

# Let's Meet

Group Id: 05

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Submitted to:



K. S. School of Business Management

M. Sc. – Computer Applications and Information Technology

# Company Profile

❑ **Organization Name:** Dhruv Corporation.

❑ **Address:** 23, RadhaKrishna Avenue, Opp. Golden Triangle, Stadium Road, Navrangpura, Ahmedabad-18, Gujarat, India.

❑ **Contact No.:** 9428106009

❑ **Name and the Designation of Chief Functionary:** Mr. Arvind Modi (Owner)

❑ **About Organisation:**

Dhruv Corporation is a Fabric Trading Company which provides different types of fabric. The Company's owner is Mr. Arvind Modi. He has been running from last 3 years. It has started from 2014. It has started from a little cabin to a big castle. First shop of Dhruv Corporation was in Ahmedabad where the company got all customers.

The company is having a block printers, embroidering artist and even a Kalamkari artist which provides all types of varieties on Fabrics. Company is getting its growth. They are taking customer orders and they also organise Fashion shows every year to advertise and market their different products.

They are serving their Fabric to most of all boutique in Ahmedabad and even out of town. Company is organising a little concept about gathering people and connect them. Company has planned to create events which are on one platform. It is organised around one simple idea "When we get together and do the things that matter to us we are at our best!" Their motto is the connecting bridge between user who are looking for events and event promoters who are in search of their audience.

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# Existing System

- There is no Current System. The system is working manually. The current system is time consuming because it involves a lot of paperwork and efforts.
- In manual system they are calling people and informing them about the event that is about to happen. Sometimes while calling everyone is not reachable at the moment.
- It will take more time and this whole procedure is very tedious and takes a lot of time.
- The existing system is not as much user friendly compared to our proposed system. So people demand such a system that reduces their time and attend events easily.

# Proposed System

Our System provides a common platform to people to do more of what they want to do in life. It is organized around one simple idea: “when we get together and do the things that matter to us, we’re at our best.” And that’s what our system does. It brings people together to do, explore, teach and learn the things that help them come alive.

# Scope of System

- Event *recommendations* based on user's interests
- Users can get the information by following *Communities* as well as more knowledge about their field.
- Speakers and attendees can *exchange* their ideas.
- Users can get to know about seminars, webinars and *events* to be organised *nearby*.
- User can follow the *community*(groups e.g. Java, management, book clubs, adventures)
- User will be *notified* about the events via Notification and E-mails.
- *Discover* popular and recommended events near you
- Find *upcoming* events and things you want to do nearby today, this week, this weekend, or any time
- See which events your *friends* are *attending*
- Easily *share* events with your friends via WhatsApp, Hike , E-mail, Twitter, Facebook
- Post Group *polls*
- Attendees can also give their feedback and reviews about event
- User can post *stories* about what's happening around
- *Key notes* regarding to past events



# Objectives of System

- Openness to know about people in the same field
- Broader Network Opportunities
- People can learn new things
- A space where everyone can know what is happening around.
- We are the connecting bridge between users who are looking for events and event promoters who are in search of their audience.

# Stakeholder of System

Stakeholders may include individuals and groups of people who have some direct interest in the event's planning, production and implementation or in participating in. Following are the Stakeholders of our System:

1. Admin
2. Event Organiser
3. Participants
4. Community
5. User



## 1. Admin:

- Admin is a person who is responsible for verifying and validating the events that are going to happen.
- He or she manages meet the needs of the user.

## 2. Event Organiser:

- He is the person who organises the event to provide people of his interest to know more about their field.

## 3. Participants:

- Participants can be speakers, attendees, fans, visitors who attend event to explore something.
- Without the present of participant an event is impossible so there must be participants to attend an event.

## 4. Community:

- Local Communities include indigenous people, NGOs, network, environmental groups.
- Here user can discuss also about problems.

## 5. User:

- The main objective of the system is to provide information of nearby events to the user so that all the events are placed on a single platform and doesn't have to waste time in search of events on another platforms.
- A user is a person who makes bond with the system and take benefits provided by the system.
- User can give feedback for the system.

# Project Definition

Hundreds of events happens in our city, but it's difficult to find them out. 'Let's Meet' helps you do that..!!Our System provides a common platform to people to do more of what they want to do in life. It is organized around one simple idea: "when we get together and do the things that matter to us, we're at our best." And that's what our system does. It brings people together to do, explore, teach and learn the things that help them come alive.

# Feasibility Study - I

## 1. Technical Feasibility:

- This is concerned with specifying the equipments and the software to satisfy the user requirements. The technical needs of the system vary considerably but might include:
  - The facility to produce outputs in a given time.
  - Response time under certain conditions.
  - Ability to process a certain volume of transactions at a specified speed.
  - Facility to communicate data to a distant location.
  - Technical feasibility centres on the existing computer system, hardware, software etcetera and to what extent it can support the system. In examining the technical feasibility, the configuration of the system is given more importance than the actual hardware.
- Our system can be run on any mobile platform including Android, iOS and Windows. So that we can easily say that our system is technically feasible.



# Feasibility Study - II

## 2. Economic Feasibility:

- Economic analysis is the most frequently used technique for evaluating the effectiveness of a proposed system. More commonly known as Cost / Benefit analysis, the procedure is to determine the benefits and savings that are expected from a proposed system and compare them with costs. The system is economical feasible because:
  - There is no extra economical cost because system is develop with an open source technology.
  - Our system is not much costly to develop.
  - Organisation is ready to invest in proposed system because it is being developed in latest technology.

