Major Project Report on

‘Meetup Manager’

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DEPARTMENT OF INFORMATION TECHNOLOGY

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DEPARTMENT OF INFORMATION TECHNOLOGY

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2020– 2021

This is to certify- that the project entitled

'Meetup Manager

Undertaken by

Mr. Khushal Senghani(2006881)

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In fulfilment for B.Sc. I.T. Degree (Semester 6) Examination has been completed by him/her. This project had not been submitted for any other examination and does not form a part of any other course undergone by the candidate.

This is to further certify that he/she has completed all required phases of the project

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Project Guide Head of the

Department

College Seal External Examiner

Examiner

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Last but not the least, our thanks and appreciations also go to each and every one of our friends for their encouragement and support in developing the project.

Khushal Senghani and Harsh Mehta

ABSTRACT

Considering recent mishaps in our society the pandemic, people were forced to communicate through a computer screen. At last whatever starts must come to an end and so will this pandemic. When the pandemic comes to an end, there will be an upsurge in physical events, workshops, seminars, meetups, etc., people will have a lot of catching up to do. And when the something comes up in excess there always a need to manage as well as organize things. People from multiple sectors, domains and departments will organize physical meetups or meeting or an event that will help in networking and engaging with new people with similar interest. This website will help creating a person an event on here and get people to register with similar interest. People from various domains will be able to create targeted events and list on the website.

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Chapter 1

Introduction

1.1 Background

Currently the world is on a rough journey which has no definitive end, the pandemic has caused a stir in how we function and brought the most desirable activity of humans to a complete stall that is socializing and networking. But the past is the witness of "Whatever has started must come to End" and so will pandemic come to an end. Analysing further we observe that there will be a sudden spike in networking events, meet and greets, social gatherings, workshops, etc. To tap this abrupt spike in demand for social events, there need to a management website where the organizers can create a new event with the necessary details as well as multiple people can join events based on their interests.

Event Management Website will be a software system which will help organize events and allow the users to choose their favourite events and view all the details of an event.Registering would be a as smooth as a click of a button because user would be logged in already. The events would be categorised based on their genre. Just browse for the events at the homepage and with click of a button. The event organizer will be able to see the lists of the users that have signed up for the event.

Steps to use the website are as follows.

1. Visit the website and choose an event.
2. Then login if already as a user or sign up to register for an event.
3. View Full details about the event on a single page
4. Event Organizer will get to register for an event with multiple attributes viz title, location, image and description.
5. Also provided a comment sections for discussion on the event.

1.2 Objective

Event management website will provide a single platform where people can list their events as well as join meetups posted by others. Multiple genreof events could be posted such as photography event, business meetups, mental health awareness, etc. There would be a diverse group of people that can create as well as participate in to an event. Lot of people with similar interest will come together for a cause and it will help in community building. It will also provide an opportunity for a person to showcase his/her talent or can help a company build a brand reputation. For example, a camera company 'A' can organize an event with title 'Photograph to Express'. This will attract all the people interested in photography to attend the event and enhance their knowledge as well as help the company promote their product in front of the number of audiences that would be present.

The objectives of this website are as follows:

1.Help people find others with similar interest.

2. Build a community in a local area.

3. Making socializing easier than ever.

4. Helping business grow their brand.

1.3Purpose and Scope

1.3.1 Purpose

Nowadays everything is available online, without the need to go to a specific place and look for it. This website will provide information about various events/seminars that have been organized depending upon a person's interests. The ultimate purpose of this website is to provide a single platform where organizers and attendees are brought together. This website does not necessarily limit itself to large co-operation, anyone willing to form a community around a specific niche then this website will be a boon to them. People will not need to physically travel and enquire about events, it will a click of a button away from getting information on a specific event. If a person is interested in an event, he can just browse the website for it and can easily register for it. The interested person can find an event of his needs in a matter of seconds. This web application will save time and make the registration of an event quick and smooth. The purpose of creating this website is as follows:

1. Time Saving: People will not need to travel just to enquire and register an event and deciding whether the event is organized properly or not.
2. Feasible: People first need to register on the website to participate into an event, which in turn will ensure authenticated users sign up for an event.
3. Easy to Use: This website will be easy to navigate and it will make the process of creating or joining an event smoother than ever.
4. Easy to Maintain: The event organizers will just need to produce the create an event and just wait for people to join.
5. User-Friendly: This website will be responsive and fast without much of delay and a attractive UI is also available .

The system will be easy to maintain because of the flexibility provided by Google Firebase. The user interface will feel fluid and responsive because of VueJS. The flexibility provided by VueJs framework is good and is always evolving with continuous support from the team. VueJs has future scope.

1.3.2 Scope

In the near future, all things will be available online this website will help provide information about all the socializing events.

There would a spike in social events after the end of the pandemic, as people are missing the physical interaction they had with the community. Anyone registered with the website will be able to create its custom event or/and will allow him/her to register for another event that has been posted on the website. Traveling just for inquiring about an event is not feasible, this work can be made easier by implementing this to a website. It will help increase the reach of an event.

Reliability of the system is quite remarkable because of the responsive user-interface and the interactions with database. Google firebase provides fast read and write speeds with a minimal amount of delay. The scalability of the system is phenomenal. Firebase API can provide support for Web/iOS/Android without actually needed to change the schema of the database.

1.3.3Applicability

a) Organizational Feasibility: The project will provide considerable convenience for all users and provide an excellent way of organizing an event.
b) Technical Feasibility: The technology that will be used isVueJS and Google Firebase. The assessment is based on the outline design 0f the system requirements in terms of input, process, output, and procedures. This can be quantified in terms of volumes of data, trends, frequency of updating, etc. To estimate whether the new system will perform adequately or not, technical feasibility will be carried out to determine whether the user will have compatibility in terms of software, hardware, and expertise to handle the completion of the project.
c) Economic Feasibility: It deals with the cost-benefit of the proposed system. It is free for all users.
d) Schedule Feasibility: time evaluation while is considered the development process.

The event organizer will eventually be looked upon as a tool that can help human beings to come together as a community. After the world comes back to normal there would be a spike in demand of in person meetups. This will in return will make spike in demand for physical human interactions. Event organizer will eventually play a crucial role in maintaining and organizing these events to ensure their smooth functioning.

Holding or Organizing an event has not been much easier than before. Joining an event will be just a few clicks of buttons away. Organizing a special event, let it be for a company or be it for an organization. All that is needed to create an event is just to register on a website and the user is good to go.

CHAPTER 2

SURVEY OF TECHNOLOGIES

2.1 Existing System

Whenever someone needs to organize an event, they will use offline off-line methods such as setting up posters, distributing pamphlets, etc. This is not any feasible way of promoting an event or at least spreading awareness about the event. The manual system is time-consuming and takes a lot of effort to setup and get this working efficiently. There is no track of interested people or how many people are going to attend the event. Everything that is being done is old school. Working with technology is not yet explored in this field. There are chances of leaving someone out, missing a lead, which in turn leads to loss of business. Most of the business or individual will have the same capability to promote their event. The existing System is too time-consuming and does not value the time the user spends organizing an event. This website will make the process much more transparent and visible.

2.2 Proposed System.

Organizing an event has never been easier than this before. All input and output process will be smoother than ever. This website will collect data from the event organizer and store it in the cloud. The registered user can create as well as join any event that is currently available on the system. This website will make the life of users and organizers much easier. There would be an event that would be categorized according to people's interests. People with multiple interests can also choose the event of their interest.

The event would consider the following attributes:

1. Name
2. Date
3. Time
4. Location
5. Description

The first step would be to register anyone who either wants to create or join an event that has been listed on the website. Then after this process, the user will have a choice to either choose or create an event. If the user chooses to create an event he will be redirected to a different page and if he chooses to view the events that have been posted by other users he will be directed to that specific page. There will also be a feature viewing the attendee list of the people who have registered for an event that has been created by the logged-in user.

All the descriptions about a user will be listed in the description of the event. There will also be a facility to provide a custom image for the background of the events.

2.3. Requirement Analysis

Requirements analysis is critical to the success or failure of a systems or software project. Thefollowing are the activities of requirements analysis:

- Identify customer's needs.
- Evaluate the system for feasibility.
- Perform economic and technical analysis.
- Allocate functions to system elements.
- Establish schedule and constraints.
- Create system definitions.

2.4. Hardware Requirements.

For running any software there is some specification and only if it satisfies the specified
requirement it will get installed and work as it is designed for.

- The minimum RAM required is 2GB or more.
- The minimum space required for the hard disk is not less than 20GB.
- Other hardware components include any monitor, keyboard, or mouse.
- The processor required is either i3, i5 or i7

2.5. Software Requirements.

For the development of this web application, I will be using Windows 10 operating system. The backend of the application will be Google firebase. The website will be designed using VueJS and Vuetify. JavaScript will be used as main programming language. For development environment, NodeJS needs to be installed on the machine.

For Programming language, I will be using JavaScript with the VueJS framework. And also, HTML and CSS.

2.6. Justification for the Platform.

The system will be developed using VueJS which is a front-end framework for JavaScript. Many platforms are being developed using React/Angular/python/PHP etc. All these websites are being made are complex and are heavy-weight frameworks. VueJS on the other hand is light-weight, fast, responsive.VueJS is great too to built single-page applications. Single-Page Applications are smooth, responsive, and lucid. The growing community support for it is phenomenal. Multiple developers are shifting towards VueJS over React and Angular.

For my backend, I am using Google Firebase as it is secure and store data on the cloud directly. Google Firebase is a NoSQL database. When using firebase data can be stored and retrieved using JavaScript libraries. With a hierarchy form of data, applications are much scalable. One functionality of firebase is the real-time reload. Users won't need to refresh the page to see updated events.

CHAPTER 3

REQUIREMENT ANALYSIS

3.1 Problem Definition.

Problems existing in the current system are:

1. Current Websites Don’t offer the functionality of creating events for personal use.
2. The process of manually organizing an event takes a lot of time
3. People need to make lot of efforts to promote their events across the world
4. Misplacing of registration papers at the side of department
5.

3.2 Requirement Specification

3.2.1 Functional Requirements

1) User

a) View Events: Will be able to check list of events posted by any other user on the portal.
b) Login: To search an event user must register on the website using email and password
c) Register for an Event: User can register for events that he is willing to attend.
d) Unregistered an Event: Will be able to un-register from an event.
e) Logout: After the user has achieved his goals, he can remove logout of the website.

2) Organizer.

a) Login: Organizer will have login id and password.
b) Cancel Events: The organizer can delete events before it's date.
c) View Attendee List: The organizer will be able to view the complete list of attendees for this event.
d) Logout: Organizer can logout after the achieving his desire goal.

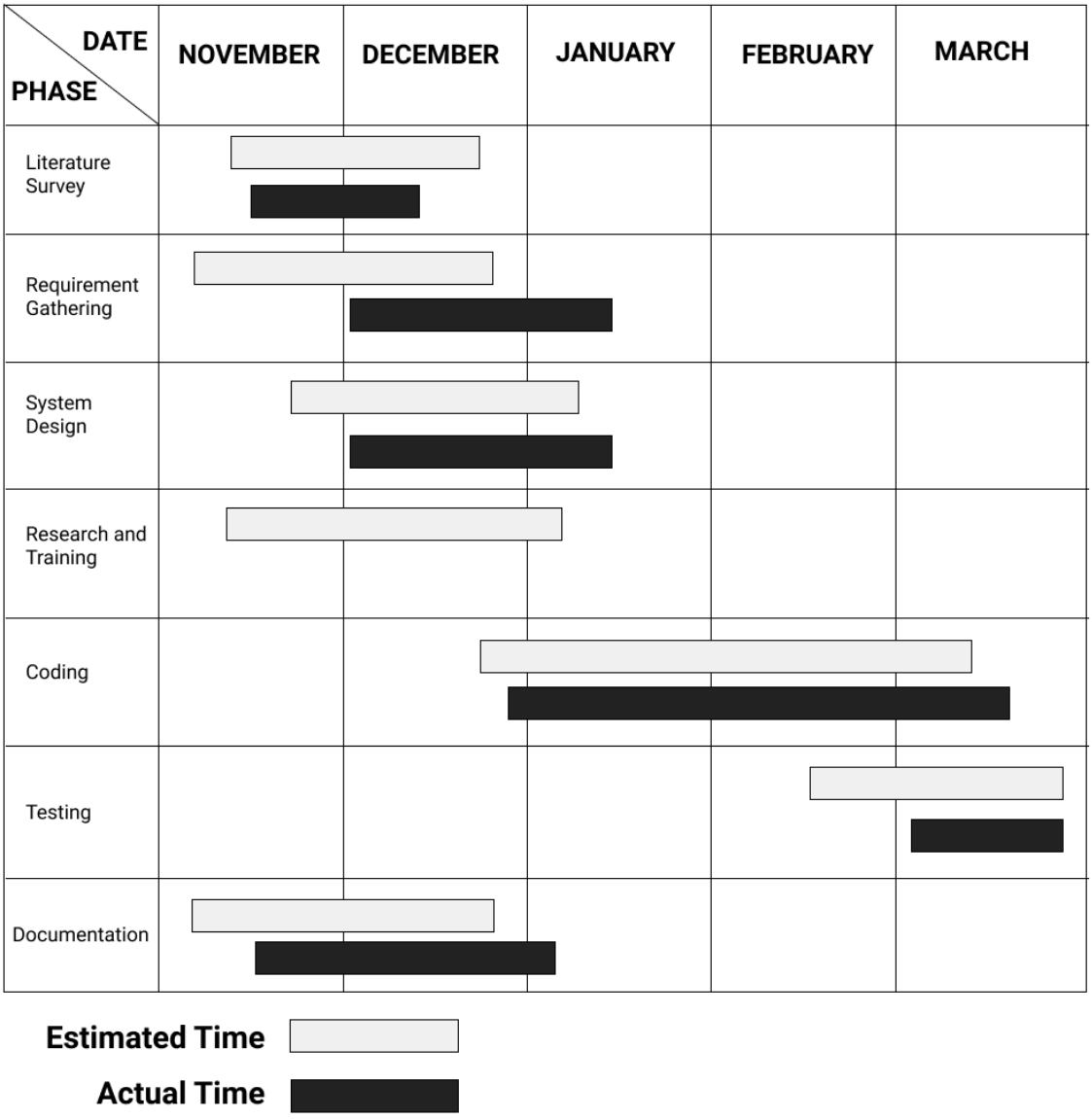
3) Admin.

a) Login: Admin will haves a login id and password for the Firebase accounts.
b) View Events: Admin has access to list of all the events that has been created on the portal.
c) Update Information: Information available on the events can be updated by the admin from the firebase console.
d) User Information: Admin can see user information on the events they are joined.
e) Analytics: Admin can see how many visits the webpage has.
f) Logout: After achieving his targets admin can logout of the firebase console.

