



COLLEGE OF COMPUTING, INFORMATICS AND MATHEMATICS

BACHELOR OF COMPUTER SCIENCE (HONS.)

MULTIMEDIA COMPUTING

CSC584 – ENTERPRISE PROGRAMMING

GROUP: CDCS2534A

PREPARED BY:

NAME	ID
NUR QURRATUL AIN BINTI MOHD RAZALI	2023858932
NUR AWATIF BINTI MUHAMAD JUMRI	2023226204
NURUL IZZATI BINTI MOHAMAD RAFI	2023862534
SHAMINE ALLIYAH NAISHA BINTI HAZRUL	2023663616

LECTURER NAME: MUHAMAD RIDHWAN BIN MOHAMAD RAZALI

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1.0 Introduction

The Campus Event and Club Management System is a web based platform that makes it easier to organize and sell university items while also streamlining participation in and planning of campus events. The system offers separate user interfaces for administrators and regular users to ensure smooth operation and a satisfying user experience. It aims to improve communication and accessibility among campus community members by centralizing information on groups, activities, and business.

2.0 Problem Statement

Current methods for managing campus events, clubs, and merchandise often suffer from decentralization, inefficiency, and limited accessibility, leading to significant challenges for both administrators and the campus community. Without a unified system, students frequently struggle to discover and register for relevant events, track their participation, or easily find information about campus clubs and available merchandise. This results in decreased student engagement, missed opportunities for participation, and difficulty in fostering a cohesive campus environment. For administrators, the manual processes involved in organizing events, maintaining club details, and managing merchandise inventory are often time-consuming, prone to errors, and lack real-time oversight, hindering effective planning and resource allocation. This fragmented approach ultimately impedes efficient communication, reduces operational productivity, and limits the potential for robust campus-wide activity and commerce.

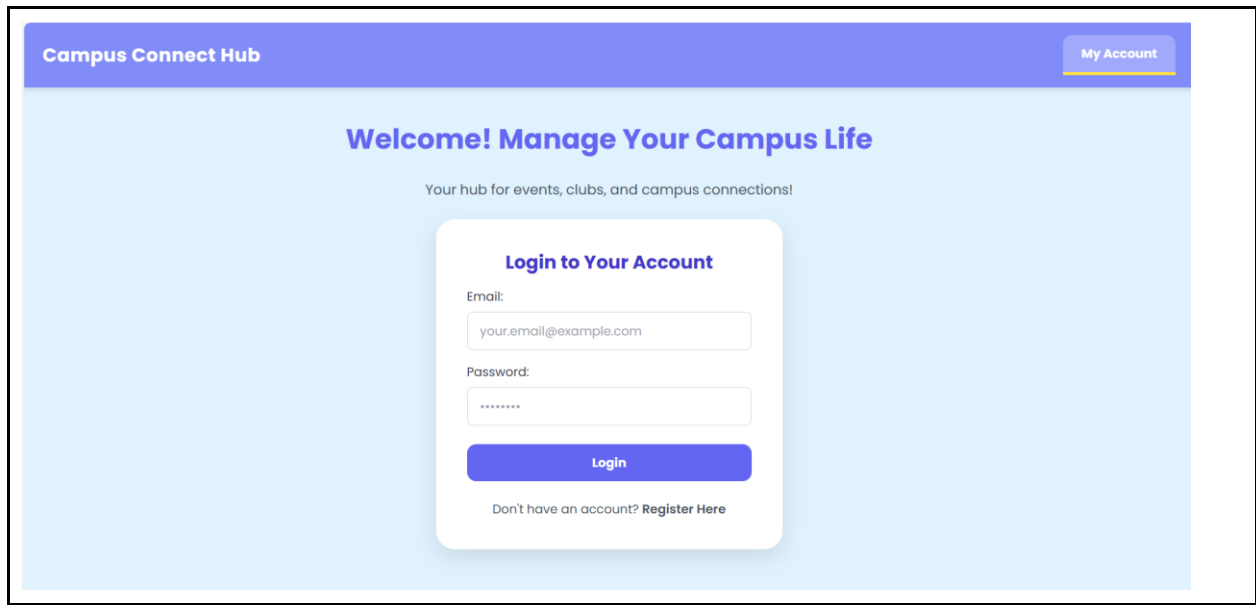
3.0 Objective

- To provide a secure login and registration mechanism for users, enabling different access levels based on their roles.
- To allow administrators the ability to add, edit, and delete events, clubs and merchandise that are scheduled on campus, along with the details.
- To enable administrators to manage club and event merchandise.
- To allow users view available events, clubs, merchandise and register or unregister for them as well.