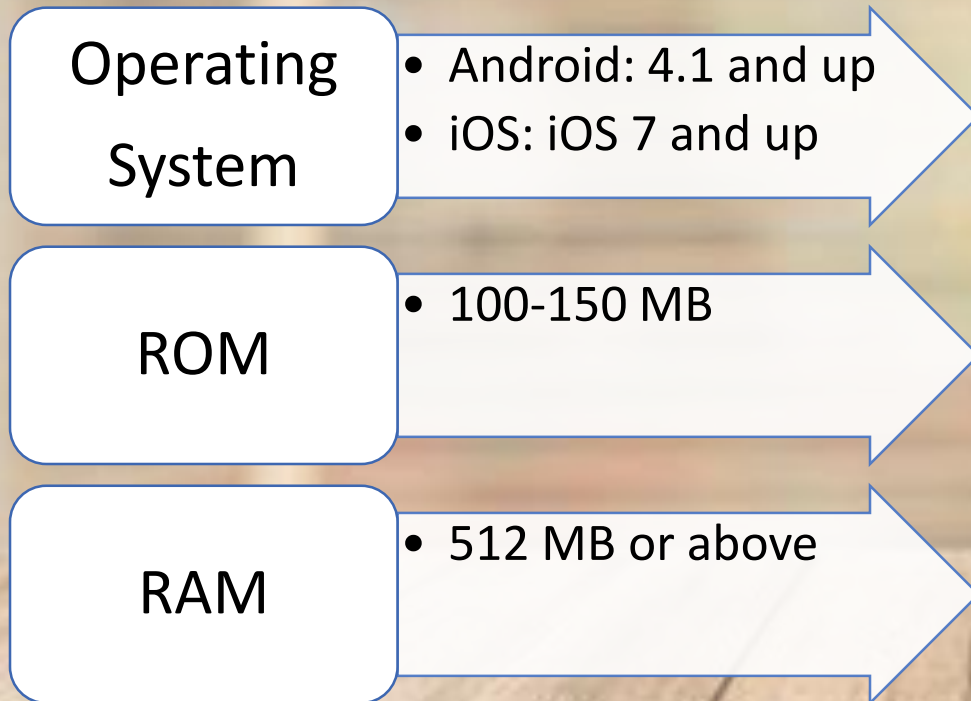
# Feasibility Study - III

## 3. Operational Feasibility:

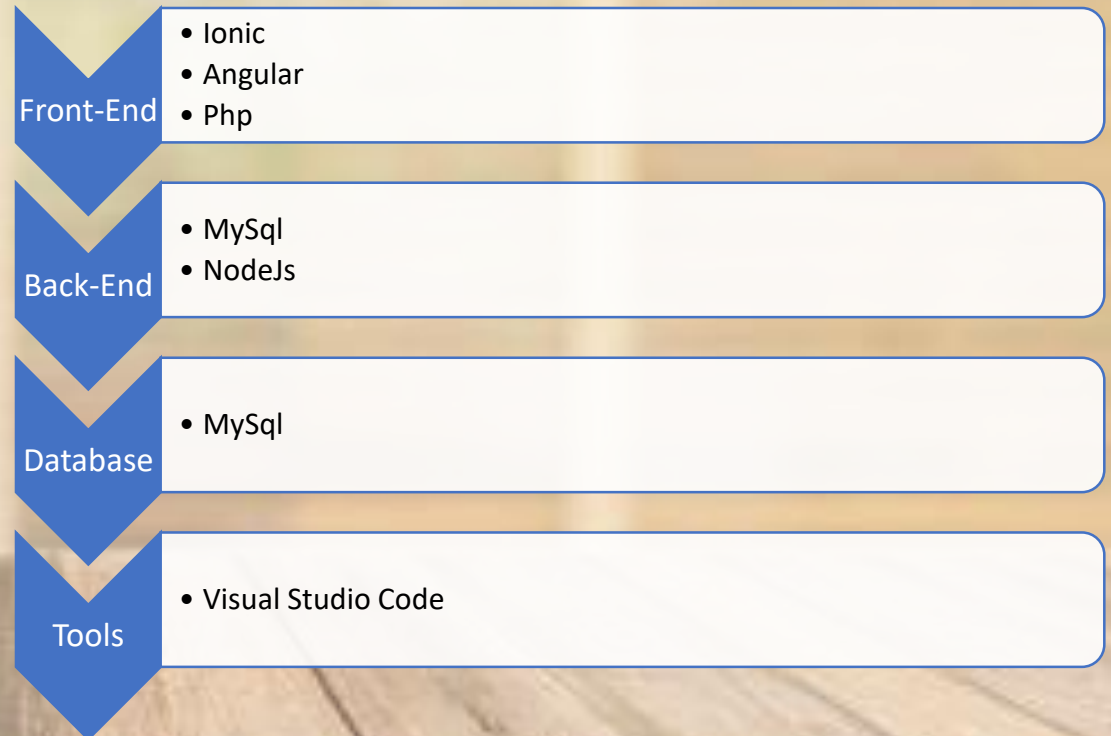
- Operational feasibility study tests the operational scope of the software to be developed. The proposed software must have high operational feasibility. The usability will be high.
- Operation of the proposed system depend on its various users.
- Various user-types of Users are mentioned below:
  - 1. Admin:**
    - Admin will authenticate events and users. If any of these are invalid admin have rights to remove them from using system. Admin can make any change at a time.
  - 2. Normal User:**
    - Users will be able to do sign-up, login, feedback any event. Interface of the system is so easy that users don't have to go anywhere for training.

