



Department of Computer Science and Engineering
Walchand College of Engineering, Sangli

Mini Project

Social_Me : An Event Management Application

T.Y in Computer Science and Engineering

Project Members

Roll No.	Name	Exam Seat No.
072	Bobade Suraj A.	(2013BCS072)
039	Regoti Sujata S.	(2013BIT039)
065	Selokar Mrunal k.	(2013BCS065)

Project Guide

S.M. Kshirsagar

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Department of Computer Science and Engineering
Walchand College of Engineering, Sangli

CERTIFICATE

This is to certify that the Third year B.Tech. Project entitled “Social_Me: An event Management Application” submitted by

Bobade Suraj A. (2013BCS072)

Regoti Sujata S. (2013BIT039)

Selokar Mrunal k. (2013BCS065)

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Guide

Examiner(s)

1. _____

2. _____

Head of Department
C.S.E.

Date:

Place: Walchand College of engg, Sangli

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Bobade Suraj A. [2013BCS072]

Regoti Sujata S. [2013BIT039]

Selokar Mrunal k. [2013BCS065]

Date:

Place: Walchand College of engg, Sangli

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ABSTRACT

In day-to-day life as well as at many organizations, event management technology has become a fundamental part of event strategy. Event management is most often rated as a tedious and ungrateful task. It is important for an event manager to let know the attendees about the exact details of the event. For this, notifying every single person will be tedious task.

The Social-Me application lets you create the groups of the people you want to invite for a particular event and notify them about the event- To All At Once.

For managing or organizing an event the prior information about the attendees, for example, the count of people who are going to attend the event will be of a great advantage to do the arrangements accordingly. May it be a small friends party at home, if the inviter already knows the count of people attending the party, he/she will make the arrangements accordingly and the event will be perfect. Consider a group discussion on a project, the prior information about the attendees will be a great information for an organizer to plan the distribution of work to members.

The Social-Me application lets the inviter know the exact count of people, along with their names, who are interested in that event. The users have to register their accounts on the app in order to use features of the app.

The main features of the Social-Me app are:

- Easy and effective user interface
- Facility to create multiple groups of contacts for multiple events
- Notifications to invitees about the event
- Notifications include name, description, date and time of the event
- Invitee can give their response about interest in the event
- Inviter gets to know the exact count and names of people attending the event

The Social-Me app can be great help to an event manager to make event management a simple and easy task.

List of figures

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- Sequence Diagram
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CHAPTER 1

INTRODUCTION

1.1 Purpose

The simple and noble aspiration behind the Smart Class application is to enhance the way of user friendly learning for the students by presenting the basic concepts of data structures in simple, easy and efficient way. Its purpose is to visualize the data structures. Intuitively make the students understand what the data structure looks like and how it is structured both in the abstract and physically in computer's memory. The application provides all the basic data structures, their description and the visualization of the constructs in step by step manner which aims at better understanding of the concepts of data structures.

1.2 Scope of project

The Smart Class application covers all the basic data structures as well as the major algorithms in computer programming which are also applicable in real life.

The application enlists all the basic data structures. All the data structures are provided with their subtypes. Each subtype is explained with its brief description. For every subtype, provision of inserting the input is provided which is then outputted in visual format of diagrams and pictures. The diagrams drawn cover all the details of the corresponding entries, for example, the one dimensional array is inputted and it is displayed as I the index of the entry, its value and the address in the database.

The Smart Class application is compatible within the wide range of Android versions ranging from 4.2.2 (sdk version 14) to 6.0 (sdk version 23).-----

This android application follows the google standards to build an android application and the standard colour schemes. The interface of this application is user friendly so as to ease the access of the users to the application.

CHAPTER 2

OVERALL DESCRIPTION

2.1 Product perspective

The aim of this application is to simplify the task of creating and managing the events. The application mainly focuses on the ease and of a person to create an event in an efficient manner and notify the attendees about the event and to get the responses from the invitees.

