla JS are plain JavaScript code.Google's Chrome extensions, Opera's extensions, Apple's Safari 5 extensions, Apple's Dashboard Widgets, Microsoft'sGadgets, Yahoo! Widgets, Google Desktop Gadgets, are implemented using JavaScript.

4.1.4 Bootstrap-

Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains CSS- and (optionally) JavaScript-based design templates for typography, forms, buttons, navigation and other interface components.Bootstrap is the



third-most-starred project on GitHub, with more than 135,000 stars, behind only free CodeCamp (almost 305,000 stars) and marginally behind Vue.js framework.

Bootstrap is a web framework that focuses on simplifying the development of informative web pages (as opposed to web apps). The primary purpose of adding it to a web project is to apply Bootstrap's choices of color, size, font and layout to that project. As such, the primary factor is whether the developers in charge find those choices to their liking. Once added to a project, Bootstrap provides basic style definitions for all HTML elements. In addition, developers can take advantage of CSS classes defined in Bootstrap to further customize the appearance of their contents. For example, Bootstrap has provisioned for light- and dark-colored tables, page headings, more prominent pull quotes, and text with a highlight.

Bootstrap is a web framework that focuses on simplifying the development of informative web pages (as opposed to web apps). The primary purpose of adding it to a web project is to apply Bootstrap's choices of color, size, font and layout to that project. Once added to a project, Bootstrap provides basic style definitions for all HTML elements. The result is a uniform appearance for prose, tables and form elements across web browsers. In addition, developers can take advantage of CSS classes defined in Bootstrap to further customize the appearance of their contents.

4.2 Back-End

Those that focus on the back end of a system include:

- Programming and scripting languages like Django, Python
- Automated testing frameworks.
- Network scalability and availability.
- Database management and data transformation.
- Cybersecurity and data backup practices.

4.2.1 Django

Django is a high-level Python Web framework that encourages rapid development and clean, pragmatic design. Built by experienced developers, it takes care of much of the hassle of Web development, so you can focus on writing your app without needing to reinvent the wheel. It's free and open source.

Django is a Python-based web framework that allows you to quickly create efficient web applications. It is also called batteries included framework because Django provides built-in features for everything including Django Admin Interface, default database etc. When you're building a website, you always need a similar set of components: a way to handle user authentication (signing up, signing in, signing out), a management panel for your website, forms, a way to upload files, etc. Django gives you ready-made components to use and that too for rapid development.

Django provides a bridge between the data model and the database engine, and supports a large set of database systems including MySQL, Oracle, Postgres, etc. Django also supports NoSQL database through Django-nonrel fork. For now, the only NoSQL databases supported are MongoDB and google app engine. Django supports multilingual websites through its built-in internationalization system. So you can develop your website, which would support multiple languages.

4.2.2 Python

Python is an interpreted, high-level, general-purpose programming language. Created by Guido van Rossum and first released in 1991, Python's design philosophy emphasizes code readability with its notable use of significant whitespace. Its language constructs and object-oriented approach aim to help programmers write clear, logical code for small and large-scale projects. Python is dynamically typed and garbage-collected. It supports multiple programming paradigms, including procedural, object-oriented, and functional programming. Python is often described as a "batteries included" language due to its comprehensive standard library. Python was conceived in the late 1980s as a successor to the ABC language.

Python 2.0, released 2000, introduced features like list comprehensions and a garbage collection system capable of collecting reference cycles. Python 3.0, released 2008, was a major revision of the language that is not completely backward compatible, and much Python 2 code does not run unmodified on Python 3. Due to concern about the amount of code written for Python 2, support for Python 2.7 (the last release in the 2.x series) was extended to 2020. Language developer Guido van Rossum shouldered sole responsibility for the project until July 2018 but now shares his leadership as a member of a five-person steering council.

Python interpreters are available for many operating systems. A global community of programmers develops and maintains CPython, an open source[32] reference implementation. A non-profit organization, the Python Software Foundation, manages and directs resources for Python and CPython development.

