Developing Mobile-Web Apps For The Enterprise – Final Project

Event++

- Team members:
    - Daniel Bublil 203201975 bublildan@gmail.com
    - Idan Brodet 300685278 idanbr2@gmail.com
    - Barak Raz 204086433 barakraz6@gmail.com
- Link to the application in Heroku: https://eventspp.herokuapp.com
- About the application: A social event finder. The events are split to two:
    - Public event: events which are open for the whole users, as long as they meet the conditions defined by the creator of the event. User can ask to join the event, but only after the creator approves their request they can join the event. The creator also sets the amount of participants he wants to have and can choose that only users from certain age can see and ask to join the event. The creator can invite some of his friends to the event, in this case the friends can join the event without ask to join the event. Examples of public events: football game, video game lan party etc.
    - Private event: each user has a friends list that is used for events for closed friends groups. The user can make an event and invite only a sub-group of his friends and they can accept or reject the event invitation.
    The idea of this application is to assemble all events issues under the same application.
- For ease of use we created 10 users (names 1,2,3,4,5,6,7,8,9,10 and passwords identical to the user name) so that each has a different list of friends, different age and different private and public events (with different invitees). Creating these users and events is not part of the real application but it appears at the end of the server-side code (there is a comment about is in the end of the server-side code and this creation can be canceled by deleting the "init" method).