3.2.2 Non – Functional Requirements.

1) Performance Requirements: The website will consist of different information about events that need to be verified by the by the admin and will not be false.
2) Security Requirements: The users can only view the information of the events without login but cannot register for the event, they would need to login. Only the admin can update, read and delete data.
3) Error Handling: The system will avoid errors and if any error occurs then the system will provide safe backup. No loss of information will take place.

3.3 Planning and Scheduling



3.3.1 Gantt Chart.

Figure 1

3.4 Software and Hardware.

3.4.1. Software Requirements.

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For Programming language, I will be using JavaScript with the VueJS framework. And also, HTML and CSS.

3.4.2 Hardware Requirements.

For running any software there is some specification and only if it satisfies the specified
requirement it will get installed and work as it is designed for.

This software also has some specification requirements as follows.

- The minimum RAM required is 2GB or more.
- The minimum space required for the hard disk is not less than 20GB.
- Other hardware components include any monitor, keyboard, or mouse.
- The processor required is either i3, i5 or i7

3.5 Preliminary Product Design

3.5.1 Hardware Requirements:

The system is intended to work on all types of operating systemslike UNIX and Windows based platform. The system will be a reliable product for all user.

3.5.2 Product Functions:

1) Administrator: The administrator will be the super user who will have complete control over the website. The registration of the new user, the login, event organizing, deletion of events and collecting information is handled and done in the supervision of the administrator. The administrator can add, delete and update data.

2) User: The normal user will be allowed to view the information on the events that are posted on the portal. But only registered users will be able to register for the event as an attendee.

3) User Characteristics: The user should be familiar with the internet and various facilities available on line. The user should be able to choose event as per his requirement.

3.6 Conceptual Diagrams

3.6.1 Waterfall Model:

For developing this website, the approach that we are using is waterfall model.
Waterfall is the classical model of system developed that is also known as the one-slot or one-
through model. There is a sequence of activities working from top to bottom. The diagramshowssome arrows pointing upwards and backwards. The flow of waterfall should be downwards withthe possibility of just a little splashing back. Here the requirements are well defined and thedevelopment methods are well understood, the waterfall approach allows project completiontunes to be forecast with some confidence control to the project.

Advantage of waterfall model:
1. When the requirements are fixed and the development methods are well understood, it allows
project completion times to be forecast with some confidence.

2. It is simple, linear and segmental model.
3. It has proper documentation.
4. It is systematic and sequential.

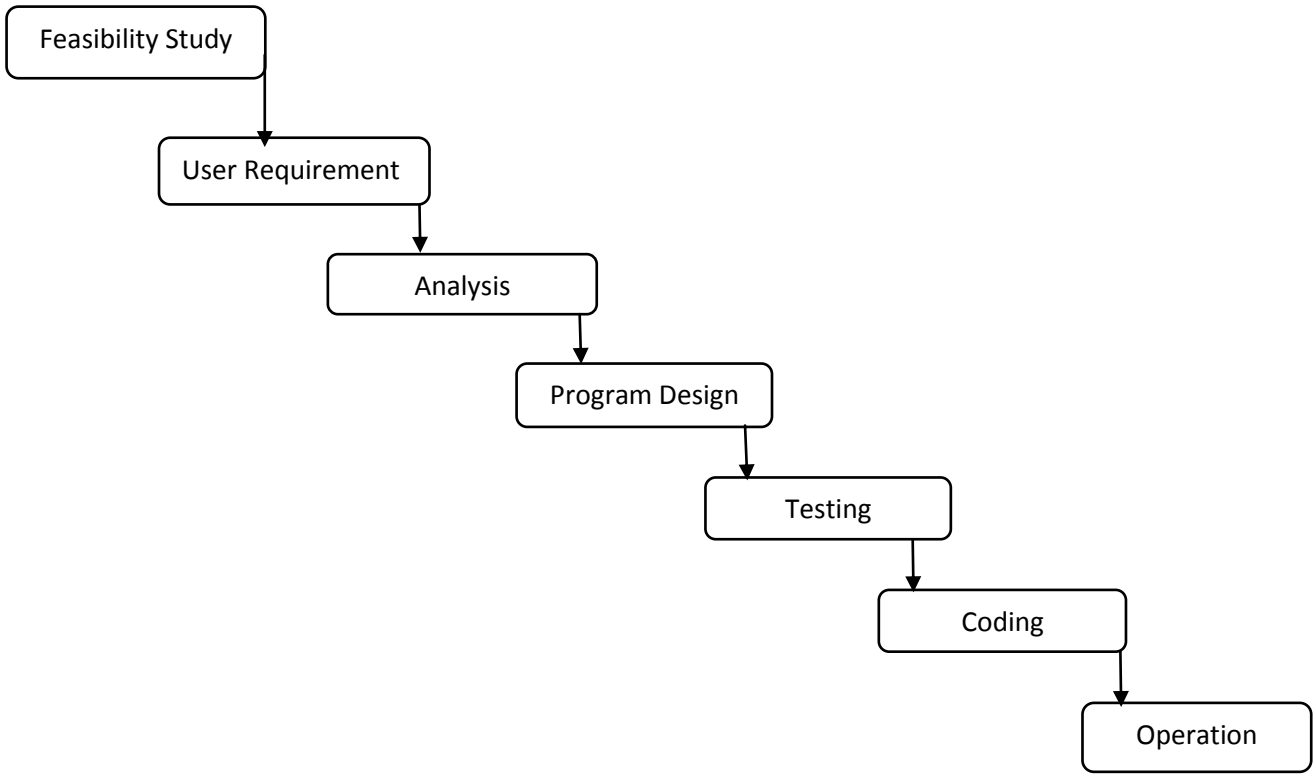

Feasibility Study
User Requirement
Analysis
Program Design
Testing
Coding
Operation

Figure 2

3.6.2 Flow Chart:

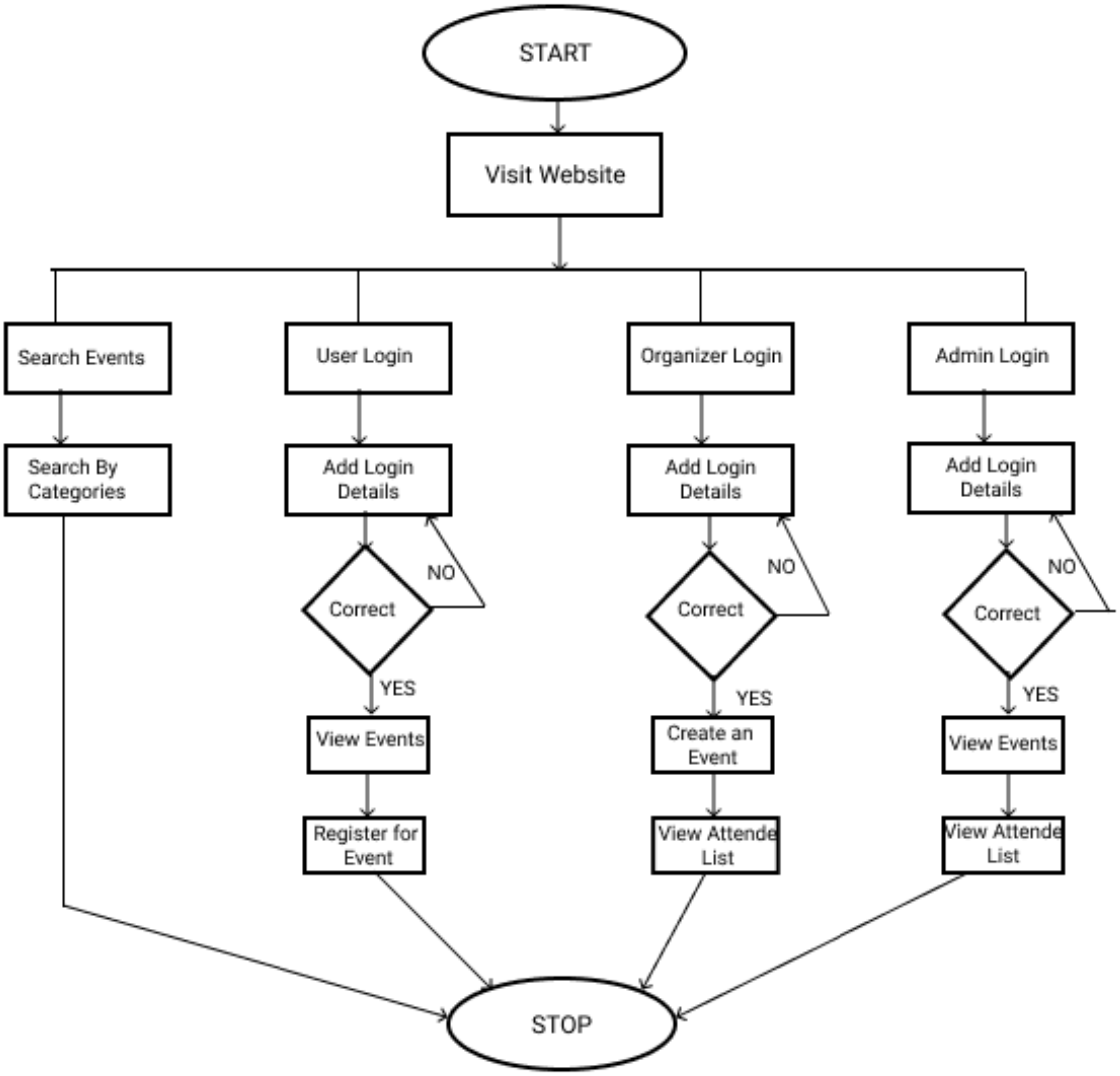


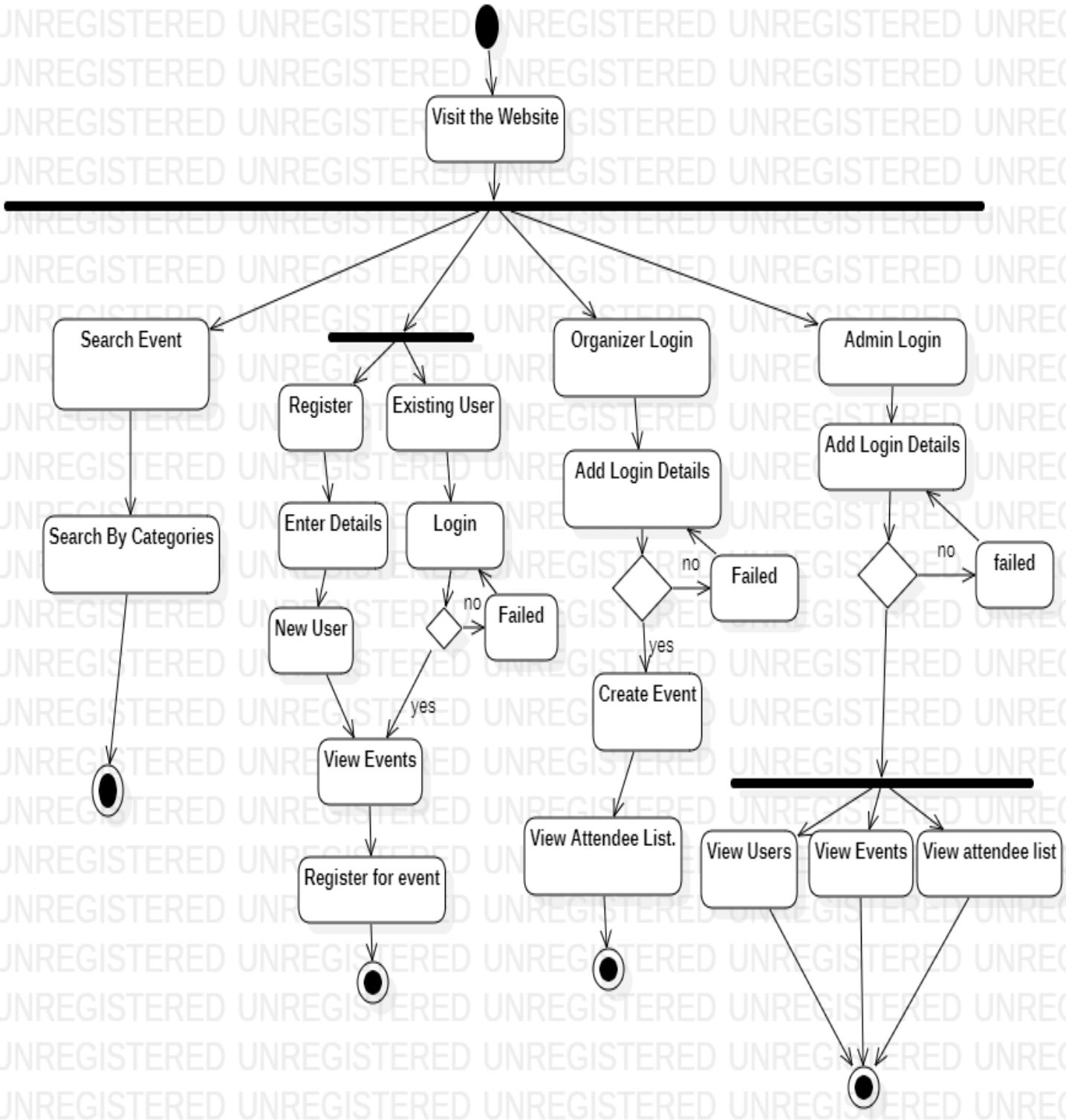
Figure 3

3.6.3 Event Table

Sr. No.	Event	Trigger	Source	Activity	Response	Destination
1.	Admin Requests to login	Request to sign in	Admin	Verify Username and Password	Home-page of admin	Admin/Database
2.	Admins can View users	View details of the users	Admin	Name and Email of the person		Database/Systems
3.	Admin can update/add/delete event information	Add/Update/ delete// event details	Admin	Name and Email of the person		Database/Systems
4.	Admin can view events	View events that are posted.	Admin	Details of users andevent		Database/Systems
5.	Request to Logout	Request sent	Admin	Admin logged out from profile	Homepage of firebase	Admin
6.	User request to sign in	Request to sign in	User	Verify username and password	Homepage of user	Database
7.	User can register for an event	Request for events	User	Verify username and password	Events Listing page	Database
8.	New User requests for registration	Request to enter details and create an account	User	Verify username and password	Homepage of website	System
9.	Request to logout	Request sent	User	User logged out from site	Homepage of website	Database
10.	Organizer request to create event	Request to create event	Organizer	Event details to be entered	Homepage of organizer	Database
11.	Organizers can view attendee list	Request for list sent	Organizer	Verify event	Event list pop-up	Database

				details		
12.	Request to Logout	Request is sent	Organizer	Organizer is logged out of site	Home-page of website.	Database

