

A Mini Project Report

SUDHEE EVENT MANAGEMENT

Submitted to

CBIT OPEN SOURCE COMMUNITY(COSC)

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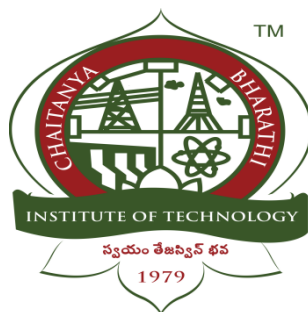
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CERTIFICATE

This is to certify that the project titled “ **SUDHEE EVENT MANAGEMENT SYSTEM**” is the Bonafede work mentored by **SAI MEENAN VOOTURI B.E(CSE ¾)** and carried out by **C Chandrika B.E(CSE ¼), Mahendranath Jinkathoti B.E(CSE ¼), Sathineni Snigdha Reddy B.E(CSE ¼), Deva Sudeeshna B.E (CSE 2/4), Aishwarya Mamidi B.E(CSE 2/4), S Shashank B.E(IT 2/4), Shashank Kandaala B.E(CSE ¾) and Vishnu Gadam B.E(CSE ¾)** students of Chaitanya Bharathi Institute of Technology, Hyderabad, affiliated to Osmania University, Hyderabad, Telangana(India) during the academic year 2019-2020, submitted to **CBIT OPEN SOURCE COMMUNITY(COSC)**.

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Place: Hyderabad

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DECLARATION

We hereby declare that the project entitled “**SUDHEE EVENT MANAGEMENT SYSTEM**” **submitted** to CBIT OPEN SOURCE COMMUNITY(COSC) is our original work and is not plagiarized.

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Abstract

Sudhee Event Management System is a software that facilitates the manual task of event registration. It aims to simplify the process of event management using an interactive user interface.

It comprises a web based admin side and a mobile application for normal users and Core Committee(CC) users.

The admin is responsible for adding CC members, adding clubs as well as viewing previous CC members and events.

The android application is developed primarily in order to ease the burden on the users interested in registering or an event. A user can register for an event after verification easily through the application without the need of manual intervention.

A CC member has certain features such as adding,editing as well as deleting events and is also able to view the list of users who have registered for their event.

This application enables both the user and the committee members to have a single medium through which a task can be done easily which was earlier done through manual interaction, hence increasing the ease of usability of the app.

There is a clear emphasis on the security of the user in the application which is done through the use of authentication of not just the user but also the admin, who in turn adds CC members thereby ensuring a system tolerant to any security faults or breaches.

The user also has the facility to bookmark events which he/she likes (favourite) as well as being able to easily view all the available events prior to registering.

This application aims to provide the tasks and activities related to event management at a single point using an interactive user interface in order to remove manual intervention from the project and thus simplify it.

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LIST OF DEFINITIONS AND ABBREVIATIONS

CC	Core Committee
App	Application
wiki	Wikipedia
SDK	Software Development Kit
QR scanner	Quick Response
User	Someone who provides required credentials

INTRODUCTION

1.1 Problem Definition

Event mobile apps are becoming fundamental to the planning, delivery and effectiveness of a successful event. Unlike paper-based programs, a mobile event app will provide a secure, scalable and customizable platform that your event hand-outs and web-based programs cannot compete with. Traditional and digital marketing both have their place in targeting an audience and capturing their attention, but event mobile app are more effective in reaching and distributing your news to large number of people and increasing event attendance, The basic definition of an event app is a 'tool' that is used to communicate your event to the audience. Before your event even starts your app can do some heavy lifting by getting your audience excited about it.

The basic definition of an event app is a 'tool' that is used to communicate your event to the audience. Sudhee event app is one such app, it provides the users an option to register for the upcoming events in the organisation, you can search and filter through the list of all events and also check the details of the events as schedule, location and so on. Also the app comes with an admin console for an app for the admin to create new club co ordinators, viewing all the existing co ordinators and events ,changing password etc.

1.2 Methodologies

We have designed our app such that initially when the user enters the credentials, all the data will be inserted into the database, and based on the role the user choose the next page will be loaded accordingly, if the user is a student then a student page will be loaded where the user can view the list of all the events ,can add the events to the favourite list ,and can also register for the events where the student has to enter the details of the event they want to register and all that data will be inserted into the registration table of the database.

If the user is a chief coordinator then the respective will be loaded where in the coordinator can add new events ,update the event registration count ,add event location. When the coordinator adds new events the data gets inserted into the event details table of the database

Also the app comes with an admin console that was designed using django, here the admin can create new cheif coordinators, whenever the admin creates a new cheif coordinator a mail will be send to the respective club coordinator that has the login details of the coordinator. The admin console page also has view cc and view events.view cc displays all the data in the database about the existing club coordinators and view events displays all the information about all the evens in the database.

1.3 Scope of Project

This project delivers information regarding the events happening in sudhee technical fest of CBIT. Here we can look about description, search and filter through the list of all events and also check the details of the events as schedule, location, and timings of every event. We can even add interested events into favorites and get the remainder from. We can give permission to some people to add the particular event and also can look up information regarding interested students.

1.4 Need of the System

Students can easily get their required information regarding events during sudhee and no need of asking others about the place and timings of respective events. This saves your precious time that can be used in other organizational works. Event planning is easier said than done. It involves a lot more than just planning activities and sending out invites. These software tools are incredibly effective in ensuring smooth management of attendee information for different events. It is a significantly cost effective means with which you can get required data in an easy to read and understand format. Smooth workflows in the entire lifecycle of the event ensuring greater success.

2. LITERATURE SURVEY

2.1. Existing Solutions

Currently the solutions available for registration and many other functionalities are separately present for each event in every club.

This may cause a problem for the participants because in order to view about the event and to gain knowledge about that particular event for example the time and place where the event will be conducted etc in order to participate, they may need to visit each website individually. This may get a bit exhausting as there are several events which will be conducted as a part of the technical fest.

As there are several websites, it may get a bit hectic for the event heads and the club core committee members of the club to view the statistics i.e. number of registrations and the details of the participants etc.

2.2 Proposed System

We propose a system where there is only a single source that is a mobile application for the user to login and then to view and learn about the details of the event from any club to participate. Then users can also mark their favourite events and get registered later.

In this proposed system, the core committee members will also be using the same app as that of users but with different authentication credentials given to them. They can view the statistics and they can edit the details of the event. They can also delete the event.

In this system, admin will be maintaining all the clubs and core committee member authentications which is absent in the existing systems. The admin will be given a web application where he/she can add any club or core committee member. They can also view the records of previous year's CC details.

The major advantage in this proposed system is the common database for all types of users. This means that all the data regarding the users, events and clubs etc will be stored and retrieved from a single place which avoids any type of confusion during viewing or modifying the database.

2.3 Related work

A fair amount of work has been done related to not exactly sudhee event management system but some other event management system which has some drawbacks and those are resolved by our proposed system.

An online event management system project is software that serves the functionality of an event manager. The system allows only registered users to login and new users are allowed to register on the application. This is proposed to be a web 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 (Marriage, Dance Show 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.

The sudhee event management system is an extension of an online management system. The sudhee event management system provides an android user interface for the users. The users can login or register if they are new users. After logging in different events are displayed to the users. The users can register for the events they like. The core committee members can also login through the same portal where they can handle operations regarding their events.

There is also a web application for the admin where he can add new club, new cc member, view previous events and previous cc member etc.

2.4 Tools/Technologies Used

1) Python:

Python is a powerful general-purpose programming language. It is used to develop web applications, data science, creating software prototypes and so on.

2) Flask:

Flask is a lightweight web frame of Python. It provides the user with libraries, modules and tools to help build Web-Applications such as a blog or wiki.

3) Django:

Django is a high-level Python Web framework that encourages rapid development and clean, pragmatic design.

4) Flutter:

Flutter is an app SDK for building high-performance, high-fidelity apps for iOS, Android, web (beta), and desktop (technical preview) from a single codebase.

5) Bootstrap:

Bootstrap is a popular HTML, CSS, and JavaScript framework for developing responsive, mobile-first websites.

2.5 Challenges

There exist a few roadblocks for the successful operation of the system:

Authentication: This is done to ensure that no fake users login. The credentials provided are compared to those on a file in a database of the authorized user's information. The authentication process runs at the start of the application.

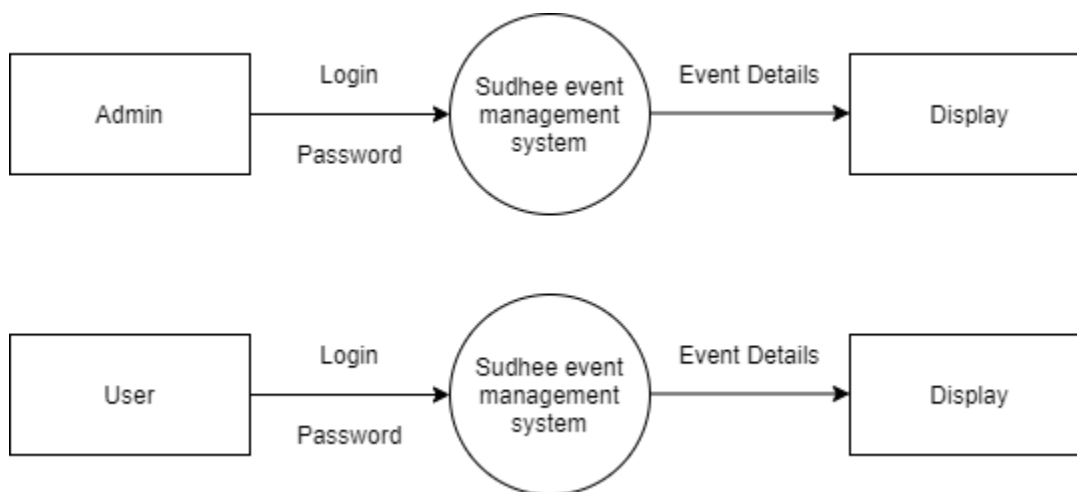
Ensuring registered users to get access to event details when user login all the event details should be displayed like event name, branch etc.

