



# **GTU - COMPUTER ENGINEERING STUDENT CLUBS MANAGEMENT SOFTWARE**

**CSE 496  
FINAL PRESENTATION**

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Süleyman GÖLBOL**

**Project Supervisors:  
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Research Assoc. Evren Çifçi  
May 2023**

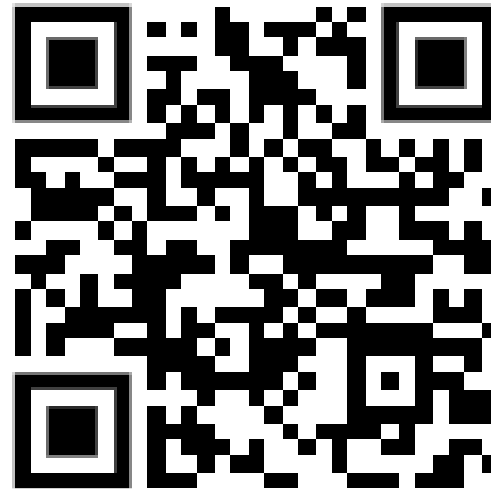


- Project Schema and Description
- Link and QR Code
- Overall UI - Client
- Swagger - Server
- Diagrams
- Repository Folder Structure
- Timeline
- Success Criteria
- References



Our site link:

<https://ogrenciprojeleri.gtu.edu.tr/KulupYonetim>



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The student clubs management system app offers three login options: member, club admin, and SKS (full admin). Members can join clubs and communicate with others, while club admins have additional privileges, such as managing events and approving new members. SKS users have full control over the app. Overall, the app provides a streamlined solution for student organizations to manage their operations and engage with members effectively.



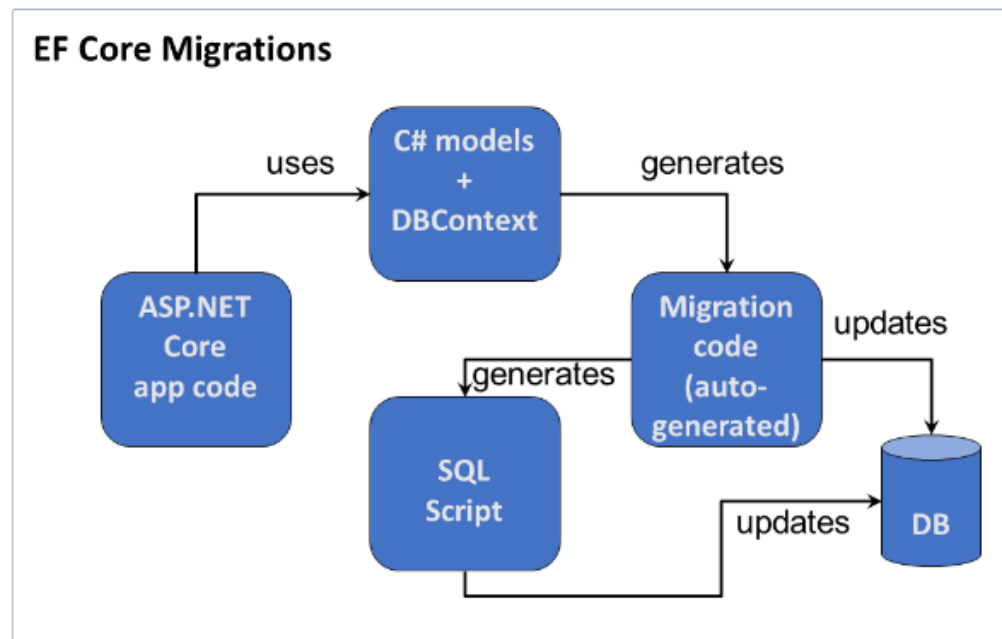


In this project we implement OAuth 2.0, which is an open standard for secure authentication and authorization. This allows users to grant limited access to their protected resources on one website (server) to another website or application (client) without sharing their credentials.

By integrating an OAuth provider that functions similarly to the E-Devlet authentication system, we were able to authenticate users using their existing credentials from trusted identity providers. Through this process, we obtained user information such as the username and email.



We have decided to switch to using migrations in our project for better management of database changes. Migrations offer structured version control, easy synchronization across environments, and the ability to roll back changes if needed. This change improves collaboration, deployment processes, and overall project efficiency.



We have created a demo page so that in the demo, a user can login as one of the some predefined users. So that tests can be made as different types of users.

[GİRİŞ YAP](#)

## Tüm Kullanıcılar

Bu sayfadan, demo olarak tüm kullanıcıları giriş yapmak için kullanabilirsiniz.



