**Event Manager**

Asen Rusev

**Introduction:**

- EventManager is a console application developed with C# and Entity Framework. The application is used for storing events in a database. Users can create, read, update and delete them.

**Requirements:**

-MS SQL Server

**Setup:**

To start the application run ‘EventManager.exe’ file located in: ‘\EventManager\ bin\Debug\’. If you want to view the source code open: ‘\EventManager.sln’.

**How to use:**

When the application starts a menu is shown. Users are able to choose from 5 different options ([1] Create event, [2] Show all events, [3] Update event,[4] Delete event, [5] Exit ). To choose an option they have to input the number in the ‘[ ]’ and press Enter.

-1: For the creation of the event users have to fill event’s Name, Location, Start date and time, End date and time one by one. After filling the last field the event is send to the database.

-2: All events are shown. If none exists nothing is shown.

-3: All events are shown so that users can select which one of them they want to change. To select users are required to input the ID of the event. After that users have to select a property they want to edit. After selection users are required to input the new data. Afterwards the update is send to the database.

-4: All events are shown so that users can select which one of them they want to delete. To select users are required to input the ID of the event. After that the event is removed from the database.

-5: Exits the application.