Figure 4



3.6.4 Activity Diagram

Figure 5

3.6.5 Use Case Diagram

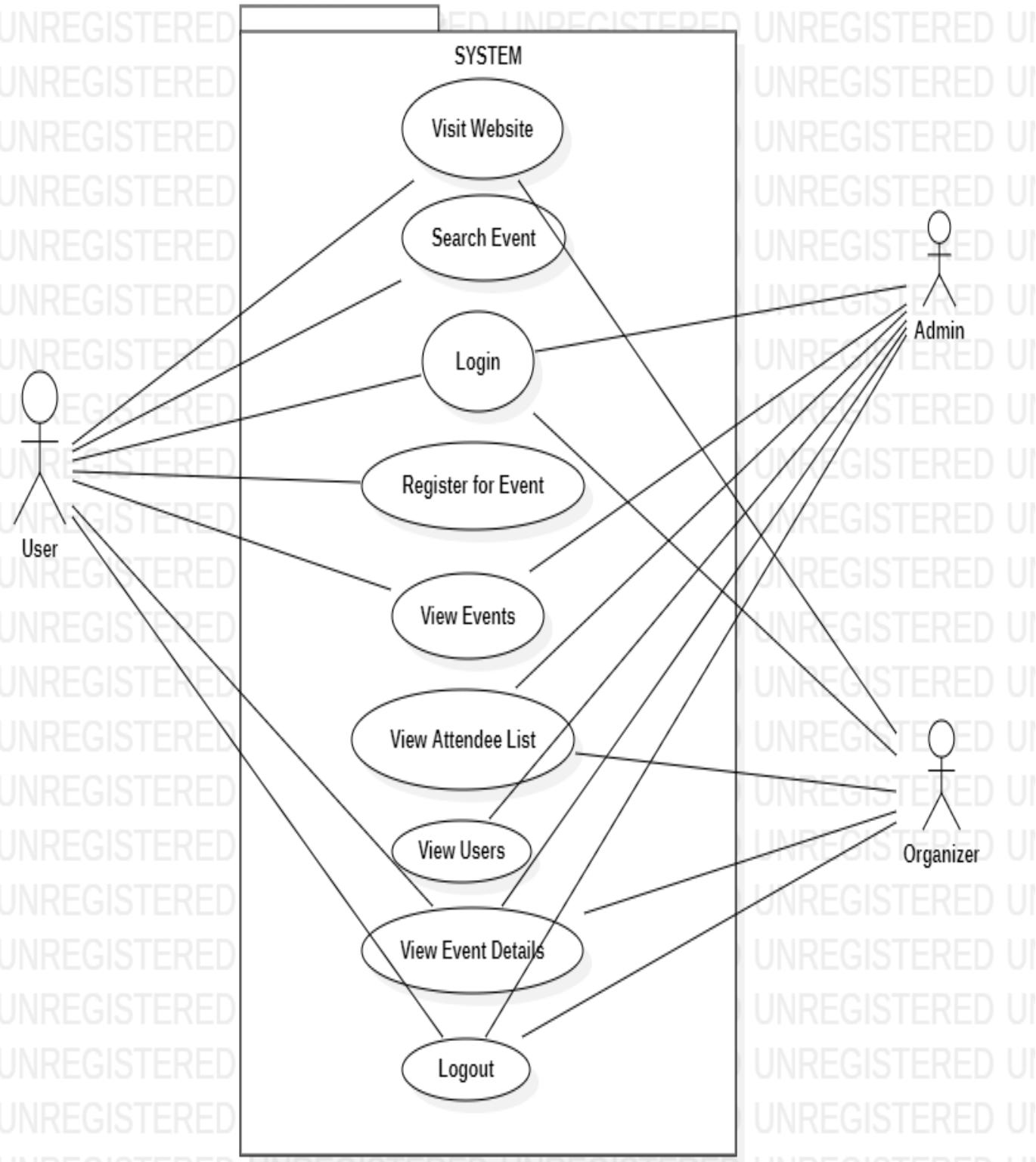


Figure 6

3.6.6 Class Diagram

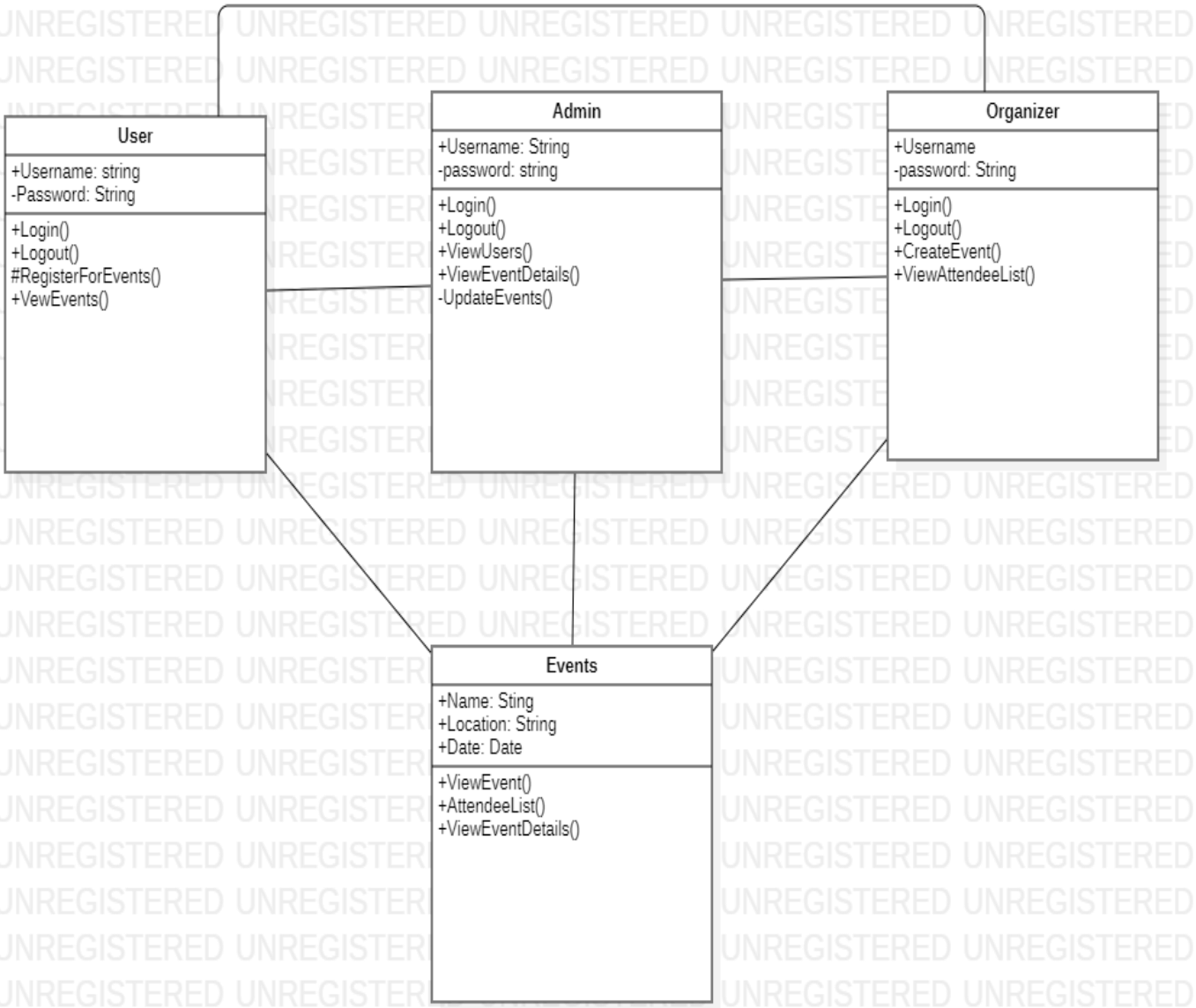


Figure 7

3.6.7 Deployment Diagram

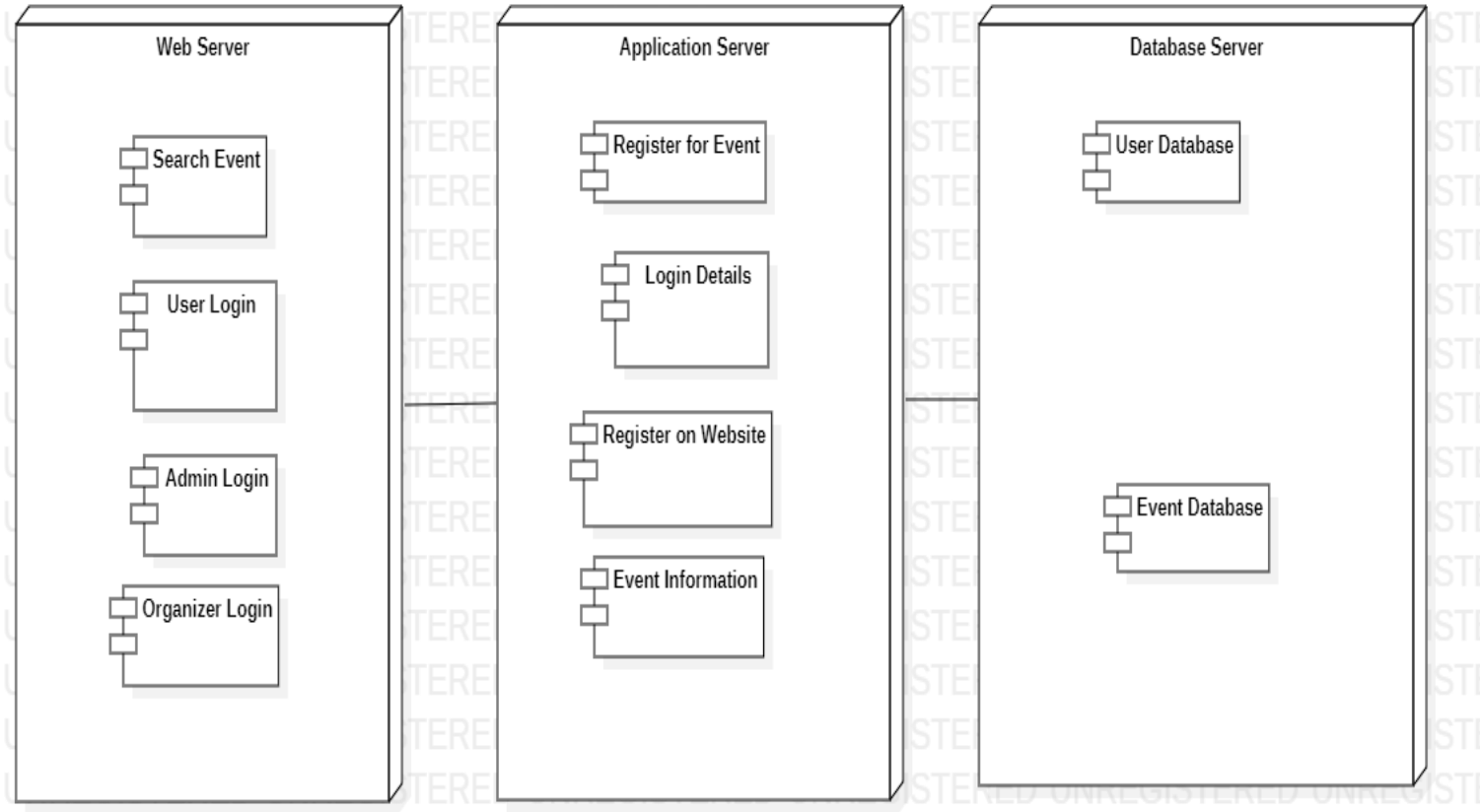


Figure 8

3.6.8 Component Diagram

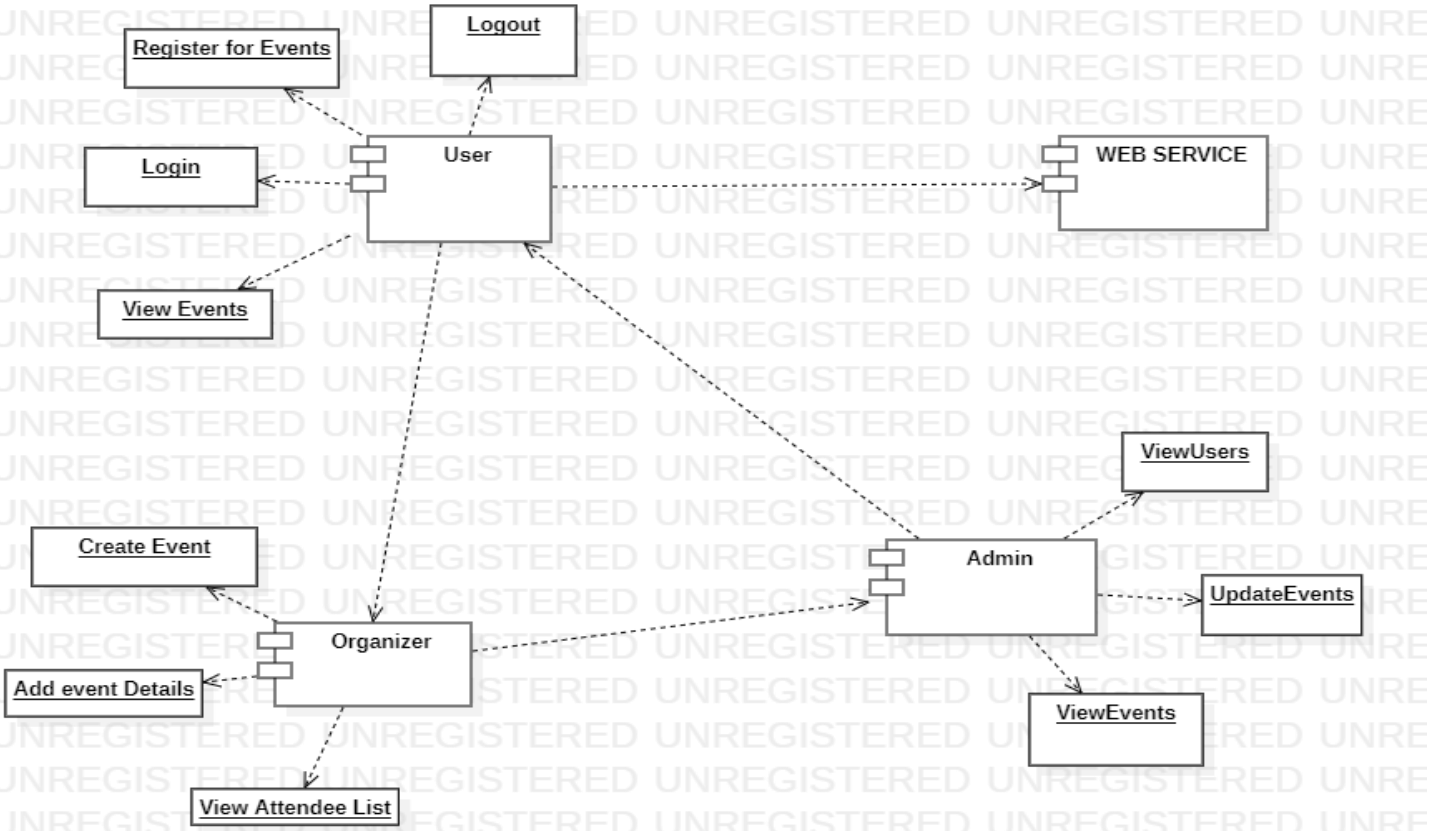


Figure 9

3.6.9 Sequence Diagram

Sequence Diagram for User

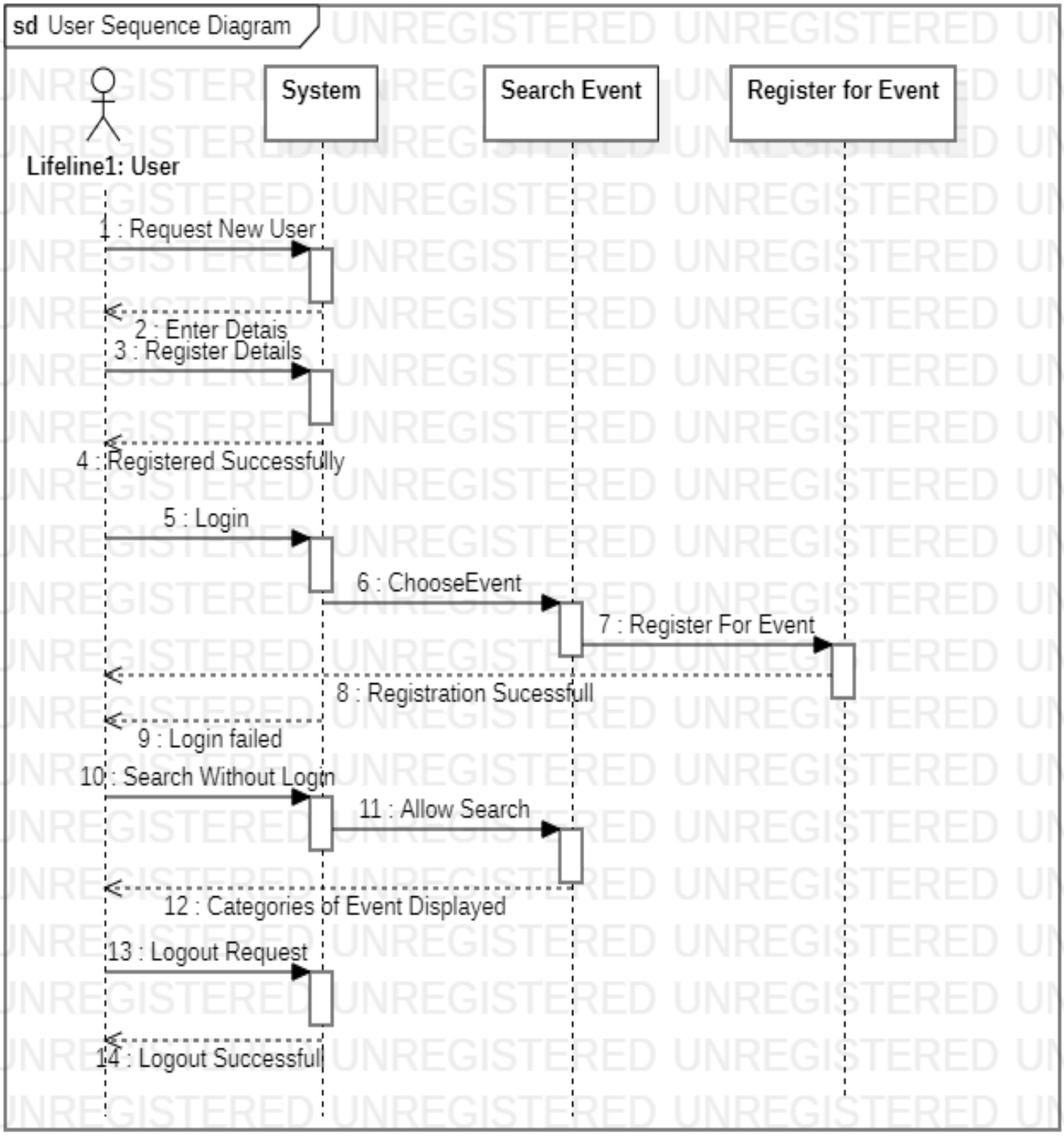


Figure 10

Sequence Diagram for Admin

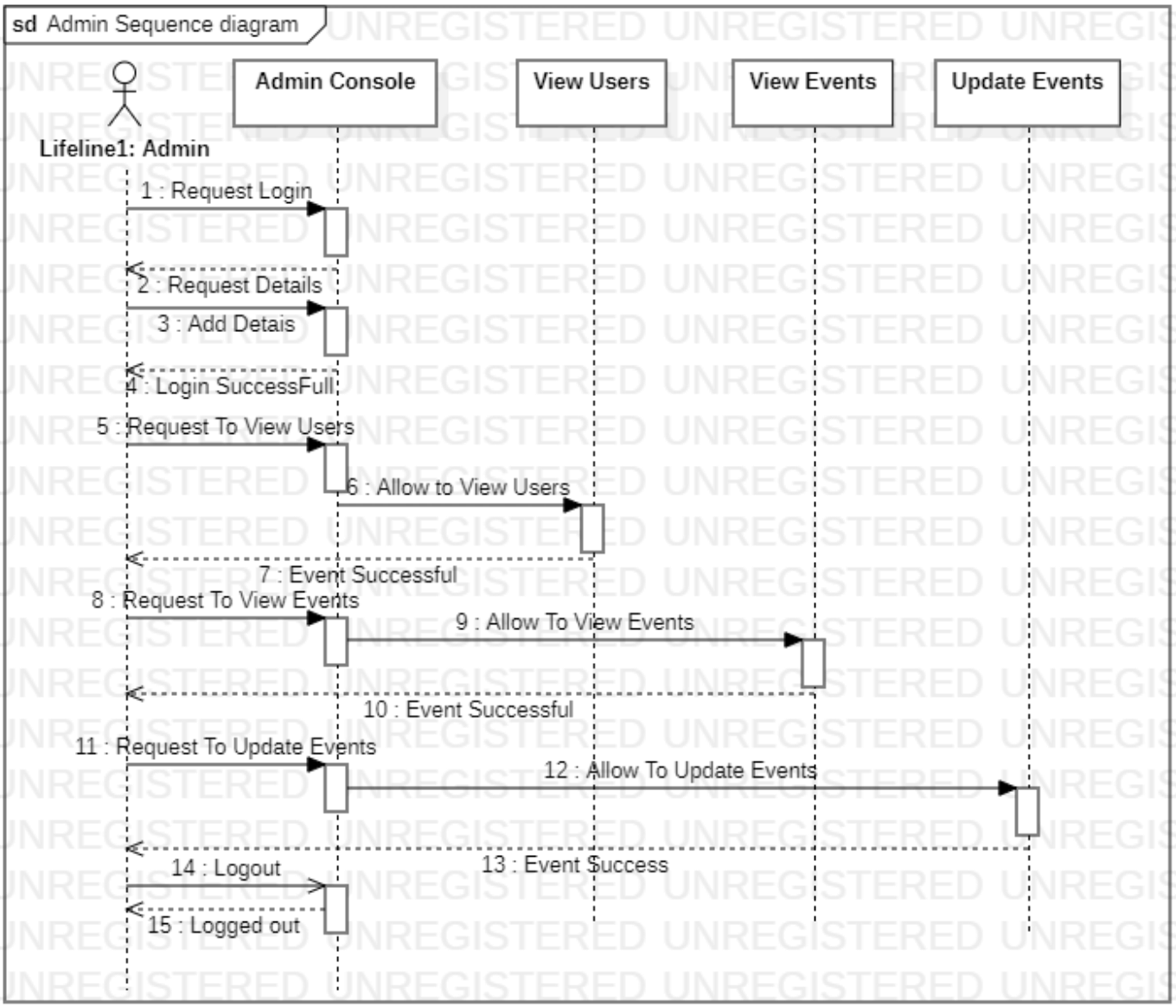


Figure 11

Sequence Diagram for Organizer.

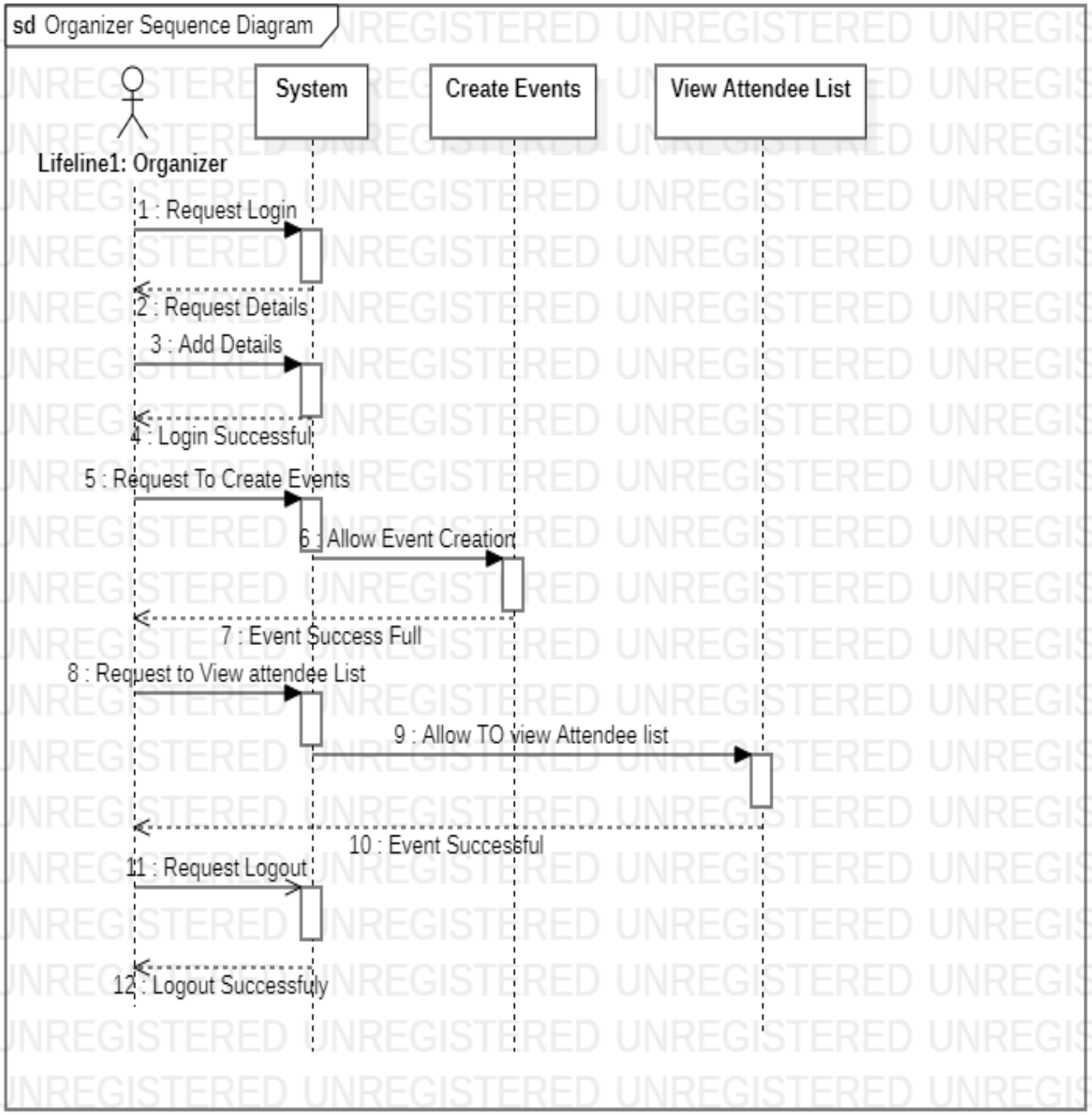


Figure 12

CHAPTER 4

SYSTEM DESIGN

4.1 Basic Modules.

1) Search Events:

The user can find information of the events without needed to login. The events would be categorized according to their genre. The user can choose events according to his/her preferences.

2) Create Events:

The organizer can create an event which he would like to publish on the portal. An event can consist of Name, Location, Time, Date and Description. This event then will be displayed on the events page for everyone to see.

3) User Login:

a) Register:

The new users will have to register in order to register for an event.

b) Login:

The registered users just need to login using their id and password and register for the event they want.

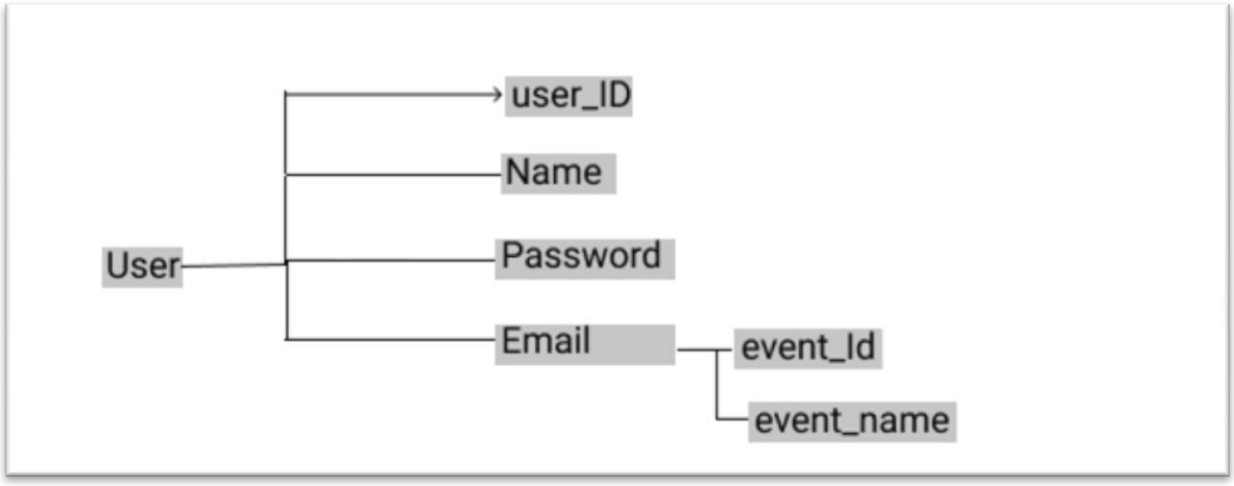
4) Admin Login:

The admin will be responsible to add, delete or update the data of the Event. He can view the users and also the attendee list.