2.2 Product Functions

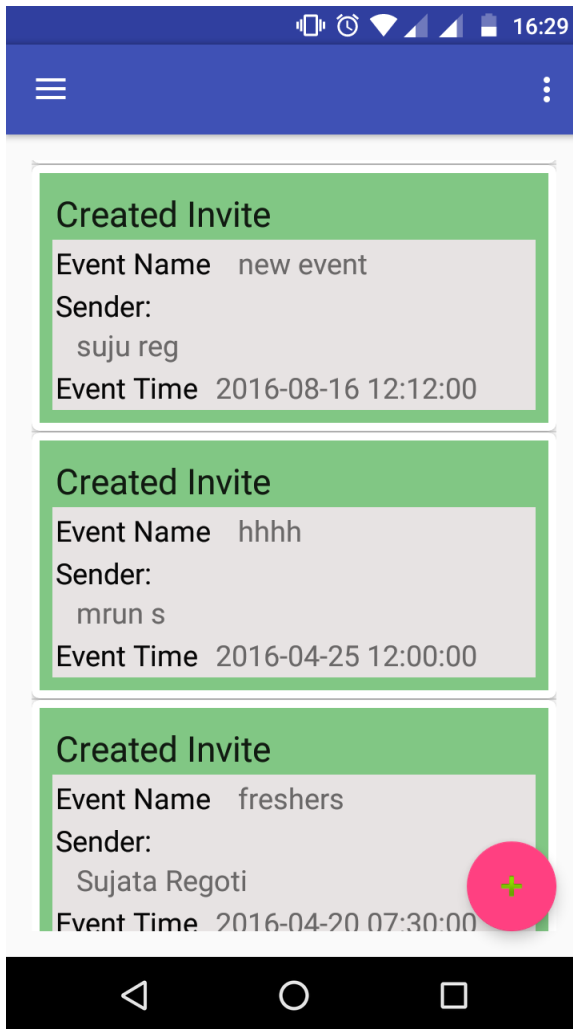
The Social-Me application has a very simple working. It shows you a list of received notifications. We can respond to an invite. Inviter comes to know about your responses. We can create a new group of contacts and create an event for them.

User Panel

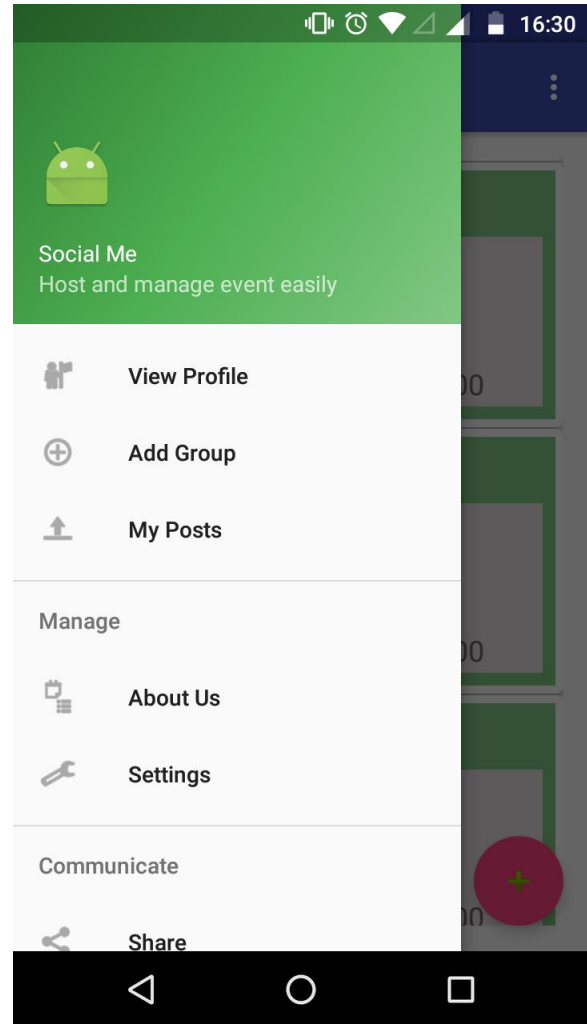
Home

- This consist of List of received invites i.e. notifications for the events..
- Each invite shows the Event Name, Sender Name and Event Date and Time..
- To respond to an event, you have to select that notification and the app will direct you to another screen.
- The home page also consists a floating action button to create a new event.
- The home screen has a sliding panel, i.e., a navigation drawer. It contains the following options:
 - View profile: view user profile
 - Add Group: create a new group of invitees
 - My Posts: posts created by that user

- About section, settings and share option.