3. Design of the System

3.1 DFD (Data Flow Diagram):

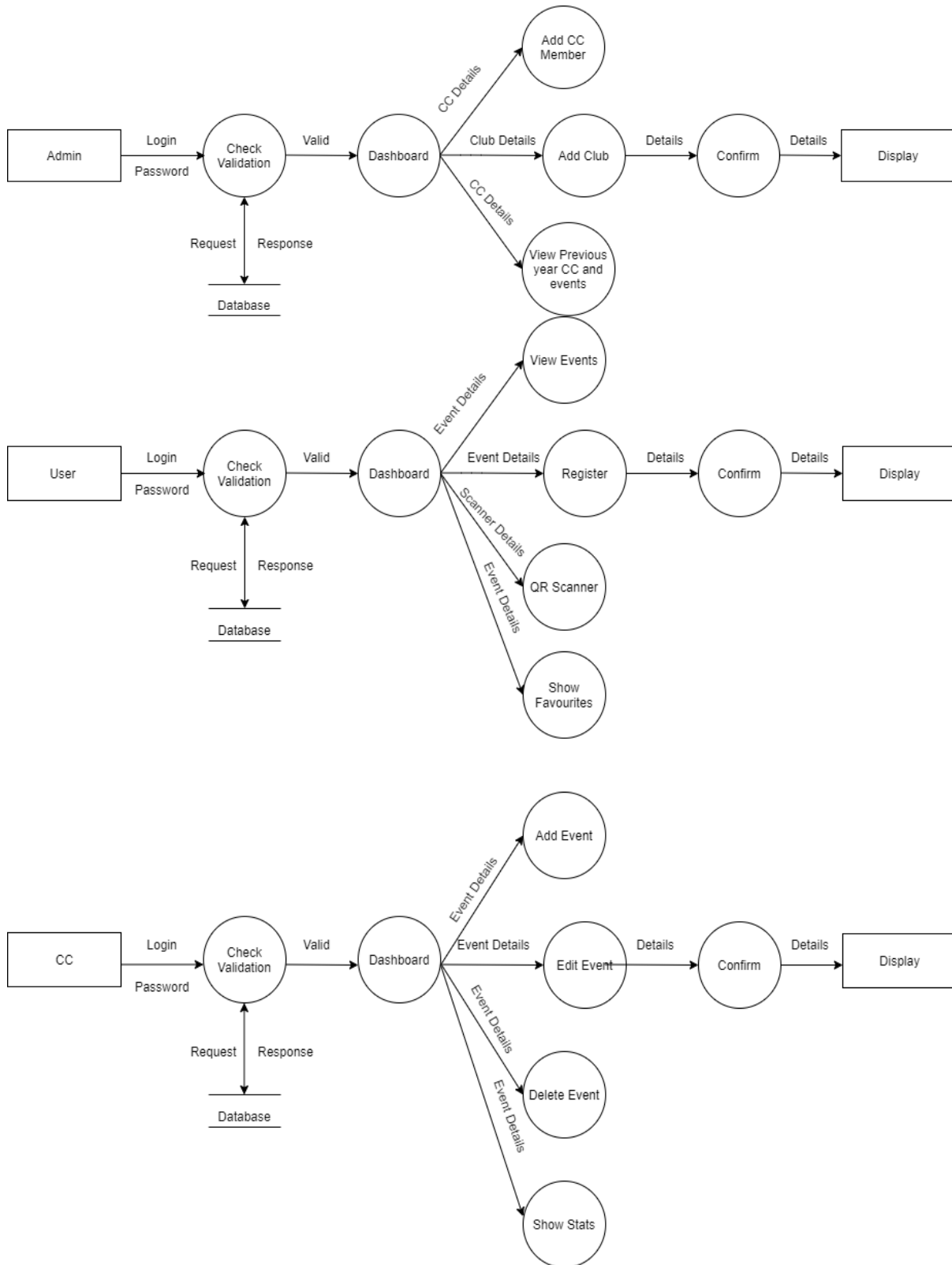
The Data Flow Diagram (DFD) is a structured analysis and design method. It is a traditional visual representation of the information flows within a system. Data Flow Diagram (DFD) is widely used for software analysis and design. A neat and clear DFD can depict a good amount of the system requirements graphically.

Level 0



The Level – 0 DFD shows the basic interaction between the user and system for facilitating login.

Level 1

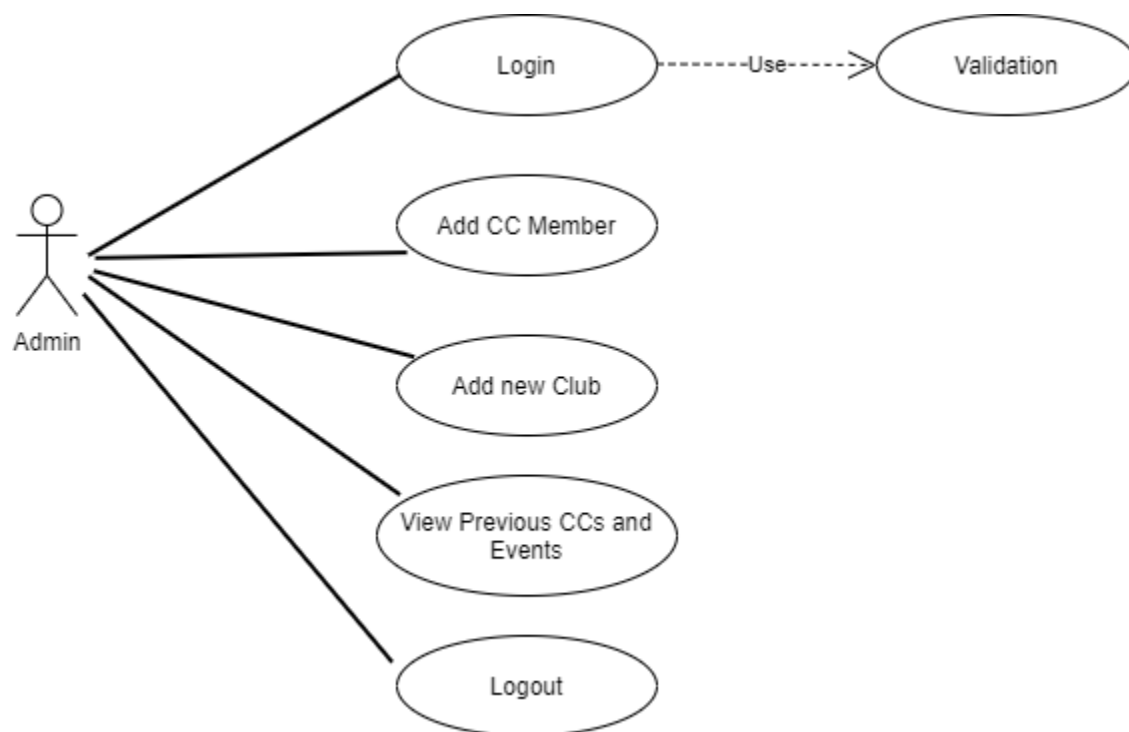


The Level – 1 DFD is a more comprehensive depiction of functionalities of a system along with the functions of a database.

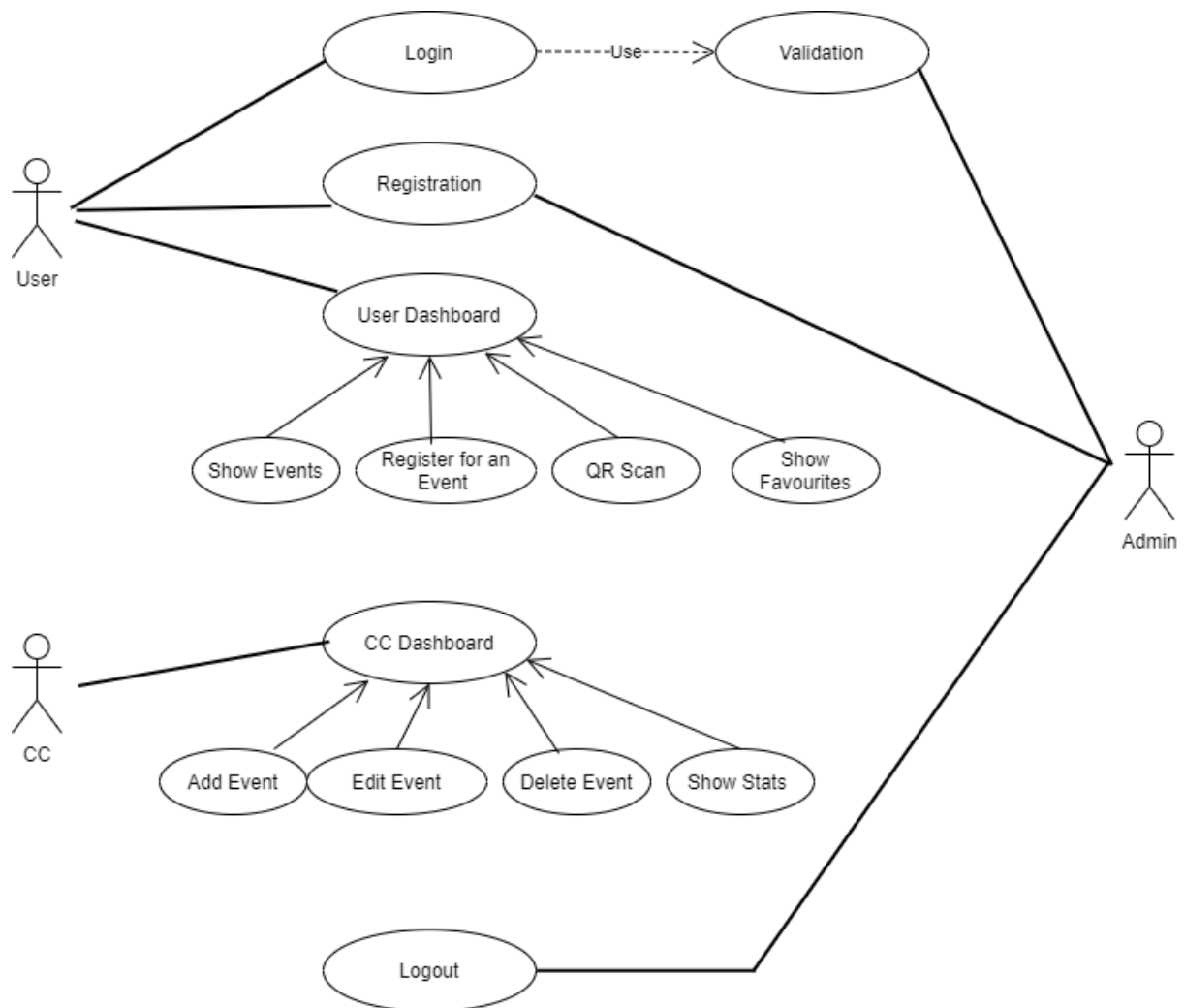
3.2 Use Case Diagram:

Use case diagrams are usually referred to as behavior diagrams used to describe a set of actions (use cases) that some system or systems (subject) should or can perform in collaboration with one or more external users of the system (actors).