4.0 Demonstration

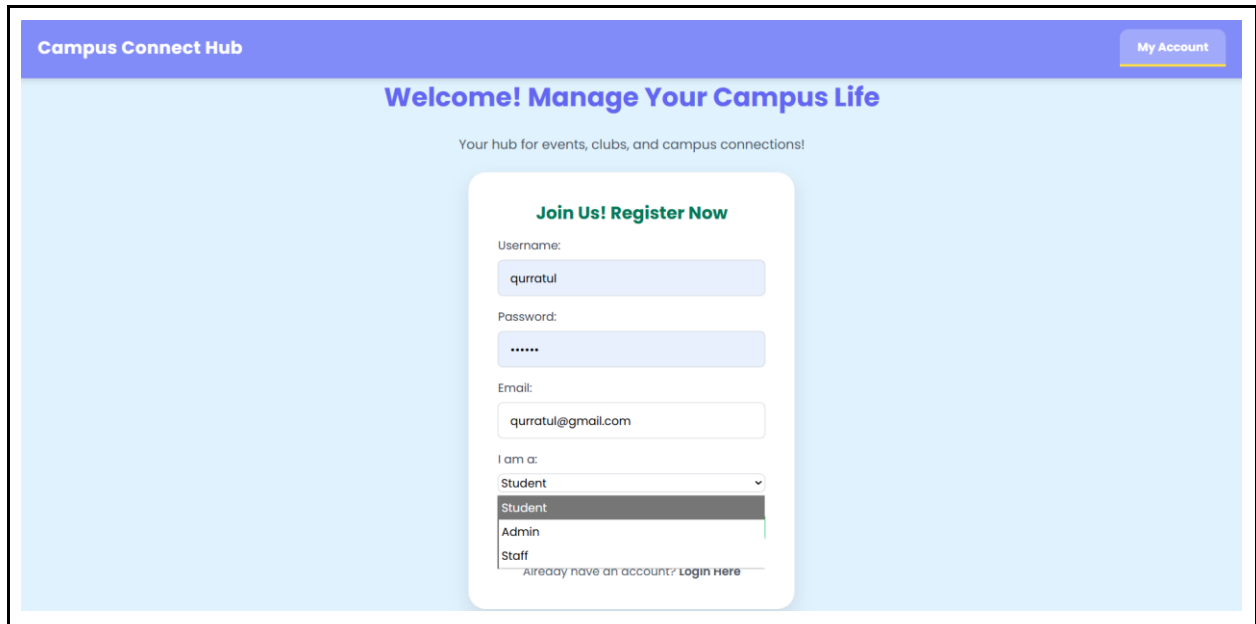
This section provides a walkthrough of the Campus Event and Campus Merchandise System, showcasing its core functionalities from both administrative and general user perspectives.

4.1 Login and Registration Access



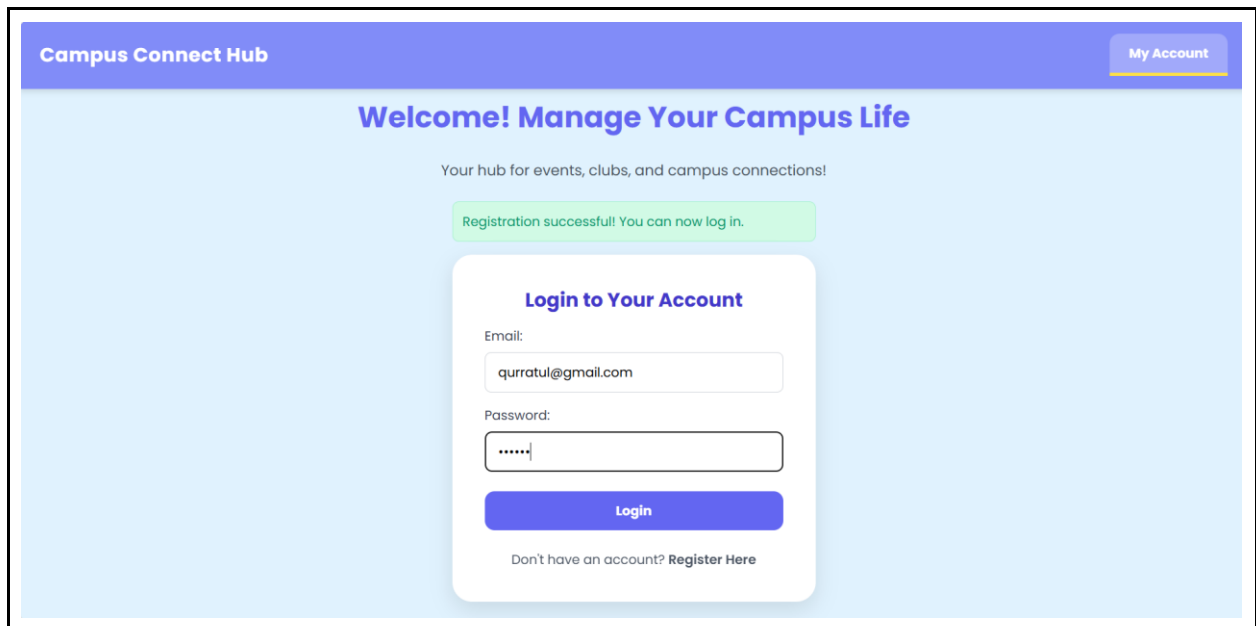
The screenshot displays the 'Campus Connect Hub' interface. At the top, a blue header bar contains the text 'Campus Connect Hub' on the left and a 'My Account' link on the right. The main content area has a light blue background with the heading 'Welcome! Manage Your Campus Life' and the subtitle 'Your hub for events, clubs, and campus connections!'. Centered in this area is a white login card titled 'Login to Your Account'. The card features an 'Email:' label above a text input field containing 'your.email@example.com', and a 'Password:' label above a password input field with masked characters. Below these fields is a blue 'Login' button. At the bottom of the card, it says 'Don't have an account? [Register Here](#)'.

