

# EVENT MANAGEMENT WEBAPP

## A Project Report

Submitted for the partial fulfillment of the requirement for the award of  
Degree

### BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE & ENGINEERING



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**UNIVERSITY INSTITUTE OF TECHNOLOGY  
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BHOPAL**



**DECLARATION BY CANDIDATE**

We hereby declare that the work which is being presented in the Report of a major project entitled “EVENT MANAGEMENT APP” is our own work, submitted for the partial fulfillment of the requirement for the award of a bachelor’s degree in Computer Science and Engineering. The work has been carried out under the guidance of Prof. Uday Chourasia (Head of Department) and Dr. Raju Barskar (Associate Professor) Department of Computer Science and Engineering UIT RGPV Bhopal.

I further declare that, to the best knowledge, the matter written in this project has not been submitted for the award of any other degree.

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**CERTIFICATE**

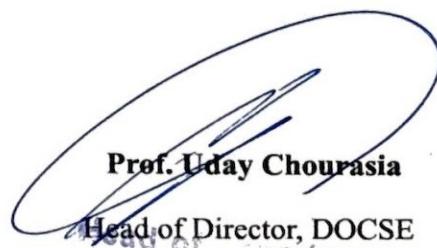
This is to certify that PRANAM JAIN of B.Tech. Fourth Year, Computer Science & Engineering, have completed their major project entitled "EVENT MANAGEMENT WEBAPP" during the year 2022-2023 under our guidance and supervision.

We approve the project for the submission for the partial fulfillment of the requirement for the award of degree of B.Tech. in Computer Science & Engineering.



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After the completion of major project work, words are not enough to express our feelings about all those who helped us to reach our goal, feeling above all this is our indebtedness to the almighty for providing us this moment in life.

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## **ABSTRACT**

In the context of a project, an abstract refers to a concise summary or overview of the project. It is typically a brief, standalone document that provides a high-level description of the project's objectives, methods, results, and conclusions. The abstract is usually placed at the beginning of a project report, research paper, or proposal, and its purpose is to provide readers with a clear understanding of the project without having to read the entire document.

Event management system is used to manage all the activity related to event. In any event many service providers work simultaneously and it is very hard to manage these providers. It is also important for event organizer that he has all the contacts details of these service providers so that he can contact them any time to plan an event at given time. To manage all these activity we have developed this software. To get success in the event management business, user should have strong network contacts of service provider. These contacts are essentially providers of specific services who can be mobilized quickly to participate in any given event. To make an event successful event manager needs different services.

In present system event company have to do all management work manually. They keep all payment information on papers. There is no system to check the past expenses on any event. To do this they have to check payment register and this task is very time consuming and tiresome. Keeping all these problem in mind we have developed this system. This system helps the event management company to manage their paper work online and they can also retrieve report of last event they have completed. The sports event management system objective is to provide which manages the activity of many sports at a time. It also manages the election activity of players for Sports events. The users will consume less amount of time when compared to manual paper work through the automated system. The system will take care of all the servicing activity in a quick manner. Data storing is easier. It will be able to check any report at any time.

# **CHAPTER 1**

## **INTRODUCTION**

### **1.1 OVERVIEW**

This is an online all in one platform designed to help you prepare for an event in more organized and efficient manner.

Event management system is used to manage all the activity related to event. In any event many service providers work simultaneously and it is very hard to manage these providers. . The sports event management system objective is to provide which manages the activity of many sports at a time. It is also important for event organizer that he has all the contacts details of these service providers so that he can contact them any time to plan an event at given time.

Using this web application users will consume less amount of time when compared to manual paper work through the automated system. This system helps the event management team to manage their paper work online and they can also retrieve report of last event they have completed.

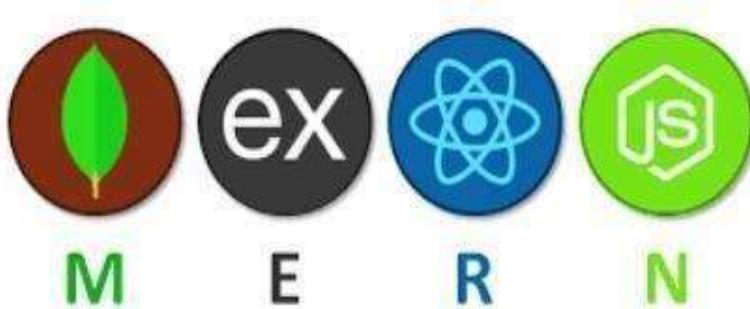
The features of system are given below :-

- Fixtures making will be easy
- Users will consume less time than manual work
- Records will be maintained
- Easy to register and track progress
- Can make strategy accordingly
- Data storing is easier

## 1.2 Technology Used

### 1. MERN

MERN Stack is a Javascript Stack that is used for easier and faster deployment of full-stack web applications. It is a collection of powerful and robust technologies, used to develop scalable master web applications comprising **backend, front-end, and database components**. It is JavaScript that is used for the faster and easier development of full-stack web applications. MERN Stack is a technology that is a user-friendly full-stack JavaScript framework for building applications and dynamic websites.[1]



(Fig1)

MERN comprises of the following tools:

- MongoDB (a no SQL database)
- Express JS (an HTTP server that is excellent for APIs)
- ReactJS (a leading Web Application framework)
- NodeJS (a tool to manage your tools)

Each of these 4 powerful technologies provides an end-to-end framework for the developers to work in and each of these technologies play a big part in the development of web applications.

## **2. MERN Stack components:**

### **1. MongoDB: Cross-platform Document-Oriented**

#### **Database**

MongoDB is a NoSQL database where each record is a document comprising of keyvalue pairs that are similar to JSON (JavaScript Object Notation) objects. MongoDB is flexible and allows its users to create schema, databases, tables, etc. Documents that are identifiable by a primary key make up the basic unit of MongoDB. Once MongoDB is installed, users can make use of the Mongo shell as well. Mongo shell provides a JavaScript interface through which the users can interact and carry out operations (eg: querying, updating records, deleting records).

#### **Benefits of Working With MongoDB:**

The growing trend towards Big Data and NoSQL databases like MongoDB has seen a surge in commercial and open-source MongoDB deployments across multiple industries. MongoDB is designed for fast and powerful data analytics and easy scalability. It can deliver the most common Big Data functions, including data modeling, query optimization, query isolation, and scalable storage.

MongoDB's strength lies in its being the only NoSQL database that supports SQLbased queries, making it ideal for advanced data analytics and ad hoc data management. Companies across verticals like finance, media, entertainment, ecommerce, retail, gaming, SaaS, health tech, and education have deployed MongoDB for varied use cases.

Today, MongoDB is deployed either on-premises or as a service. Most organisations are experimenting with this technology to gain better insights into the data through advanced analytics and provide faster user experiences.

## **2.ExpressJS: Back-End Framework:**

Express is a Node.js framework. Rather than writing the code using Node.js and creating loads of Node modules, Express makes it simpler and easier to write the back-end code. Express helps in designing great web applications and APIs. Express supports many middlewares which makes the code shorter and easier to write.

### **Benefits of Working With Express JS:**

To meet the demand for functional apps, many developers now prefer building RESTful APIs, and many of you will already have used Express JS. I love that it is lightweight and compatible with JavaScript ES5. You don't need to go out and buy an ecosystem of extension modules if you are using one of the popular MV\* frameworks.

The Express JS API is a great starting point, especially if you are looking for an easy way to create a very minimal server. If you decide to start from scratch and try to do a full service, Express JS has powerful features that allow you to add a backend API dynamically. This capability comes in very handy if you decide to add additional functionality to the front end by using a third-party library.

Express JS is easy to start using. It doesn't come with any frameworks or plugins, and it doesn't need any third-party dependencies. It's very lightweight and can work well as a standalone server.

## **3.React: Front-End Library**

React is a JavaScript library that is used for building user interfaces. React is used for the development of single-page applications and mobile applications because of its ability to handle rapidly changing data. React allows users to code in JavaScript and create UI components.

ReactJS is JavaScript library used for building reusable UI components. According to React official documentation, following is the definition –

React is a library for building composable user interfaces. It encourages the creation of reusable UI components, which present data that changes over time. Lots of people use React as the V in MVC. React abstracts away the DOM from you, offering a simpler programming model and better performance. React can also render on the server using Node, and it can power native apps using React Native. React implements one-way reactive data flow, which reduces the boilerplate and is easier to reason about than traditional data binding.