# Hardware – Software Requirement

## Hardware Requirement



## Software Requirement

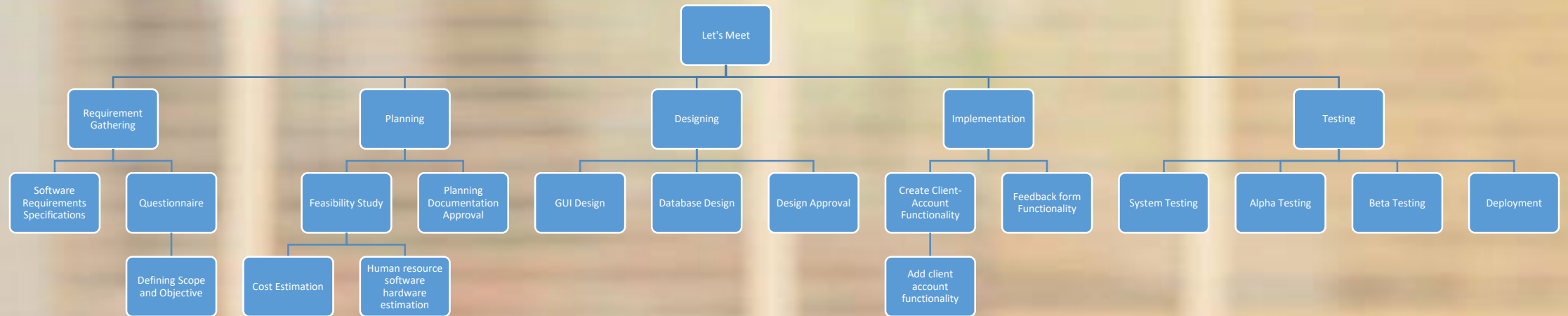




# Gantt Chart



# Work Breakdown Structure



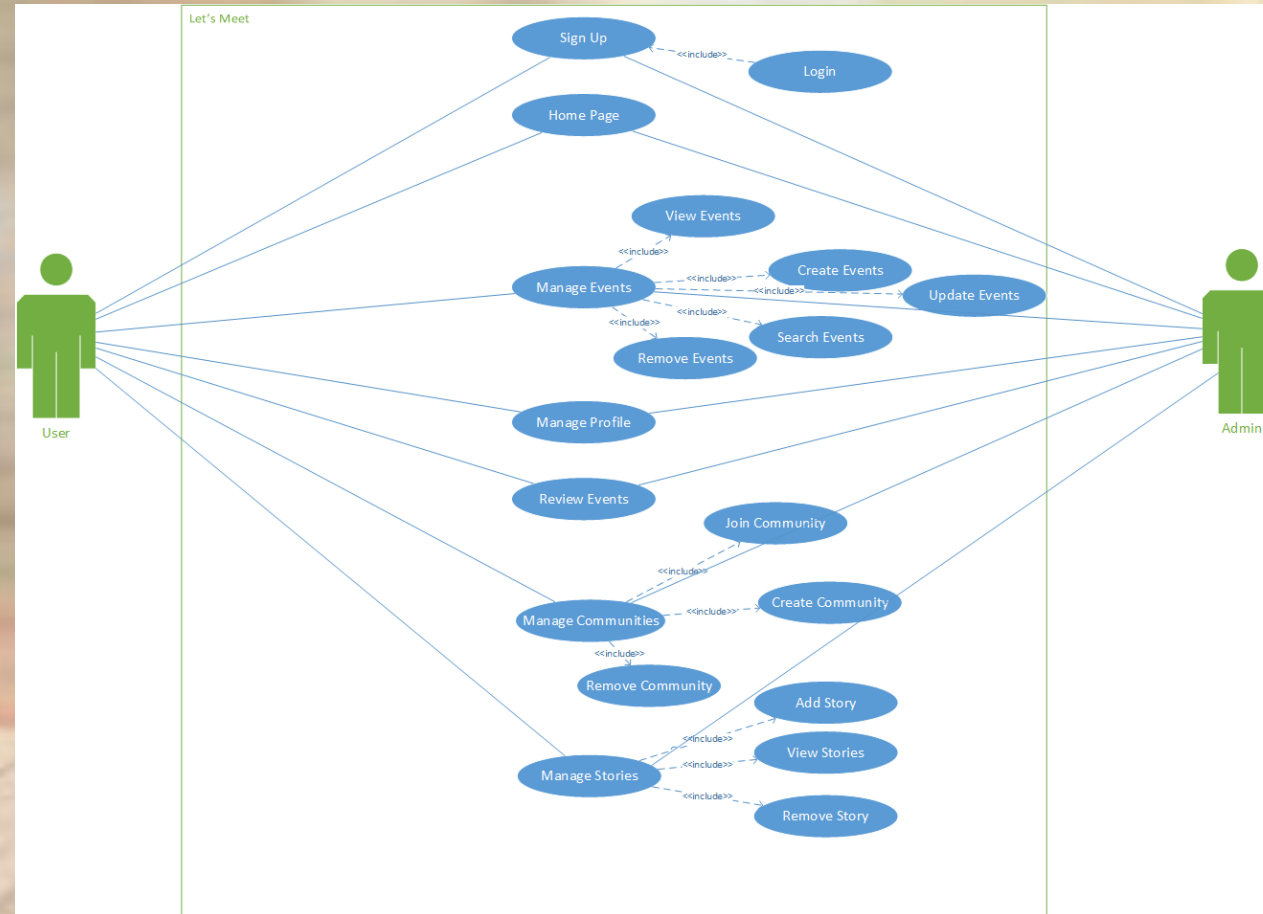
# UML Diagram



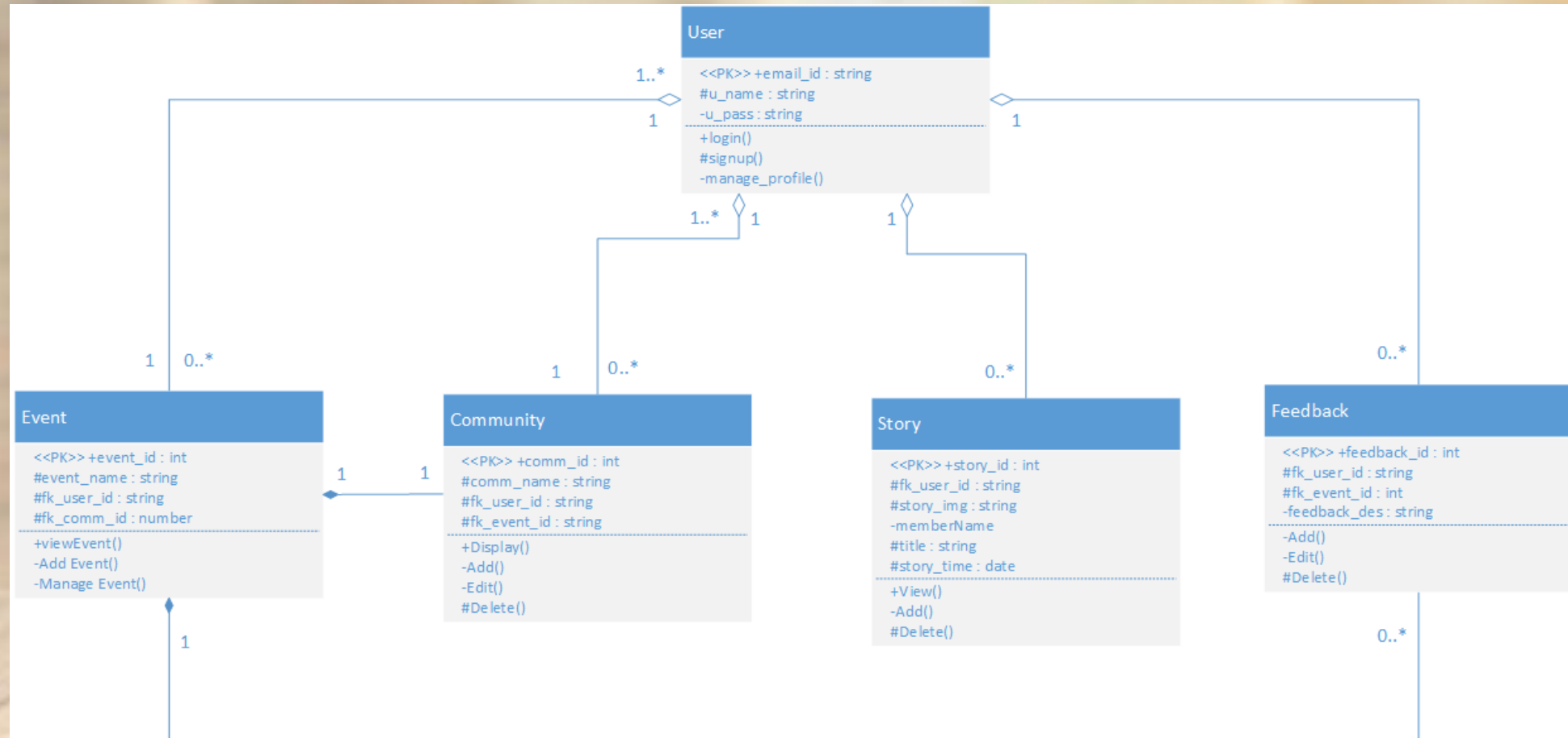
