MakeMyEvent

A project report submitted to

Rajiv Gandhi Proudyogiki Vishwavidhyalaya, Bhopal

in partial fulfillment for the award of

the degree of

Bachelor of Engineering

in

Computer Science & Engineering

DEPARTMENT OF COMPUTER SCIENCE& ENGINEERING

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PROJECT GUIDE
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Tarun Sharma (0829CS151178)
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DEPARTMENT OF COMPUTER SCIENCE& ENGINEERING

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CERTIFICATE

This is to certify that **TARUN SHARMA(0829CS151178), SHREY SOMANI(0829CS151158), TEJAS SHARMA(0829CS151179)** have completed their project work, titled **"MakeMyEvent"** as per the syllabus and have submitted a satisfactory report on this project as a part of fulfillment towards the degree of **"BACHELOR OF ENGINEERING"** (Computer Science & Engineering) from **RAJIV GANDHI PROUDYOGIKI VISHWAVIDHYALAYA, BHOPAL.**

Mrs. Reetu Gupta   **Mr.Arjun Singh Parihar**
 HEAD OTF THE DEPARTMENT   **PROJECT GUIDE**

Dr. Nirmal Dagdee
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INTERNAL EXAMINER   **EXTERNAL EXAMINER**

ACKNOWLEDGEMENT

We express deep gratitude for enthusiasm and valuable suggestions that we got from our guide **Mr. Arjun Singh Parihar** for successful completion of the project. This project was not possible without the valuable guidance of our project guide.

We also thankful to our project coordinator **Mr. Hemant Verma** for his technical guidance, encouragement and support.

We deeply indebted to **Mrs. Reetu Gupta,** head, Department of Computer Science & Engineering, for providing us support and resources for successful completion of this project.

We pay deep regard to our Director **Dr. Nirmal Dagdee** who is instrumental in setting standards forthe students to achieve.

Finally, we are thankful to all people who are related to the project directly or indirectly.

<div align="right">

Tarun Sharma (0829CS151178)
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MakeMyEvent

Abstract :

The purpose of **MakeMyEvent** is to automate the existing manual system by the help of computerized equipments and full-fledged computer software, fulfilling their requirements, so that their valuable data or information can be stored for longer period for easy access and manipulation for the same.

It facilitates feedback evaluation for different kinds of events such as games, workshops, meeting and seminars. The project's main objective is to control or manage the activities and duties to be performed by various event conductors such as attendees, organizers, event reviewers, and authors.

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INTRODUCTION

1.1 Purpose:

The purpose of **MakeMyEvent** is to automate the existing manual system by the help of computerized equipments and full-fledged computer software, fulfilling their requirements, so that their valuable data or information can be stored for longer period for easy access and manipulation for the same.

1.2 Scope

Our project aims at business process automation that is, we have tried to computerize various process of event management system.

It may help collecting perfect management in details in a very short time. The collection will be obvious, simple and sensible. It will help a person to know the management of passed year perfectly and vividly. It will also reduce the cost of collecting the management and collecting procedure will go on smoothly.

1.3 Problem in existing system:

In the existing system, there is a lot of paper work thus it is very time consuming and uneconomical as most of the works include manual processing. The records are difficult to store in manual system, and it requires more manual labor work.

With the manual system it becomes very difficult to manage all information related to any particular event.

Some of the problems faced are given below:

- ➢ Categorization of different events.
- ➢ Managing information regarding attendee.
- ➢ Redundancy in storing information manually.
- ➢ Information regarding availability of seats.

- Providing various details of event to different attendees.
- Difficult to obtain feedback about events.
- Manually registering of seats is difficult.

CHAPTER 2
SYSTEM REQUIRMENT ANALYSIS

2.1 Introduction:

Requirements analysis in systems engineering and software engineering, encompasses those tasks that go into determining the needs or conditions to meet for a new or altered product, taking account of the possibly conflicting requirements of the various stakeholders, such as beneficiaries or users. Requirements analysis is critical to the success of a development project. Requirements must be documented, actionable, measurable, testable, related to identified business needs or opportunities, and defined to a level of detail sufficient for system design. Requirements can be architectural, structural, behavioural, functional, and non-functional. The development of project needs some requirement to make the project perform better and achieves the goal of project. In developing online feedback system, the capabilities of computer and hardware plays a big impact on project quality. The project maker should determine the minimum requirements of hardware and also software to be used to develop a good and attractive project.

2.1.1 Purpose

This Software Requirements Specification (SRS) specifies the requirements of the MakeMyEvent, which will be used by various organizations to create events so that various interested person can join those events. . This document will be useful for the clients to ensure all specifications and requirements are conducive as mentioned by the software engineer to design the system.

2.1.2 Document conventions

One and a half spacing is used for typing the general text.

The general text is typed in the Font style 'Times NewRoman' and Font size 12.

Headings are typed in the Font style "Times New Roman' and Font size 14.

For major headings like topic name, Font size 18.

2.1.3 Intended audience and reading suggestions

Clients: The users of the system will get a clear idea of the software and hardware requirements to be engaged.

Developers: Project developers have an advantage of quickly understanding the methodology enabled and personalizing the product.

2.1.4 Product Scope

- MakeMyEvent website can be used to create different events at different levels.

- It can be used in TechFest by colleges to create and join events

- Different organizations can use this website to create different types of events

- Users will use it to see different events and will join events of their choice

2.1.4 References of SRS

The initial lists of the starting points of research are as:

- Stack overflow
- Meetup
- Eventbright
- Consumer Reports.

2.2 Overall Description

2.2.1 Product Perspective

This application is an approach for making easier for event organizer by providing a automated system. Organizers can easily start and interact with the system. Attendees can attend events on the basis of their choice.

2.2.2 Product functions

A web based project which act as a bridge between users and Event planners.

By this application the time of the user reduces because they can access any information like event address, organizer from the remote place.

It will also help the event organizer to manage the organization properly and effectively.

The main objective of the MakeMyEvent is to manage event, booking, and attendee information. It manages all the information about the event.

The purpose of the project is to build an application program to reduce the manual work for managing the event. It tracks all the detail about the event and attendee.

With the help of this application user can register themselves for any particular event by accessing various information about that event.

User will also have facility to search various events distinguished on the basis of event categories and their nearby location.

2.2.3 User class and characteristics

Users of the system should be able to retrieve information of various event organized or created from database. They can register for event or create new events. The various entities and their functions are:-

Attendee

- User can register themselves for any event of their choice.
- User can easily get information about date, day and venue of the event.
- User can see their profile.
- They can see list of events joined.

Event Organizers

- They can create new events.
- They can see their profile and list of events created.
- The can choose maximum number of seats.

2.2.4 Operating environment

Table 1 -Operating environment

DEVELOPMENT	DEPLOYMENT
Minimum 1GB RAM	Minimum 1GB RAM
Minimum 1 GB Disk space	Minimum 1 GB Disk space
Minimum 14 inch screen	Minimum 14 inch screen
Peripherals : Mouse , Monitor, Keyboard	Peripherals : Mouse , Monitor, Keyboard
Ethernet	Ethernet

2.3 External User Interface

2.3.1 User Interface

- Front-end software: Java
- Back-end software: MySql

2.3.2 Hardware Interface

- Windows.
- A browser which supports CSS, HTML & JavaScript.

2.3.3 Software Interfaces

Table 2 -Software Interfaces

Software used	Description
Operating system	We have chosen Windows operating system for its best support and user-friendliness.
Database	To save the event records, user records we have chosen MySql database.
Java	To implement the project we have chosen Java language for its more interactive support.

2.3.4 Communication Interface

This project supports all types of web browsers. We are using simple forms for the login forms, event creating etc.

2.4   Functional Requirements

2.4.1 System Feature 1

Registration

Description: To enter into this site user has to register himself first. Requirements of registrations are first name, last name, user name, email id, password etc.