Admin



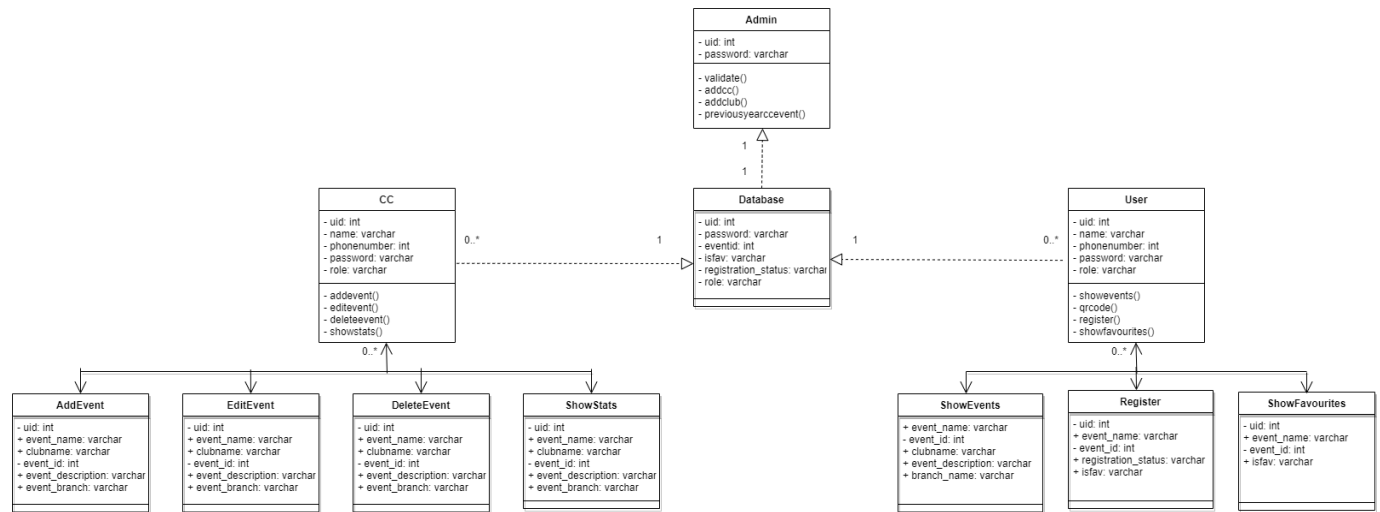
User and CC User



The use case diagram basically depicts the admin, user and CC interactions with the system along with the functionalities of all three.

3.3 Class Diagram

Class diagram is a static diagram. It represents the static view of an application. Class diagram is not only used for visualizing, describing, and documenting different aspects of a system but also for constructing executable code of the software application.



The admin has control of the database which in turn facilitates as the information repository for all the other classes

Result And Observations (Android):

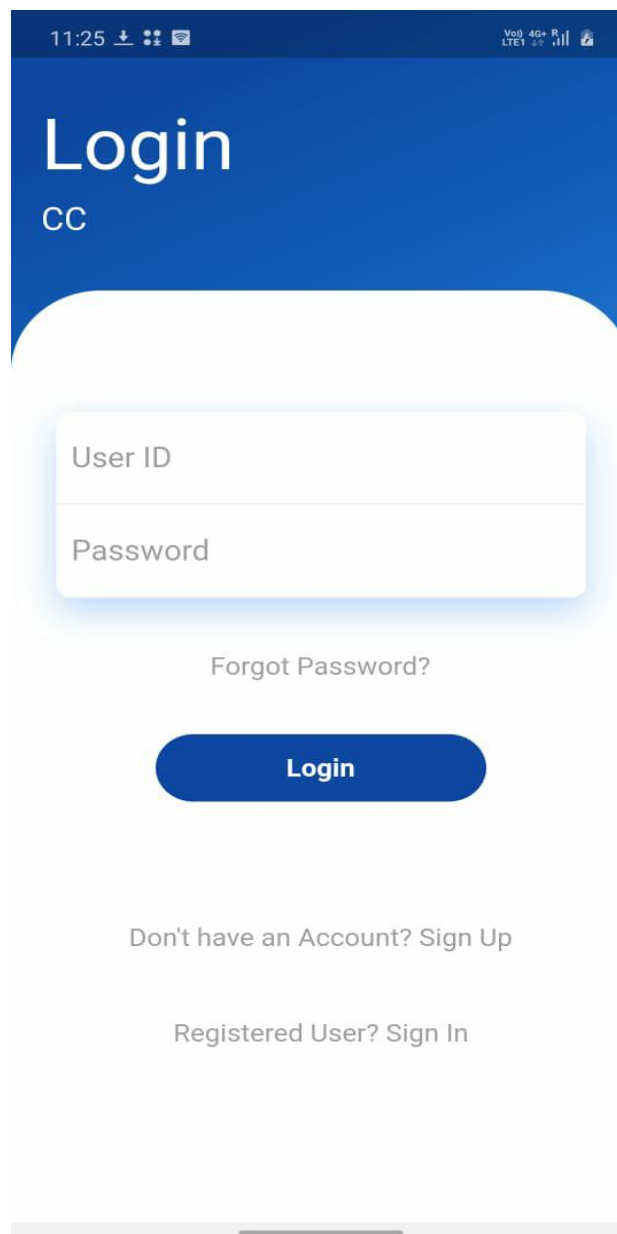


fig 4.1

The cc member can enter the login details relevant to the details sent to the mail by the admin .A cc member should enter user id and a password . Based on the details entered he can login to the account if all the credentials are matched .

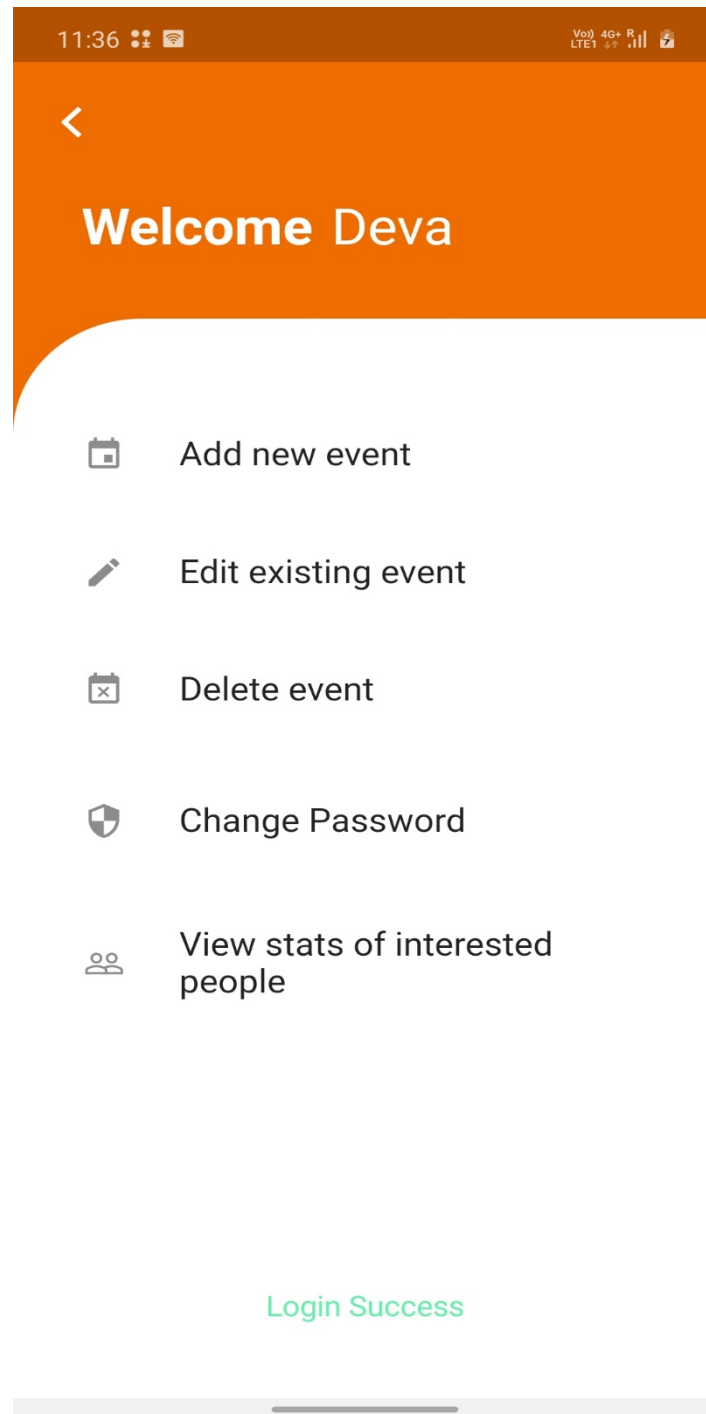
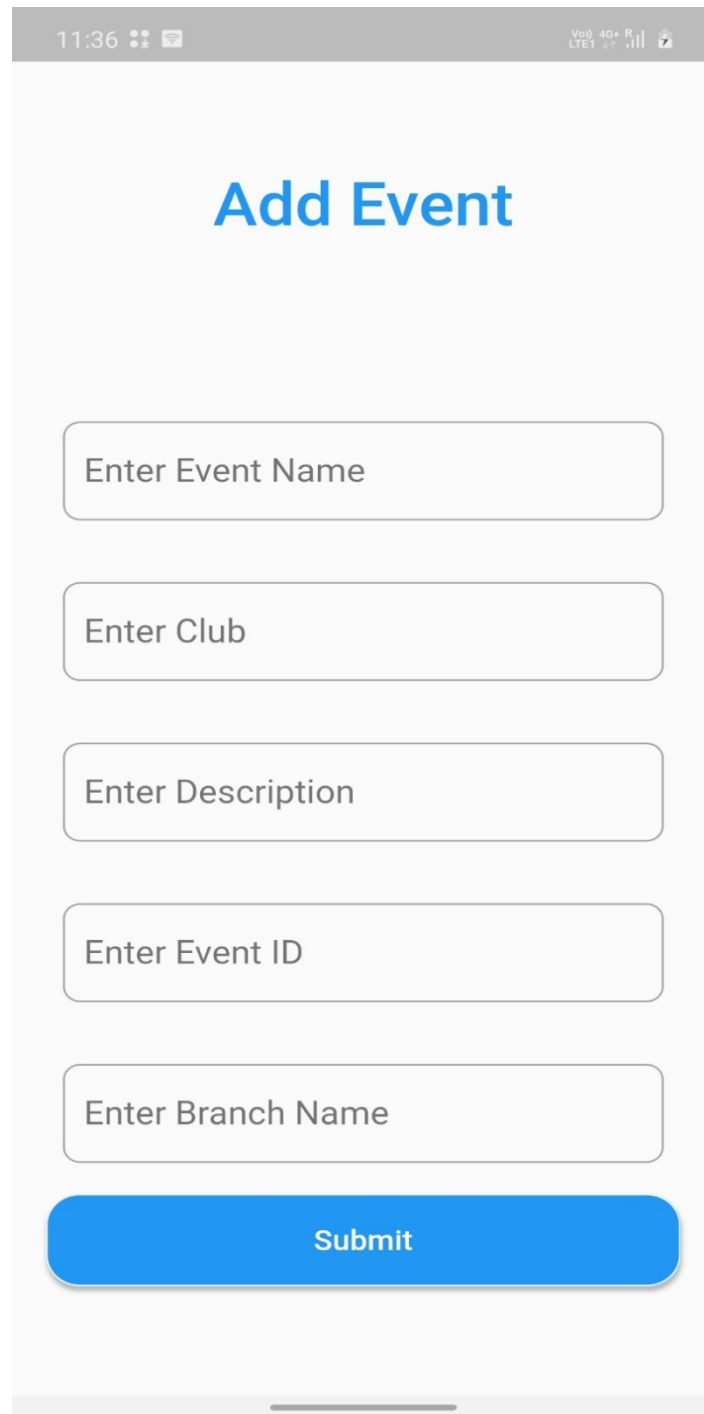


