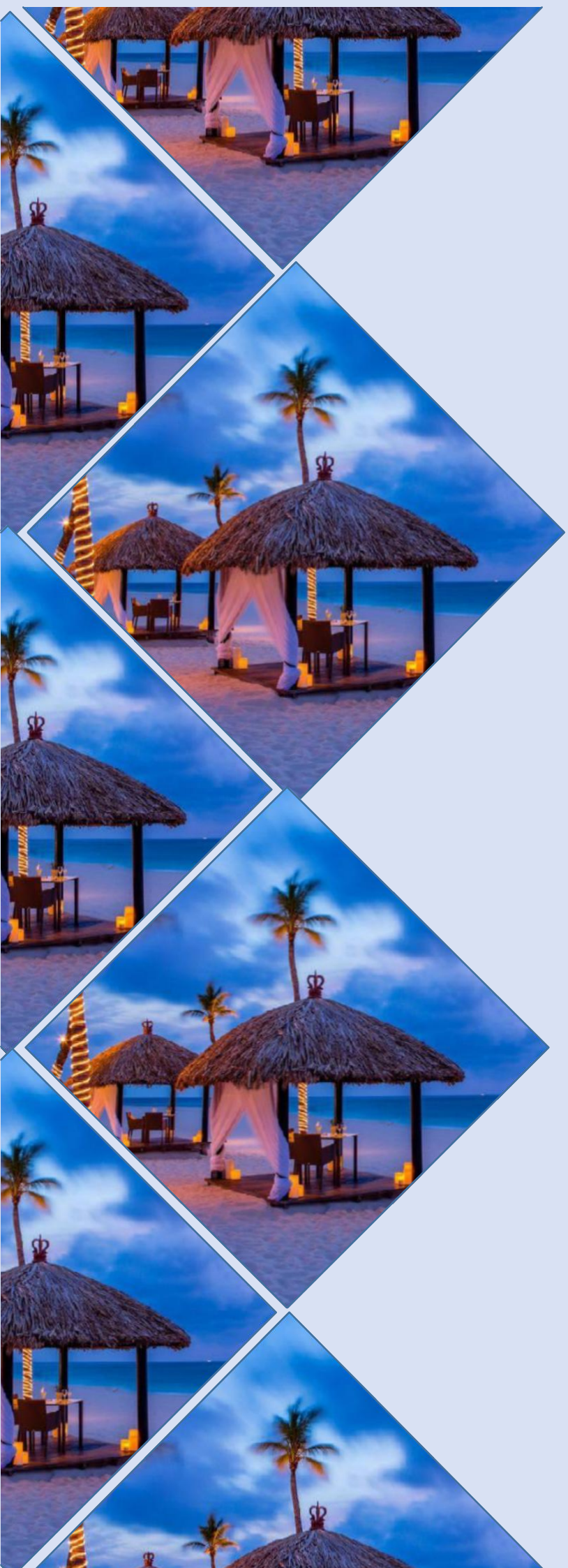

Imagica Resort Management

Prepared By:

Kalathiya Nishtha

Golakiya Jensi

Guided By:

Mr.Kiran Fatepara

PREFACE

"A Place to begin the journey"

This project is like window for us to peep into the wide real world of providing solution. It is just the beginning of the practical journey into the world of information technology.Today's era leads to never horizons with the use of information technology.all the business transaction, which were,before done manually are now done with the help of information technology ,which not only easy up the work but also speed it up.A well-managed system fosters healthy organization.

An analsis of the system offers the basic for developing an efficiently workable Solution .Be it a very primary system or complex system information technology has it is Footing.We have choosing to provide with solution to the **IMAGICA RESORT MANAGEMENT SYSTEM.**

The Imagica resort management system is develop on Php language using the MySQL database.In this project,there are two modules first one is admin and second one is Customer.If we talk admin where admin work is to manage all the functions releted to the rooms, resort, schedule, facilities, booking, events, details of User.And the customer can log in and register, view about us, bookings for resort's room and view facilities. Here admin is the most important part of this imagica resort management system because he manages all the events and scheduls time of the room booking in imagica resort.

Kalathiya Nishtha

Golakiya Jensi

ACKNOWLEDGMENT

- We would like to express our special thanks to gratitude to our guidance **Mr.Kiran Fatepara**,as well as our **principal Mr.Sanjay Hadiyal**,who gave us golden opportunity to do this wonderful project on the topic **Imagica Resort Management System**,which also helped us in donning lot of research and we came to know about so many new things, we are really thankful to them.

- Secondly, we would like to thanks our parents and friend and all faculty member of **SHREE ADARSH BCA COLLAGE, BOTAD** who helped us a lot in finalizing this Project within the limitation time frame.

- We have taken effort in this project.However,it would not possible without the kind Support and helping of many individuals and organization.we would like to extend our Sincere thanks to all of them.

With sincere regards,

- **Kalathiya Nishtha**
- **Golakiya Jensi**

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UNIT-I

INTRODUCTION OF SYSTEM

1.1 Introduction
1.2 Background
1.3 Objective
1.4 Purpose
1.5 Scope
1.6 Applicability

1.1 INTRODUCTION

- Imagica Resort is also the perfect destination for hosting events and rooms. Whether you're planning a corporate retreat,a fairytale wedding or a memorable family reunion. Our dedicated event planning team will ensure that every detail is taken care of.

- In Imagica Resort dreams come true and unforgettable memories are made! Located in the beautiful landscapes of Botad Gujarat. Our resort is a true paradise of relaxation and luxury. At Imagica Resort,we believe in providing our guests with a one-of-a-kind experience. For families, The resort offers a host Of entertainment options.The resort also organizes regular events and shows to Keep guests entertained throughout their stay.

Project Profile	
Project Title	Imagica Resort Management
Front End	PHP, CSS, Java Script, HTML, Boostrap.
Back End	MySql Server Database.
Operating System	Windows 7 and above
Project Guide	Mr. Kiran Fatepara
Submitted By	Kalathiya Nishtha Golakiya Jensi
Submitted To	Shree Adarsh BCA College, Botad, Gujatat-364710, India.

1.2 BACKGROUND

❖ Front-End Tools:

The primary goal of front end development tools is to make web developers more efficient. Front end tools make web development faster, simpler, and better.

- HTML
- PHP
- JavaScript
- CSS
- Boostrap

1. HTML (Hyper Text Markup Language):

- Hypertext Markup Language (HTML) is the standard markup language for creating web pages and web applications.
- Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages.
- HTML describes 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 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.

2. PHP (Hypertext Preprocessor):

- Hypertext Preprocessor (or simply PHP) is a server-side scripting language.designed for Web development, but also used as a general-purpose programming language.

- It was originally created by Rasmus Lerdorf in 1994, the PHP reference implementation is now produced by The PHP Group.

- PHP originally stood for Personal Home Page, but it now stands for the recursive acronym PHP: Hypertext Preprocessor.

- PHP code may be embedded into HTML code, or it can be used in combination with various web template systems, web content management systems, and web frameworks.

- PHP code may also be executed with a command-line interface (CLI) and can be used to implement standalone graphical applications.

3. JavaScript:

- JavaScript is a dynamic computer programing language.
- JavaScript is a cross-platform, object-oriented scripting language used to make WebPages interactive.

4. CSS (Cascading Style Sheets):

- Cascading Style Sheets 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 JavaScrip.

5. Boostrap:

- Bootstrap is a popular front-end framework that simplifie web development with its responsive and mobile-first design components.

- Developed with HTML, CSS, and JavaScript, Bootstrap offers a collection of pre-built UI elements, grid systems, and styling options, enabling rapid and consistent creation of visually appealing and mobile-friendly web applications.

❖ Back-End Tools:

1. MySQL (My Structured Query Language):

- MySQL is an open-source relational database management system (RDBMS). It is the most popular database system used with PHP.
- MySQL is a database, widely used forecasting querying, updating, and managing detain databases.
- MySQL is very fast, reliable, and easy to use. MySQL uses standard SQL.MySQL compiles on a number of platforms.

2. WAMP Server :

- WAMP is an abbreviation where W stands for Window, A stand for Apache, M stands for MySQL, and the P stand for PHP, respectively.
- It is an open – source package of web solution that includes Apache distribution for many server and command – line executable along with modules such as Apache server, Maria DB, PHP, and Perl.
- WAMP helps a local host or server to test its website and client via computer and laptop before releasing it to the main server.

1.3 OBJECTIVE

- The objective of imagica resort management is to provide an outstanding guest experience through exceptional service, comfortable accommodations, and a variety of amenities.

- The another Objective is the Room booking system. The goal is to implement an efficient and user-friendly booking system that allows guests to easily make reservations for accommodations, dining, and other services offered by the resort.

- Imagica resort management is to have a robust event booking system in place. This means creating a seamless process for guests to book events, such as weddings, conferences, or parties, at the resort.

- Imagica resort management project includes implementing a secure payment system. This ensures that guests can easily and safely make payments for their accommodations, services, and any additional charges during their stay at the resort.

- The main objective is to provide facilities with unforgetable memories are made in our resort, where luxury meets nature and dreams.

1.4 PURPOSE

- The main purpose is providing a facility to booking a rooms and events in our imagica resort.
- This project helps admin to know customers booking details in few second and it helps to knows customer choice and admin change items according to customer requirement.
- The payment mode maybe cash on Delivery and Net banking.
- An imagica resort management that allows user to check for various booking categories available in resort.
- A admin can perform task such as viewing resquest received from user and also send feedback to the admin.
- This software is develop to manage the imagica resort more effectively and efficiently by computerizing booking and billing.

1.5 SCOPE

- This system is help to manage and run the resort systematically and developed based on the real life.
- At it is web-based it can provide service in botad city of Gujarat.
- In future can be extended by adding modules like activities, medical, gym, spa and etc.
- So that by adding this modules the system will become more useful and by using the system the people can reduce their time and effort.
- Maintain the database as require. database can be modify according.
- It will be also reduced the cost of paper work.

1.6 APPLICABILITY

- This website is give benefit to customer and user to book for 24 * 7.
- We provide best possible services in our imagica resort.
- The system reduces much of human efforts in calculating bill especially.
- Freedom of selection.
- Easy to add services.
- Easy to update and delete services.

UNIT-2

REQUIREMENT AND ANALYSIS

2.1 Study system

2.2 Problem Definition

2.3 Hardware and Software Requirement

2.4 Requirement Specification

2.5 Planning and Scheduling

2.1 Study of the system

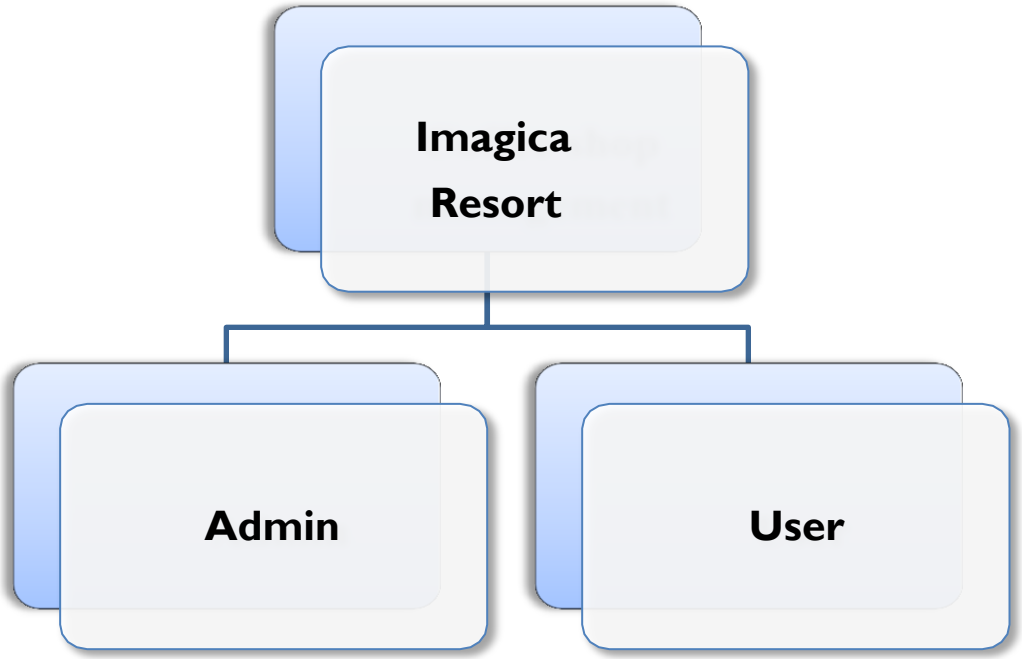
❖ Modules of the system

The System after analysis has been identified to be presented with the following modules:

1. Admin user interface
2. User interface

❖ Modules of the project

The structure of the system is described by the figure as shown:



2.2 PROBLEM DEFINITION

- We are going to build a software resort management that will have several features such as:

    - Customer management
    - Best services

- We try to make the problem more obvious becames the fact that the project is in abstract state now.
- We tried to concertize the project.
- One of the reason to do that was to draw the borders of the problem how much we can achieve.
- After drawing the borders of problems,we divide the solution in to several parts,which may change during the development of the project.

❖ Proposed system:

- Resort Management System which is difficult to handle and very difficult to manage. It can be used everyone and the response is great.
- It is very colourful software not only in seeing but also in using. The objective is to computerized the manual system or the current system to improve the functionally.
- It is operated by single user but it must easier to learn and operate various menu & option are easy to user friendly.
- I am also making efforts to add more existing features in the system such as connection with proxy & use to hot keys etc.

❖ Advantages of system:

- Resort management plays a vital role in ensuring the success and smooth functioning of a resort, offering a range of advantages that contribute to a positive guest experience, operational efficiency, and financial sustainability.

- One of the key advantages of resort management is the creation of a welcoming and comfortable environment for guests.

- This attention to detail enhances the overall guest experience, making visitors feel at home and more likely to return for future stays.

- Managers are responsible for coordinating various departments such as housekeeping, front desk, food and beverage, and maintenance.

- Cost-effectiveness is a crucial aspect of resort management. Managers are tasked with budgeting and resource allocation, making strategic decisions to optimize spending while maintaining high-quality services.

- Safety and security are paramount in the hospitality industry, and resort management plays a crucial role in implementing and maintaining effective safety measures.

- In conclusion, resort management offers a multitude of advantages, ranging from creating a welcoming environment for guests to ensuring operational efficiency, financial sustainability, and a commitment to safety.

2.3 HARDWARE AND SOFTWARE REQUIREMENT

❖ Technical Resources:

- This Project Is Intended To Be Developed Using HTML, CSS And Javascript Language. Data Shall Be Stored In SQL Database Language.

❖ System Hardware Requirement:

- System Unit - The System Unit Shall Be Composed Of CPU, Processor, And Memory. These Are The Main Part Of A Computer.
- Input/Output Devices - These Devices Includes Monitor, Keyboard And Mouse.

HARDWARE	
RAM	512 MB and above
PROCESSOR	Intel Core i3.
FREE SPACE	2 GB Hard disk and above
SYSTEM TYPE	64 bit operating system

❖ System Software Requirement:

- The Primary and Secondary User Of The Project Will Use The Computer With Installed The Following Software.

  - ✓ Local Host (XAMPP)
  - ✓ Browser And Internet

SOFTWARE	
FRONT END	PHP Language
BACK END	XAMPP
EDITOR	VS CODE
OPERATING SYSTEM	Window 7 and Above
BROWSER	Microsoft Edge,Chrome
FOR DESIGN	HTML,CSS,JAVA SCRIPT

2.4 REQUIREMENT SPECIFICATION

- System requirements are expressed in a software requirement document. The Software requirement specification (SRS) is the official statement of what is required of the system developers. This requirement document includes the requirements definition and the requirement specification. The software requirement document is not a design document. It should set out what the system should do without specifying how it should be done. The requirement set out in this document is complete and consistent.

❖ Nonfunctional Requirement:-

Usability

- The system must be quickly accessible by Admin.
- The menus of the system must be easily navigable by the users with buttons that are easy to understand.

Reliability

- The system must successfully add any rooms,events or special occasions given by the user and provide estimations and booking status in relevance with the newly updated entities.

Performance

- All the function of the system must be available to the user every time the system is turned on.
- The System must not lag,because the workers using it don't have down time to wait for it to complete an action.

Packaging

- The packaging must come with a manual that details the use of the system and also the instruction on how to use the program.

Supportability

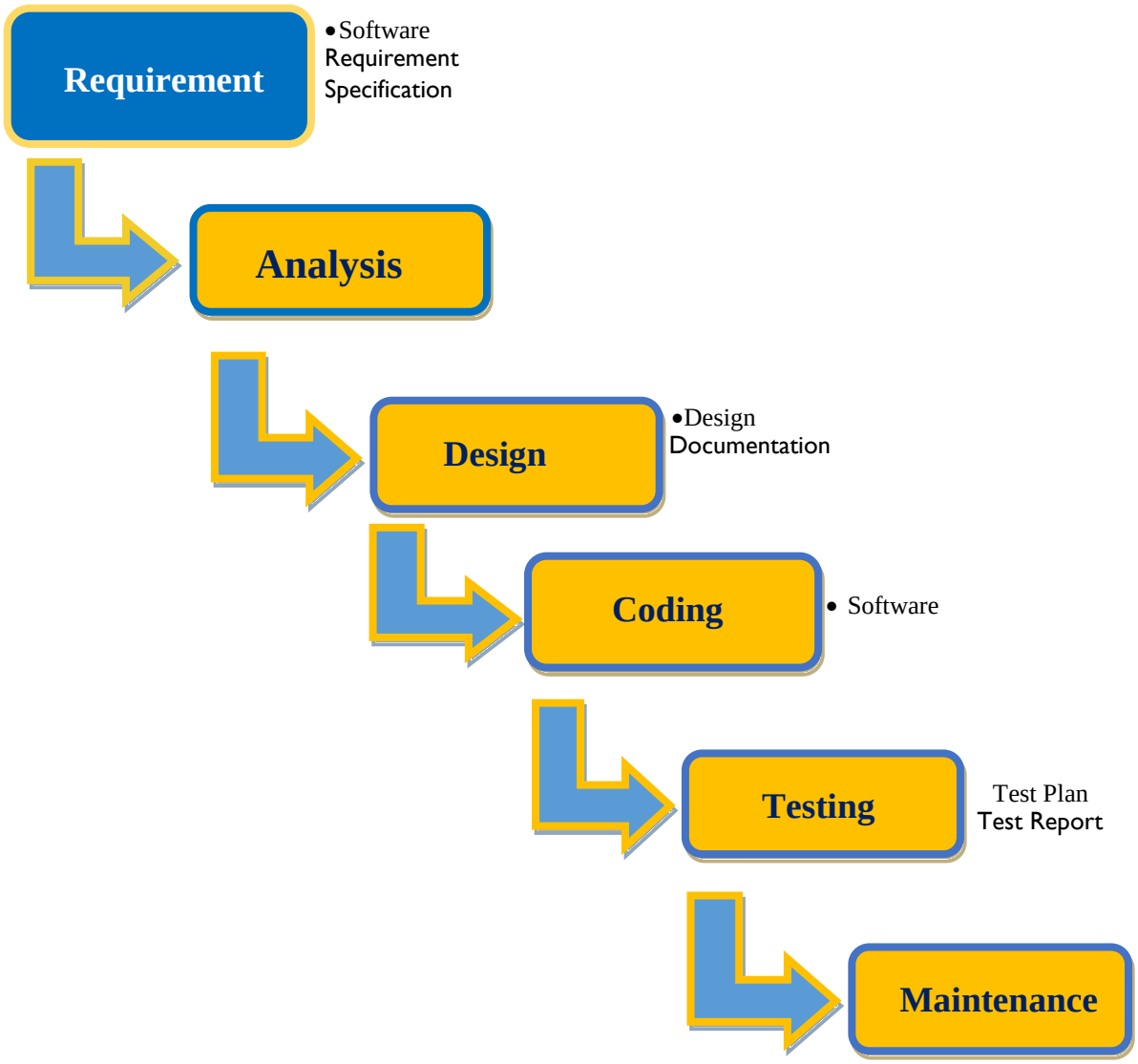
- The system is designed such that it works even on systems having the minimum configuaration.

Implemantion

- The system user interface is built on Microsoft VS CODE.
- The programming is done in VS CODE 2023.
- The database implemented on MYSQL server.

2.5 PLANNING AND SCHEDULING

❖ Project Planning:



Phase Input

Phase Output

❖ Analysis

- I have completed the Analysis portion of my project within 10 of 15 days.
- I have study different sites Related of my project on internet during Analysis period.

❖ Design

- Designing of page forms and other design aspect will complete up to 25 days period I get confused a lot in the case of choosing designing aspect such Designing for Homepage.
- Designing of database consume a human time.
- Various type of table I have to arrange with its data type and fields.

❖ Coding

- Duration of coding consumes a huge time take around 20 or 25 days.
- I have completed Home Module, Login Form, contact page with validation and all form validation completed in one month.

❖ Testing

- I have completed all testing of web site with algorithm and query in time 5 days.

Schedule

WEEK MONTH	WEEK 1	WEEK 2	WEEK 3	WEEK 4
DECEMBER	-	-	Selecting the Definition of project. Project plan.	Selection of front-end and back-end. Designing of login page and creating Forms.
JANUARY	Making of Login And Registration forms and its coding.	Designing of Database and Tables.	Implement the First and Second Chapter of documentation	Implement the home module.
FEBRUARY	Implement the coding of all Admin forms.	Designing Diagrams such as UML diagrams.	Implement the coding of all User forms.	Complete the fourth chapter of documentation.
MARCH	Testing each And every algorithm with all types of queries and improve the performance of Website.	Complete the design of project.	All packages are created in Admin side. And show all Packages.	

UNIT – 3

SYSTEM DESIGN

3.1 **Overall System Design Using Designing Tool**

3.2 **Data Dictionary**

3.3 **Input/Output Design**

3.1 OVERALL SYSTEM DESIGN USING DESIGNING TOOL

❖ Introduction:

- Design is the first step in the development phase for any techniques and principles for the Purpose of defining a device, a process or system in sufficient detail to permit its physical realization .System design is provide the overview of the project.
- Once the software requirement have been analyzed and specified the software design involves three technical activities designs, coding, implementation and testing that are required to build and verify the software.
- The design activities are of main important in this phase, because in this activity, decisions ultimately affecting the success of the software implementation and its ease of maintenance are made. These decision have the final bearing upon reliability and maintainability of the System.Design is the only way to accurately translate the customers' requirements into finished software or a system.
- Design is the place where quality is fostered in development. Software design is a process through which requirements are translate into a representation of software. Software design is conducted in two steps.Preliminary design is concerned with the transformation of requirements into data.
- System design is a way by which the required amount of reliability ,scalability , performance,security and consistency are satisfied in any real-world application.
- System design is a high-level design identifying the system process,functional components and their interface.System design is derived from system requirements.

❖ Data Flow Diagram:

- A data-flow diagram (DFD) is a way of representing a flow of a data of a process or a system (usually an information system).

- The DFD also provides information about the outputs and inputs of each entity and the process itself. A data-flow diagram has no control flow, there are no decision rules and no loops. Specific operations based on the data can be represented by a flowchart.

- A data flow Diagram(DFD) is a diagrammatic representation of the information flows within a system.

- Data flow Diagram(DFD) is a graphical tool.It is used to describe and analyses the movements of data through a system manually and automatically.

- They focus on the data flowing into the system between process and in and out of data store.

- DFD are easier to understand by technical and non-technical audiences.

- DFD can provide a high-level System overview,complete with boundaries and connection to other system.

- DFD can provide a detailed representation of system components.

- A full description of the system actually consists of a set of DFD's which is compared of various levels.

❖ Notations/Symbols of DFD:

There are only four symbols used to write the data flow diagram as follows:

Data Flow:

- The data flow shows the flow of information from a source to its destination. Data flow is represented by a line, with arrowheads showing the direction of flow.
- Data flow must be inputs to and output from process.

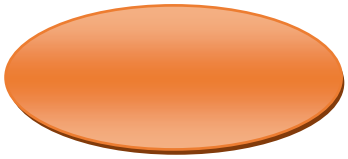
Gane & sarson

Yourdon

Process:

- Process is the activity which are performed to transform input into output.
- Process are the action which are performed by people, machine or produced data.

Gane & sarson



Yourdon

Entity:

- A person,machine or anything that perform procedd and either provide input or receive the output is call an entity.
- An external entity is a source or destination of a data flow.
- The symbol used is a rectangular box.

