Project Report
On

# Calendar & Event Management

Internal Guide

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B. Tech Semester VI Computer Engineering
May – June 2013

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# U.V.PATEL COLLEGE OF ENGINEERING

May – June 2013

## C E R T I F I C A T E

**T O W H O M S O E V E R I T M A Y C O N C E R N**

This is to certify that **Mr. Darshan Modh** student of B. Tech Semester VI (Computer Engineering) has completed Mini Project titled "Calendar & Event management" in the year 2013.

Project Guide
Mr. Ravi Raval
Sign

Head
CE/ IT Department
Sign

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May – June 2013

# C E R T I F I C A T E

**T O W H O M S O E V E R I T M A Y C O N C E R N**

This is to certify that **Ms. Dhruvi Brahmbhatt** student of B. Tech Semester VI (Computer Engineering) has completed Mini Project titled "Calendar & Event management" in the year 2013.

Project Guide
Mr. Ravindra Modi
Sign

Head
CE/ IT Department
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# Acknowledgement

We will like this opportunity to express our immense gratitude to our project guides, **Mr. Ravi Raval** and **Mr. Ravindra Modi,** UVPCE, Kherva. We are graceful to them for his great interest in our work and excellent guidance. They have been a constant source of inspiration and motivation to us. By their uncompromising demand for the quality and insistence for meeting the deadlines, we have been able to do such an excellent work. They have shown us a way to excellent work. We also thank them for providing us depth knowledge of System Requirement Specification and working principle of development of any project.

I want to say thank to all staff of UVPCE for support us directly or indirectly to build this project. They provide us atmosphere and necessary tools which we required.

Last, we would like to extend thanks to all our classmates also. We are thankful to them for giving time to time and valuable guidance during the project period and giving us excellent guidance in taking our curriculum decision and choosing, initiating and getting on with the project.

We always have felt the invisible help from the almighty, without the blessing almighty, we could not have succeeded.

**Darshan Modh (10012011046)**

**Dhruvi Brahmbhatt(10012011011)**

# Abstract


- Timing and Scheduling - It's the way 21st century being punctual. Event Management is the need of every human being. To make something memorable, this application is helpful.
- It is Java based web application.
- Although Calendar is useful in person, especially in the workplace, universities, and high schools.
- Event Management and Calendar can also merged with any Social Networking Application and make it more reliable.
- It is also worked as File System. One can store private file on the server and he/she can use it from anywhere.
- One can Add/Delete Event and his private files.
- User can interact with its own social networking and share or update ideas.
- One can maintain personal account and share its own event with others.

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# INTRODUCTION ABOUT PROJECT

## 1.1 OVERVIEW OF THE PROJECT

Now a day's every user wants to access their personal information as well as its own events. This system has facility to store and delete personal information about user. It's helpful to manage data and events. This system also helps to scheduling data and events. It has also facility of account so user can store their personal information by logging into their account.

User can share their information with other user also can get notification of other user's shared event. It is a simple web application for user with easy understanding.

This feature can be implemented in Social Networking with chatting facility. It can also used to Send notification to User's mobile via e-mail. User can use this application with its own social networking.

## 1.2 SCOPE OF PROJECT

The system is built in Java Web development. Java is very well known language in the market. So it can be understood easily by any organization. The interface of this system is user friendly and very attractive.

Therefore on analyzing all the points above it was felt by the students that there was need of such a tool which could fulfill all the needs of student and any other persons who needs calendar in their daily life.

In developing this project, it is the most important thing to bind all the contents of the projects together to fulfill the scope of the project. So that by web designing principals, the project management activity is the determination activity of web designing scopes.

This project covers lots of things for users. As a developer's point of view, project seems good to user when the data is well defined and all the error or exception possibilities can be fixed. Think all possibilities that may be arise in the executions of the project on the web browser.

The main thing is the security. Some data are shown to only authenticate users. Every page of project cannot be shown to all users. Authentication is the major goal of this project. User have to keep all security aspects in mind while using such web applications because of its private data.

## 1.3 PURPOSE OF PROJECT

We choose this project because every students need such an application which is useful in their daily life as well as it can be accessed from anywhere. Students and also any professional employee need this application in many ways.

Every user who is connected to this system can make their own account in the system. So his/her all private information are stored in this system. He/she can use the calendar on the go.

There is some system always required in student life for his/her study work, personal work or financial work. Student can store his/her any event on particular date like some test or exams which will be held in college, then he/she can add this event in his/her personal account. User can add any personal event like birthday of any friend. He/she can add any memorable event into it. User can fix its meeting or any appointment in the calendar.

This system allows user to store also some files. Students need this thing very much in their college life. When they want to upload any practical or any other document, they can. They can download such document from their home because it's a web application. So user can access it from anywhere. This system provides better file system like a cloud computing to store data on the web. It is also very useful for children to store their monthly pocket money and all the expenditure details for their personal life. They can entry it in the calendar and measure their monthly expenditure.

The data is the most important for the users as well as the company or organization. So security of all the data of users who are attached with this system is very important.

Looking this project closely, we can found one important thing is interaction of the well know social networks. The purpose is that we can provide our new system with the advantages of existing systems.

# FEASIBILITY ANALYSIS

# 2. Feasibility Analysis

A feasibility study is an evaluation and analysis of the potential of the proposed project which is based on extensive investigation and research to give full comfort to the decisions makers. It helps in deciding whether it is viable to go through the project or not. Feasibility study studies the system and tells the system whether to develop the system or not.

- Technical Feasibility
- Economic Feasibility
- Operational Feasibility
- Schedule Feasibility

## 2.1 Technical Feasibility

The technical feasibility assessment is focused on gaining an understanding of the present technical resources of the organization and their applicability to the expected needs of the proposed system. It is an evaluation of the hardware and software and how it meets the need of the proposed system.

## 2.2 Economical Feasibility

The purpose of the economic feasibility assessment is to determine the positive economic benefits to the organization that the proposed system will provide. It includes quantification and identification of all the benefits expected. This assessment typically involves a cost/ benefits analysis.

The costs of different hardware/software configuration need to be examined. Hidden costs such as user time for requirements acquisition, testing and training should not be omitted; the most frequently missed cost is the cost of maintaining the system once it is installed. Set against the costs should be a quantifiable assessment of the expected benefits, for example reduced labor costs, and improved customer service for predicted increase in orders.

### 2.3 Operational Feasibility

Operational feasibility is a measure of how well a proposed system solves the problems, and takes advantage of the opportunities identified during scope definition and how it satisfies the requirements identified in the requirements analysis phase of system development.

The operational feasibility assessment focuses on the degree to which the proposed development projects fits in with the existing business environment and objectives with regard to development schedule, delivery date, corporate culture, and existing business processes.

### 2.4 Schedule Feasibility

A project will fail if it takes too long to be completed before it is useful. Typically this means estimating how long the system will take to develop, and if it can be completed in a given time period using some methods like payback period. Schedule feasibility is a measure of how reasonable the project timetable is.

# HARDWARE AND SOFTWARE REQUIREMENTS

## Hardware Requirements

| Characteristics | Minimum | Recommended |
|---|---|---|
| **Processor** | Pentium III or later | Pentium IV or later |
| **Processing Speed** | 800 MHz | 1.5 GHz |
| **RAM** | 512 MB | 1 GB |
| **HDD** | 50 MB | 75 MB |

## Software Requirements

| Characteristics | Software |
|---|---|
| **Operating System** | Windows XP SP2+, Vista, 7, or 8 |
| **Development Kit** | JDK 6.0 or later |
| **Front End** | Apache Tomcat 7.0 or later |
| **Back End** | MySQL Database |
| **Web Browser** | Mozilla Firefox 16+, Google Chrome or any other supporting |

# PROJECT PLANNING

**SCHEDULE OF PROJECT**

| Starting Date | Completion Date | Work Tasks |
|---|---|---|
| 03/01/2013 | 10/01/2013 | Find Project Definition |
| 17/01/2013 | 24/01/2013 | Collect information about different server side languages |
| 24/01/2013 | 31/01/2013 | Know the relation between JSP and Servlets |
| 31/01/2013 | 14/02/2013 | Prepare necessary diagrams of the project |
| 14/02/2013 | 28/02/2013 | Make Database |
| 14/03/2013 | 21/03/2013 | Created Login page, Register Page and Edit Profile Page |
| 21/03/2013 | 28/03/2013 | Prepare Presentation |
| 28/03/2013 | 04/04/2013 | Created all operations of pages. |
| 04/04/2013 | 11/04/2013 | Designing |
| 11/04/2013 | 18/04/2013 | Made Project Report |

