

GTU - COMPUTER ENGINEERING

STUDENT CLUBS
MANAGEMENT SOFTWARE

CSE 496
SECOND PRESENTATION

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Link and QR Code



Our site link:



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





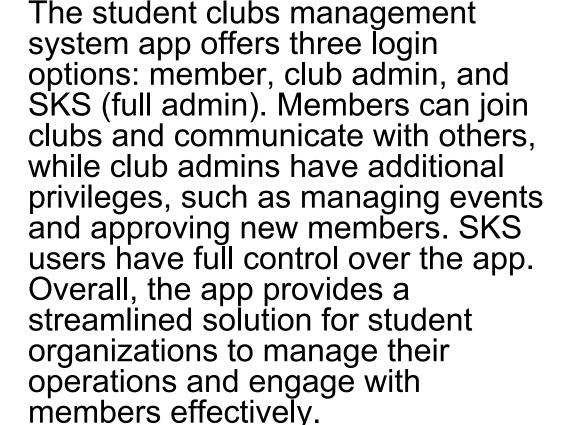
Project Schema and Description





GTU CampusClubs

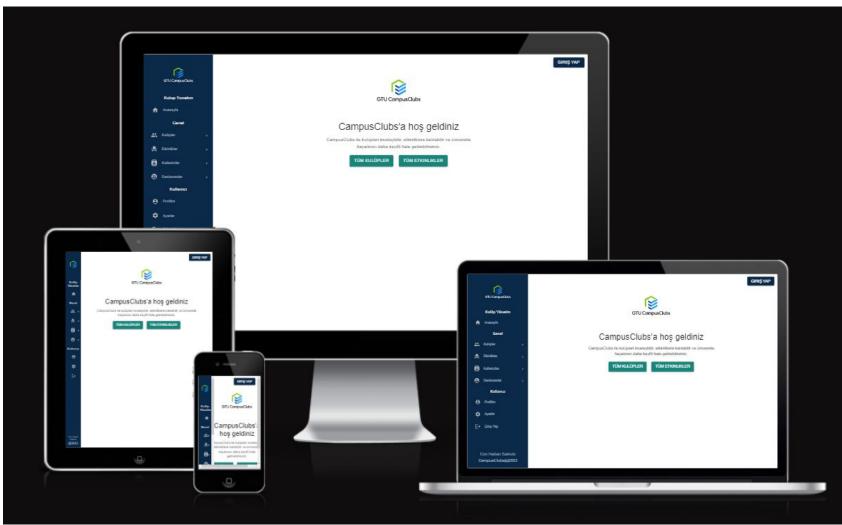
https://ogrenciprojeleri.gtu.edu.tr/KulupYonetim