Figure 1: The comprehensive user login and registration interface, highlighting the entry point for authenticated users. Selecting 'Register Here' for new users initiates the account creation process.



The image shows a web interface for 'Campus Connect Hub'. At the top, there is a blue header with the text 'Campus Connect Hub' on the left and a 'My Account' button on the right. Below the header, the main content area has a light blue background. It features a large heading 'Welcome! Manage Your Campus Life' and a subheading 'Your hub for events, clubs, and campus connections!'. In the center, there is a white registration form titled 'Join Us! Register Now'. The form contains the following fields: 'Username:' with the value 'qurratul', 'Password:' with masked characters '*****', and 'Email:' with the value 'qurratul@gmail.com'. Below these is a dropdown menu for 'I am a:' with options 'Student', 'Admin', and 'Staff'. The 'Student' option is currently selected. At the bottom of the form, there is a link that says 'Already have an account? Login Here'.

Figure 2: This presents the user registration interface, a need for system access. Users are required to input all essential information and designate their institutional role (staff, student, or administrator) to complete the registration process.



The image shows the same web interface as Figure 2, but now it displays the login screen. A green message box at the top of the form area says 'Registration successful! You can now log in.' Below this, the form is titled 'Login to Your Account'. It contains two input fields: 'Email:' with the value 'qurratul@gmail.com' and 'Password:' with masked characters '*****'. A blue 'Login' button is positioned below the password field. At the bottom of the form, there is a link that says 'Don't have an account? Register Here'.

Figure 3: Illustration of successful user registration leading to system access via the login interface.