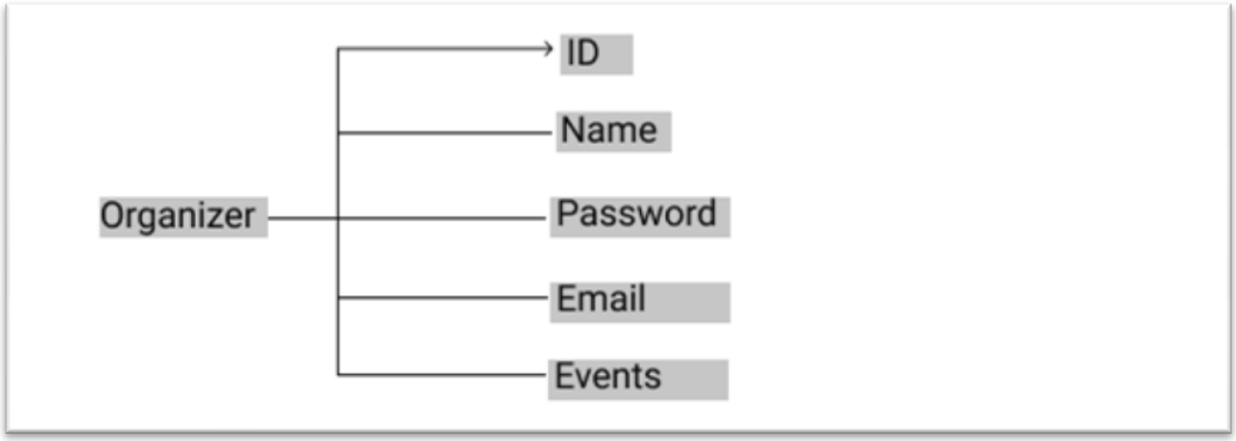
4.2 Data Design

4.2.1 Schema Design.

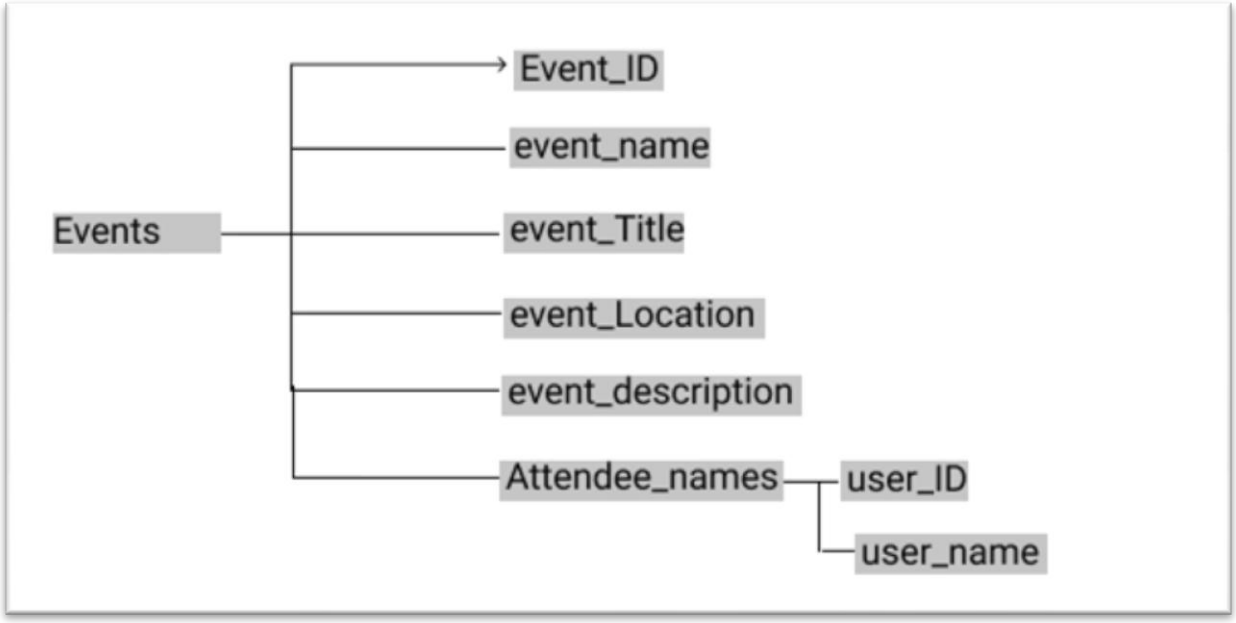
User Database:



Organizer Database:



Events Database:



4.2.2 Data Integrity and Constraints.

Constraints are the rues enforced on the document fields by firebase. These are used to limit the data type that can entered. These help us ensure the accuracy and reliability of the data into the database. Data is passed and checked in the Firestore as well as at the client side.

Firestore Security Rules:

Firestore stores data in a NoSQL form. It can store a document named users and all its attributes in a connecting child document. This makes firebase easier and faster that SQL and helps in scalability of the application. Firestores rules are written in the firebase console which deals with giving permissions such as read, write and execute.

UserDetails:

Attributes	Data Type	Description
User_ID	string	Unique id generated by firebase
Name	string	User's Name is entered
Email	string	User's Email is used for further authentication.
Password	string	Password is used to protect the user account.

Event Details:

Attributes	Data Type	Description
event_ID	string	Unique id generated by firebase
Name	string	User's Name of event
Title	string	Title of event
Description	string	Tells about the event is detail
Date	date	Date of the event.

4.3 Procedural Design

4.3.1 Logical Design.

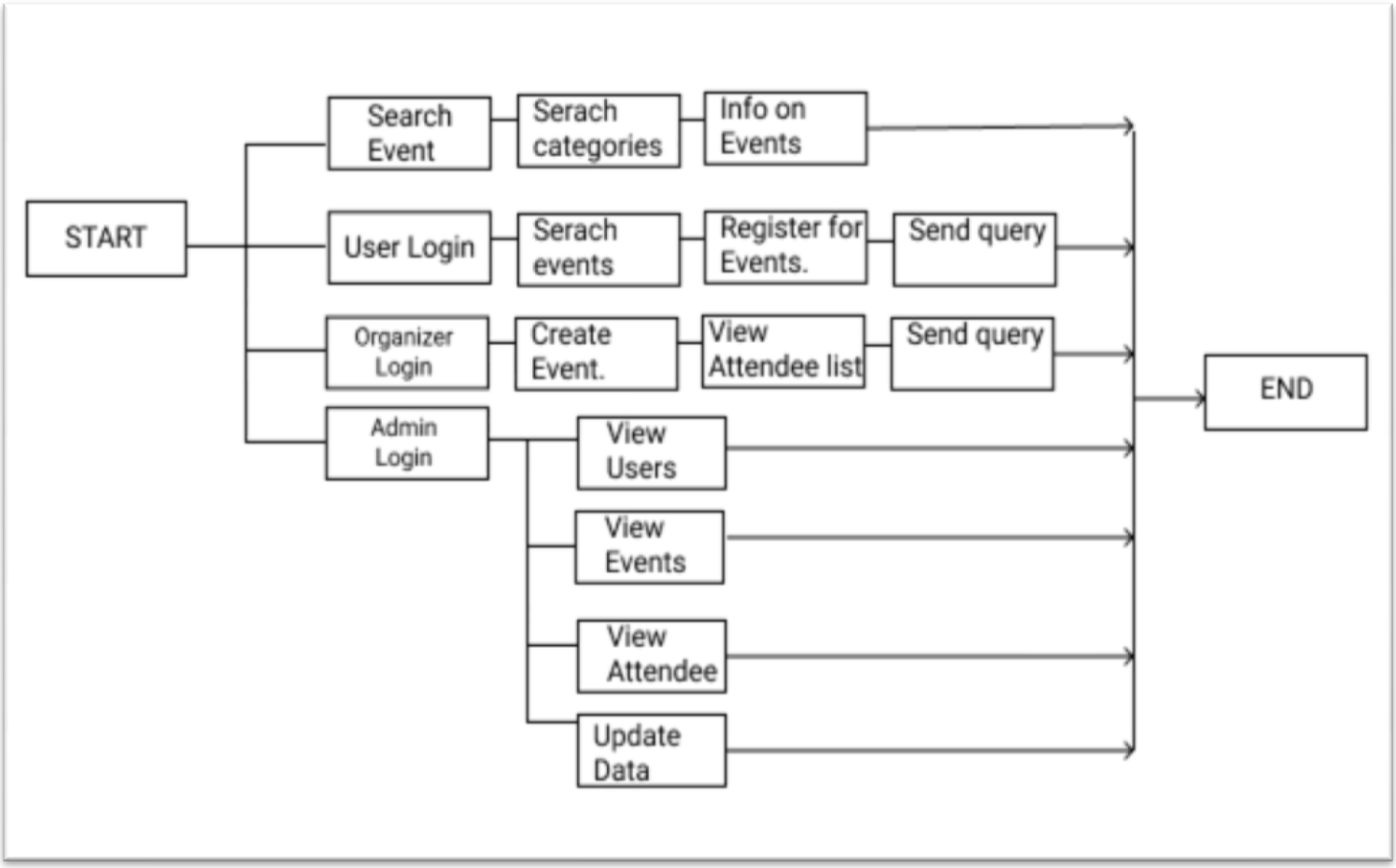


Figure 13

4.4User Interface Design

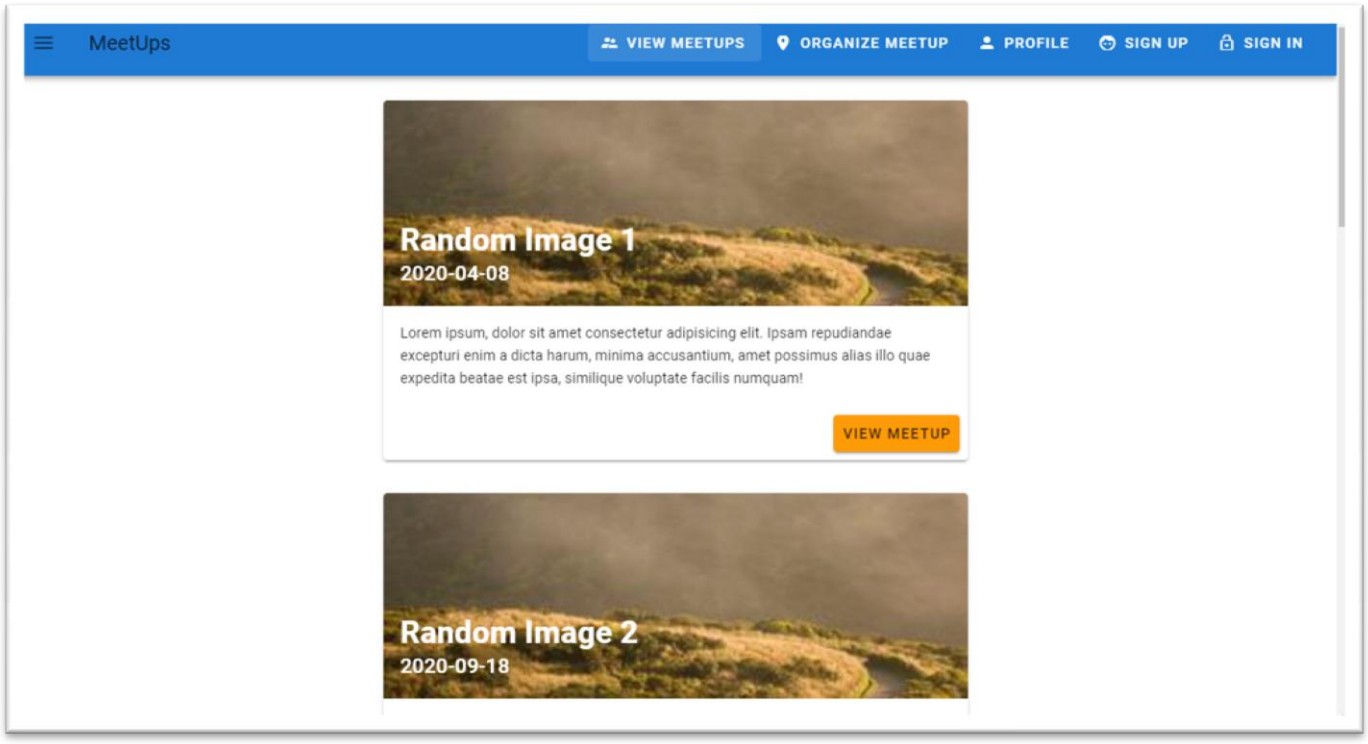


Figure 14

Create Event Page.