# UML DIAGRAMS

### 5.1 USE CASE DIAGRAM:

A Use Case Diagram is "a diagram that shows the relationships among actors and use cases within a system." Use case diagrams depict:

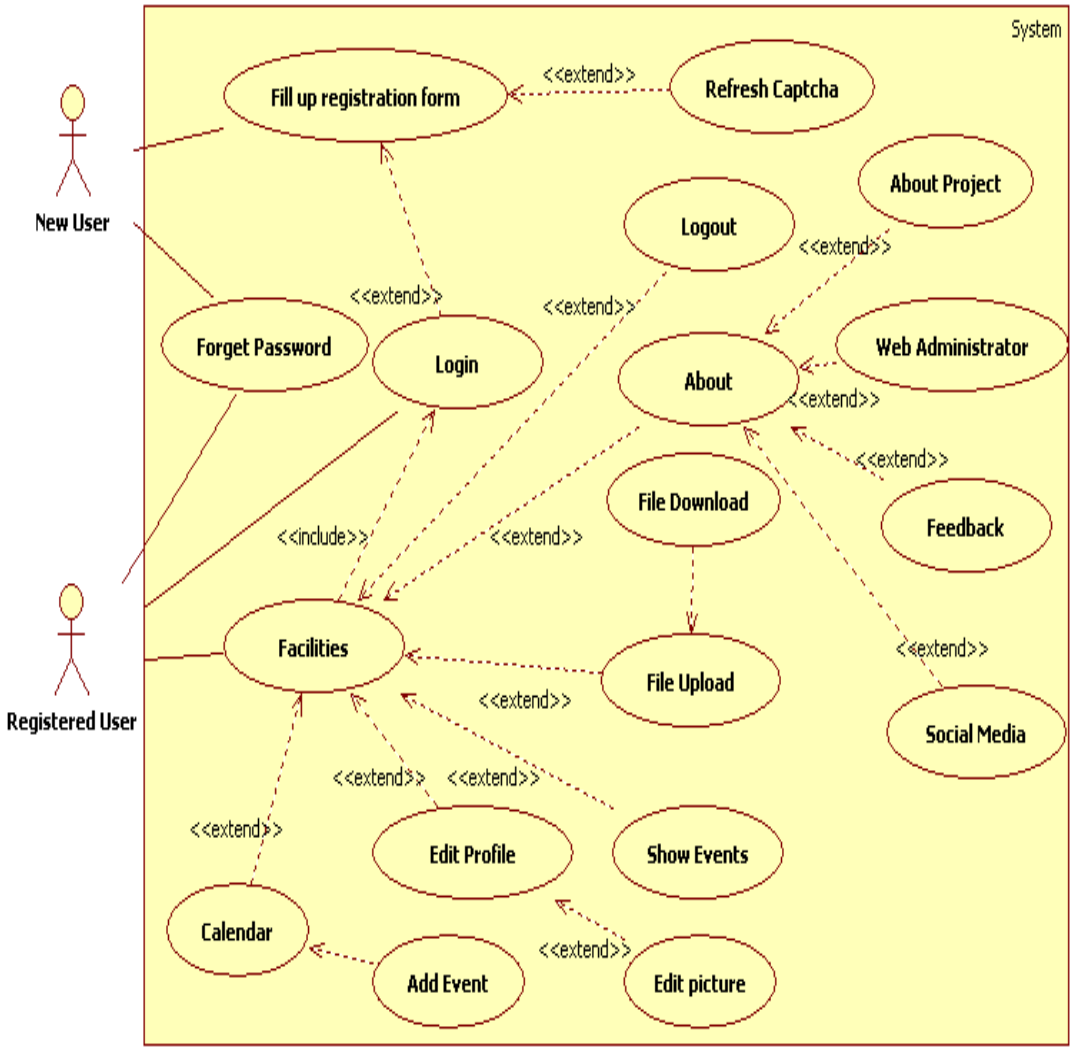
- **Use cases**. A use case describes a sequence of actions that provide something of measurable value to an actor and is drawn as a horizontal ellipse.

- **Actors**. An actor is a person, organization, or external system that plays a role in one or more interactions with your system. Actors are drawn as stick figures.

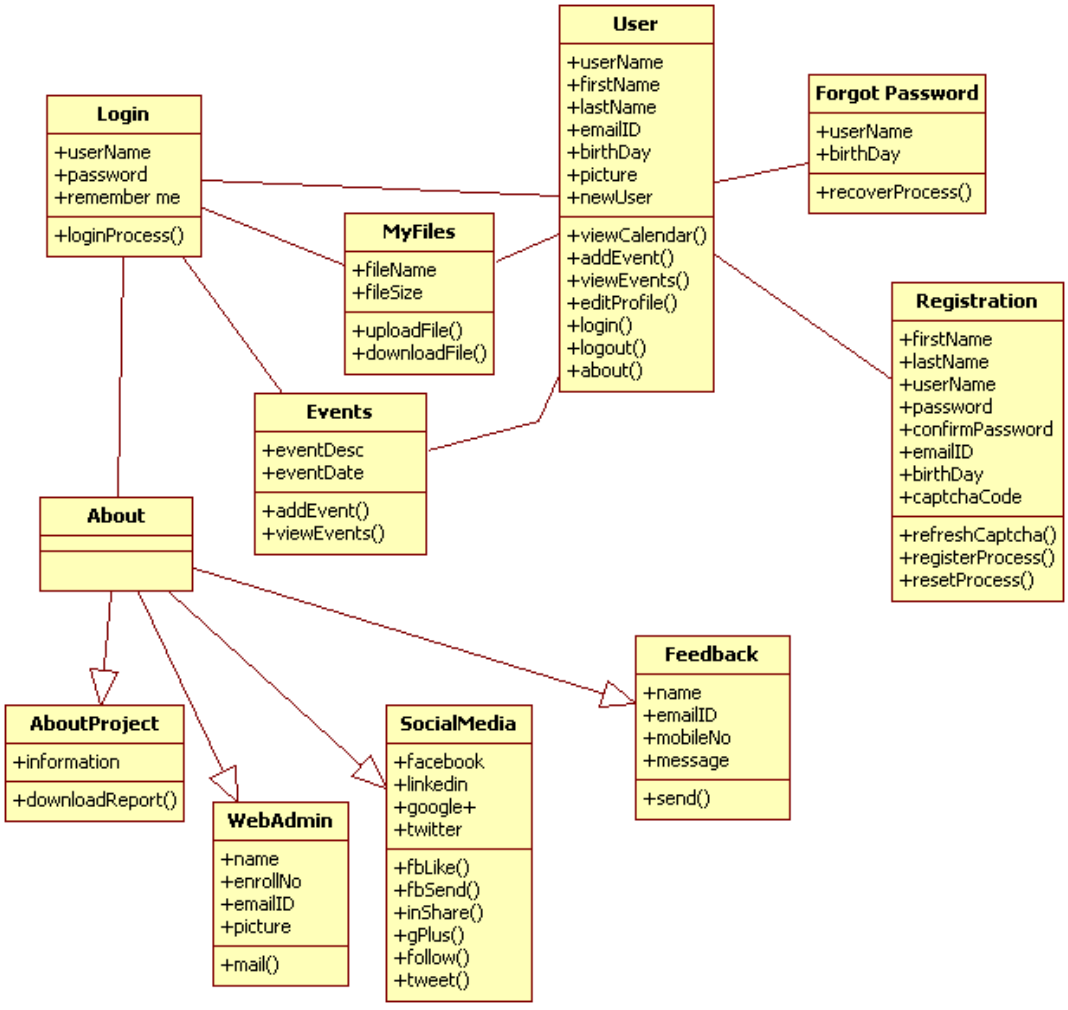
- **Associations**. Associations between actors and use cases are indicated in use case diagrams by solid lines. An association exists whenever an actor is involved with an interaction described by a use case. Associations are modeled as lines connecting use cases and actors to one another, with an optional arrowhead on one end of the line. The arrowhead is often used to indicating the direction of the initial invocation of the relationship or to indicate the primary actor within the use case. The arrowheads are typically confused with data flow and as a result WE avoid their use.

