

Club Management System

Problem Statement:

The project aims to create a college club management system for the efficient and easier usage and knowledge of club activities. The user can login into the system using their username and password, choose the required club and acquire knowledge about the ongoing club activities and events and even join the club if needed, or handle club activities and announcements as an admin/club head.

Modules:

1. Login Module - This module takes the admin (club head)/student username and password as input and shows whether login is successful or not. If login is successful, the module will show the next page in the system.

Admin/Club Head Login:

1. Send Notification Module - This module will take the notification details - message and club name or general notification and will append the notification to the notifications file of the respective club or general notifications file.
2. Student Details - This module will contain a list of all students registered in the particular club along with their name and department details.
3. Add Login – This module enables the admin or club head to add login details like name and department for a new student.

Student Login:

1. Clubs Display Module - This module will allow the student to choose any one of the various clubs shown on the screen and display the respective club page, their details and the notifications put out by the club.
2. Student Register Module - This module will allow the student to register into any club, taking the student login details as input and updating their club status to “Registered” or “Unregistered” in the admin’s student record.
3. View Notifications Module - This module will allow the student to view the general notifications sent out by any admin or club head by reading the notifications file in reverse.

Features of Java:

1. Class
2. Inheritance
3. Interface
4. Packages
5. Exception Handling
6. File Handling
7. GUI using Java Swing