## React Features

- **JSX** – JSX is JavaScript syntax extension. It isn't necessary to use JSX in React development, but it is recommended.
- **Components** – React is all about components. You need to think of everything as a component. This will help you maintain the code when working on larger scale projects.
- **Unidirectional data flow and Flux** – React implements one-way data flow which makes it easy to reason about your app. Flux is a pattern that helps keeping your data unidirectional.
- **License** – React is licensed under the Facebook Inc. Documentation is licensed under CC BY 4.0.

## Benefits of Working With ReactJS:

React provides a robust and opinionated way to build modern apps. It allows you to write components that are extensible, adaptable, and scalable.

It's highly declarative, flexible, and — most importantly — fast. React lets you avoid writing pure function calls and provides a simple, compact way to describe what your app will do. React components are easily testable and composable, and they usually re-use a single abstract component tree.

React has its way of passing data and state through your components. You get to specify state, props, and setState with ease. React also handles state management and resetting for you. That means you can split your UI into multiple components that re-use some parts of the state tree and easily keep details up-to-date. React lets you write large components in a fluent style and sends the state as props.

React uses props and state to build the UI. Your state is passed through as props and kept inside your component tree, rather than your having to hold the state in an object tree like a traditional C++ class. This feature is great because it means you can dispatch and modify the state dynamically within a single component. As mentioned above, this is an opinionated approach that requires you to leave most of your code alone and declaratively describe how your UI should be laid out.

#### **4. Node.js: JS Runtime Environment**

Node.js provides a JavaScript Environment which allows the user to run their code on the server (outside the browser). Node pack manager i.e. npm allows the user to choose from thousands of free packages (node modules) to download.

#### **Benefits of Working With NodeJS**

Some of the main benefits of using NodeJS for developing web applications include:

- There is a variety of libraries and tooling available, allowing you to build robust applications with only a few code lines.
- You can develop highly interactive applications by leveraging HTTP, database, and other third party software without creating an API first.
- It's written in the JavaScript language, which is widely used globally and allows you to build cross-platform applications that can be used in the browser, iOS, Android, and other operating systems.
- It's built on the v8 JavaScript engine, allowing developers to run JavaScript code in the browser without any external libraries' needs.

- The large existing community of NodeJS developers contribute code to the project, thus speeding up development.

Unlike Python or Ruby, NodeJS supports numerous data types, allowing you to write data-heavy applications familiarly and easily.

### 3. Working of MERN Stack

The MERN architecture allows us to easily construct a 3-tier architecture (frontend, backend, database) entirely using JavaScript and JSON.

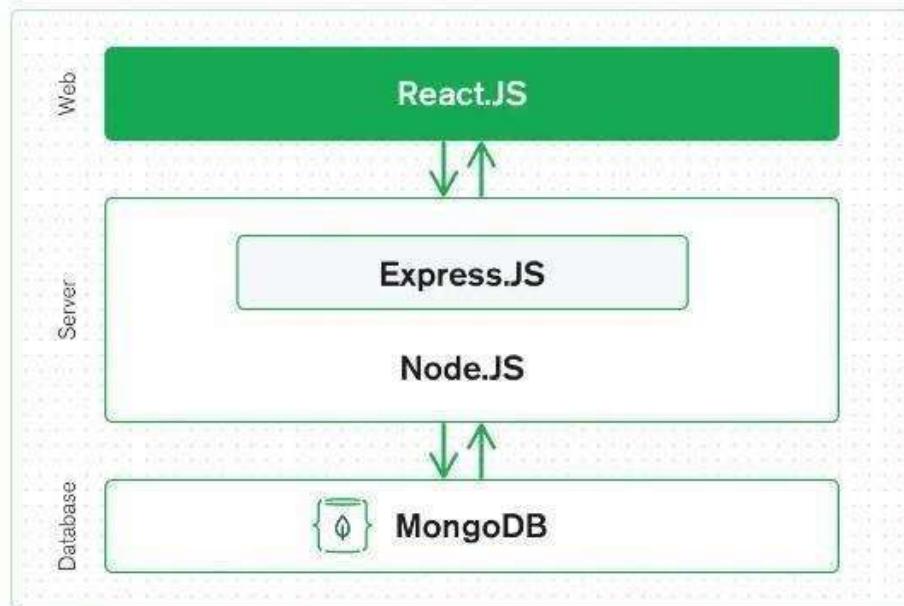


Fig 2

We already know that it comprises 4 components, i.e., **MongoDB, Express.js, React, Node.js**.

The three tiers which are mentioned above are explained as:

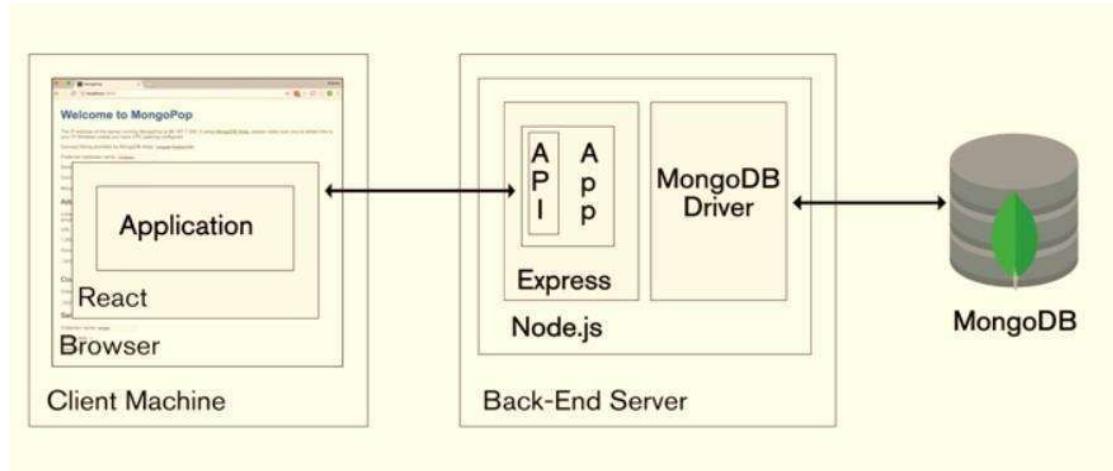
**Web or front-end tier** - The top tier of the MERN stack is mainly handled by React.js. It is one of the most prominent open-source front-end JavaScript libraries used for building Web applications. It is famous for creating **dynamic client-side applications**. React will help you construct complex interfaces by using single components. It also connects those complex interfaces to data available on the backend server. React is used to create mobile applications (React Native) and web applications. React allows the reusability of code and can easily support it, which has many benefits and is much time saver. It permits users to create large web applications that can easily change the data of the page even without reloading the page.

**Server or middle-tier** - It is just next level from the top layer and is mainly handled by two components of the MERN stack, i.e., **Express.js** and **Node.js**.

These two components handle it simultaneously because Express.js maintained the Server-side framework, running inside the Node.js server. Express.js is one of the widely used backend development JavaScript Frameworks. It allows developers to spin up robust APIs (Application Programming Interface) and web servers much easier and simpler. It also adds helpful functionalities to Node.js **HTTP (HyperText Transfer Protocol)** objects. Whereas on the other hand, Node.js plays a very important role in itself. It is an open-source server environment, and it is a cross-platform runtime environment for executing JavaScript code outside a browser. Node.js continuously uses JavaScript; thus, it's ultimately helpful for a computer user to quickly create any net service or any net or mobile application.

**Database as backend tier** - It is one of the most important levels of the MERN Stack and is mainly handled by MongoDB; the main role of a database is to store all the data related to your application, for example - **content, statistics, information, user profiles, comments** and so on. It mainly stores all the data for **safety purposes**. It maintains a proper record, which usually returns the data to the user whenever required. It mainly stores the data in the database. It generates two or more replica files of the data so that whenever the system fails, it can retrieve the exact information or data that the user wanted earlier. It implies that MongoDB is not based on the table-like relational database structure. On the

other hand, it provides an altogether different mechanism for the retrieval and storage of data. **MongoDB** is the most popular NoSQL database, an open-source document-oriented database. The term 'NoSQL' typically means a nonrelational database that does not require a fixed schema or proper relational tables to store the necessary data in it. MongoDB stores the data in a different format other than the relational tables, consisting of rows and columns.