- **System boundary boxes (optional)**. You can draw a rectangle around the use cases, called the system boundary box, to indicates the scope of your system. Anything within the box represents functionality that is in scope and anything outside the box is not. System boundary boxes are rarely used, although on occasion I have used them to identify which use cases will be delivered in each major release of a system.

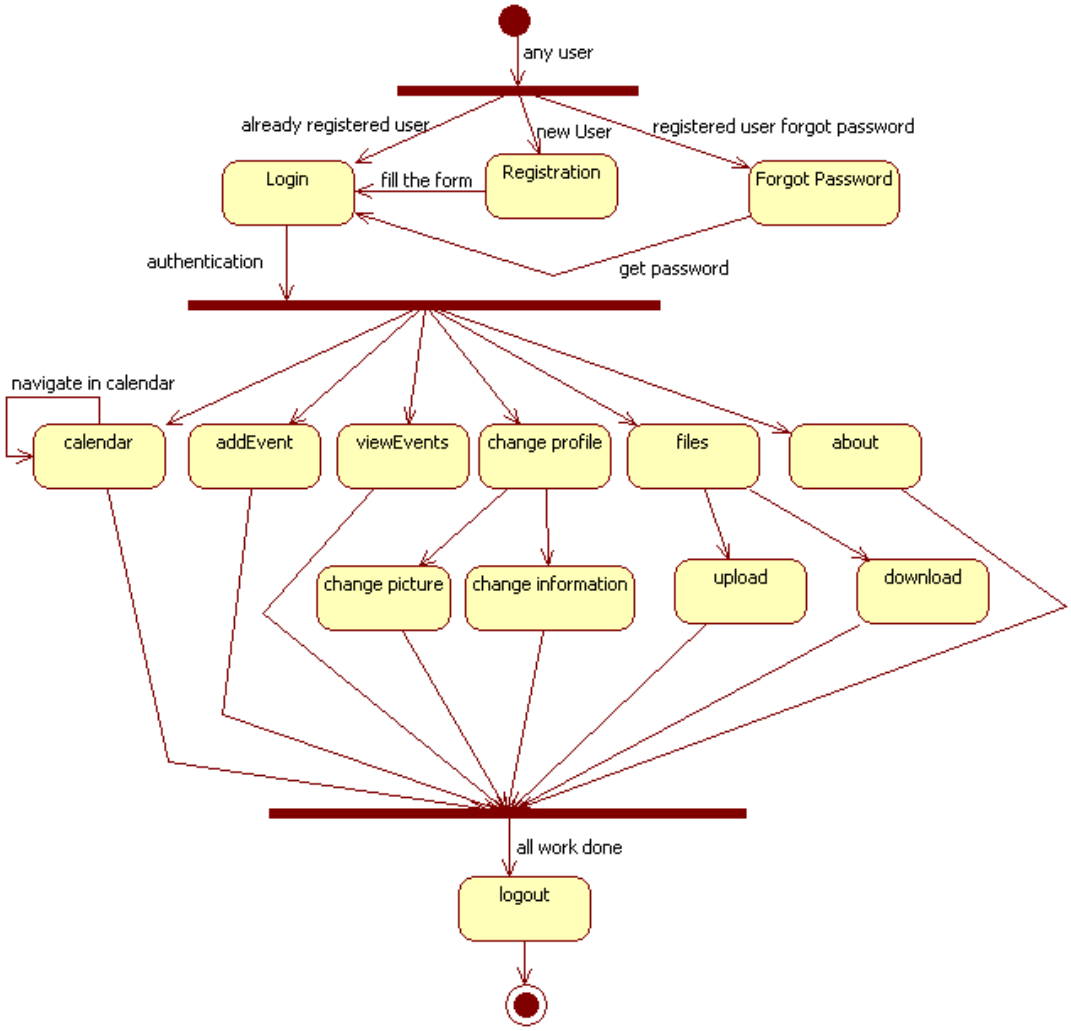
- **Packages (optional)**. Packages are UML constructs that enable you to organize model elements (such as use cases) into groups. Packages are depicted as file folders and can be used on any of the UML diagrams, including both use case diagrams and class diagrams. WE use packages only when our diagrams become unwieldy, which generally implies they cannot be printed on a single page, to organize a large diagram into smaller ones.


System
New User
Registered User
Fill up registration form
Refresh Captcha
About Project
Logout
Forget Password
Login
About
Web Administrator
File Download
Feedback
Facilities
File Upload
Social Media
Edit Profile
Show Events
Calendar
Add Event
Edit picture
<<extend>>
<<include>>