Gane & sarson

Yourdon

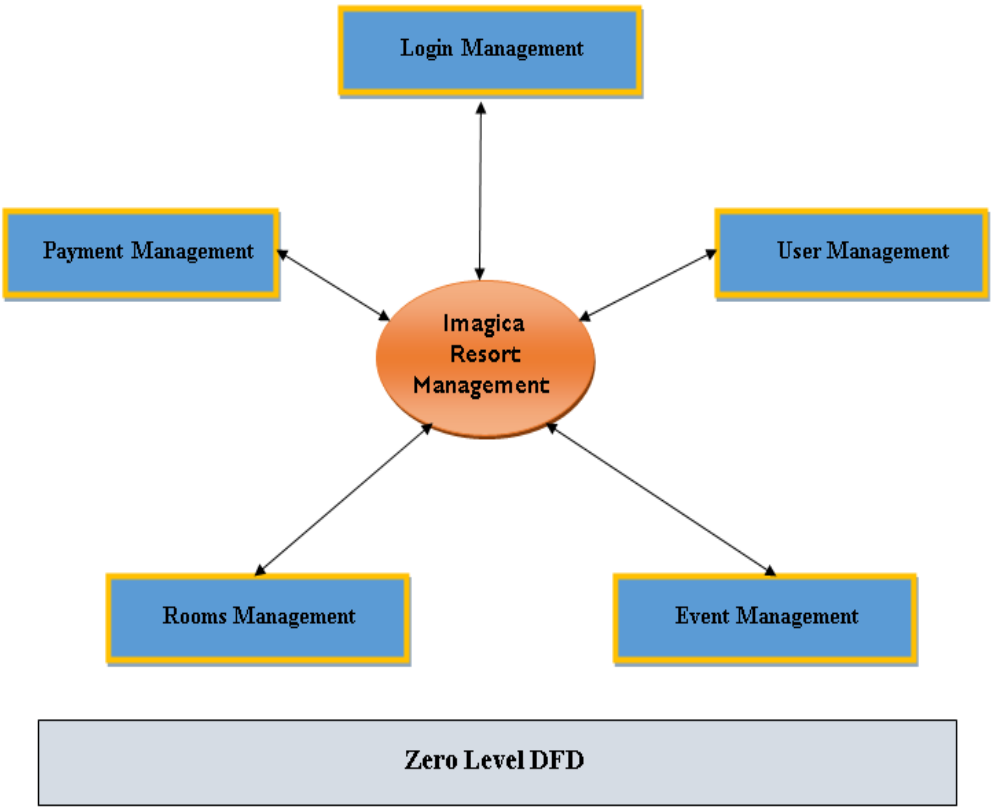
Data Store:

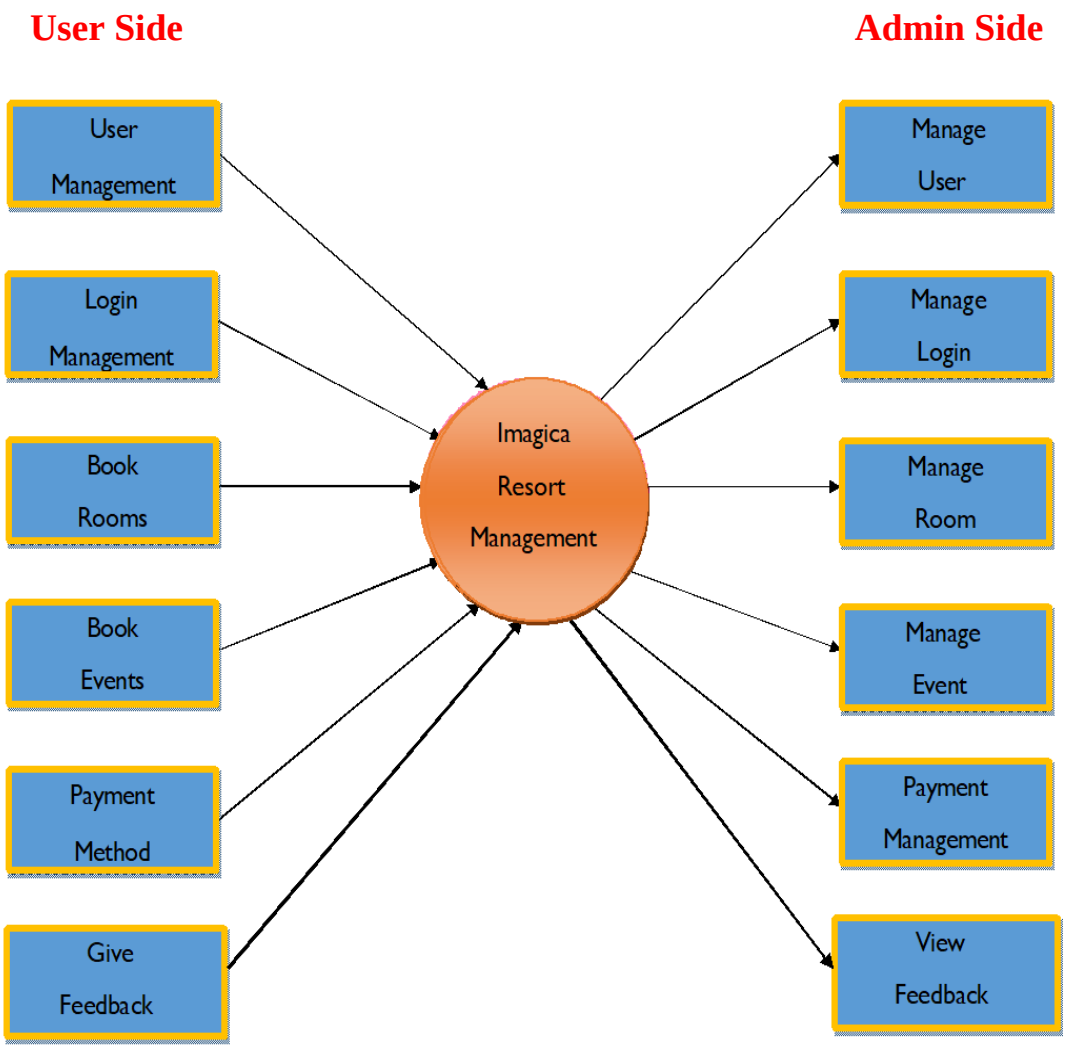
- Datastore is a file to store data which user in the system .It is responsible for storing as well as providing data as per user's requirements.
- A data store is a holding place for information within the system: It is represented by an open ended narrow rectangle.

Gan's & Sarson

Yourdon

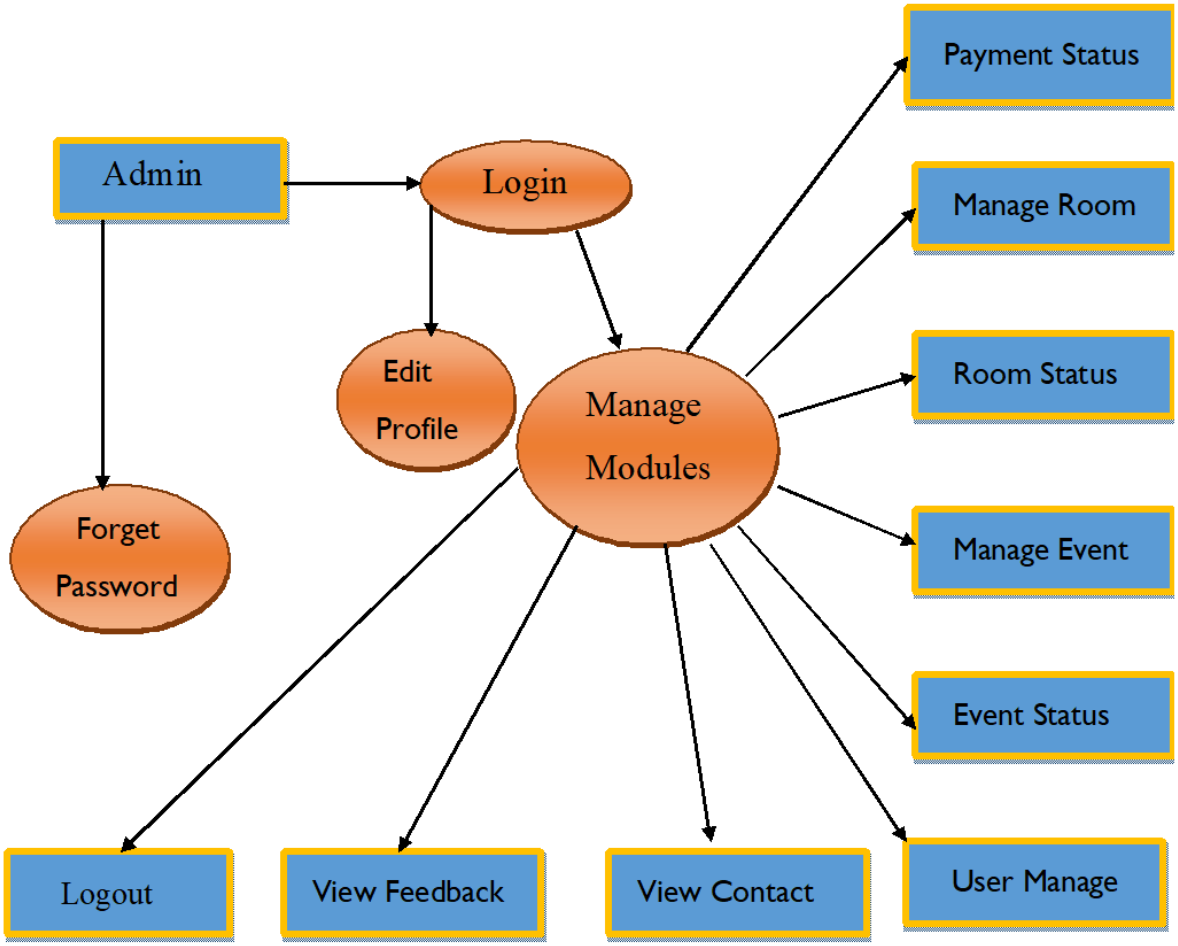
❖ DFD'S Diagram:





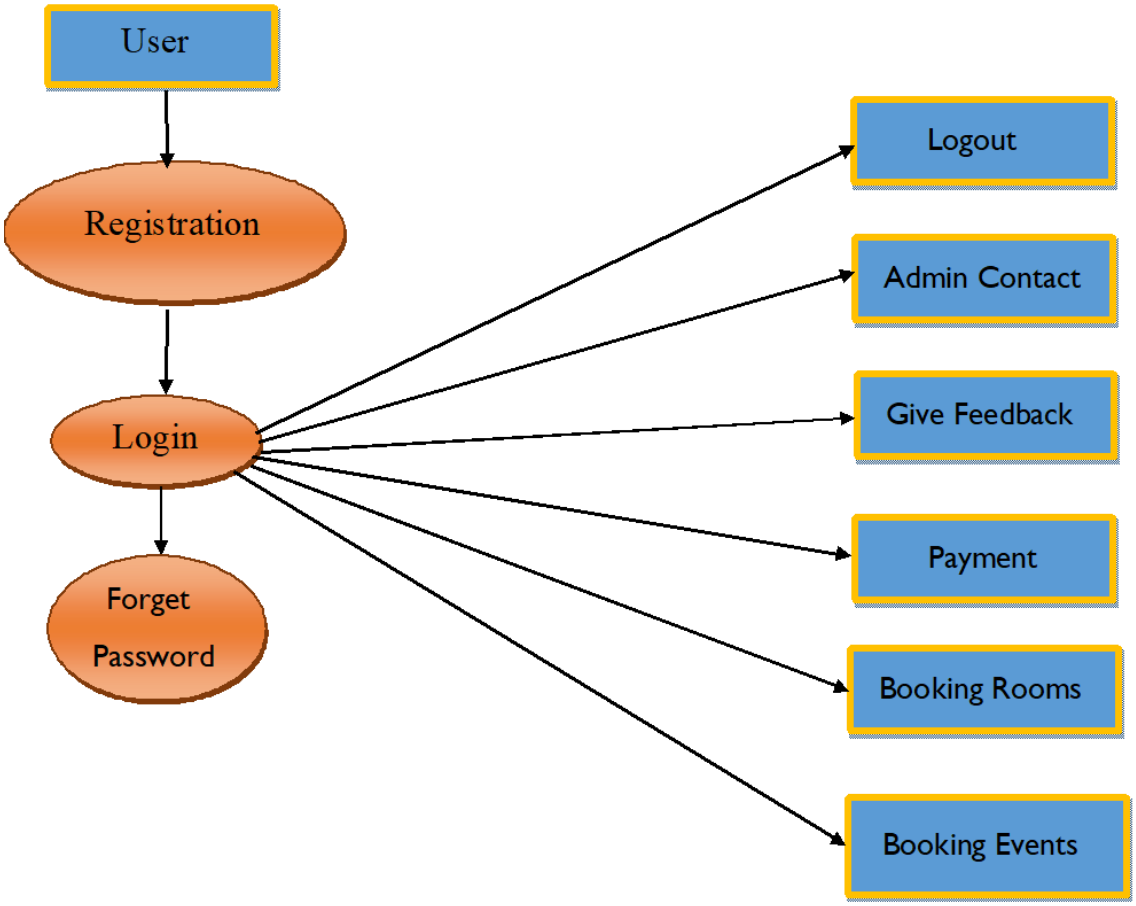
First Level DFD

➢ Admin Side



Second Level DFD

➢ User Side



Second Level DFD

❖ UML Diagram:

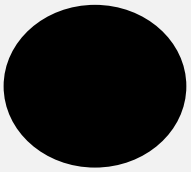
- UML stands for **Unified Modelling Language**. UML is a language for specifying, visualizing and documenting the system.
- Most method consist at least in principle, of both a modelling language and a process.
- The modelling language is that notation the method used to express design.
- All the elements, relationship are used make a complete UML diagram and the diagram represents the system.
- Here are various kinds of method in software design. These are as follow:

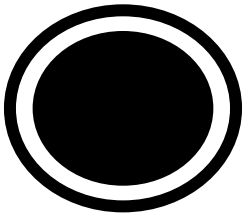
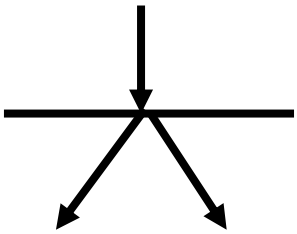
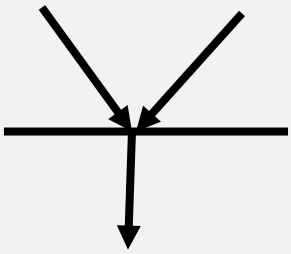
  a) Activity Diagram
  b) Use Case Diagram
  c) Class Diagram

a)Activity Diagram :-

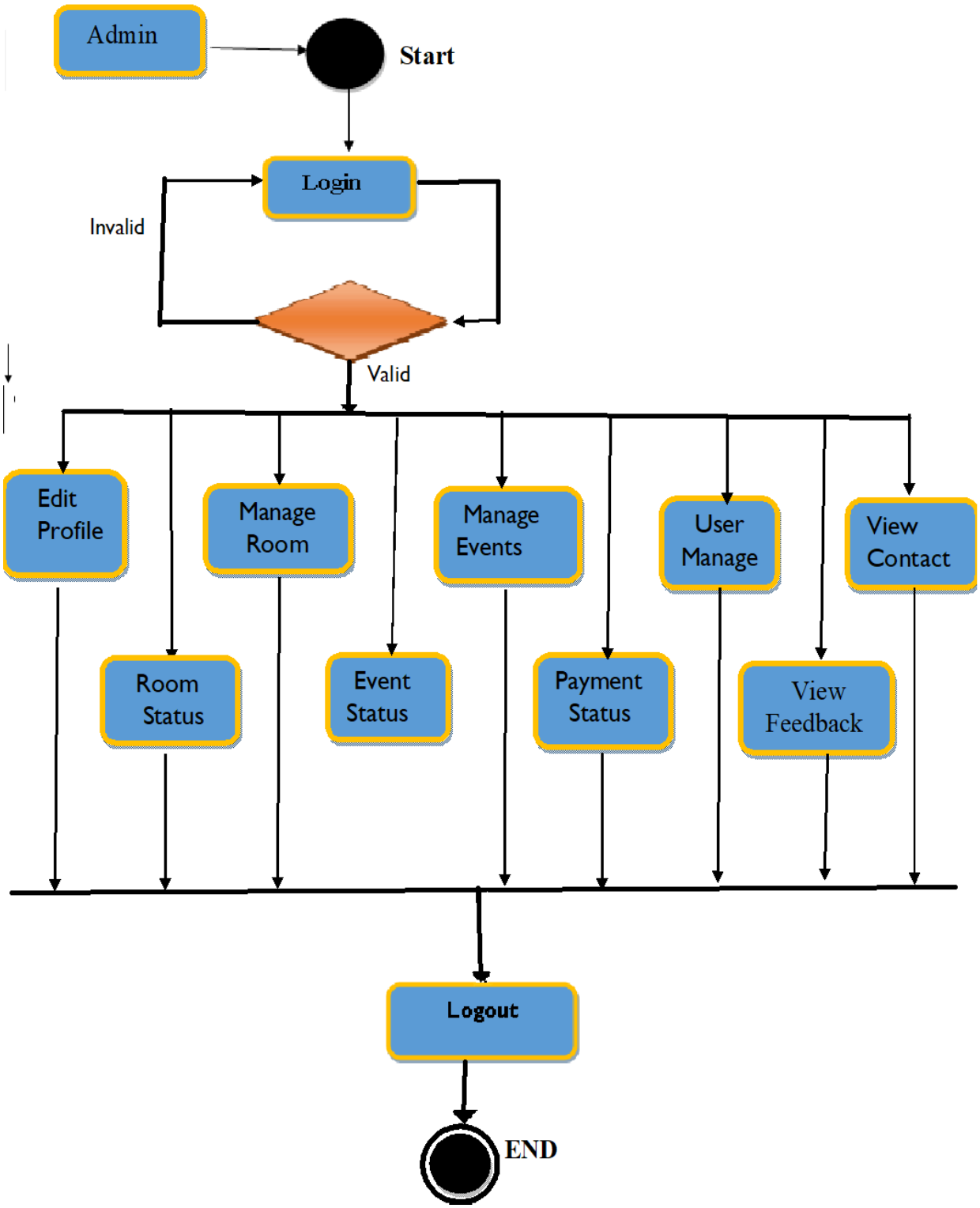
- An activity diagram visually presents a series of actions or flow control in system similar to a flow chart or a data flow diagrams.Activity diagrams are often used in business process modeling.
- We use activity diagrams to illustrate the flow control in a system.we can also use an activity diagram to refer to the steps involved in the execution of a use case.

❖ Notation:

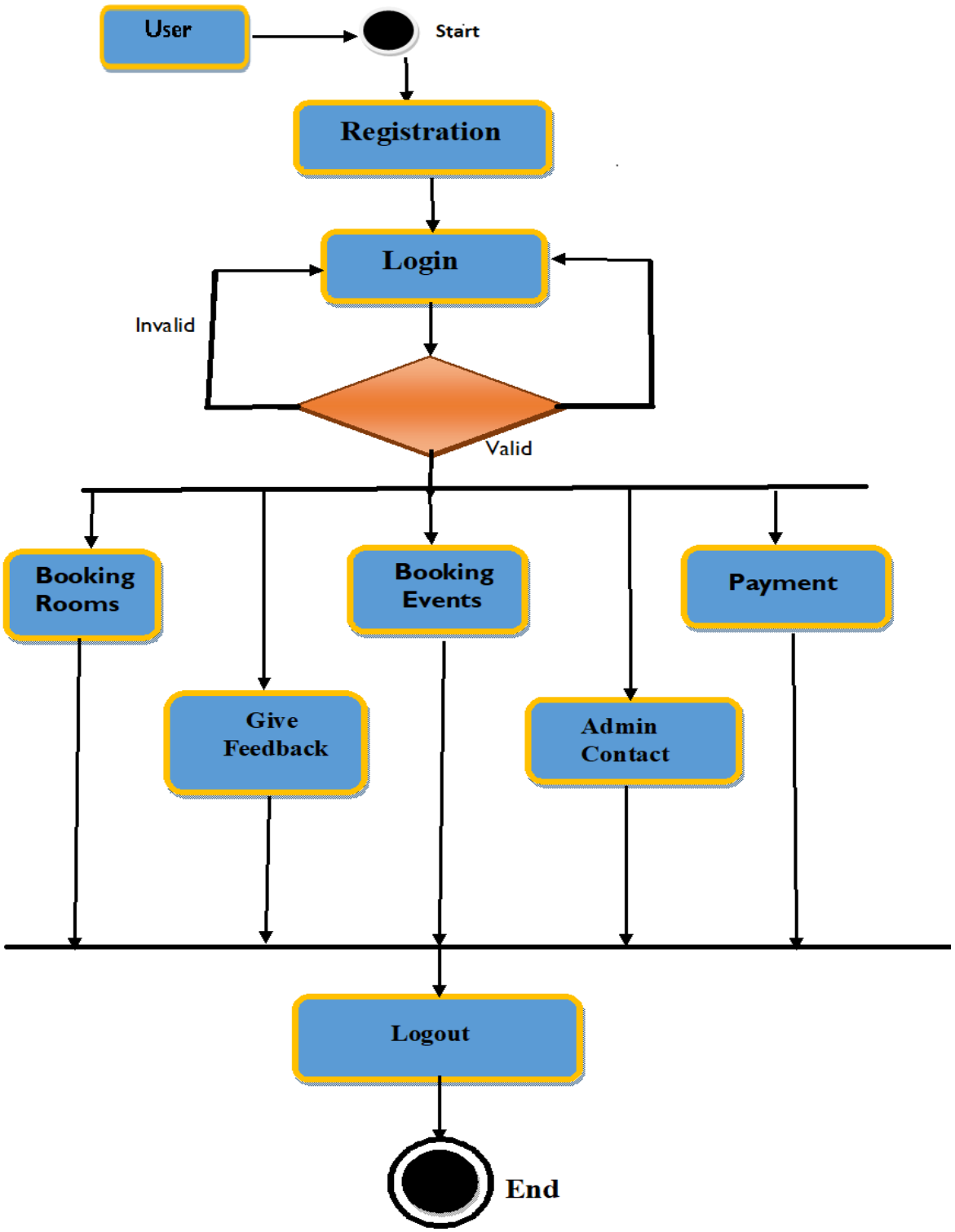
Notation	Symbol
Start	

Activity	
Decision	
Stop	
Control Flow	
Fork	
Join	

- **Admin side**


Admin
Start
Login
Invalid
Valid
Edit Profile
Manage Room
Manage Events
User Manage
View Contact
Room Status
Event Status
Payment Status
View Feedback
Logout
END

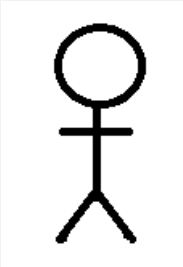
- **User side**


User
Start
Registration
Login
Invalid
Valid
Booking Rooms
Give Feedback
Booking Events
Admin Contact
Payment
Logout
End

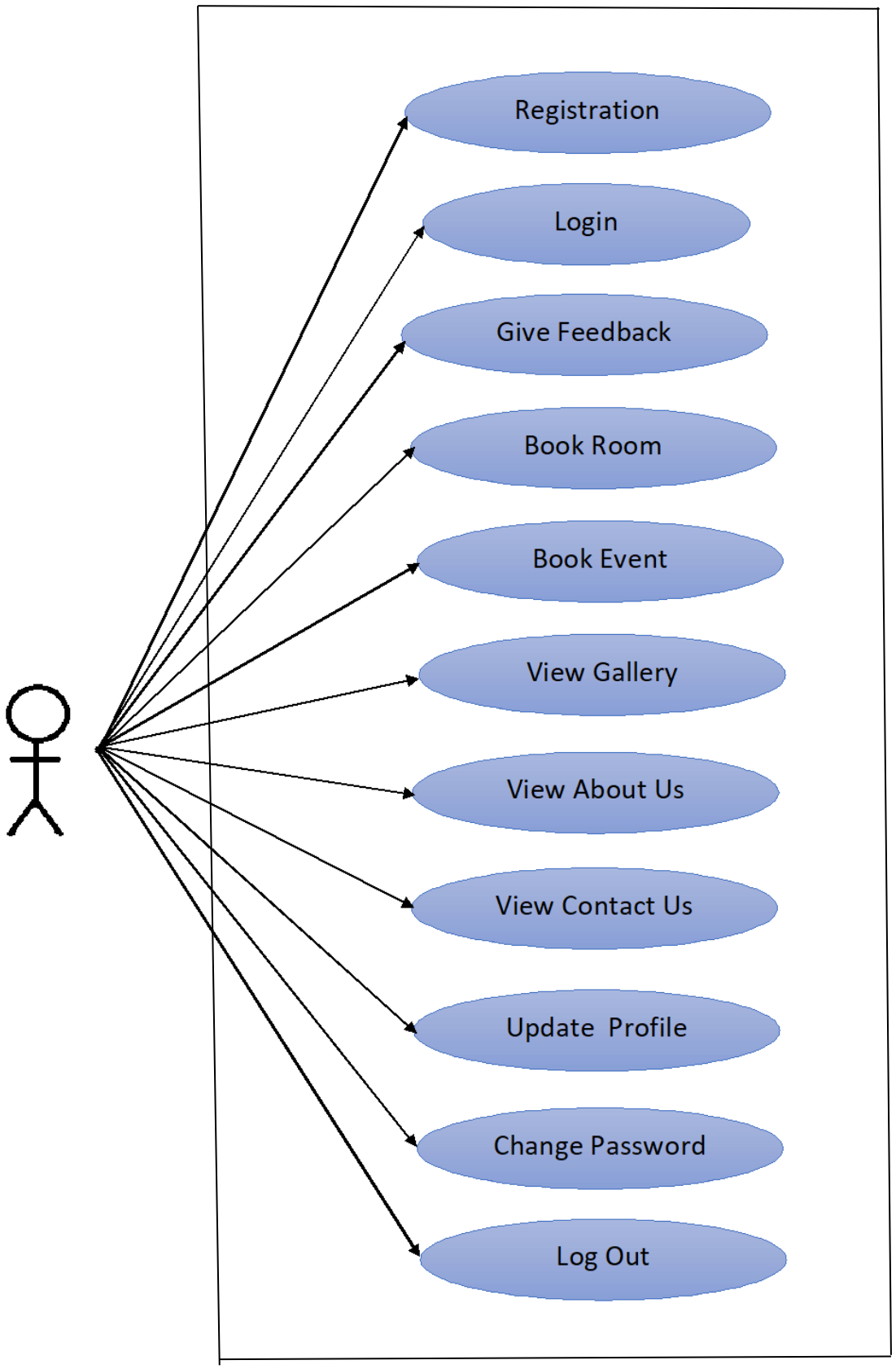
b)Use Case Diagram :-

- A use case diagram is a dynamic or behaviour in UML. Use case diagram model the functionality of system using actors and use cases.
- Use case diagram are valuable for visualizing the functional requirement of a system that will translate into design choice and developed priorities.
- They also help identify any internal or external factors that may influence the system and should be taken into consideration.
- A use case is a description of set of sequence of action. It is association between the use cases and actors. An actor represents a real world object
- Primary Actor – Sender, Secondary Actor – Receiver.