(a) Home screen

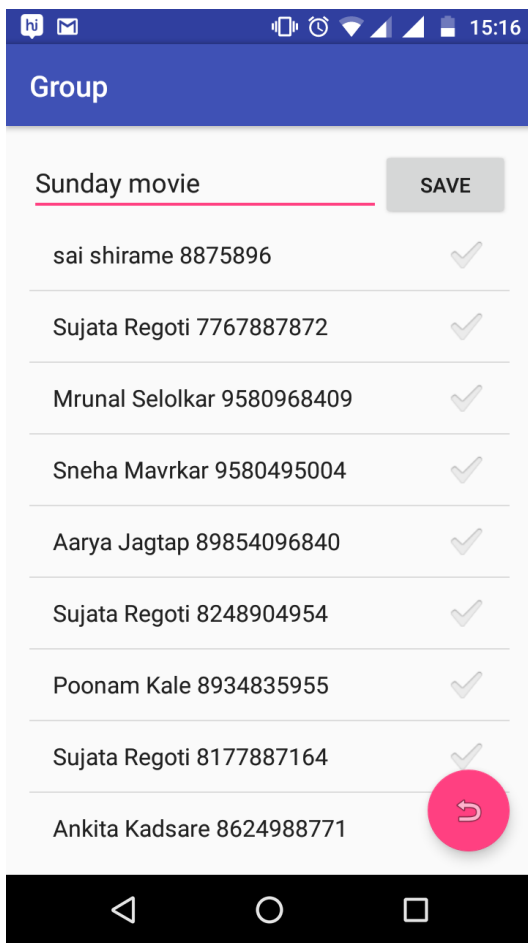


(b) sliding panel

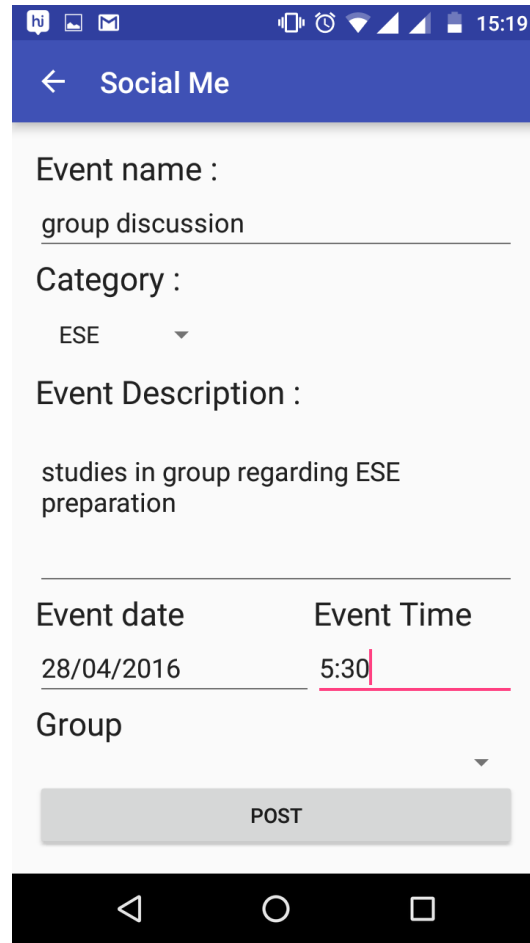
Add group activity:

- This screen shows the contact list.
- These contacts are the registered users with the social me application.
- Upon selecting the Add Group option from the sliding panel, the create group activity is loaded.
- It fetches the list of registered contacts from the database.
- The user can then select multiple contacts to create a new group.

- A name is given to the group and saved on clicking the save button.



(c) Add Group



(d) Create Event

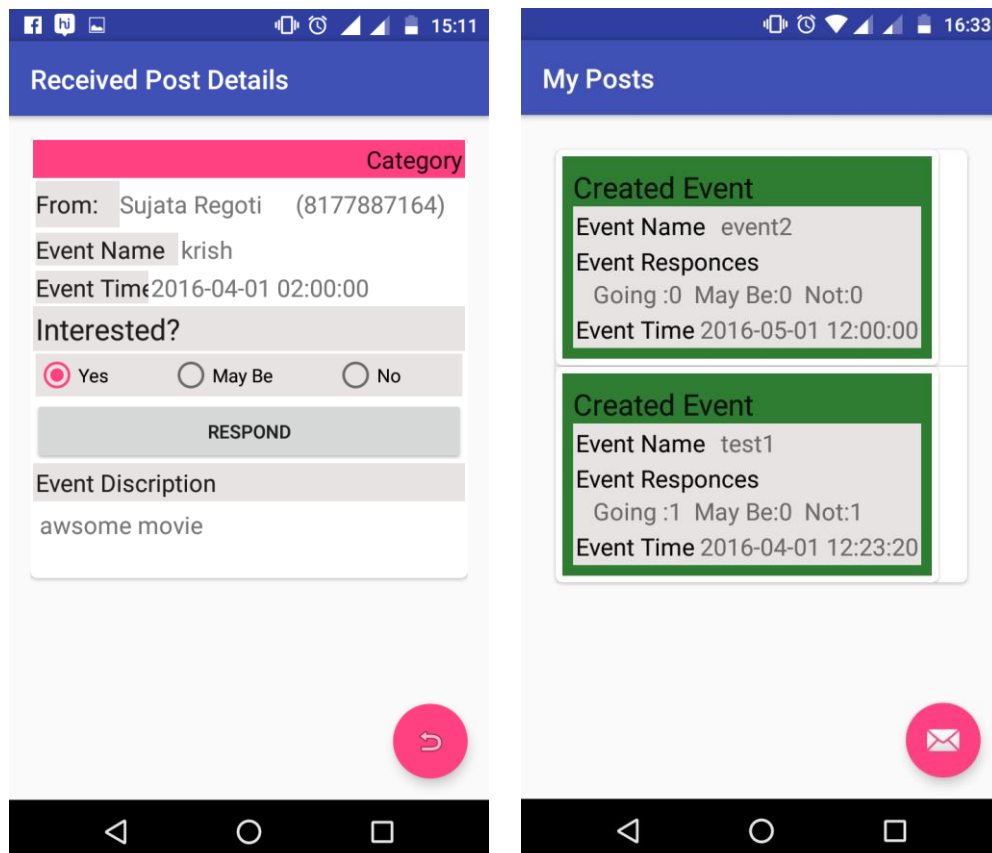
Create Event Activity:

- The create event activity is initiated upon clicking on the floating action button on the Home Screen,
- The activity has the options to:
 - enter name of the event
 - select category
 - Event Description
 - Event Date and Time
 - Group: a list of created groups is displayed of which you have to select one group of contacts for the particular event.

- On clicking the post button, all the contacts in selected group are notified about the event.

Received Post details:

- This activity is opened by selecting any notifications received (fig. a).
- The activity shows:
 - Sender name and phone no
 - Event Name
 - Event Date and Time
 - Event Description
 - Response fields: It asks if the invitee is interested in the event. It show 3 radio buttons:
 - Yes
 - No
 - May be
- The invitee may choose one of the three options and click 'Respond' button.



(e) Received posts details

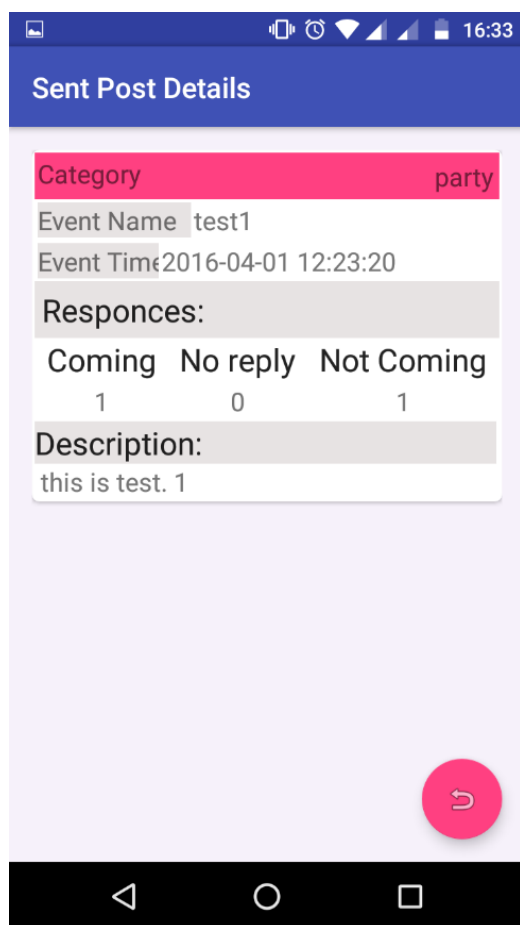
(f) My posts

My Posts:

- The 'My posts' activity shows the list of events created by the user.
- The fields are: event name, responses received (count of going, not going and maybe) and the event time.
- To know the details of these posts created by the user, he/she can open any of the event and see the details. The user is redirected to 'sent posts details' screen.

Sent Posts Details:

- The sent posts details activity shows you the following things:
 - Event name, time and date, event description
 - Responses received: Count of coming, not coming and No reply.