Overall UI - Home Page

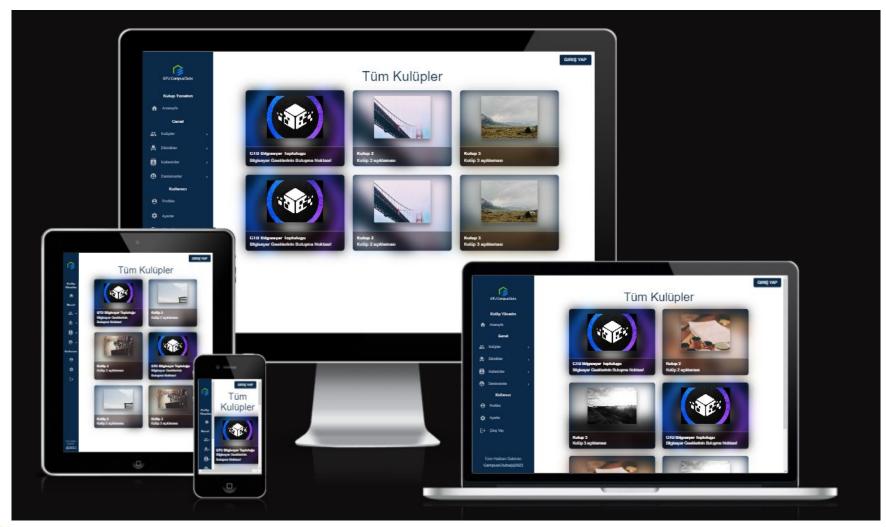






Overall UI - Clubs

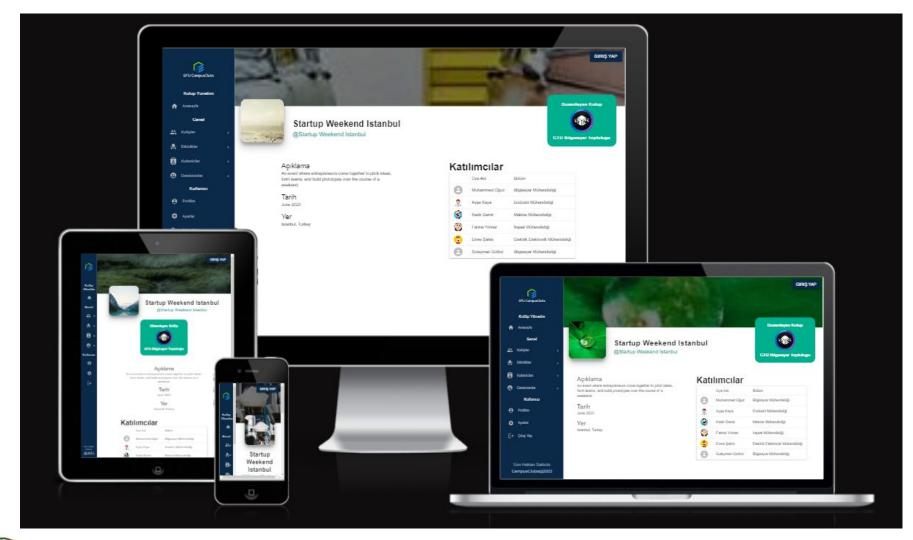






Overall UI - Home Page

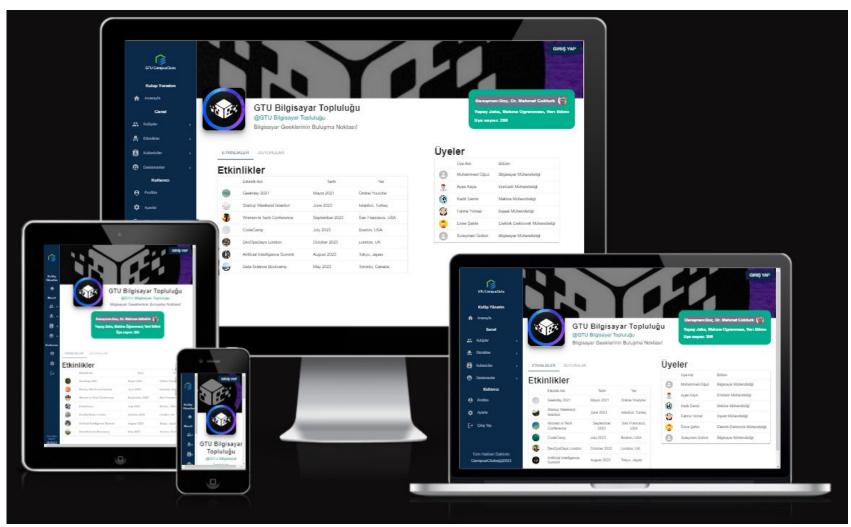






Overall UI - Club Profile







Server Side Apis - Swagger



Announcement	^
GET /api/Announcement	✓ â
POST /api/Announcement	✓ â
GET /api/Announcement/id	∨ û
DELETE /api/Announcement/id	v 🛍
PUT /api/Announcement/id	✓ â
GET /api/Announcement/name	∨ û
DELETE /api/Announcement/name	∨ 1
Club	^
GET /api/Club	∨ 🛍
POST /api/Club	∨ 1
GET /api/Club/id	✓ â
DELETE /api/Club/id	∨ 1
GET /api/Club/name	∨ 🛍
DELETE /api/Club/name	∨ 🗎