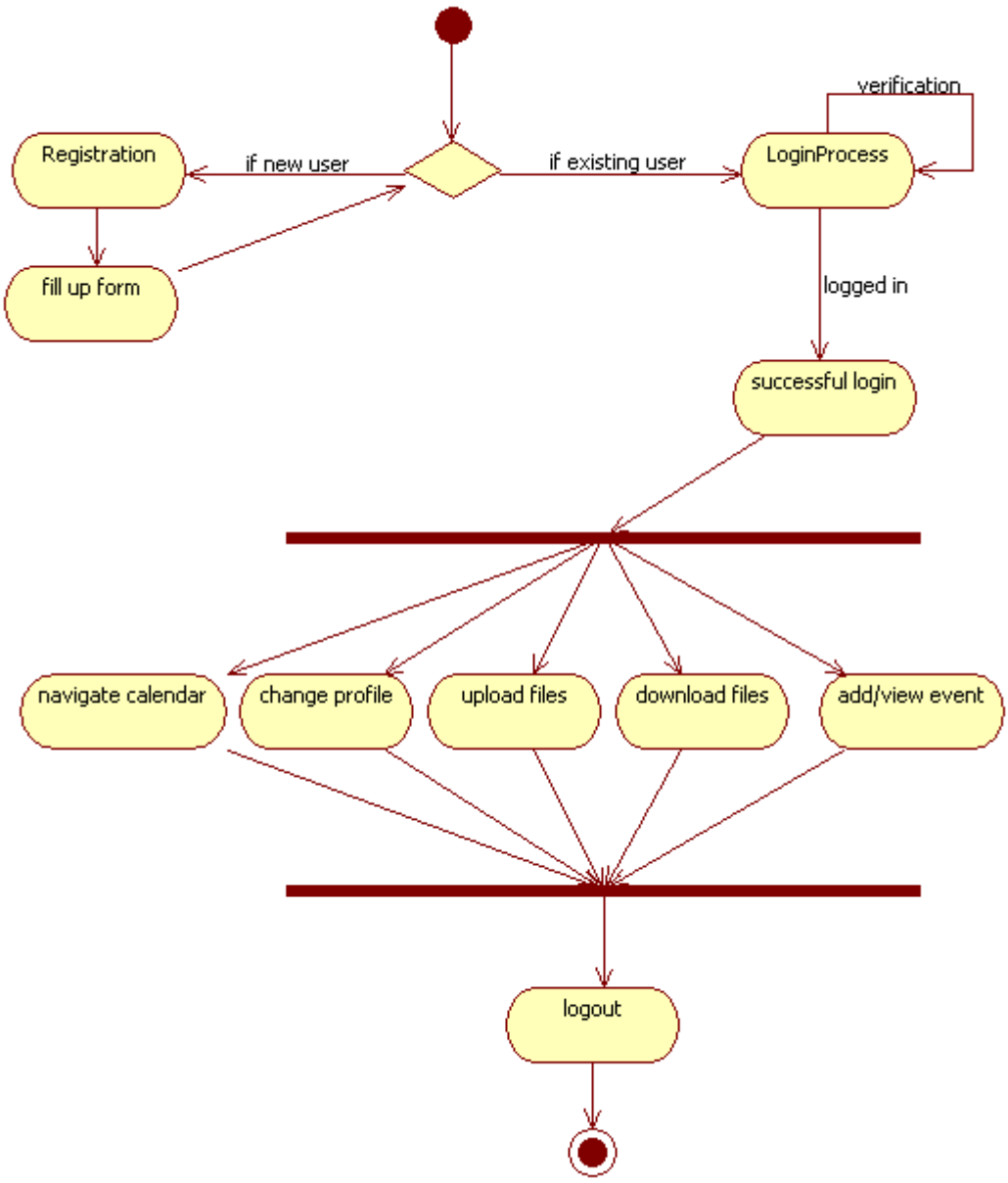
## 5.2 CLASS DIAGRAM



### 5.3 STATECHART DIAGRAM

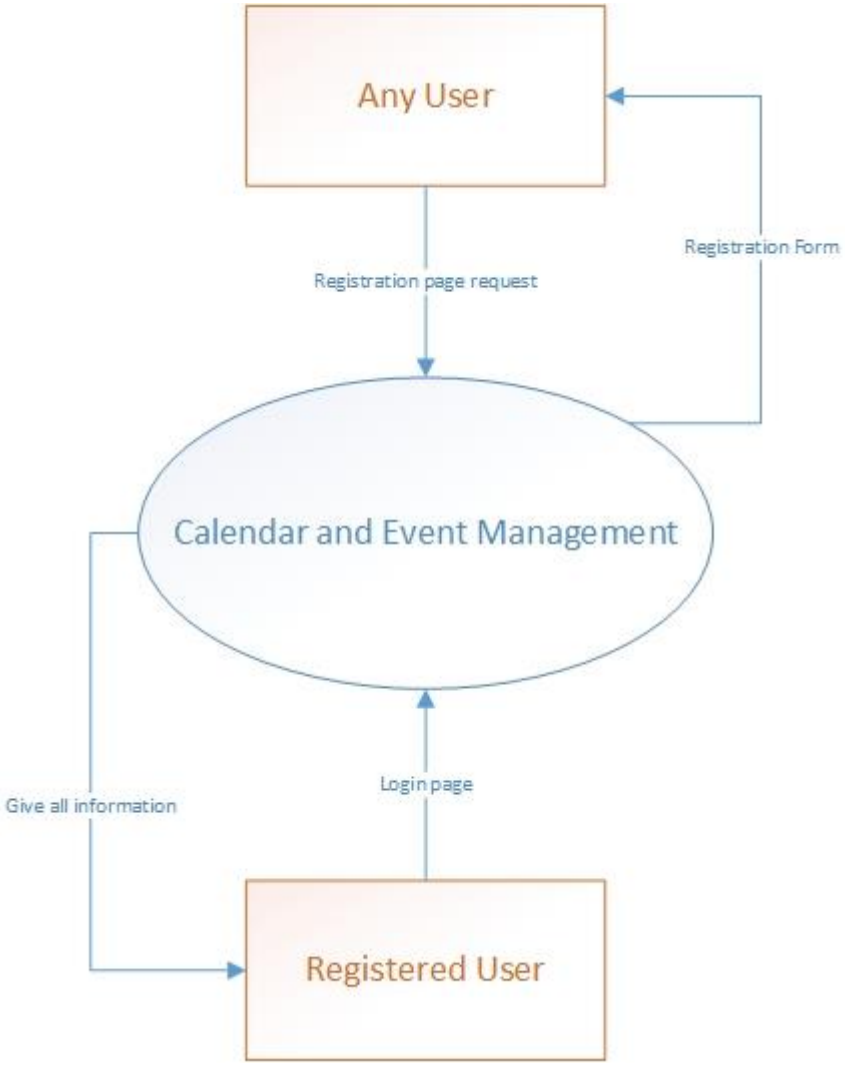


### 5.4 ACTIVITY DIAGRAM

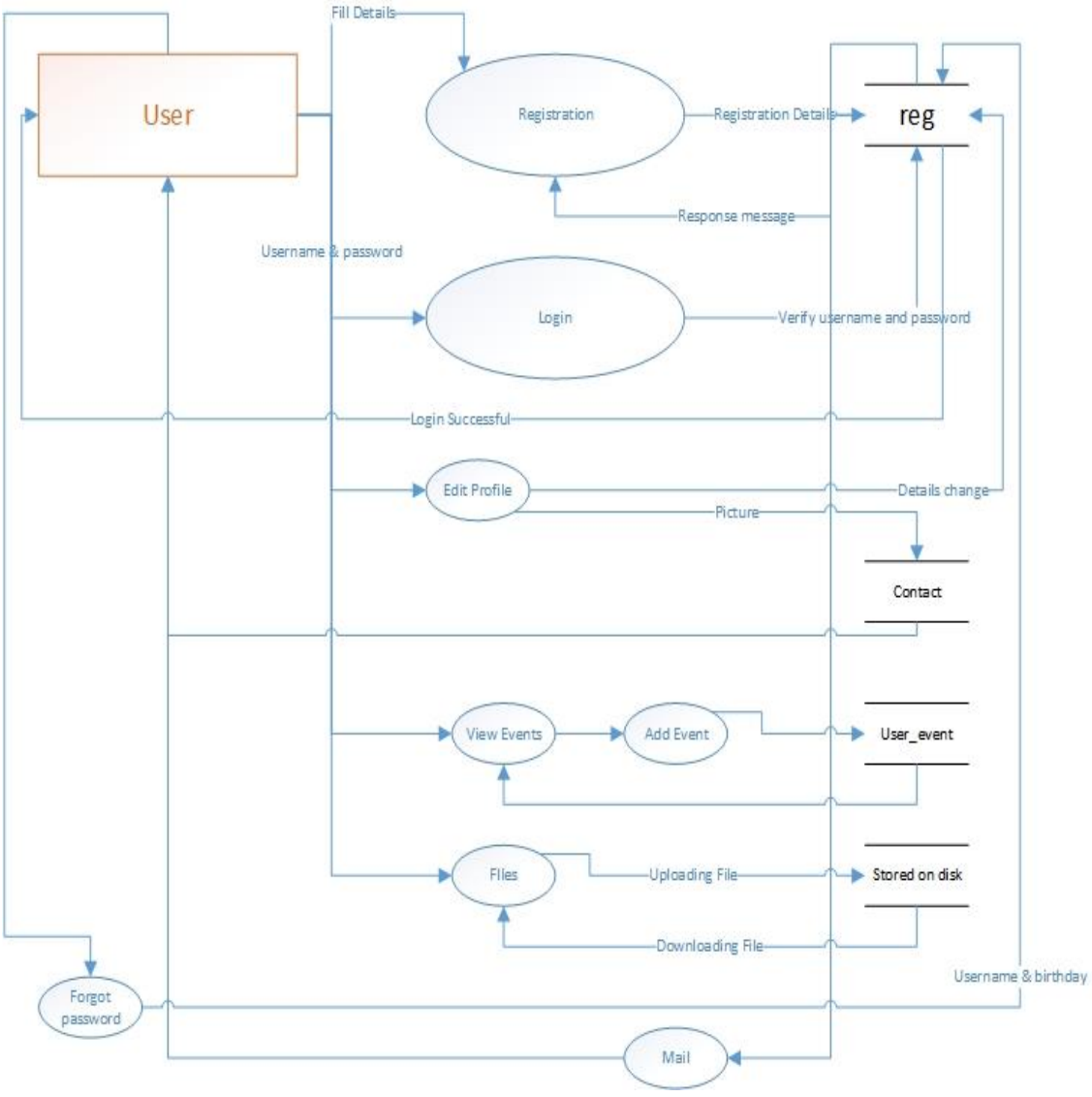


## 5.5 DFD DIAGRAMS

### LEVEL 0



**LEVEL 1**


Fill Details
User
Registration
Registration Details
reg
Response message
Username & password
Login
Verify username and password
Login Successful
Edit Profile
Details change
Picture
Contact
View Events
Add Event
User_event
Files
Uploading File
Stored on disk
Downloading File
Username & birthday
Forgot password
Mail

### 5.6 DATA DICTIONARY

**Contact**

| | # | Name | Type | Collation | Attributes | Null | Default | Extra |
|---|---|---|---|---|---|---|---|---|
| ☐ | 1 | c_id | int(11) | | | No | None | AUTO_INCREMENT |
| ☐ | 2 | uname | varchar(30) | latin1_swedish_ci | | No | None | |
| ☐ | 3 | photo | mediumblob | | | No | None | |

**Description:** This table contains the information about the user and the images of the user.

**Reg**

| | # | Name | Type | Collation | Attributes | Null | Default | Extra |
|---|---|---|---|---|---|---|---|---|
| ☐ | 1 | fname | varchar(30) | latin1_swedish_ci | | No | None | |
| ☐ | 2 | lname | varchar(30) | latin1_swedish_ci | | No | None | |
| ☐ | 3 | uname | varchar(30) | latin1_swedish_ci | | No | None | |
| ☐ | 4 | pass | varchar(30) | latin1_swedish_ci | | No | None | |
| ☐ | 5 | cpass | varchar(30) | latin1_swedish_ci | | No | None | |
| ☐ | 6 | email | varchar(30) | latin1_swedish_ci | | No | None | |
| ☐ | 7 | bday | varchar(10) | latin1_swedish_ci | | No | None | |

**Description:** This table contains the all information about the user. Every registered user's data is available in this table.