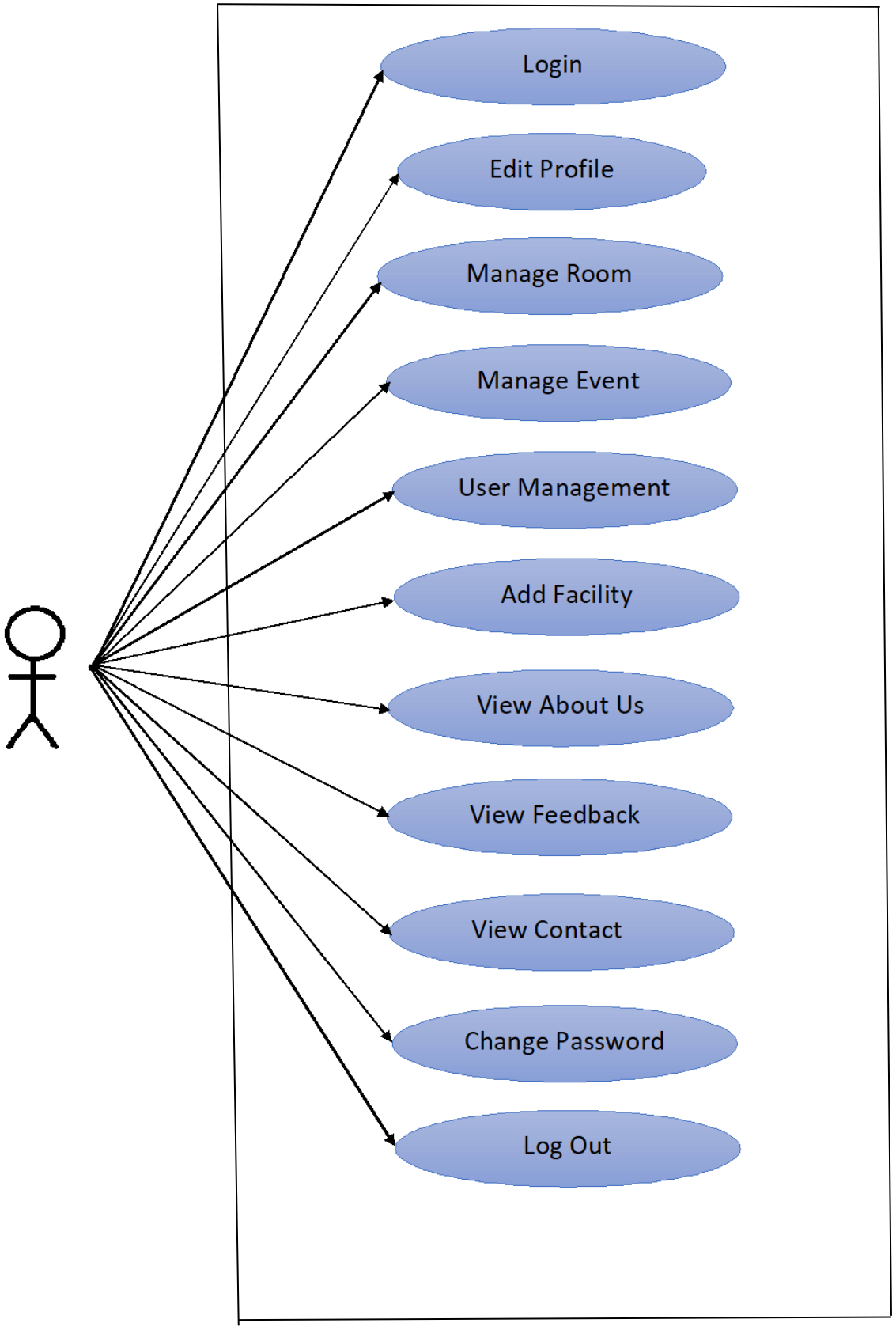
❖ Notation:

Notation	Symbols
Actor	
Communication	
Include	
Exclude	
Use Case	

- **User side**


Registration
Login
Give Feedback
Book Room
Book Event
View Gallery
View About Us
View Contact Us
Update Profile
Change Password
Log Out

- **Admin side**


Login
Edit Profile
Manage Room
Manage Event
User Management
Add Facility
View About Us
View Feedback
View Contact
Change Password
Log Out

c) Class Diagram :-

- Class diagram are the most common diagram used in UML.
- Class is nothing but a structure that contains both variables and method.
- The class diagram shows a set of classes, interface, association, collaboration and their relationship.
- Class diagram is a static diagram. It represents the static view of an application.
- Class diagram describes the attributes and operations of a class and also the constraints imposed on the system.
- Class diagram shows a collection of classes, interfaces, associations, collaborations, and constraints. It is also known as a structural diagram.
- The purpose of class diagram is to model the static view of an application.
- UML diagrams like activity diagram, sequence diagram can only give the sequence flow of the application, however class diagram is a bit different. It is the most popular UML diagram in the coder community.

➢ Following are class notation and symbol :-

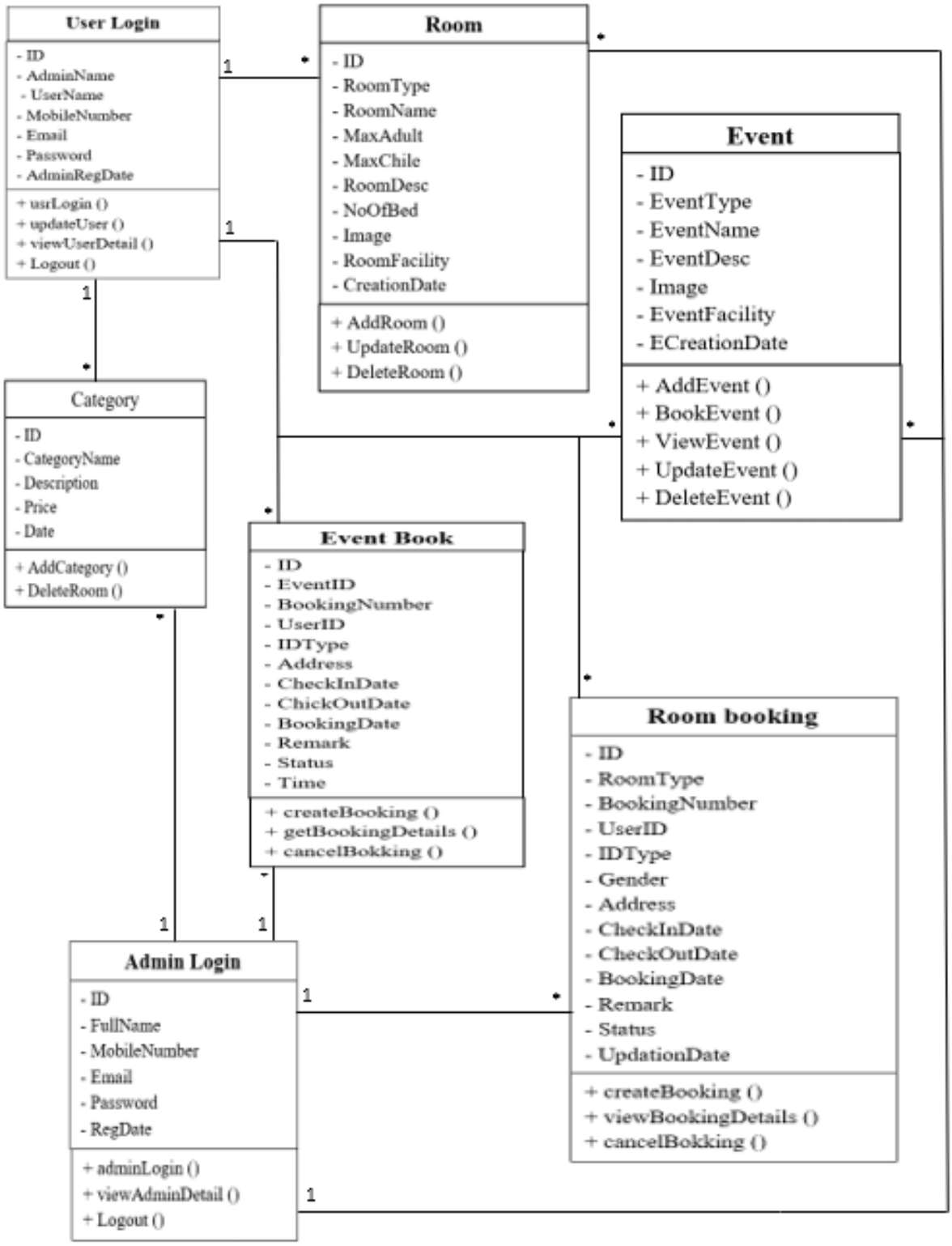
Class name
Attributes
Operation()
Responsibility

➢ Top section is show the name of the class.

➢ The second section is describing the attributes of class.

➢ The third section is show the operation that performed by the class.

➢ The fourth section is optional to show any additional component.


User Login
- ID
- AdminName
- UserName
- MobileNumber
- Email
- Password
- AdminRegDate
+ usrLogin ()
+ updateUser ()
+ viewUserDetail ()
+ Logout ()
Room
- ID
- RoomType
- RoomName
- MaxAdult
- MaxChile
- RoomDesc
- NoOfBed
- Image
- RoomFacility
- CreationDate
+ AddRoom ()
+ UpdateRoom ()
+ DeleteRoom ()
Event
- ID
- EventType
- EventName
- EventDesc
- Image
- EventFacility
- ECreationDate
+ AddEvent ()
+ BookEvent ()
+ ViewEvent ()
+ UpdateEvent ()
+ DeleteEvent ()
Category
- ID
- CategoryName
- Description
- Price
- Date
+ AddCategory ()
+ DeleteRoom ()
Event Book
- ID
- EventID
- BookingNumber
- UserID
- IDType
- Address
- CheckInDate
- ChickOutDate
- BookingDate
- Remark
- Status
- Time
+ createBooking ()
+ getBookingDetails ()
+ cancelBokking ()
Room booking
- ID
- RoomType
- BookingNumber
- UserID
- IDType
- Gender
- Address
- CheckInDate
- CheckOutDate
- BookingDate
- Remark
- Status
- UpdationDate
+ createBooking ()
+ viewBookingDetails ()
+ cancelBokking ()
Admin Login
- ID
- FullName
- MobileNumber
- Email
- Password
- RegDate
+ adminLogin ()
+ viewAdminDetail ()
+ Logout ()
1
1
1
1
1
1
1
1

3.2 Data Dictionary

- A Data Dictionary contains metadata i.e. data about the database. The data dictionary is very important as it contains information such as what is in the database, who is allowed to access it, where is the database physically stored etc. The data dictionary in general contains information about the following:
- Names of all the database tables and their schemas.
- Details about all the tables in the database, such as their owners, their security.
- Constraints, when they were created etc.
- Physical information about the tables such as where they are stored and how.
- Table constraints such as primary key attributes, foreign key information etc.

❖ Admin Login:

Column Name	Data Type	Constraints	Description
ID	Int(10)	Auto Increment	ID for admin
AdminName	Varchar(120)	-	Name of admin
UserName	Varchar(200)	-	User name of admin
MobileNumber	Bigint(10)	-	Mobile number of admin
Email	Varchar(200)	-	Email Of Admin
Password	Varchar(200)	-	Password Of Admin
AdminRegDate	timestamp	-	Admin Register Date

❖ User Login:

Column Name	Data Type	Constraints	Description
ID	Int(10)	Auto Increment	ID
FullName	Varchar(200)	-	Full name of user
MobileNumber	Bigint(10)	-	Mobile number of User
Email	Varchar(120)	-	Email Of User
Password	Varchar(120)	-	Password Of User
RegDate	timestamp	-	User Register Date

❖ Contact Table:

Column Name	Data Type	Constraints	Description
ID	Int(10)	Auto Increment	ID
Name	Varchar(200)	-	Name of user
MobileNumber	Bigint(10)	-	Mobile number of User
Email	Varchar(200)	-	Email Of User
Message	Mediumtext	-	Message From User
EnquiryDate	timestamp	-	User Enquiry Date
IsRead	Int(5)	-	The message is read by admin or not

❖ Room Category Table:

Column Name	Data Type	Constraints	Description
ID	Int(10)	Auto Increment	ID
CategoryName	Varchar(120)	-	Room Category Name
Description	Mediumtext	-	Room Description
Price	Int(5)	-	Room Price
Date	timestamp	-	Room book Date

❖ Event Category Table:

Column Name	Data Type	Constraints	Description
ID	Int(10)	Auto Increment	ID
CategoryName	Varchar(120)	-	Event Category Name
Description	Mediumtext	-	Event Description
Price	Int(5)	-	Event Price
Date	timestamp	-	Event book Date

❖ Room Table:

Column Name	Data Type	Constraints	Description
ID	Int(10)	Auto Increment	ID
RoomType	Int(10)	-	Room Type
Room Name	Varchar(200)	-	Catogary Of Room
MaxAdult	Int(5)	-	Total No Of Adult
MaxChild	Int(5)	-	Total No Of Child
RoomDesc	Mediumtext	-	Room Description
NoOfBed	Int(5)	-	Total No. Of Beds
Image	Varchar(200)	-	Room Image
RoomFacility	Varchar(200)	-	Room Facility
CreationDate	timestamp	-	Room Creation Date

❖ Event Table:

Column Name	Data Type	Constraints	Description
ID	Int(10)	Auto Increment	ID
EventType	Int(10)	-	Event Type
Event Name	Varchar(200)	-	Catogary Of Event
EventDesc	Mediumtext	-	Event Description
Image	Varchar(200)	-	Event Image
EventFacility	Varchar(200)	-	Event Facility
CreationDate	timestamp	-	Event Creation Date

❖ Event Booking Table:

Column Name	Data Type	Constraints	Description
ID	Int(10)	Auto Increment	ID
EventType	Int(5)	-	Event Type
BookingNumber	Varchar(120)	-	Booking Number Of event
UserID	Int(5)	-	ID of the User
IDType	Varchar(120)	-	ID Proofe Type
Address	Mediumtext	-	Address Of User
CheckInDate	Varchar(200)	-	Check in Date of Event
CheckOutDate	Varchar(200)	-	Check out Date of Event
BookingDate	timestamp	-	Event Booking Date
Remark	Varchar(50)	-	Admin Remark
Status	Varchar(50)	-	Event status
Time	timestamp	-	Upadation Date of Event

❖ Room Booking Table:

Column Name	Data Type	Constraints	Description
ID	Int(10)	Auto Increment	ID
RoomType	Int(5)	-	Room Type
BookingNumber	Varchar(120)	-	Booking Number Of room
UserID	Int(5)	-	ID of the User
IDType	Varchar(120)	-	ID Proofe Type
Gender	Varchar(50)	-	Gender Of User
Address	Mediumtext	-	Address Of User
CheckInDate	Varchar(200)	-	Check in Date of Room
CheckOutDate	Varchar(200)	-	Check out Date of Room
BookingDate	timestamp	-	Room Booking Date
Remark	Varchar(50)	-	Admin Remark
Status	Varchar(50)	-	Room status
UpdationDate	timestamp	-	Upadation Date of Room

❖ Facility Table:

Column Name	Data Type	Constraints	Description
ID	Int(10)	Auto Increment	ID
Facility Title	Varchar(200)	-	Facility Title
Description	Mediumtext	-	Description Of Facility
Image	Varchar(200)	-	Image Of Facility
Creation Date	timestamp	-	Creation Date Of Facility

❖ Page Table:

Column Name	Data Type	Constraints	Description
ID	Int(10)	Auto Increment	ID
Page Type	Varchar(120)	-	Type Of Page
Page Title	Varchar(200)	-	Title Of Title
Page Description	Mediumtext	-	Description Of Page
Email	Varchar(120)	-	Email Of User
MobileNumber	Bigint(10)	-	Mobile number of User
UpdationDate	timestamp	-	Updation Date

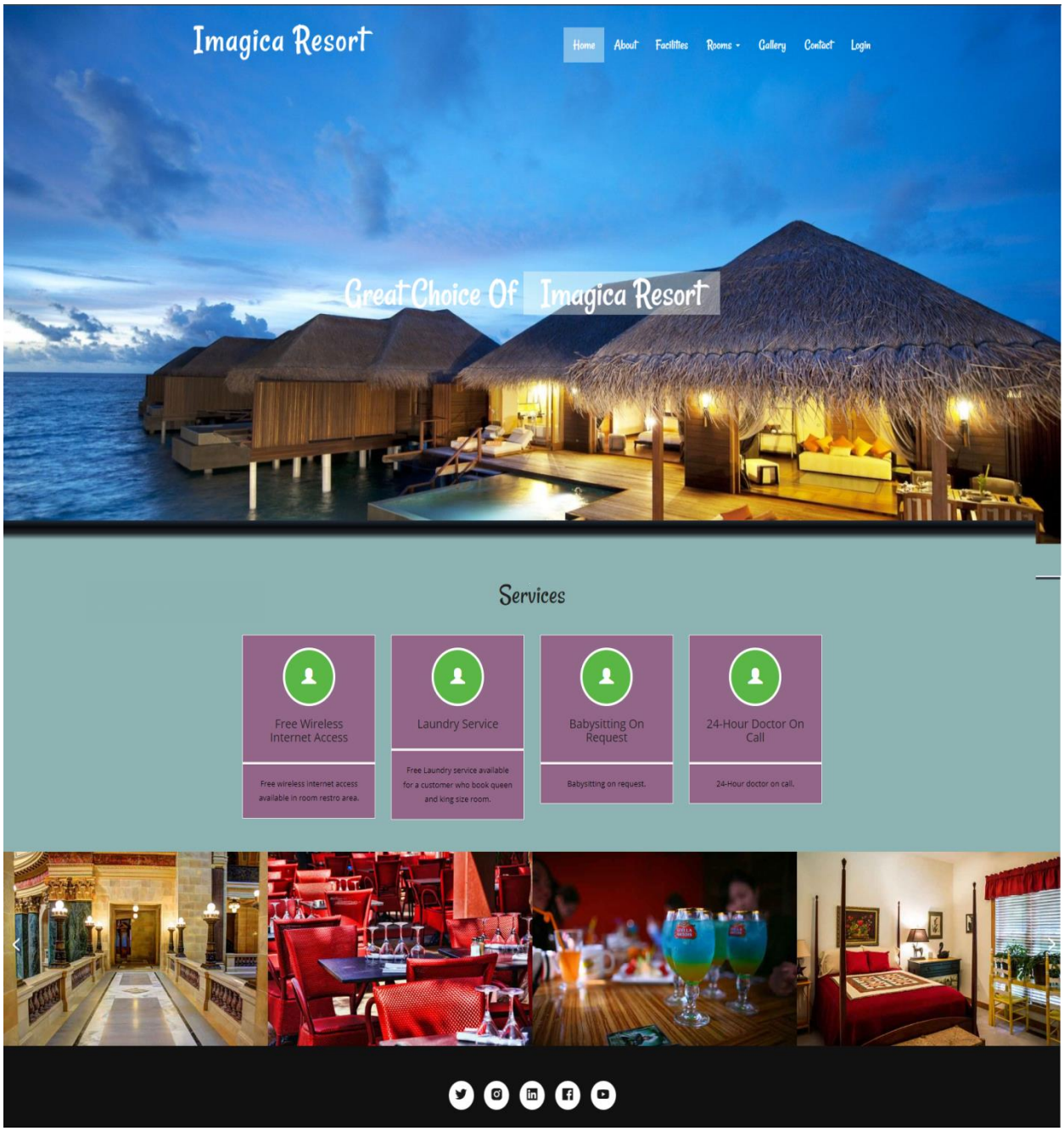
❖ Payment Table:

Column Name	Data Type	Constraints	Description
ID	Int(10)	Auto Increment	ID
Type	Varchar(120)	-	Type Of Room or Event
Card no	Varchar(20)	-	Card Number
Cardholder	Varchar(100)	-	Card holder name
month	Int(5)	-	Card expire month
year	Int(5)	-	Card expire year
cvv	Int(5)	-	Card CVV
Price	Int(20)	-	Price

3.3 INPUT/OUTPUT DESIGN

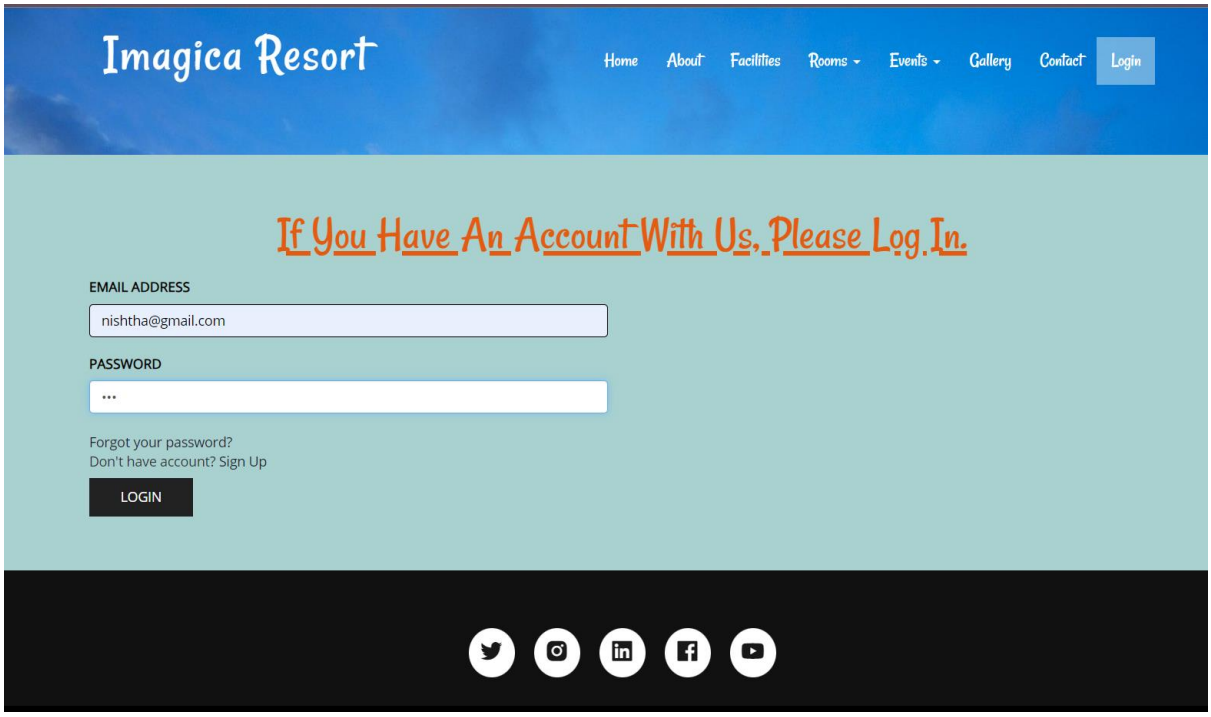
❖ User side

User Home Page:-



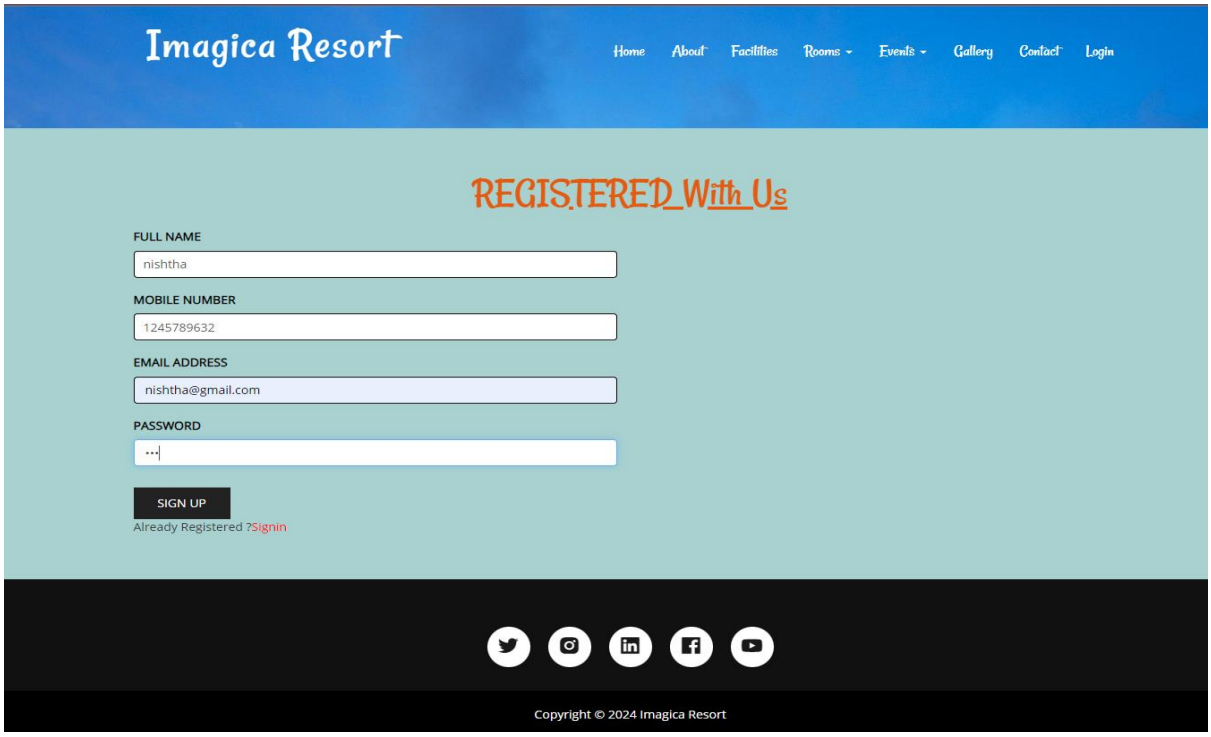
- Homepage shows basic introduction of project.While any user open the website,the first page will open.Any user can view this page.