*FIG 3*

#### 4. Why MERN?

MongoDB, the document database at the root of the MERN stack was designed to store JSON data natively (it technically uses a binary version of JSON called BSON), and everything from its command line interface to its query language (MQL, or MongoDB Query Language) is built on JSON and JavaScript.

MongoDB works extremely well with Node.js, and makes storing, manipulating, and representing

JSON data at every tier of your application incredibly easy. For cloud-native applications, MongoDB Atlas makes it even easier, by giving you an auto-scaling MongoDB cluster on the cloud provider of your choice, as easy as a few button clicks.

Express.js (running on Node.js) and React.js make the JavaScript/JSON application MERN full stack, well, full. Express.js is a server-side application

framework that wraps HTTP requests and responses, and makes it easy to map URLs to server-side functions. React.js is a frontend JavaScript framework for building interactive user interfaces in HTML, and communicating with a remote server.[2]

1. **Cost-effective:** All the four technologies that are mentioned above, MERN (MongoDB, Express.js, React.js, and Node.js) are used in MERN Stack is built on JavaScript that makes it cost-effective and within less cost investment user will able to get the better results or output.
2. **SEO friendly:** Here, **SEO (Search Engine Optimization)** friendly means that Google, Yahoo and other search engines can search each page on the website efficiently and easily, interpret and correlate the content effectively with the searched text and easily index it in their database. As whenever websites are created using MERN technologies, then it is always SEO friendly.
3. **Better performance:** Better performance refers to the faster response between backend and front-end and database, which ultimately improves the website speed and yields better performance, thus providing a smooth user experience.
4. **Improves Security:** It mainly concerns the security of applications generated using MERN; her web application security refers to various processes, methods or technologies used for protecting web servers and various web applications, such as APIs (**Application user interface**) from the attack by internet-based threats. Generally, secured hosting providers can easily integrate applications created using the MERN stack. For more or better security Mongo DB and Node.js security tools are also used.
5. **Provide the fastest delivery:** Any Web applications and mobile applications created by using MERN Stack are built much faster, which also helps to provide faster delivery to our clients.
6. **Provides faster Modifications:** MERN stack technologies supports quick modifications as per the client's request in the mobile and web applications.
7. **Open Source:** All the four technologies that are involved in MERN are opensource. This feature allows developers to get solutions to queries that

may evolve from the open portals during development. As a result, it will be ultimately beneficial for a developer.

8. **Easy to switch between client and server:** MERN is very simple and fast because it is written in only one language. And also, it is very easy to switch between client and server.

## **CHAPTER 2**

### **LITERATURE SURVEY**

Literature Survey is a documentation of a comprehensive review of the published and unpublished work from secondary sources data in areas of specific interest to the researcher. Literature survey helps in carrying out tasks more easily as it gives information regarding the work you carry out.

A literature survey, also known as a literature review, is a critical evaluation and synthesis of existing published research and scholarly articles on a specific topic. It involves gathering information from various sources, such as books, journals, conference proceedings, and online databases, to gain a comprehensive understanding of the current state of knowledge in a particular field.

The purpose of a literature survey is to identify the existing gaps, trends, and debates in the literature, and to provide a context for the research being conducted. It helps researchers establish the significance of their work by demonstrating that they are building upon the existing body of knowledge and contributing to the field.

In a literary survey, students analyse critically and concisely earlier research and literature related to a particular research problem, and utilize them for their own research purposes. It helps students in understanding the significance of new research and its connections to earlier work. The survey may display an insufficiency in the literature, which a new research can correct. In such case, the survey focuses on what is known about the topic and what is not known. In the master's thesis, a literary survey usually forms a theoretical background for the research, in which case it focuses on literature crucial to the research problem. The survey presents earlier viewpoints and research, and how the student's work relates to these. In examining literature, attention is paid to research methods, main results and conclusions. The literature survey demonstrates viewpoints, methodological solutions and research results related to the area. The existing information is critically analysed so that contradicting and differing research methods are shown. Only material that is relevant and directly related to the

research is selected in the survey. Critical approach is recommended in selecting the literature. The research problem and personal aims must be kept in mind when compiling the survey. It serves a particular aim and purpose. The intention is to form a dialogue with earlier research knowledge through selection and argumentation. The student's aim is to create a background for new research and to process information critically. The survey should be organised so that different viewpoints, schools of thought and interpretations are clearly separated.

### Existing Approaches :-

In the existing sports event management system, players are not able to get proper information about the games conducted in various sports events. The players need to spend the time to get the information about the game. The players should attend the venue to get registered for the game which takes a lot of time. The players needs information about trainers it is not available in existing system. Everything is done manually, so it is very difficult to maintain the records. It's also very difficult to find the activities Long time process. Besides, there is no particular system which can brings trainers and sponsors under one roof. In this system, lack of information about physical coordinators (trainer). Players can't get any details about authorized physical co-ordinators and Organizer can't get proper information about sponsors.

### Existing Applications:-

Engage Sports : It is a cloud-based sports league management solution for leagues, clubs, teams and associations. The platform helps professionals create websites, enable online registration and manage schedules.

# **CHAPTER 3**

## **PROBLEM DESCRIPTION**

After Researching and doing analysis our team found that the one of the problem with the participants that they even don't know the proper prescribed schedule of their matches. Second and one of the important problem that participants facing is that can't manage their preparation means that how and which strategy to be focused ?

The main purpose of the system is that solving the problem of the participants this system solves the many problem of the participants like time management and match plannings. .It helps the participants and solve the problem of participants by completing particular task in some amount of time. This idea give benefits to participants by providing many facilities and features it can also act as to do app provide the facilities to the participants of managing their task and matches.

In a major project, the problem description refers to a clear and concise explanation of the issue or challenge that the project aims to address. It outlines the specific problem or opportunity that has led to the initiation of the project. The problem description serves as a foundation for the project, helping stakeholders and project team members understand the purpose and objectives. It provides a common understanding of the problem to be solved and acts as a reference point throughout the project's lifecycle.

By clearly articulating the problem description, project teams can align their efforts, focus on finding appropriate solutions, and ensure that project outcomes effectively address the identified problem or challenge. This is a succinct statement that defines the problem clearly and concisely. It focuses on the core issue that the project intends to resolve and avoids ambiguity. Describes the potential impact of the problem, including any negative consequences for individuals, organizations, or the broader community if it remains unresolved. This section highlights the importance of finding a solution.

One of the main problems for athletes and organizers is the lack of proper implementation and monitoring. Here are a few specific issues that can arise:

1. Incomplete or outdated information: Sometimes, information are not updated regularly to reflect changes in objectives. This can lead to confusion among participants who are unsure about what they need to prepare and remain unsure for their matches.
2. Technological Transformations :The ever-evolving world is presenting us with a lot many technological transformations. To accommodate such resources in the realm of sports becomes the need of the hour. However, to keep up with such rapid transformations and the application of the same requires a lot amount of effort and creativity.
3. Game-day Experiences :The game-day experiences refer to varied background events that kickstart and also mark the end of the game day. These events can refer to varied prediction shoots, players' get-togethers, filler events, etc. To manage such events along with the ultimate tournament day becomes one of the major challenges of the sports management industry.
4. Maintaining a Healthy PR: The postmodern world all around us makes the aspect of image very central to the being. Thereon, maintaining a good PR or 'healthy image' per se becomes one of the most important tasks. It becomes way more challenging considering the bounds that the realm of social media poses.
5. Unforeseeable Odds: The onset of the pandemic in every way highlighted the very essence of the unpredictable nature of things. This is why accommodating the possibility of varied natural calamities or even other unforeseeable circumstances becomes very essential.
6. Keeping up with Trend: It is essential to keep up with the trends and pitch different formats in which games can be organized, be it through the formation of regional clubs or by altering certain set rules of games. This highlights the very aspect of innovation that makes these sports much more desirable for the audience.