# List of Figures

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# Use Case

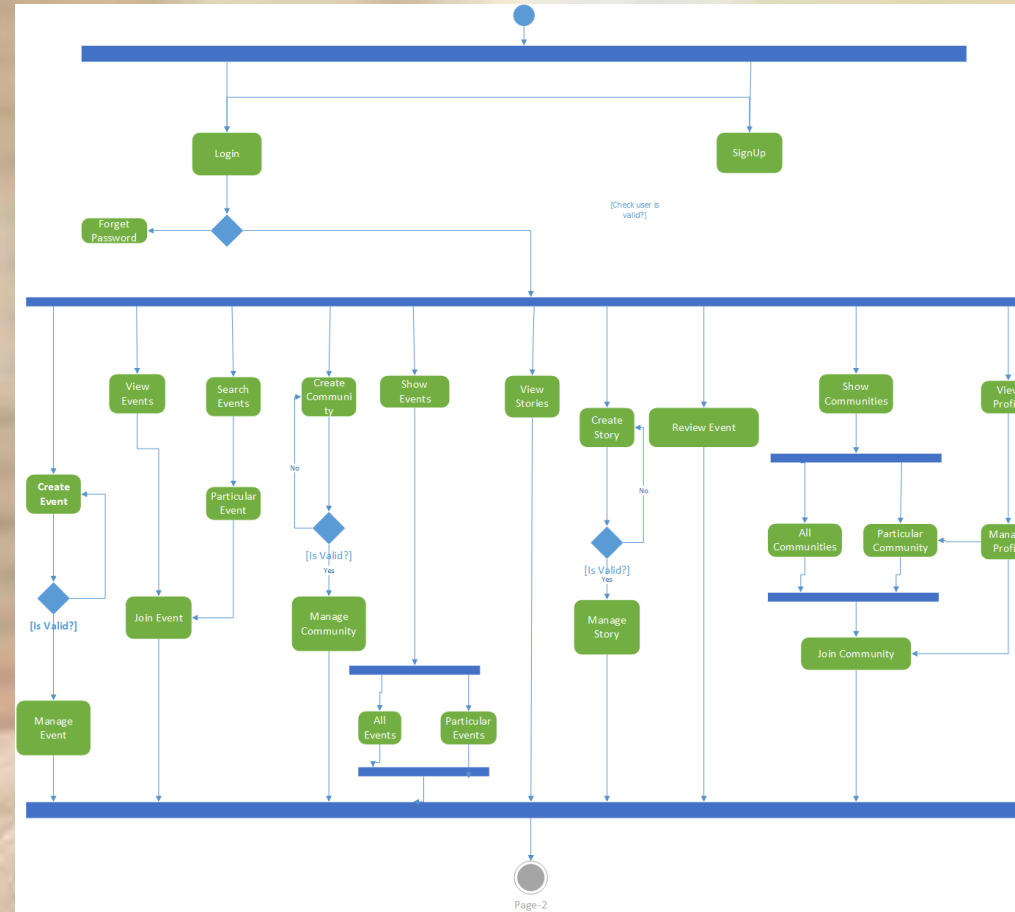


# Class Diagram

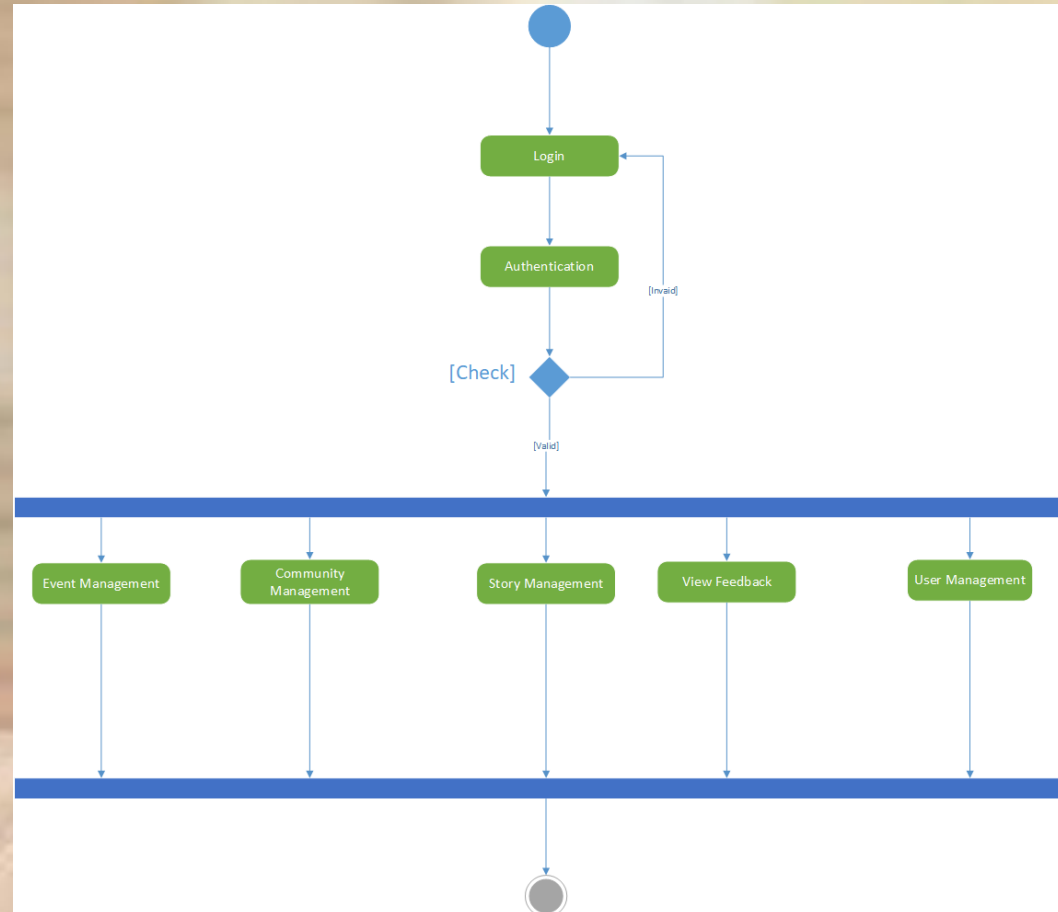




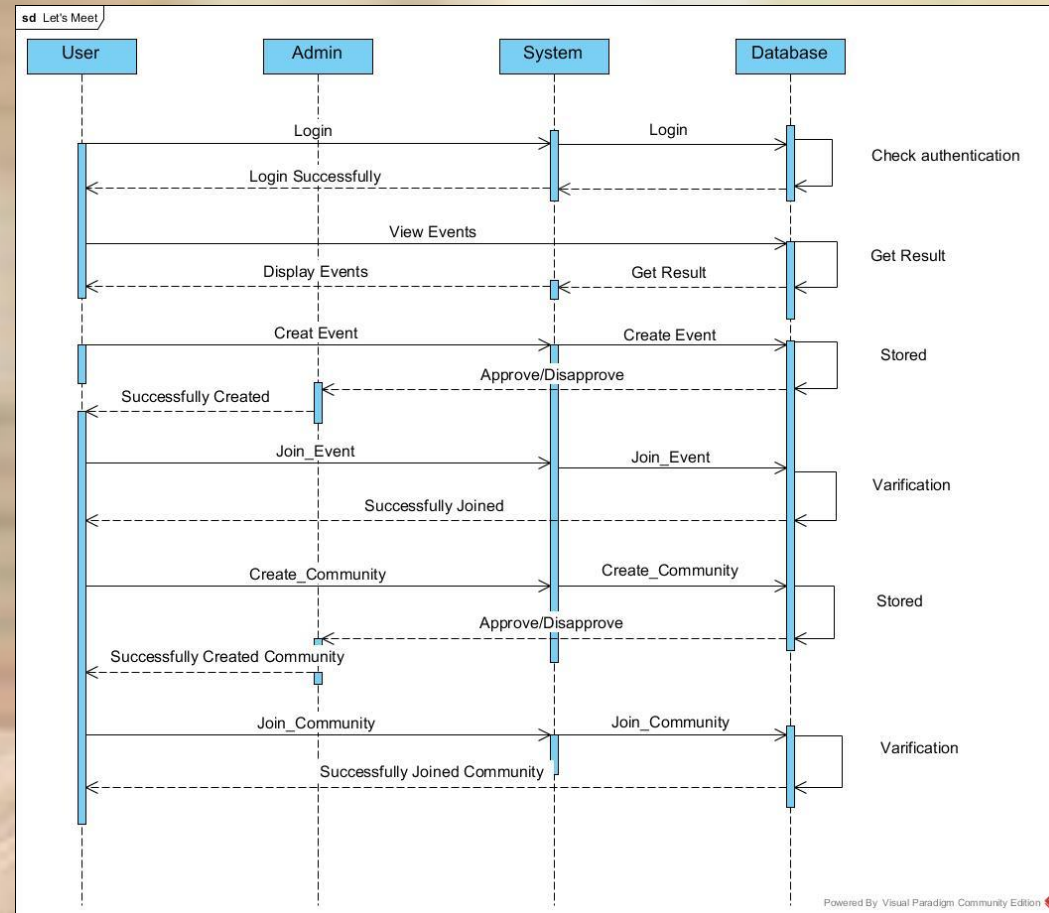
# Activity Diagram (User)



