INTRODUCTION

1. Project Overview

In the system when we have to organise an event then we have to go to the particular office and we will speak with them about event details and will pay some amount their, then it will based on what we have chosen where event will be organised in a place.

It is very tedious process manual system is based on human work all work is done by humans for organising an event ,in manual system there is no security of data and information manual system includes mismatching of events.

This project is developed to overcome the disadvantage of manual advertising.In proposed system database is maintained using system,online event management is developed to orhganise event a product by just registering into the web site,there is more security in online event management, This system provides easy access to the particular information.

Event management is the application of project management to the creation and development

of large scale events such as festivals, conferences, ceremonies, formal parties, concerts, or conventions. It involves studying the brand, identifying the target audience, devising the event concept, and coordinating the technical aspects before actually launching the event.

SYSTEM ANALYSIS

2.1 PROCESS MODELS USED WITH JUSTIFICATION

SDLC MODEL:

Software Development Lifecycle (SDLC)
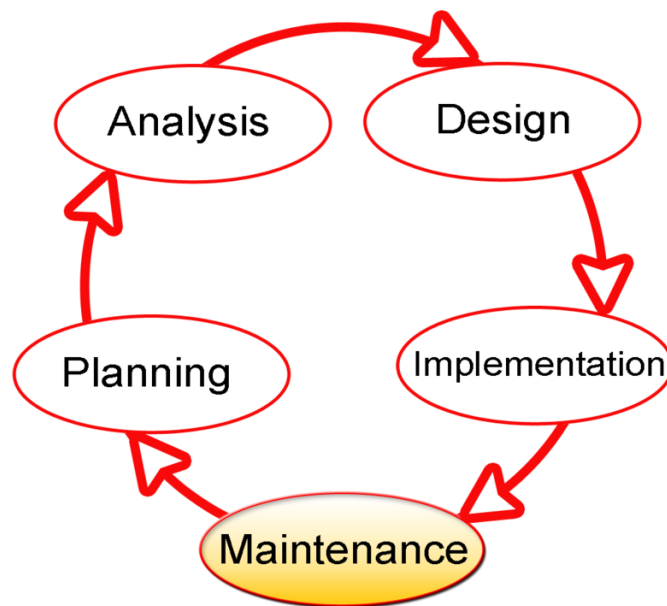
The software development life cycle (SDLC) for small to medium database application development efforts.

This project uses iterative development life cycle, where components of the application are developed through a series of tight iteration. The first iteration focus on very basic functionality, with subsequent iterations adding new functionality to the previous work and or correcting errors identified for the components in production.

The six stages of the SDLC are designed to build on one another, taking outputs from the previous stage, adding additional effort, and producing results that leverage the previous effort and are directly traceable to the previous stages.

During each stage, additional information is gathered or developed, combined with the inputs, and used to produce the stage deliverables. It is important to not that the additional information is restricted in scope, new ideas that would take the project in directions not

anticipated by the initial set of high-level requirements or features that are out-of-scope are preserved for later consideration.

Too many software development efforts go away when development team and customer personnel get caught up in the possibilities of automation. Instead of focusing on high priority features, the team can become mired in a sea of nice to have features that are not essential to solve the problem, but in themselves are highly attractive. This is the root cause of large percentage of failed and or abandoned development efforts and is the primary reason the development team utilizes the iterative model.

INPUT DESIGN

Input design is a part of overall design. The main objective during the input design is as given below:

- To produce a cost-effective method of input
- To achieve the highest possible level of accuracy
- To ensure that the input is acceptable and understood by the user.

INPUT STAGES:

 The main input stages before the information gets stored in the database media:

Ex: In this project voter either existing or new user data will be stored in database

as the inputs given by users…..

- Data recording, Data transcription, Data conversion, Data verification.
- Data control, Data transmission, Data validation, Data correction.

OUTPUT DESIGN:

Output from computer system are required primarily to communicate the results of processing to users. They are also used to provide a permanent copy of the results for later consultation. The various types of outputs in general are:

- External Outputs, whose destination is outside the organization.
- Internal Outputs, whose destination is within organization.
- Users main interface with the computer.
- Operational outputs whose use is purely within the computer department.

The outputs were needed to be generated as a hard copy and as well as queries

To be viewed on the screen. Keeping in view these outputs, the format for the output is taken from the outputs, which are currently being obtained after manual processing.

The standard printed is to be used as output media for hard copies.