Chapter-5. Testing

5.1 Unit Testing-

In computer programming, unit testing is a software testing method by which individual units of source code, sets of one or more computer program modules together with associated control data, usage procedures, and operating procedures, are tested to determine whether they are fit for use.

Intuitively, one can view a unit as the smallest testable part of an application. In procedural programming, a unit could be an entire module, but it is more commonly an individual function or procedure. In object-oriented programming, a unit is often an entire interface, such as a class, but could be an individual method.

Unit tests are short code fragments created by programmers or occasionally by white box testers during the development process. It forms the basis for component testing. Ideally, each test case is independent from the others. Substitutes such as method stubs, mock objects, fakes, and test harnesses can be used to assist testing a module in isolation. Unit tests are typically written and run by software developers to ensure that code meets its design and behaves as intended.

5.2 Integration Testing-

Integration testing (sometimes called integration and testing, abbreviated I&T) is the phase in software testing in which individual software modules are combined and tested as a group. It occurs after unit testing and before validation testing. Integration testing takes as its input modules that have been unit tested, groups them in larger aggregates, applies tests defined in an integration test plan to those aggregates, and delivers as its output the integrated system ready for system testing.

The purpose of integration testing is to verify functional, performance, and reliability requirements placed on major design items. These "design items", i.e., assemblages (or groups of units), are exercised through their interfaces using black-box testing, success and error cases being simulated via appropriate parameter and data inputs.

The overall idea is a "building block" approach, in which verified assemblages are added to a verified base which is then used for integration testing of further assemblages. Software integration testing is performed according to the software development life cycle (SDLC) after module and functional tests. The cross-dependencies for software integration testing are: schedule for integration testing, strategy and selection of the tools used for integration, define the cyclomatic complexity of the software and software architecture, reusability of modules and life-cycle and versioning management.

5.3. SOFTWARE VERIFICATION AND VALIDATION

In software project management, software testing, and software engineering, verification and validation (V&V) is the process of checking that a software system meets specifications and that it fulfills its intended purpose. It may also be referred to as software quality control. It is normally the responsibility of software testers as part of the software development lifecycle. Validation checks that the product design satisfies or fits the intended use (high-level checking), i.e., the software meets the user requirements. This is done through dynamic testing and other forms of review. Verification and validation are not the same thing, although they are often confused. Boehm succinctly expressed the difference between

- Validation: Are we building the right product?
- Verification: Are we building the product, right?

According to the Capability Maturity Model (CMMI-SW v1.1)

Software Verification: The process of evaluating software to determine whether the products of a given development phase satisfy the conditions imposed at the start of that phase.

Software Validation: The process of evaluating software during or at the end of the development process to determine whether it satisfies specified requirements.

5.4. Black-Box Testing

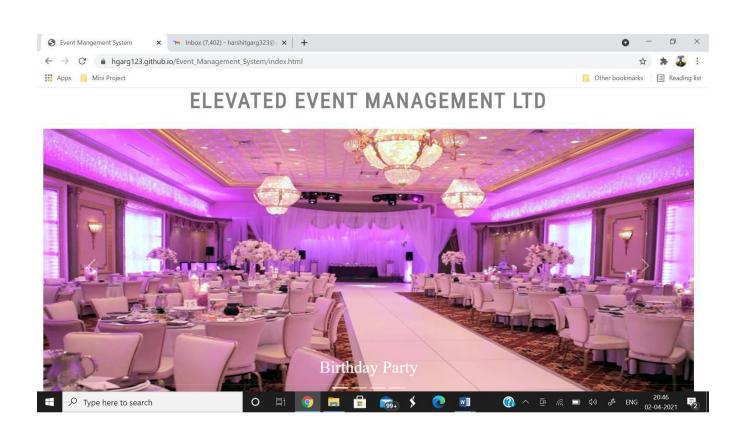
Black-box testing is a method of software testing that examines the functionality of an application without peering into its internal structures or workings. This method of test can be applied virtually to every level of software testing: unit, integration, system and acceptance. It typically comprises most if not all higher level testing, but can also dominate unit testing as well.