**SKS Görevlisi**  
SKS Admin

BU KULLANICI OLARAK GİRİŞ YAP



**Yunus Sinan Akgül**  
Öğretmen

BU KULLANICI OLARAK GİRİŞ YAP

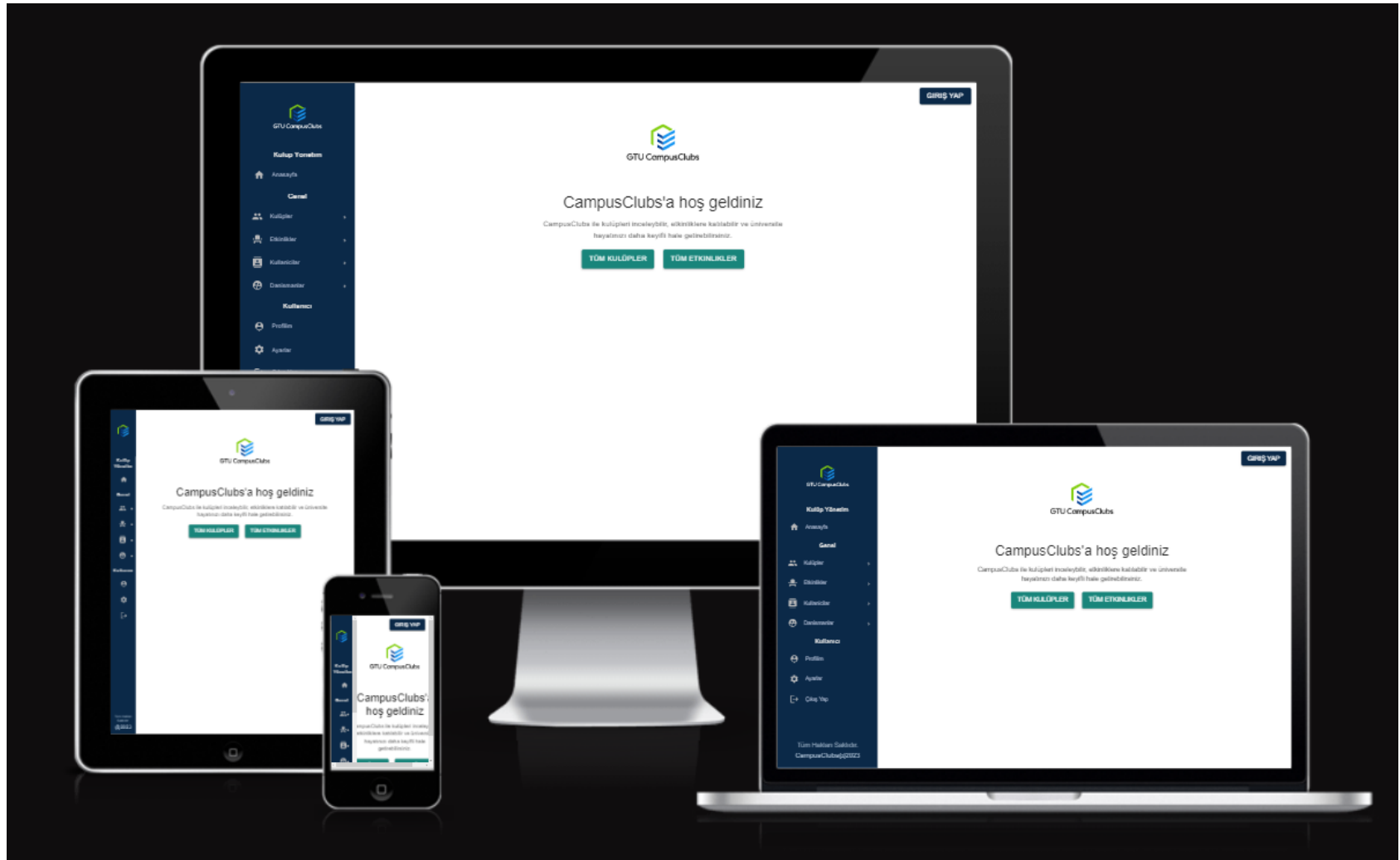


**Arda Kılıç**  
Öğrenci

BU KULLANICI OLARAK GİRİŞ YAP

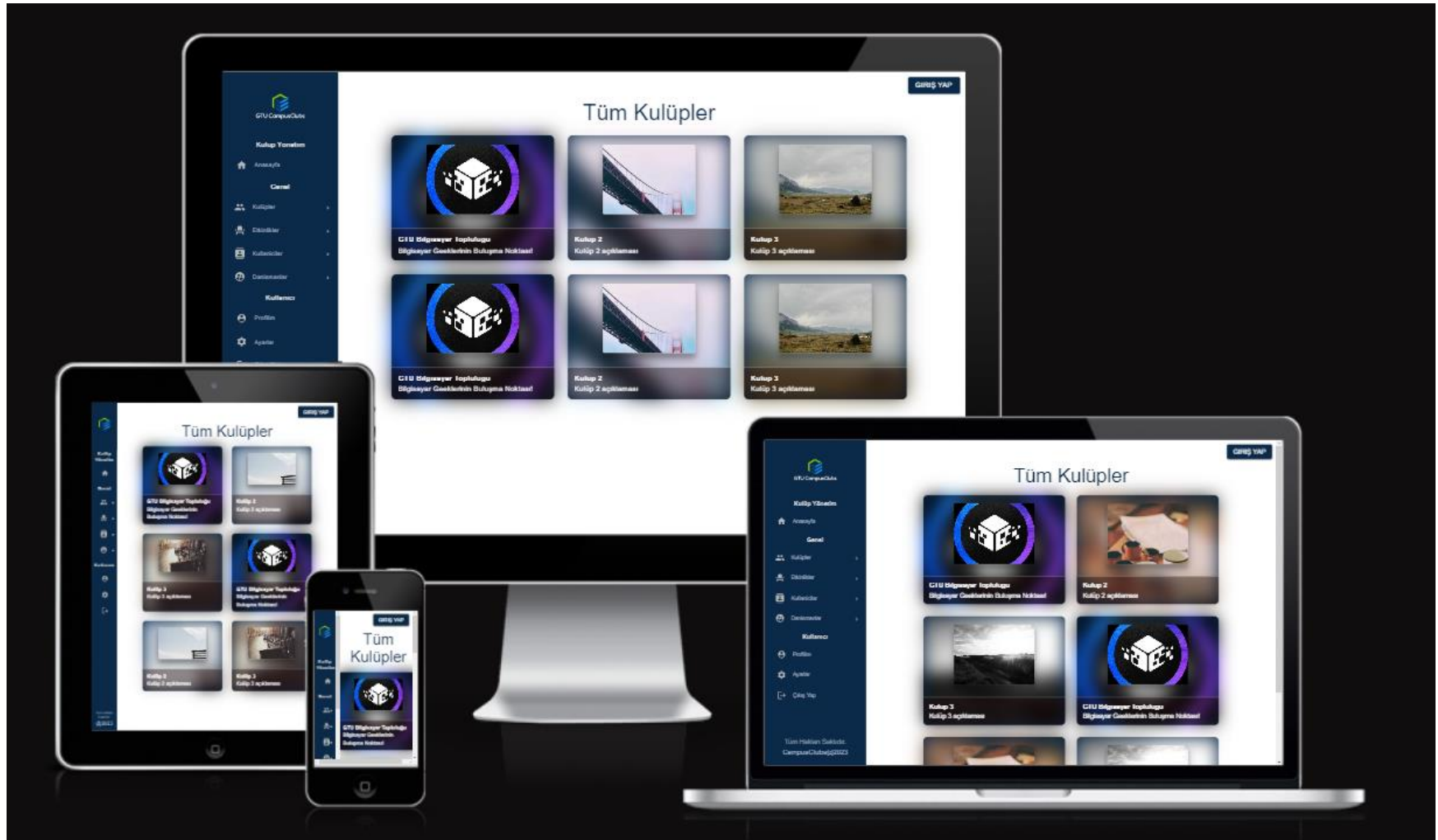


# Overall UI - Home Page

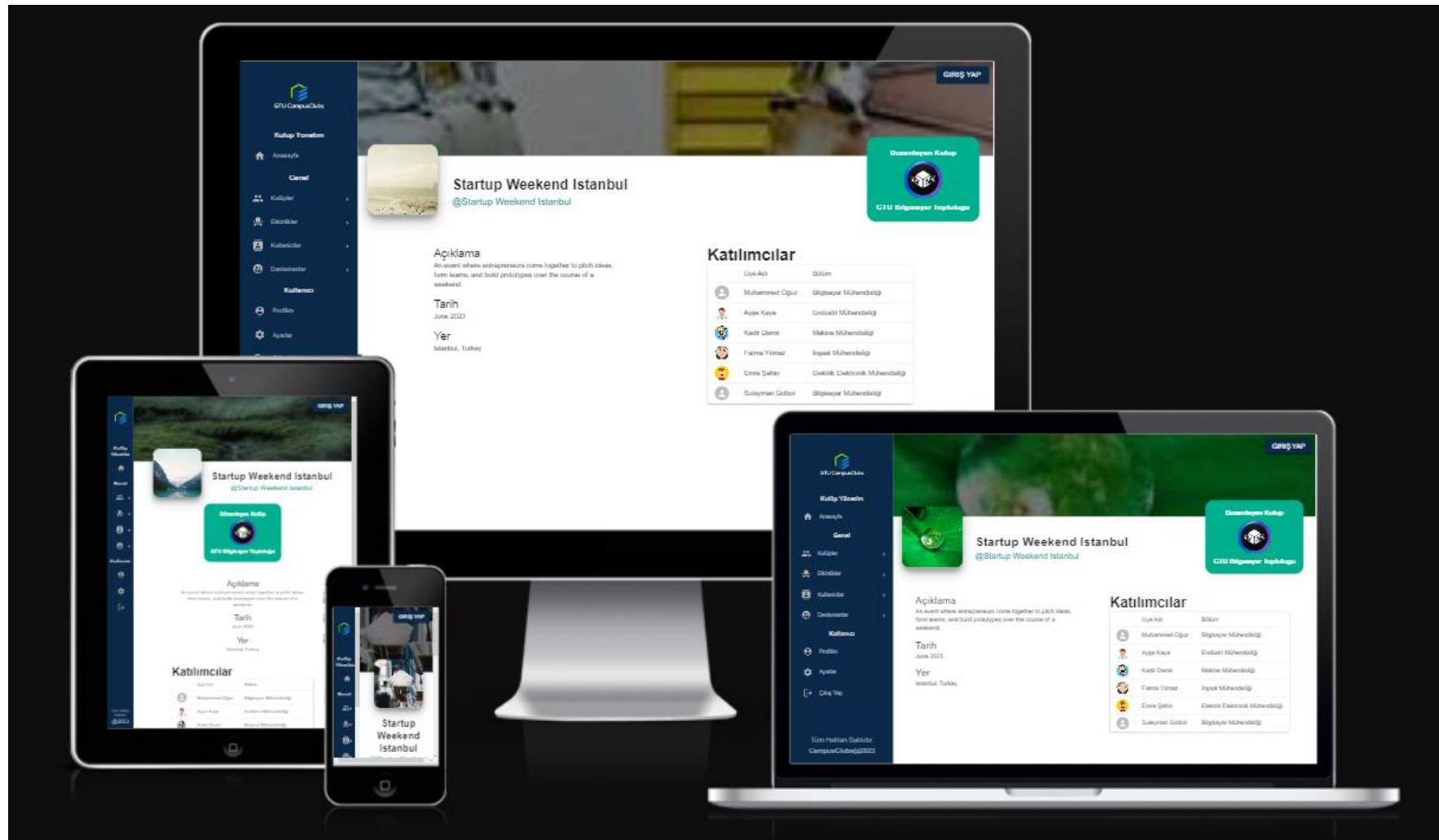




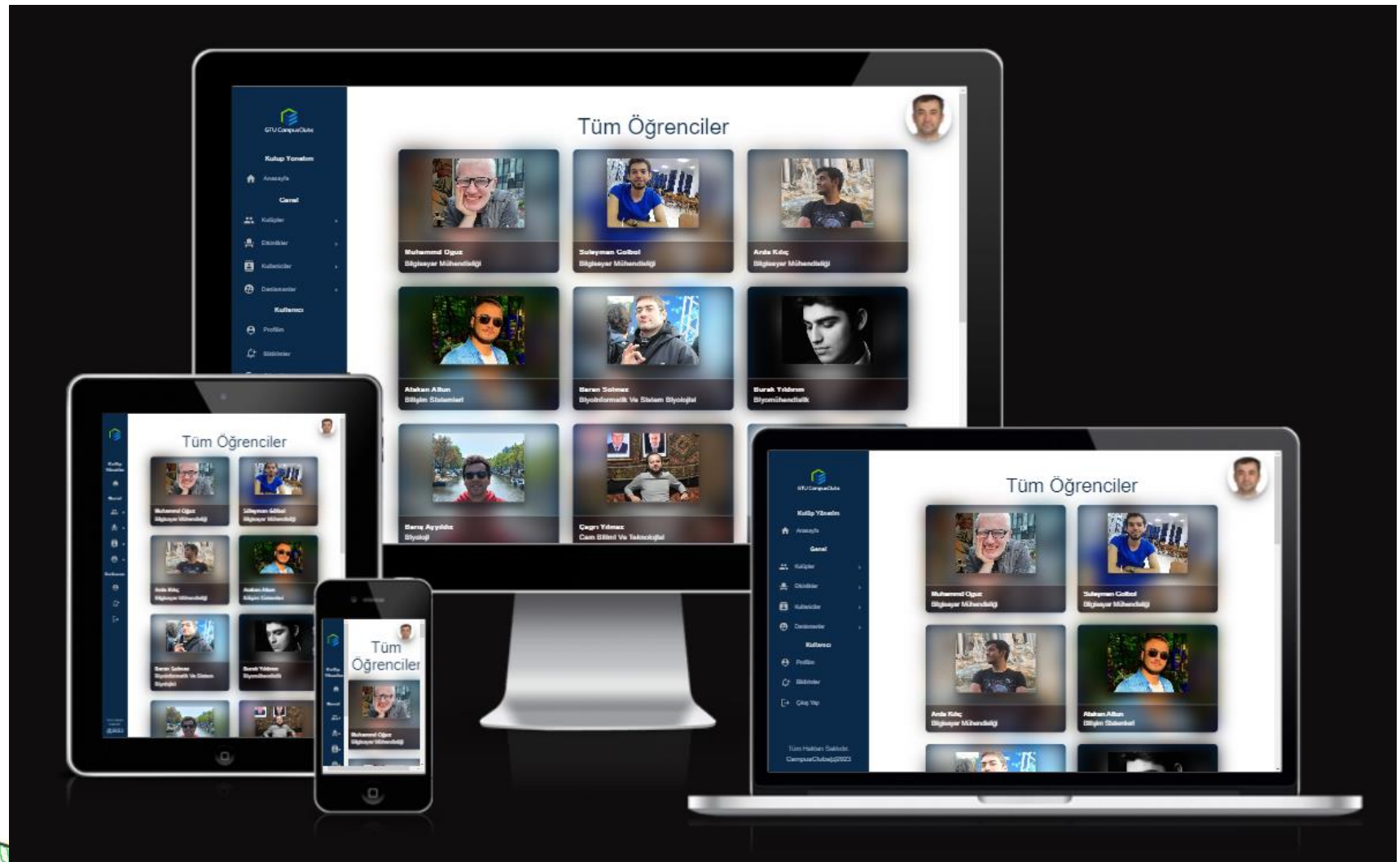