## **CHAPTER 4**

### **PROPOSED WORK & DEVELOPMENT STRATEGY**

In a major project or research paper, the Proposed Work chapter outlines the plan and methodology for conducting the study or project. The Proposed Work chapter serves as a guide for your project and helps the reader understand the scope and methodology of your study. It should be well-structured, clear, and concise, providing a comprehensive overview of how you intend to accomplish your research objectives or project goals.

The Proposed Work chapter typically includes the following elements:

1. Research Objectives: Clearly state the main objectives of your study or project. These objectives should be specific, measurable, achievable, relevant, and time-bound (SMART objectives).
2. Research Questions or Hypotheses: Formulate research questions or hypotheses that you aim to address or test during the project. These questions or hypotheses should align with your research objectives.
3. Methodology: Describe the research methodology or approach you will employ to collect and analyze data. This section includes details such as research design, data collection methods (e.g., surveys, interviews, experiments), sample size and selection criteria, data analysis techniques, and any tools or software you plan to use.
4. Timeline: Provide a timeline or schedule for the completion of different tasks and milestones within your project. This helps to demonstrate the feasibility of your proposed work and ensure that you allocate sufficient time for each stage.

5. Resources: Identify the resources you will require to carry out your project. This may include equipment, software, access to databases or archives, research assistants, or any other necessary resources. Also, consider any ethical considerations or approvals required for conducting your research.
6. Limitations: Acknowledge any potential limitations or challenges that may arise during the execution of your project. This helps to demonstrate your awareness of possible constraints and shows that you have considered them in your planning.
7. Expected Outcomes: Briefly discuss the anticipated outcomes of your research or project. This can include expected findings, contributions to the field, practical implications, or potential applications.

The Proposed Work chapter serves as a guide for your project and helps the reader understand the scope and methodology of your study. It should be well-structured, clear, and concise, providing a comprehensive overview of how you intend to accomplish your research objectives or project goals.

## 1. Create New Account

Users who are not registered on our platform, first needs to register in order to use the app. This page has 4 fields, one for full name, one for username, one for entering the password and one for entering emergency contact number. Once the details are filled, the users need to click on sign up button. This page also has a blue & red theme interactive UI.

## 2. Login Page

The login Page has two fields, one to enter username and the other to enter password. Once the details are filled, the user need to click on the Sign-in button. There is also a checkbox asking user to keep him signed in. It has an interactive blue & red theme UI. UML Diagram For Login and Register:

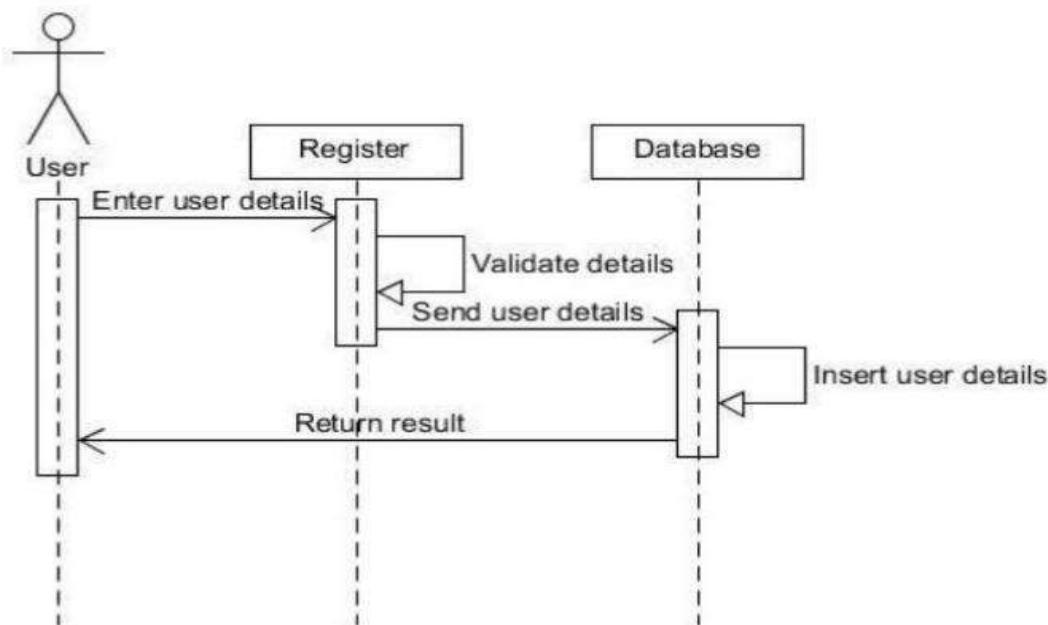


Fig 4: Register Activity Diagram

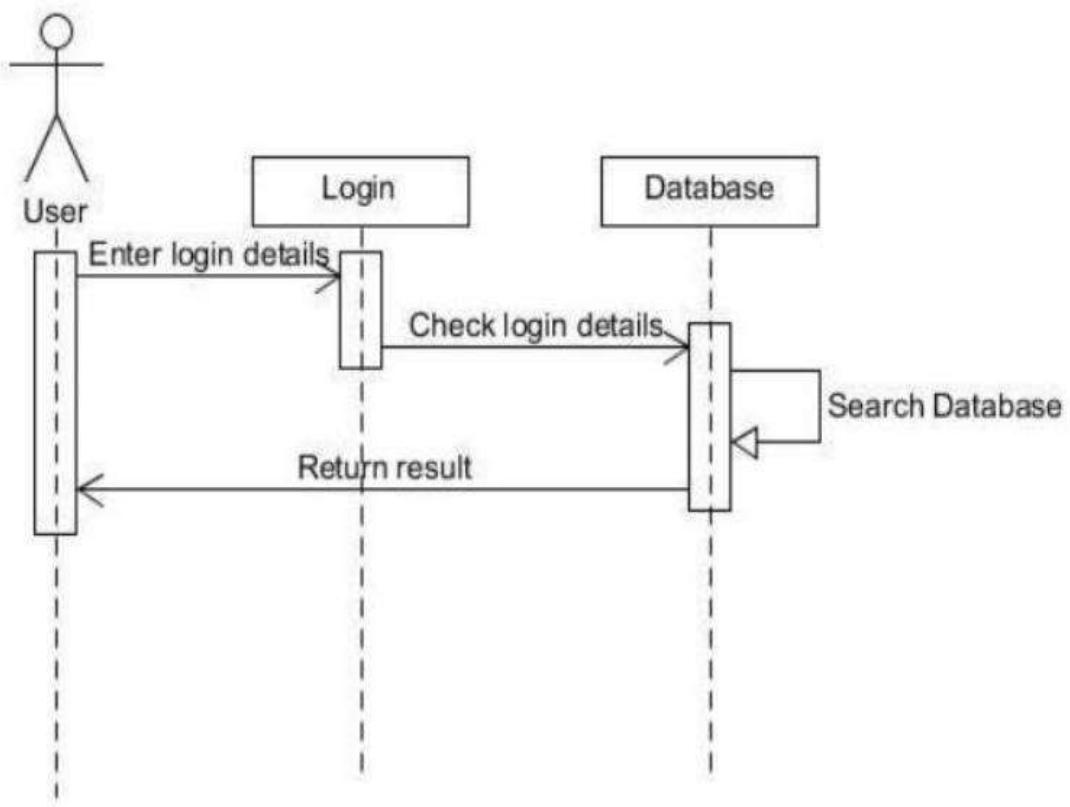


Figure 5: Login Activity Diagram

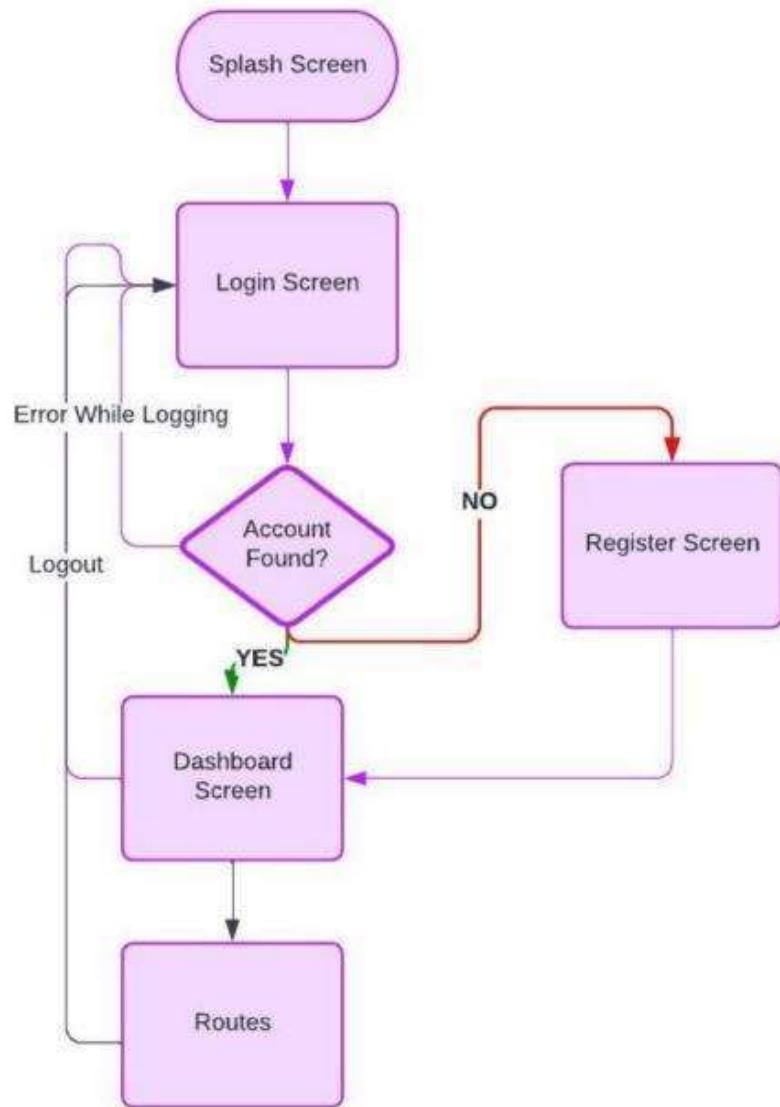


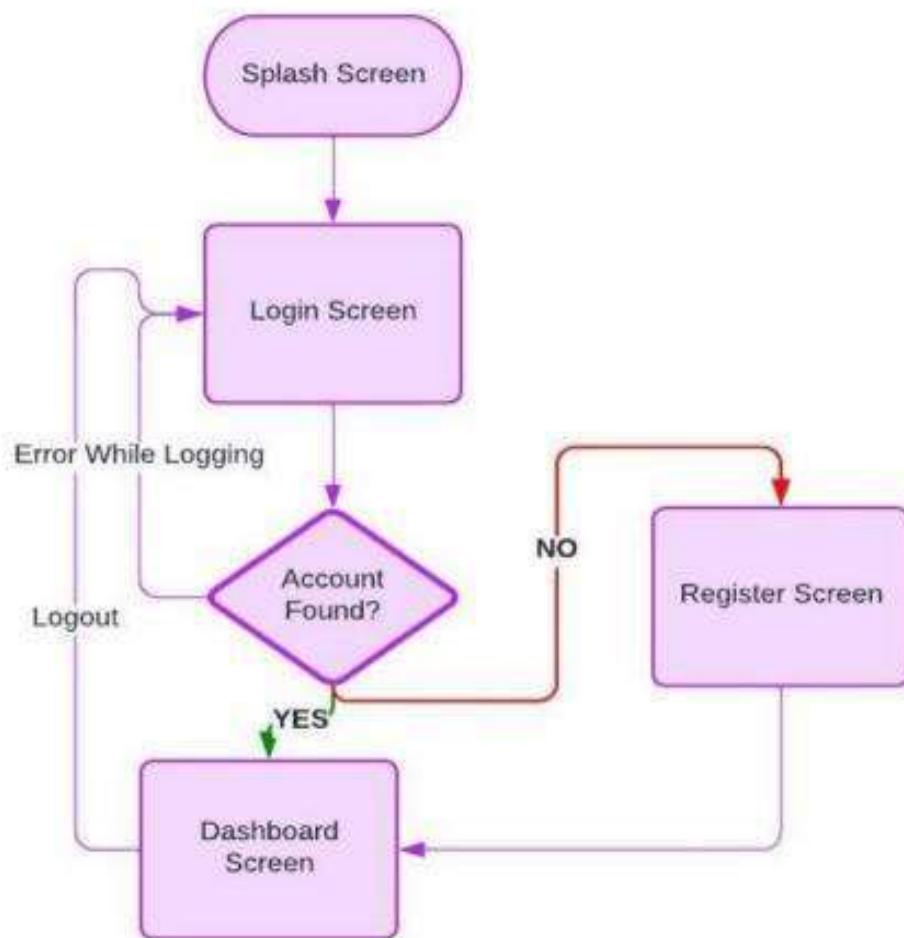
Figure 6: Login Screen Flow Chart

## Pseudocode for Login

```
private void AllowUserToLogin() {  
  
    //Storing email and password in string  
    String userEmailText = emailText.getText().toString();  
    String userPasswordText = passwordText.getText().toString();  
  
    //checking weather email or password is empty or not  
    if (userEmailText.isEmpty()) {  
        emailText.setError("This field is required");  
    }  
  
    if (userPasswordText.isEmpty()) {  
        passwordText.setError("This field is required");  
    }  
  
    if (userEmailText.isEmpty() || userPasswordText.isEmpty()) {  
  
        if (userEmailText.isEmpty()) {  
            emailText.setError("This field is required");  
        }  
        •  
  
        if (!Patterns.EMAIL_ADDRESS.matcher(userEmailText).matches()) {  
            emailText.setError("Please enter a valid email address");  
        }  
  
        if (!passwordPattern.matcher(userPasswordText).matches()) {  
            passwordText.setError("Please enter a valid password");  
        }  
  
        if (userPasswordText.length() < 6) {  
            passwordText.setError("Password must contain at least 6 characters");  
        }  
    }  
}
```

### 3.Home Screen

The Home Screen or Home Page of the Online Platform contains all the basic details about the project and all the basic information are provided on the home page. It also contains the login and signup button on the top of home screen and all the features which the platform provide are also displayed on the home screen.



*Figure 6 : Home Screen Flow Chart*

## Pseudocode for Home Screen

```
public void activity(View view) {
    switch (view.getId()) {
        case R.id.department:
            Intent deptChatIntent = new Intent(getApplicationContext(), DeptchatActivity.class);
            deptChatIntent.putExtra("deptName", deptName);
            deptChatIntent.putExtra("userName", userName);
            startActivity(deptChatIntent);
            Toast.makeText(context, "Welcome to Department chat", Toast.LENGTH_SHORT).show();
            break;
        case R.id.teamchat1:
            Toast.makeText(context, "Welcome to College chat", Toast.LENGTH_SHORT).show();
            Intent fullteamchatIntent = new Intent(getApplicationContext(), FullteamchatActivity.class);
            fullteamchatIntent.putExtra("groupName", "College Chat");
            fullteamchatIntent.putExtra("userName", userName);
            startActivity(fullteamchatIntent);
            break;
        case R.id.announcement1:
            startActivity(new Intent(getApplicationContext(), AnnouncementActivity.class));
            break;

        case R.id.leaderboard:
            startActivity(new Intent(getApplicationContext(), LeaderboardActivity.class));
            Toast.makeText(context, "Welcome to LEADERBOARD", Toast.LENGTH_SHORT).show();
            break;
        case R.id.work:
            startActivity(new Intent(getApplicationContext(), CurrentworkActivity.class));
            Toast.makeText(context, "Welcome to Current work", Toast.LENGTH_SHORT).show();
            break;
        case R.id.inventory:
            startActivity(new Intent(getApplicationContext(), InventoryActivity.class));
            Toast.makeText(context, "Welcome to Inventory", Toast.LENGTH_SHORT).show();
            break;
        case R.id.teamprofile:
            startActivity(new Intent(getApplicationContext(), TeamprofileActivity.class));
            Toast.makeText(context, "Welcome to Team Profile", Toast.LENGTH_SHORT).show();
            break;
        case R.id.logout:
            FirebaseAuth.getInstance().signOut();
            Intent logoutIntent = new Intent(getApplicationContext(), LoginActivity.class);
            startActivity(logoutIntent);
            Toast.makeText(context, "You Are Loged Out", Toast.LENGTH_SHORT).show();
            break;
    }
}
```

## 4.1 Functional Specifications

In the proposed sports event management system players can get all the information of various games , The players can registered anywhere and any time. By using this system players can save the lot of time and effort. The players can easily get the information from anywhere.The project brings the entire manual process of sports event management online. The main purpose of this project is to simplify the process of handling each sports event by providing a web interface for admin and user. The admin part consists of multiple modules to initial with the sports event by adding the types of sport (indoor or outdoor) adding players who are interested in a particular sports activity . Viewers can view the game details. They can search about trainers, Players needs information about coaches (physical Coordinators). This system includes details of coaches. This project is user friendly. Takes less time to do process. They can view details of different matches and different tournament. And also view different match schedule. This is not available in existing system. In our system, who want to watch tournament they can registered and get details about any game which they like. user can also search trainers.