4.2 General User Functions

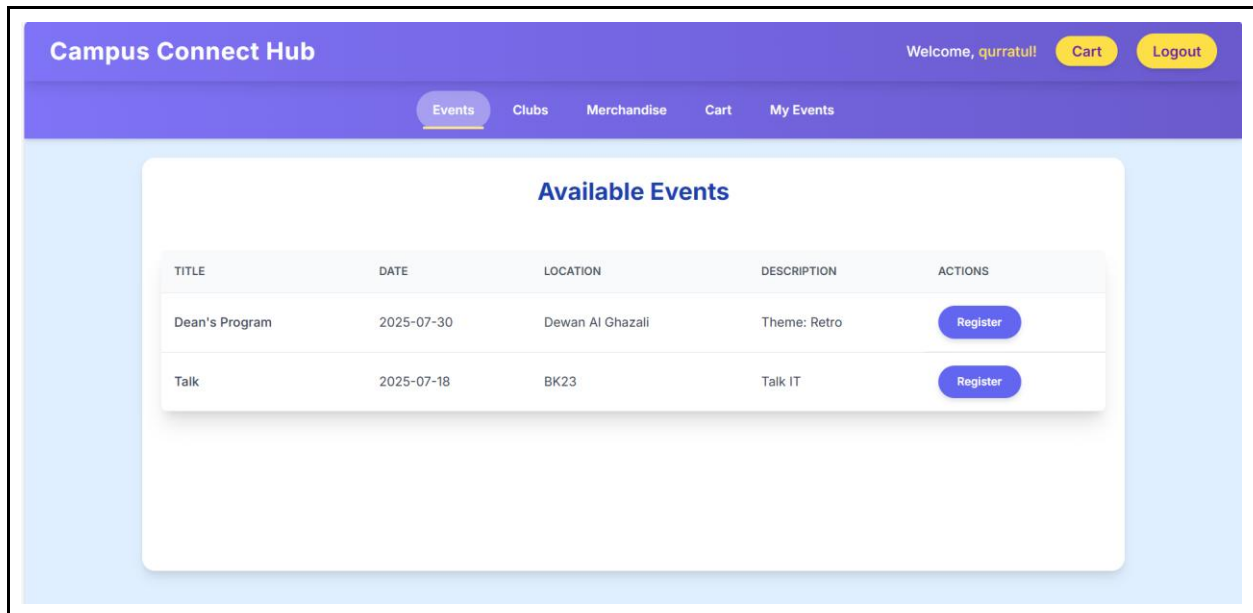


Figure 4: The user dashboard tailored for student and staff roles, displaying available events and enabling direct registration

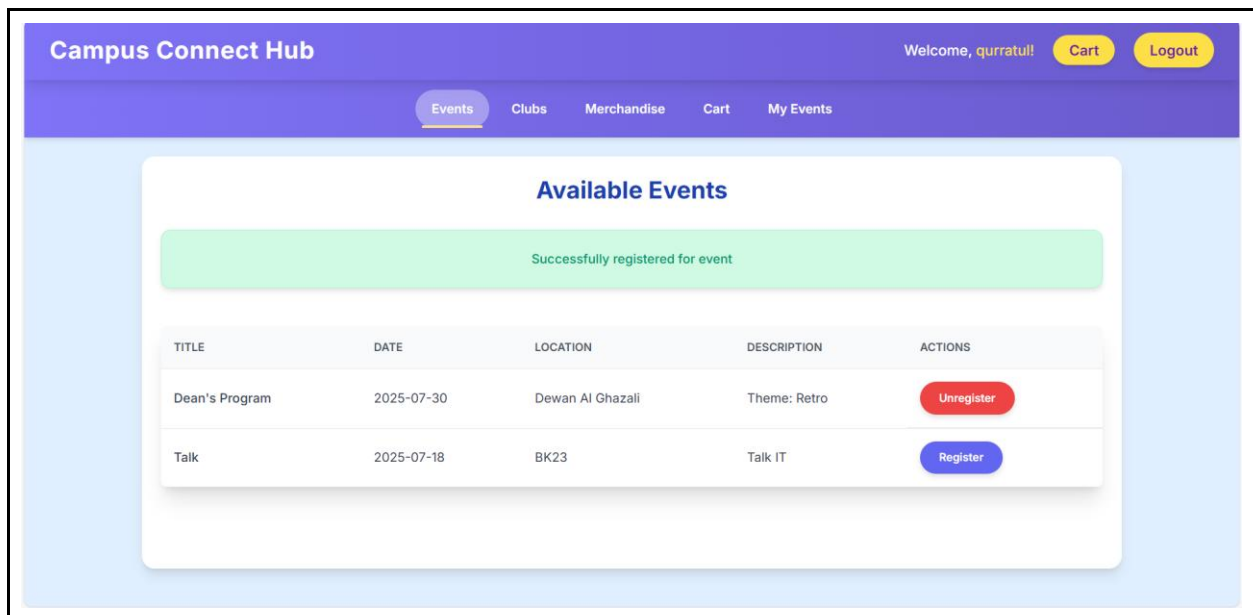


Figure 5: The user's personalized view, displaying a list of events for which they are registered.