# Overall UI - Clubs



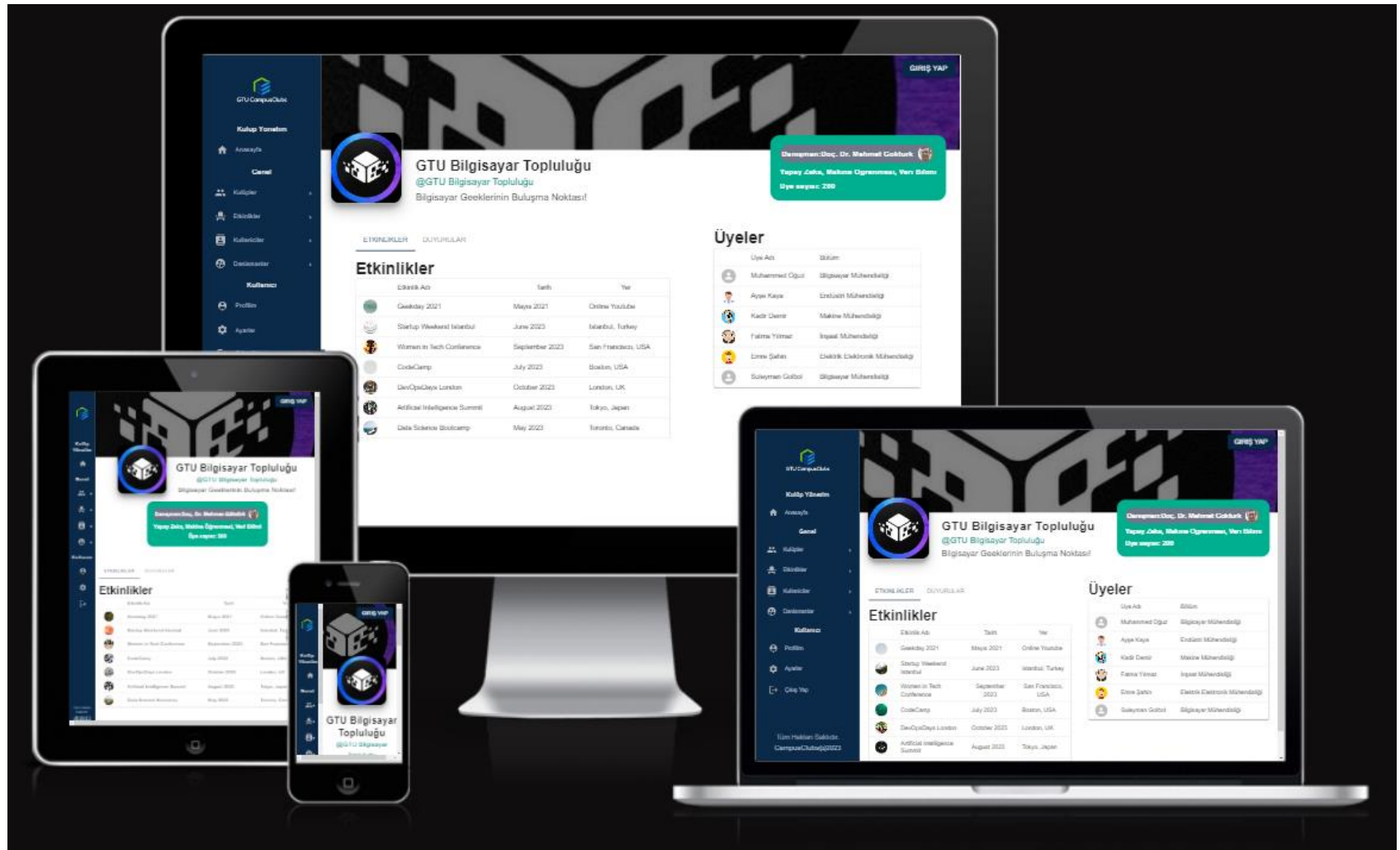
# Overall UI - Event Home Page



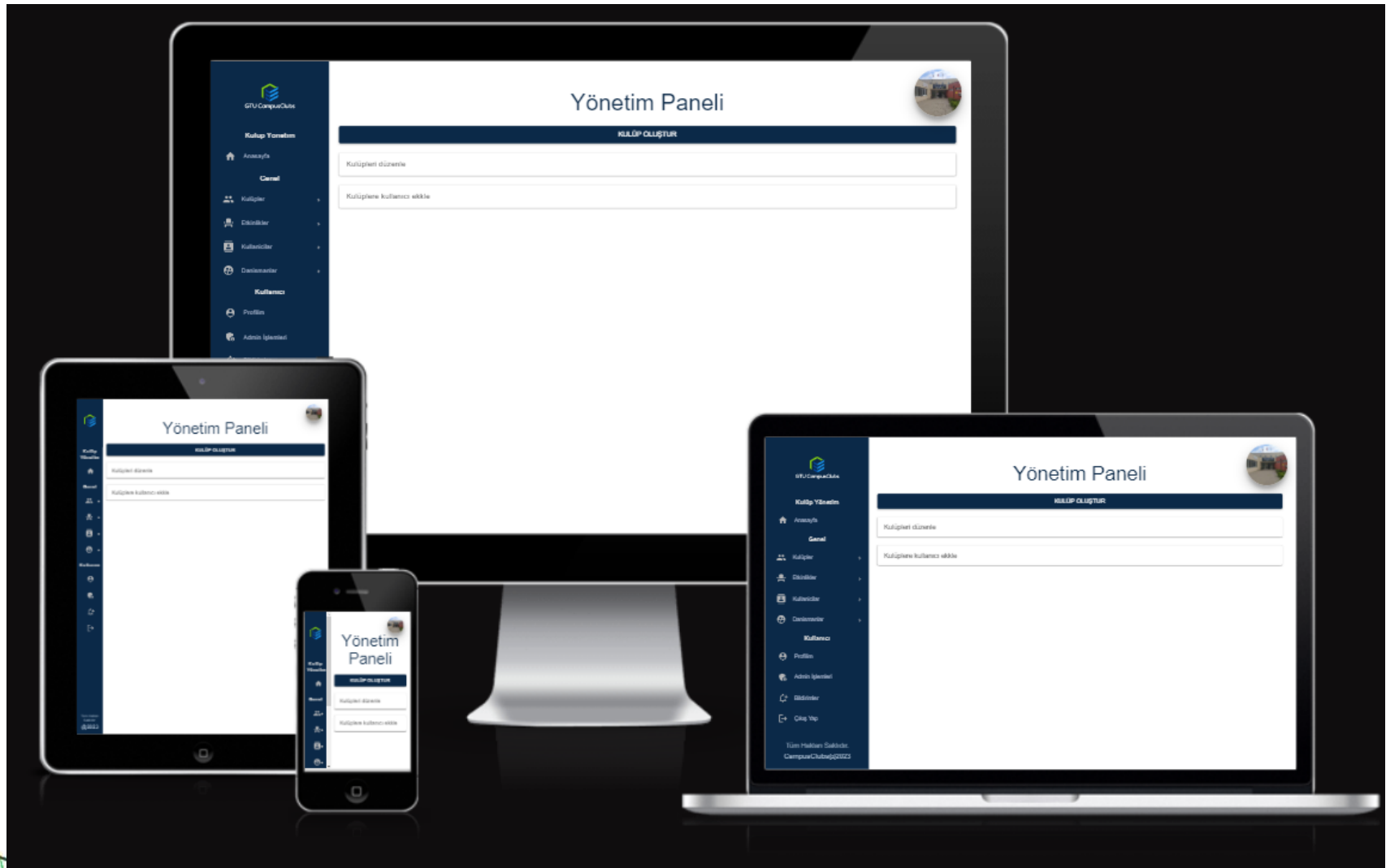
# Overall UI - Students Page



# Overall UI - Club Profile

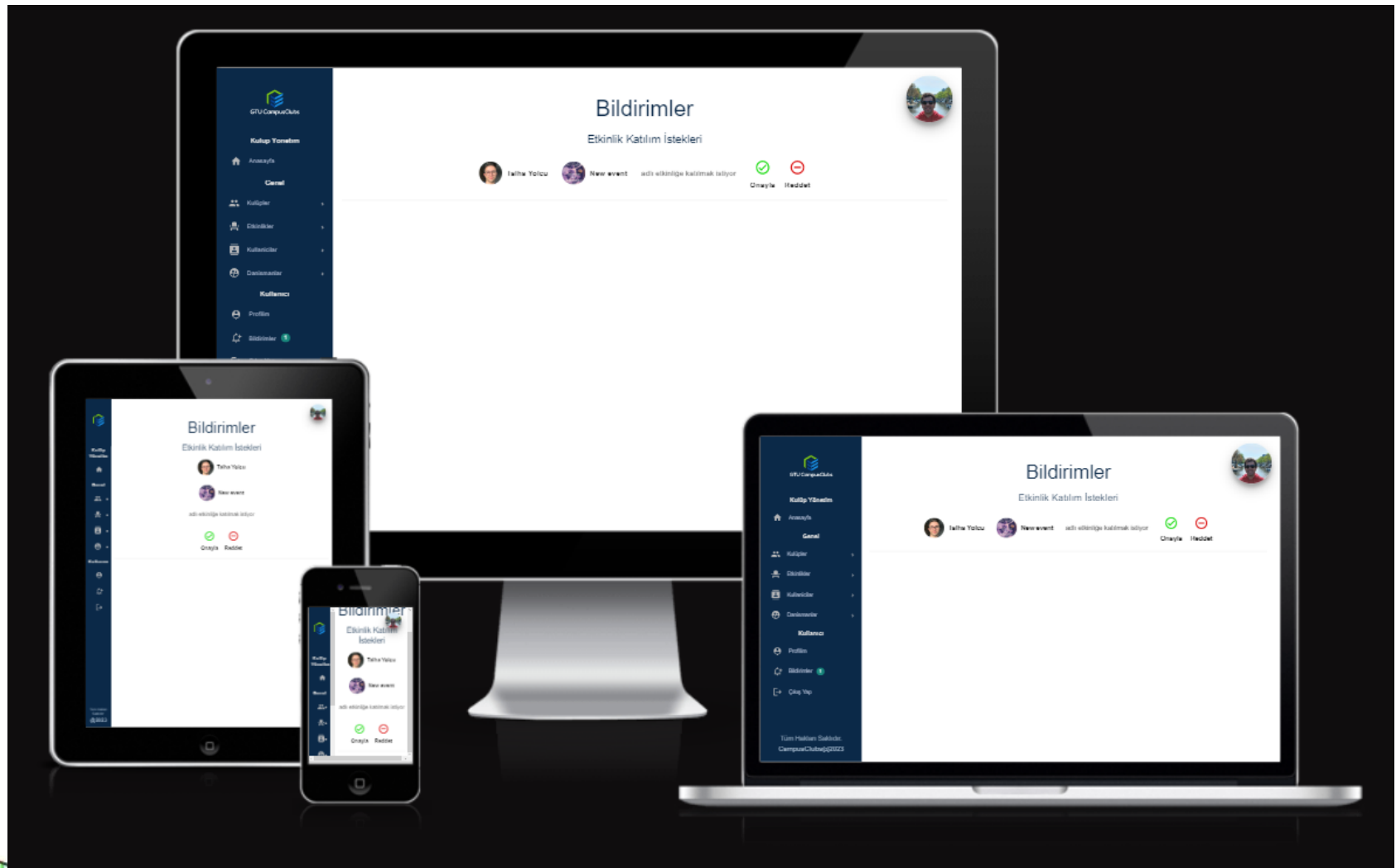


# Overall UI - Super Admin Panel





# Overall UI - Club Approval



# Server Side Apis - Swagger

## FileUpload