fig 4.2

Once the CC member is logged in CC can Add new event , Edit existing event , Delete event and can view stats of interested people for differents events scheduled by the CC member . CC member is also provided by the change password option.



The image shows a mobile application interface for adding an event. At the top, there is a status bar with the time 11:36 and various icons. Below the status bar, the title "Add Event" is displayed in a large, bold, blue font. The form consists of five text input fields, each with a placeholder text: "Enter Event Name", "Enter Club", "Enter Description", "Enter Event ID", and "Enter Branch Name". These fields are arranged vertically. At the bottom of the form is a prominent blue button with the text "Submit" in white. The entire form is set against a light gray background.

fig 4.3

A CC member can add a event by entering the details of the event like name and id of the event and corresponding club organizing the event and the branch . what the event is about is the description of the event .

11:37 VoD 4G+ B LTE1

Edit Event

Enter Event Name

Enter Club

Enter Description

Enter Event ID

Enter Branch Name

Submit

fig 4.4

CC can edit a event by entering the details of the event like name and id of the event and corresponding club organizing the event and the branch . what the event is about is the description of the event .

The image shows a mobile application interface for deleting an event. At the top, there is a status bar with the time 11:37, signal strength indicators, and battery level. The main title 'Delete Event' is displayed in a large, bold, blue font. Below the title, there is a text input field with the placeholder text 'Enter Event ID'. Underneath the input field is a prominent blue button with the text 'Submit' in white. The background of the app is a light gray.

fig 4.5

Event id is unique for all the events present. A CC member enters the id of the event to be deleted and if the event id exists the event is successfully deleted from the event list.

The image shows a mobile application interface on a smartphone. At the top, there is a status bar with the time 11:38, signal strength indicators, and network information (VoLTE, 4G+, LTE1). The main heading of the screen is "Enter details" in a large, bold, blue font. Below the heading, there is a white rectangular text input field with rounded corners and a thin grey border, containing the placeholder text "Enter User ID". Directly beneath the input field is a prominent blue button with rounded corners and a slight shadow, labeled "Submit" in white text. The background of the app is a light grey color.

fig 4.6

CC member can enter the user id to get his password details for his mail.

11:33

Vo 4G+ R LTE1

Change Password

Enter User ID

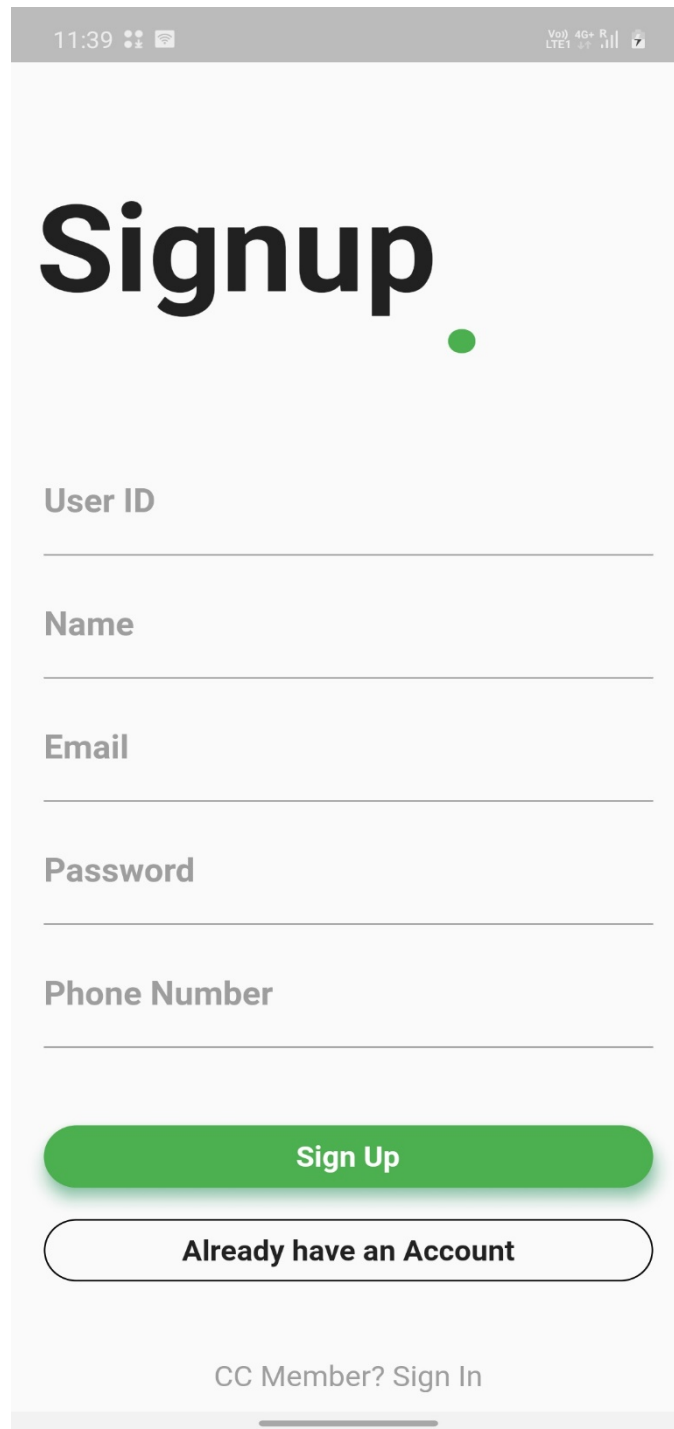
Enter Password

Confirm Password

Submit

fig 4.7

A CC member can change the password by entering his valid user id and the new password . Confirm password matches with the new password the password is changed.

A mobile application interface for a signup screen. At the top, a status bar shows the time 11:39, signal strength, and battery level. The main heading is "Signup" in a large, bold, black font, followed by a small green dot. Below the heading are five input fields, each with a label and a horizontal line for text entry: "User ID", "Name", "Email", "Password", and "Phone Number". Below these fields are two buttons: a green rounded rectangle with the text "Sign Up" and a white rounded rectangle with a black border and the text "Already have an Account". At the bottom, there is a link that says "CC Member? Sign In".

11:39

VoD 4G+ R LTE1

Signup.

User ID

Name

Email

Password

Phone Number

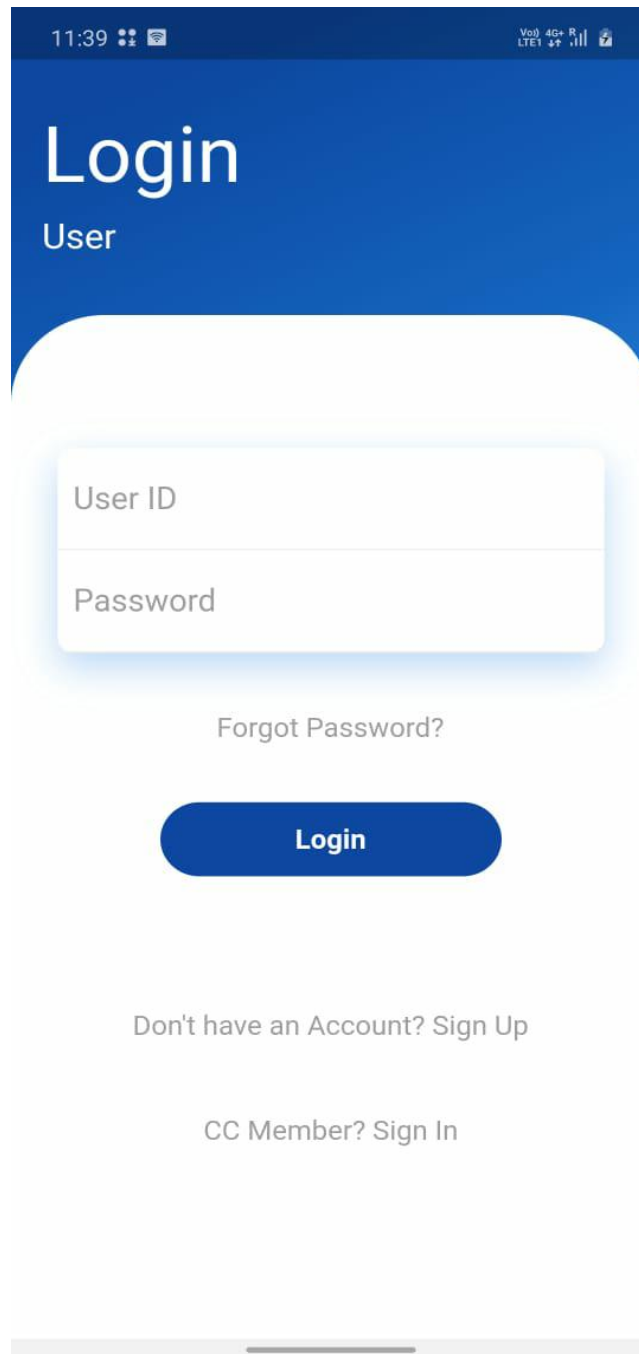
Sign Up

Already have an Account

CC Member? Sign In

fig 4.8

A user should sign up for the first time to login into his account . User should enter the details like user id , name , email , password , phone number for his account to be created . User can now login to his account .