**User_event**

| | # | Name | Type | Collation | Attributes | Null | Default | Extra |
|---|---|---|---|---|---|---|---|---|
| ☐ | 1 | eventid | int(11) | | | No | *None* | AUTO_INCREMENT |
| ☐ | 2 | username | varchar(30) | latin1_swedish_ci | | No | *None* | |
| ☐ | 3 | eventdesc | varchar(300) | latin1_swedish_ci | | No | *None* | |
| ☐ | 4 | eventdate | date | | | No | *None* | |

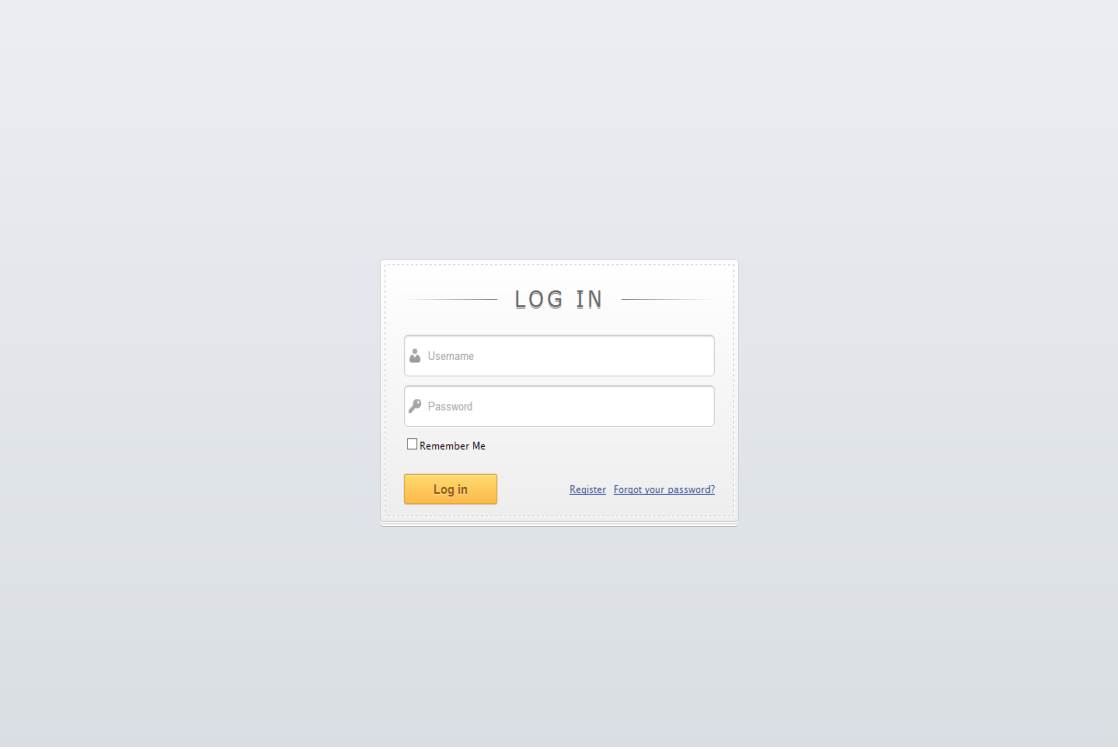
**Description*:*** This table contains the all information about the events and respective user with event date. The list of events are fetched from this table.

**SCREEN SHOTS**

**INDEX PAGE:**

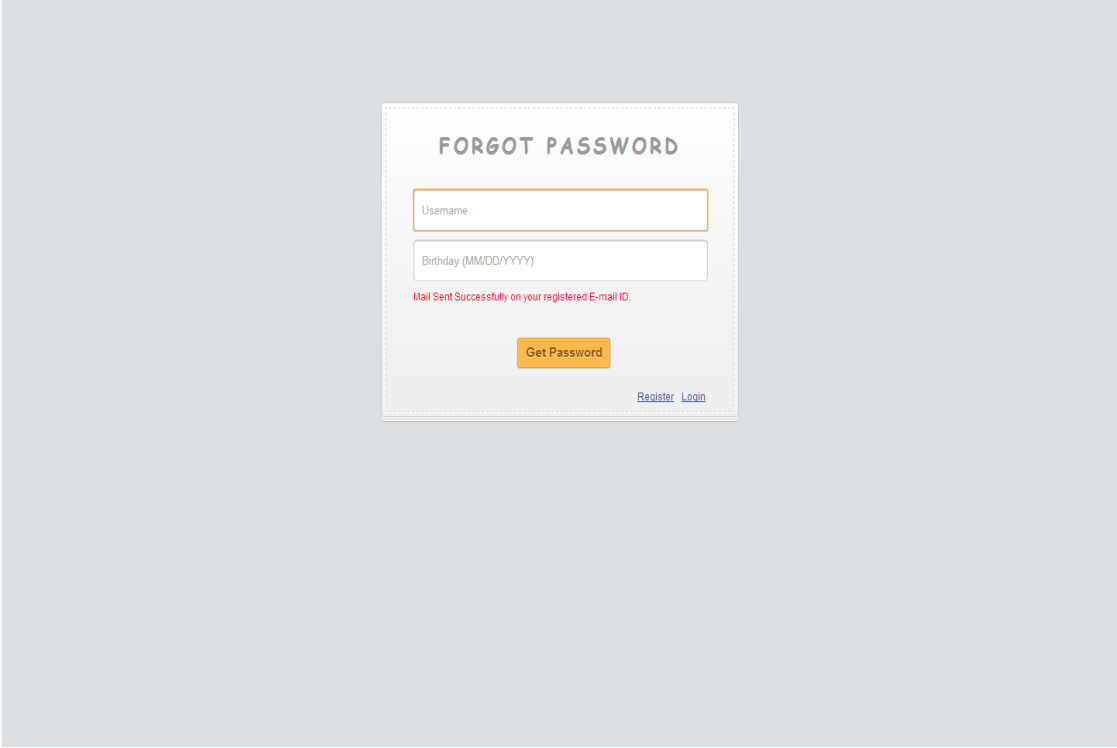
The index page of the Inspire calendar is shown below. This is the first page that will be open when application start. This page enables the user to login them with his/her user ID and password. It is the **LOGIN PAGE** as we use filter in java. So user cannot access any single page in the project without login. If the new user wants to access the system then he/she can sign up by clicking Register link.

This page has been decorated with the certain useful features like forgot password incase the password has been forgotten by user. In that case system will go to new page for recovery. It will ask the user for username and his/her birthday. If both the answers match then system will send one email to the user. This email address is the one which is entered by user at registration time. This email contains password of the user.