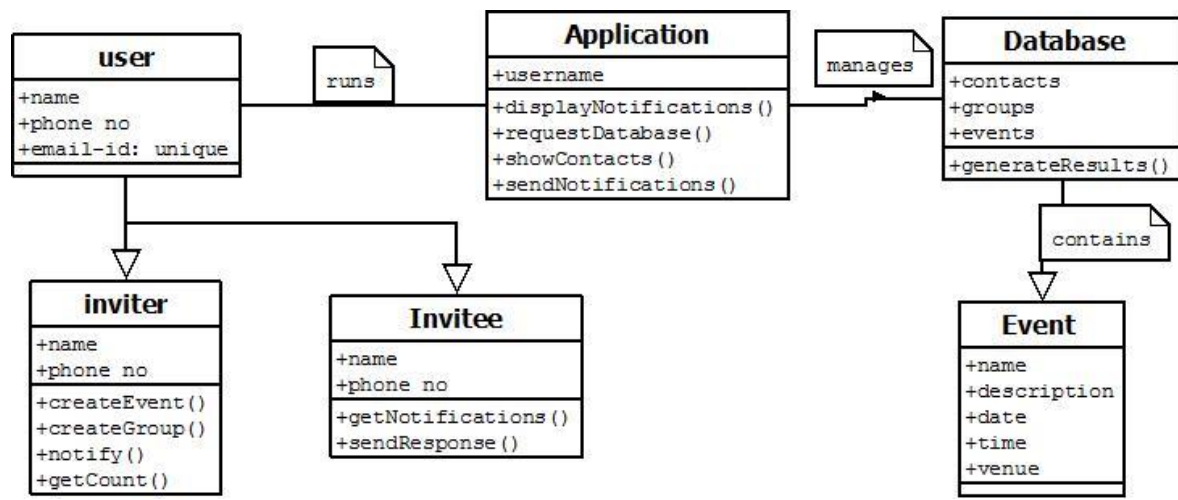
2.3 UML DIAGRAMS

UML stands for Unified modelling language. The UML diagram are mandatory for a programmer to understand the project thoroughly. UML diagrams include static diagrams and the interaction diagrams.

Here we have described the major UML diagrams for the Smart Class application.

1. Class Diagram

- Class diagram is a static diagram.
- It includes classes and relationships between them.
- The classes are shown by boxes which are partitioned into three sections: Class name, attributes and functions.
- The relationships between classes are shown by arrows. The arrows can be named to give more details of the type of relationship.



This class diagram contains the classes: user- inviter and invitee, application and database.

User class: This class has attributes name, phone no, unique email id, etc.

Inviter class: This class has the attributes name, phone no and operations- createEvent (), createGroup (), notify (), getCount (), etc.

Invitee class: This class has the attributes name, phone no and operations- getNotifications (), sendResponse (), etc.

Application Class: This class has attribute username and the operations- displayNotifications (), requestDatabase (), showContacts (), sendNotifications (), etc.

Database Class: This class stores contacts, groups, events and has functions to generate the results.

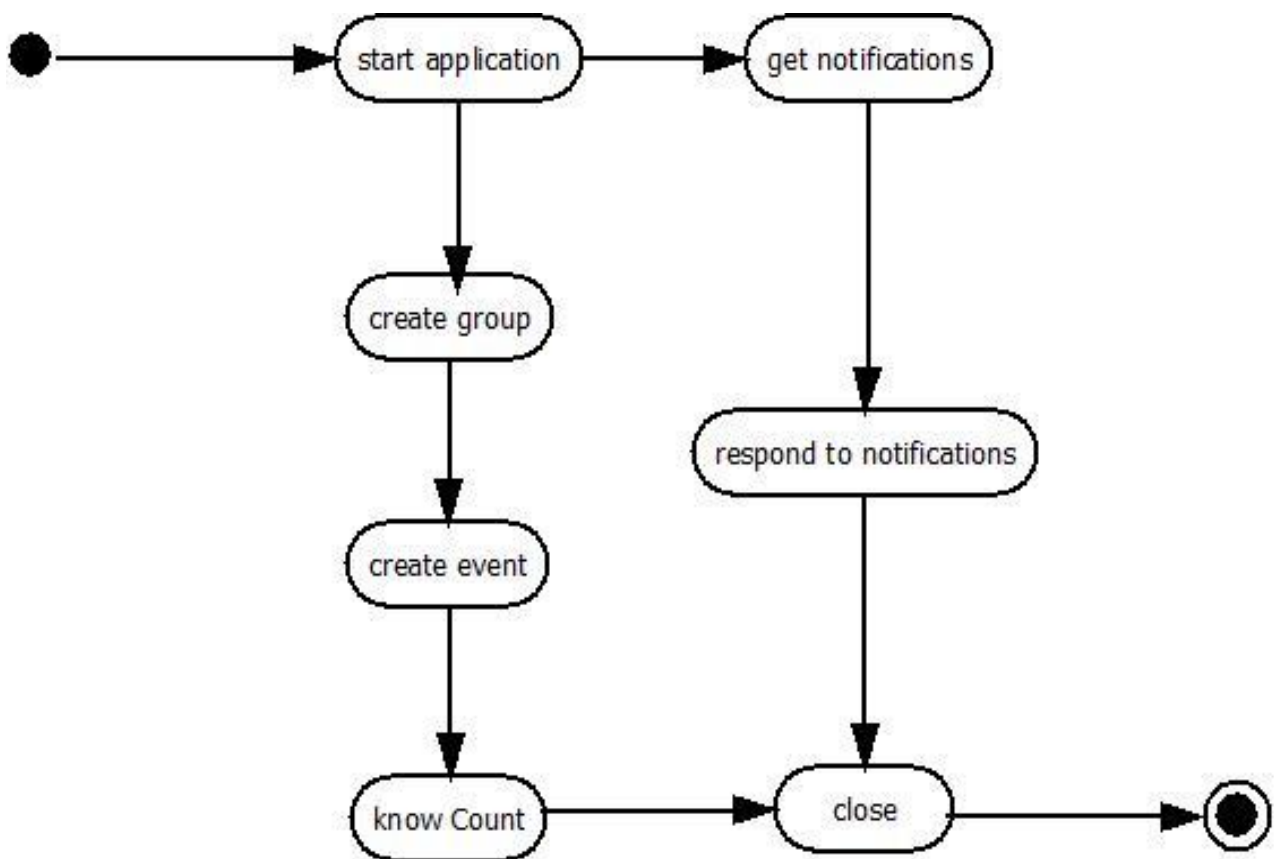
Event class: this class has the attributes name, description, date, time, venue of event.