A mobile application login screen with a blue header. The header contains the time '11:39' and status icons on the left, and 'VoD 4G+ R LTE1' with signal strength bars on the right. Below the header, the word 'Login' is displayed in large white font, followed by 'User' in a smaller white font. The main content area is white and contains a rounded rectangle with two input fields: 'User ID' and 'Password'. Below these fields is a link 'Forgot Password?'. A blue rounded button labeled 'Login' is positioned below the link. At the bottom of the screen, there are two links: 'Don't have an Account? Sign Up' and 'CC Member? Sign In'.

11:39 VoD 4G+ R LTE1

Login

User

User ID

Password

[Forgot Password?](#)

Login

[Don't have an Account? Sign Up](#)

[CC Member? Sign In](#)

fig 4.9

User can login to his account with the valid user id and password .

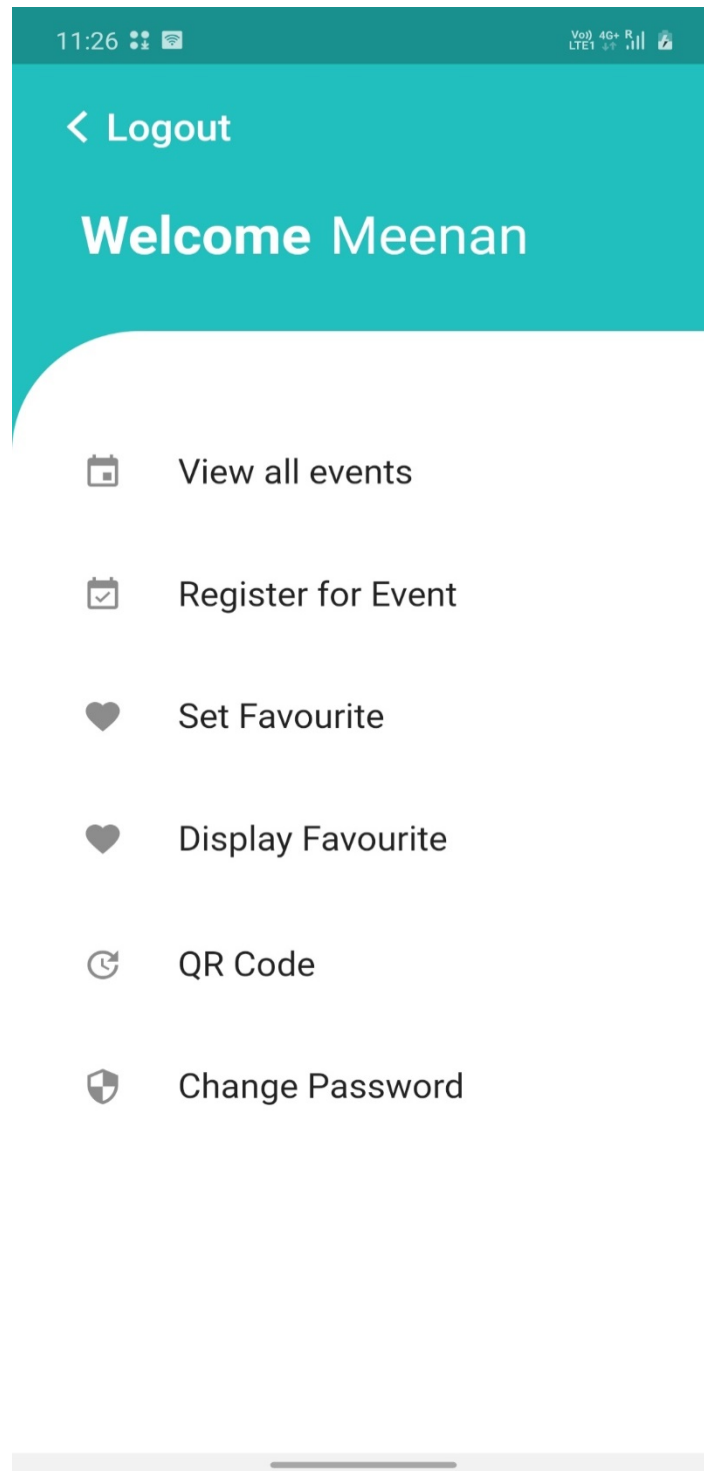


fig 4.10

User after the login can view all events , register for the event , set his favourites , View all his favourite events ,change his password and scan the QR code .

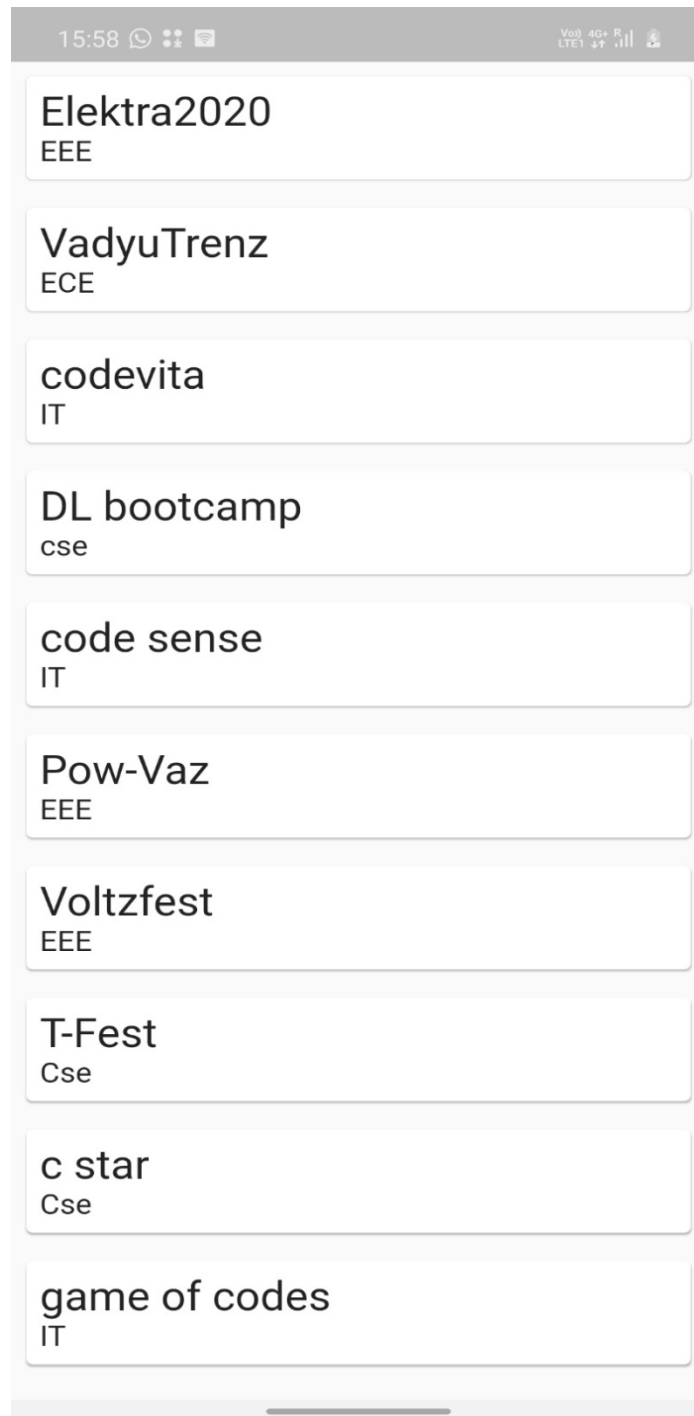
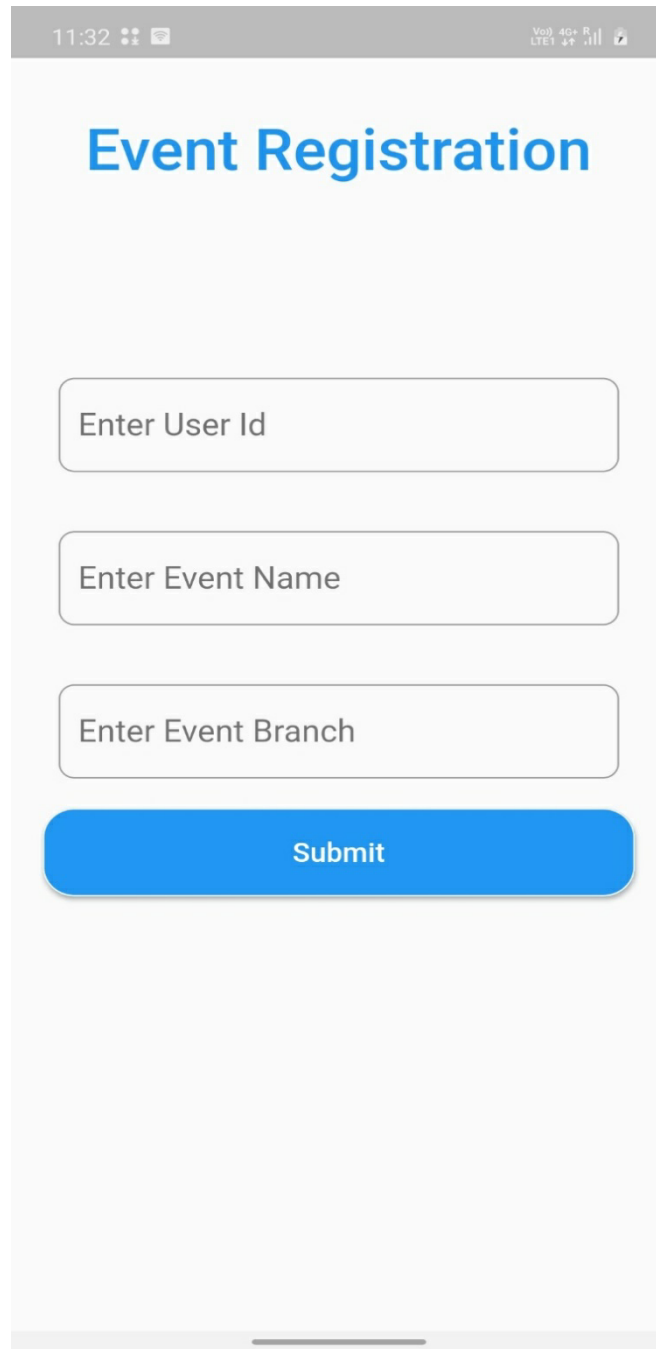


fig 4.11

View all events allows the user to all the events present .