## 4.2 Software Tool Specification

**MongoDB Database:** MongoDB is an open-source document database and leading NoSQL database. MongoDB is written in C++. MongoDB is a cross-platform, document oriented database that provides high performance, high availability, and easy scalability. MongoDB works on the concept of collection and document. To create a database in MongoDB, start by creating a Mongo Client object, then specify a connection URL with the correct ip address and the name of the database you want to create. MongoDB will create the database if it does not exist, and make a connection to it.

**JavaScript:** JavaScript often abbreviated JS, is a programming language that is one of the core technologies of the World Wide Web, alongside HTML and CSS. As of 2022, 98% of websites use JavaScript on the client side for web page behaviour, often incorporating third-party libraries. All major web browsers have a dedicated JavaScript engine to execute the code on users' devices. JavaScript is a high-level, often just-in-time compiled language that conforms to the ECMAScript standard.[14] It has dynamic typing, prototype-based object-

orientation, and first class functions. It is multi-paradigm, supporting event-driven, functional, and imperative programming styles. It has application programming interfaces (APIs) for working with text, dates, regular expressions, standard data structures, and the Document Object Model (DOM). JavaScript engines were originally used only in web browsers, but are now core components of some servers and a variety of applications. The most popular runtime system for this usage is **Node.js**. Although Java and JavaScript are similar in name, syntax, and respective standard libraries, the two languages are distinct and differ greatly in design.

**React** : ReactJS is JavaScript library used for building reusable UI components. According to React official documentation, following is the definition –React is a library for building composable user interfaces. It encourages the creation of reusable UI components, which present data that changes over time. Lots of people use React as the V in MVC. React abstracts away the DOM from you, offering a simpler programming model and better performance. React can also render on the server using Node, and it can power native apps using React Native.

### 4.3 Planning

Firstly, the developer has defined the implementation approach which is used to complete the system on time. The strategy and approach which is followed by the developer is given below:

- Identify all the modules
- Define the priorities of the modules
- Identify the modules so that no module will effect or clash with other module
- The module of higher priority should be developed first
- Develop the each module on priority basis on time

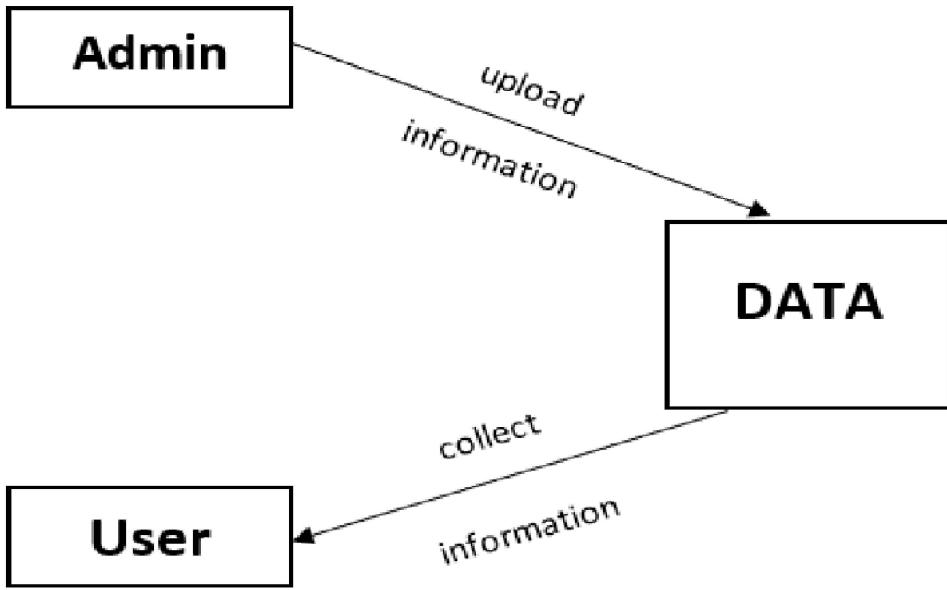


FIG 8:BASIC FLOW DIAGRAM

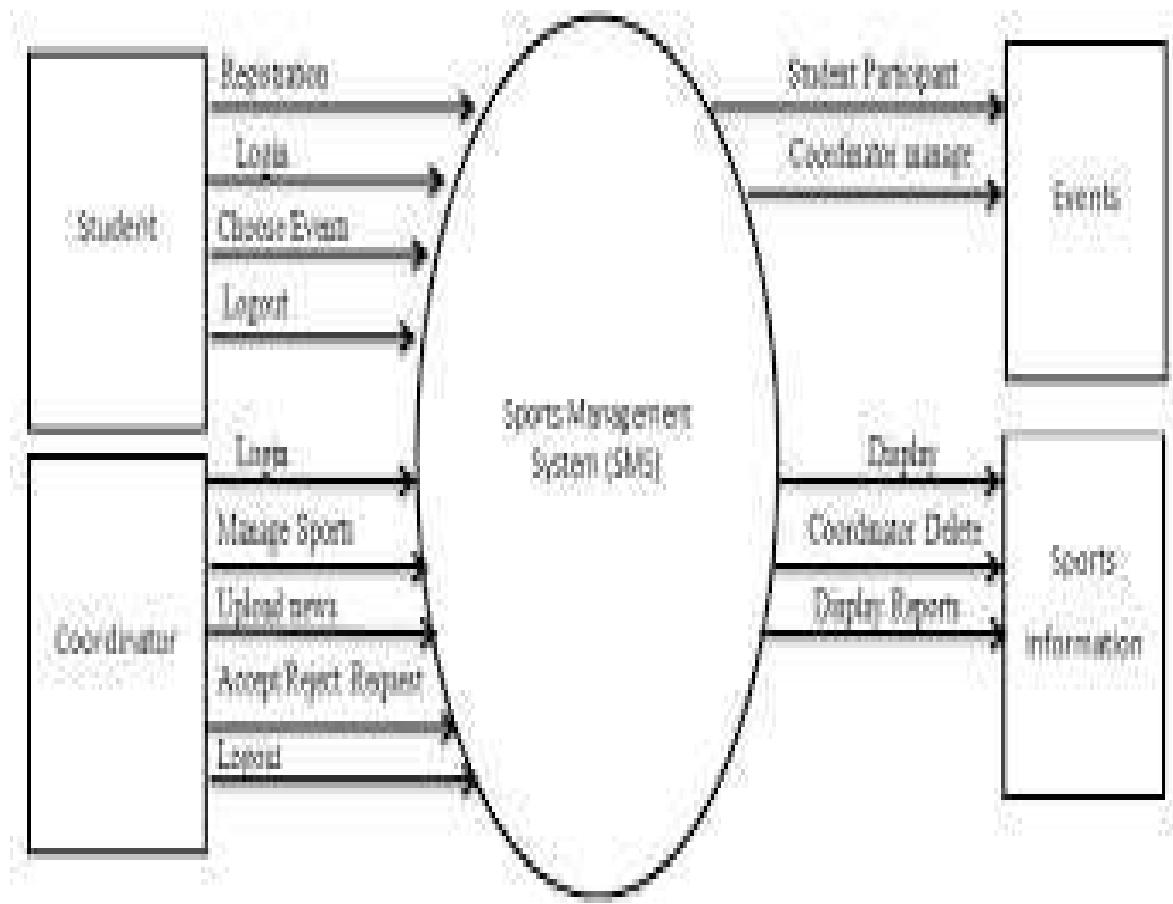


FIG 9: DATA FLOW DIAGRAM

# **CHAPTER 5**

## **IMPLEMENTATION AND RESULT**

### **5.1 Implementation Plan**

An implementation plan for a major project follows a similar structure to the general implementation plan but includes additional considerations due to the complexity and scale of the project. Here are some key components to include in an implementation plan for a major project:

Project implementation, or project execution, is the process of completing tasks to deliver a project successfully. These tasks are initially described in the project plan, a comprehensive document that covers all areas of project management. However, a secondary action plan, known as an implementation plan, should be created to help team members and project managers better execute and track the project.