Input: User details.

Output: Filled registration details.

Processing: User details are checked with database. Password constraint is checked as per validation.

2.4.2 System Feature 2

User Login

Description: The system provides facility to login into the system.

Input: Enter username and password.

Output: User profile page.

Processing: The system will check the input of the user and if valid the login is done. Otherwise user will be asked to re-enter the username and password.

2.4.3 System Feature 3

Create the event

Description: The event can be created very easily by just filling the details int form.

Input: Enter details of the image.

Output: The event will be created and details are stored in database.

Processing: By filling the form we can create the events for others to join very easily.

2.4.4 System Feature 4

Logout

Description: The system provides the facility to logout from the site.

Input: Select logout option.

Output: Logout from the system.

Processing: User will logged out.

2.4.5 System Feature 5

Join the event

Description: User can join the created event very easily.

Input: Select join option of the interested event.

Output: Event is joined by the user.

Processing: User will be the attendee of that joined event.

2.5 Nonfunctional Requirements

2.5.1 Performance Requirements

- The system need to be reliable.
- If unable to process the request then appropriate error message.
- Web pages are loaded within few seconds.

2.5.2 Safety Requirements

- The details need to be maintained properly.
- Users must be authenticated.
- The database must be kept backed up.

2.5.3 Security Requirements

- After entering the password and user id the user can access his profile.
- The details of user must be safe and secure.
- Sharing of details

2.5.4 Software Quality Attributes

- Software Compliance: There shall be consistency in variables within the system. The graphical user interface shall have consistent feel and look.
- Reliability: The system is reliable; specify the factors required to establish the required reliability of the software system at the time of delivery.
- Language: Speed up form development but does not limit functional.
- Availability: The system shall be available 24*7.

2.6 Project Plan

2.6.1 Team members:

Name: Tarun Shamra

Email: tarunshrama967@gmail.com

Name: Shrey Somani

Email: shreysomani7@gmail.com

Name: Tejas Sharma

Email: tejassharma988@gmail.com

2.6.2 Division of work:

Tarun Sharma: - Analysis and Planning, Documentation, Designing, Database design, Modeling, Coding and Implementation, Testing.

Shrey Somani :- Requirement gathering, Analysis and Planning, Documentation, Database design and entry, Coding and Implementation.

Tejas Sharma: - Requirement gathering, Analysis and Planning, Documentation, Designing, Coding and Implementation.

2.6.3 Time schedule:

Table 3 – Time Schedule

| Work	Time Period
Analysis	2 week
Database Management	2 week
Interface and architectural design	2 week
Coding	3 week

SOFTWARE DESIGN SPECIFICATION

CHAPTER 3

ANALYSIS

3.1 Methodology Used:

We are using SEQUENTIAL METHODOLOGY for this project.

Waterfall Model:

It is also referred to as a linear-sequential life cycle model. In a waterfall model, each phase must be completed before the next phase can begin and there is no overlapping in the phases.
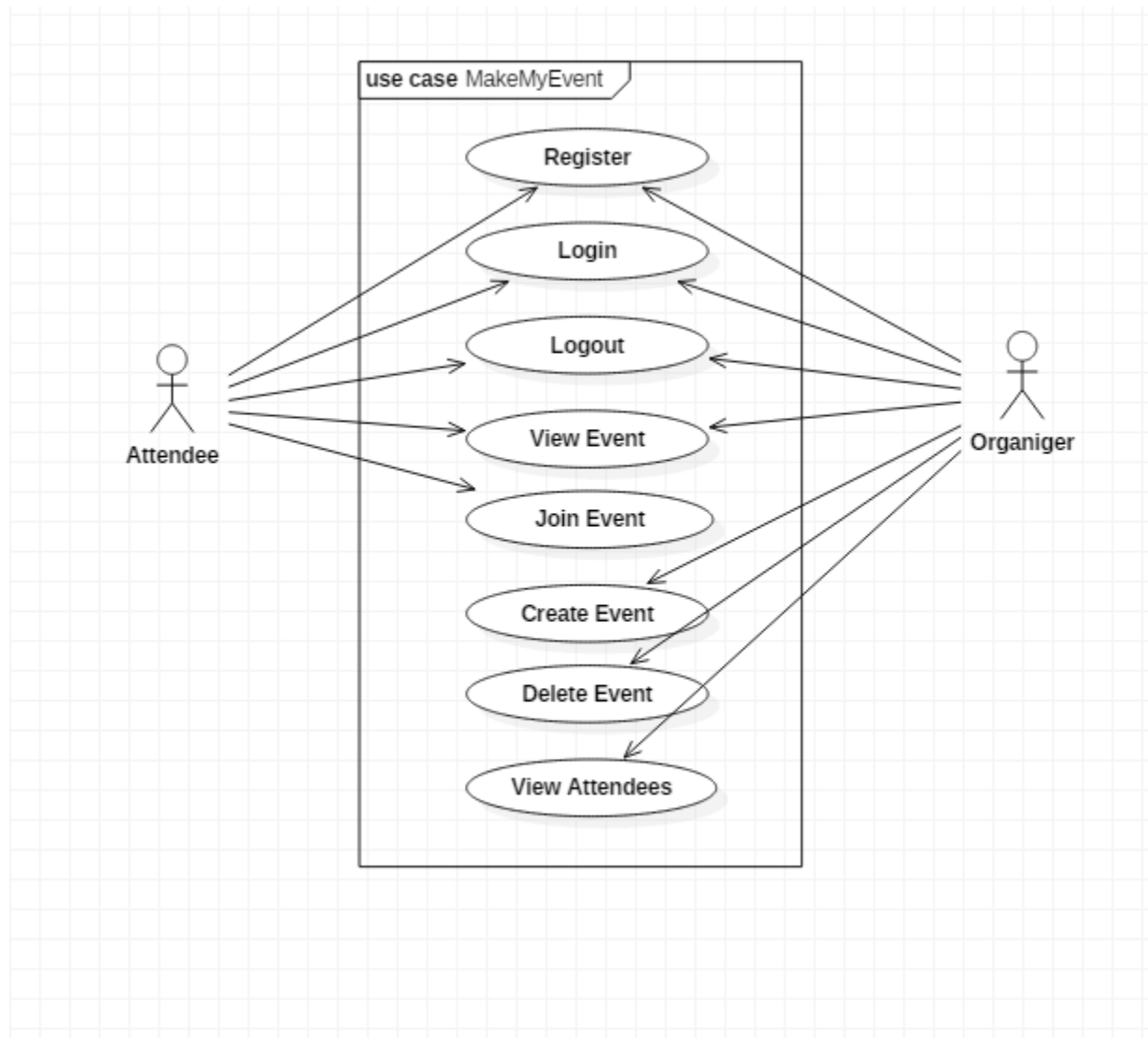
The Waterfall model is the earliest SDLC approach that was used for software development.
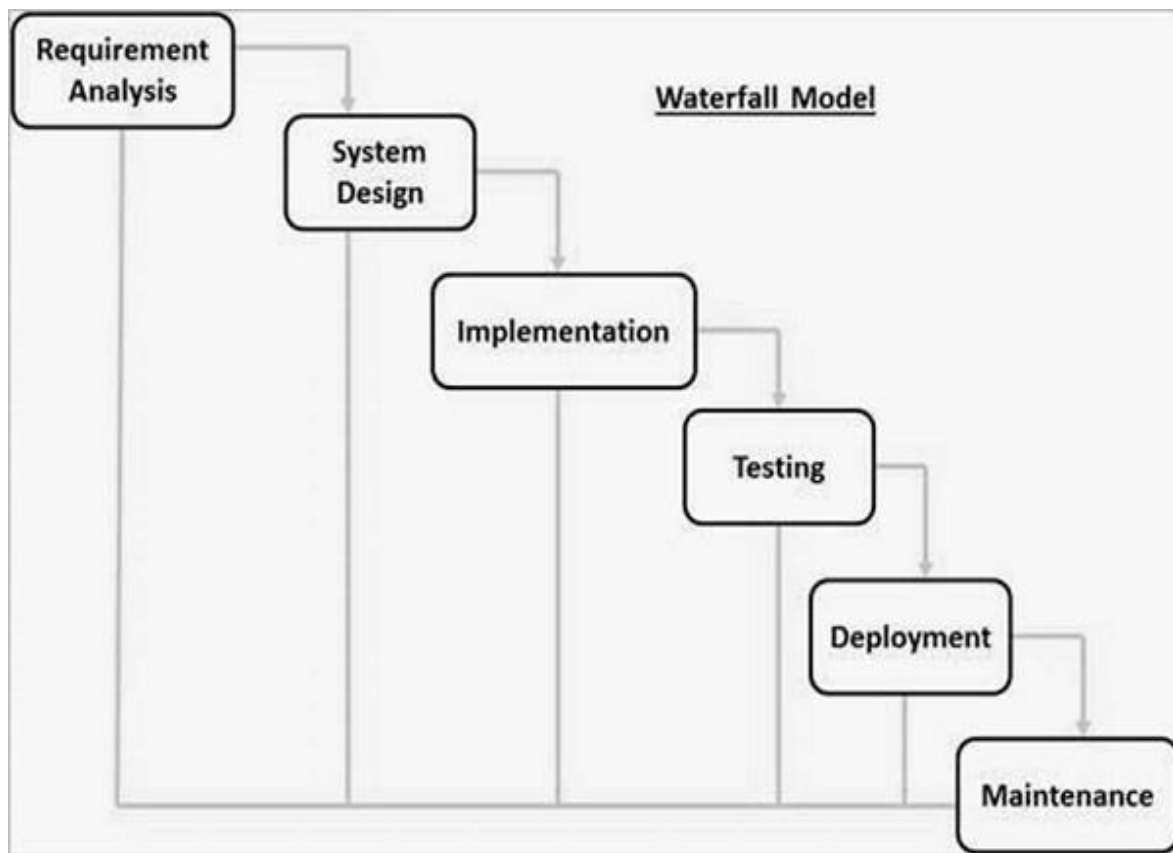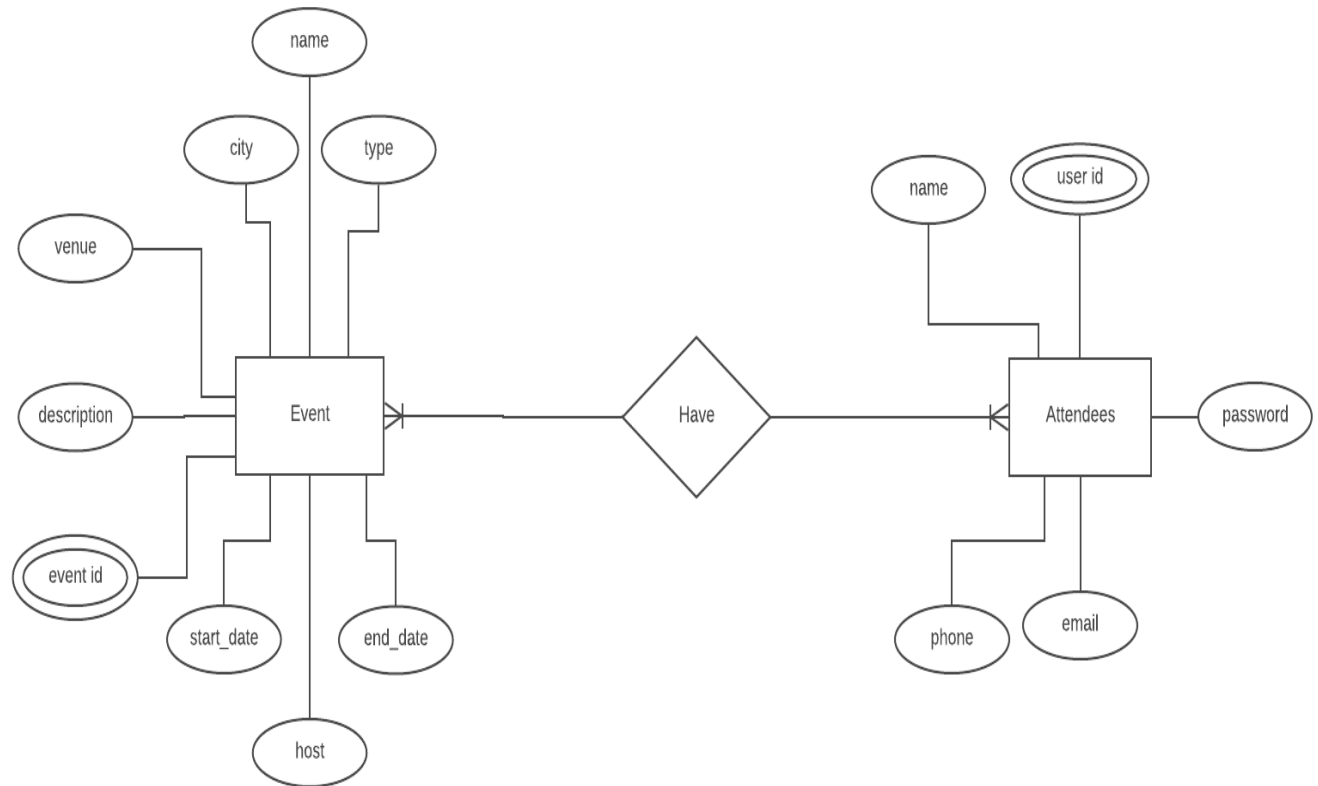

Figure 1 - waterfall model

3.2 Use Case Diagram:

Figure 2 – use case diagram

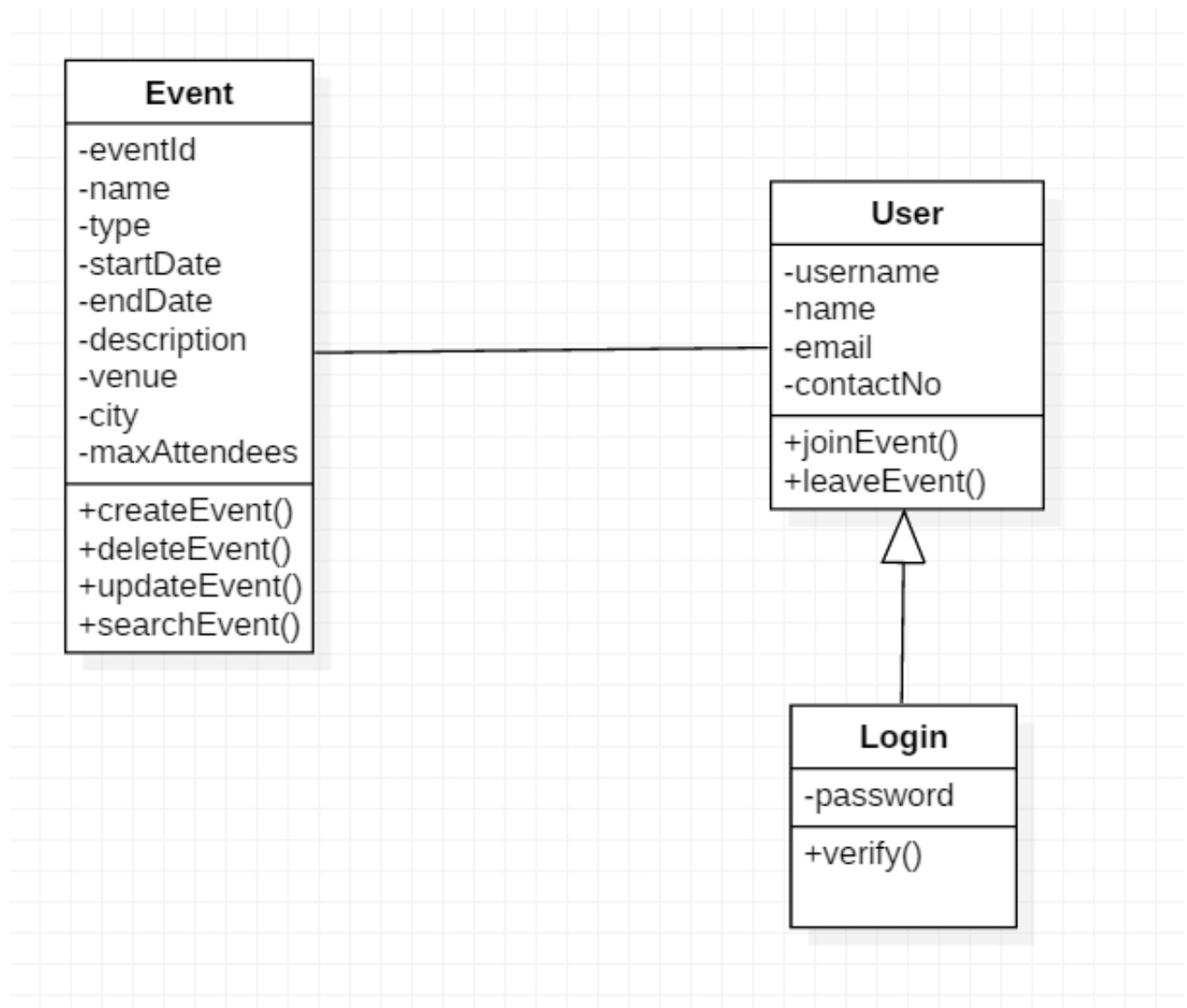# 3.3 ER Model:

Figure 3 – ER diagram

3.4 Class Diagram:

Event

-eventId
-name
-type
-startDate
-endDate
-description
-venue
-city
-maxAttendees

+createEvent()
+deleteEvent()
+updateEvent()
+searchEvent()

User

-username
-name
-email
-contactNo

+joinEvent()
+leaveEvent()

Login

-password

+verify()

Figure 4 – Class Diagram

3.5Activity Diagram:
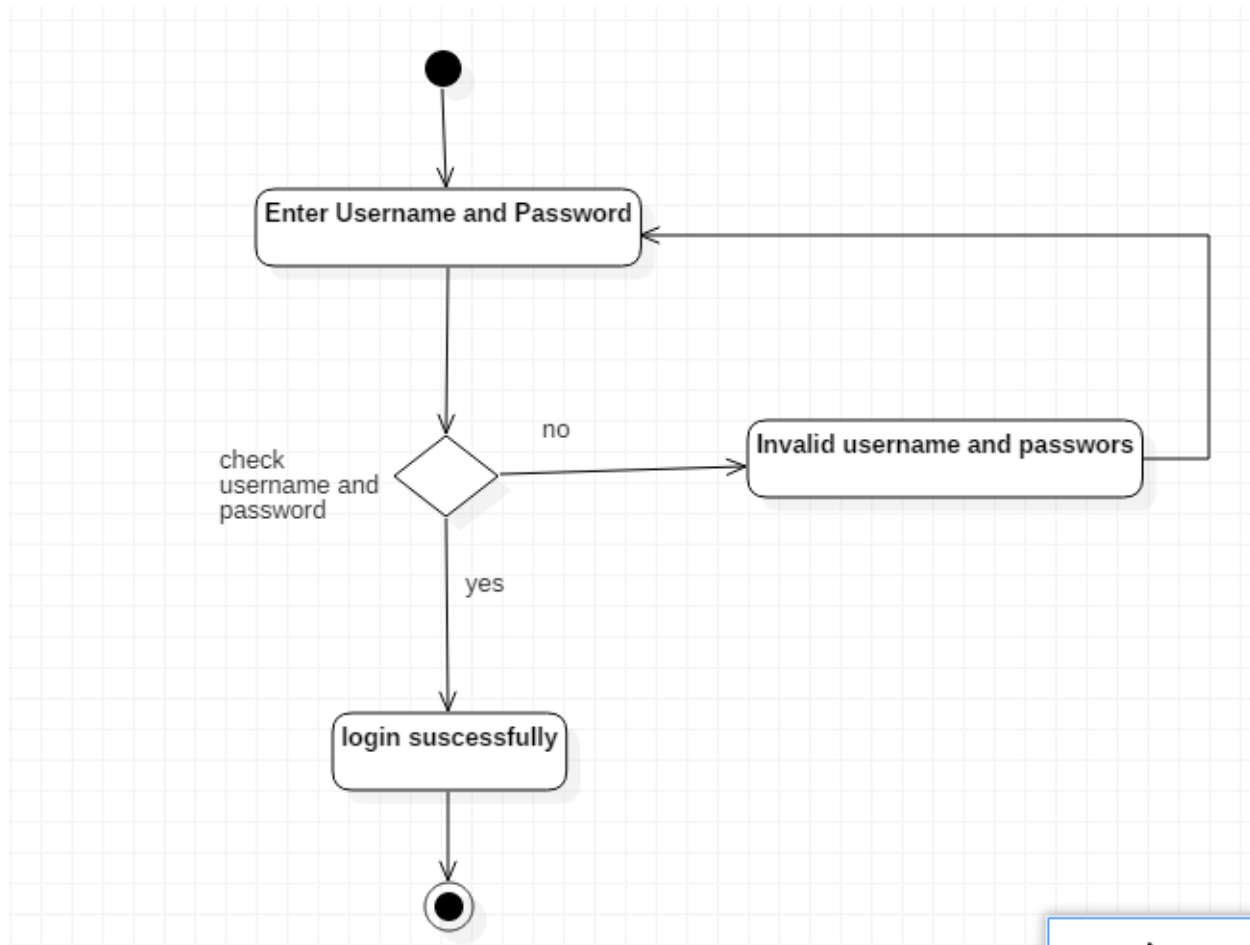
3.5.1 Activity diagram for login:

Figure 5 – Activity diagram for login
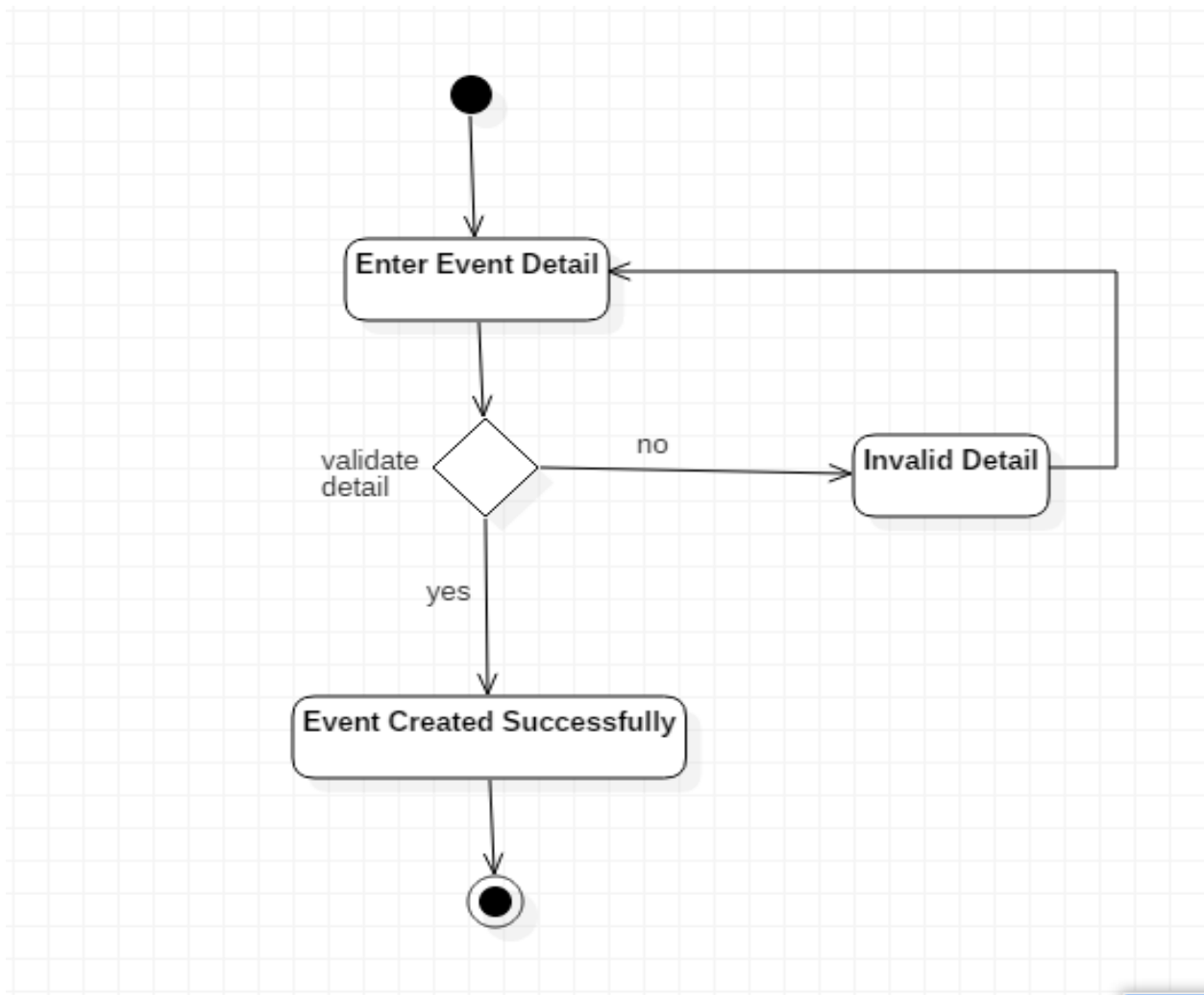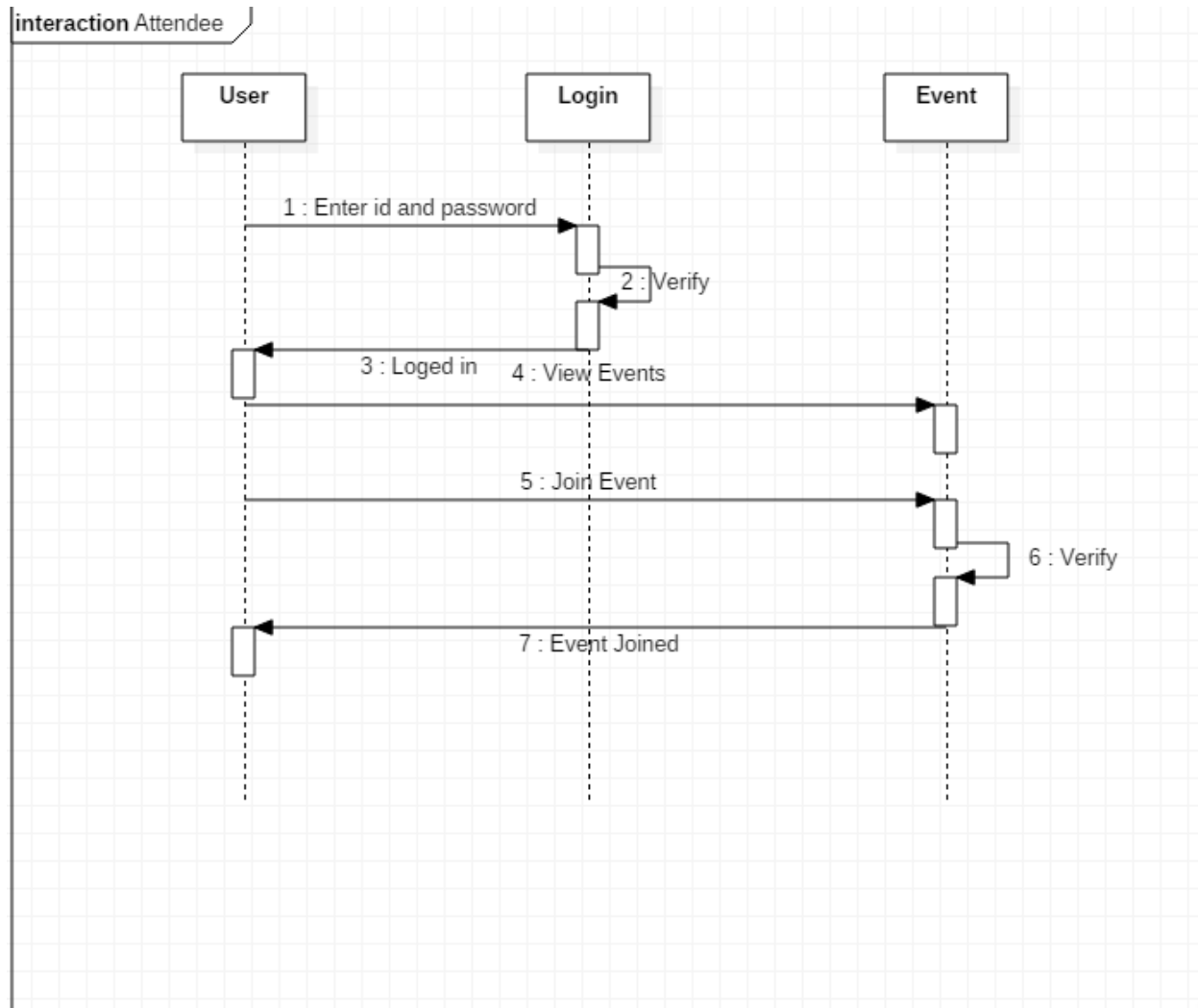
3.5.2 Activity diagram for create event:

Figure 6 - Activity diagram for event creation

3.6 Sequence diagram:

3.6.1 Sequence diagram for attendee:

interaction Attendee

```
        User              Login              Event

    1 : Enter id and password
        ─────────────────────▶
                            2 : Verify
                             ◀──┐
    3 : Loged in      4 : View Events
        ◀─────────────────────────────────────▶

    5 : Join Event
        ─────────────────────────────────────▶
                                          6 : Verify
                                           ◀──┐
    7 : Event Joined
        ◀─────────────────────────────────────
```