User Login Page:-



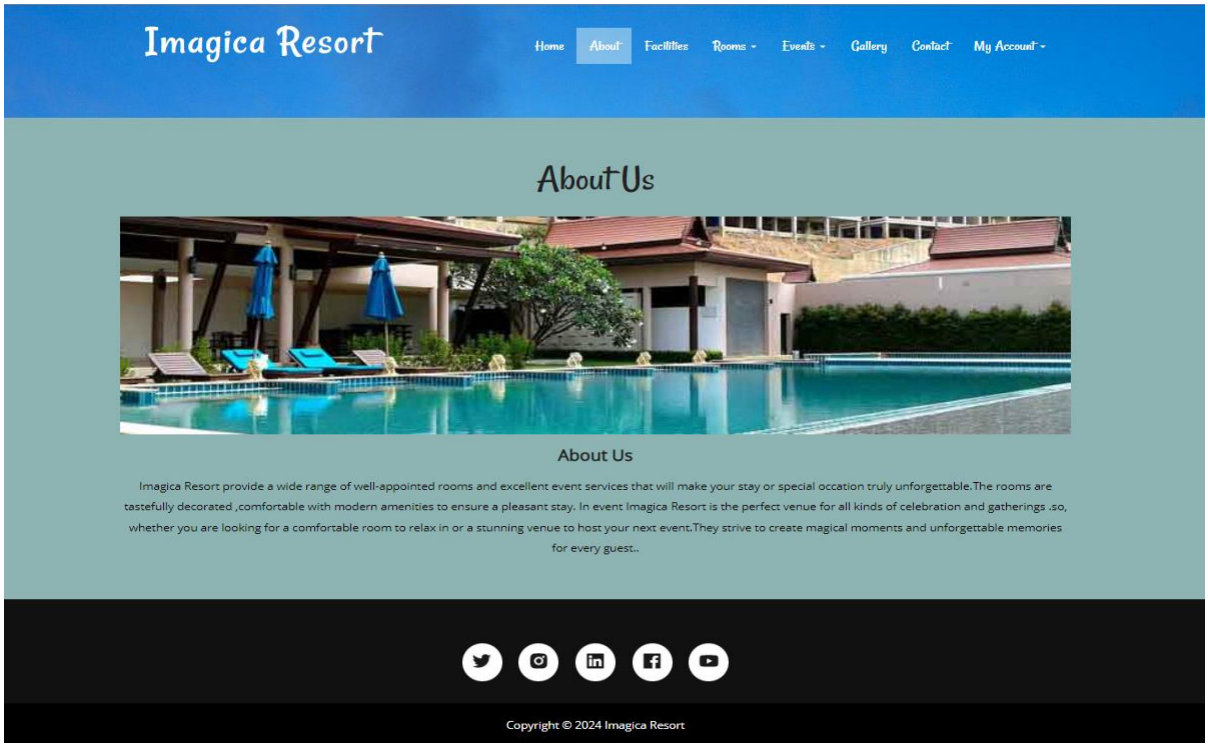
- User can login to the System.

User Registration Page:-



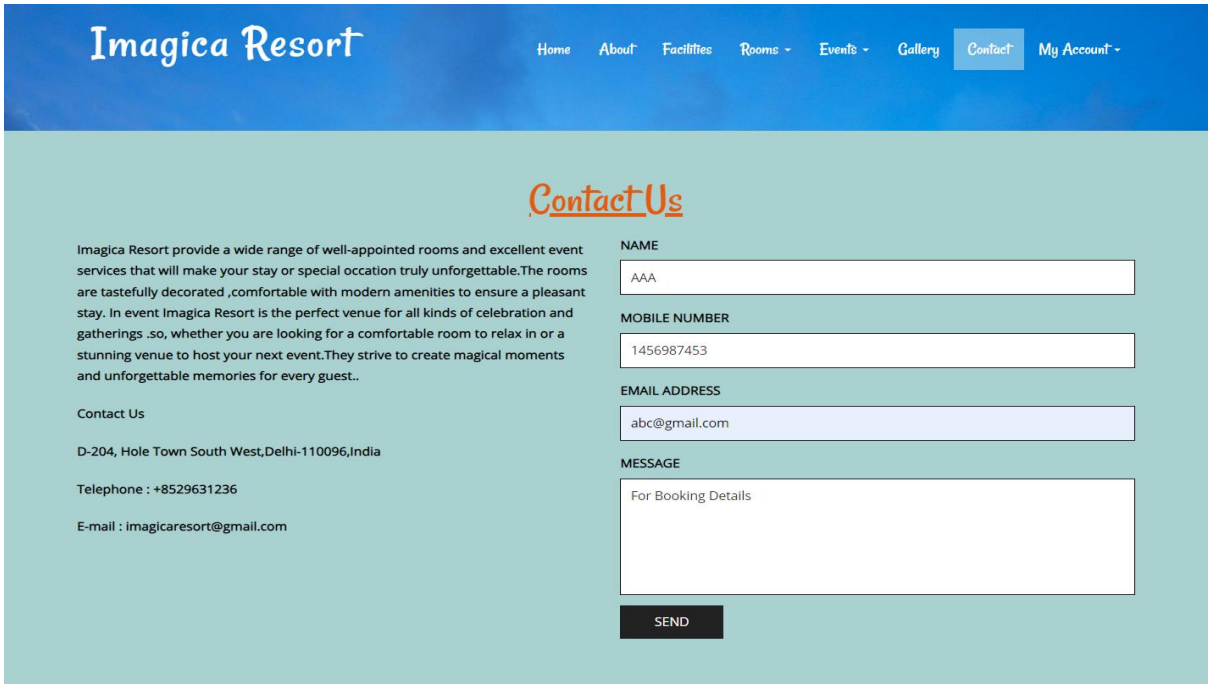
- This page is user registration page.New user can register here.

About Us Page:-



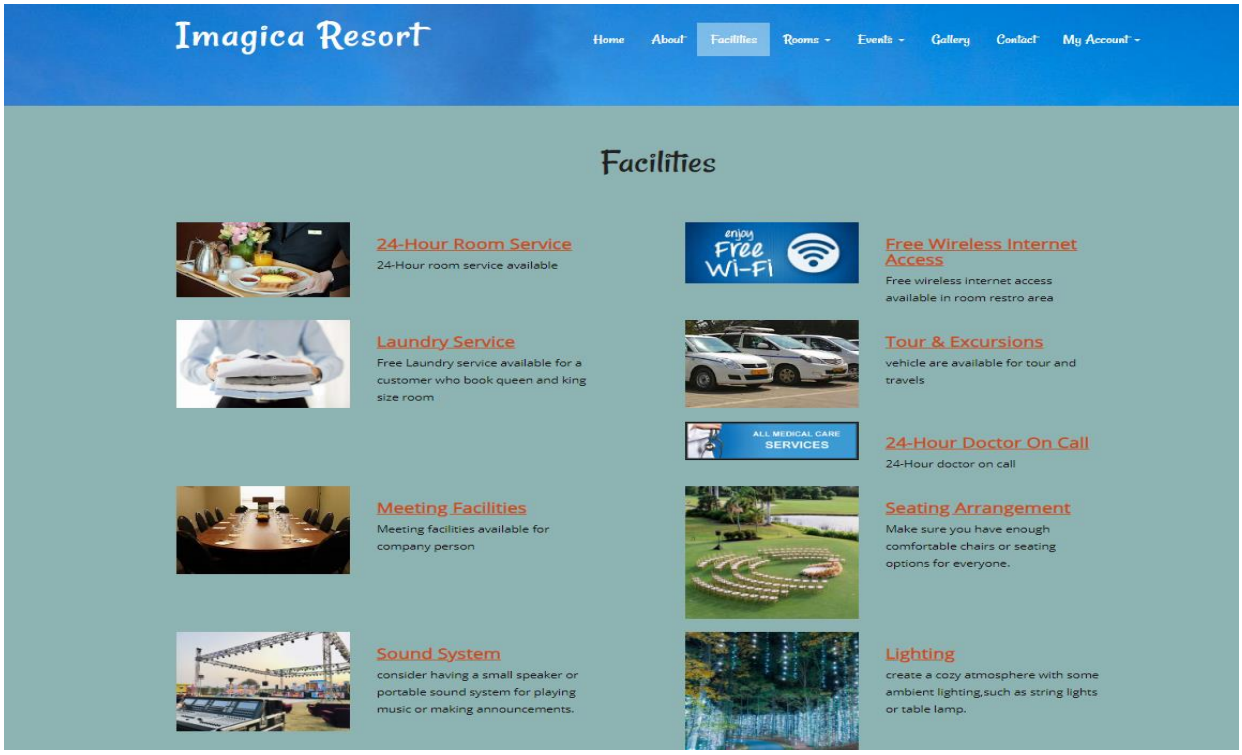
- Aboutus page show the detail of the website.

Contact Us Page:-



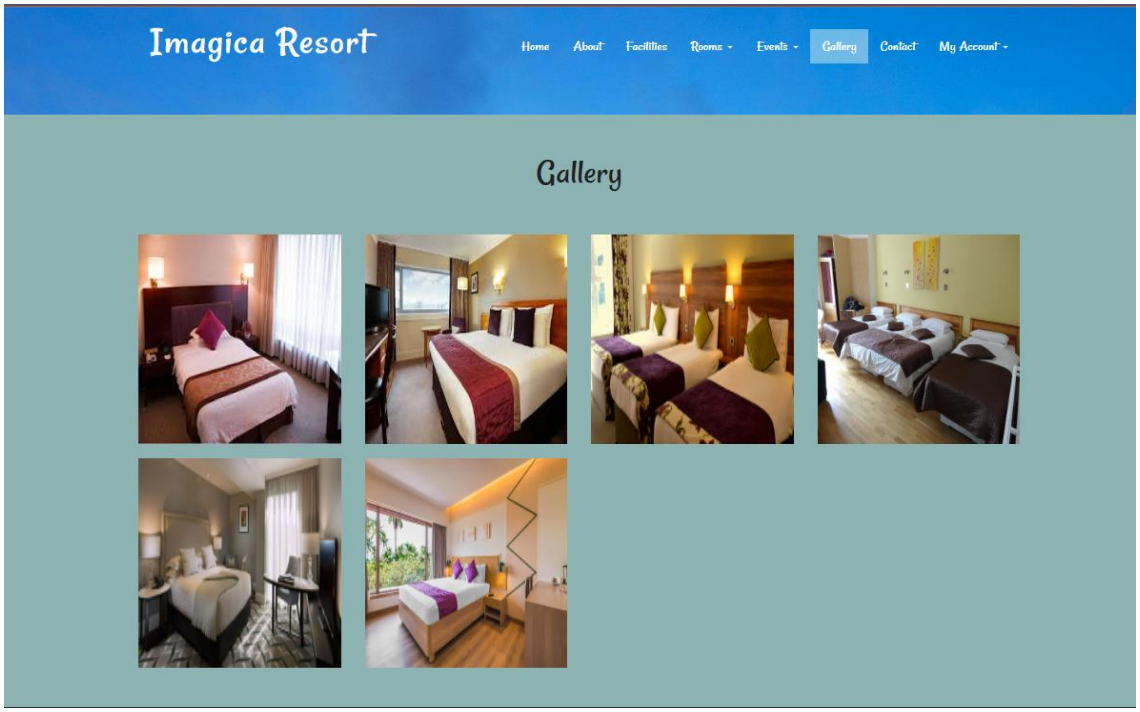
- Contactus page show the contact of the website and user can also contact to the admin.

Facility Page:-



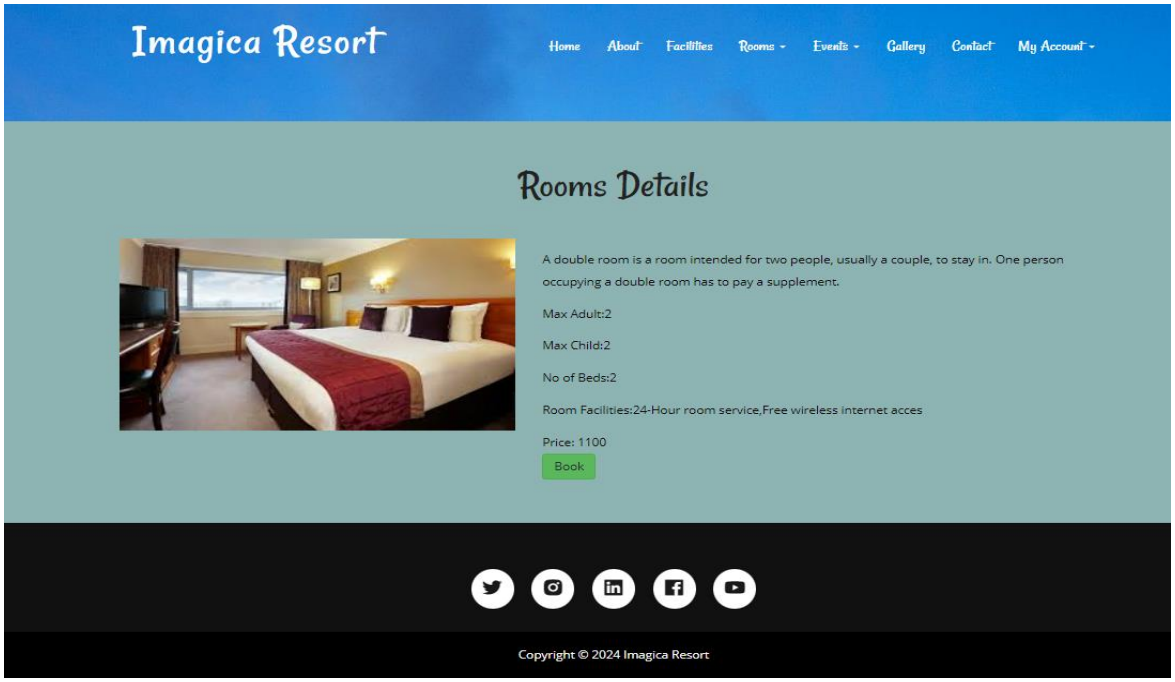
- This is user facility page.

Gallery Page:-



- This is user gallery page.User can show the photos.

Room Page:-

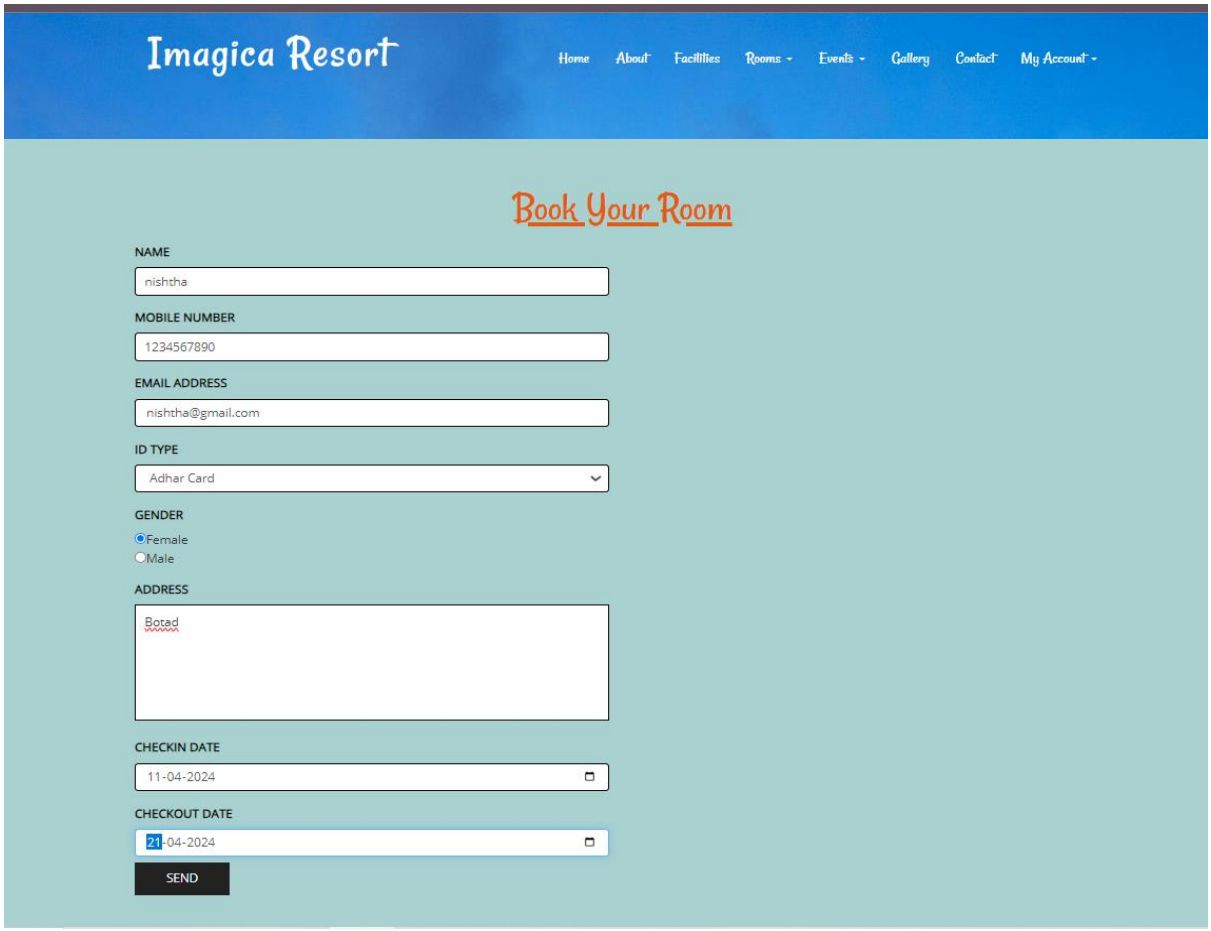


- This is user room page.This page is show the room details.

Event Page:-

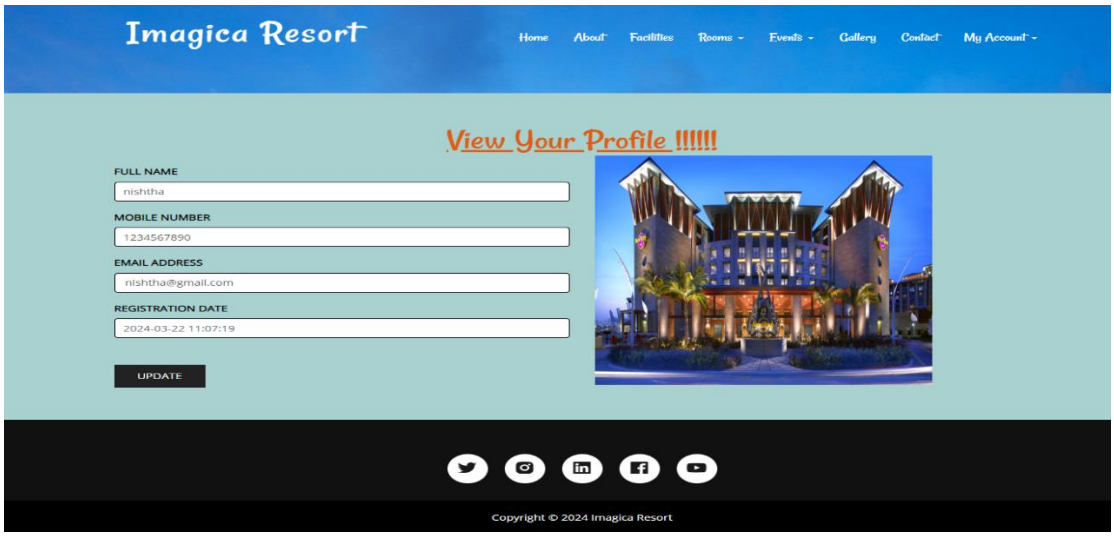
- This is user Event page.This page is show the Event details.

Room Booking Page:-



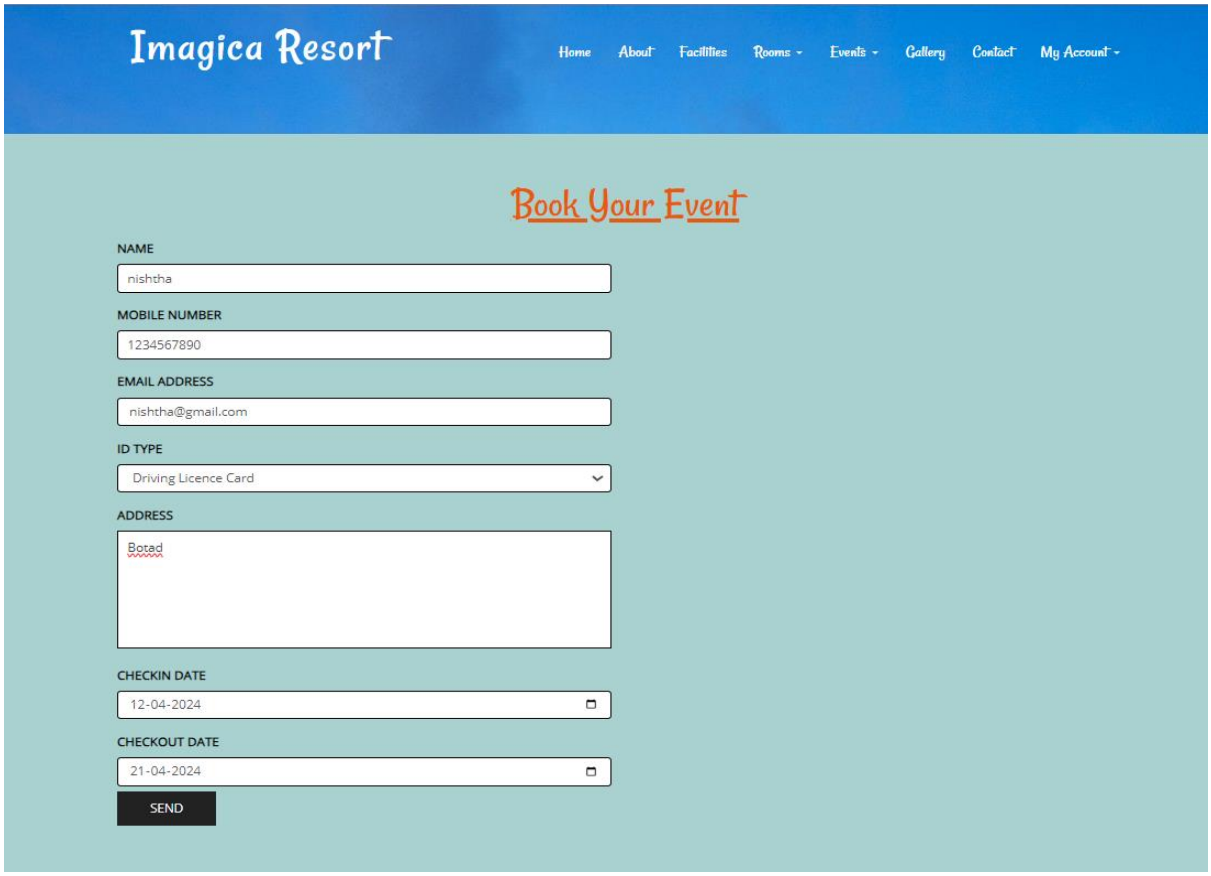
- This is booking room page.In this page,user can book the room.