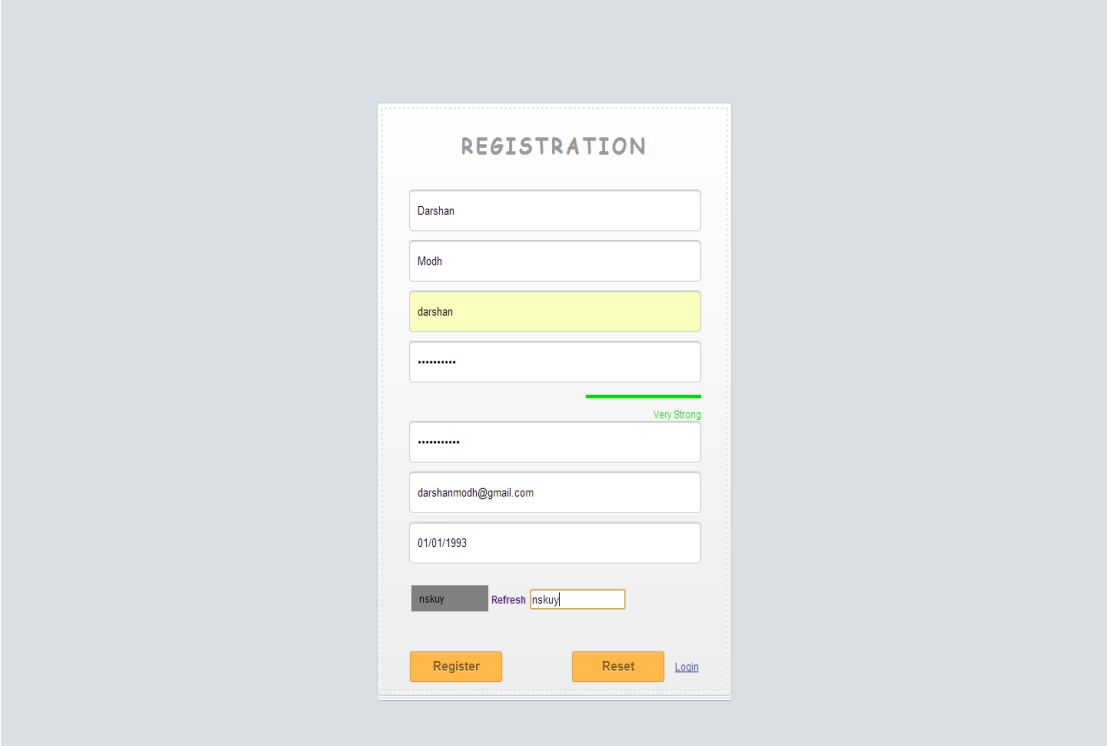



**FORGOT PASSWORD PAGE:**

In case, user forgot the password of the system this module help him/her to recover the password. User always know his/her birthday which is written at the registration time. With the help of correct username and birthday system fetch the password of the user and send that password to the user via email which is registered.




**REGISTRATION PAGE:**




This is the page of registration. When the user come to this system first time, he/she have to register himself/herself. This is the registration page with

complete validations. Every fields are required. So user have to fill every field. Username is the unique, so if the username is not available then it will display error message.

There is one password strength meter which gives the idea to the user his/her password's strength. Email ID has pattern validation. So user have to insert email with proper format. For birthday, there is one date-picker to choose user's birthday with attractive animation.

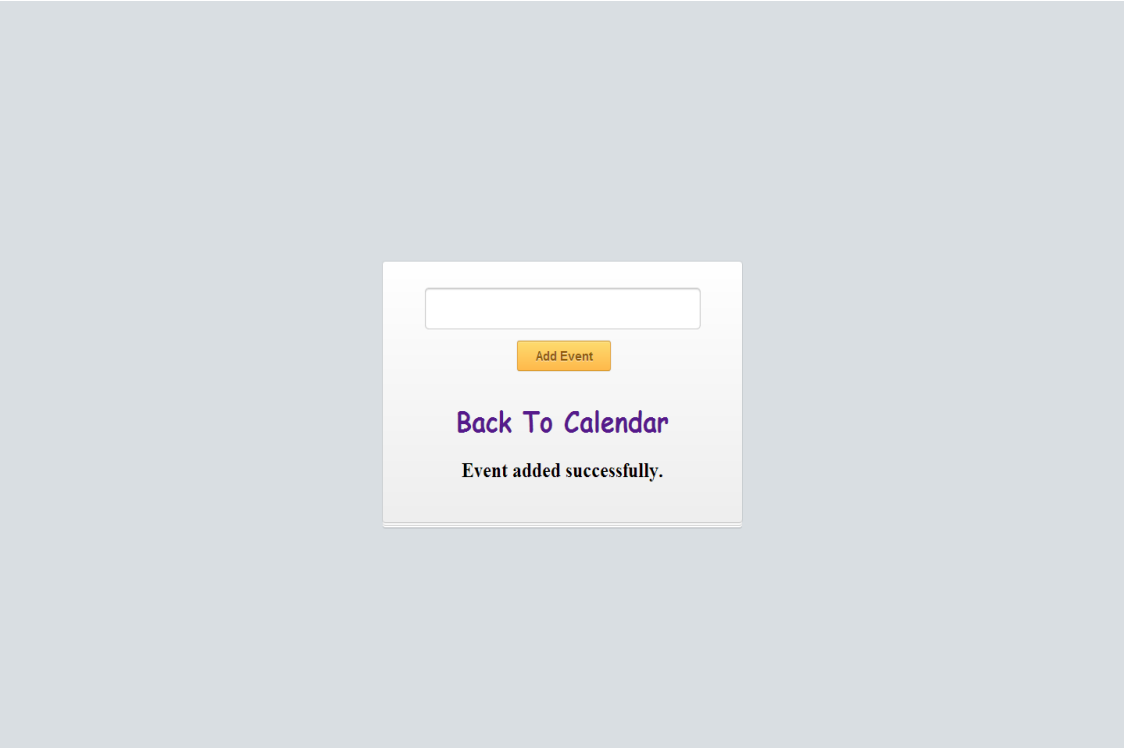
At last, to prevent from the spam and script's attack, there is one captcha code. Human being can easily read that code and write the same code in the text box. But any script cannot do this because the code is inside the image.

**WELCOME PAGE:**

After login successful with proper username and password, user will be redirected to this web page. It is the "home menu" page. User can redirect to any page from this page. In first line, there is title with attractive animation. Then, there is a menu. Then, there is user information i.e. profile pic and full name. The most of the page is covered by the calendar. In every date user can add event. User can open any calendar of any year and any month (70 years previous and 70 years next).

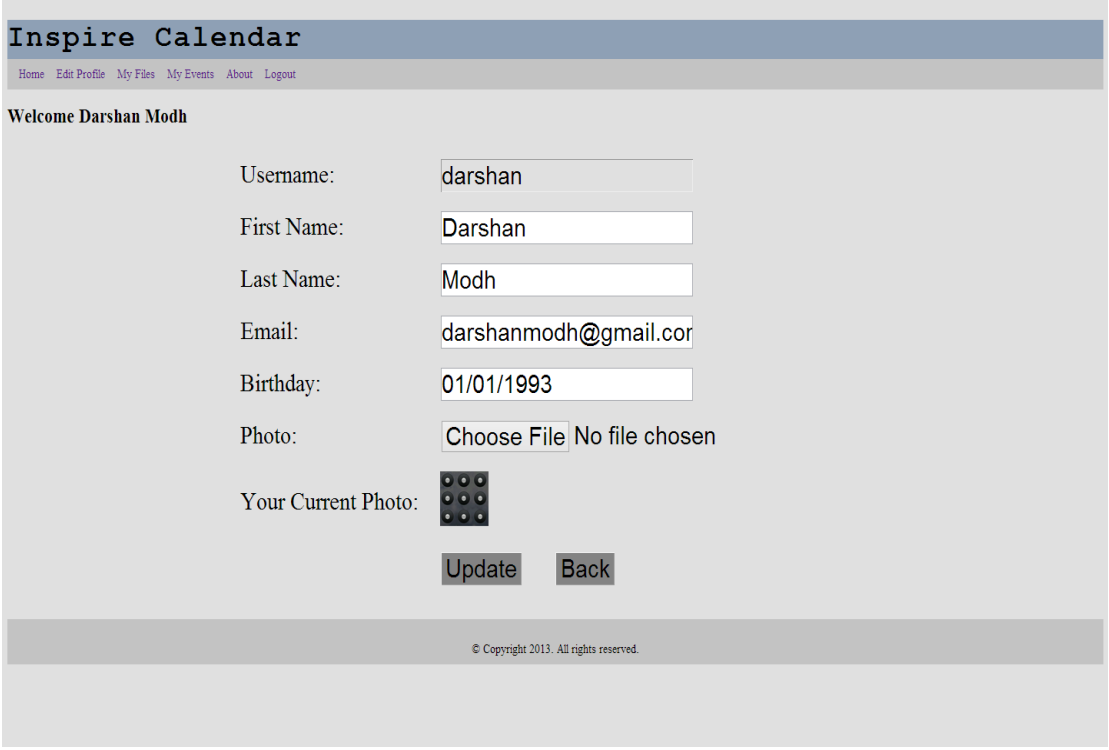
**ADD EVENT PAGE:**

From the welcome page, user can select any date of month to add event. The hyperlink of any date of month can redirect with parameters like date, month and year. User can simply write Event Description in the title box and click Add Event button. Event will be added into particular user's data. After successful adding, the page shows message for confirmation.