The user and application class have 'runs' relationship from user to the application.

The application and database class have maintains relationship from application to the database.

2. Activity diagram

- Activity diagram is basically a flow chart to represent the flow form one activity to another activity.
- The activity can be described as an operation of the system.
- So the control flow is drawn from one operation to another. This flow can be sequential, branched or concurrent.
- Activity diagrams deals with all type of flow control by using different elements like fork, join etc.



The flow of this diagram is as follows:

- The user starts the application.
- He/she creates a group of members from the available list of contacts fetched from the database.
- Invitee then creates an event. Notifications are sent to the attendees.
- Attendees get notifications

- Attendees respond to the notifications
- Inviter gets to know the count and list of members attending the event.

3. Sequence diagram

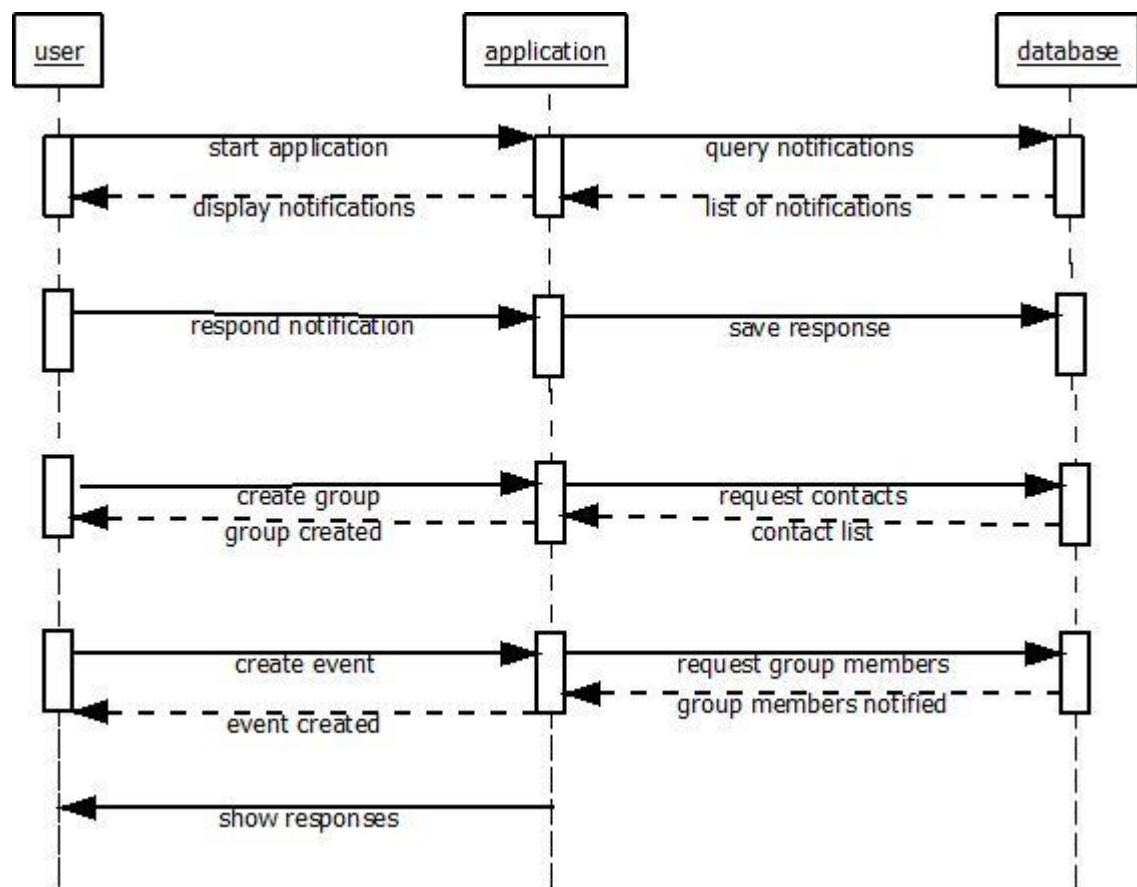
Sequence diagrams are interaction diagrams. Following things are to be identified clearly before drawing the sequence diagram:

- Objects taking part in the interaction.
- Message flows among the objects.
- The sequence in which the messages are flowing.

Object organization.

The sequence diagram has lifeline for each participant and the sequence of messages among them.