My Profile Page:-



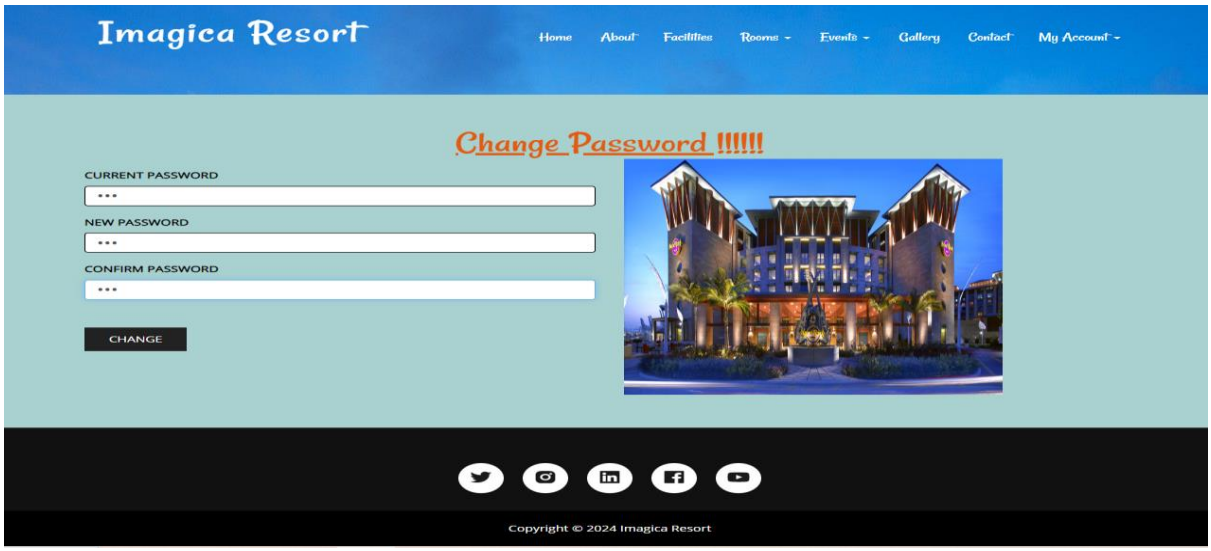
- This page is user profile page.

Event Booking Page:-



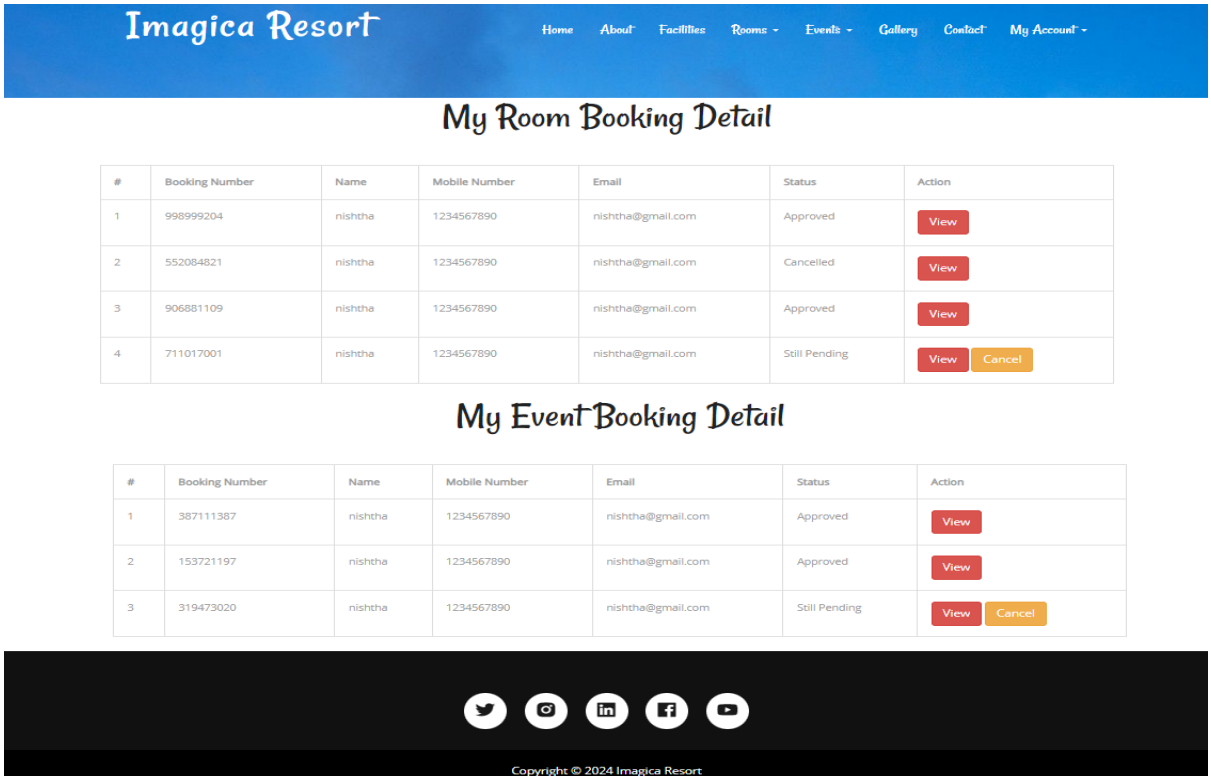
- This is booking event page.In this page,user can book the event.

Change-Password Page:-



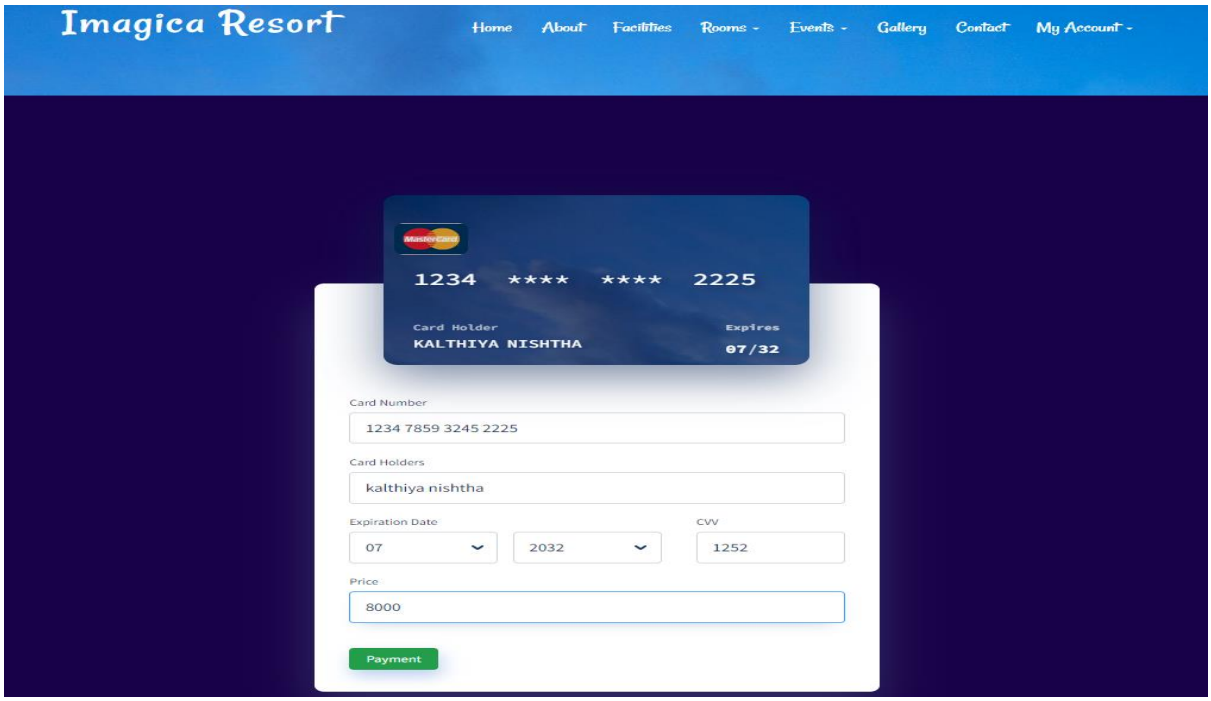
- This page is change password.In this page, user can do new password process.

My Booking-Details Page:-



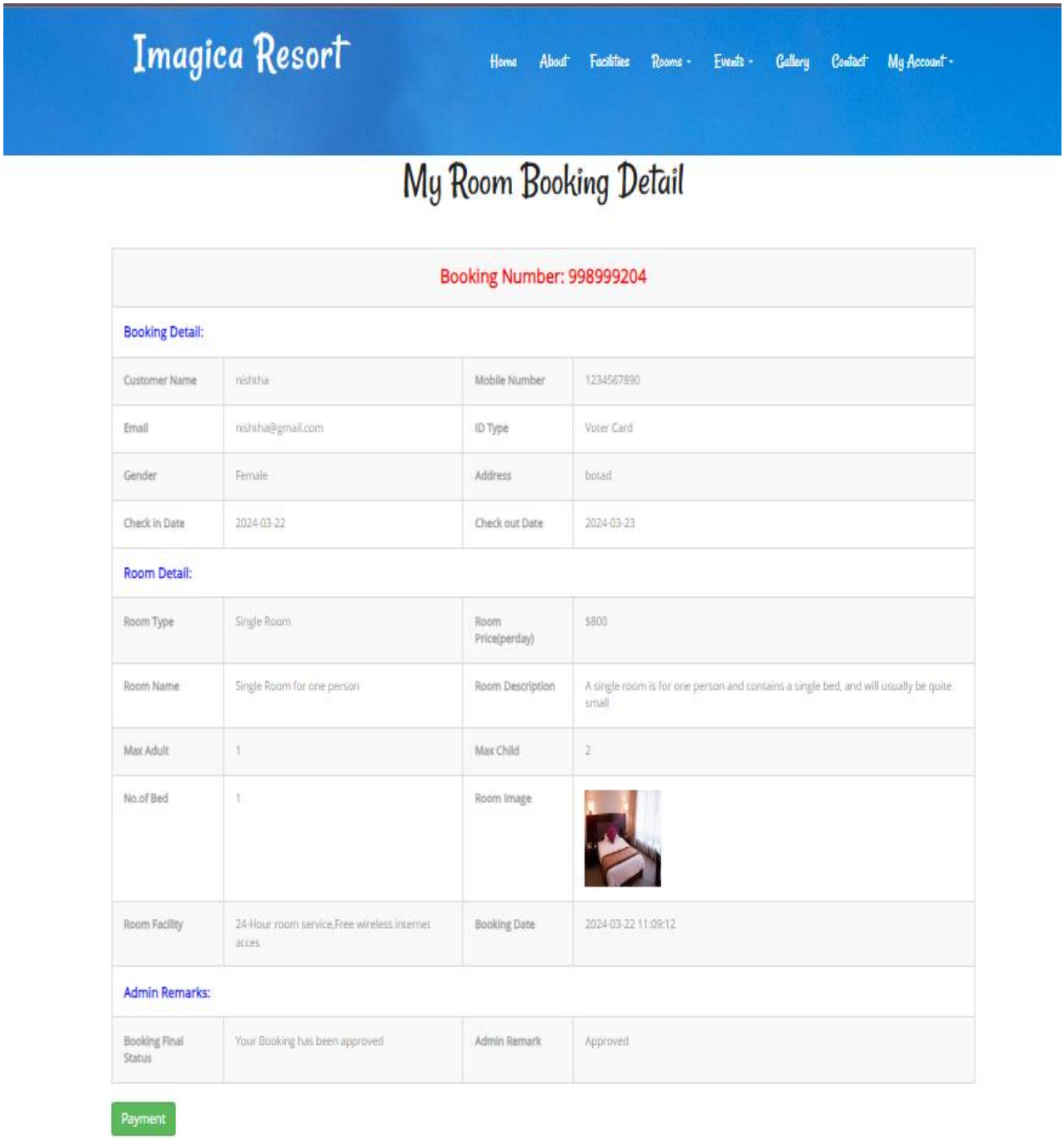
- This page is also display the user all booking details page.

Payment Page:-



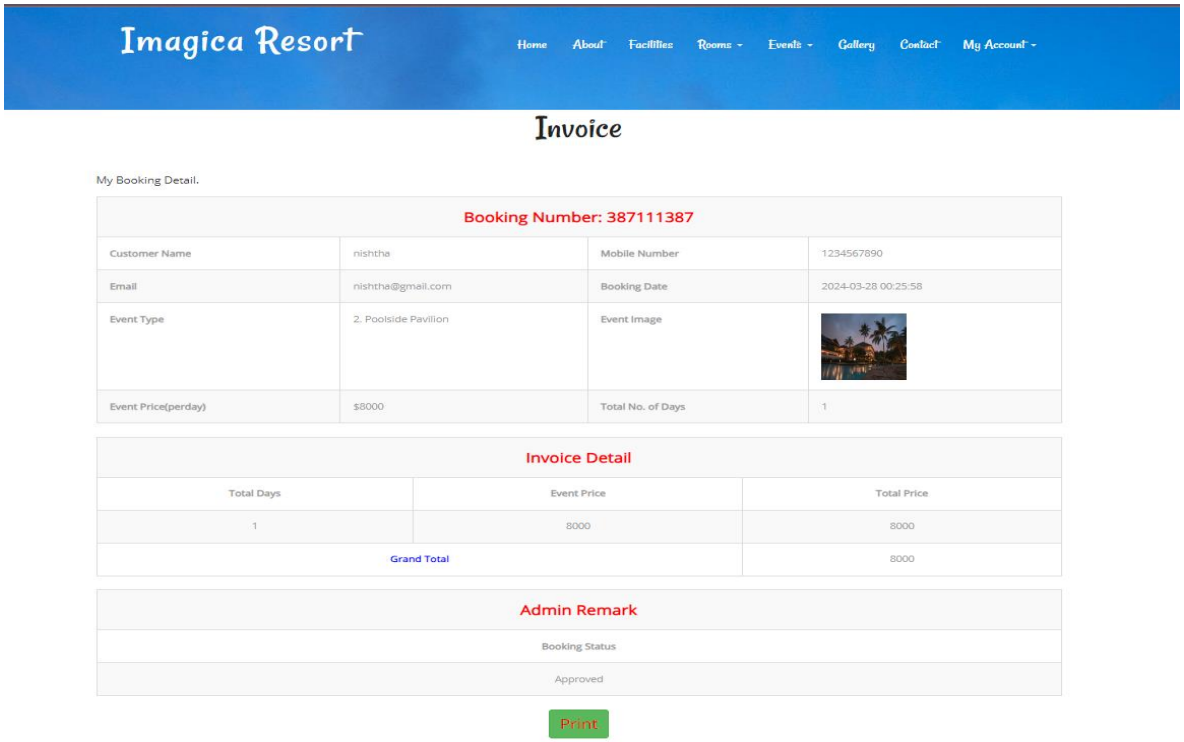
- This Page is show the payment page.

View Room Booking-Details Page:-



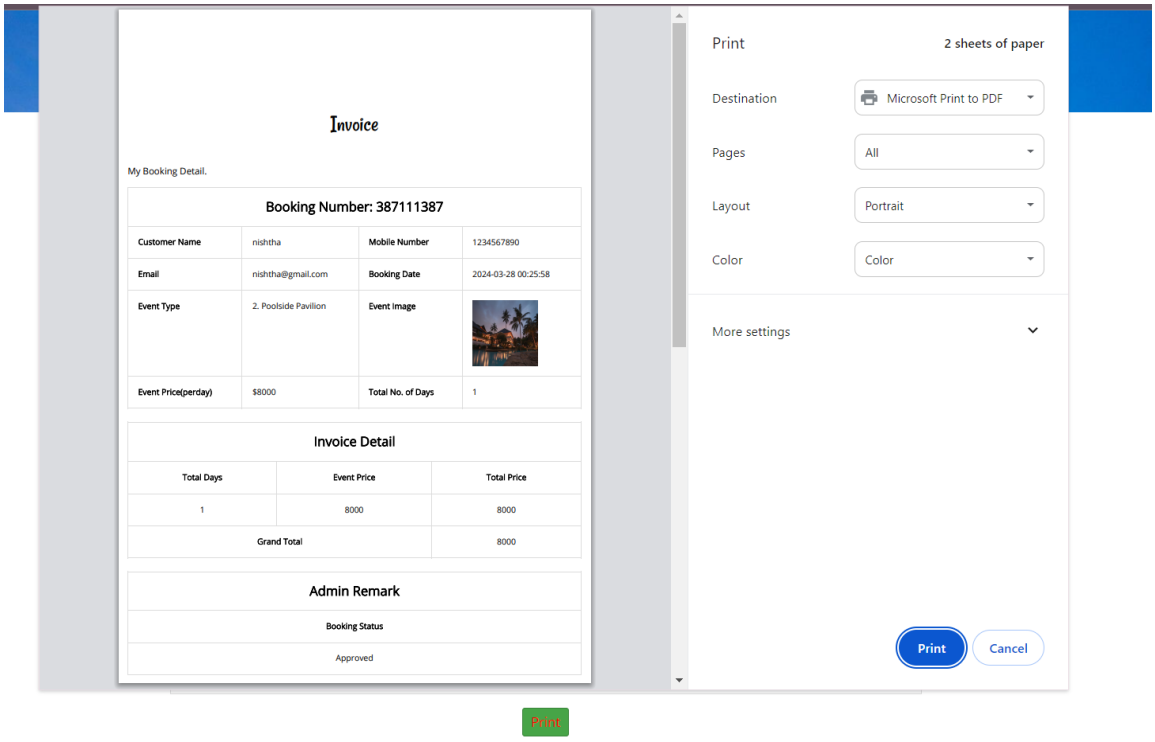
- This page is also display the user all booking details page.

View Invoice Page:-



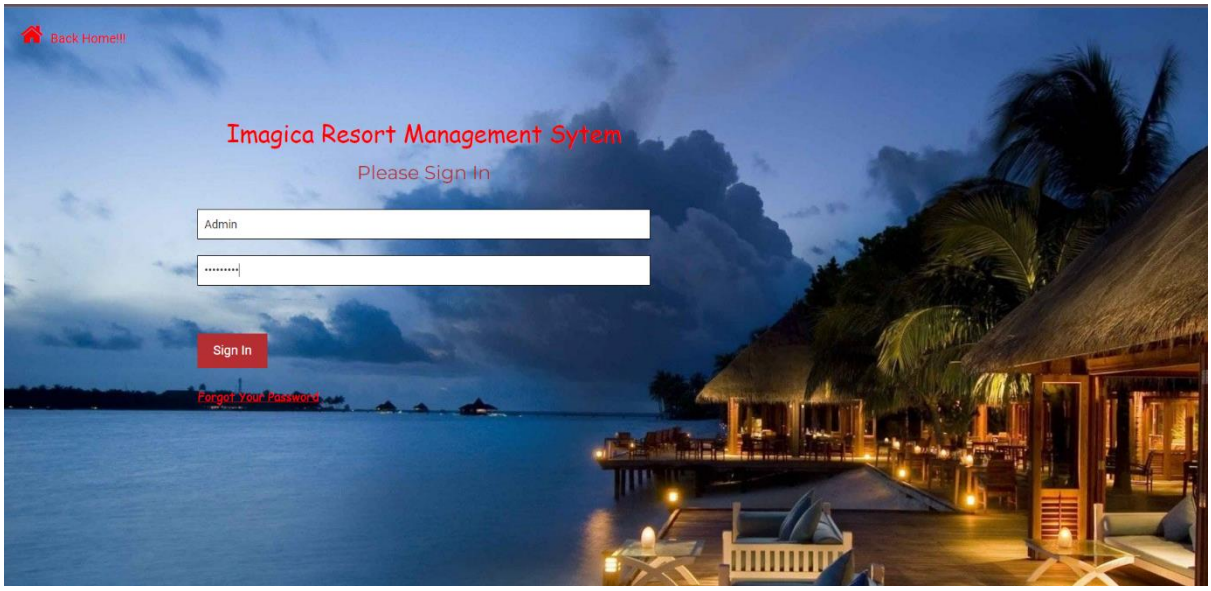
- This Page is show the invoice page.

Print Invoice Page:-



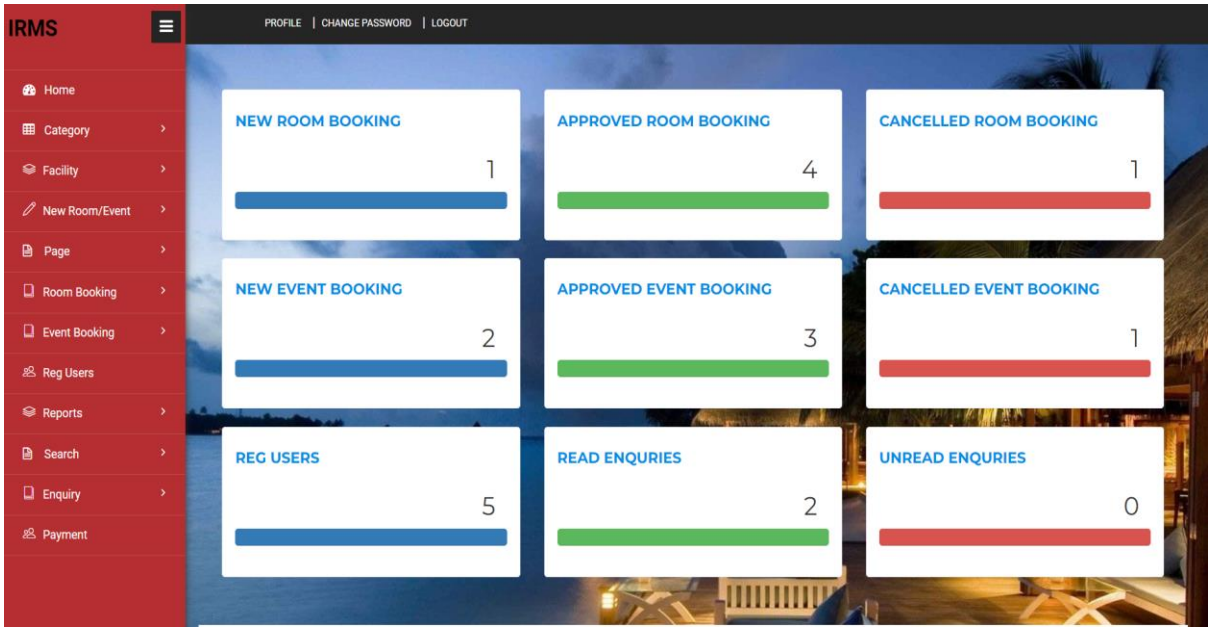
❖ Admin side

Admin Login:-



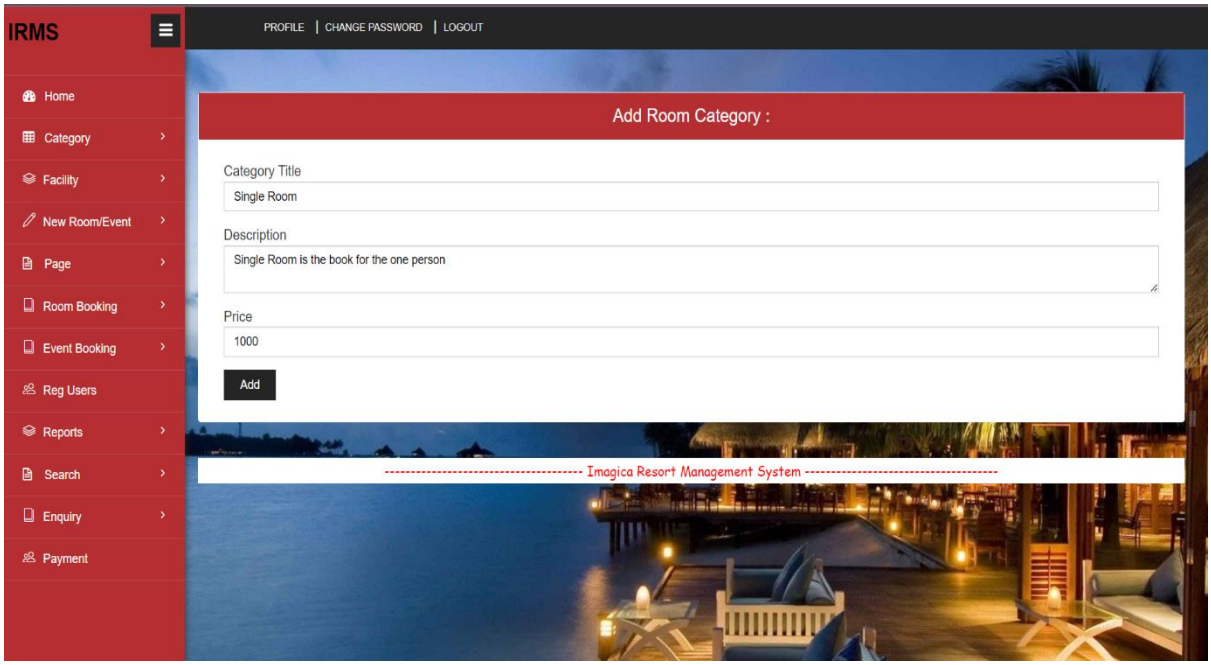
- This page is admin login page.Admin can login here and after login admin will go to the admin dashboard page.