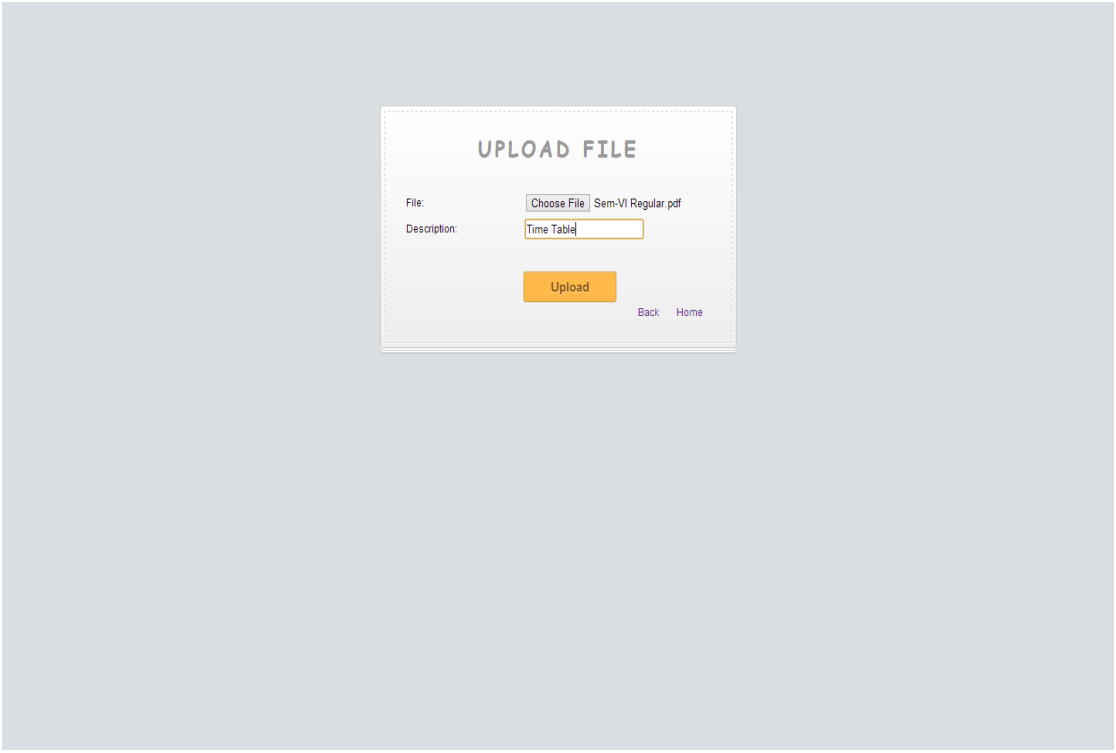



**EDIT PROFILE PAGE:**

This page contains every personal details of logged in user. User can add his/her photo first time from here. Initially system does not provide any photo to any user. Here, no one can edit the username field. It will be directly fetched from the cookies of the system. There are also some restrictions like user can't upload his/her photo more than 2 MB. After clicking Update button all the data and the photo will be updated immediately. Photo is stored on disk, not in database. In this system, every page has header and footer as well as.

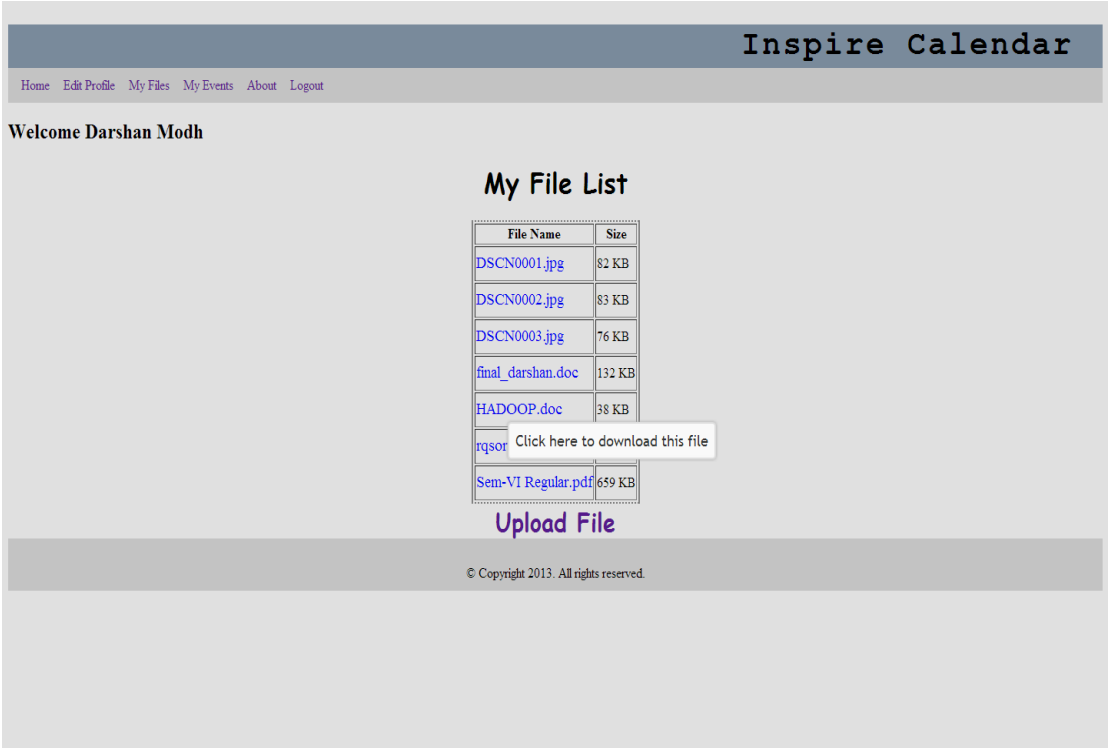



**UPLOAD FILE PAGE**



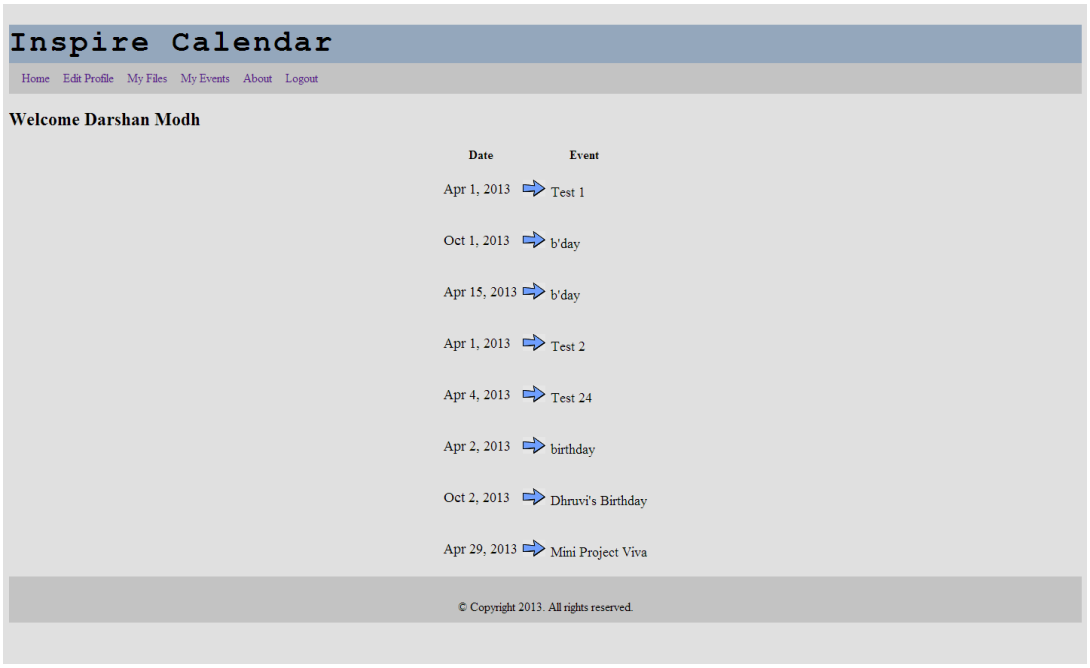

This page is for the file operation. In this system, user can upload and download user's personal file. User can upload any file instantly from this page. There is a limitation of file uploading. User can upload only that files whose size is

less than 5 MB. User can give description to that file. But it is optional. This description is never used. User can see all the files in the table which is uploaded by himself/herself. User can download that file by clicking that file. It will directly downloaded from the server disc to client's computer.

