

GTU - COMPUTER ENGINEERING

STUDENT CLUBS
MANAGEMENT SOFTWARE

CSE 496
PRELIMINARY PRESENTATION

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April 2023



Contents



Project Schema and Description

GTU - Computer Engineering Department

- Project Design Plan
- Project Requirements
- Success Criteria
- References



Project Schema and Description





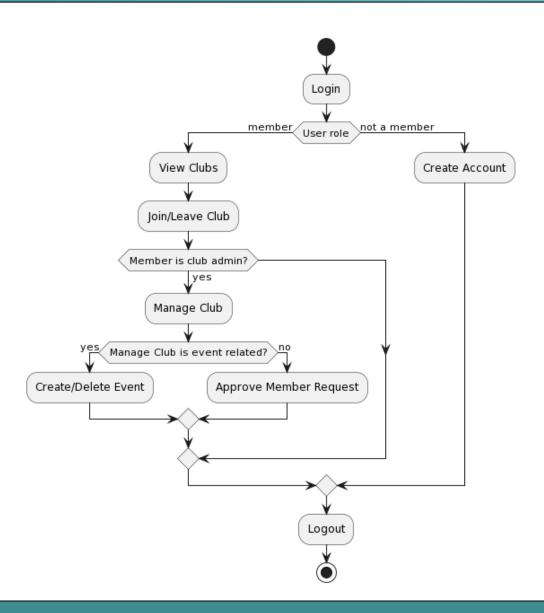
https://ogrenciprojeleri.gtu.edu.tr/KulupYonetim

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.



Project Design Plan

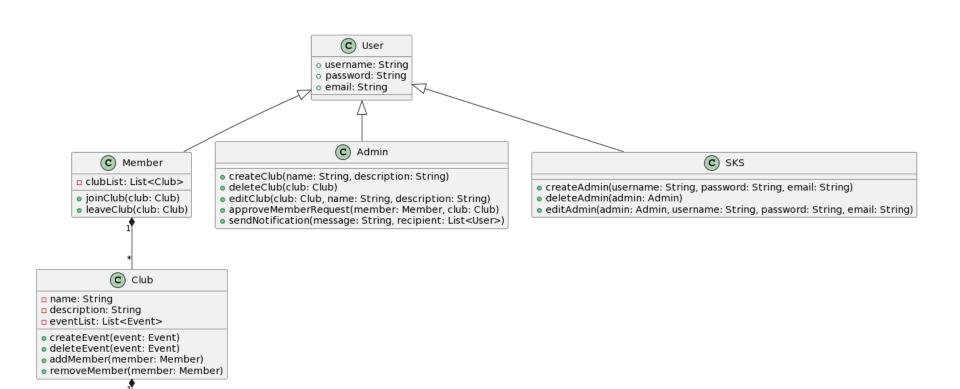






UML Diagram





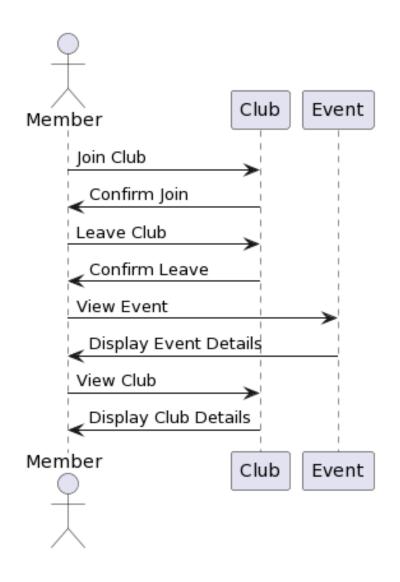


© Event

name: String
date: Date
description: String

Use Case Diagram







Project Requirements - 1



Functional Requirements

- User Management: The system should allow users to create accounts, login, and logout securely.
- Club Management: The system should allow club admins to create, delete, and edit clubs. Club members should be able to join and leave clubs.
- Event Management: The system should allow club admins to create and delete events for their respective clubs.
- Membership Approval: The system should allow an SKS admin to approve or reject new member requests.
- Administration: The system should allow an SKS admin to create, edit, and delete club admins.



Project Requirements - 2



Non-functional Requirements

- Security: The system should provide secure access control to ensure that only authorized users can access the system.
- Scalability: The system should be able to handle a large number of users, clubs, and events.
- Reliability: The system should be reliable and available at all times.
- Usability: The system should be easy to use and navigate, with a user-friendly interface.
- Performance: The system should be fast and responsive, with minimal delays when accessing data or performing actions.
- These requirements are just a starting point and may need to be customized based on the specific needs and constraints of your project.



.NET / React



Frontend

- Reactjs and Typescript will be used for client side.
- MUI style library could be implemented for beautiful user design.