# Activity Diagram (Admin)

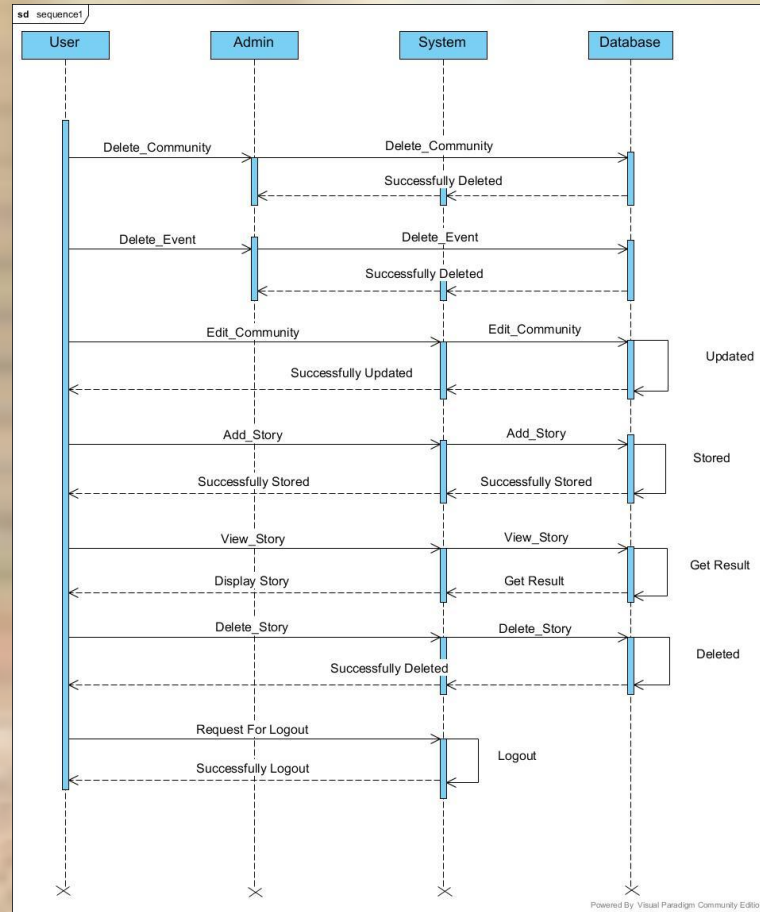


# Sequence Diagram - I

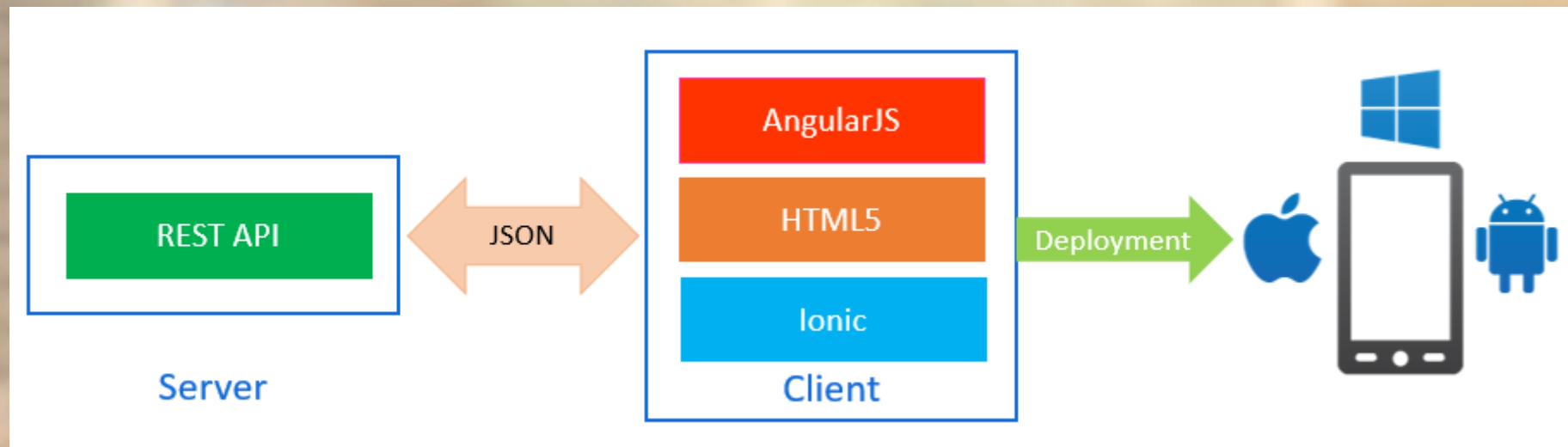




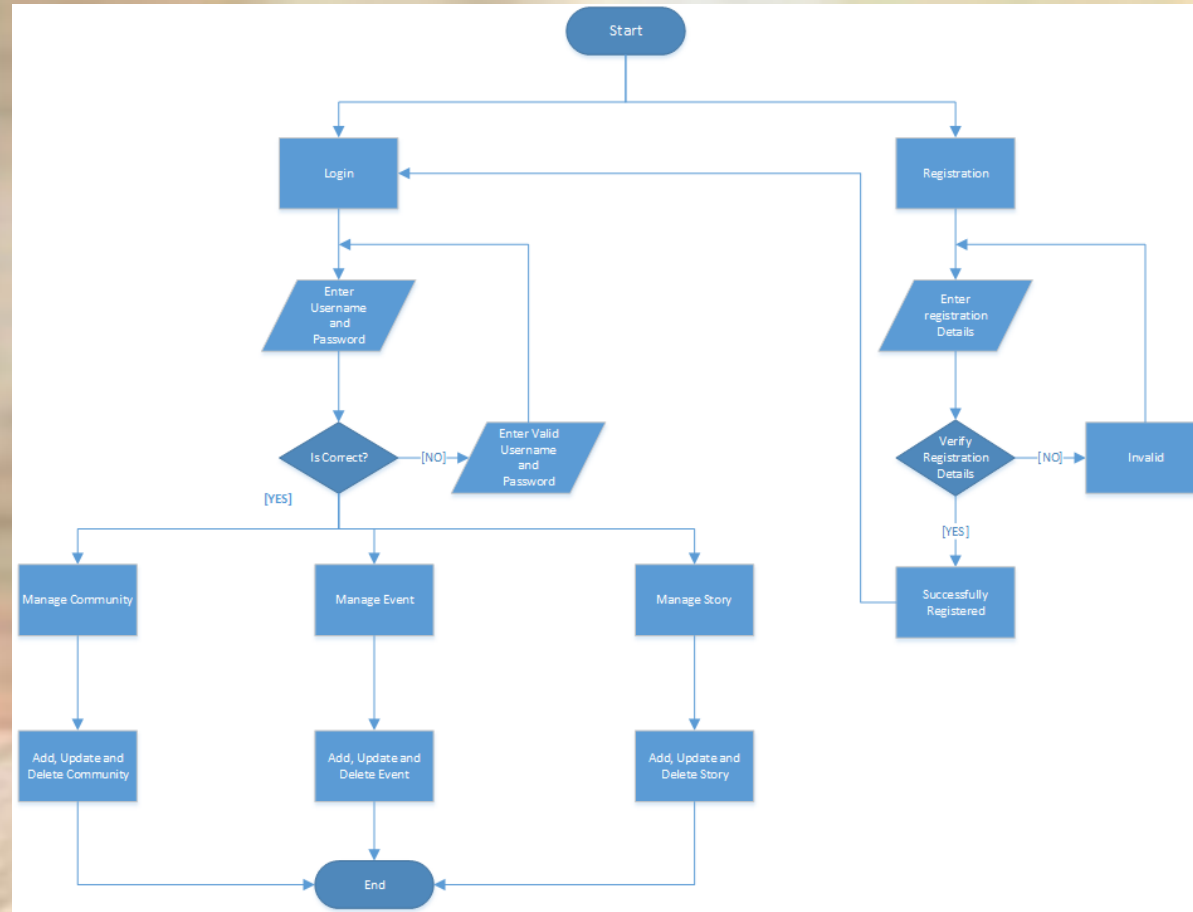
# Sequence Diagram - II



# Deployment Diagram



# System Flow Diagram





# Data Dictionary

# List of Tables

- Users
- Communities
- Events
- Story
- Community Members
- Feedbacks
- Posts
- Likes
- Comments
- RSVP
- Follower
- Categories

## Users

Field	Data-Type	Constrains	Remarks	Description
User_id	Varchar(30)	Primary Key	-	User's email id.
User_name	Varchar(20)	Not Null	-	Display User's Name
User_photo	Varchar(500)	-	-	Display Picture
Gender	Boolean	-	-	User's Gender
Password	Varchar(10)	Not Null	-	Password for Login
Mobile_no	Varchar(15)	-		User's Mobile No
Birth_date	Date	-	-	User's Birth Date

## Communities

Field	Data-Type	Constrains	Remarks	Description
Comm_id	Integer	Primary Key	Auto-Increment	Community id
Comm_name	Varchar(20)	Not Null	-	Community Name
Comm_des	Varchar(300)	Not Null	-	Describe the community
Comm_photo	Varchar(500)	-	-	Community Picture
Date	Date	Not Null	-	Date created
Created_by	Varchar(50)	Foreign Key	-	Users created Community
Comm_rating	Integer		-	Rating of Community



## Events

Field	Data-Type	Constrains	Remarks	Description
Event_id	Integer	Primary Key	Auto-Increment	Event's Id
Event_name	Varchar(100)	Not Null	-	Event's Name
Event_pic	Varchar(500)	-	-	Event Photo
Event_des	Varchar(500)	-	-	Event Description
Event_time	Varchar(20)	-	-	Event Time
Event_date	Date	Not Null	-	Event Date
Event_loc	Varchar(100)	-	-	Event Venue
Fk_user_id	Varchar(30)	Foreign Key	-	Who Created?
Fk_comm_id	Integer	Foreign Key	-	Under Which Community?