Messages are shown by lines and responses are shown by dotted lines.



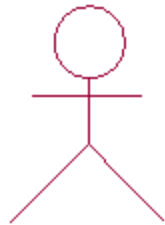
In this diagram the sequence of messages flows like this:

- User starts the application.

- The application queries the database the notifications received by that user.
- The notifications received are displayed to the user.
- The user responds to the notifications.
- The inviter user creates a group of members. For this, the application requests the database he list of registered contacts.
- The inviter the creates the event with the details of the event.
- The group members in that event are notified about the event.
- The inviter gets to know the count of favorable and unfavorable responses and a list of their names.

4. Use case diagrams:

- The use case diagrams are interaction diagrams.
- The diagrams are composed of the actors and use cases.
- The actors are shown by the symbol:-



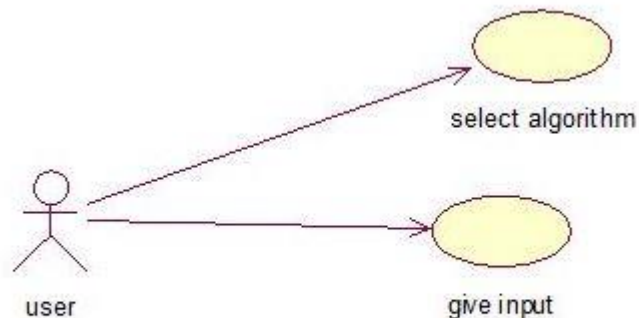
Actor

- The use cases are shown by the symbol:



Use Case

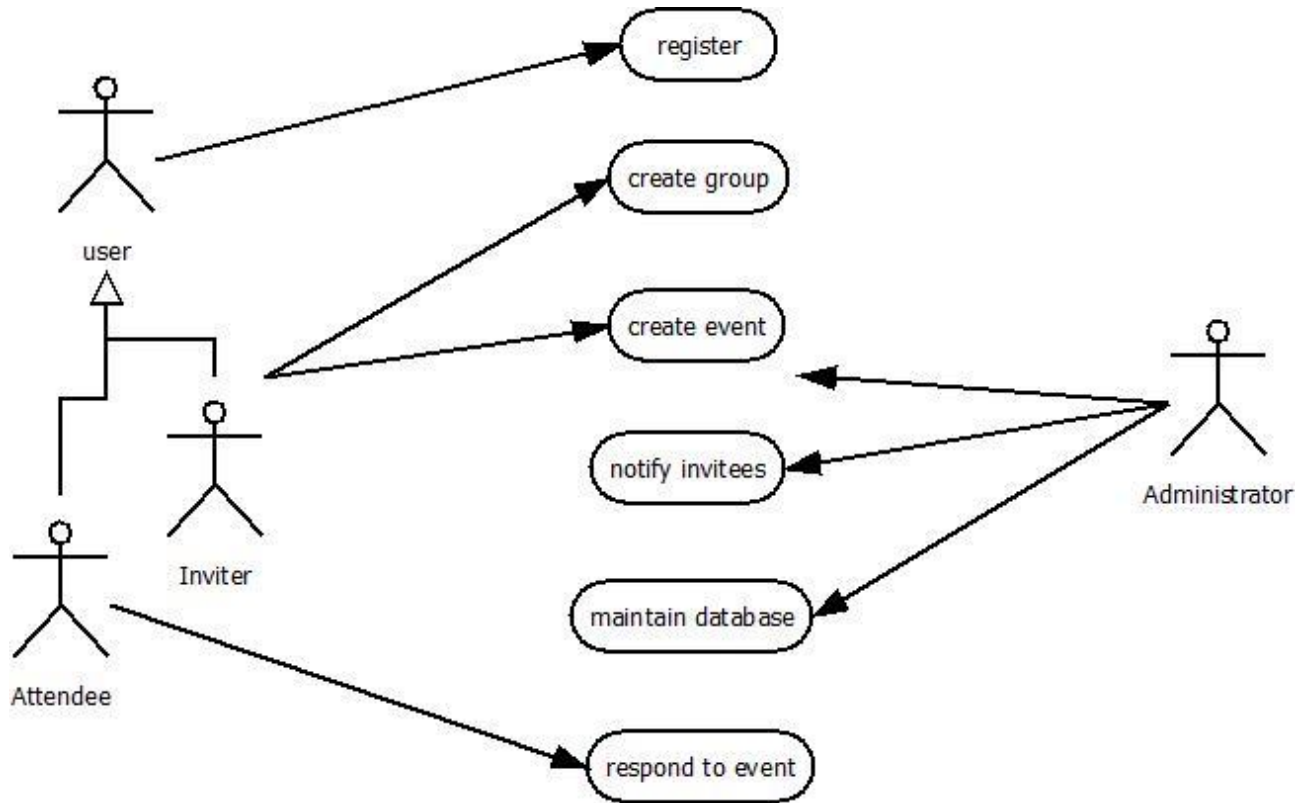
- The use cases are connected to the actors by arrows:



- Here, the actors are event organizer, attendee and the administrator.
- The user can play two roles: event organizer or attendee.
- The use cases for inviter are: register, create group, create event.
- The use cases for invitee are register and respond to the event.