An implementation plan was necessary to be prepared to ensure that the development was constantly on the right track and to ensure project delivery in the right time. As the project in hand had several smaller modules to be developed, the development had to be so phased out that no two modules conflicted with each other. The developer decided to stick on to the following work plan:

- First develop the interface for the website where a user could login and exercise further actions.
- The developer decided to first implement all functionalities described in the section in the previous chapter for the website.

For the benefit of the reader the developer has included a detailed description of all modules to be developed in the following section. The developer advises the reader to go through this section to get a full understanding of the functionalities.

## 5.2 Tools used for Implementation

Tool	Purpose
Lucid Chart	To draw UML diagrams
VS Code	Interface for coding
Chrome	Primary browser for all development
Adobe XD	For designing images
MongoDB	Backend for storing and retrieving data
MS Office, Google Docs	For documentation

*FIG 10: TOOLS USED*

**Lucid Chart:** Lucid chart is a web-based diagramming application[2] that allows users to visually collaborate on drawing, revising and sharing charts and diagrams, and improve processes, systems, and organizational structures.

Lucidchart is entirely browser-based, running on browsers that support [HTML5](#).<sup>[14]</sup> This means it does not require plugins or updates of a third-party software like [Adobe Flash](#).<sup>[15]</sup> The platform supports real-time collaboration, allowing all users to work simultaneously on projects and see each user's additions reflected in real time.<sup>[15]</sup> All data is encrypted and stored in secure data centers.<sup>[14]</sup>

Additional features include:<sup>[16][11]</sup>

- A drag-and-drop interface
- Real-time co-authoring, shape-specific comments, and collaborative cursors
- Data linking
- Auto-visualization to generate org charts and ERDs
- SQL import and export capabilities

**VS Code:** Visual Studio Code is a free, lightweight but powerful source code editor that runs on your desktop and on the web and is available for Windows, macOS, Linux, and Raspberry Pi OS. It comes with built-in support for JavaScript, TypeScript, and Node.js and has a rich ecosystem of extensions for other programming languages (such as C++, C#, Java, Python, PHP, and Go), runtimes (such as .NET and Unity), environments (such as Docker and Kubernetes), and clouds (such as Amazon Web Services, Microsoft Azure, and Google Cloud Platform).

Aside from the whole idea of being lightweight and starting quickly, Visual Studio Code has IntelliSense code completion for variables, methods, and imported modules; graphical debugging; linting, multi-cursor editing, parameter hints, and other powerful editing features; snazzy code navigation and refactoring; and built-in source code control including Git support. Much of this was adapted from Visual Studio technology.

**Chrome:** Google Chrome browser is a free web browser used for accessing the internet and running web-based applications. The Google Chrome browser is based on the open source Chromium web browser project. Google released Chrome in 2008 and issues several updates a year.

Google Chrome is available for Microsoft Windows, Apple macOS and Linux desktop operating systems (OSes), as well as the Android and iOS mobile operating systems. Google Chrome is the default browser for Google devices including Android phones and Chromebook laptops.

**MongoDB:** MongoDB is a NoSQL database where each record is a document comprising of key value pairs that are similar to JSON (JavaScript Object Notation) objects. MongoDB is flexible and allows its users to create schema, databases, tables, etc. Documents that are identifiable by a primary key make up the basic unit of MongoDB. Once MongoDB is installed, users can make use of the Mongo shell as well. Mongo shell provides a JavaScript interface through which the users can interact and carry out operations (eg: querying, updating records, deleting records).

### 5.3 Modules

In the context of projects, modules refer to distinct units or components that make up the overall project structure. They are self-contained entities that perform specific functions or tasks within the project. Modules are designed to be independent and can often be developed, tested, and implemented separately from one another, allowing for parallel work and easier management. Overall, modules in projects provide a structured approach to design, develop, and manage complex systems or initiatives. They promote efficiency, reusability, maintainability, and scalability, enabling better project organization and facilitating collaboration among project teams.

A *module* is a collection of source files and build settings that let you divide your project into discrete units of functionality. Your project can have one or many

modules, and one module can use another module as a dependency. You can independently build, test, and debug each module.

Additional modules are useful when creating code libraries within your own project or when you want to create different sets of code and resources for different device types, such as phones and wearables, but keep all the files scoped within the same project and share some code.

### **1.ADMIN MODULE:**

1. In this module administrator is the owner of this application.
2. Here, admin module allows system administrator to set up basic system configuration.
3. Here, it performs the operation like login, uploading information , viewing the information, deleting information.
4. Admin will log in with a unique username and password. Admin will add the complete syllabus of the govt exams in the system.

### **2.ATHLETE MODULE:**

1. Register to system by using Personal details like Name, Contact Number, upload photo, Address etc.
2. Login to the System using Username and password.
3. Players can Select Particular exam
4. Players can get all the detailed syllabus of the exam and can track his progress

**3.REGISTRATION MODULE:** User should register before login.

**4.LOGIN MODULE:** User will login after get registered.

## **5.4 RESULT AND ANALYSIS**

In the context of a major project, the result chapter is a section or chapter that presents and discusses the outcomes, findings, or results of the project. It typically provides a detailed analysis of the data, experiments, or research conducted during the project and presents the conclusions drawn from the analysis.

To analyze the result and progress of your project, you can consider the following aspects:

- 1.Functionality and User Experience: Evaluate the functionality of your platform and assess how well it meets the intended purpose. Check if students can easily access the syllabus, navigate through the platform, and track their progress without encountering any significant issues. Consider gathering feedback from users to identify any areas that may need improvement.
- 2.Record Maintenance and Storage: The records of every game are maintained and thus provides ease for organizers to maintain the fixtures. This can also change the issues and roughness created by manual work .
- 3.Progress Tracking Mechanism: Analyze the effectiveness of the progress tracking feature on your platform. Determine if it accurately reflects the percentage of the performance by every athlete. Consider incorporating visual aids or progress charts to help athlete visualize their progress more intuitively.
- 4.User Engagement and Interaction: Evaluate the level of user engagement and interaction within your platform. Monitor metrics such as the number of active users, frequency of logins, and average time spent on the platform. Encourage student participation by incorporating features.

### 5.4.1 Home Screen

The Home Screen or Home Page of the Online Platform contains all the basic details about the project and all the basic information are provided on the home page. It also contains the login and signup button on the top of home screen and all the features which the platform provide are also displayed on the home screen.



FIG 11: Picture (Home Page of online Platform)

### 5.4.2 Games Names List

This page contains all the games names displayed in the proper manner whose detailed syllabus available on the portal .When athlete enters the platform and click on the button registration and this page will be displayed on the screen and after student click on the particular game the detailed enrolling will appear on screen.



FIG 12: Screen Shot of Games Names available in the event

### 5.4.3 Features

This Section of web page contains the list of all the features that the platform will provides to the student. All features of the web application are displayed here about a game with it's rules and regulations.

### About Cricket!

Cricket is a bat-and-ball game played between two teams of eleven players each. The game originated in England in the 16th century and is now played worldwide.

**Venue: UIT Ground (26 in Map)**

[Rules & Regulation](#)

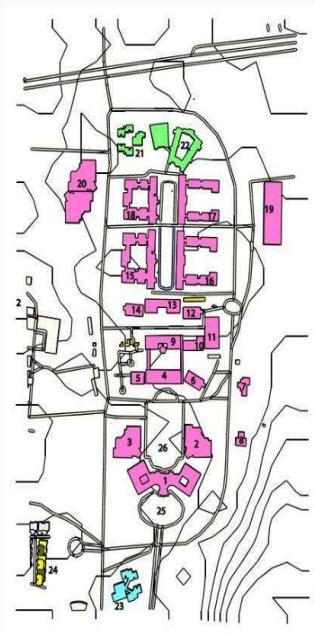


FIG 13: Result of Features the Platform Provides

#### 5.4.4 Functionality

This Section contains or provides the functionality about the game in which any athlete wants to register with the fixtures format is also provided,

This section provides all the additional details about the game and all the participants.