PROBLEMS AND SOLUTIONS OF THE PROJECT
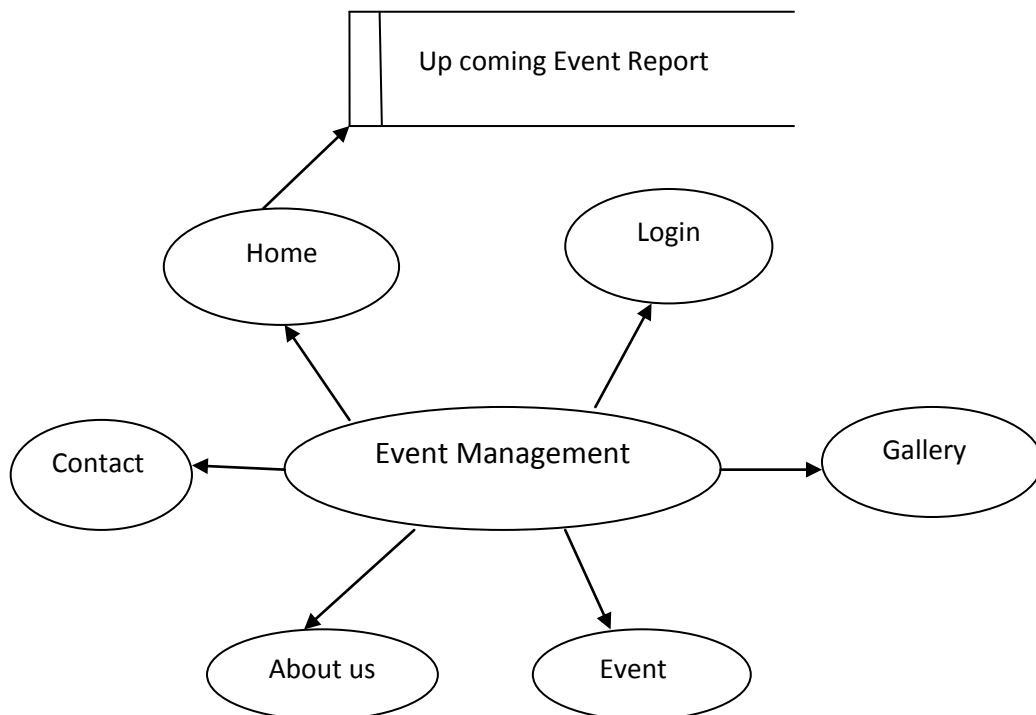
2.1 Existing System

In olden days when we want to organise an event we can't directly communicate with the owners. We have to contact with the help of mediators, but the mediators takes lot of amount and it is also time consuming process. In olden days the event organising dealing procedure consist of many steps like finding agent , appoint correct meeting time , location and so on …..
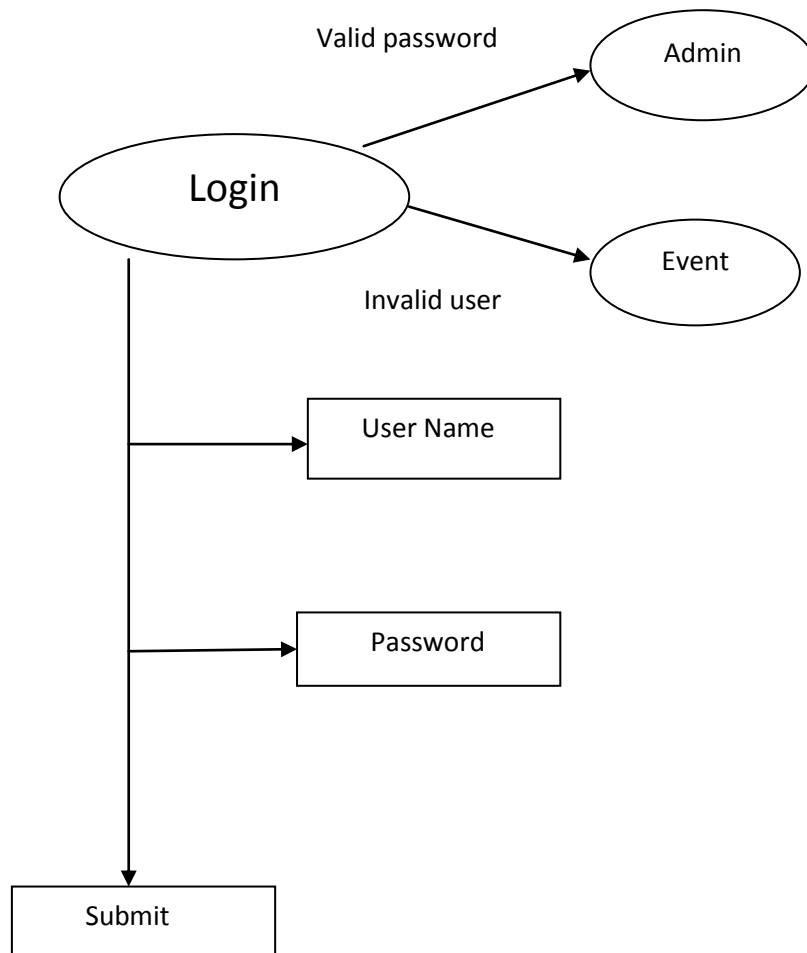
2.2 Proposed System