- The administrator has the use cases: notify invitees and maintain database.

Use cases of diagram for Social-Me:



CHAPTER 3**SYSTEM REQUIREMENTS****User Interface:**

The Social-Me application is an android application. It provides a very clear and simple user interface. The interaction of user with the system has no complex factors as the application is completely user friendly. As all the android users are comfortable with the view of the android interface, the handling of Smart Class application is much easier.

Hardware Interface:

The Social-Me application is an android application. Hence it can run only on the android platform, i.e., the systems supporting the android platform..

Software interface:

The Smart Class application is an android application which runs on a very wide range of android sdk versions.

- The supportable android versions are as follows:
 - Min. supportable version: 4.2.2 (API level 14)
 - Max. Supportable version: 6.0 (API level 23)
- The languages used in the development of Social-Me application are:
 - Java
 - PHP
 - XML
- The database used, where all the records are stored, updated and retrieved is 'MySQL' which is handled on MyPHPadmin.
- The server needs to continuously on for working of the application. The server is started on Cloud9.

CHAPTER 4

SYSTEM TESTING

System testing is the stage of implementation, which is aimed at ensuring that the system works accurately and efficiently before live operation commences. The ultimate aim is quality assurance. Tests are carried out and the results are compared with the expected document. In the case of erroneous results, debugging is done. Using detailed testing strategies a test plan is carried out on each module. The various tests performed are unit testing, integration testing and user acceptance testing.

4.1 Unit Testing

The software units in a system are modules and routines that are assembled and integrated to perform a specific function. Unit testing focuses first on modules, independently of one another, to locate errors. This enables, to detect errors in coding and logic that are contained within each module. This testing includes entering data and ascertaining if the value matches to the type and size supported by java. The various controls are tested to ensure that each performs its action as required.

4.2 Integration Testing

Data can be lost across any interface, one module can have an adverse effect on another, sub functions when combined, may not produce the desired major functions. Integration testing is a systematic testing to discover errors associated within the interface. All the modules are combined and tested as a whole.

4.3 User Acceptance Testing

User acceptance of a system is the key factor for the success of any system. The system under Consideration is tested for user acceptance by constantly keeping in touch with the system users at time of developing and making changes whenever required.

CHAPTER 5

IMPLEMENTATION

Implementation is the stage in the project where the theoretical design is turned into a working system and is giving confidence on the new system for the users that it will work efficiently and effectively. It involves careful planning, investigation of the current system and its constraints on implementation, design of methods to achieve the changeover, an evaluation of change over methods.. The implementation process begins with preparing a plan for the implementation of the system. In **Social-Me Application**, no additional resources are needed. Implementation is the final and the most important phase.. The system can be implemented only after thorough testing is done and if it is found to be working according to the specification.

5.1 User Training

After the system is implemented successfully, training of the user is one of the most important subtasks of the developer. For this purpose user manuals are prepared and handled over to the user to operate the developed system. In order to put new application system into use, the following activities were taken care of:

- Preparation of documentation
- Conducting user training with demo and hands on

5.2 Security and Maintenance

Maintenance means restoring something to its original condition. Maintenance follows conversion to the extent that changes are necessary to maintain satisfactory operations relative to changes in the user's environment. Maintenance often includes minor enhancements or corrections to problems that surface in the system's operation. Maintenance is also done based on fixing the problems reported, changing the interface with other software or hardware enhancing the software.

Any system developed should be secured and protected against possible hazards. Security measures are provided to prevent unauthorized access of the database at various levels.

CONCLUSION

To conclude the description about the project: The project, developed using **Android studio version 1.5**. It is based on the requirement specification of the languages Java, PHP and XML, the database used is MySQL on MyPHPadmin and server is started at Cloud9,, with flexibility for future enhancement. The expanded functionality of today's software requires an appropriate approach towards software development. The Social-Me application is designed for all the people who think managing an event is a tedious task.

In day-to-day life as well as at many organizations, event management technology has become a fundamental part of event strategy. Event management is most often rated as a ungrateful task. It is important for an event manager to let know the attendees about the exact details of the event. For this, notifying every single person will be tedious task.

This particular project deals with this tedious task of event management and avoids the problems which occur when carried manually. Identification of the drawbacks of the existing ways to study data structures leads to the designing of the android application that will be compatible to the existing system with the system which is more user friendly and more GUI oriented.

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