Admin Dashboard:-



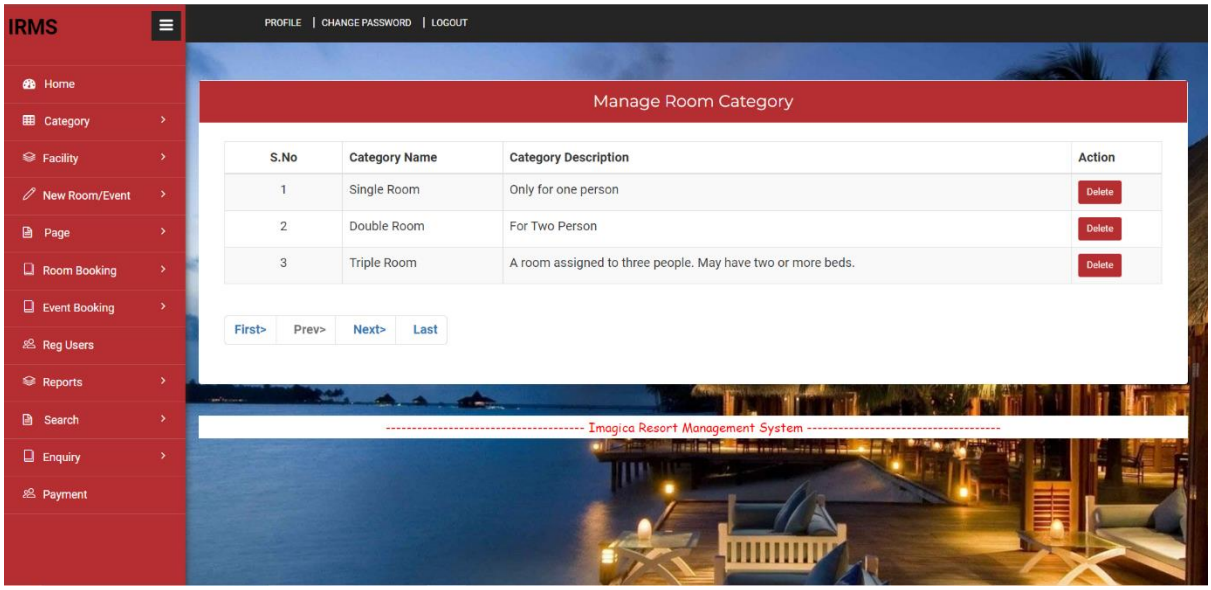
- This page is admin dashboard page.

Add-Room Category :-



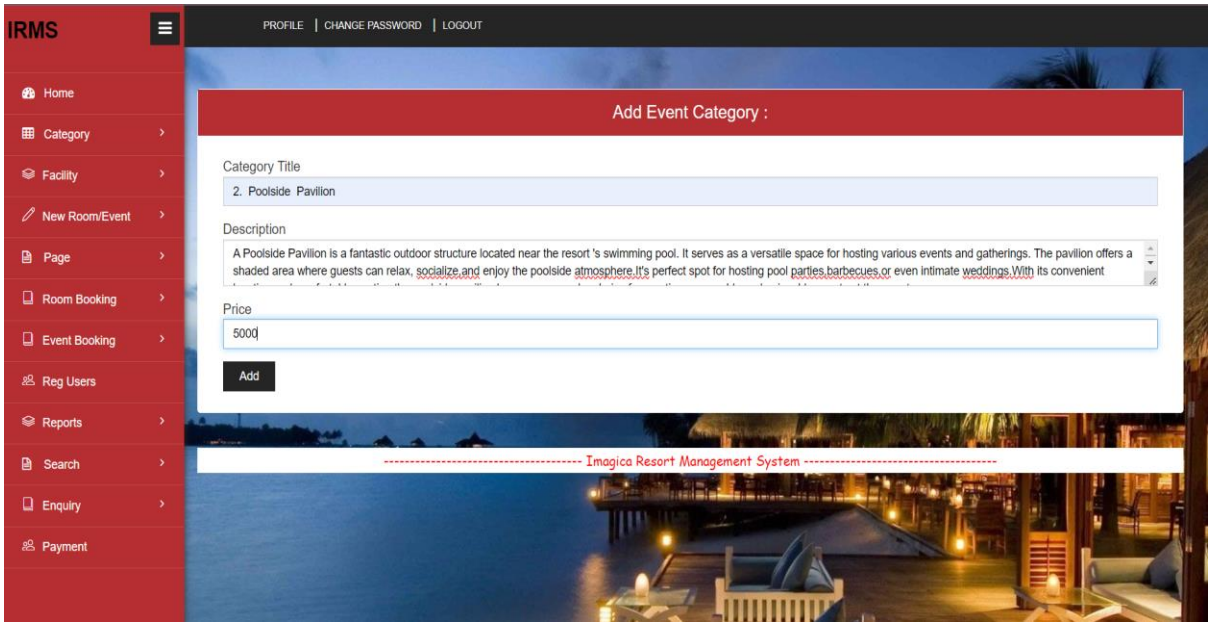
- This is the add room category page.In this page admin can add room category.

Manage-Room Category:-



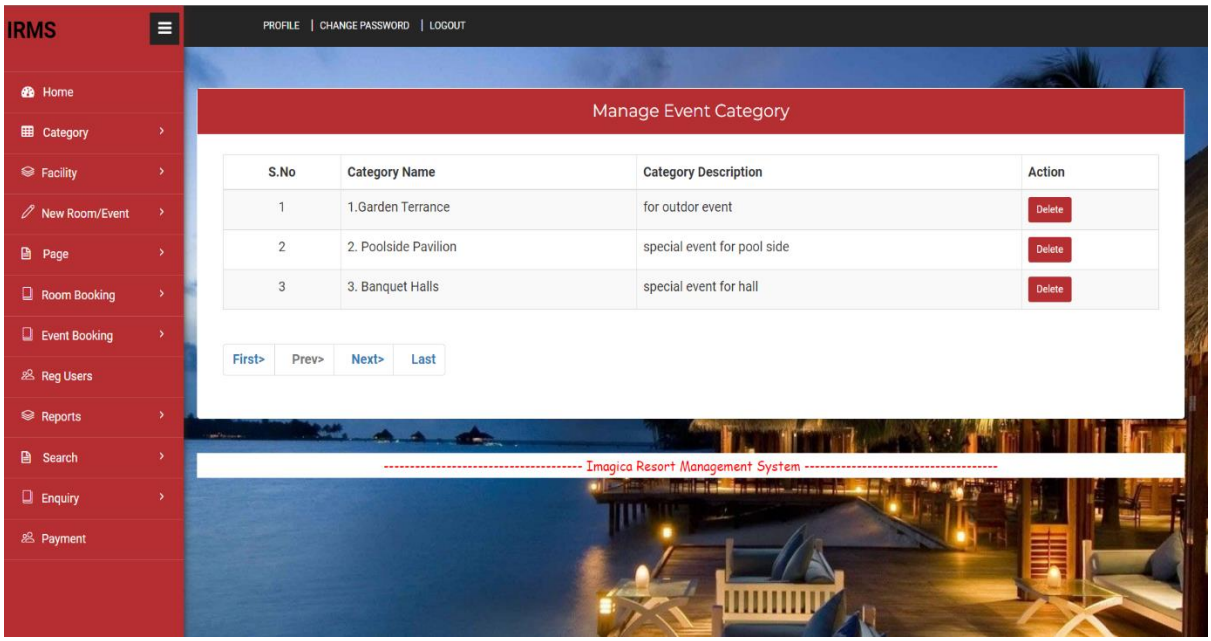
- This is the manage-room category page.Admin can delete the category.

Add-Event Category :-



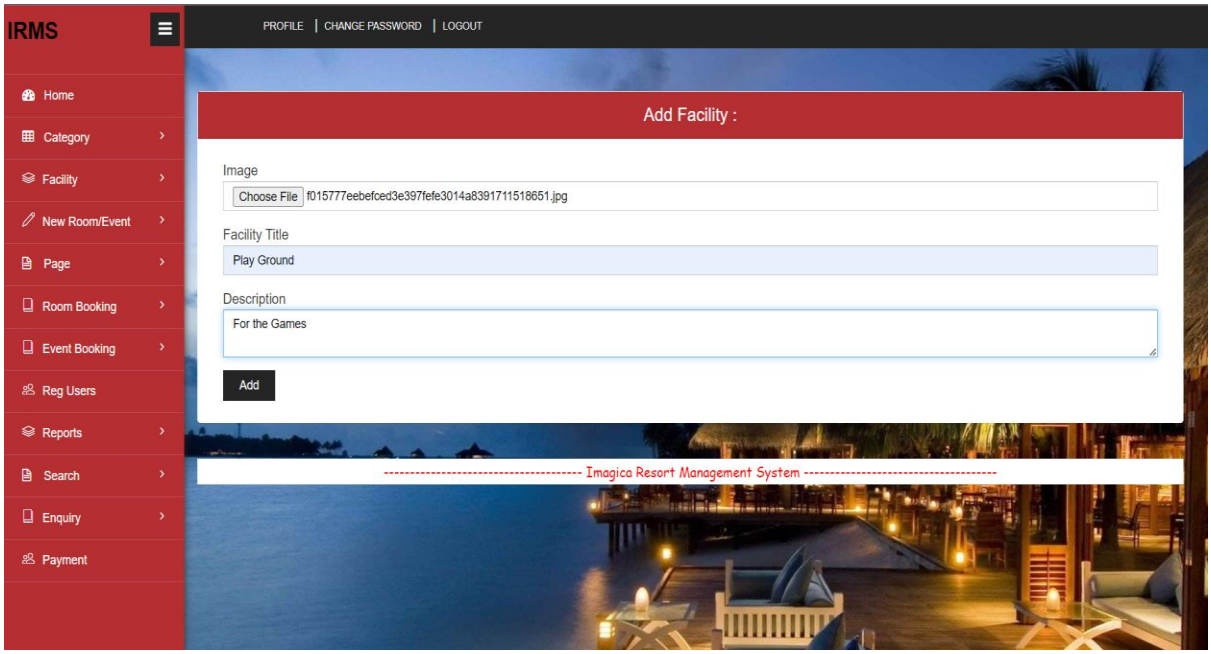
- This is the add event category page.In this page admin can add event category.

Manage-Event Category:-



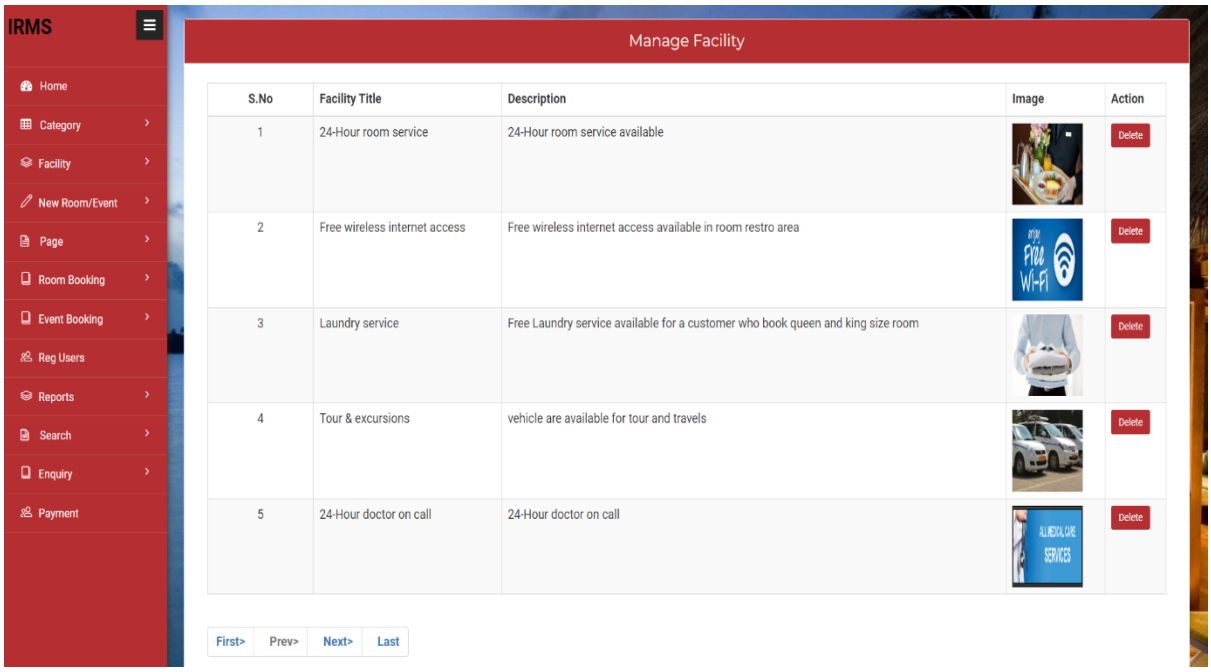
- This is the manage-event category page.Admin can delete the category.

Add Facility:-



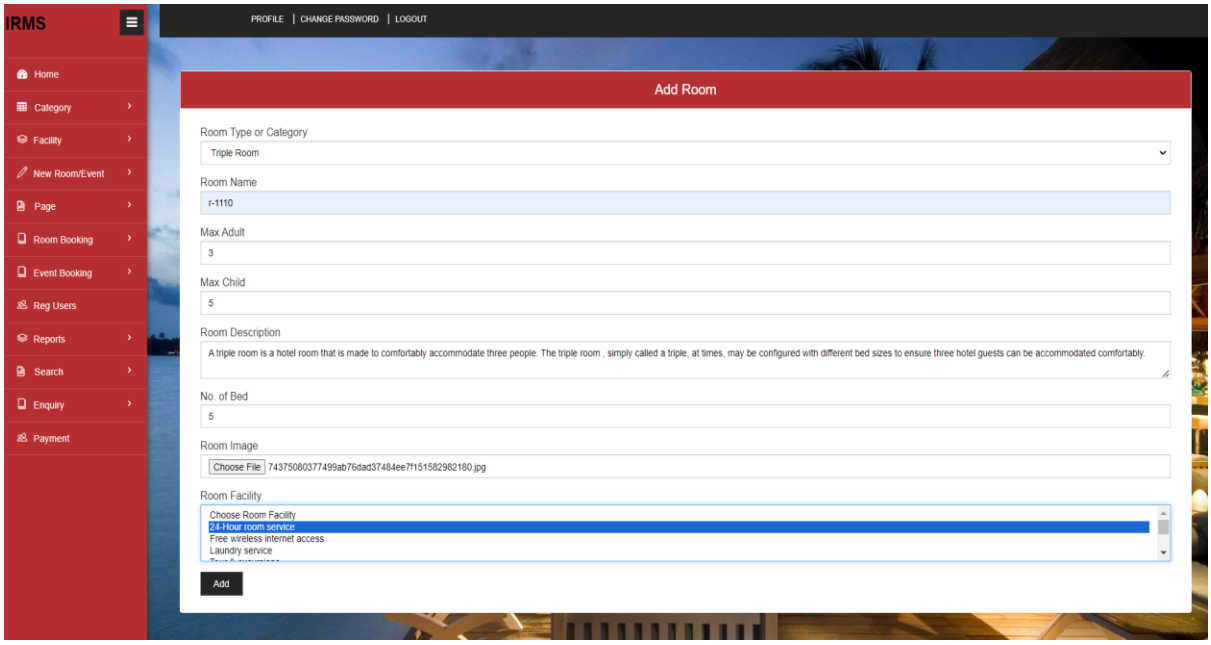
- This is the add facility page.In this page admin can add facility.

Manage-Facility:-



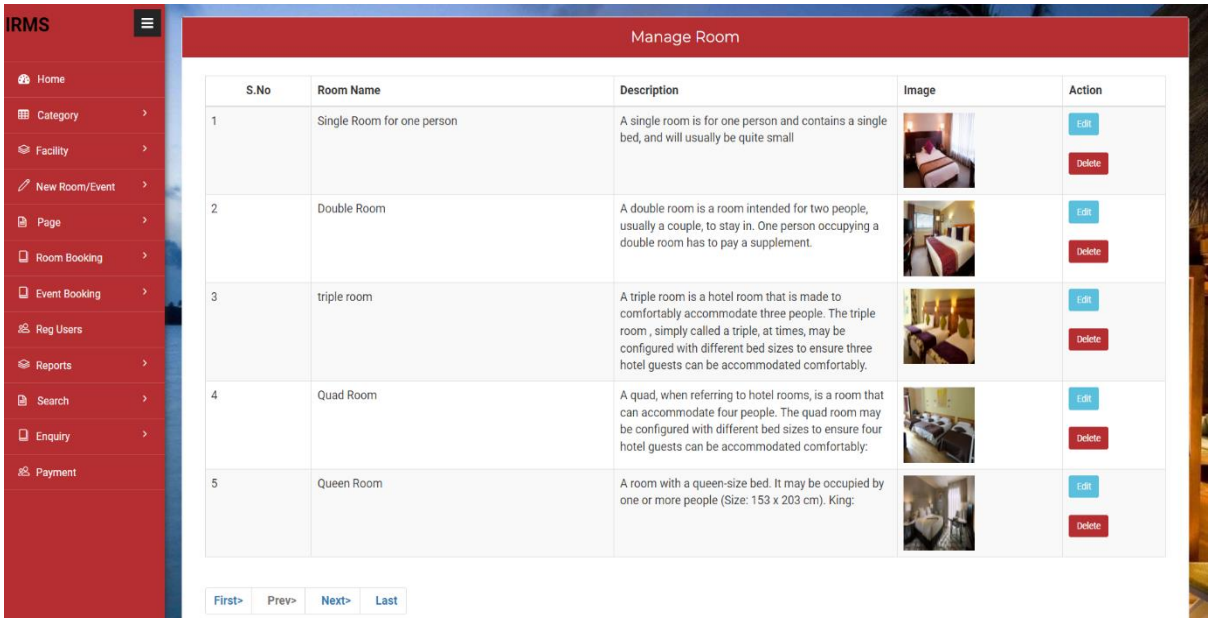
- This is the manage-facility page.Admin can delete the facility.

Add-Room:-



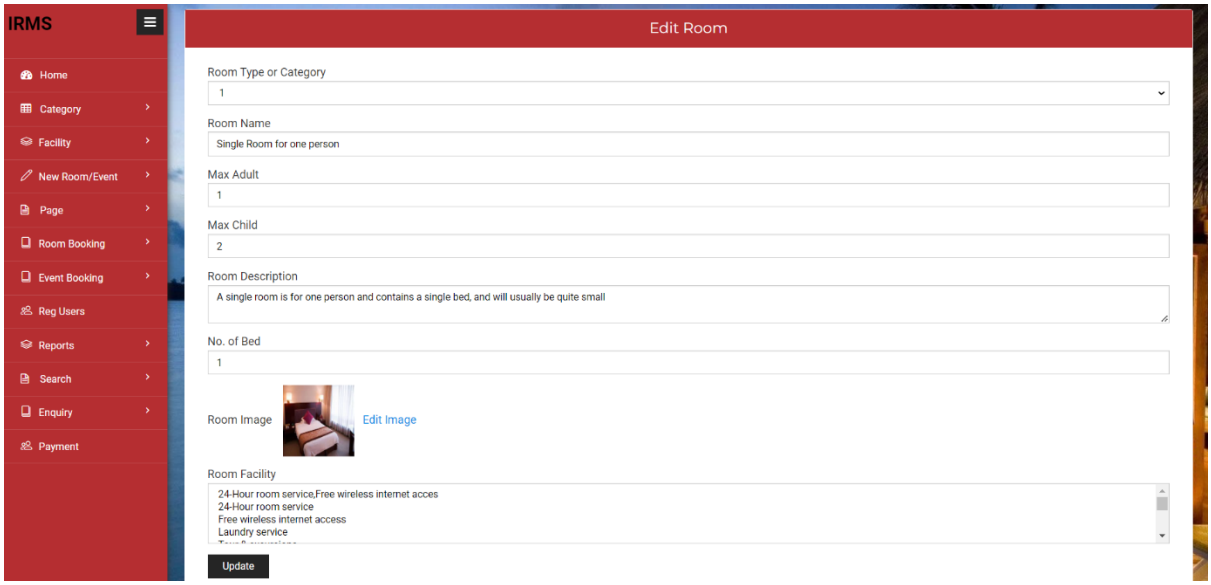
- This is the add room page.In this page admin can add room.

Manage-Room:-



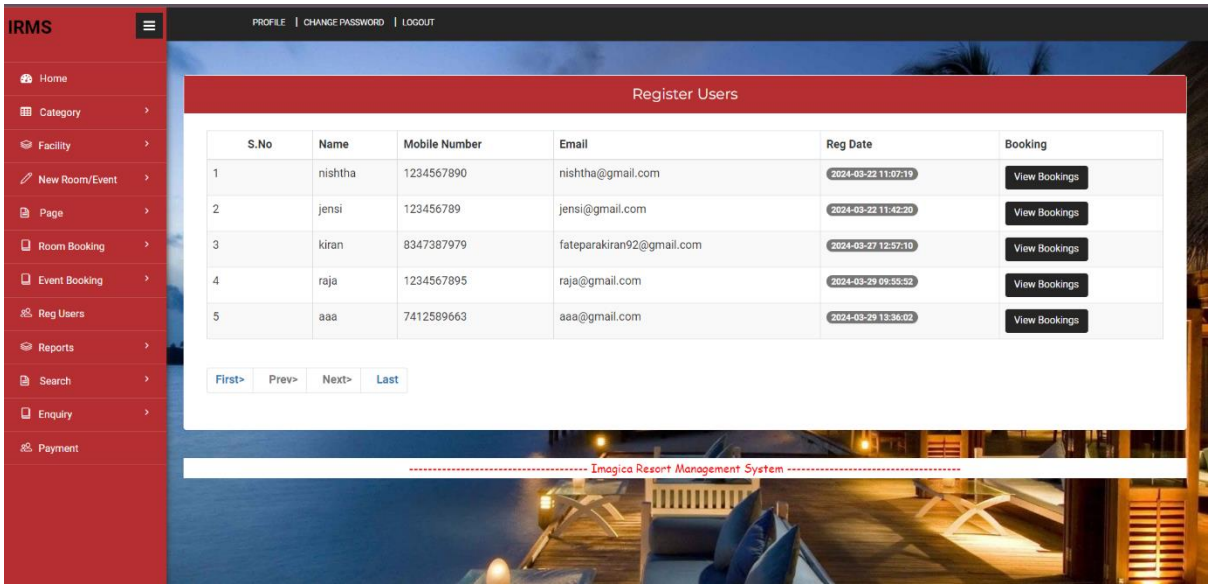
- This is the manage-room page.Admin can delete and also edit the room.

Edit-Room:-



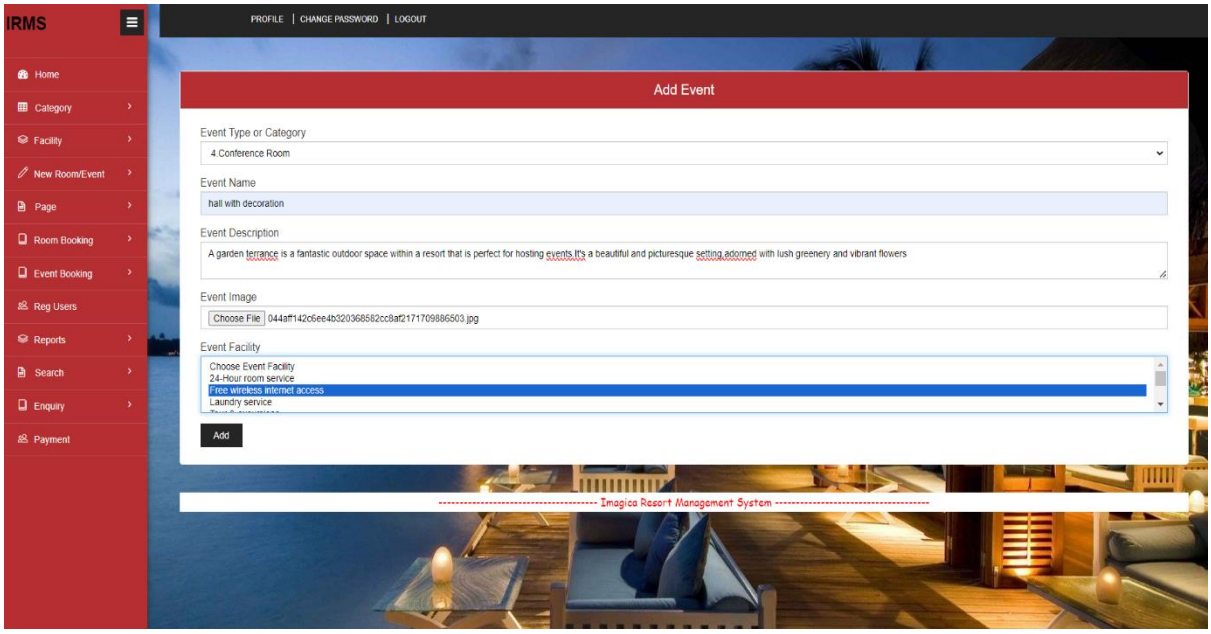
- This is edit-room page.In this page admin can edit the room.