## Story

Field	Data-Type	Constrains	Remarks	Description
Story_id	Integer	Primary Key	Auto-Increment	Story id
Story_pic	Varchar(500)	Not Null	-	Story Photo
Fk_user_id	Varchar(30)	Foreign Key	-	Who Posted?
Story_title	Varchar(100)	Not Null	-	Story Caption
Story_time	Date	Not Null	-	When Story Posted?

## Community Members

Field	Data-Type	Constrains	Remarks	Description
Join_id	Integer	Primary Key	Auto-Increment	Community join Id
Fk_user_id	Varchar(30)	Foreign Key	-	User who joined community
Fk_comm_id	Integer	Foreign Key	-	Which community did user joined

## Feedbacks

Field	Data-Type	Constrains	Remarks	Description
Feed_id	Integer	Primary Key	Auto-Increment	Feedback id
Fk_event_id	Integer	Foreign Key	-	Under which Event
Fk_user_id	Varchar(30)	Foreign Key	-	Who gave feedback?
Feed_desc	Varchar(200)	Not Null	-	Feedback Description.

## Posts

Field	Data-Type	Constrains	Remarks	Description
Post_id	Integer	Primary Key	Auto-Increment	Post Id
Post_title	Varchar(30)	Not Null	-	Caption
Post_des	Varchar(200)	-	-	Describe the Post
Post_pic	Varchar(500)	-	-	Photo in Post
Fk_user_id	Varchar(30)	Foreign Key	-	User who posted this Post
Fk_comm_id	Integer	Foreign Key	-	Under which Community
Date	Date	Not Null	-	Date Created Post.

## Likes

Field	Data-Type	Constrains	Remarks	Description
Like_id	Integer	Primary Key	Auto-Increment	Like id
Fk_post_id	Integer	Foreign Key	-	Under which Post
Fk_user_id	Varchar(30)	Foreign Key	-	Who liked?



## Comments

Field	Data-Type	Constrains	Remarks	Description
Com_Id	Integer	Primary Key	Auto-Increment	Comment id
Fk_post_id	Integer	Foreign Key	-	Under which post
Fk_user_id	Varchar(30)	Foreign Key	-	Who commented?
Date	Date	Not Null	-	Date Created
Com_des	Varchar(300)	Not Null	-	Content of Comment

## RSVP

Field	Data-Type	Constrains	Remarks	Description
Rsvp_id	Integer	Primary Key	Auto-Increment	RSVP id
Fk_user_id	Varchar(30)	Foreign Key	-	Users attending event
Fk_event_id	Varchar(50)	Foreign Key	-	Which event user is going to attend?

# Polls

Field	Data-Type	Constrains	Remarks	Description
Poll_id	Integer	Primary Key	Auto-Increment	Poll Id
Poll_title	Varchar(100)	Not Null	-	Tag line of Poll
Option1	Varchar(50)	Not Null	-	First opinion of poll
Option2	Varchar(50)	Not Null	-	Second opinion of Poll
Option3	Varchar(50)	-	-	Third opinion of Poll
Option4	Varchar(50)	-	-	Fourth opinion of Poll
Fk_user_id	Varchar(30)	Not Null	-	Who Created?
Fk_comm_id	Integer	Not Null	-	Under Which Community?

## Follower

Field	Data-Type	Constrains	Remarks	Description
Follo_id	Integer	Primary Key	Auto-Increment	Follower Id
Fk_user_id	Varchar(30)	Foreign Key	-	User being followed
Fk_us_id	Varchar(30)	Foreign Key	-	Who Followed?

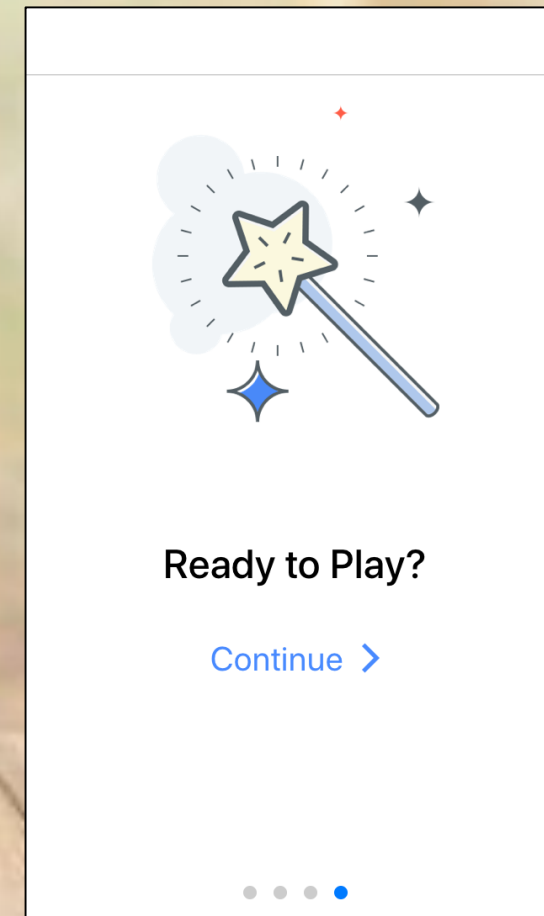
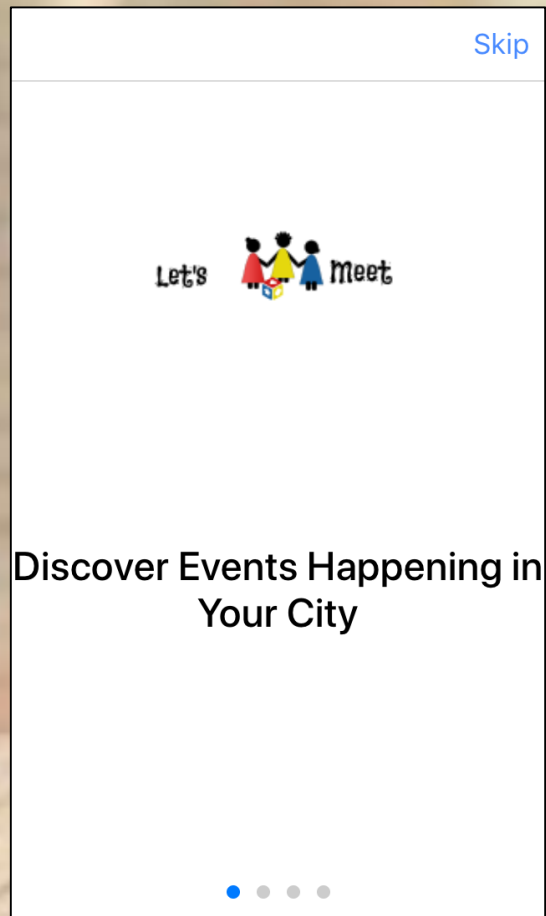
## Categories

Field	Data-Type	Constrains	Remarks	Description
Cat_id	Integer	Primary Key	Auto-Increment	Category Id
Cat_name	Varchar(20)	Not Null	-	Category Name