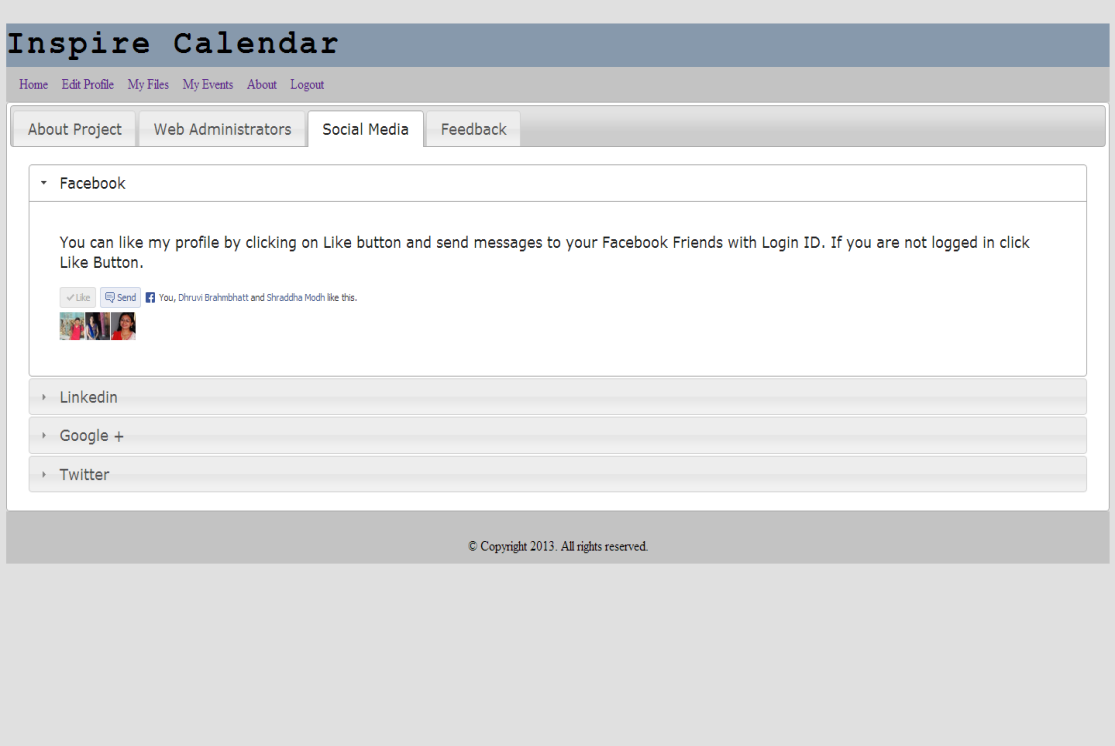



**EVENT LIST PAGE:**

This page will list out all the events which are added from the logged in user.



**ABOUT PAGE:**




This page is the about us or contact us page of the system. This page has total 4 tabs inside it.

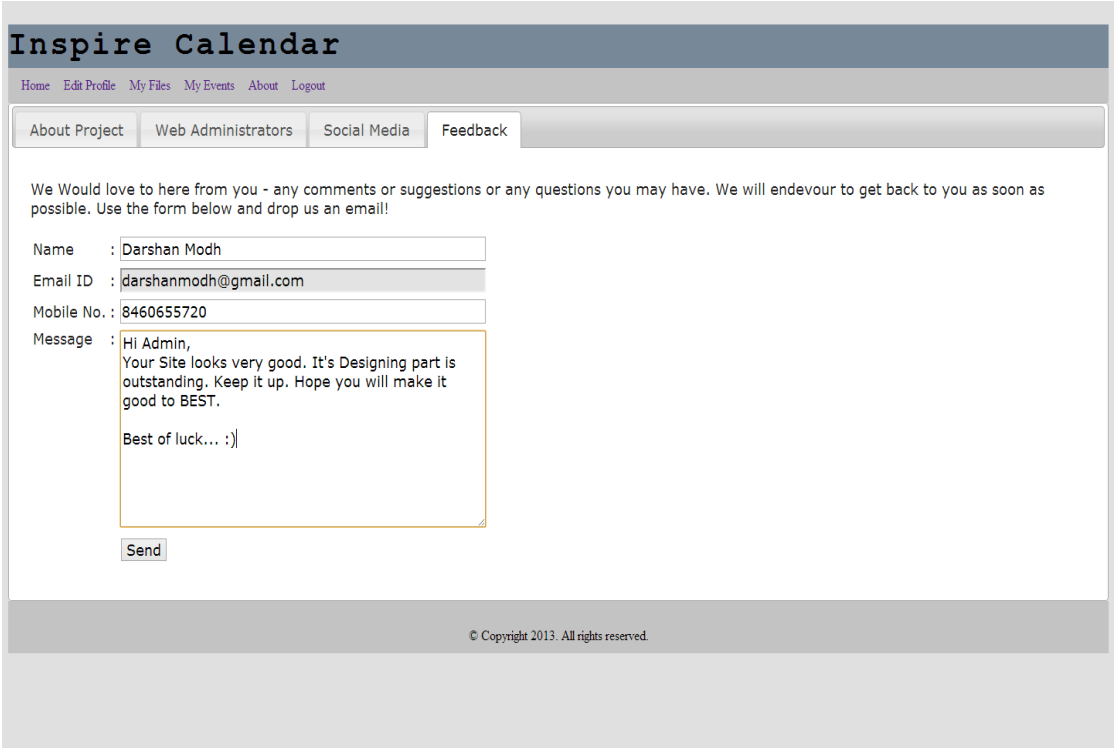
- About Project
- Web Administrator
- Social Media
- Feedback

In the About Project tab, there is basic information of the project. This project is developed as a part of the offered course "Mini Project". It has information of prepared by and internal guidance. In this page, there is a link to download the project report for brief knowledge.

In second tab, there is web administrator information. It will consist the information of the people who prepared this project. Email address and photos are also provided.

In the third tab, there is a big interaction of well-known social networks to our system. User can see his/her Facebook, Twitter, Linkedin and google + account. User can login once using these button and he/she can like or share post on the web administrator profile. This page required Internet connection to login with such social networks. User can message to his/her friend of Facebook account from this system. Google + also provide such messaging facility.

The fourth and the last tab is for feedback of the project. Any User can feel the form and suggest or complaint to the admin of the project. He/she can directly write message whatever he/she wants to tell to administrator. And just click Send button. It will send one email to the administrator.



# FUTURE ENHANCEMENT

- ✓ The first enhancement which is desired is we can implement this system with some social networking system with chatting application. So user can chat with each other.
- ✓ User cannot modify the added event yet. He/she can delete or update the inserted events.
- ✓ We can set one button to send email to user's email address which is notify the user about the event. We can use timestamp to notify the user. When the event occurrence time arrives closer, the system will send email.
- ✓ We can make android application same as this system to implement calendar.
- ✓ We cannot see any date differently on calendar which have some event. Add some graphics to display the date differently than other.
- ✓ Google calendar API gives us to synchronize this system with google calendar of that user.

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