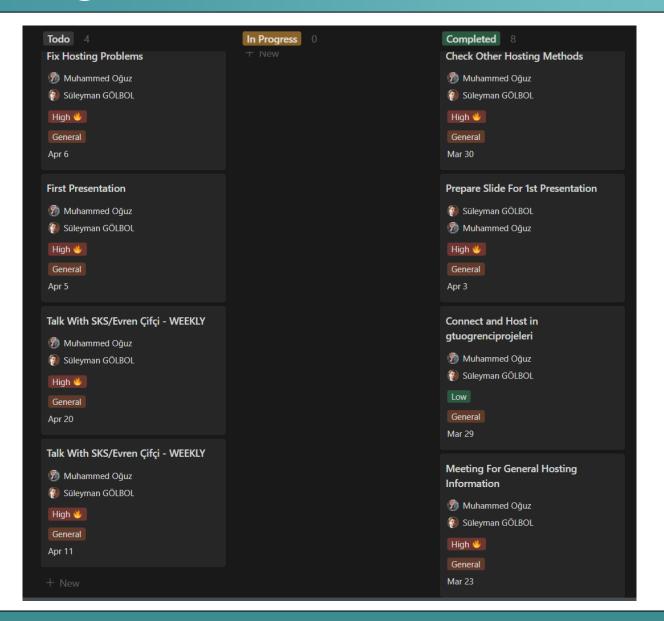
Backend

- Backend language is C# and .Net Core v6.
- MVC architecture will be used.
- Visual Studio Code will be the main code editor.



Planning







Timeline (Completed)

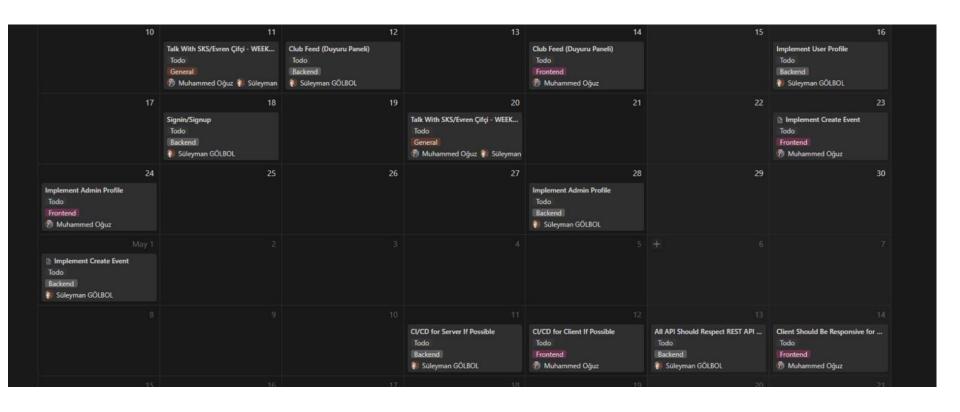


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			Create a Notion Page for Workfl Completed General Muhammed Oğuz V Süleyman			Initialize GitHub Repository Completed General Muhammed Oğuz Süleyman
13	14	15	16	17:	18	19
	Talk With SKS/Evren Çifçi - WEEK Completed General Muhammed Oğuz 👔 Süleyman		Initialize Client Project (React) Completed Frontend Muhammed Oğuz		Initialize Client CSS Framework (Completed Frontend Muhammed Oğuz	
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	Talk With SKS/Evren Çifçi - WEEK Completed General Muhammed Oğuz 🏽 Süleyman		Meeting For General Hosting Inf Completed General Muhammed Oğuz & Süleyman		Find a Design for Client Completed Frontend Muhammed Oğuz	
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		5				
Prepare Slide For 1st Presentation Completed General Süleyman GÖLBOL ® Muhamm	Integrate with new build system Completed Frontend Backend Muhammed Oğuz P Süleyman	First Presentation Todo General Muhammed Oğuz P Süleyman	Fix Hosting Problems Todo General Muhammed Oğuz 🏽 Süleyman		Initialize Databse Todo Backend Süleyman GÖLBOL	Implement User Profile Todo Frontend Muhammed Oğuz



Timeline (Next Steps)







Timeline



1st Meeting (Preliminary **Presentation**)

April 05, 2023, Wednesday

Gathering datasets, creating model.

2nd Meeting

May 17, 2023, Wednesday

Training, model fixes on project.

Creating application for testing.

Report Submission

June 18, 2023, Sunday

Trailer Submission

June 18, 2023, Sunday

3rd Meeting (Final Presentation)

June 21, 2023, Wednesday

Demo

June 22, 2023, Thursday



Success Criteria



- 1. The system should integrate with other systems or services as needed, such as Outh2 portal for login authentication.
- 2. Response should be made at most 30 milliseconds.
- 3. The system should be responsive for mobile and desktop devices.
- 4. APIs should be proper for REST.



References



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



CSE 496 Graduation Project