The image shows a mobile application interface for event registration. At the top, there is a status bar with the time 11:32, signal strength indicators, and battery level. Below the status bar, the title "Event Registration" is displayed in a large, bold, blue font. The form consists of three input fields, each with a light gray border and rounded corners. The first field is labeled "Enter User Id", the second "Enter Event Name", and the third "Enter Event Branch". Below these fields is a prominent blue button with the text "Submit" in white. The entire form is set against a light gray background.

Event Registration

fig 4.12

A user can register the events with the event registration form. User has to enter the user id , name and branch of the event to register a event .

The image shows a mobile application screen with a light gray background. At the top, there is a status bar with the time '16:16' and various icons. Below the status bar, the title 'Set Favourites' is displayed in a large, bold, blue font. Underneath the title, there are three white input fields with rounded corners and thin gray borders. The first field is labeled 'Enter User ID', the second 'Enter Event Name', and the third 'Enter Event Branch'. Below these fields is a prominent blue button with rounded corners and a white shadow, labeled 'Submit'. At the very bottom of the screen, there is a thin horizontal line representing the home indicator.

fig 4.13

User can add any interested events as his favorites by giving the details of his user id and the name , branch of the event.

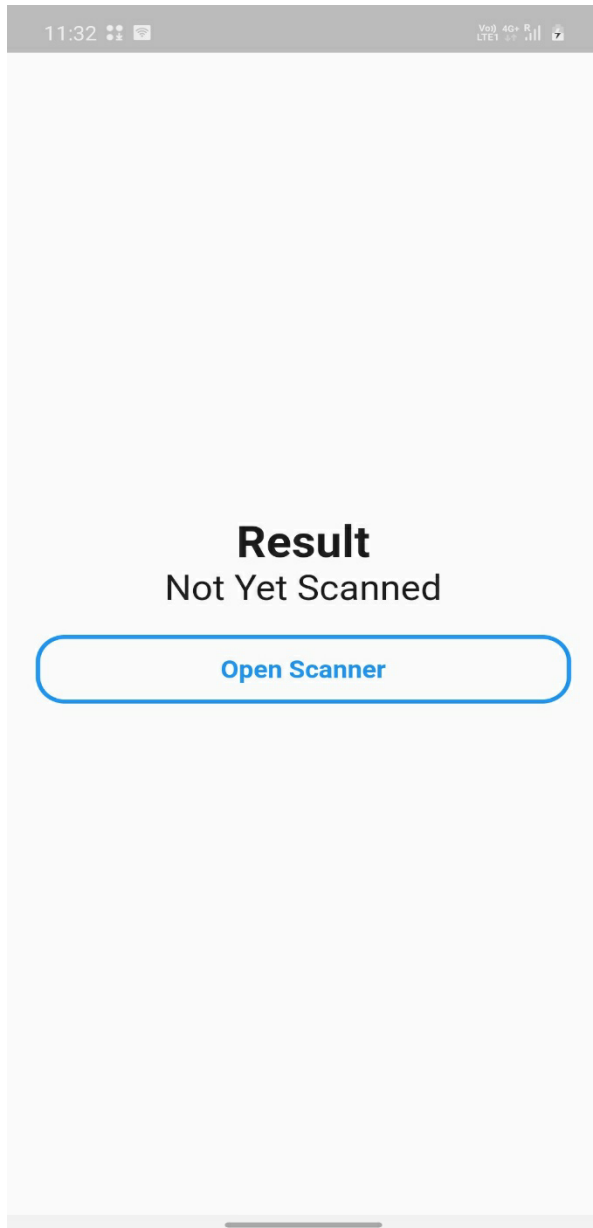


fig 4.14

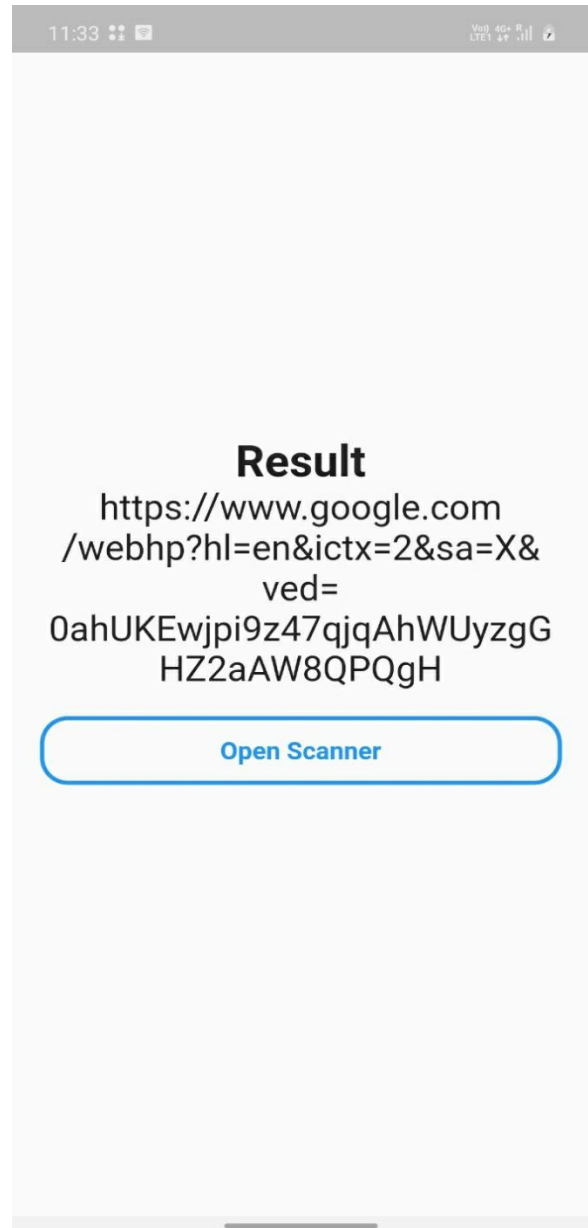


fig 4.15

QR scanner allows the user to scan a poster and gets the link of the event .

The image shows a mobile application screen with a light gray background. At the top, there is a status bar with the time 11:33, signal strength icons, and network information (VoLTE, 4G+, LTE1). Below the status bar, the title "Change Password" is displayed in a large, bold, blue font. Underneath the title, there are three input fields, each with a light gray border and rounded corners. The first field is labeled "Enter User ID", the second is labeled "Enter Password", and the third is labeled "Confirm Password". Below these input fields is a prominent blue button with rounded corners and a white shadow, labeled "Submit". At the very bottom of the screen, there is a thin horizontal line representing the home indicator bar.

11:33 VoLTE 4G+ LTE1

Change Password

Enter User ID

Enter Password

Confirm Password

Submit

fig 4.16

User can change his password by giving his user id and password is changed successfully when the new password matches with the confirm password.

RESULTS AND OBSERVATIONS (WEB APPLICATION):

LOGIN PAGE:-

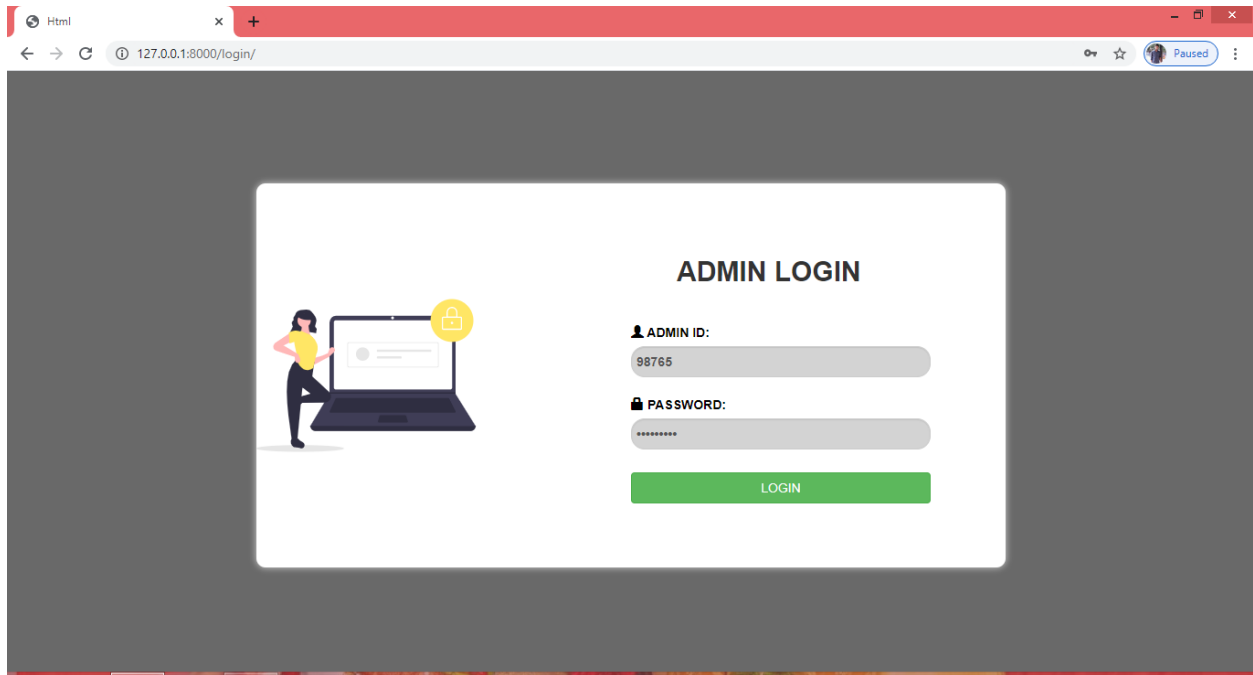


fig 4.17

This is the first page of our web application. It is an Admin Login Page. As we can see the end point for this page is '/login'. Here the admin should enter the id and password which is present in the database. These values are manually entered into our database. If the credentials are matched with the credentials in the database then upon clicking the login button next page i.e., Admin Home Page will be rendered on our web app or else the same login page will be shown with a message "Invalid Credentials".

