

# SOFTWARE ENGINEERING PROJECT PROPOSAL

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**REPERTOAR.BA**

<https://unique-starship-2c77a6.netlify.app/frontend/index.html>

**Proposed to:**  
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## 1. Introduction

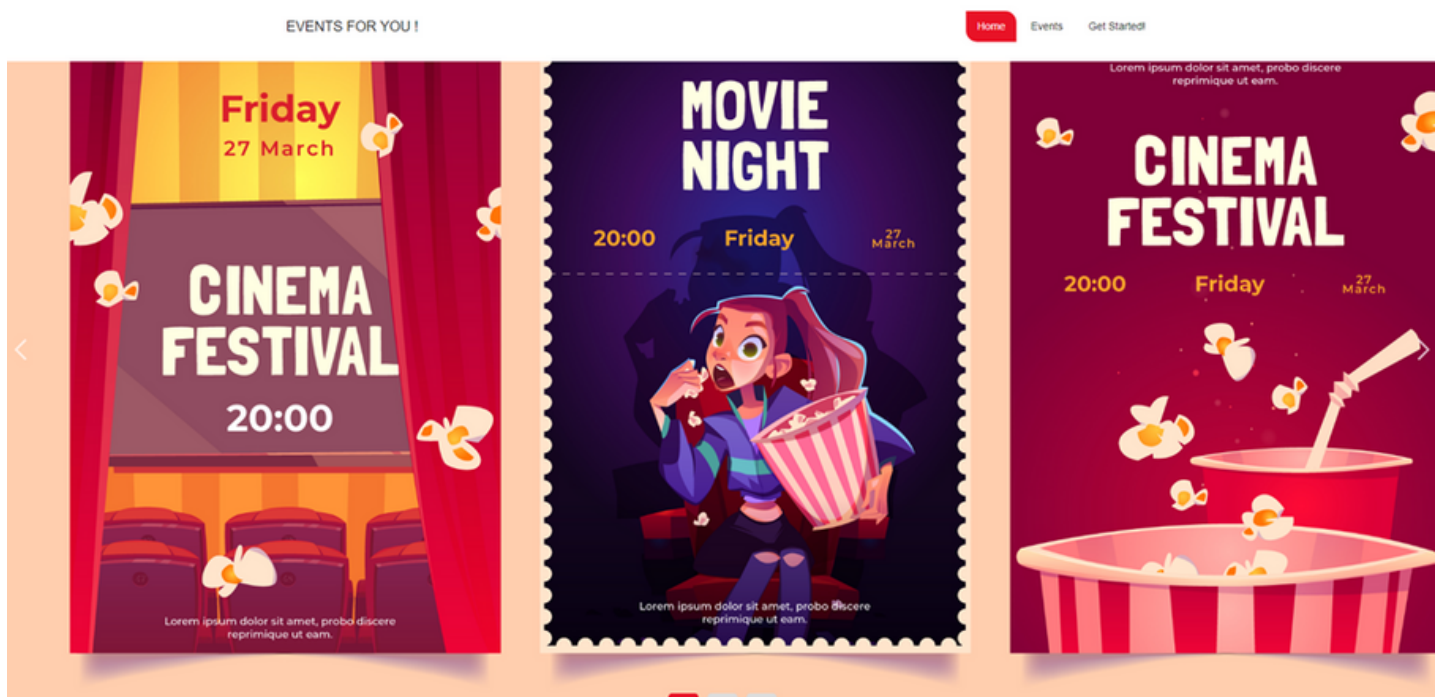
Repertoar is a web application created with the intention of creating a user-friendly website where people can browse and get all information regarding upcoming local events. Users can get information about events such as cinema events, parties, concerts, etc.

### 1.1. About the Project

The project is a web application made using HTML, CSS, JavaScript, FlightPHP, jQuery. The application delivers a user- friendly UI with the intention of giving all users a quick way to find out all that they need.