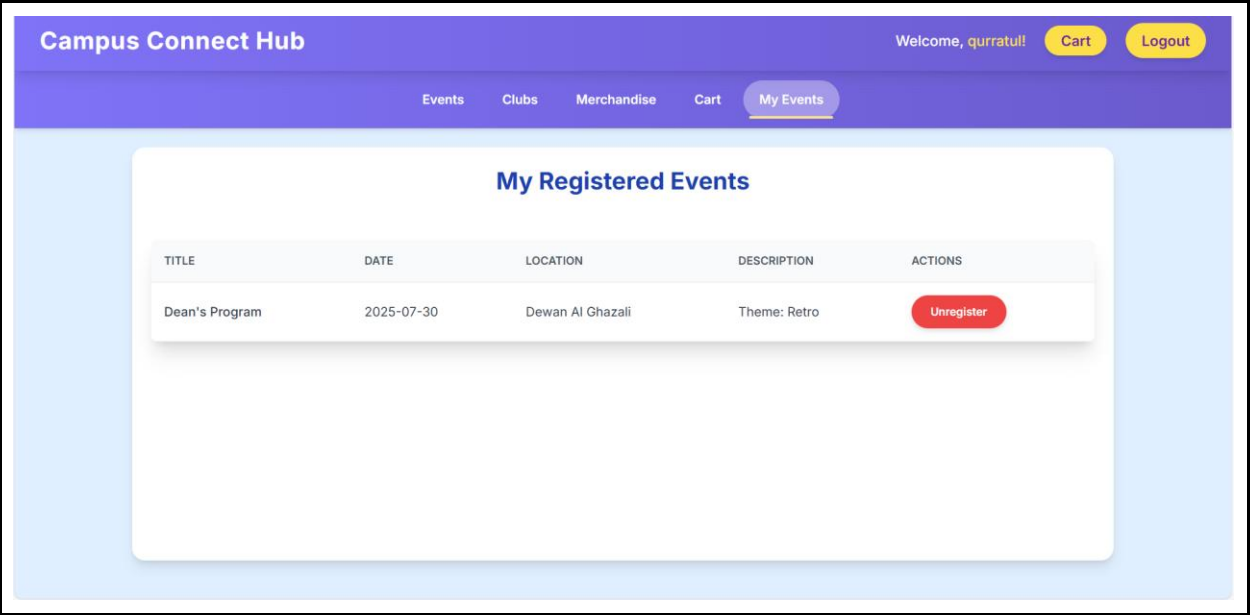


Figure 6: The 'My Events' page, providing users with a comprehensive overview of their currently registered events."

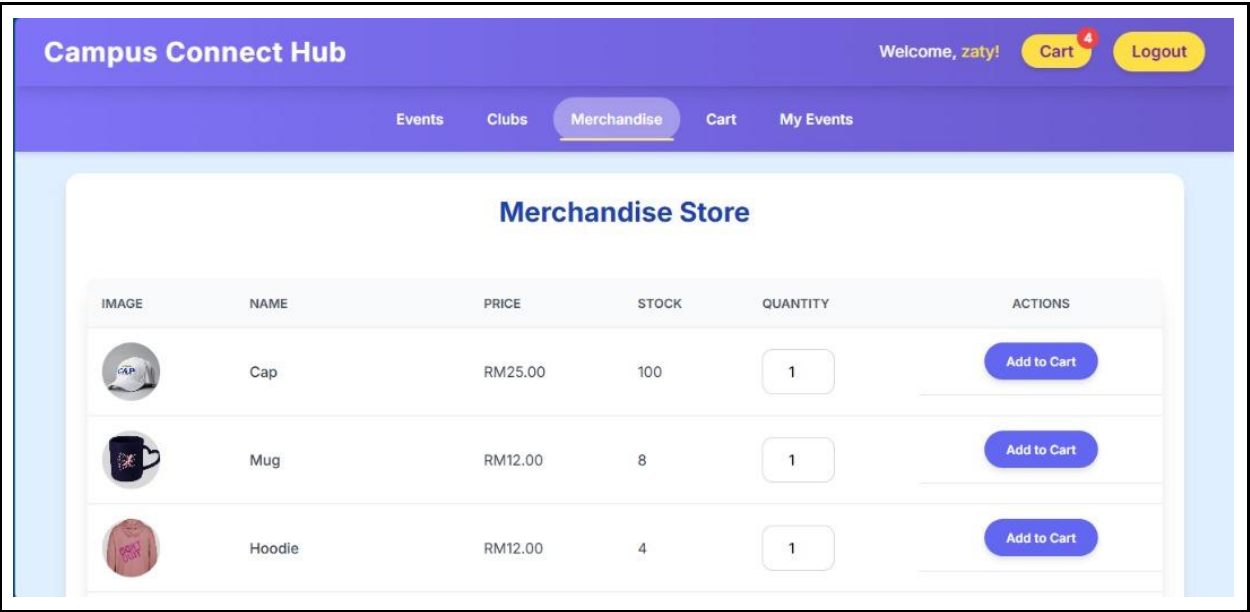


Figure 7: The merchandise interface, enabling users to view available items and add them to their shopping cart.