ADMIN HOME PAGE:-

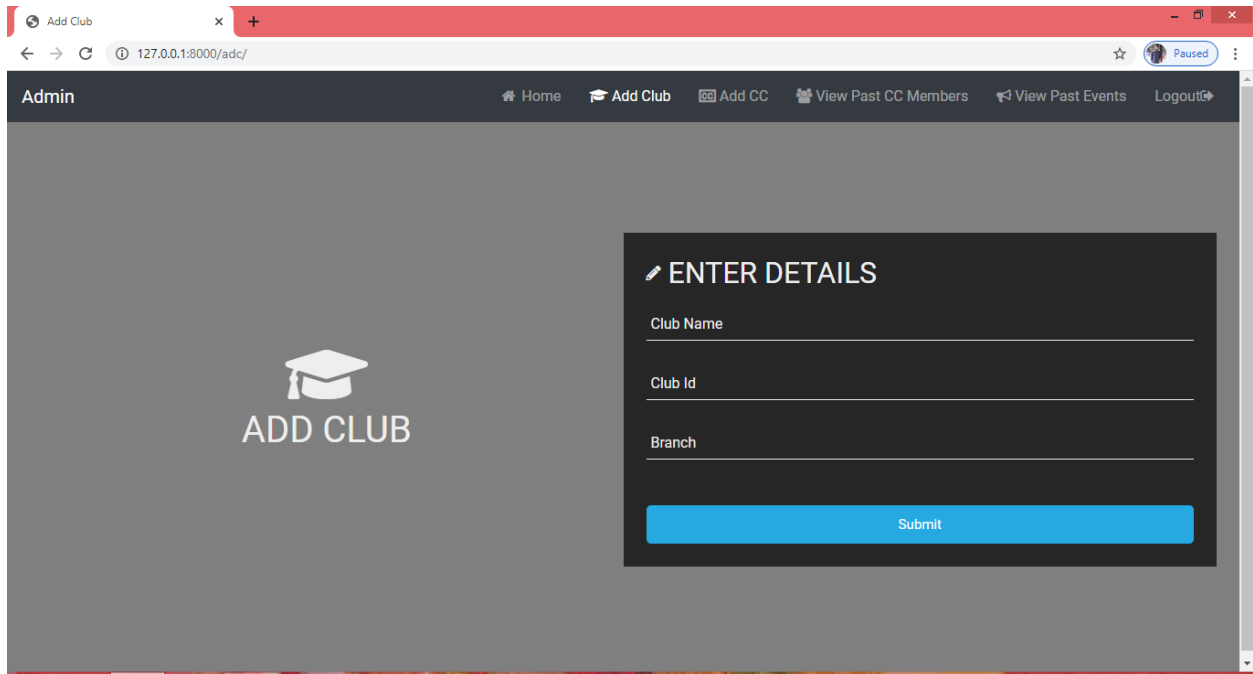


fig 4.18

This is the Admin Home Page. Once the authentication is accepted, this page will be rendered on our web app. The end point for this page is '/accept'. As we can see, there is a navigation bar on the top with options at the right side. There are five actions for the admin which he/she can perform. The first one is the Add Club, where the admin can add new clubs; the second one is AddCC, where the admin can add new CC members; the third one is the View Past CC Members, where the admin can view all the past CC members; the fourth is the View Past Events, where the admin can view all the past events which took place; and the last one is Logout, where the admin can come out of this page.

OPTIONS:-

1.ADD CLUB

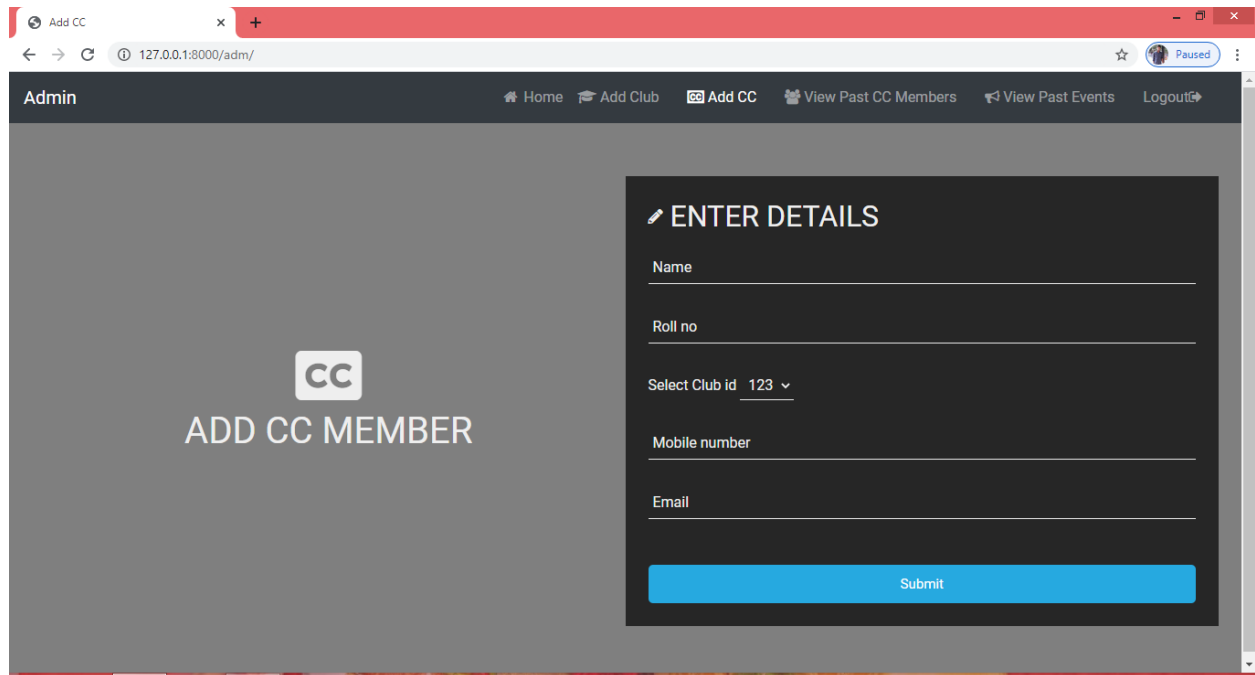


The screenshot shows a web browser window with the title 'Add Club'. The address bar displays '127.0.0.1:8000/adc/'. The page has a dark navigation bar with the word 'Admin' on the left and several menu items: 'Home', 'Add Club' (active), 'Add CC', 'View Past CC Members', 'View Past Events', and 'Logout'. The main content area has a grey background. On the left, there is a white graduation cap icon above the text 'ADD CLUB'. On the right, there is a dark grey form titled 'ENTER DETAILS' with a pencil icon. The form contains three input fields: 'Club Name', 'Club Id', and 'Branch'. Below these fields is a blue 'Submit' button.

fig 4.19

This is the AddClub page. When the admin clicks the add club option on the navigation bar, this page will be rendered on our web app. The endpoint for this page is '/adc'. This is a form page where the admin has to enter the details of the club which he/she wants to add. The admin should enter the Club Name, Club Id, and Branch which is organising the particular club and click on the submit button. Here it is mandatory to enter each and every detail. If the admin fails to do so, it will display a message beside the field as "Please fill the required field". Once the admin clicks the submit button, all the details entered by the admin will be automatically stored in our database. Next, upon clicking the submit button, the home page of admin will be rendered on our app.

2.ADD CC



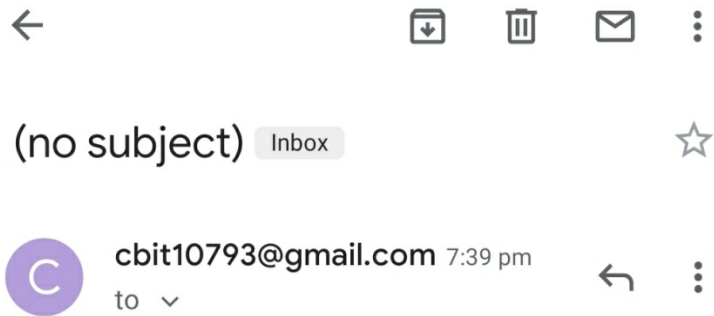
The screenshot shows a web browser window with the address bar displaying '127.0.0.1:8000/adm/'. The page has a dark navigation bar with the following links: Home, Add Club, Add CC, View Past CC Members, View Past Events, and Logout. The main content area is divided into two sections. On the left, there is a large grey box with a 'CC' logo and the text 'ADD CC MEMBER'. On the right, there is a dark grey box titled 'ENTER DETAILS' which contains a form with the following fields: Name, Roll no, Select Club id (with a dropdown menu showing '123'), Mobile number, and Email. A blue 'Submit' button is located at the bottom of the form.

fig 4.20

This is the AddCC page. When the admin clicks the add cc option on the navigation bar, this page will be rendered on our web app. The endpoint for this page is '/adm'. This is a form page where the admin has to enter the details of the CC Members which he/she wants to add. The admin should enter the Name, Roll no, Club Id, Mobile number, and Email of the particular cc member and click on the submit button. Here it is mandatory to enter each and every detail. If the admin fails to do so, it will display a message beside the field as "Please fill the required field". Once the admin clicks the submit button, all the details entered by the admin will be automatically stored in our database.