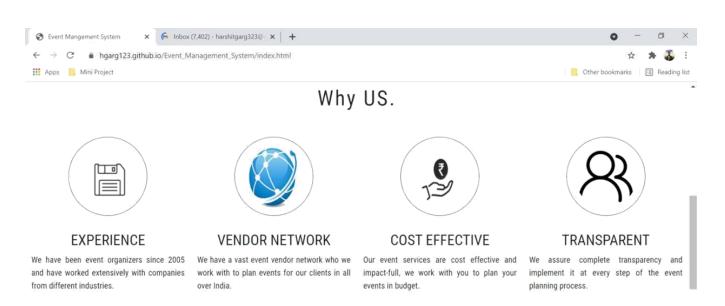
5.5. White-Box Testing

White-box testing (also known as clear box testing, glass box testing, transparent box testing, and structural testing) is a method of testing software that tests internal structures or workings of an application, as opposed to its functionality (i.e. black-box testing). In white-box testing an internal perspective of the system, as well as programming skills, are used to design test cases. The tester chooses inputs to exercise paths through the code and determine the appropriate outputs. This is analogous to testing nodes in a circuit, e.g. in-circuit testing (ICT). White-box testing can be applied at the unit, integration and system levels of the software testing process. Although traditional testers tended to think of white-box testing as being done at the unit level, it is used for integration and system testing more frequently today. It can test paths within a unit, paths between units during integration, and between subsystems during a system-level test. Though this method of test design can uncover many errors or problems, it has the potential to miss unimplemented parts of the specification or missing requirements.