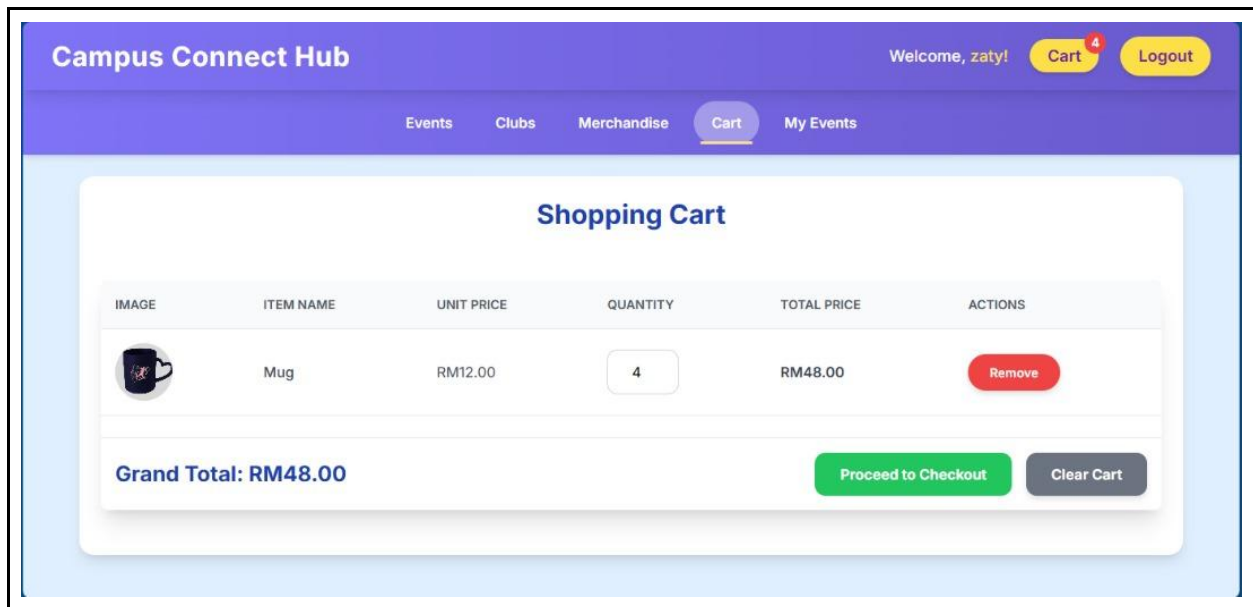


Figure 8: The shopping cart interface, displaying all merchandise items selected by the user. From this page, users can initiate the finalization of their purchase by clicking the "Proceed to Checkout" button.

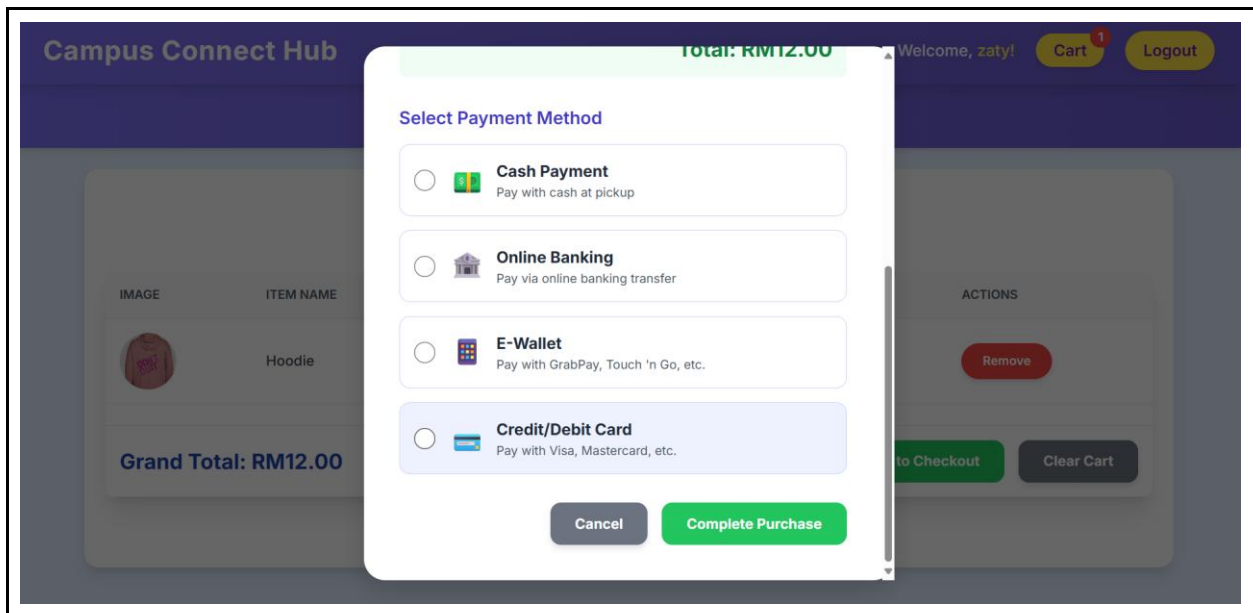


Figure 9: The final checkout stage, requiring the user to select a payment method and confirm the purchase.