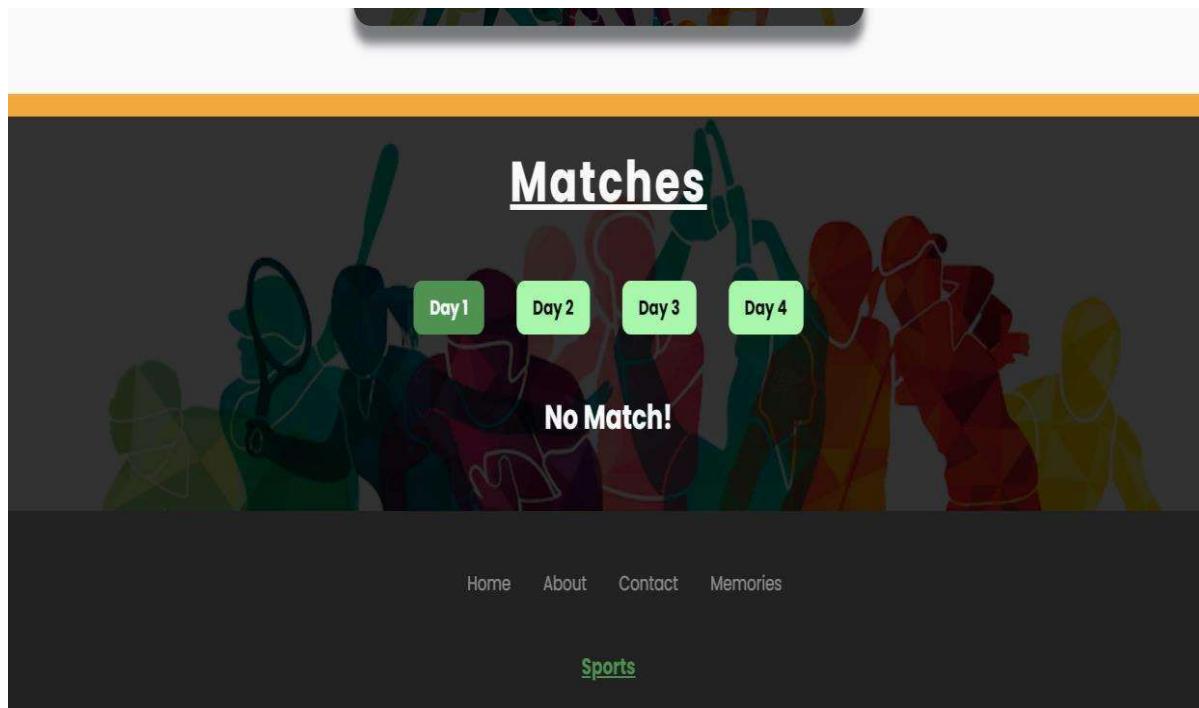


FIG 14: SS of the functionality that platform provides

#### **5.4.5 Registration page**

Users who are not registered on our platform, first needs to register in order to use the app. This page has 4 fields, one for full name, one for username, one for entering the password and one for entering emergency contact number. Once the details are filled, the users need to click on register button. This page also has a blue & red theme interactive UI.

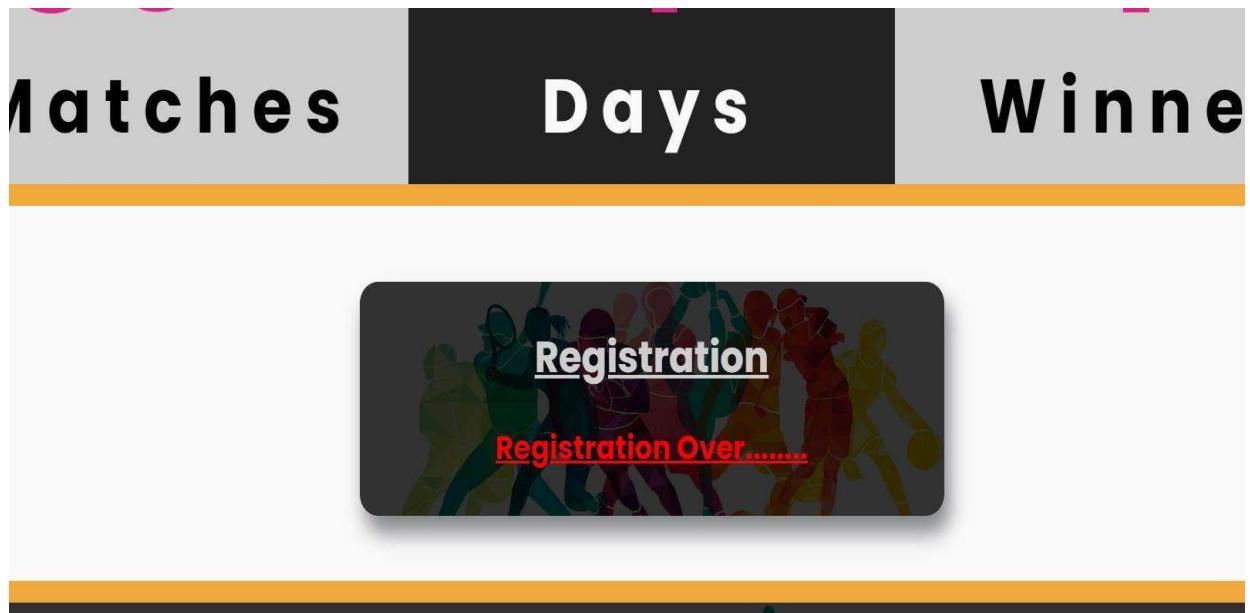


FIG 15: Create New Account /Sign up Page

## **CHAPTER 6**

### **CONCLUSION**

Sports Event Management system is a web application. This app provides general information about games(indoor and outdoor).And also provides information on authorized coaches. Sports event management system is not only rewarding but it also helps the programmer to quickly organize the sports events and lists in short interval of time. It will be able to check anything related to sports at any time . Paper work and manual work is reduced through this system. This project was expected to be one of the most useful Systems for players and programmer because By using this system they can save the lot of time and effort. The players can easily get the information from anywhere and Players can register for the sports event through online, So This system is user friendly and easy to use. A conclusion is the last element of a research paper, essay, or article that summarizes all of the work. The concluding paragraph should rephrase your thesis, summarize the main supporting ideas you have discussed throughout the work. It should offer your final impression of the central idea. This final summons should also include the morality of your story or the revelation of a deeper reality. A good conclusion will summarize your final thoughts and main points, combining all the relevant information with an emotional appeal for a final statement that resonates with your readers.

The purpose of a paragraph of the conclusion is to wrap up your writing and reinforce the key concept in the body of the paper that you have presented. The structure of the conclusions is one of the key elements of academic writing (for example, personal essays or argumentative essays). A conclusion is linked to the initial thesis statement presented in the opening paragraph with points of support and a final impression, which gives the reader closure. A well-written conclusion clearly conveys the writer's take-home message. A solid conclusion can provide the reader with a different perspective or provide new insight into an old idea.

## **FUTURE SCOPE :**

The future scope chapter of a major project focuses on the potential opportunities, advancements, and directions that can be explored beyond the project's completion. It examines the possibilities for further development and expansion based on emerging trends, technological advancements, market demands, and user feedback.

In this chapter, the project team assesses the potential impact of future advancements in relevant technologies such as artificial intelligence, machine learning, robotics, blockchain, or virtual reality. By staying abreast of these advancements, the project can leverage them to enhance its capabilities or introduce new features. For instance, integrating advanced algorithms or automation can streamline processes and improve efficiency.

After making this product or this platform we can add little bit more functionality into it. We can connect the android app with webapp of this application with the help of scanner just like WhatsApp webapp do's. We can transfer all data from android app to web app by creating an pipeline we do this because many student want to track their syllabus on laptop so the all data of android app transfer to webapp without the cost of server. And now student see's the same data on big screen.

## **CHAPTER 7**

## **REFERENCES**

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