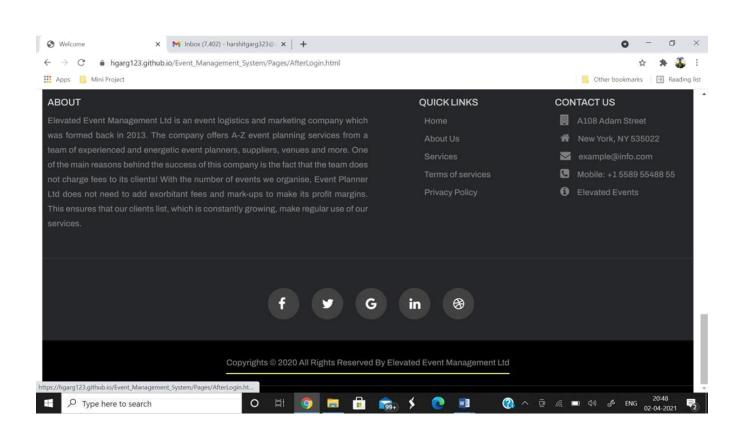
Chapter-6. Result

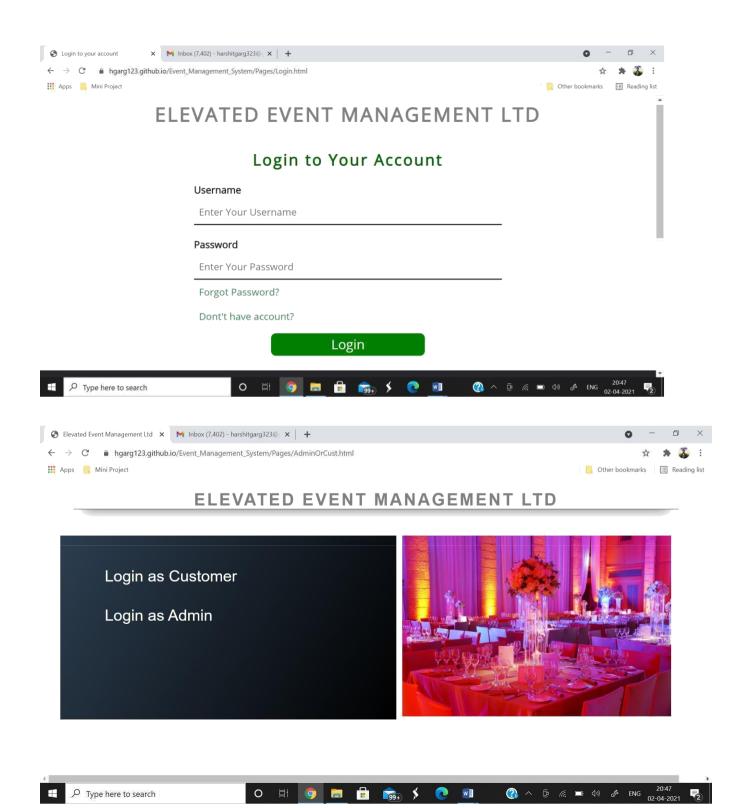
6.1. Results

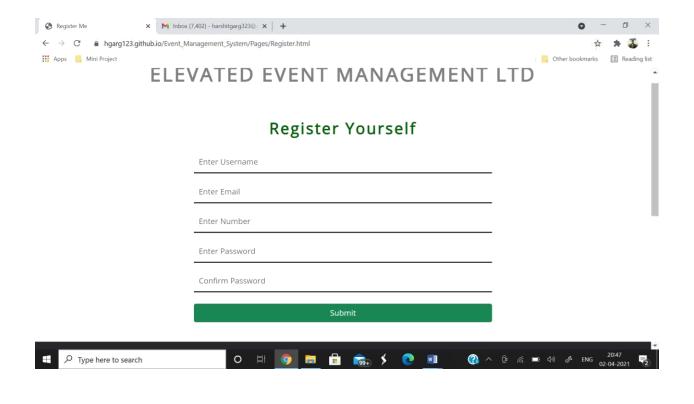


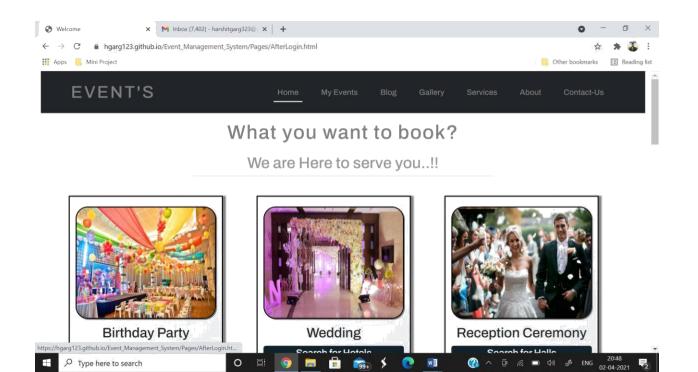


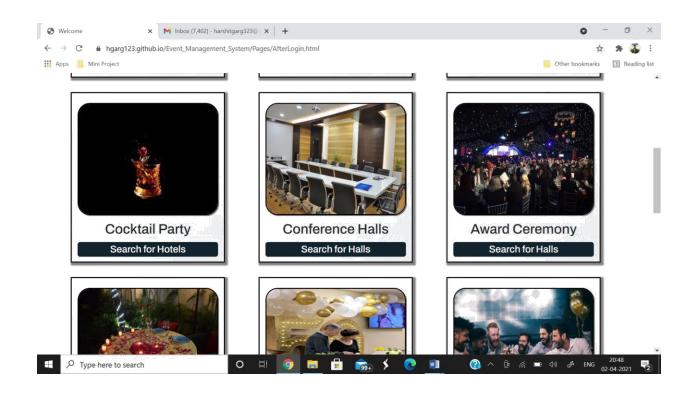


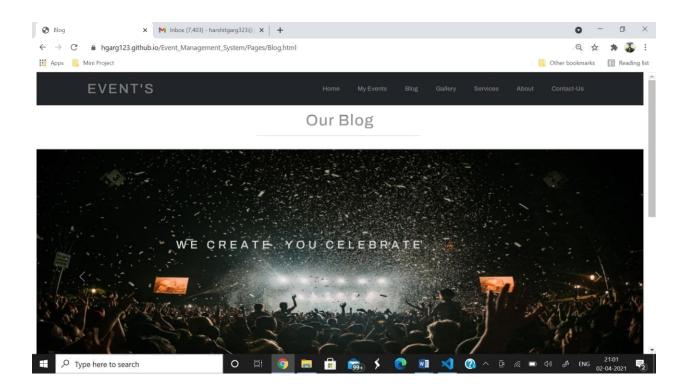








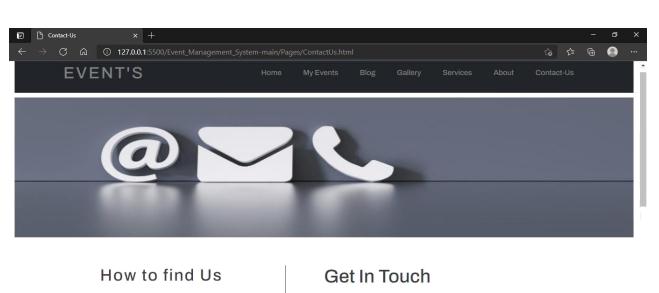






Elevated is a full service event management firm based in Calgary, Alberta that was created by pairing together our





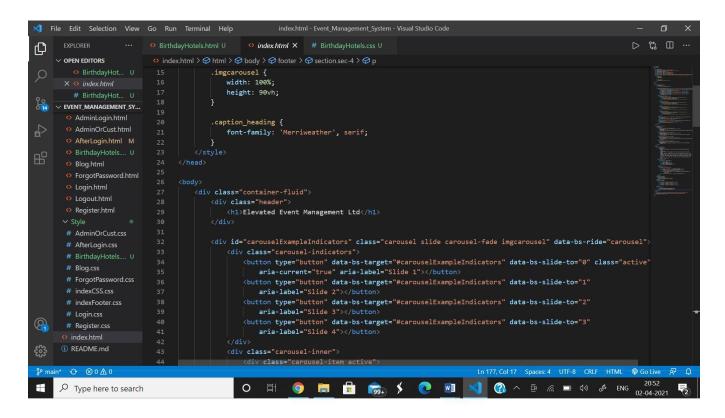
If you have any question, just fill the contact form and we will answer you shortly. If you are living newly, come visit at our office