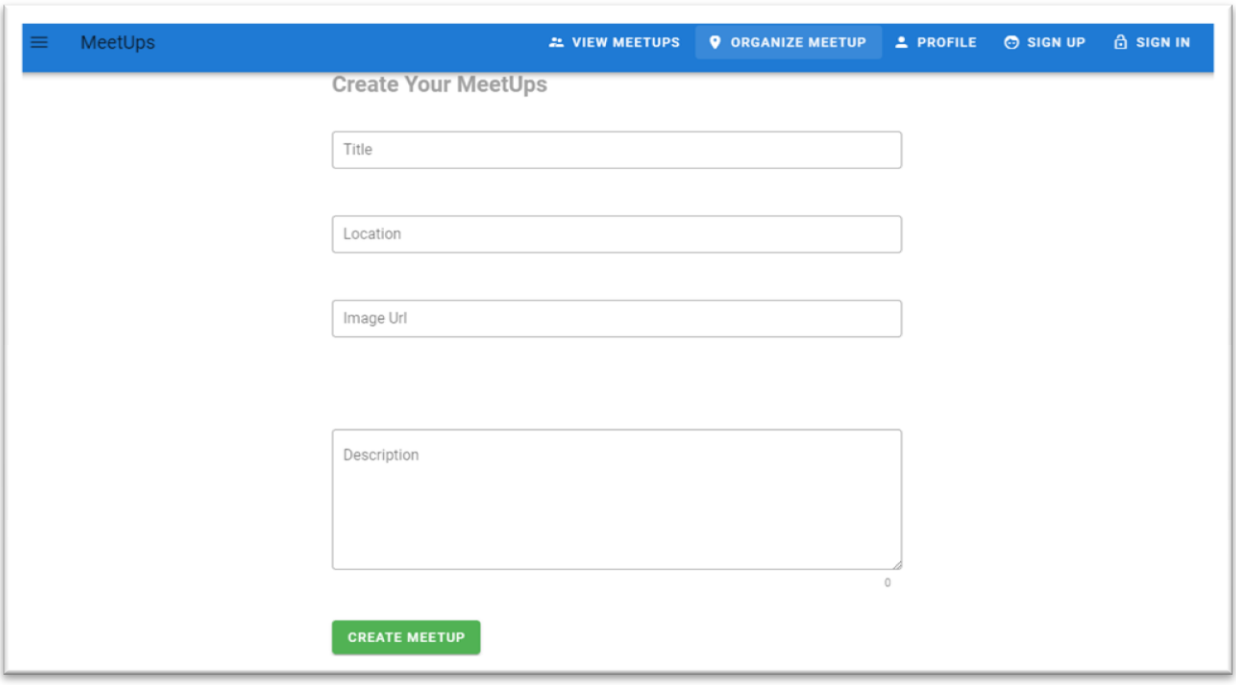


Figure 15

4.5 Security Issues

Issues	**Solutions**
User data	Data will be kept in encrypted form in the database and accessible only by users and admin.
User password	Access will be given only to the valid users.
Admin/user privileges	User can access only his account but admin

4.6 Test Cases Design

Index	**Test case**	**Test data**	**State**	**Test input values**	**Expected result**
1.	The username should be only in characteristics (A-Z & a-z)	Number or Special Character not Allowed	Invalid	ABCxyz	Enter valid Name
2.	The password will be alphanumeric words	Alphabet, numbers and Special Character	Invalid	pass@123	Enter Valid Password
3.	The email should be in proper format.	Alphabets and special character	Valid	abc@gmai.com	Enter a Proper email id.
4.	The Date of the event should be in proper format	Dates must be in numeric format	**V**alid	01/08/2021	Enter a proper date.

CHAPTER 5

IMPLEMENTING AND TESTING

5.1 Implementation Approaches

Implementation is the phase which comes after designing. The result of this phase consists of source code, together with documentation to make the code reliable. Implementation is the action that must follow any preliminary in order for something to actually happen. It encompasses all the processes involved in getting new software and hardware operating properly in its environment, including installation, configuration, running, testing and making necessary changes. In implementation we strut with the actual execution of the software application with the design we have made. Implementation is done before we start with the coding of the software product. Implementation includes writing codes with the design in hand. Implementation is the process of having systems personnel check out and put new equipment into use, train users, install the new application depending on the size of the organization that will be involved in using the application and the risk associated with its use.

System Implementation is used to bring a developed system or sub system into operational use and turning it over to the user. It involves programmer, users and operational management. It also needs to introduce and train the people to work with the new system. The system has been implemented and tested successfully. It meets the information Requirements specified to the great extent. Although the system has been designed keeping the Present and future requirements in mind and made very flexible. There are limitations of the design.

Advantages:

1. It simplifies the operation.
2. It avoids a lot of manual work
3. Every Transaction is obtained and processed immediately.
4. Avoids errors by avoiding the manual work

5.2 Coding Details and Code Efficiency

5.2.1 Code Efficiency

- **Create A Meetup**
  - Establish Connection with the database:

```
constfirebaseConfig = {
apiKey: "AIzaSyDOsAcscnElU6RfuOFD0E0ICzLUdROf5JY",
authDomain: "meet-ups-e78ee.firebaseapp.com",
projectId: "meet-ups-e78ee",
storageBucket: "meet-ups-e78ee.appspot.com",
messagingSenderId: "916491785874",
appId: "1:916491785874:web:e99879baccc4028599384b",
measurementId: "G-690HHZ5SQF",
  };
firebase.initializeApp(firebaseConfig);
```

- **Register for MeetUp**

```
    methods:{
    OnAgree(){
    this.regDialog = false
          if(this.userIsRegisterd){
    this.$store.dispatch('unregisterUserFromMeetup', this.meetupId)
          }
    else{
    this.$store.dispatch('registerUserForMeetup', this.meetupId)
          }
        }
     }
```

- **Creating a MeetUp**

```
onCreateMeetup() {
    if(!this.image){
      return null
    }
constmeetUpData={
        title: this.title,
        location: this.location,
        description: this.description,
        date: this.submittableDateTime,
        image: this.image
      }
      console.log(meetUpData)
this.$store.dispatch('createMeetUp', meetUpData)
    },
onPickFile(){
this.$refs.fileInput.click();
    },
onFilePicked(event){
const files = event.target.files
      let filename = files[0].name
      if(filename.lastIndexOf('.')<=0){
        return alert('Please Add Valid File')
      }
constfileReader = new FileReader()
fileReader.addEventListener('load', ()=>{
```

```
this.imageUrl = fileReader.result
      })
fileReader.readAsDataURL(files[0])
this.image =files[0]
    }
  },
```

- **Call Read before accessing data.**

```
onPickFile(){
this.$refs.fileInput.click();
    },
onFilePicked(event){
const files = event.target.files
       let filename = files[0].name
       if(filename.lastIndexOf('.')<=0){
         return alert('Please Add Valid File')
       }
constfileReader = new FileReader()
fileReader.addEventListener('load', ()=>{
this.imageUrl = fileReader.result
       })
fileReader.readAsDataURL(files[0])
this.image =files[0]
    }
```

- **Call to Load Created Meetups for Specific User**

```
loadMyMeetsFromFB({commit,getters}){
commit("setLoading", true)
firebase.database().ref("meetups").on("value",(snapshot)=>{
```

```
constmyMeetUp = [];
const name1=[]
const obj1 = snapshot.val()
firebase.database().ref("/userName/"+getters.user.id).on("value", (snapshot)=>{
snapshot.forEach((childSnap)=>{
          name1.push(childSnap.val())
console.log("Hello from refs",name1)
        });
       })
for(let key in obj1){
if(getters.user.id === obj1[key].creatorId){
        console.log(obj1[key].creatorId,getters.user.id)
myMeetUp.push({
            id: key,
            title: obj1[key].title,
            description: obj1[key].description,
imageUrl: obj1[key].imageUrl,
            date: obj1[key].date,
            name: name1
          })
        }
       }
console.log("I am called",myMeetUp)
commit("setLoading", false)
commit("setMyLoadedMeetups", myMeetUp);
     })
   },
```

Code Explanation:

The user is logged in and will be able to register for a meetup. Which are available to on the site. The user needs to select his userid, username and password and will need to select a meetup he want to register for. The user can also will be able to create a new MeetUp. He need to Click on Organize meetup. He has to enter MeetUp Name, MeetUp Location, MeetUpImage, MeetUp Description, Date and Time. Once the user is Registered for the meetup he will see and unregistered and will also have an option to unregistered.