4.3 Administrator Functions

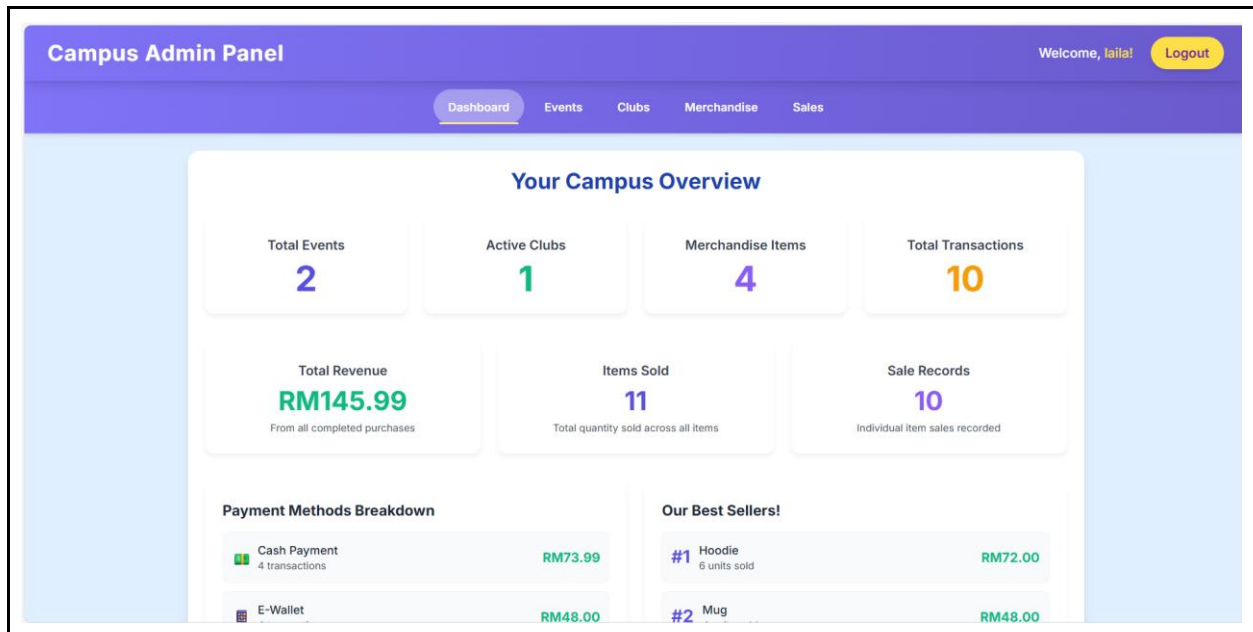


Figure 10: The administrative dashboard, presented to users with an 'admin' role, provides a centralized overview of system operations.