**POST** /api/FileUpload

## Memberships

**POST** /api/Memberships

## Notification

**GET** /api/Notification

## Users

**GET** /api/Users/students

**GET** /api/Users/teachers

**GET** /api/Users/{id}

**PUT** /api/Users/{id}

**DELETE** /api/Users/{id}

**POST** /api/Users



# Server Side Apis - Swagger

## Department

**GET** /api/Department

## Events

**GET** /api/Events

**POST** /api/Events

**PUT** /api/Events/{id}

**DELETE** /api/Events/{id}

**GET** /api/Events/{id}

**POST** /api/Events/{eventId}/join

**GET** /api/Events/user/{id}/pending

**POST** /approval/{eventId}/user/{userId}

**GET** /api/Events/pending

**PATCH** /api/Events/approval/{eventId}





# Server Side Apis - Swagger

## Auth

**POST** /api/Auth/token

**POST** /api/Auth/register

**POST** /api/Auth/auth

## Clubs

**GET** /api/Clubs

**POST** /api/Clubs

**GET** /api/Clubs/{id}

**PUT** /api/Clubs/{id}

**DELETE** /api/Clubs/{id}

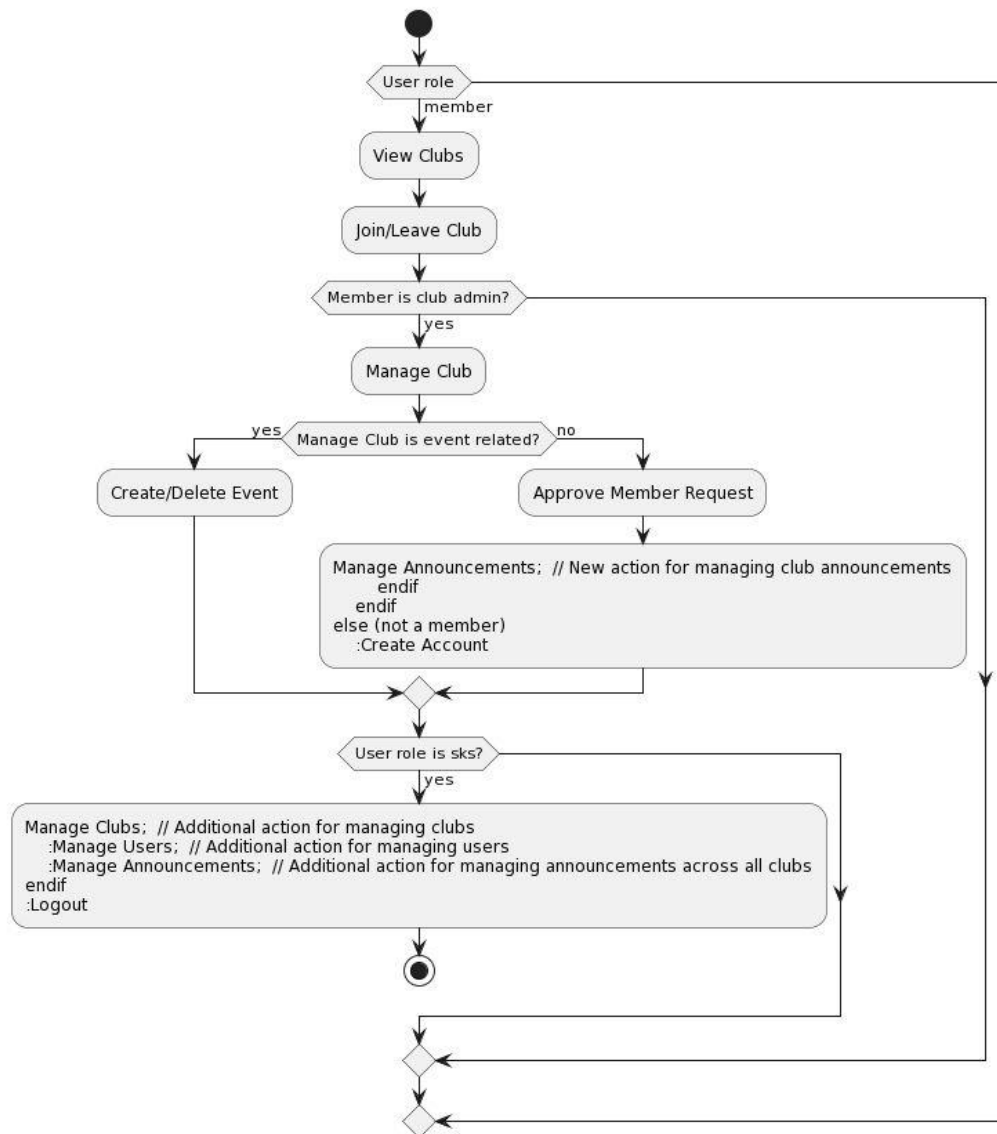
**POST** /api/Clubs/{clubId}/join

**GET** /api/Clubs/{clubId}/pending

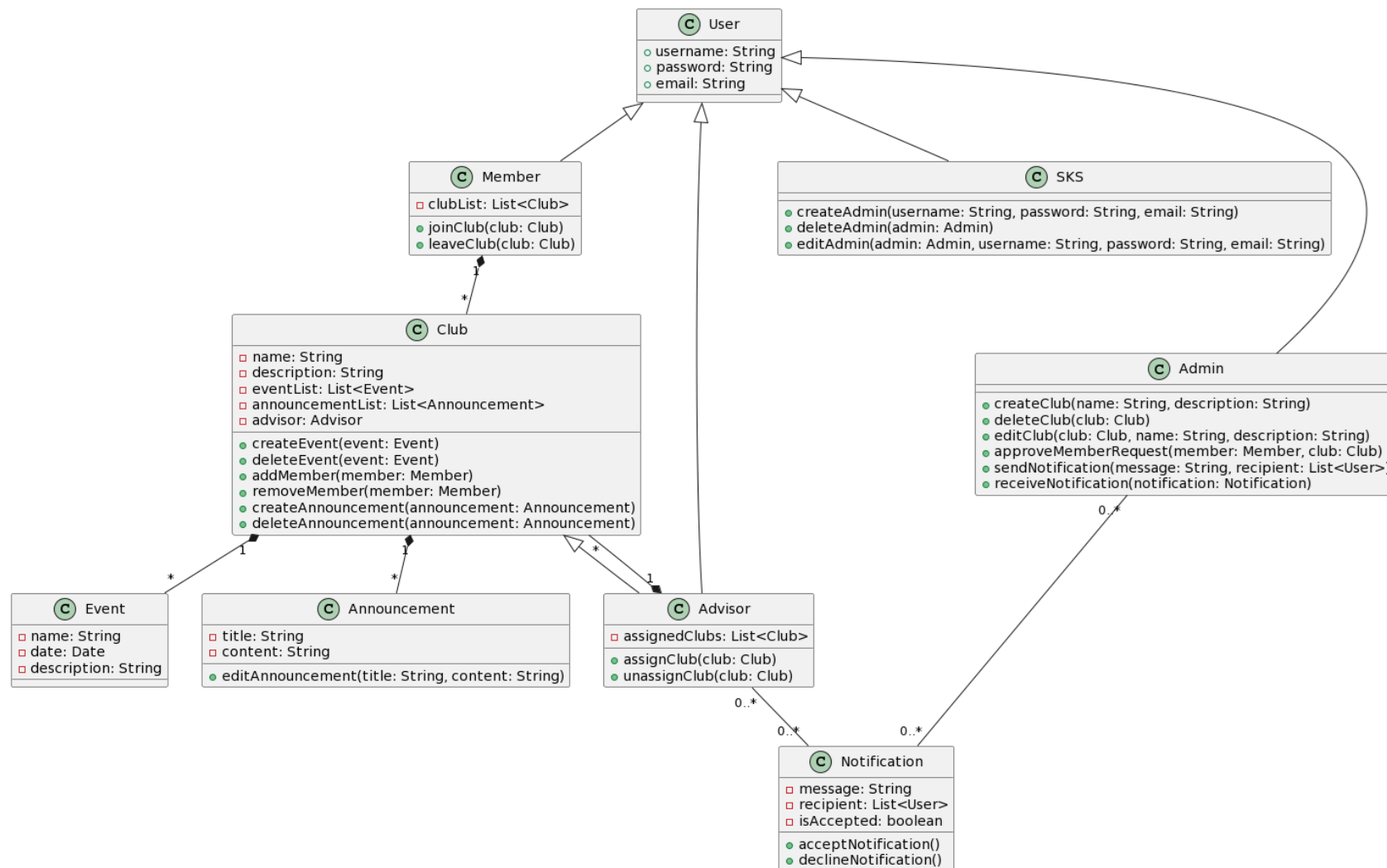
**PATCH** /api/Clubs/{clubId}/approval/{userId}