Here the Login details of the CC member will be sent to the mail of the CC member entered. This is the sample mail. It contains the Login_Id and Password with which the cc member can login and also the cc member can change the password if he wants to.

SAMPLE MAIL:-



LOGIN DETAILS

user_id: 150118733124
Password: 150118733124

fig 4.21

Next upon clicking the submit button the home page of admin will be rendered on our app.

3.VIEW PAST CC MEMBERS

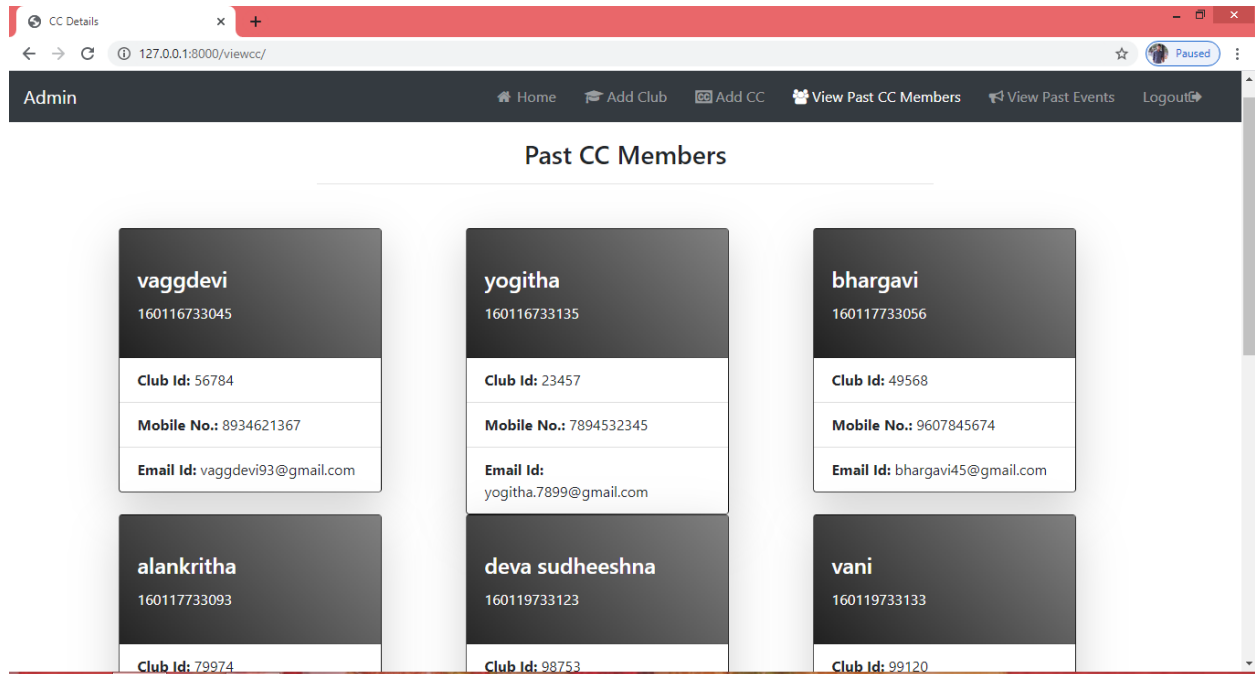


fig 4.22

This is the View Past CC Members page. When the admin clicks the view past cc members option on the navigation bar, this page will be rendered on our web app. The endpoint for this page is '/viewcc'. Here the details of the previous CC Members from the database will be rendered and displayed on our web page in the form of cards as shown above. The above details are the sample data which we entered in our database.

4.VIEW PAST EVENTS

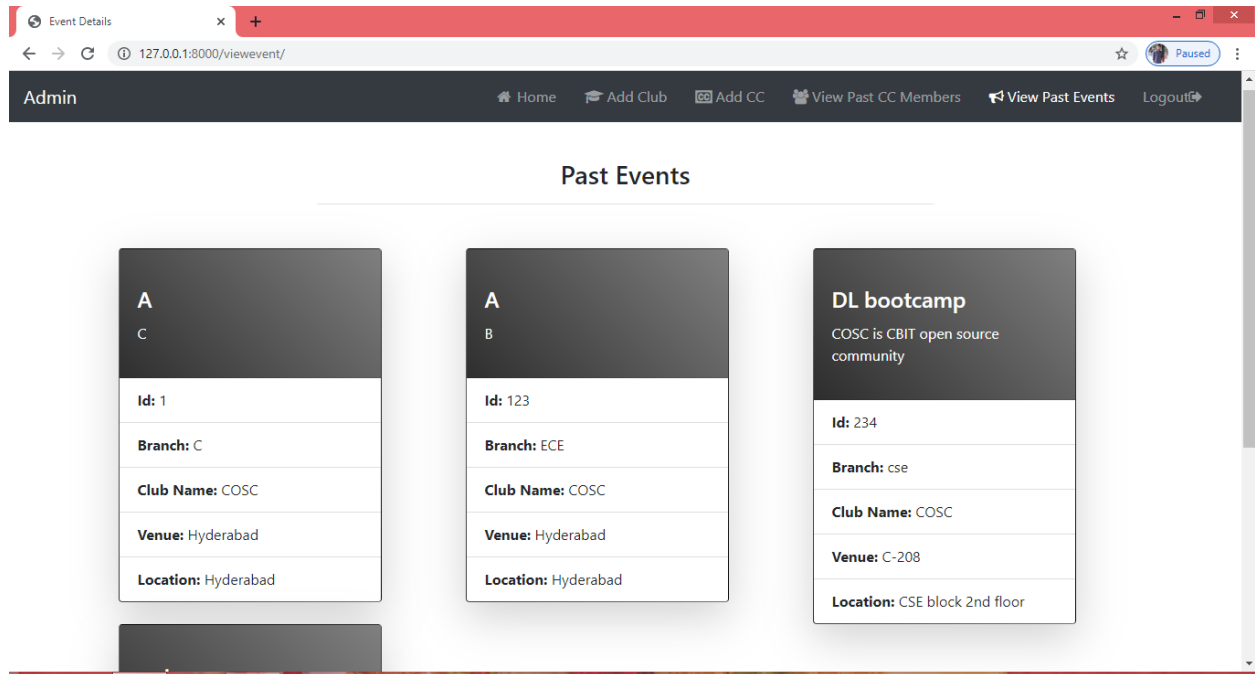


fig 4.23

This is the View Past Events page. When the admin clicks the view past events option on the navigation bar, this page will be rendered on our web app. The endpoint for this page is '/viewevents'. Here the details of the previous events from the database will be rendered and displayed on our web page in the form of cards as shown above. The above details are the sample data which we entered in our database.

5.LOGOUT:

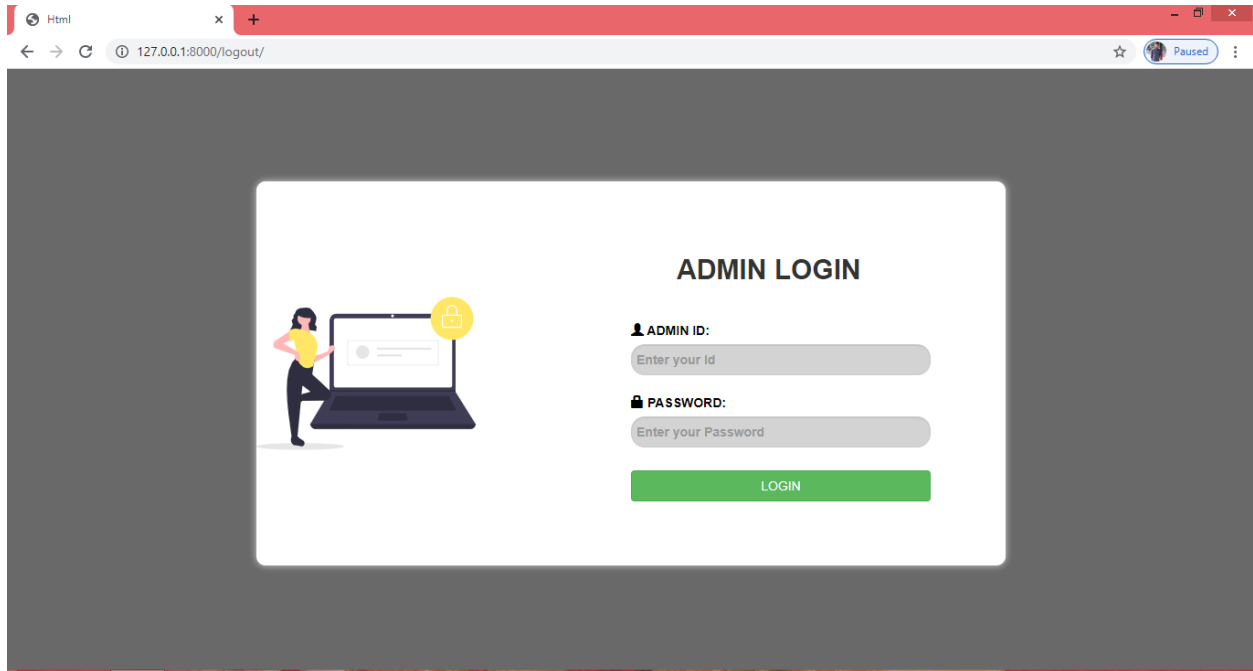


fig 4.24

This is the logout page. When the admin clicks the logout option on the navigation bar, this page will be rendered on our web app. The endpoint for this page is '/logout'. Like this, the admin can come out from the home page.

This is all about the ADMIN MODULE in our web application.

5. CONCLUSION

“Event management is the application of project management to the creation and development of large scale events such as festivals, conferences, ceremonies, formal parties, concerts, or conventions”. It is needed everywhere in many businesses like retail, sport, finance, software etc.

Sudhee event management system reduces the burden on users by allowing them to register for events at their fingertips. It also helps the CC members to efficiently handle operations related to their respective events. The primary objective of this application is to ensure user satisfaction by allowing easy registrations and an interactive user friendly interface.

6. FUTURE SCOPE

We would like to enhance our system to have the ability to be used in any technical event in any college without the specificity of sudhee.

We plan to make our system flexible in order for the usage for any technical event in any college.

References

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