Server Side Apis - Swagger

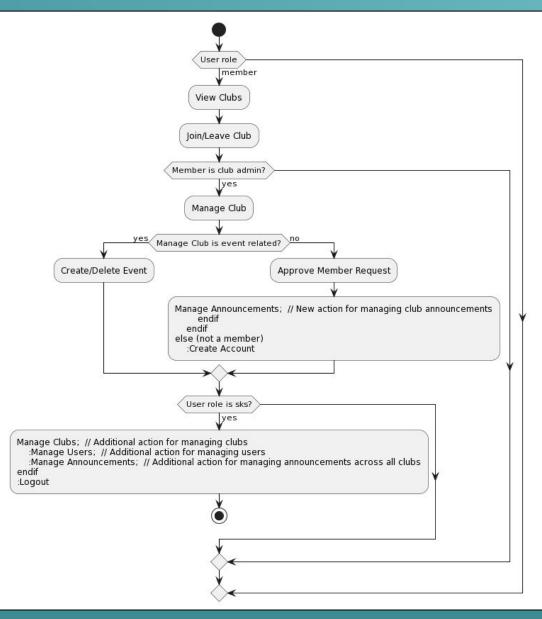


CT	Event	^
	GET /api/Event	∨ â
	POST /api/Event	∨ •
PUI	GET /api/Event/id	∨ 🛍
GET	DELETE /api/Event/id	∨ â
DELETE /api/User/UserByld/username/ DELETE /api/User/userByld/ruserlame/ DELETE /api/User/userByld/ruserlame/(username) A POST /api/User/userByld/ername/(username) A DELETE /api/User/userByld/ername/(username) A DELETE /api/User/userByld/ername/(username)	PUT /api/Event/id	∨ ů
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GET /api/User/UserNoClubsById/id GET /api/User/UserNoClubsById/id GET /api/User/UserInfoById/username DELETE /api/User/userById/{userId} DELETE /api/User/userByUsername/{username} DELETE /api/User/userByUsername/{username}	POST /api/User	∨ 🛍
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DELETE /api/User/userByUsername/{username}		
	GET /api/User/UserNoClubsById/id	v â
PUT /api/User/{userId} V 🇎	GET /api/User/UserNoClubsById/id GET /api/User/UserInfoById/username	→ â→ â
	GET /api/User/UserNoClubsById/id GET /api/User/UserInfoById/username DELETE /api/User/userById/{userId}	