### 1.2. Project Functionalities and Screenshots

## HOME PAGE



## REGISTER NOW

*Register now*

Your Name

Your Surname

Your Email

Password

Register

*Have an account ?*

Login

## LOG IN

*Login now*

Your Email

Password

Login

*Don't have an account yet?*

Register

## EVENT ADDITION

Add Event

Title

Description

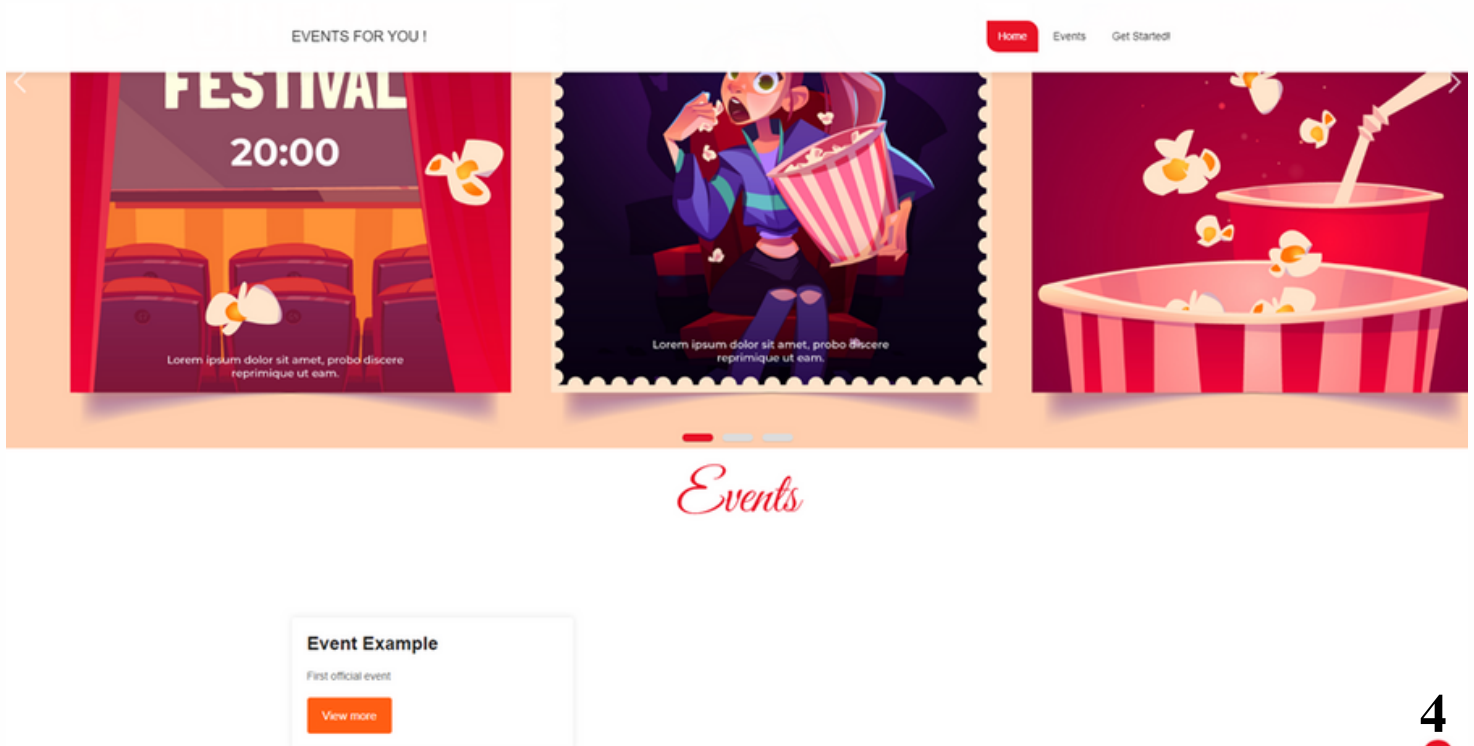
Date

mm/dd/yyyy

Location




Add

## BASIC EVENT ADDITION AFTER USER REGISTRATION



## CONTACT US FORM

*Contact us*

Your Name	Your Email	 <b>Address</b> Fleming 196 Woodside Circle Mobile, FL 36602
Your number		 <b>Email</b> demoinfo@gmail.com demoinfo@gmail.com
Your Message		 <b>Phone Number</b> 12345 67890 12345 67890

**SEND MESSAGE**

## 2. Project Structure

### 2.1. Technologies

For the Backend FlightPHP was used. FlightPHP is a compact PHP micro-framework which gave us an good solution for routing and RESTful APIs. MySQL was used for the database.

For the Frontend we used HTML, CSS and JavaScript. The intention was to create an appealing UI which would at the same time offer satisfactory browsing to users.

Coding standard PSR- 12 was followed to follow a good and maintainable structure throughout the project.

### 2.2. Database Entities

- users- id, first\_name, last\_name, email, password
- events- id, title, description, date, location
- contacts- id, name, email, number, subject (information from the contact us section)

### 2.3. Design Patterns

Design patterns that were used were:

***Singleton pattern*** – Config.class.php

We used singleton instance for connecting to the database. Singleton offers a good way to create a global point of access.

***Builder pattern***- frontend/js/userCalls/register.js

We used builder pattern for creating registration request.

### **3. Conclusion**

The way the project was done with putting additional attention into patterns and standards was definitely an interesting experience for us. Overall it was a positive experience that we are happy to have had.

In further iterations there is definitely room to improve and learn more. The project itself can be improved in certain aspects. Those aspects would be better design and probably security as that is something we think at this stage it lacks.

Overall we think that a project like this one could help improve entertainment and improve the situation when it comes all different dimensions of events in our local communities.