Register-User Page:-



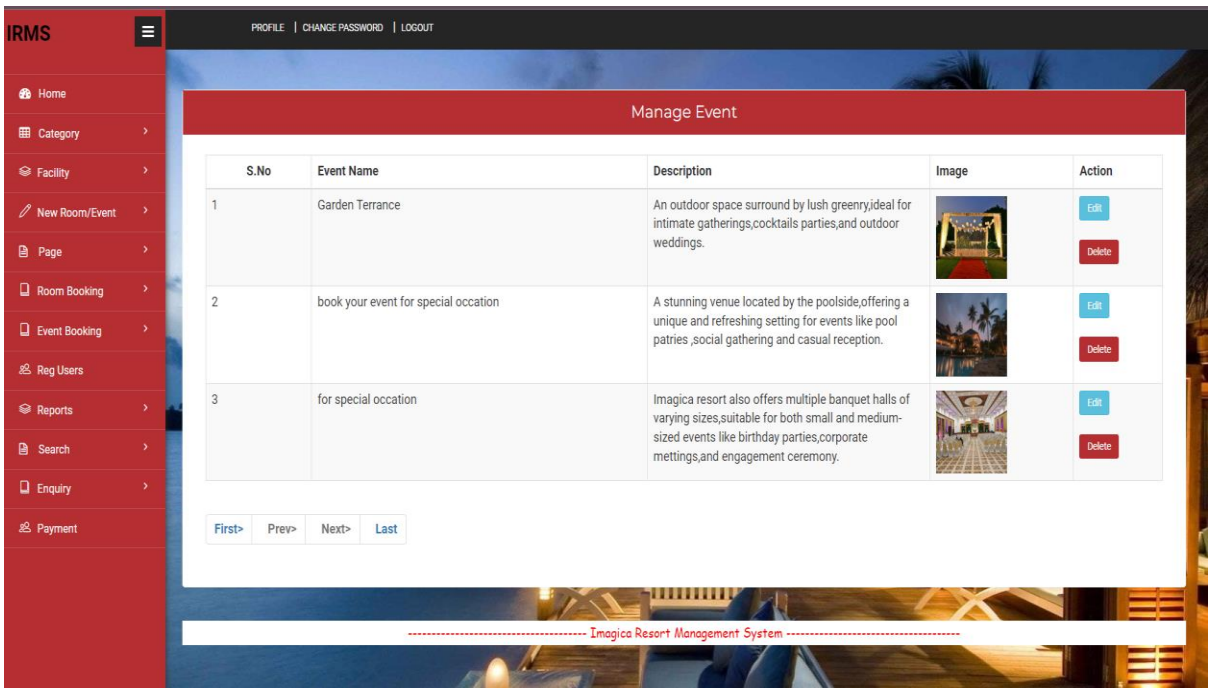
- This is the register all users page.Here admin can see the all register users.

Add-Event:-



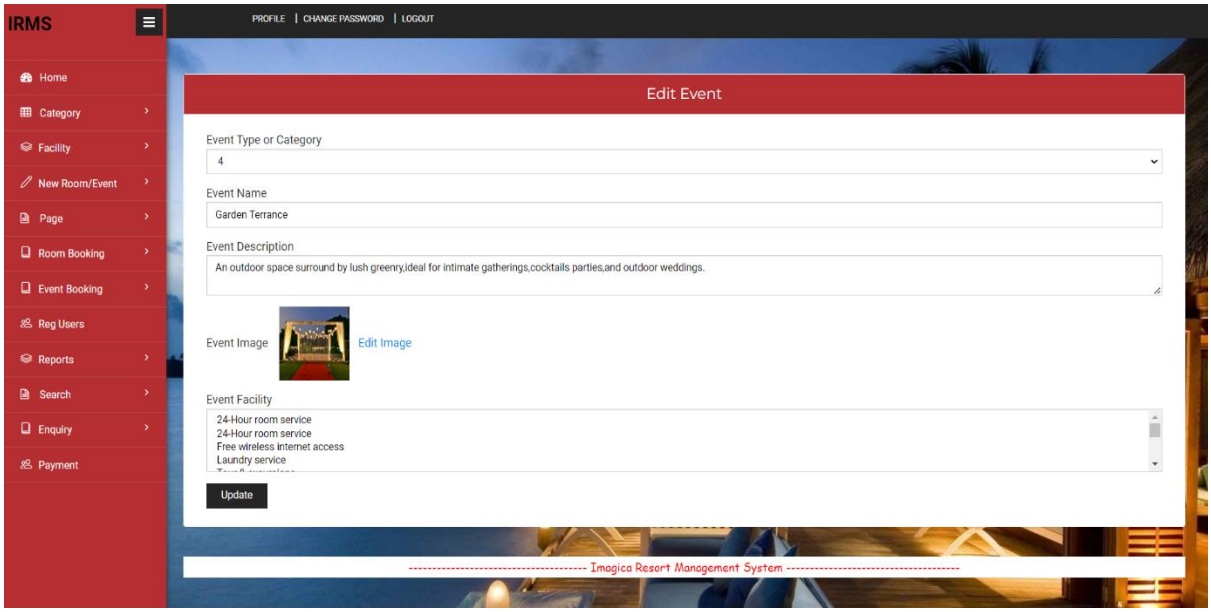
- This is the add Event page.In this page admin can add Event.

Manage-Event:-



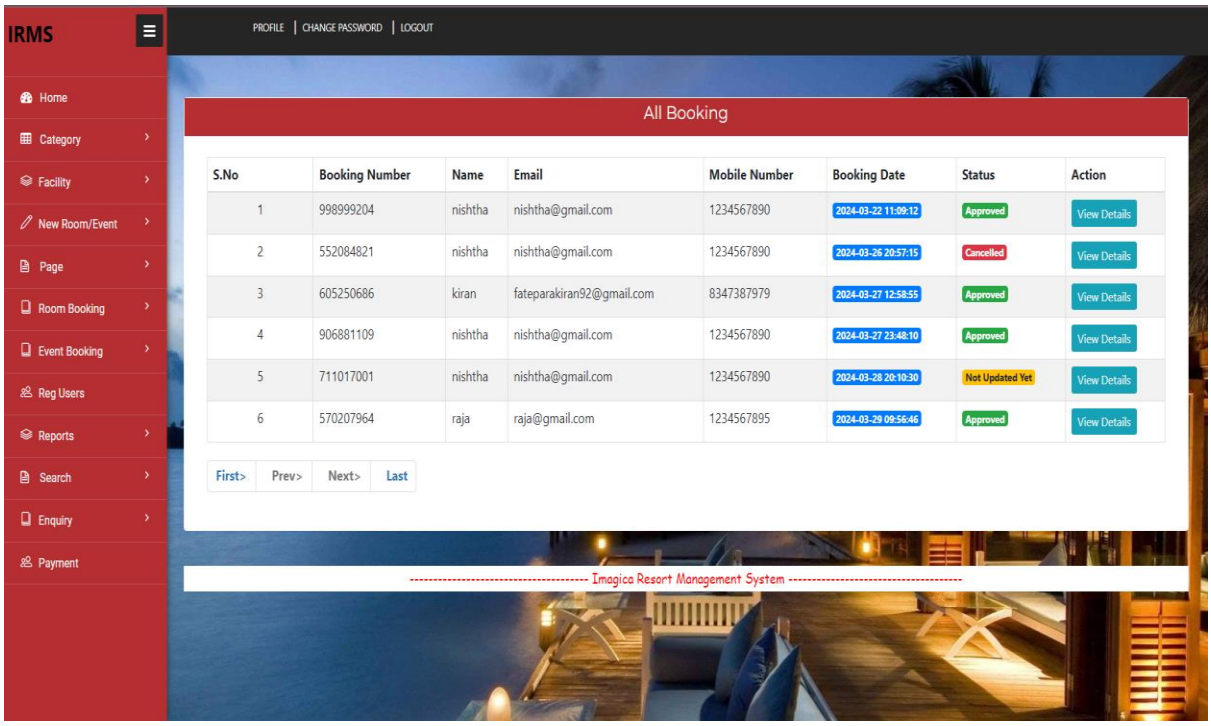
- This is the manage-Event page.Admin can delete and also edit the event.

Edit-Event:-



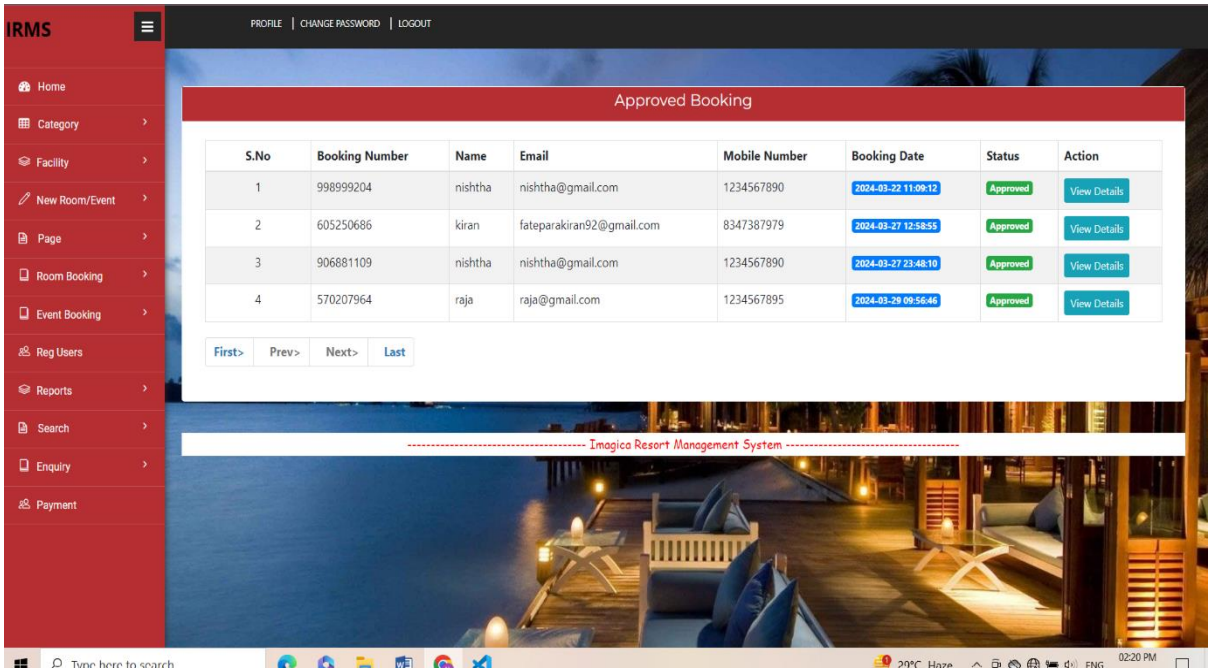
- This is edit-event page.In this page admin can edit the event.

All-Booking Page:-



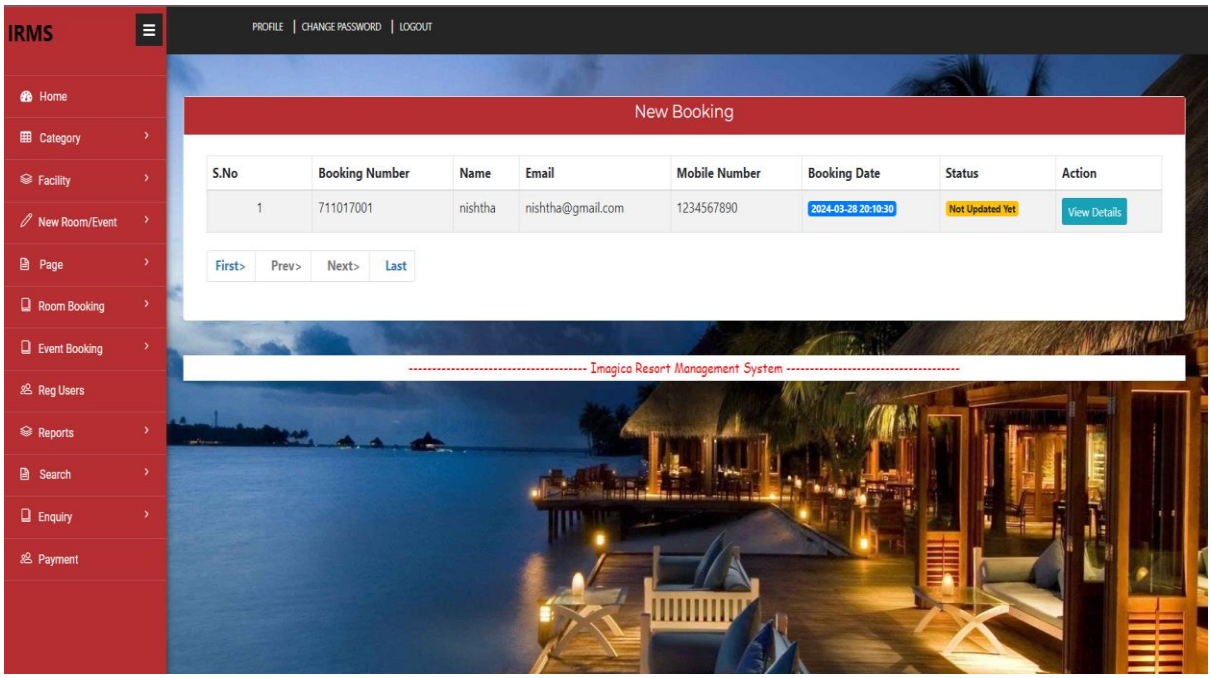
- This is the all-booking page.Admin can view the all-booking user.

Approve-Booking Page:-



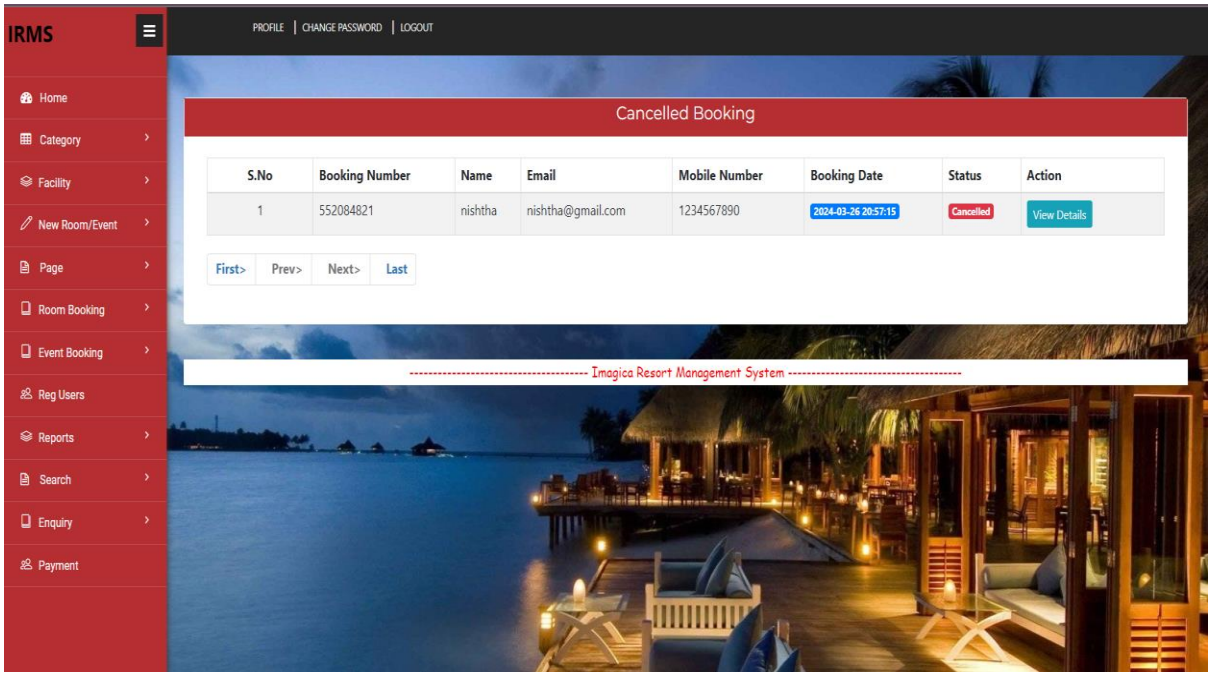
- This is the approve-booking page.Admin can approve the booking of users.

New-Booking Page:-



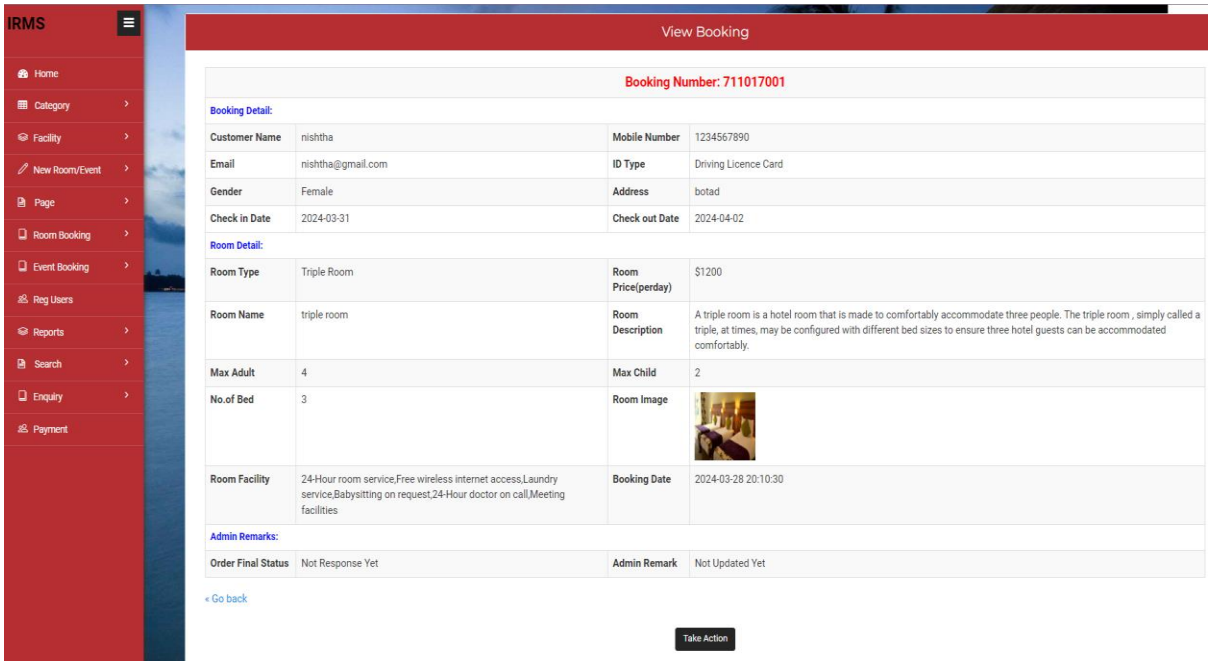
- This is the new-booking page.Admin can view the new-booking user.

Canaclled-Booking Page:-



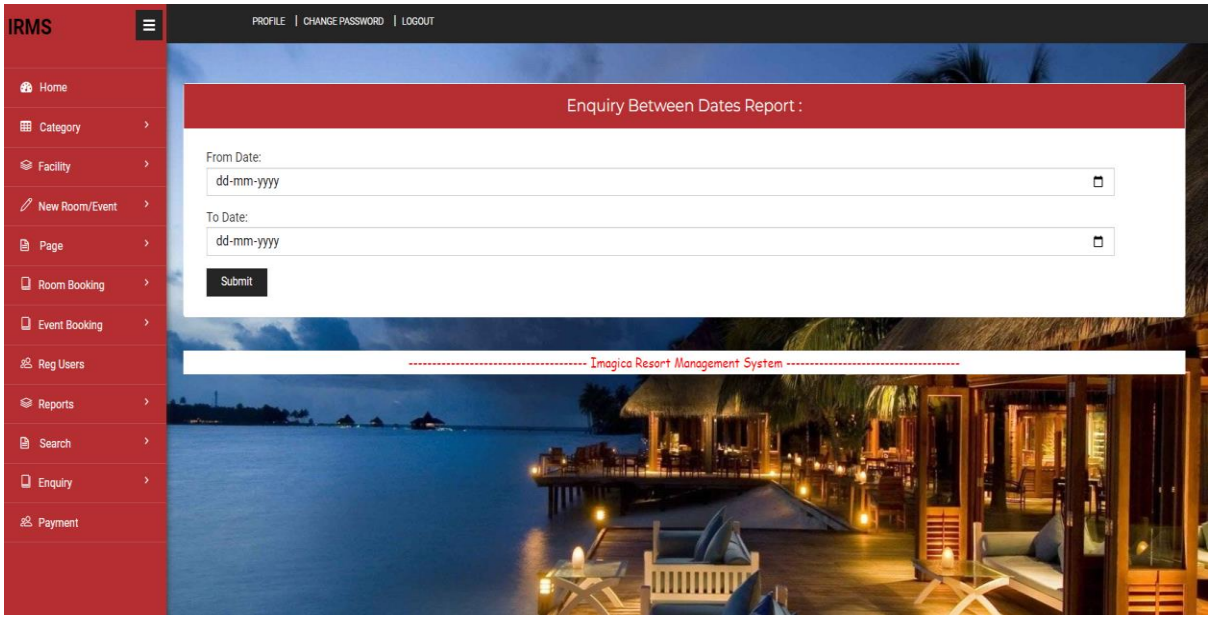
- This is the cancle-booking page.Admin can cancle the booking of users.

View-Booking Page:-



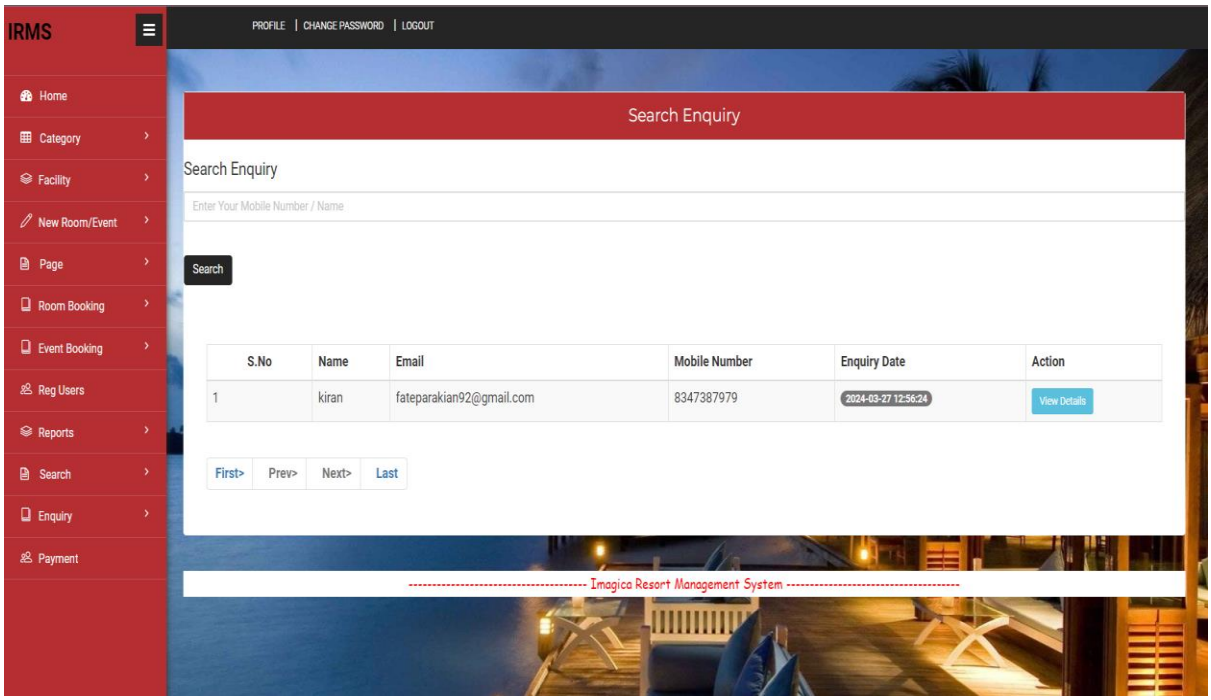
- This is the view-booking page.Admin can view the booking of the user and take action like approve or cancle.

Enquiry Page:-



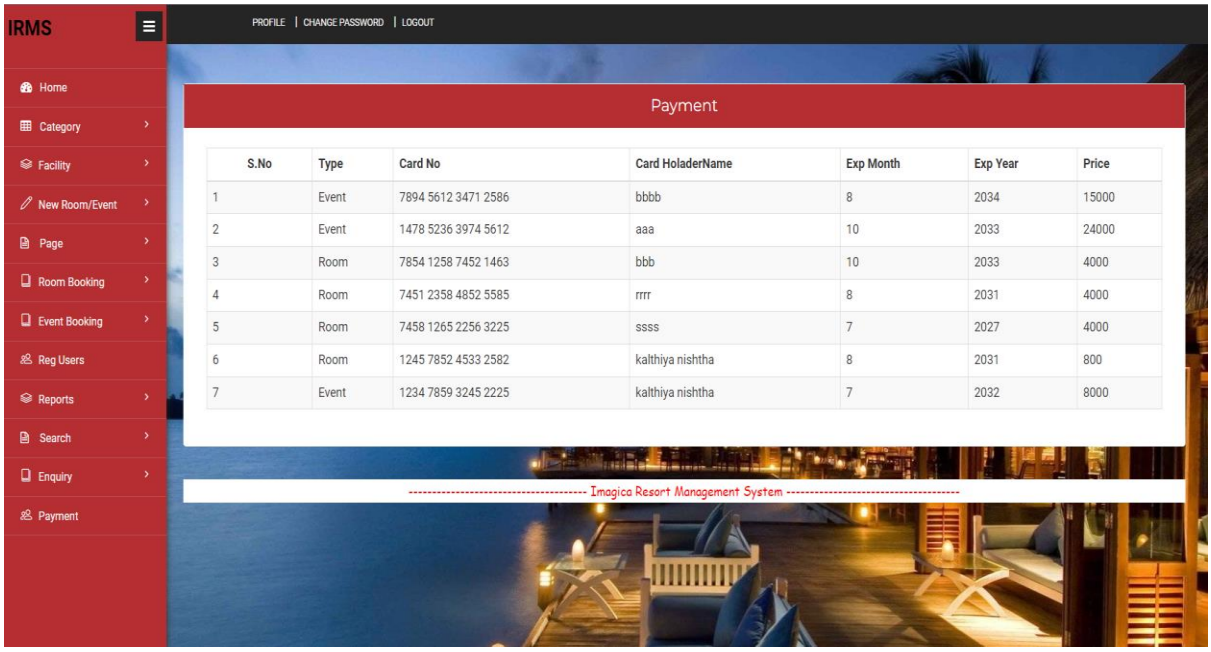
- This is the enquiry page.Admin can view the all enquiry from the user.