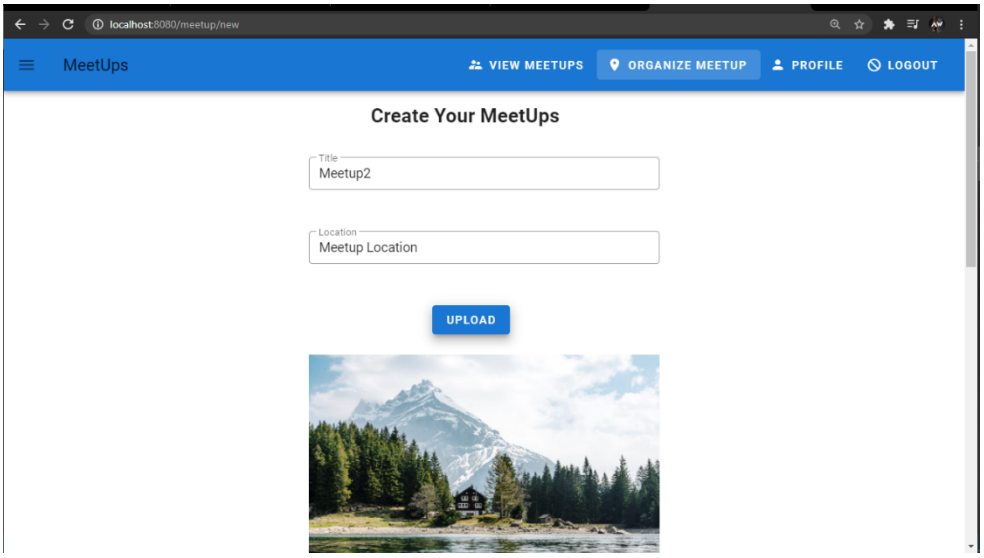


Figure 16

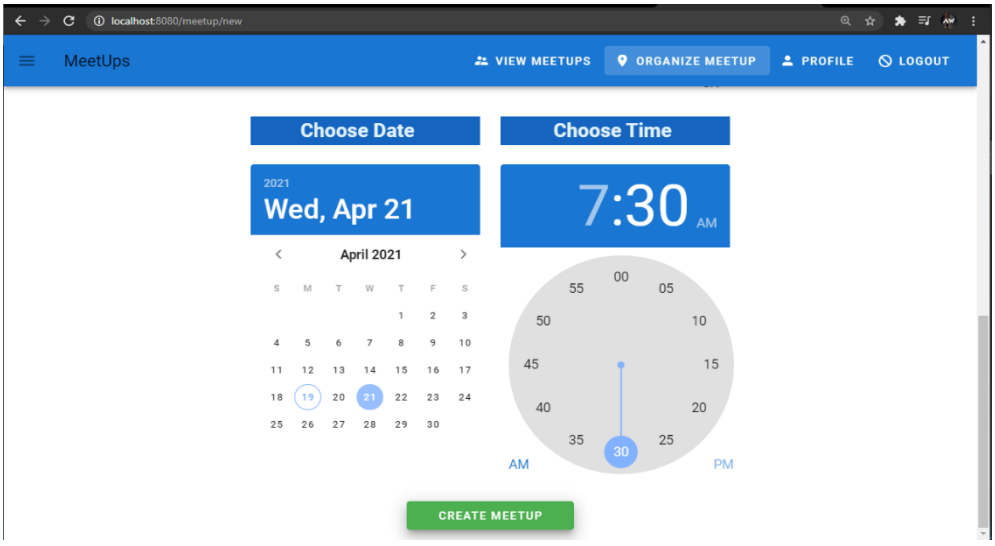


Figure 17

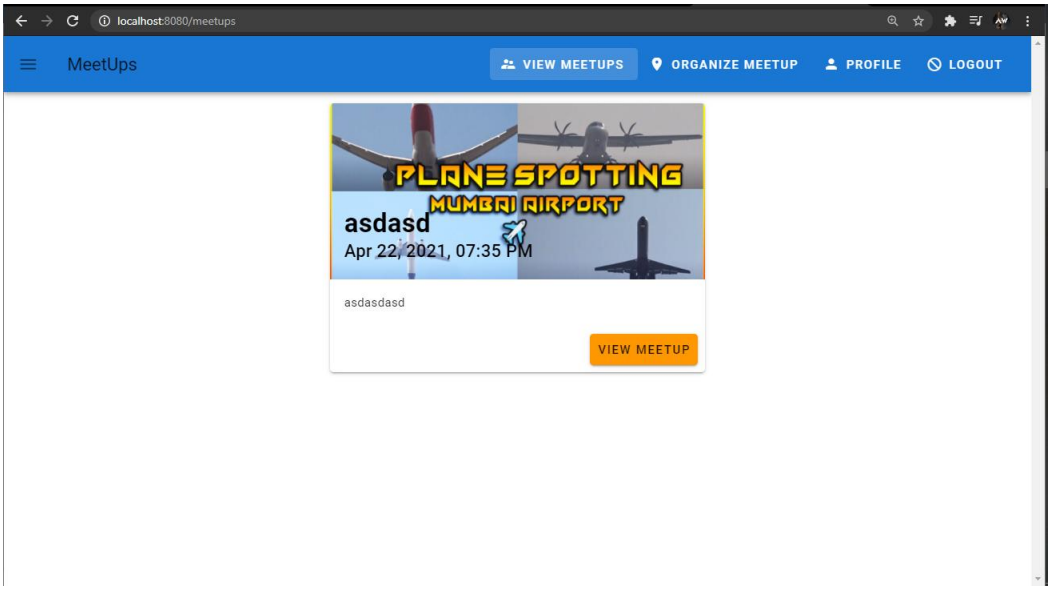


Figure 17

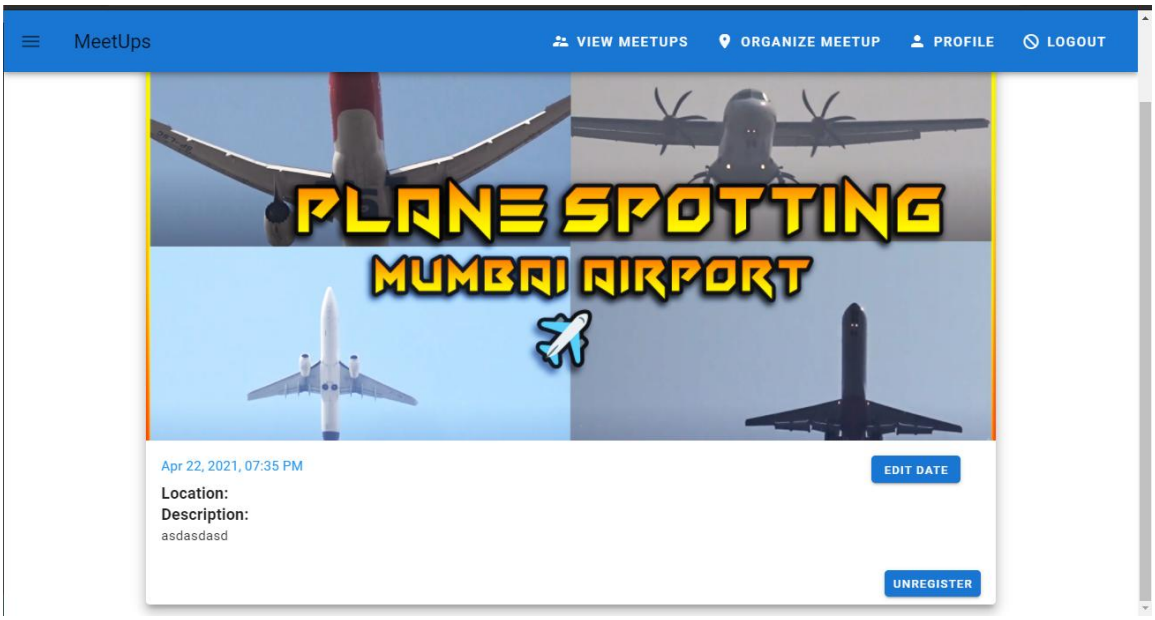
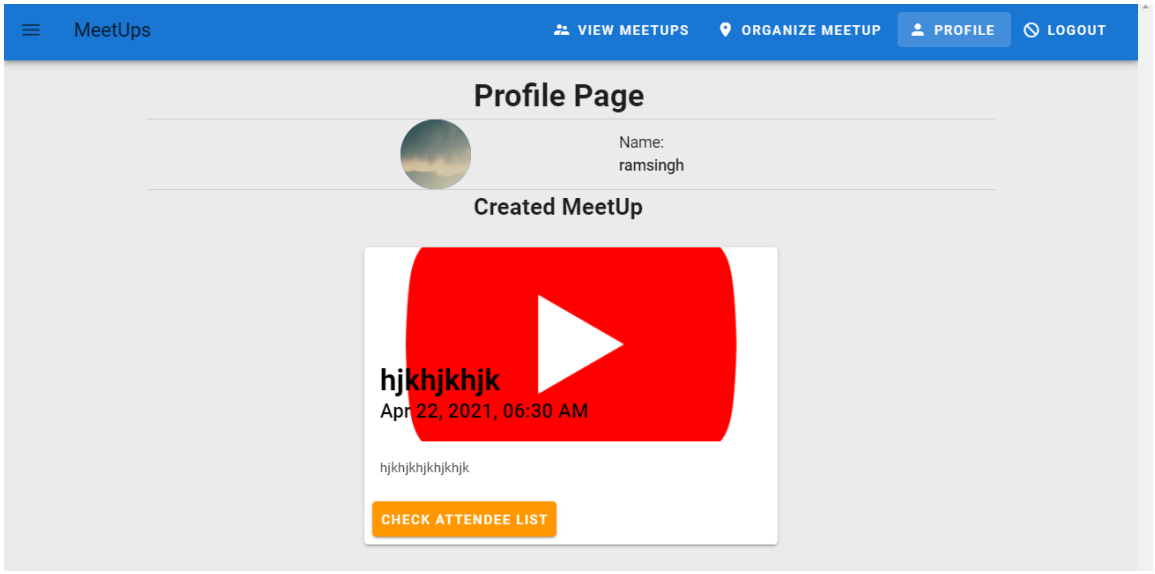
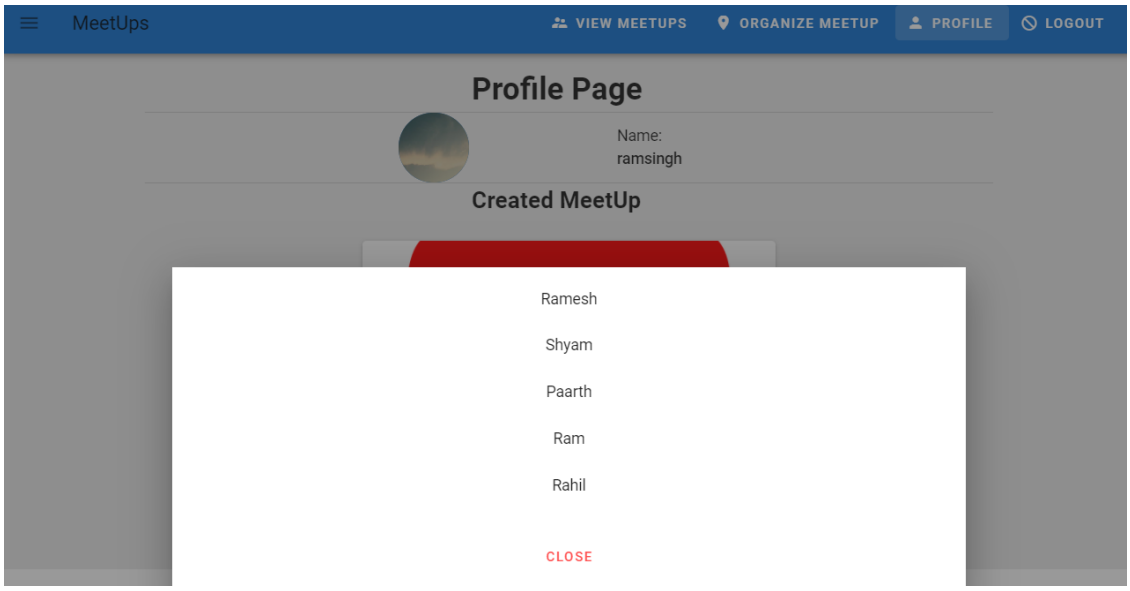


Figure 18



Profile Page with Created Meetup



List of Attendees

5.3 Testing Approach

5.3.1 Unit Testing

Unit testing is a level of software testing process where individual units or components of a software system are tested. The purpose of unit testing is to validate that each unit of the software performs as designed. A unit is the smallest testable part of the software. It usually has one or a few inputs and usually a single output. In object-oriented programming, a unit is often an entire interface, such as a class, but can be an individual method. Unit tests are typically written and run by software developers to ensure that code meets its design and behaves as intended

5.3.2 Integrated Testing

Integration testing is a level of software testing where individual units are combined and tested to verify if they are working properly. Integration testing carries a lot of significance as it helps testers in determining the effectiveness as well as the functionality of the software.

The advantages of integration testing include the following:

- It makes sure that integrated modules work properly as intended.
- The tester can stop testing once the modules to be tested are available.
- Integration testing also detects the errors of the individual modules.
- It increases the test coverage and improves the reliability of test.

5.3.2 Beta Testing

Beta testing is one of the types of User acceptance testing. The main goal of user acceptance testing is to check whether the developed software product fulfills the user requirements. Beta testing is performed in order to access the product by exposing it to real end users. After that, the feedback is taken from the users and the defects are fixed. It helps the software product to provide better user experience.

5.4 Modification and Improvements

- Modification of Database.
- Improvised UI design for Meetup
- Adding Edit Meetup Option for Date
- Include Edit Add Option for Profile Picture
- Notification Feature for upcoming MeetUp

5.5 Modification and Improvements

Index	Test Case	Input	Expected Output
1.	Enter User name		Input should not be accepted.
2.	Enter User name	Pradnyesh	Input should be accepted
3.	Enter Email id		Input should not be accepted.
4.	Enter Email id	prady.com	Input should not be accepted.
5.	Enter Email id	prady@	Input should be accepted
6.	Enter Email id	Prady@gmail.com	Input should be accepted
7.	Enter Password		Input should not be accepted.
8.	Enter Password	prad	Input should be accepted
9.	Enter Password	Prad1	Input should be accepted
10.	Enter Password	prady@123	Input should not be accepted.

CHAPTER 6

Results and Discussions

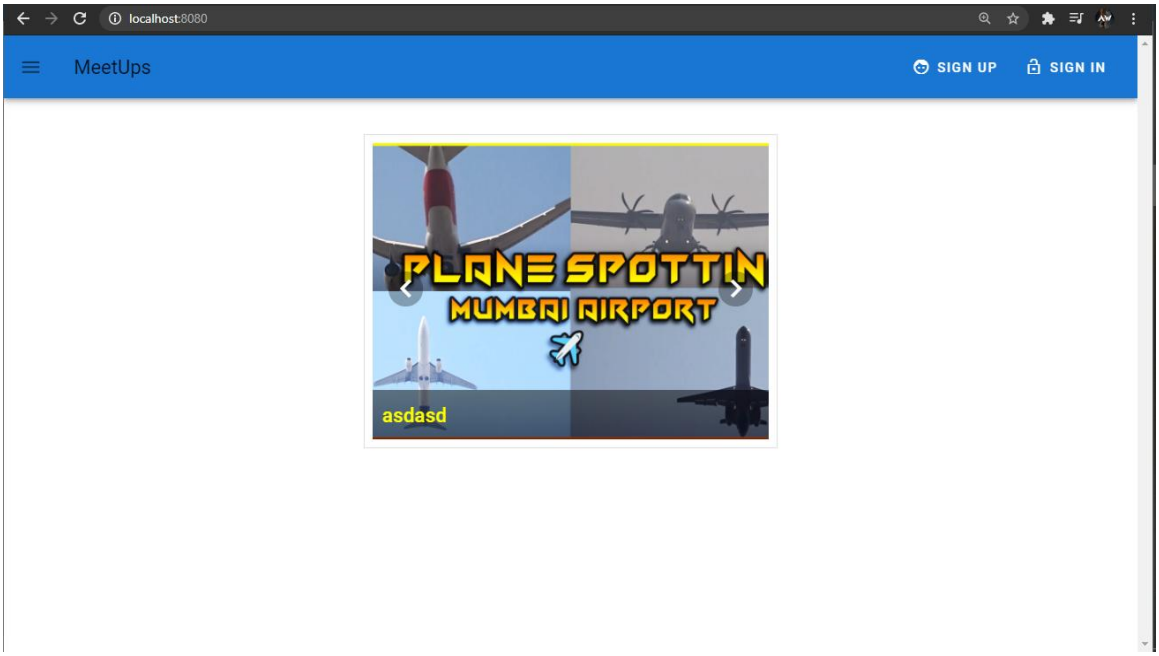
6.1 Test Reports

Index	Test Case	Input	Expected Output	Actual Output	Result
1.	Enter User name		Input should not be accepted.	Input not accepted	Pass
2.	Enter User name	Pradnyesh	Input should be accepted	Input Accepted	Pass
3.	Enter Email id		Input should not be accepted.	Input not accepted	Pass
4.	Enter Email id	prady.com	Input should not be accepted.	Input not accepted	Pass
5.	Enter Email id	prady@	Input not should be accepted	Input not accepted	Pass
6.	Enter Email id	Prady@gmail.com	Input should be accepted	Input Accepted	Pass
7.	Enter Password		Input should not be accepted.	Input not accepted	Pass
8.	Enter Password	prad	Input not should be accepted	Input not accepted	Pass

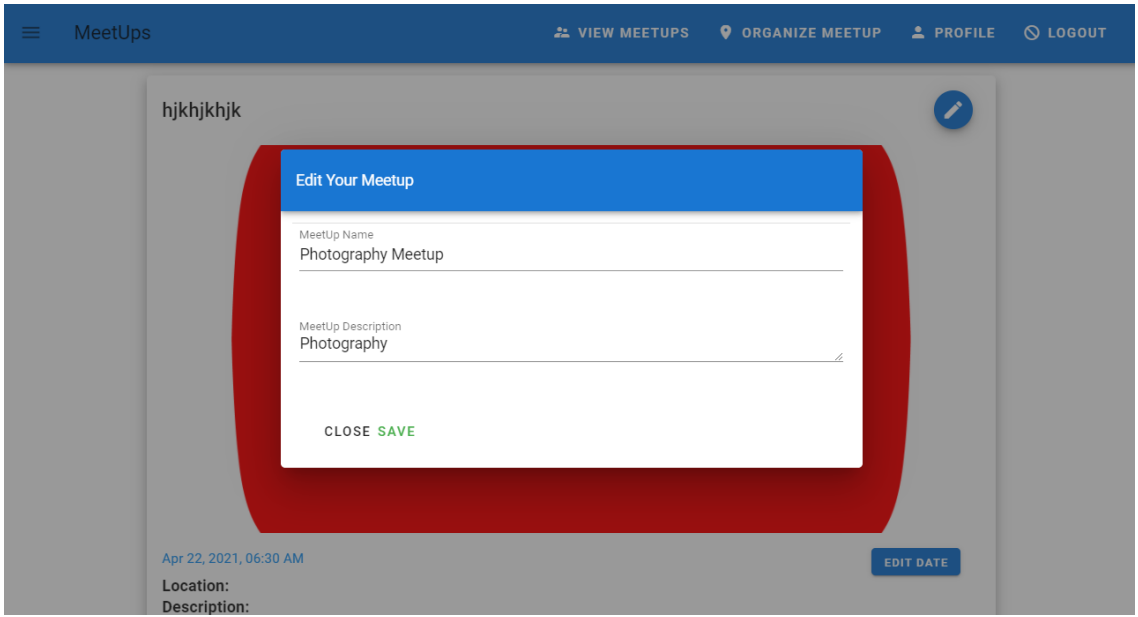
9.	Enter Password	Prad1	Input not should be accepted	Input not accepted	Pass
10.	Enter Password	prady@123	Input should not be accepted.	Input Accepted	Pass

6.2 User Documentation

- **Homepage of the website**

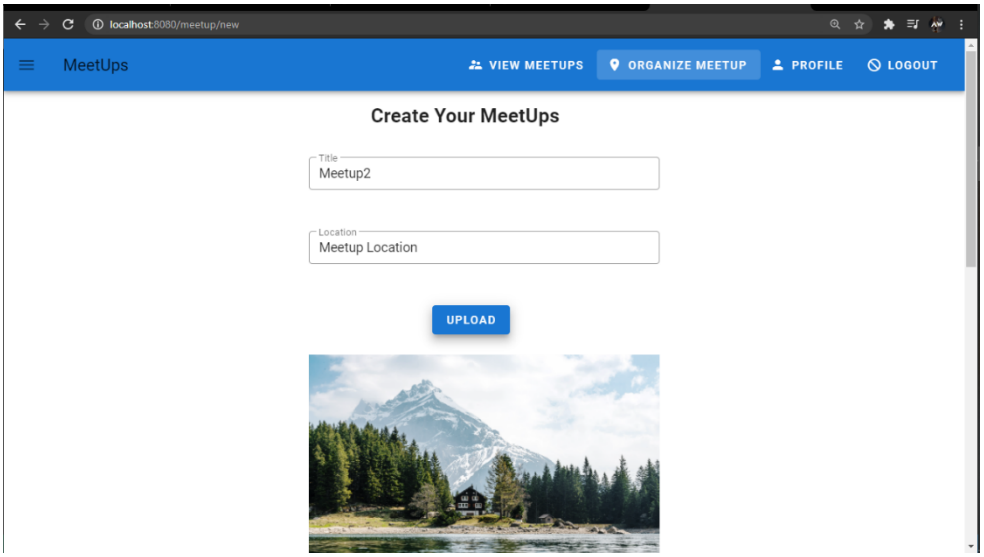


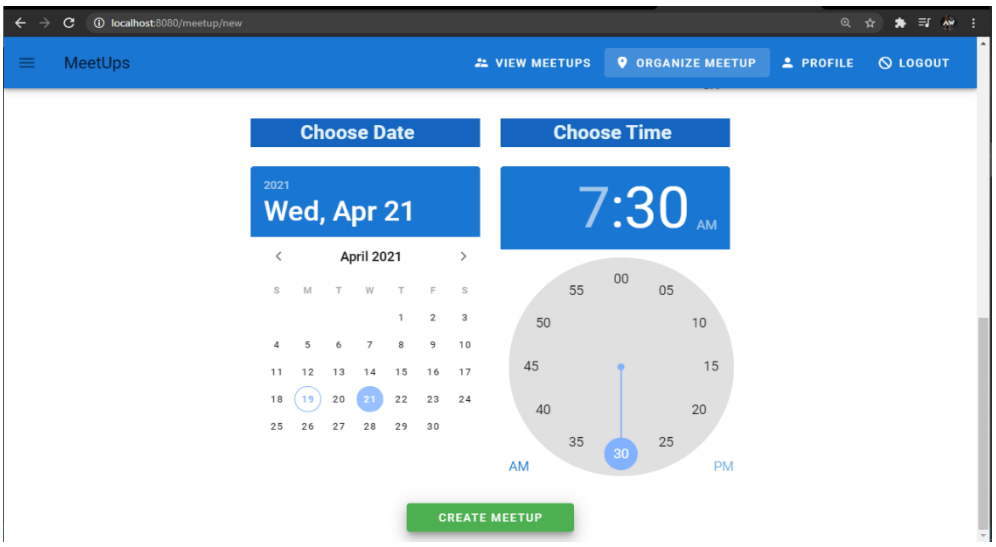
User will have to first sign in or sign up for logging in to create or join a meetup.