Activity Diagram

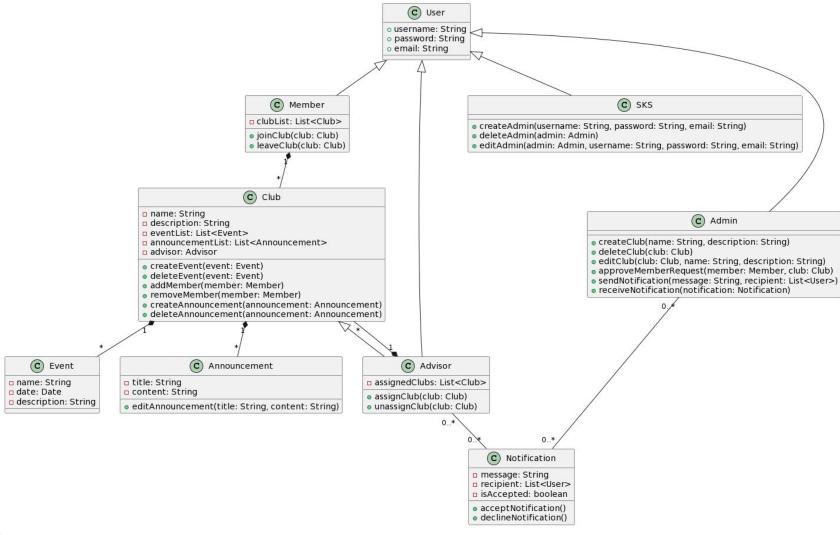






UML Diagram

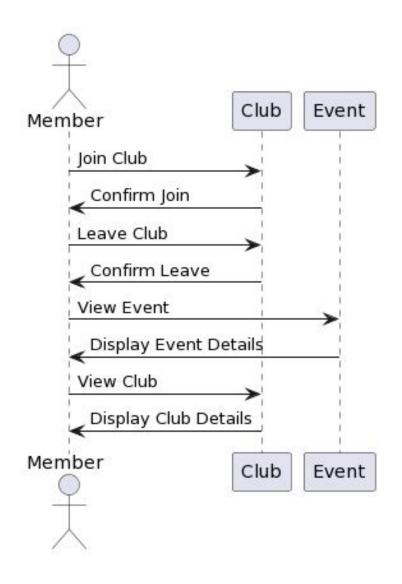






Member Use Case Diagram

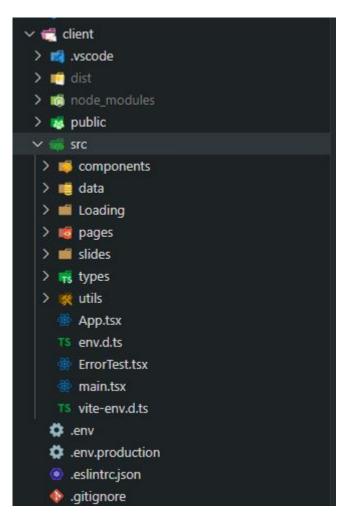


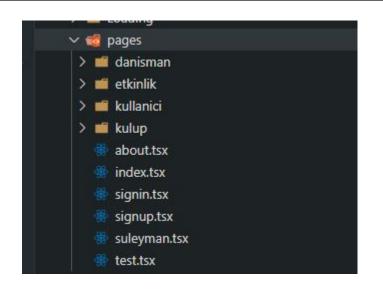




Repository - Client





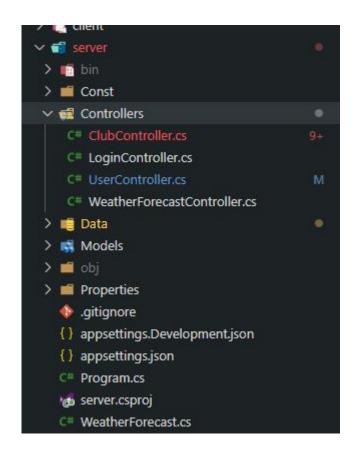


Pages



Repository - Server

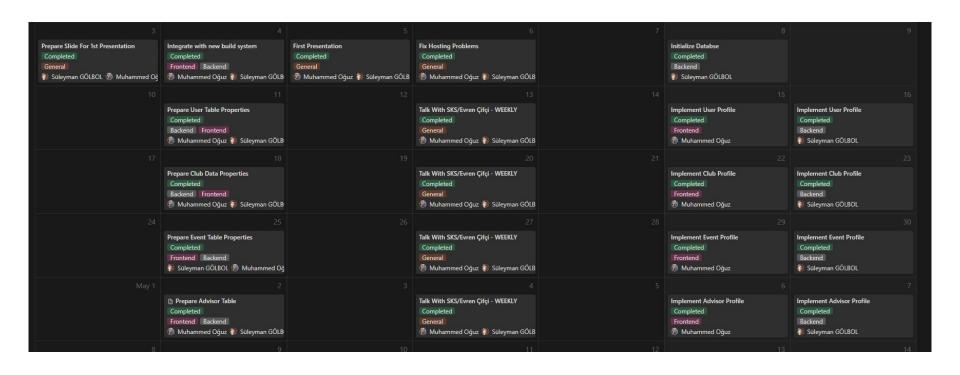






Timeline (Completed)







Timeline (Planned)



8	9	10	11	12	13	14
	Integrate Multi Tables - Announcemen Completed Backend Suleyman GÖLBOL		Talk With SKS/Evren Çifçi - WEEKLY Failed General Muhammed Oğuz 🛊 Süleyman GÖLB			
15	16	17 2.nd Presenation Todo General Muhammed Oğuz Süleyman GÖLB	18 Talk With SKS/Evren Çifçi - WEEKLY Todo General Muhammed Oğuz Süleyman GÖLB	19	20	21 Signin/Signup (AUTH) Todo Backend Süleyman GÖLBOL
22	Prepare Notification Types Todo Backend Frontend Muhammed Oğuz Süleyman GÖLB	24 Integrate Signin/Signup (AUTH) Todo Frontend Muhammed Oğuz	25 Talk With SKS/Evren Çifçi - WEEKLY Todo General Muhammed Oğuz Süleyman GÖLB	26	27 Implement Notifications Todo Frontend Muhammed Oğuz	28 Implement Notifications Todo Backend Süleyman GÖLBOL
29	30 Integrate API Connection Todo Frontend Muhammed Oğuz	31	Jun 1 Talk With SKS/Evren Çifçi - WEEKLY Todo General Muhammed Oğuz Süleyman GÖLB		3 hat Implement Create Event Todo Backend Süleyman GÖLBOL	
5	Frepare Admin Profile Types Todo Backend Frontend Muhammed Oğuz Süleyman GÖLB	7 CI/CD for Server If Possible Todo Backend Süleyman GÖLBOL	8 CI/CD for Client If Possible Todo Frontend Muhammed Oğuz	9 Club Feed (Duyuru Paneli) Todo Backend Süleyman GÖLBOL	Implement Admin Profile Todo Frontend Muhammed Oğuz	Implement Admin Profile Todo Backend Süleyman GÖLBOL
12		14 Club Feed (Duyuru Paneli) Todo Frontend Muhammed Oğuz		All API Should Respect REST API Stand Todo Backend Suleyman GÖLBOL	17 Client Should Be Responsive for Mobile Todo Frontend Muhammed Oğuz	
19	20	21	22	23	24	25



Timeline



1 st Meeting (Preliminary	•
Presentation)	

April 05, 2023, Wednesday

2nd Meeting

May 17, 2023, Wednesday

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/
- 3. https://nodejs.org/en
- 4. GTU BIM / SKS (Evren Çifci)