The proposed system is a web application. It can be accessed by anywhere in the world. The proposed system has to overcome the mediators. The proposed system builds a direct communication between the event organiser and party. With this both have an understanding and maintain their deals directly without any third party mediators.
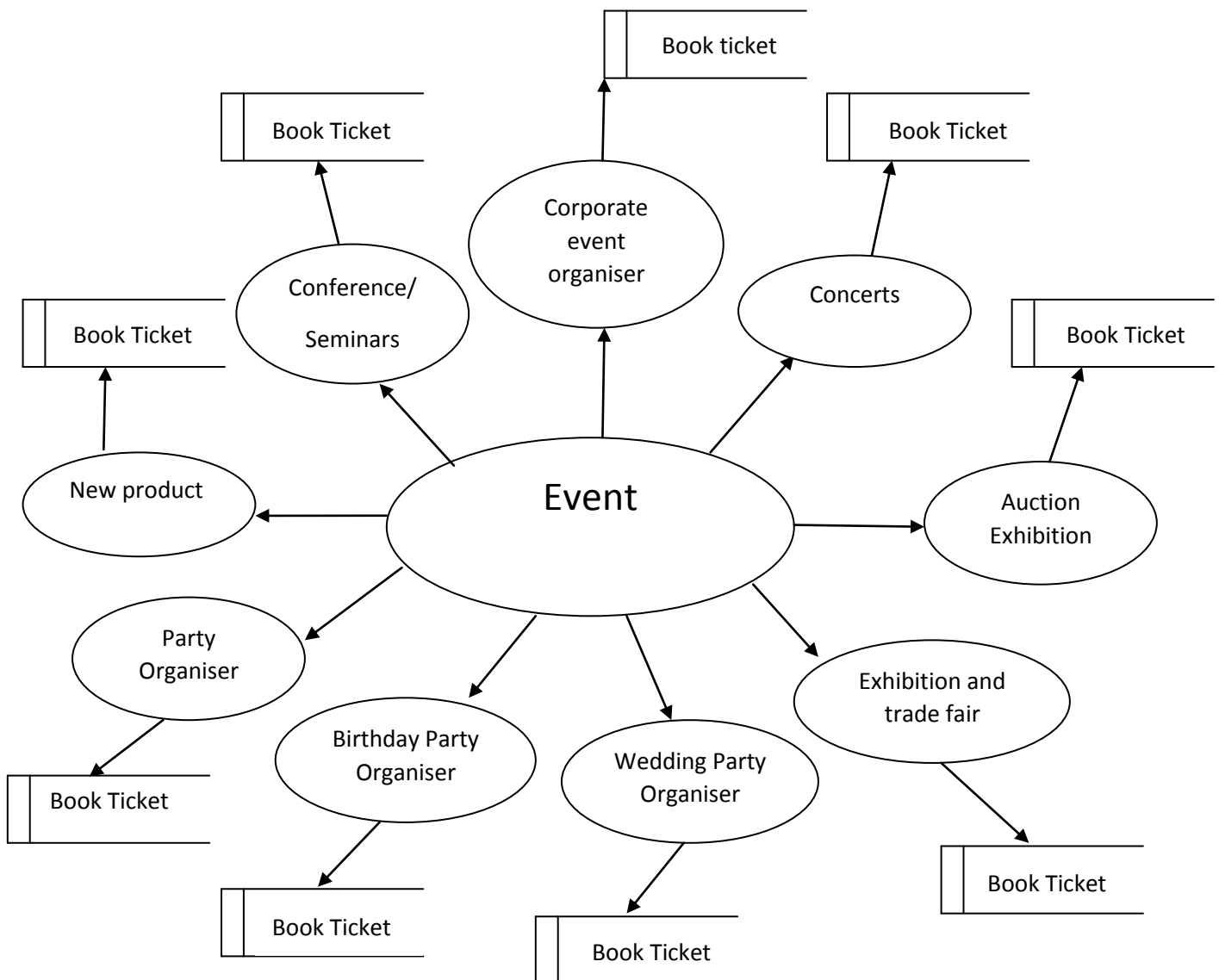
PROJECT DFD

Level-0

Up coming Event Report

Home

Login

Contact

Event Management

Gallery

About us

Event

Level-1

Valid password

Admin

Login

Event

Invalid user

User Name

Password

Submit

<u>Level-2</u>

Book ticket

Book Ticket

Book Ticket

Book Ticket

Book Ticket

Corporate event organiser

Conference/ Seminars

Concerts

New product

Event

Auction Exhibition

Party Organiser

Birthday Party Organiser

Wedding Party Organiser

Exhibition and trade fair

Book Ticket

Book Ticket

Book Ticket

Book Ticket

Level-3

Admin

Login

Event Status Report

Create or update advertisement

Check Registered People

Create An Ticket Details

Check new Register