Search Page:-



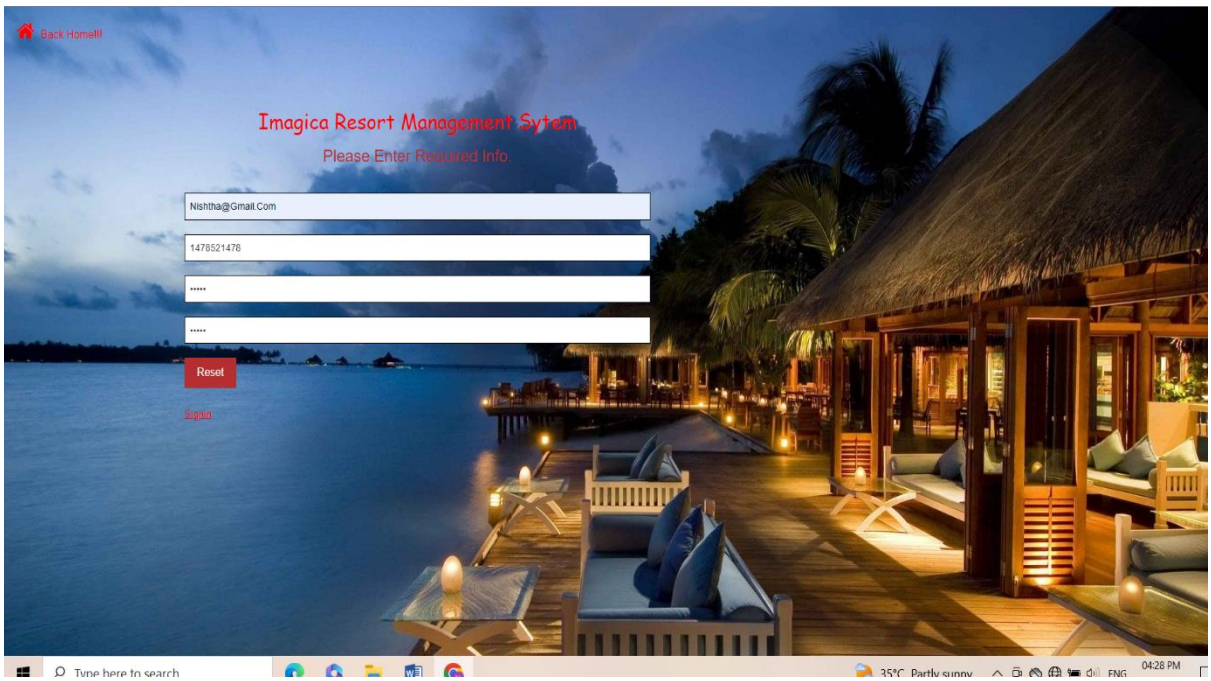
- This is the search page.Admin can search the booking using name.

Payment Page:-



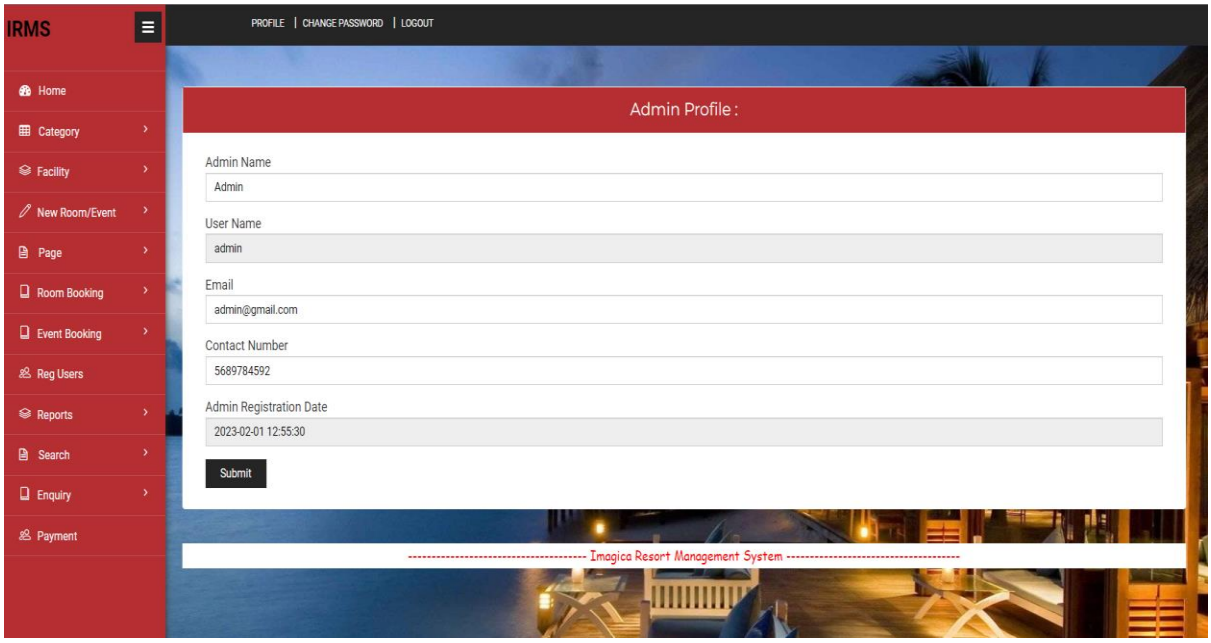
- This is the payment page.Admin can view the all payments.

Admin Forget Password Page:-



- This is the Forget Password page.Admin can generate new password.

Admin Profile Page:-



- This is the Profile page.Admin can update the own details.

UNIT -4

TESTING AND IMPLIMANTATION

4.1 Testing Approach Used

4.2 Test Case

4.3 Implementation Approch

4.1 TESTING APPROACH USED

❖ Testing approach used:

- Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design and coding.
- Testing represents an interesting anomaly for the software. The testing Phase involves testing of the system using various test data.
- Preparation of test data plays a vital role in system testing. After preparing the test data, the system under study is tested using those test data.
- If testing is conducted successfully, it uncovers the errors in the software.
- Secondly, testing demonstrates the software function appears to be working according to specification and performance requirements appear to have been met in, addition data collected as testing is conducted provides a good indication of software reliability and some indication of software quality as a whole.

❖ Test approach has two techniques

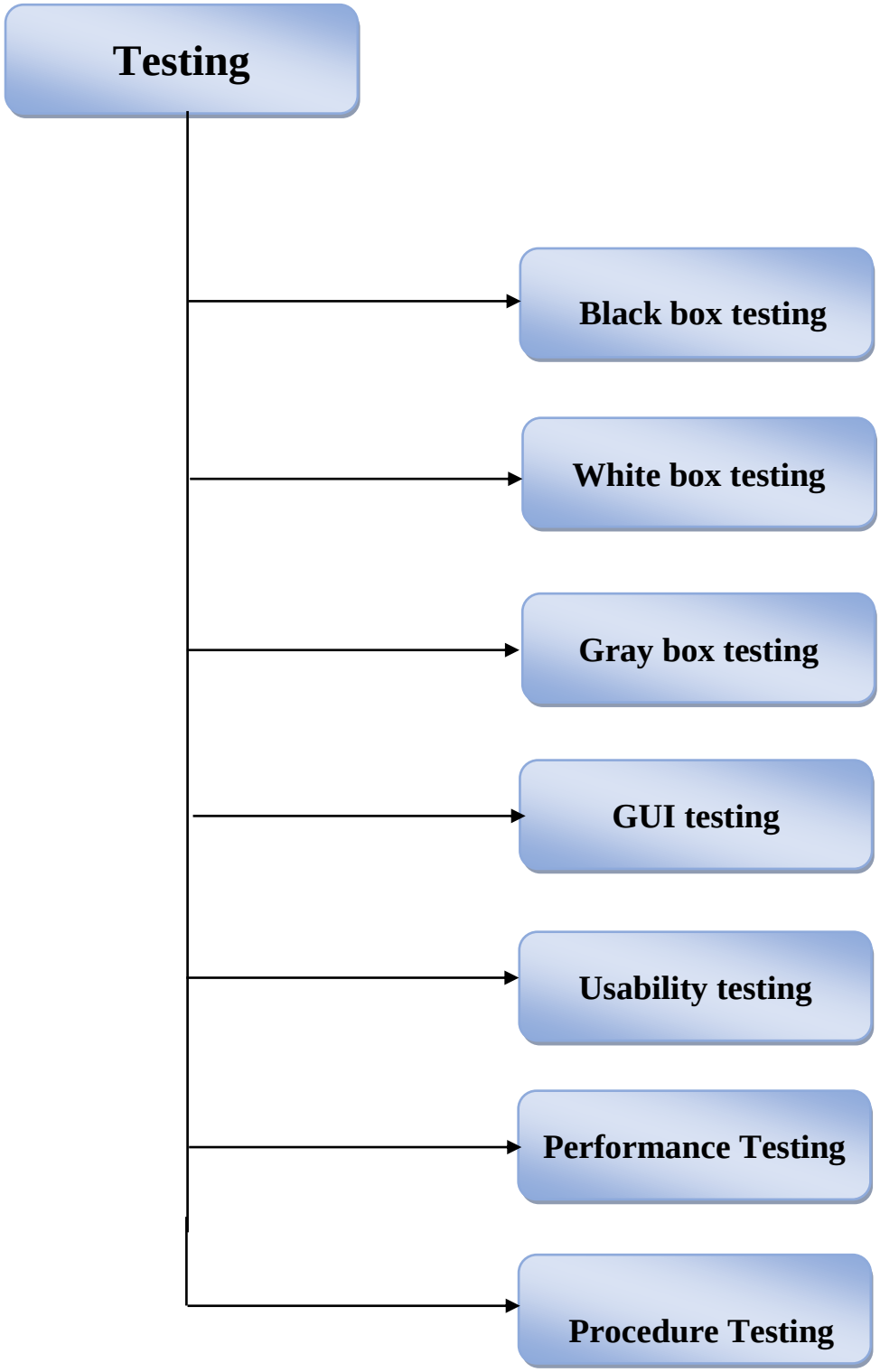
1. **Protective:-**

- An approach in which the test design process is initiated as early as possible in order to find and fix the defects before the build is created.

2. **Reactive:-**

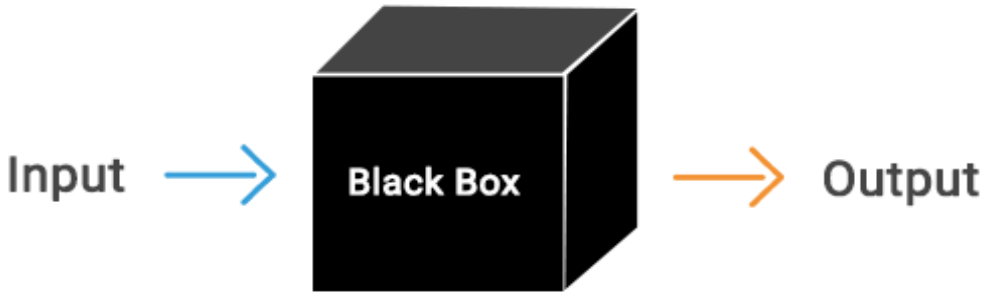
- An approach in which the testing is not started until after design and coding are completed.

❖ Types of testing methods



1) Black Box Testing:-

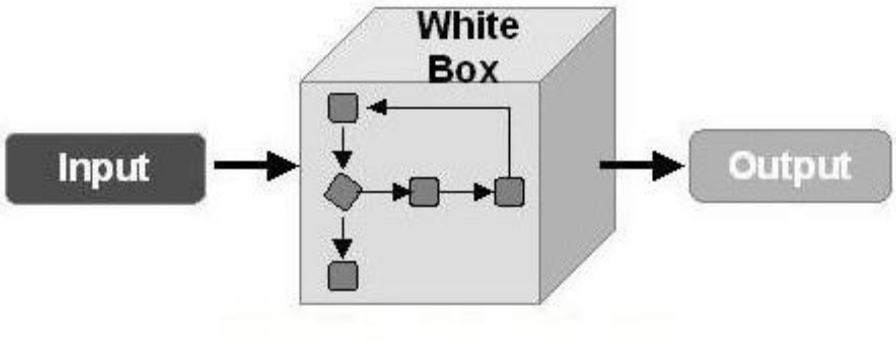
- Black box testing is a technique that ignores internal mechanism of the system and focus in input and output.
- It is also called functional testing because the tester is only concern with functionality of the system.



- Black box testing performs without planning and documentation.
- The tester is oblivious to the system architecture and does not have access to the source code.
- When performing a black box test, a tester will interact with the system user interface by providing inputs and examining outputs without knowing how and where the inputs are worked upon.

2) White Box Testing:-

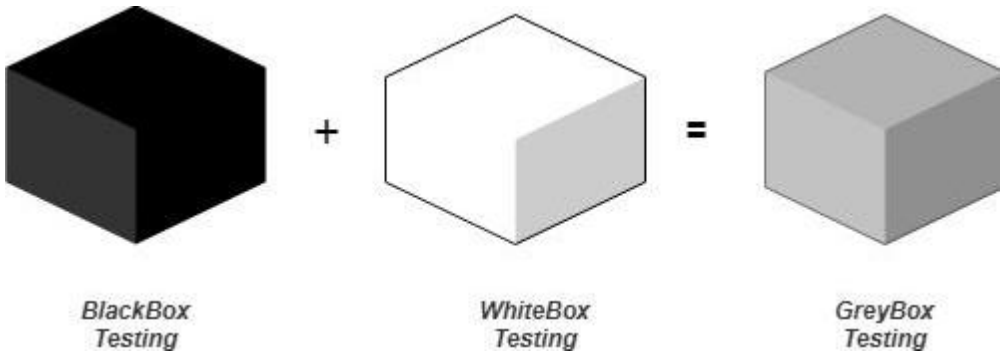
- White box testing is a testing technique that focuses on internal mechanism of the system.
- White box testing is a testing of internal working of code of software application.
- Both of these testing techniques have advantages and disadvantages, but when combined, they help to ensure through testing of product.
- It is also called Structure testing and Glass box testing.



- White box testing is the detailed investigation of internal logic and structure of the code.
- In order to perform white box testing of an application, the tester needs to process knowledge of the internal working of the code.

3) Grey Box Testing:-

- Grey box testing is a combination of black box and white box testing.
- The aim of this testing is to search for the defects if any due to improper usage of application.



- Grey box testing is beneficial because it takes the straightforward techniques of black box testing and combines it with the code targeted system in white box testing.
- Grey box testing is also known as translucent testing.

4)Performance Testing :-

- Performance testing is a type of testing to ensure software application with performs under user specification.
- Performance testing is a non-functional software testing technique that determines how the stability, speed, scalability, and responsiveness of a website.
- The goals of performance testing include evaluating website output, processing speed, data transfer velocity, network bandwidth usage, and command response times.

5) GUI Testing :-

- GUI Stands for Graphical User Interface.
- These test GUI characteristics like text, formatting, textbox, buttons, layouts, colors, fonts, fonts size.
- GUI testing is time consuming and this is test by client instead of developers.

6) Usability Testing :-

- Usability testing refers to evaluating a product or service by testing it with representative.
- Usability testing focus on the user easy to use the application system flexibility and ability of the system to meet the objective.

7) Procedure Testing :-

- Procedure testing shall model the procedural requirements of the software system as a complete and delivered unit.
- Procedure requirements shall define what is expected of any procedural documentation and shall be written in the form of procedural instructions.

4.2 TEST CASE

In software engineering, the most common definition of a test case is a set of condition or variables under which a tester will determine if a requirement or use case upon an application is partially or fully satisfied. It may take many test cases to determine that a requirement is fully satisfied. In order to fully test that all the requirements of an application are met.

A TEST CASE is a set of conditions or variables under which a tester will determine whether a system under test satisfies requirements or works correctly.

The process of developing test cases can also help find problems in the requirements or design of an application.

1. Test case for admin login: -

Project Name	Imagica Resort Management System
Objective	To check whether username & Password valid or Invalid
Test Priority	High
Test Title	Verify Login Detail
Pre-condition	User must have assigned privileges for access.

Sr No.	Steps	Excepted Data	Status
1	Enter username & Password and press Login Button	Should navigate to Admin main page	Pass
2	Enter username and Press Login Button	Should display Label 'Please fill all the field.'	Pass
3	Enter Password and Press Login Button	Should display Label 'Please fill all the field.'	Pass
4	Enter blank username and blank Password and press Login Button	Should display Label 'Please fill all the field.'	Pass
5	Enter Wrong Username and Password	Should display Label 'invalid username and password.'	Pass

2.Test case for user login:-

Project Name	Imagica Resort Management System
Objective	To check whether username & Password valid or Invalid
Test Priority	High
Test Title	Verify Login Detail
Pre-condition	User must have assigned privileges for access.

Sr No.	Steps	Excepted Data	Status
1	Click on create account menu	Should display new user registration	Pass
2	Enter username, Password and press Login Button	Should navigate to User's page	Pass
3	Enter username and Press Login Button	Should display Label 'Please fill all the field.'	Pass
4	Enter password and Press Login Button	Should display Label 'Please fill all the field.'	Pass
5	Enter blank username and blank Password and press Login Button	Should display Label 'Please fill all the field.'	Pass
6	Enter Wrong Username and Password	Should display Label 'invalid username and password.'	Pass

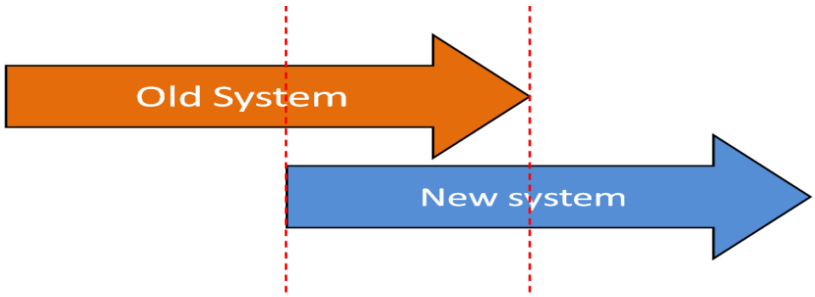
4.3 IMPLEMENTATION APPROACH

- Implementation can be defined as putting (a decision, plan, agreement, etc.) into effect. System implementation is the delivery of that system into production (that is, the day-to-day business or organization operations.

- It is important to understand that this topic is not about building or programming a system, but rather making the system live. There are following four common methods is implement system.

❖ Parallel:

- When the new system is used at the sometime as the old system the two system are said to be running in parallel.



- User can compare the output of the old system with the output of the new system, to ensure correction.

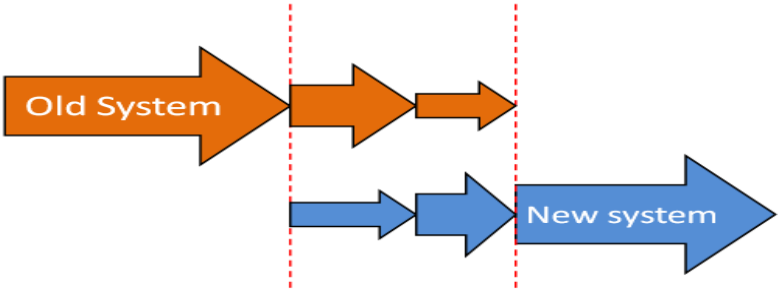
- The disadvantage of parallel system is that took more time to enter data into two different systems.

- For example, in our system we can compare of the new system with the old system.

- Parallel conversion involves running both the current and the new system together for some period of time.

❖ Phased:

- When small parts of the new system gradually replace small parts of the old system, the implementation methods are said to be phased.

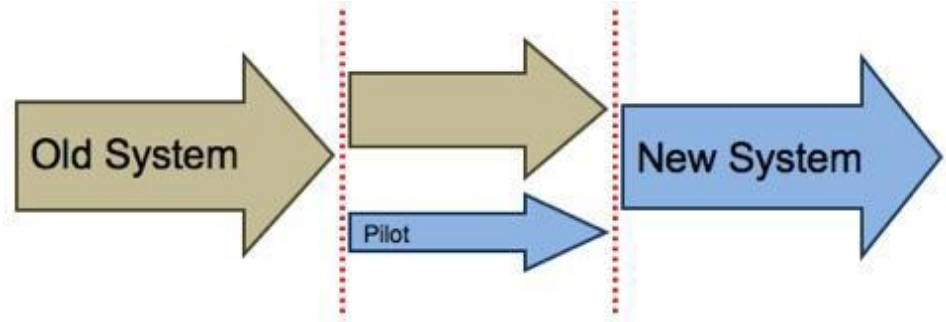


- A failure of the implementation method takes more time to get the new system fully online then other methods.

- For example, the old system in which it allows only to book service but in new system it will allow book service as well as add service providers.

❖ Pilot:

- When a small group of users within an organization uses a new system prior to wide use, the system is said to be piloted.

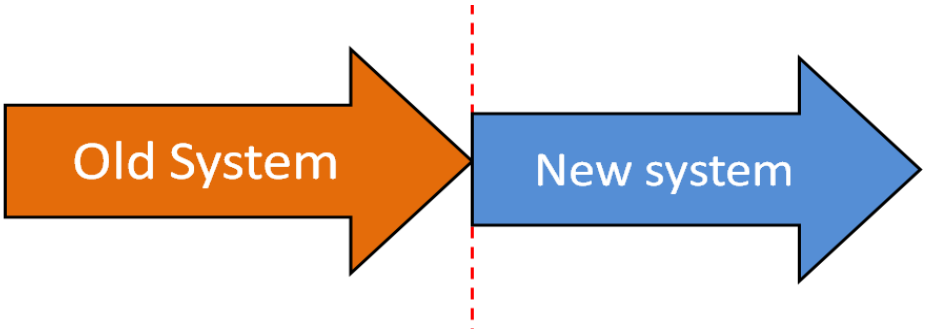


- In this implementation approach training can be supported by pilot group failure or problem can be identified and addressed without widespread impact to the organization.

- For example, the system is implementing by some of the customer and books the service online and asks them to try new system, and provide feedback.

❖ Direct

- When a new system is implemented without any phased or pilot implementation, it is said to be direct.



- The old system is retried and new system goes live.
- If the system is not critical, this can be good method for implementation.
- For example, new system will be directly implementation. There is no existing system.

UNIT-5

CONCLUSION

5.1 Conclusion

5.2 Limitation Of System

5.3 Future Scope Of System

5.4 Bibliography

5.5 Webliography

5.1 CONCLUSION

- In our project entitled "IMAGICA RESORT MANAGEMENT SYSTEM" we have tried our best to fulfill all the requirements of Resort.
- The objective of this project was to build a system to maintain Bookings room detail, Booking events details across in Imagica Resort.
- Imagica Resort management system project which helps User to save a lot of time in searching for Room booking and facilities being conducted in Imagica Resort.
- This Application provides a computerized and automated version of Reosrt Booking Management System which will benefit the Resorts and their user.
- It makes entire process and can generate reports. It has a facility of user's login where users can view their booking details.
- The Application was designed in such a way that future changes can be done easily.

5.2 LIMITATION OF SYSTEM

- It is not a large scale system.
- We are trying to fulfil all requirements, but some tasks are not done here.
- People who are not familiar with computers can't use this software.
- Users can not payment online.
- We cannot send any types of email to the system user.
- Only limited information provided by this system.
- The software we have developed has some limitation.

5.3 FUTURE SCOPE OF SYSTEM

- If Its Limitation can be solved then it would be more effective.
- In future we will try to develop our project so that we able to give these facilities and hardcopy provide book.
- Our current system is website based. We want to turn this system into android application.
- Also now a days security is of major importance. So we would like to tighten up the security of our system.
- Currently on this website we are not added any payment method or any payment gateway. In future we will wish to add any payment gateway to give a functionality to pay online and make transactions.
- Map Location.
- We can also add more facility or functionality like gym,activityies,rideing etc.

5.4 BIBLIOGRAPHY

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  Written By Rasmus Lerdorf –3rd Edition

- Murach's PHP & My Sql:-

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5.5 WEBLIOGRAPHY

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