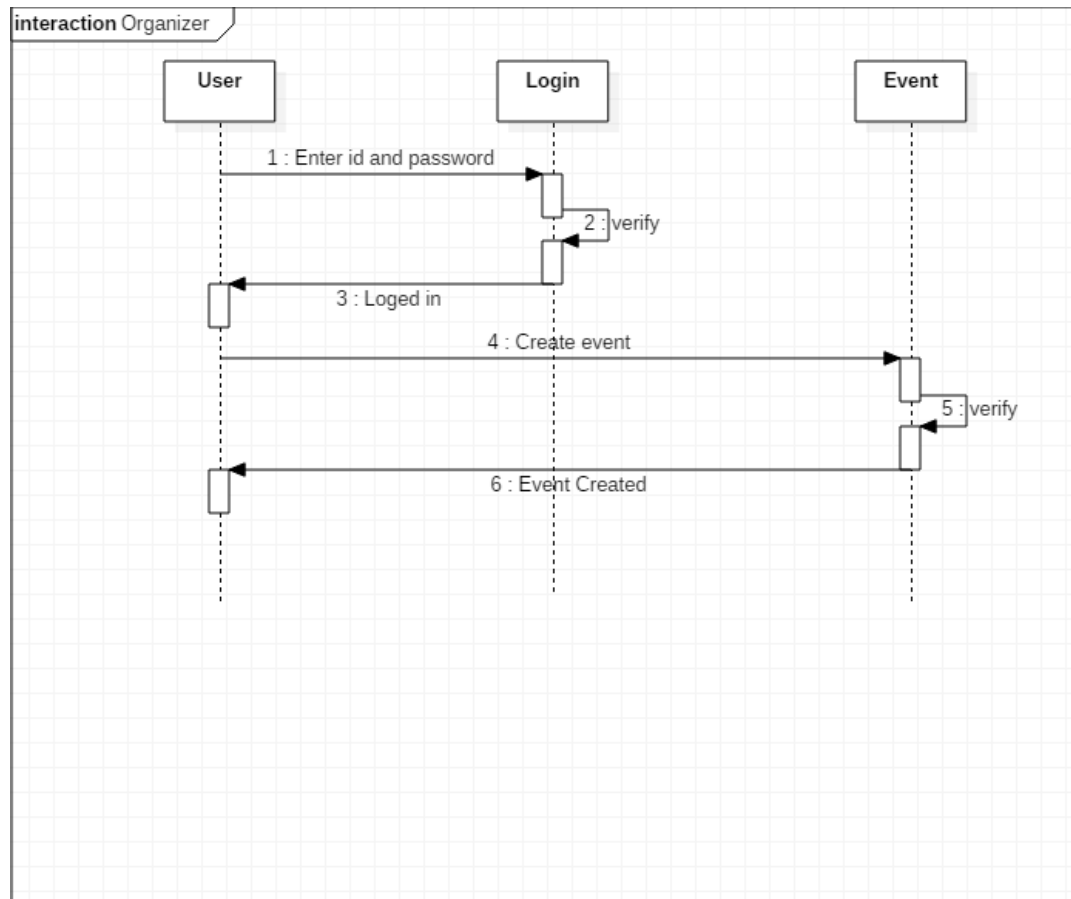*Figure 7 – Sequence diagram for attendee*

3.6.2 Sequence diagram for organizer:

Figure 8– sequence diagram for organizer

CHAPTER 4
DESIGN

4.1 Architectural Design:

The software architecture of a program or computing system is the structure or structures of the system which comprise, the software components , the externally visible properties of those components, the relationships among the components , software architectural design represents the structure of the data and program components that are required to build a computer-based system, an architectural design model is transferable, it can be applied to the design of other systems , it represents a set of abstractions that enable software engineers to describe architecture in predictable ways

4.2 Database Design:

4.2.1 Data Dictionary:

Login page

The elements of login page are:

1. User id:

    - Name : User id
    - Alias: None
    - Where used/How used: used for user login and account management
    - Content description: User id
    - Supplementary information: It is a varchar type field

2. Password:

    - Name: password
    - Alias: None
    - Where used/How used: used for user login and account management
    - Content Description: It is a hidden field displayed by bullet sequence for security

- Supplementary information: It is a varchar type field and will not be displayed on the screen.

4.2.2 Normalization

Database Normalization is the process of organizing fields and tables of a relational database to minimize redundancy and dependency. It usually involves dividing large tables into smaller tables and defining relationships between them. The objective is to isolate data defining so that additions, deletions and modifications of the field can be made in just one tableand then propagates through the rest of the database using the defined relationships.

A table is in 2NF if and only if it is in 1NF and every non prime attribute of the table is dependent on the whole of candidate key

- There is no top to bottom ordering to rows.
- There is no left to right to the columns
- There are no duplicate rows.

4.3 Component Design

Component design is also called as component-based development (CBD), is a branch of software engineering that emphasizes the separation of concerns with respect to the wide ranging functionality available throughout a given software system. It is a reuse-based approach to defining, implementing and composing loosely coupled independent components into systems. This practice aims to bring about an equally wide-ranging degree of benefits in both the short-term and the long-term for the software itself and for organizations that sponsor such software.

Software engineering practitioners regard components as part of the starting platform for service-orientation. Components play this role, for example, in web services, and more recently, in service-oriented architectures (SOA), whereby a component is converted by the web service into a service and subsequently inherits further characteristics beyond that of an ordinary component.