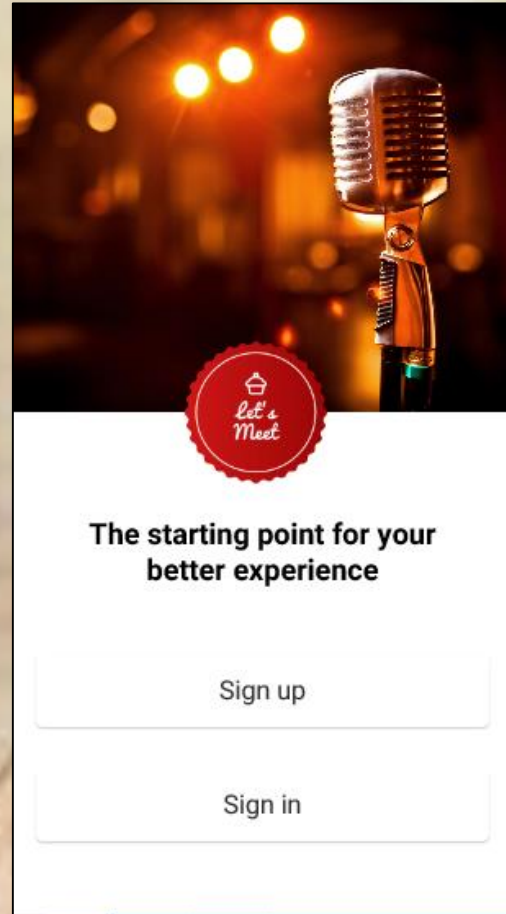
# User Interface



# Tutorial



# Start-up



# Login / Sign Up

## Login

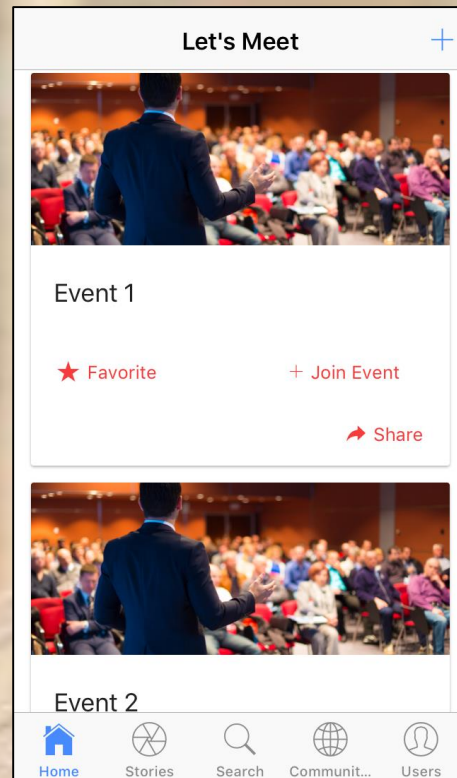
< Back	Sign in
Email	test@example.com
Password	●●●●
<div>Sign in</div>	

## Sign Up

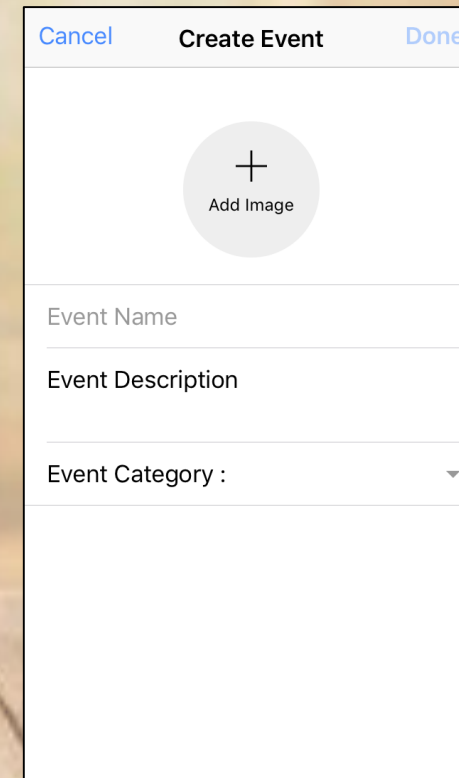
< Back	Sign up
Name	Test Human
Email	test@example.com
Password	●●●●
<div>Sign up</div>	