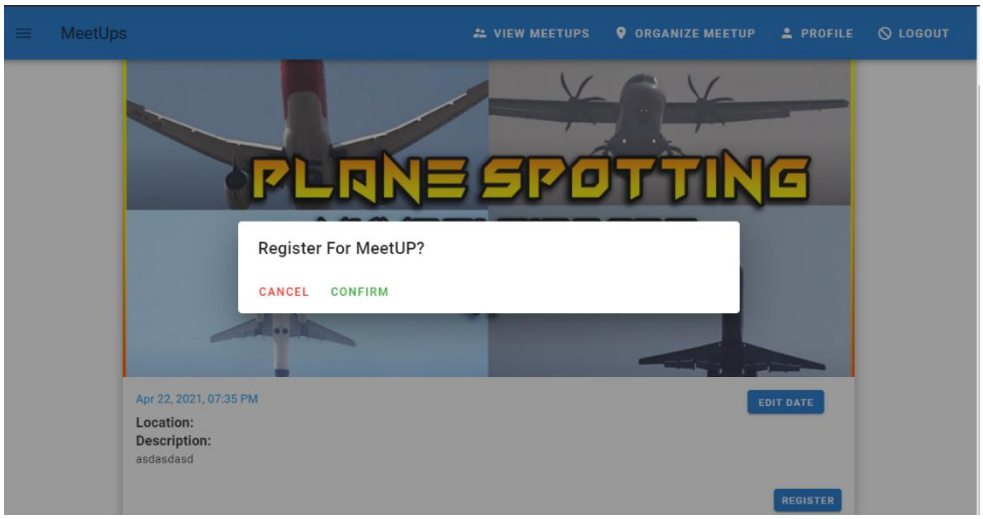
Editing Meetup

➢ Creating A Meetup

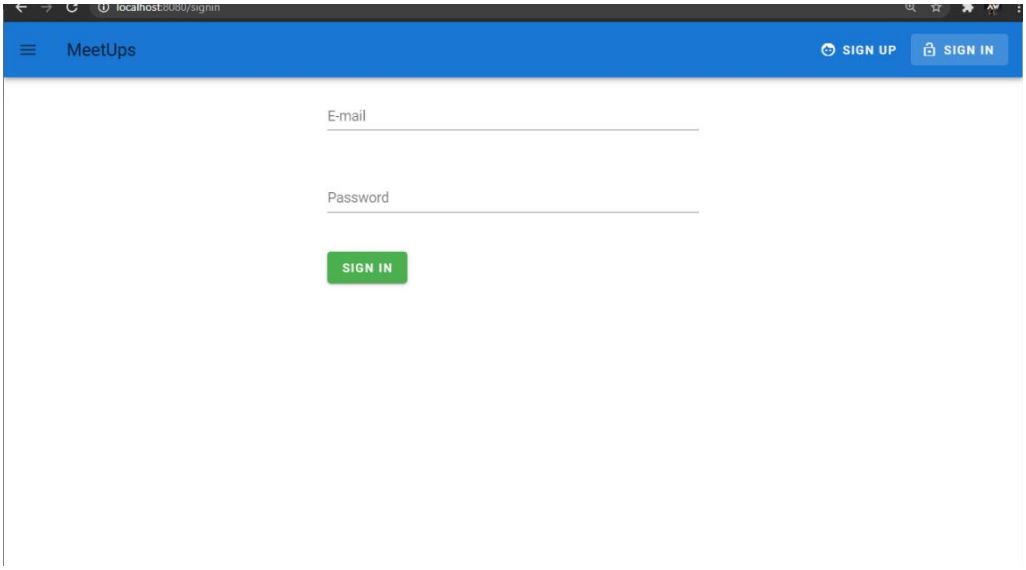




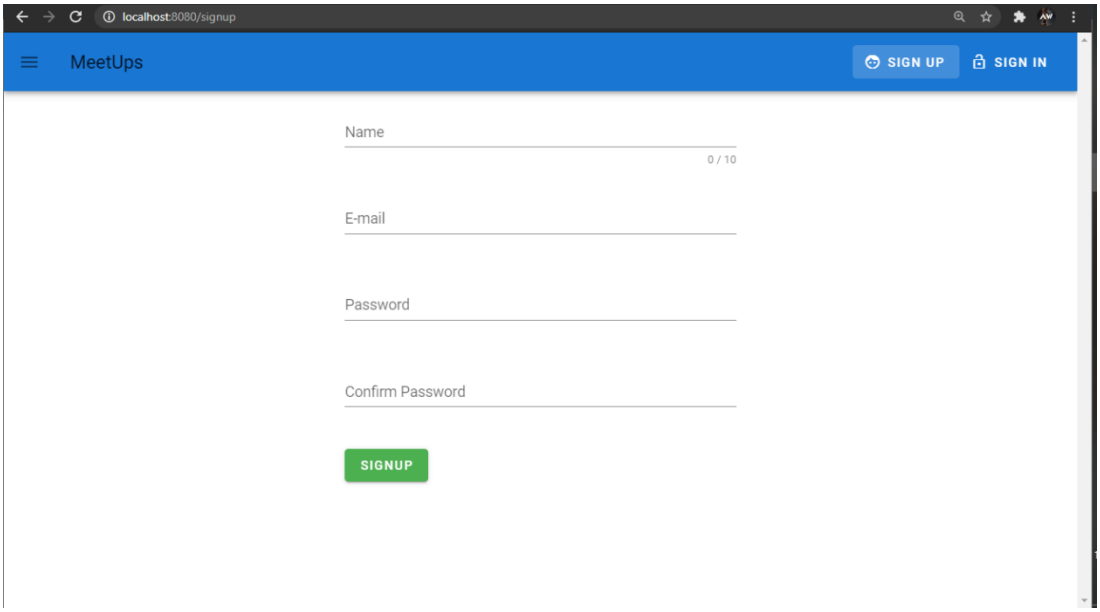
➢ Registering for a Meetup



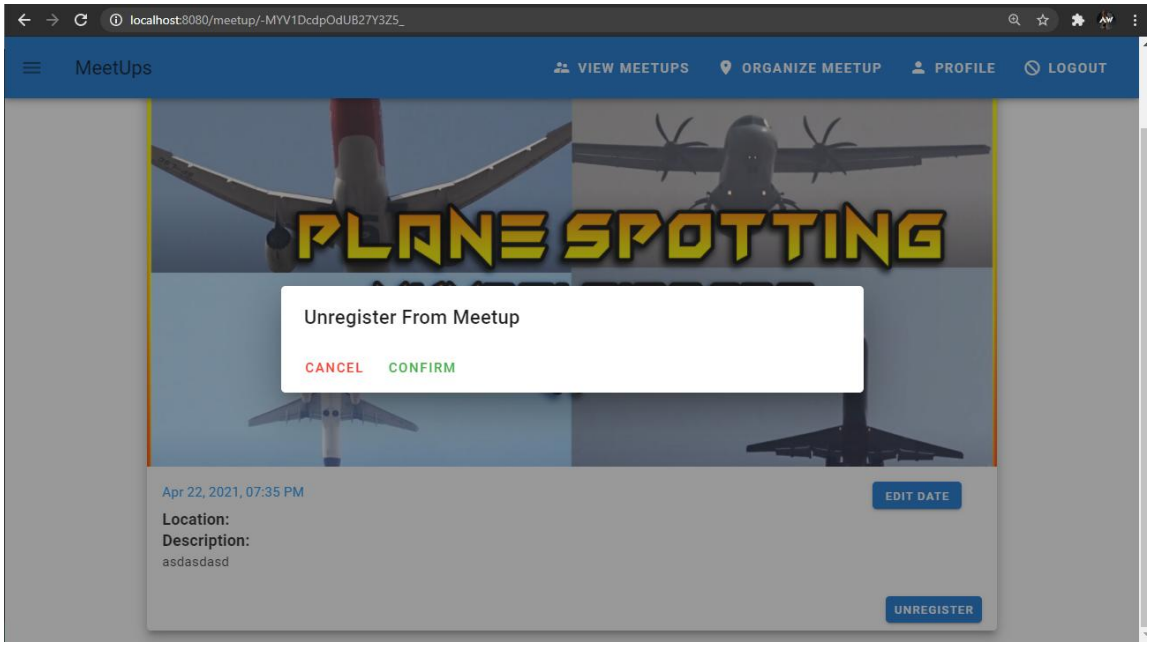
➢ User Login Page



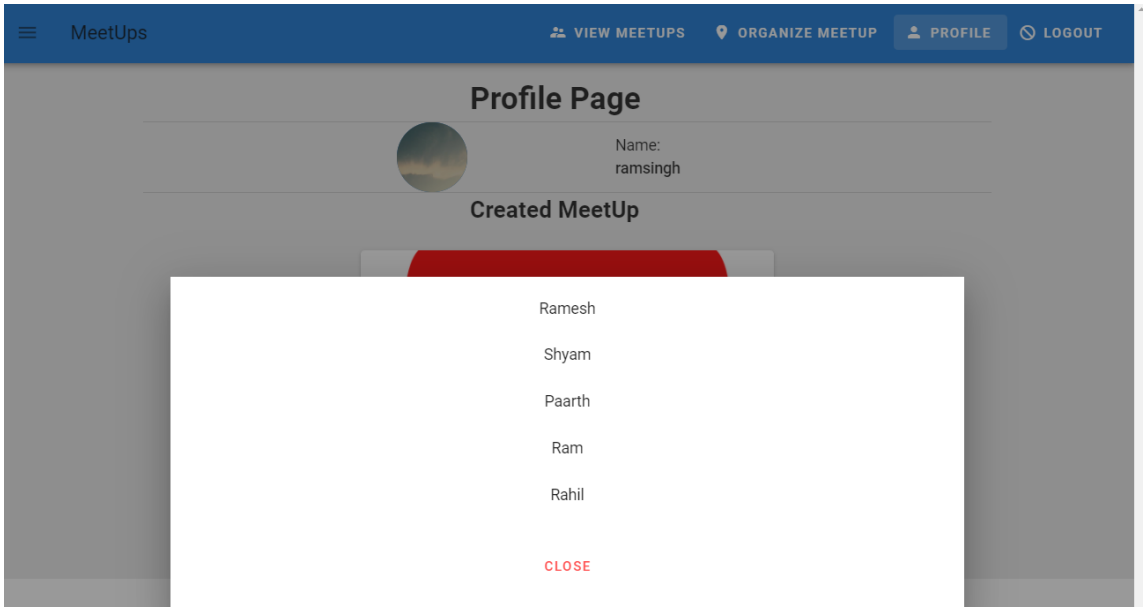
- **User Sign Up Page**



- **User Unregister for MeetUp**



- **See Attendee List**



CHAPTER 7

Conclusions

7.1 Conclusion

In the midst of pandemic people are not able meet each other or a company is not able to perform social gathering such as a focus group. When the pandemic will start recovering there will be a surge in upcoming meeting that would held. This event organizer will provide a platform for the host to host his meetup here and attract various enthusiast for joining. Meetups can be help form various domains such as programming meetup, photography meetup, a focus group, etc. The host is also allowed to edit the meetup according to his choice. For example if there is a typo the host can delete it and create a new meetup whenever possible.The UML diagram can be easily used to show the working of various

users. The are states maintained in firebase database as well as in the Vuex store. There for whenever there is disruption of internet the page doesn't abruptly close. Users can join any meetup they want and can unregister at anytime from the meetup. Users can find the details of the meetup provided by the host in the description section of the meetup card. Multiple test cases have been successfully performed. There are test cased design to take input for taking correct input every time. The testing is performed on the various test cases and the result is compared with the expected results.

7.1.1 Significance of the System.

1. The system is easy to user as it is user friendly.
2. The system can be used by all types of the people.
3. The system provides detail information about the Meetups
4. User can register for a meetup and can unregister for the meetup
5. The working of the system is in very organized form.
6. The user information will be properly stored in the database and the passwords will also be in encrypted form.

7.2 Limitation of the System

- The admin need to login in the firebase console everytime to delete the meetups that are outdated
- Testing whether the image is appropriate should be done
- There is no information available on the host of the meetup
- There are chances of making a fake profile.

7.3 Future Scope of the Project

- The system will be easy to understand by any type of user.
- The admin will be able to see all the analytics of the application
- The system can be enhanced by adding more functionalities
- This can be very useful when the pandemic is over.

References

- www.google.com
- http://vuetifyjs.com/
- https://vuejs.org/v2/guide/
- https://stackoverflow.com/
- https://www.quora.com/
- https://www.youtube.com/channel/UCW5YeuERMmlnqo4oq8vwUpg
- https://github.com/
- **Various blog on the Internet.**