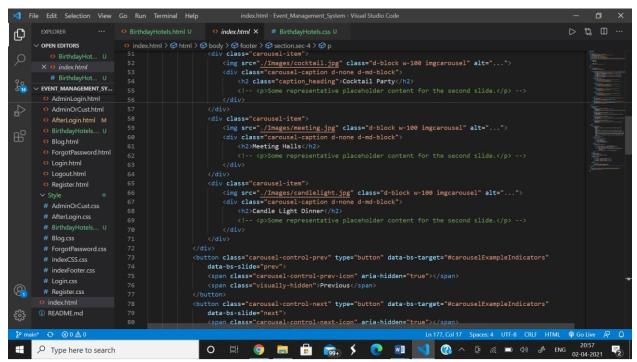
Headquarters

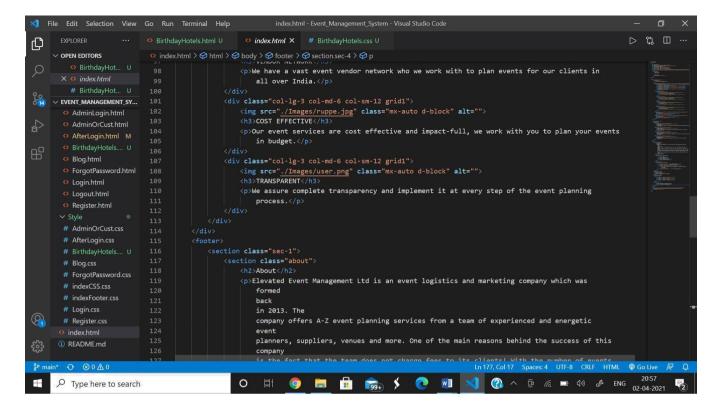
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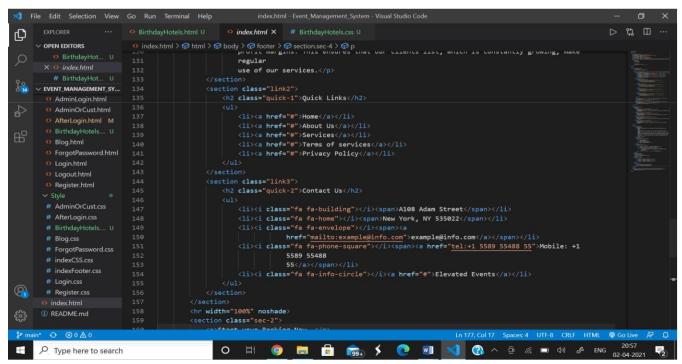
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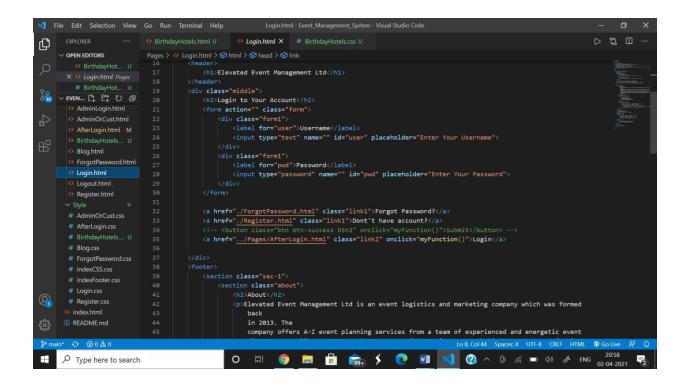
6.2. Some Code Screenshots

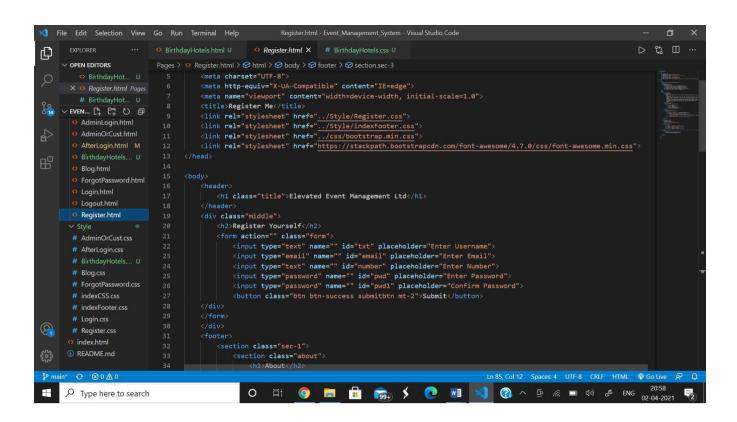












Chapter-7. Features

- User Registration/Login.
- Admin Login
- Event Selection (User may select type of event)
- Event place selection (A list of places available and associated rent is given on website to select from)
- Event equipment selection (A list of equipment's including stages, mikes, speakers lighting, seats is displayed on website to select from)
- Food Package Selection.
- Cost calculation (The final cost is calculated by adding event place, equipment and expertise cost)
- Receipt mailing (Receipt is mailed to the user)
- Access of any information individually.
- Work becomes very speedy.
- Easy to update information

Chapter-8. Advantages

- 1. This system is effective and saves time and cost of the users.
- 2. To increase efficiency of managing the Event, Employee
- 3. Editing, adding and updating of Records is improved which results in proper resource management of Event data
- 4. Easy to access the system anywhere and anytime.

Chapter-9. Future Scope

- 1. We can add printer in future.
- 2. We can give more advance software for Event Management System including more facilities
- 3. We will host the platform on online servers to make it accessible worldwide Integrate multiple load balancers to distribute the loads of the system
- 4. Create the master and slave database structure to reduce the overload of the database queries

Chapter-10. Conclusion

Our project is only a humble venture to satisfy the needs to manage their project work. Several user friendly coding have also adopted. This package shall prove to be a powerful package in satisfying all the requirements of the school. The objective of software planning is to provide a frame work that enables the manger to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses.

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