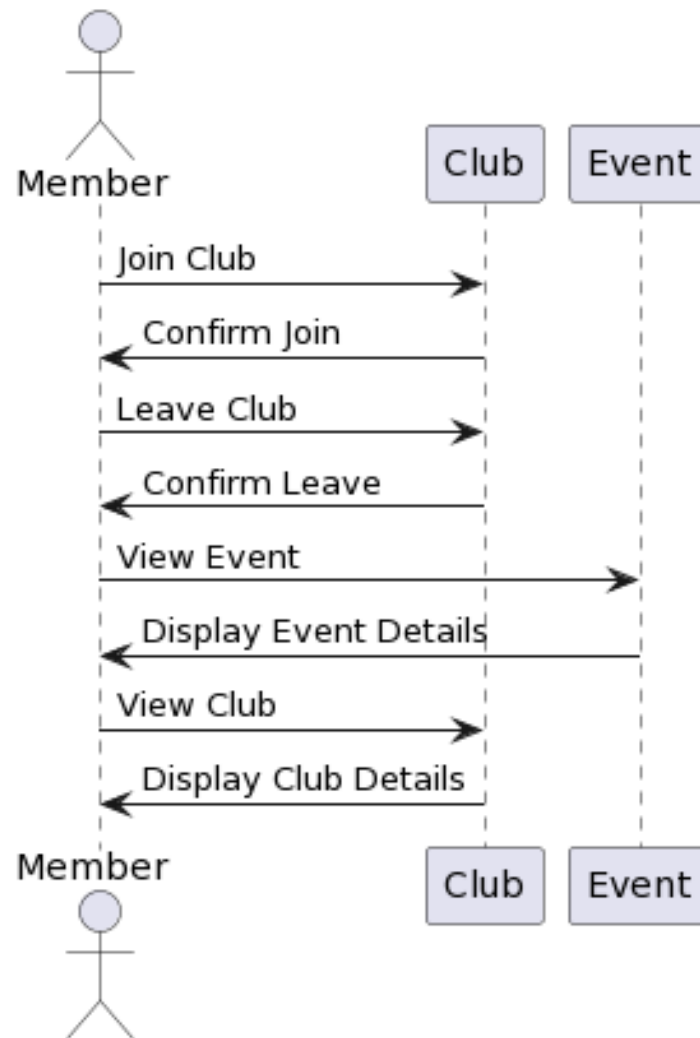
# Activity Diagram



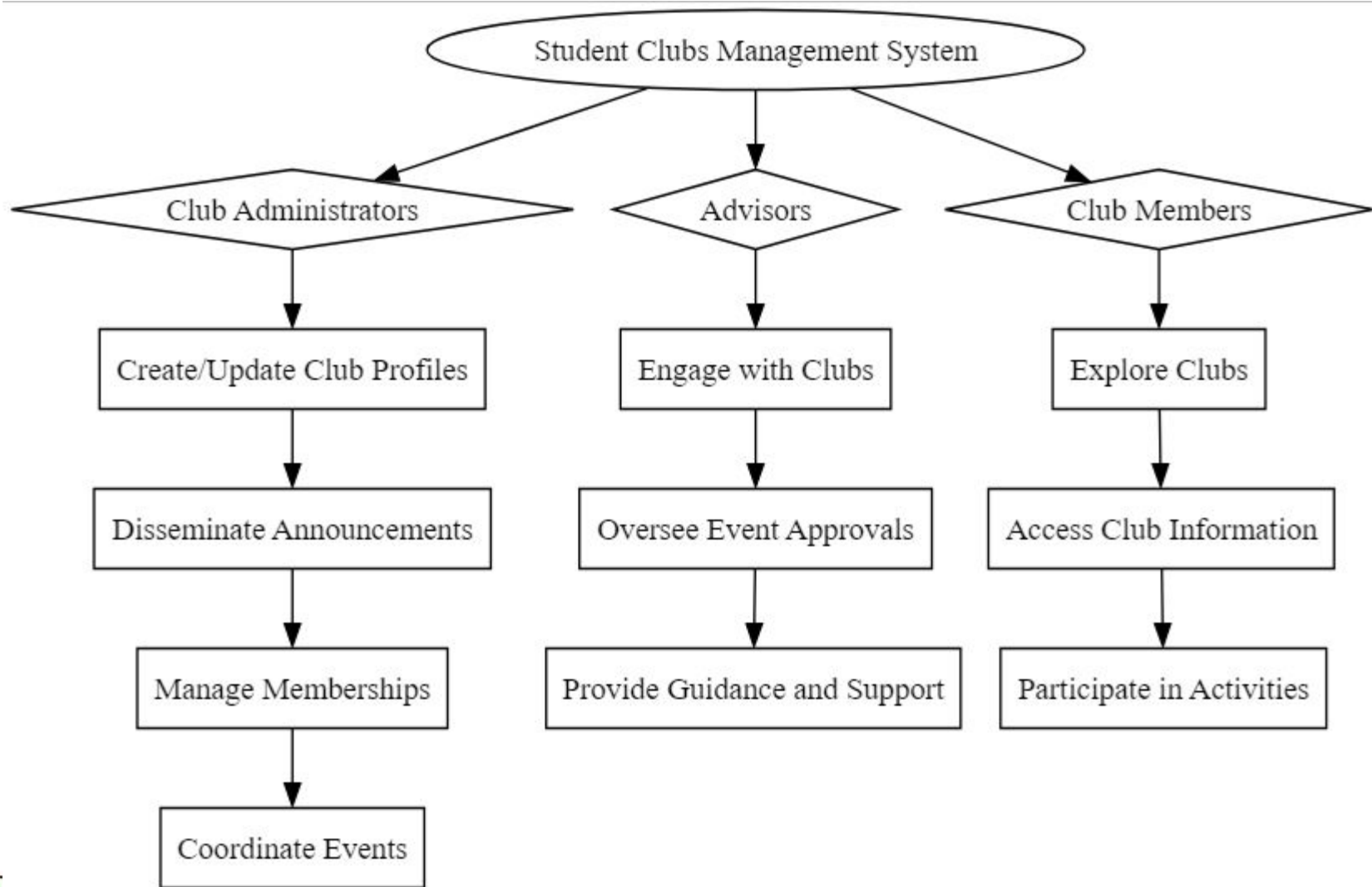
# UML Diagram



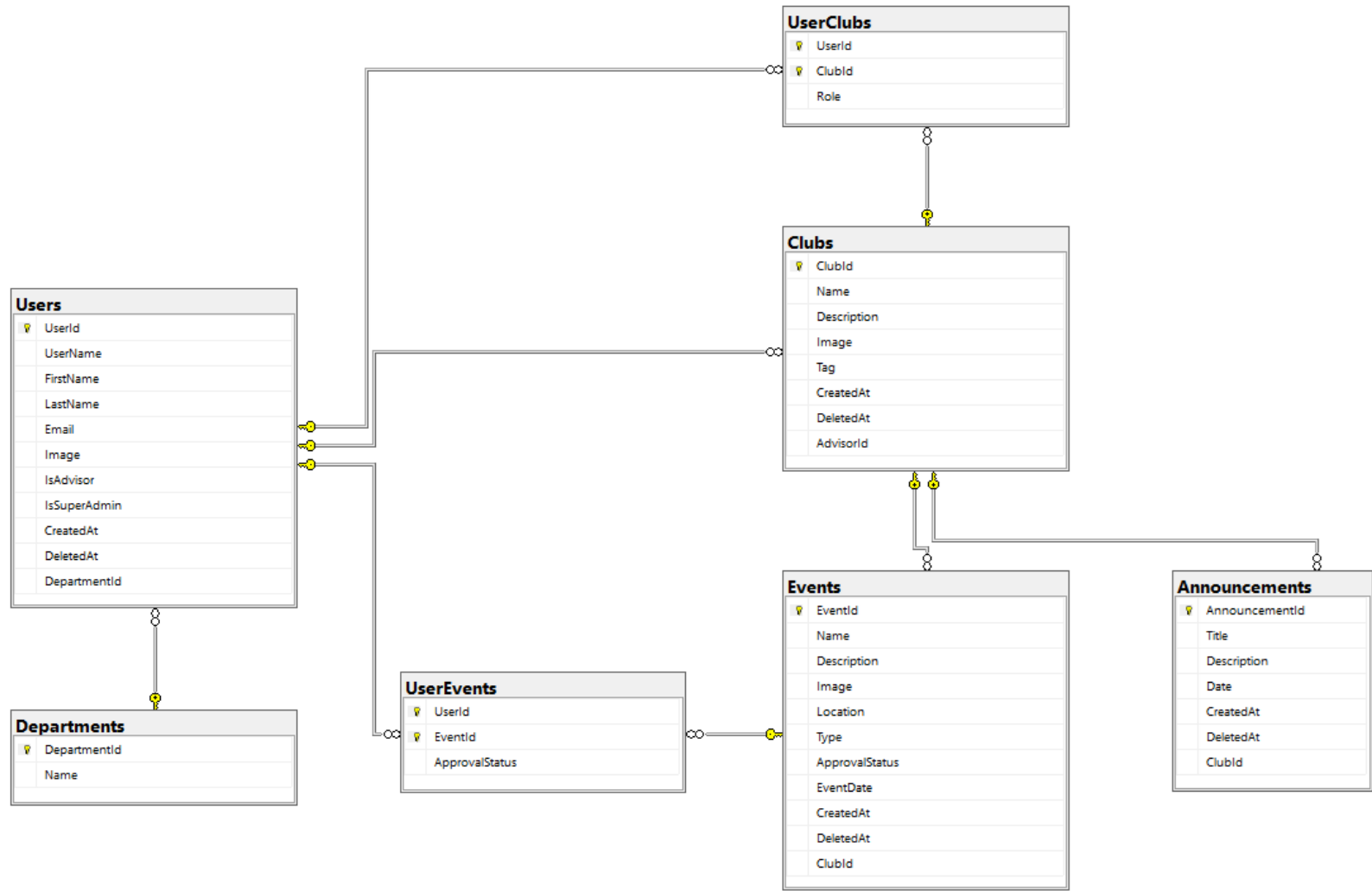
# Member Use Case Diagram



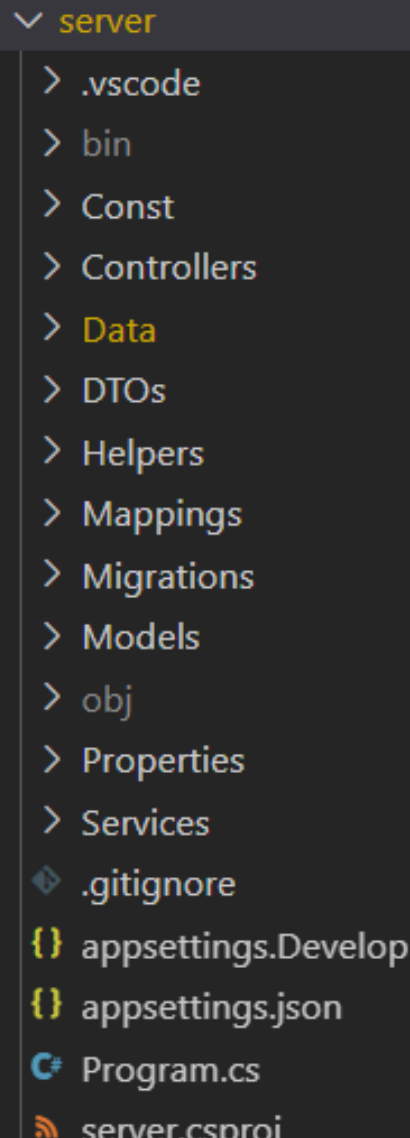
# Flowchart



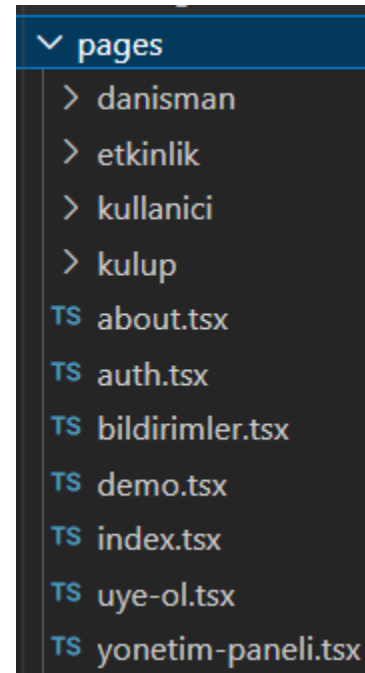
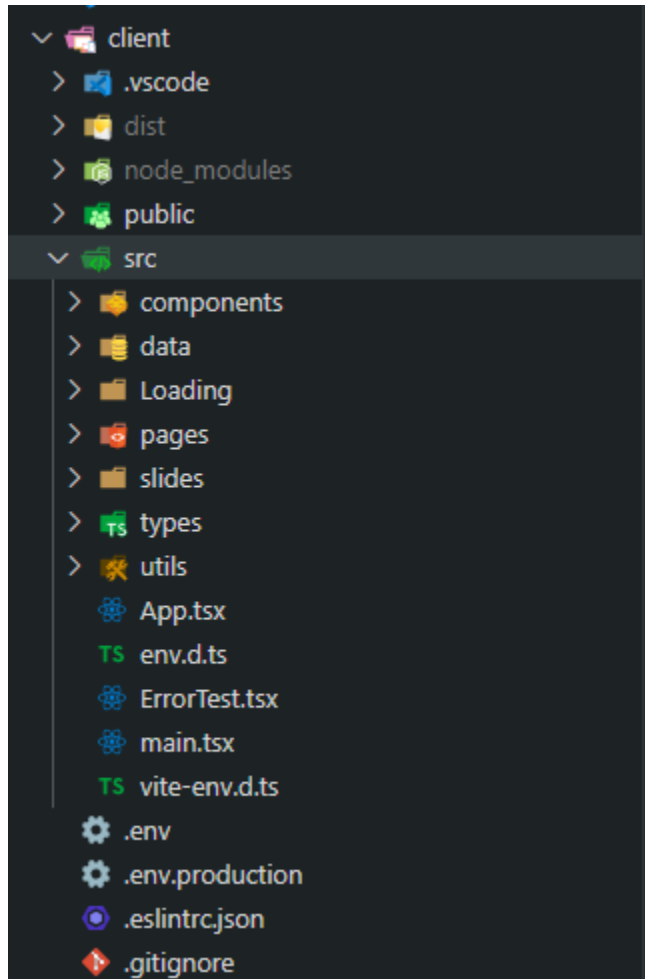
# Database Relations



# Repository - Server



# Repository - Client



Pages





# Timeline (Completed)

15	16	17	18	19	20	21
		2.nd Presenation Completed General Muhammed Oğuz Süleyman GÖLB	Talk With SKS/Evren Çiftçi - WEEKLY Completed General Muhammed Oğuz Süleyman GÖLB			Create Migrations for DB Completed Backend Süleyman GÖLBOL
22	23	24	25	26	27	28
	Update User Pages for Mobile Completed Frontend Muhammed Oğuz		Talk With SKS/Evren Çiftçi - WEEKLY Completed General Muhammed Oğuz Süleyman GÖLB		Research For OAuth 2.0 Completed Frontend Muhammed Oğuz	Research For OAuth 2.0 Completed Backend Süleyman GÖLBOL
29	30	31	Jun 1	2	3	4
	Integrate API Connection Completed Frontend Muhammed Oğuz		Talk With SKS/Evren Çiftçi - WEEKLY Completed General Muhammed Oğuz Süleyman GÖLB		Implement Create Event Completed Backend Süleyman GÖLBOL	Implement Create Event Completed Frontend Muhammed Oğuz
5	6	7	8	9	10	11
	Test OAuth System Completed Backend Frontend Muhammed Oğuz Süleyman GÖLB		Talk With SKS/Evren Çiftçi - WEEKLY Completed General Muhammed Oğuz Süleyman GÖLB		Integrate OAuth Completed Backend Süleyman GÖLBOL	Integrate OAuth Completed Frontend Muhammed Oğuz