# Events Tab

## View Events



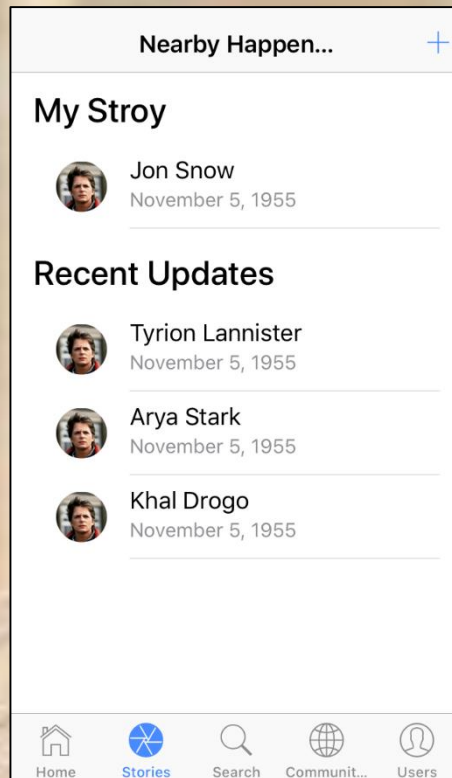
## Create Event



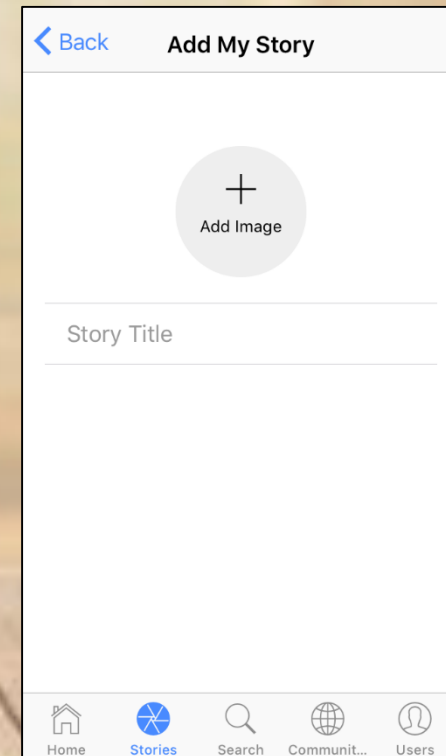


# Stories Tab

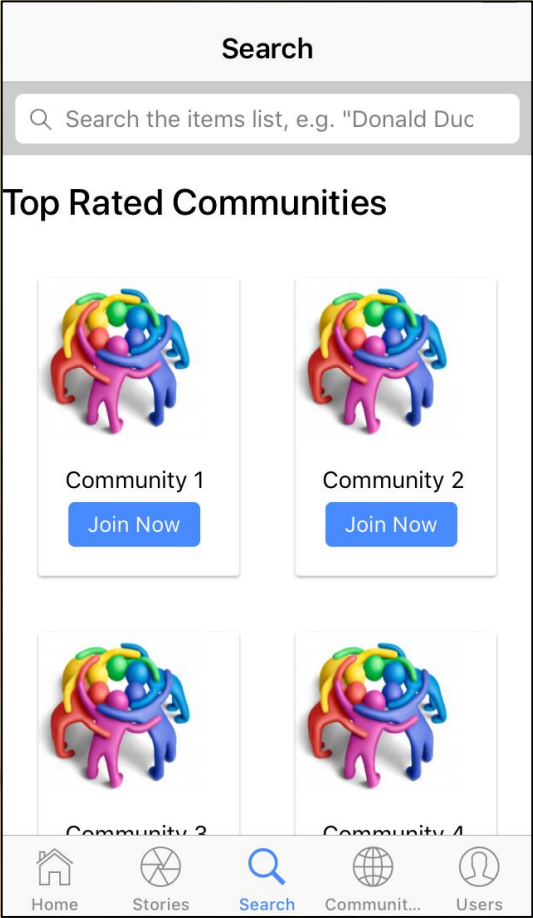
## View Stories



## Add Story

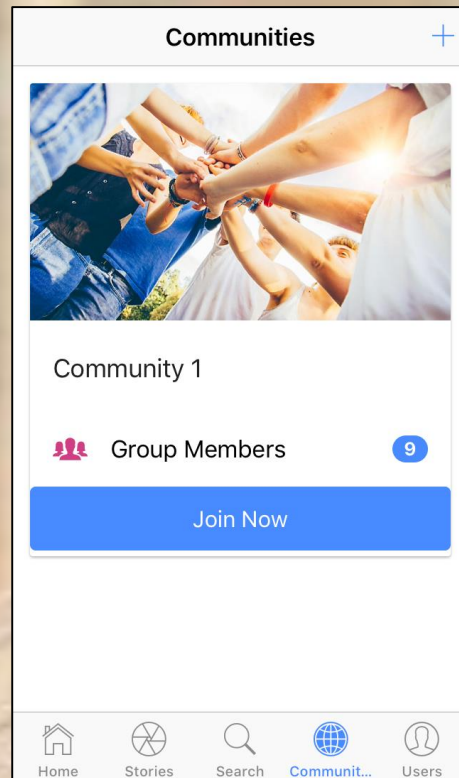


# Search Tab

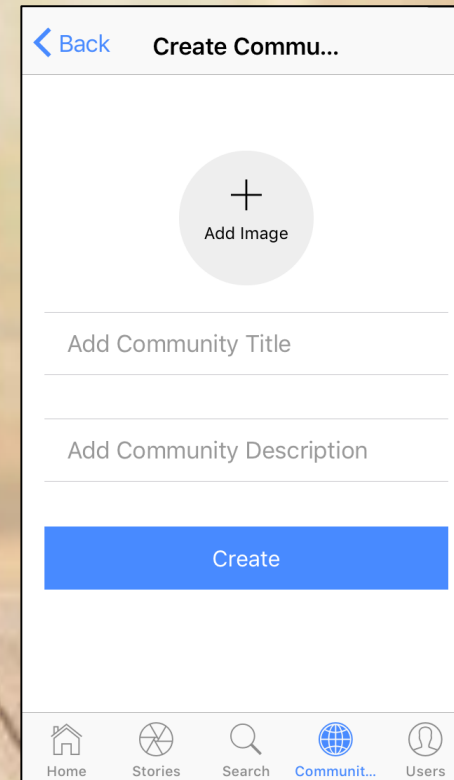


# Communities Tab

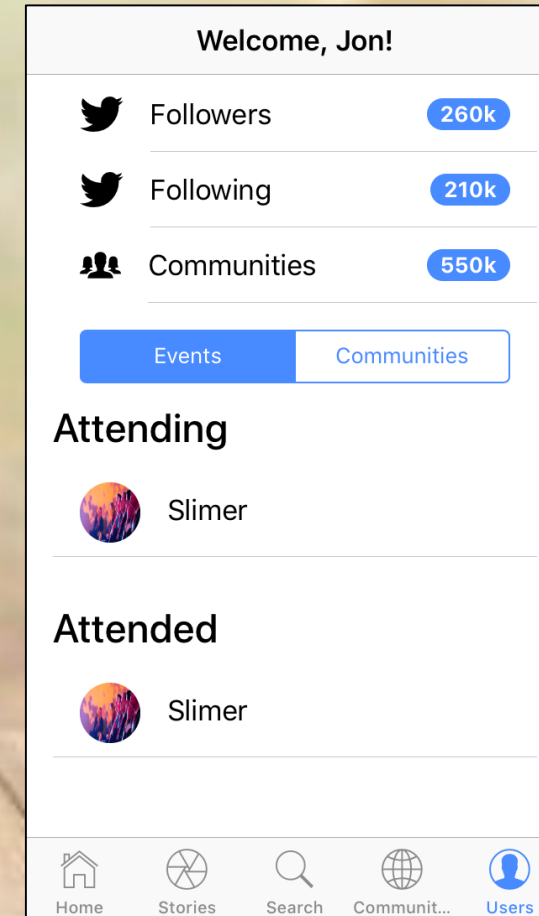
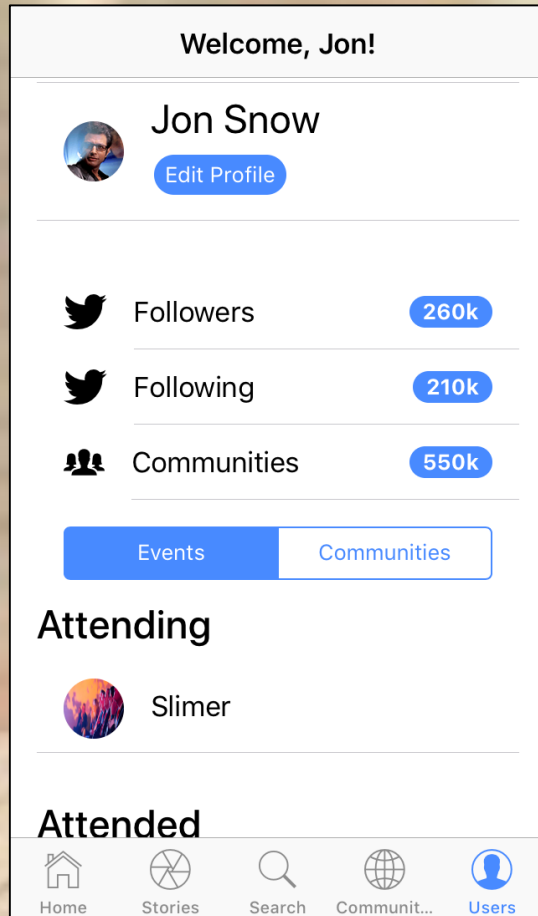
## View Communities



## Create Community

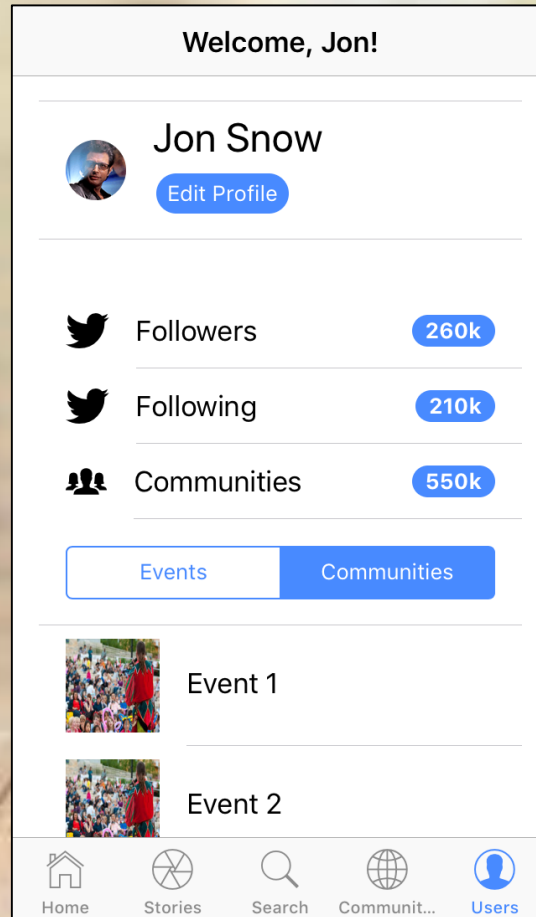


# User Profile Tab (Events)





# User Profile Tab (Communities)



# System Navigation



# Limitations

- If user upload/share his very important document then there is no provision for security.
- If the user might not able to deal with English language then user might not able to use the system efficiently.
- User must be a member of any community to create event.

# Future Scope

- There are chances that system can cooperate with payment gateways to generate revenue.
- There are chances that user can register in event directly through our system.
- There are chances that users can directly communicate with each other and as well as with speakers through our system.



# Bibliography

- SOFTWARE ENGINEERING a practitioner's Approach Seventh Edition by Roger S. Pressman
- <https://angular.io/>
- <https://ionicframework.com/>



Thank You