4.4 Interface Design:

Interface design is the design of user interfaces for machines and software, such as computers, home appliances, mobile devices, and other electronic devices, with the focus on maximizing usability and the user experience. The goal of user interface design is to make the user's interaction as simple and efficient as possible, in terms of accomplishing user goals (user-cantered design).
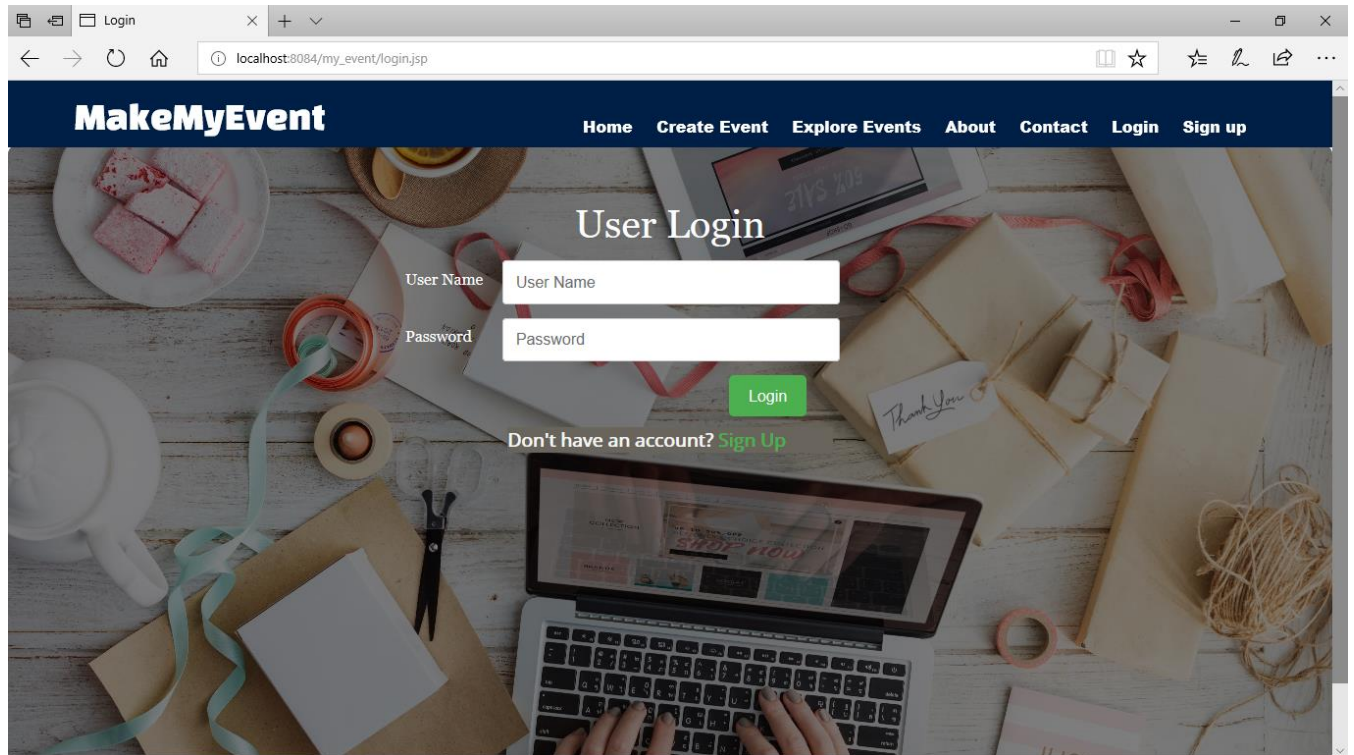
4.5 Screenshots:
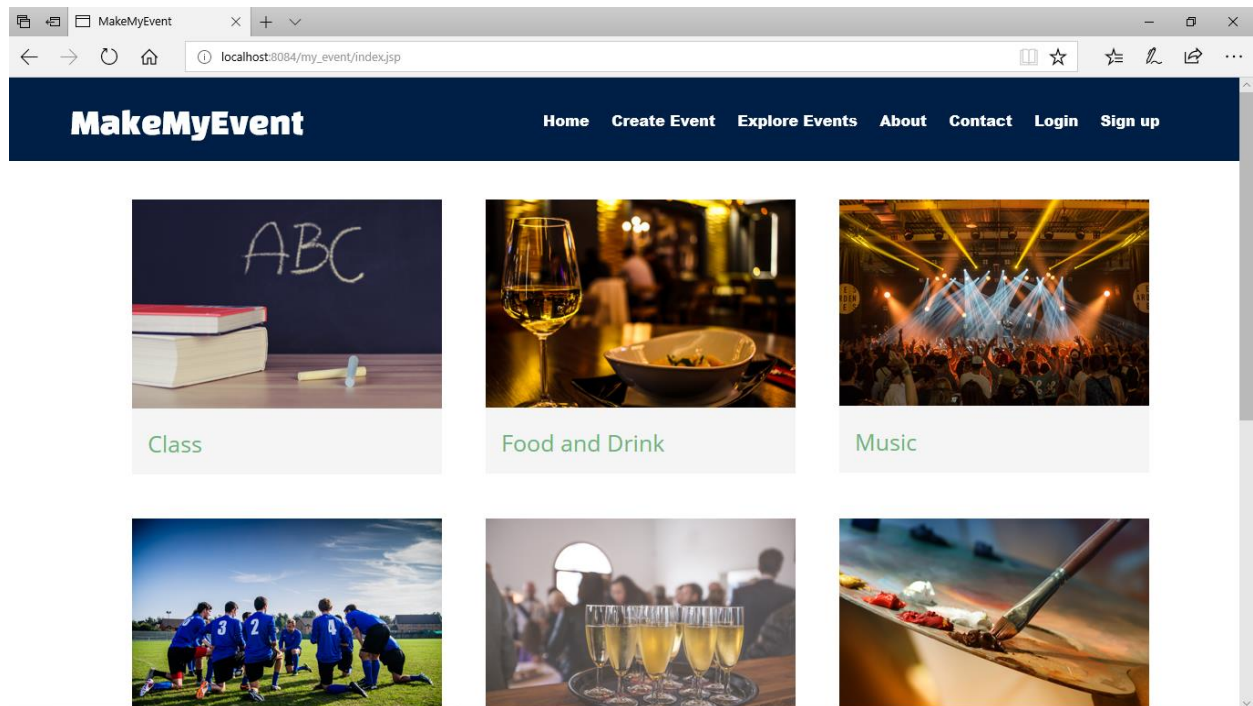
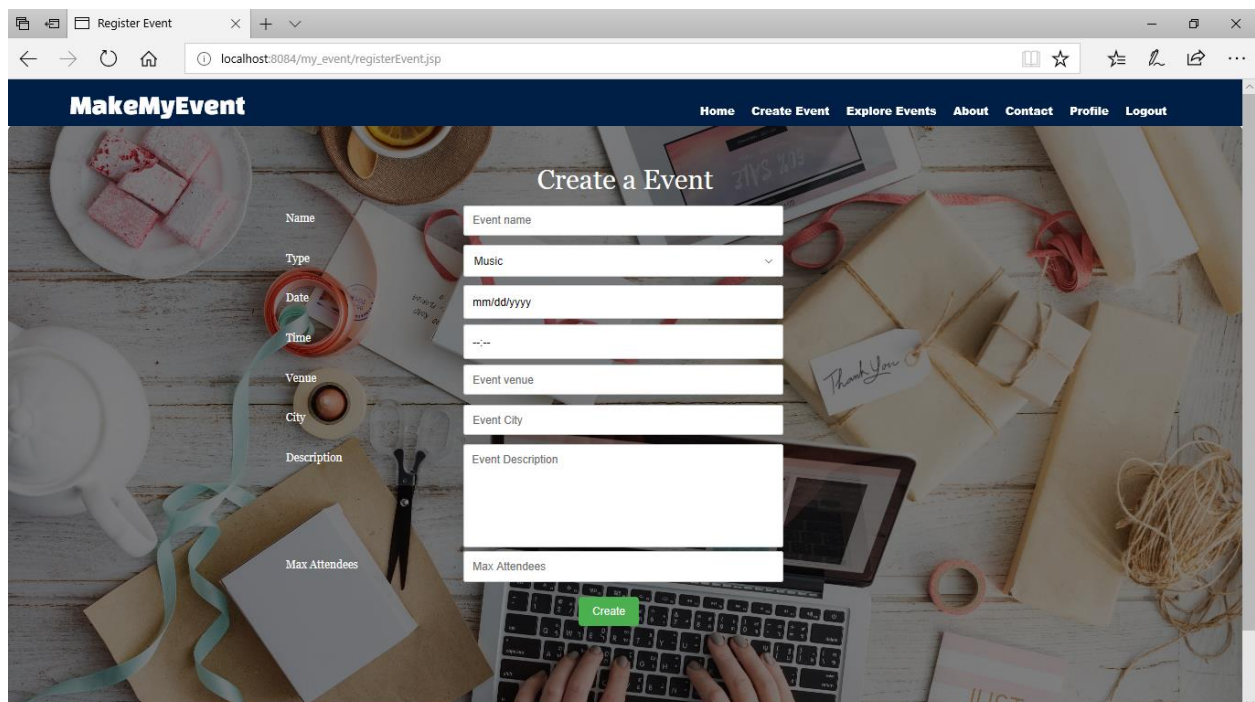*Figure 9 – home page*