12	13	14	15	16	17	18
	CI/CD for Client If Possible Failed Frontend Muhammed Oğuz	CI/CD for Server If Possible Failed Backend Süleyman GÖLBOL	Talk With SKS/Evren Çiftçi - WEEKLY Completed General Muhammed Oğuz Süleyman GÖLB		All API Should Respect REST API Stand... Completed Backend Süleyman GÖLBOL	Client Should Be Responsive for Mobile Completed Frontend Muhammed Oğuz
19	20	21	22	23	24	25
Complete Presentation Video Completed General Muhammed Oğuz Süleyman GÖLB		Final Presentation Todo General Muhammed Oğuz Süleyman GÖLB	Final Demo Todo General Süleyman GÖLBOL Muhammed Oğuz			
Complete Final Presentation Completed General Muhammed Oğuz Süleyman GÖLB						



# Timeline

**1<sup>st</sup> Meeting (Preliminary Presentation)**

April 05, 2023, Wednesday

**2<sup>nd</sup> Meeting**

May 17, 2023, Wednesday

**Report Submission**

June 18, 2023, Sunday

**Trailer Submission**

June 18, 2023, Sunday

**3<sup>rd</sup> Meeting (Final Presentation)**

June 21, 2023, Wednesday

**Demo**

June 22, 2023, Thursday



1. The system should integrate with other systems or services as needed, such as OAuth2 portal for login authentication. ☒
2. Response should be made at most 1 seconds. ☒
3. The system should be responsive for mobile and desktop devices. ☒
4. APIs should be proper for REST. ☒

All success criterias are achieved.



# References

1. <https://dotnet.microsoft.com/en-us/>
2. <https://react.dev/>
1. <https://nodejs.org/en>
1. GTU BIM / SKS (Evren Çifci)