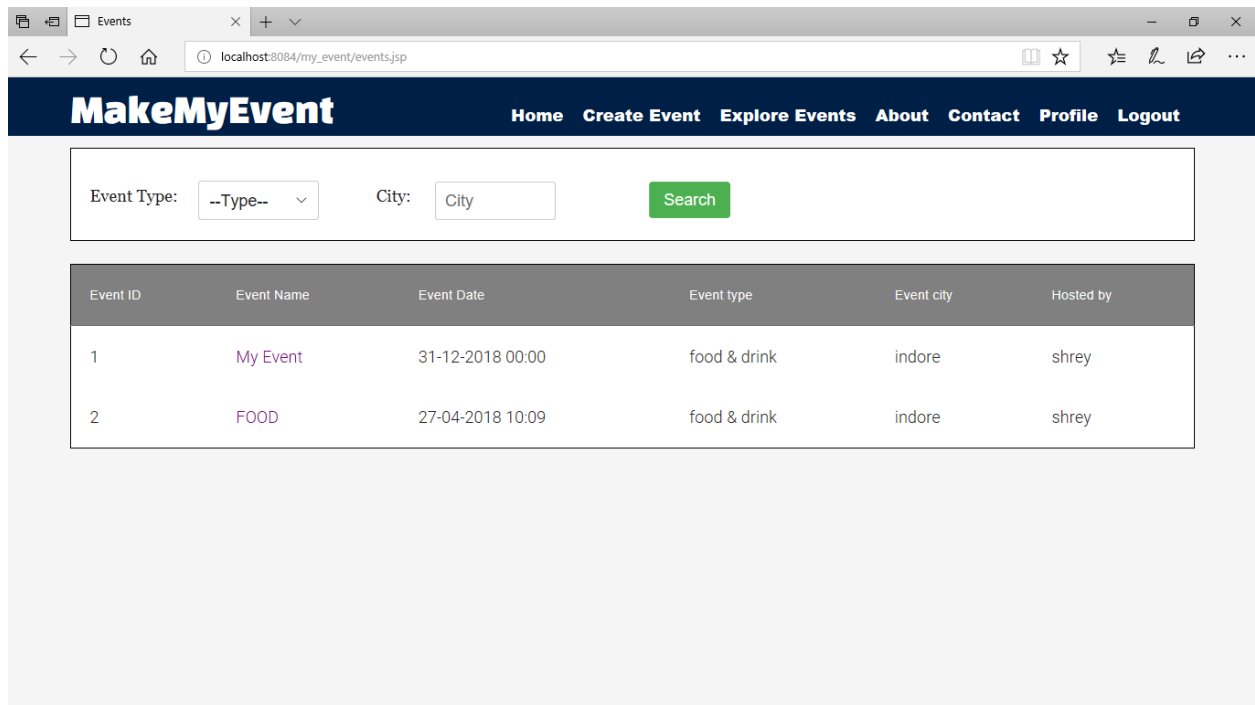*Figure 10 – login page*

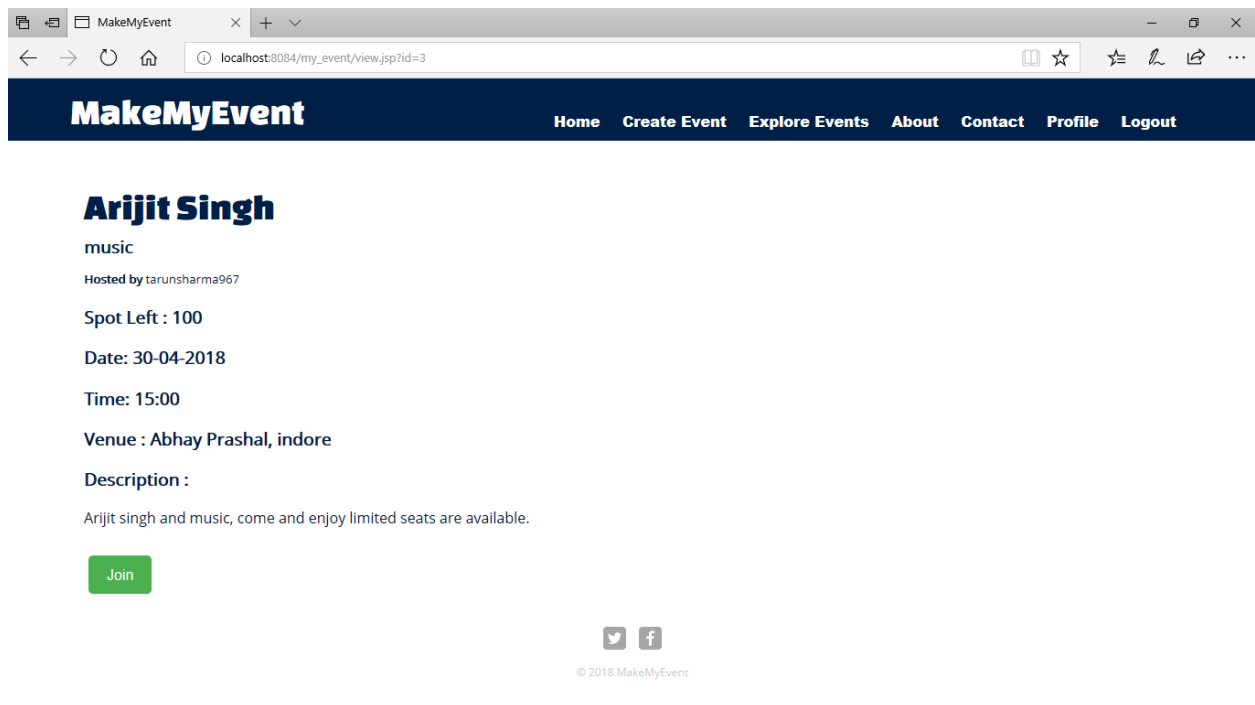*Figure 11 – event creation page*

Figure 12 – explore event

Figure 13 – view event

Figure 14 – user profile

Figure 15 – about us

Figure 16 – contact us

CHAPTER 5

IMPLEMENTATION

5.1 Language and database system use for implementation

Java

Java is a programming language. It's most characteristic feature is that it is platform independent language. This means that java program will run on any machine that supports the language. The slogan "write once run anywhere" has often been used to describe and promote java language.

Mysql

Mysql is a database management system for relational databases. A database being a collection of interrelated data, be it text, numbers or binary files. Those are stored and kept organized by database.

5.2 Features of language and database used for Implementation

Features of java are:

- Java is object oriented.
- Java is small and simple.
- Java is safe.
- Java is platform independent.
- Java is architectural neutral.
- Java is dynamic.
- Java is distributed

  .

Features of MYSQL

- SQL controls redundancy.
- It provides insulation between program and data.

- It supports multiple views.

- The database itself is self-describing.

- It provides efficient query processing.

5.3 Description of third party tool used

5.3.1 Netbeans:

netbeans is an integrated development environment (IDE) for developing primarily with java.

The it is written in java and can run on windows, OS X, linux , Solaris supporting a compatible JVM.

This platform allows application to be developed from a set of modular software components called *modules*.

The netbeans team actively supports the product and seeks future suggestion from the wider community.

CHAPTER 6

TESTING

Test case 1: Type some characters in the username and as well as in password field.

Required output: The characters typed in username field should be visible in normal alphanumeric format and those in password field should be marked with *.

Result: Pass

Test Case 2: Enter spaces in username and password field and click on 'submit'

Required Output: Appropriate error message should be displayed.

Result: Pass

Test case 3: Enter valid username and valid password. Then click on the OK button.

Required output: User should be logged in.

Result: Pass

Test case 4: Enter valid username and invalid password. Then click on the OK button.

Required output: Appropriate error message should be displayed.

Result: Pass

Test case 5: Enter invalid username and invalid password. Then click on the OK button.

Required output: Appropriate error message should be displayed.

Result: Pass

Test case 6: Leave the username and password fields blank. Then click on the OK button.

Required output: Appropriate error message should be displayed.

Result: Pass

Test case 7: Type the URL of the home page in the address bar of the browser and try to access the application bypassing the Login page.

Required output: The login page of the application should be displayed.

Result: Pass

Test case 8: Log in to the site and check for the back button.

Required output: It should be disabled.

Result: Pass

CHAPTER 7

FUTURE SCOPES AND LIMITATION

7.1 Future Scope:

It can be summarized that future scope of the project circles around maintain information regarding:

- We will host the platform on online servers to make it accessible worldwide.
- Integrate multiple load balancers to distribute the loads of the system.
- Implement the backup mechanism for taking backup of database on regular basis.
- We can add online payment for registration fee.

7.2 Limitations:

Although we have put best efforts to make the software flexible, easy to operate but there are still some limitations in it. Some options could not be covered into it partly because of logistic and partly due to lack of sophistication and time.

The user is provided help at each step for his convenience in working with the software.

Various limitations are:

- Offline reports of event, enquiry and customer cannot be generated.
- The online fee payment feature for registration is not included.

CHAPTER 8
CONCLUSION

The development of this event management system is to address and eradicate the problems in the current event management procedure. Here, management of registration form, receiving feedback and joining of the event by user can be done very easily and efficiently as a result of which the project has good scope.

At the end it is concluded that we have made effort on following points…

- Made statements of the aims and objective of the project.
- The description of purpose, scope and applicability.
- We define the problem on which we are working in the project.
- We describe the requirement specifications of system.
- We understood the problem domain.
- We included features and operations in detail.
- We designed user interfaces and security issues related to the system.
- Finally the system is implemented and tested according to the test cases.

CHAPTER 9
REFERENCES

[1] https://www.w3schools.com

[2] https://stackoverflow.com

[3] https://www.meetup.com

[4] https://www.eventbrite.com