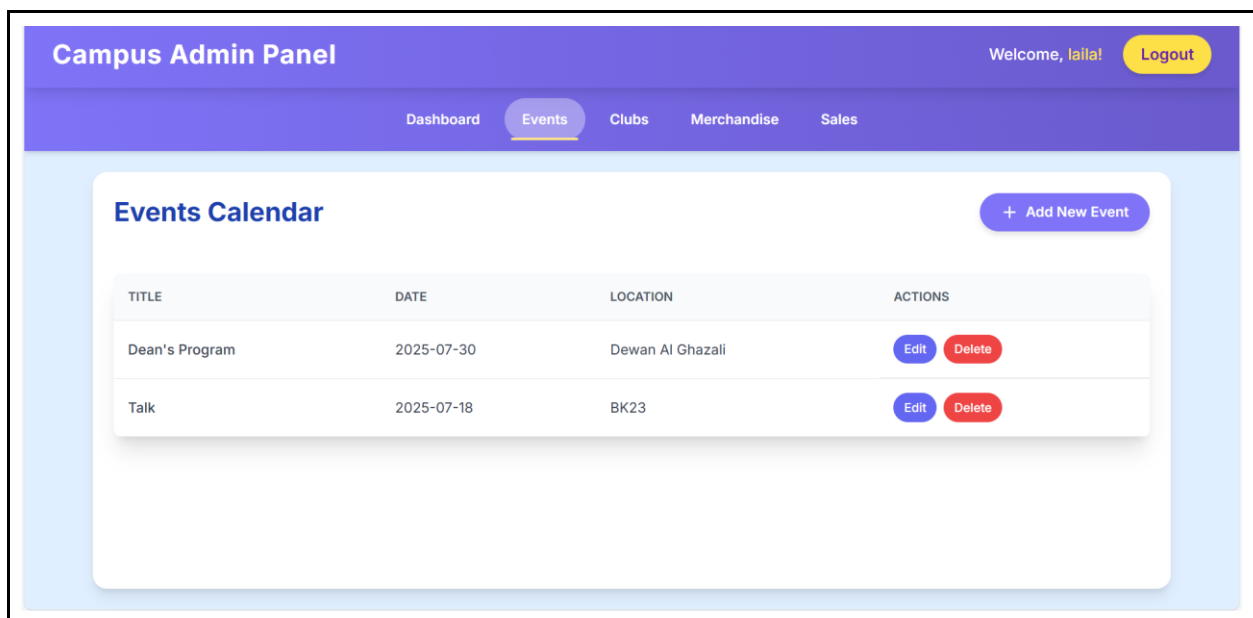


Figure 11: The administrative interface for event management, enabling administrators to add, edit, and delete events, with changes immediately reflected on the public user event page.

Add New Event

Back to Events

Create a New Campus Event

Event Title *

Event Date *

dd/mm/yyyy

Location *

Description

Cancel

Add Event

Figure 12: The administrative interface for adding a new event to the system.

Edit Event

Back to Events

Edit Event Details

Event Title *

Dean's Program

Event Date *

30/07/2025

Location *

Dewan Al Ghazali

Description

Theme: Retro

Figure 13: The administrative interface for editing a event to the system.

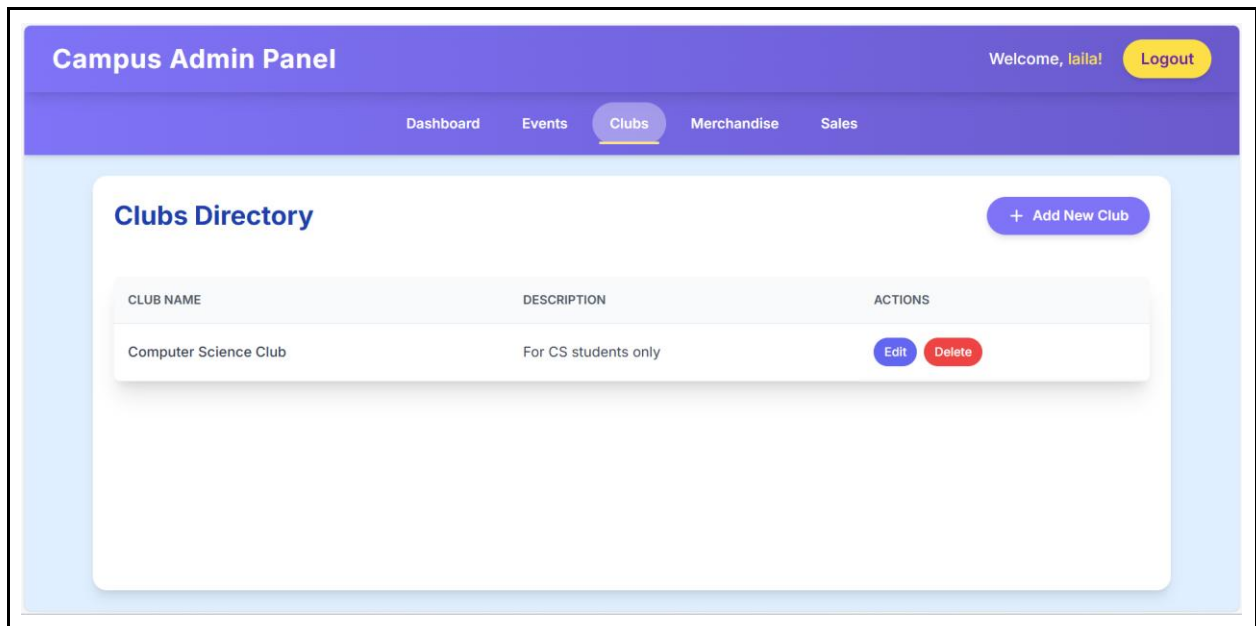


Figure 14: The administrative interface for club management, enabling administrators to add, edit, and delete club, with changes immediately reflected on the public user event page.

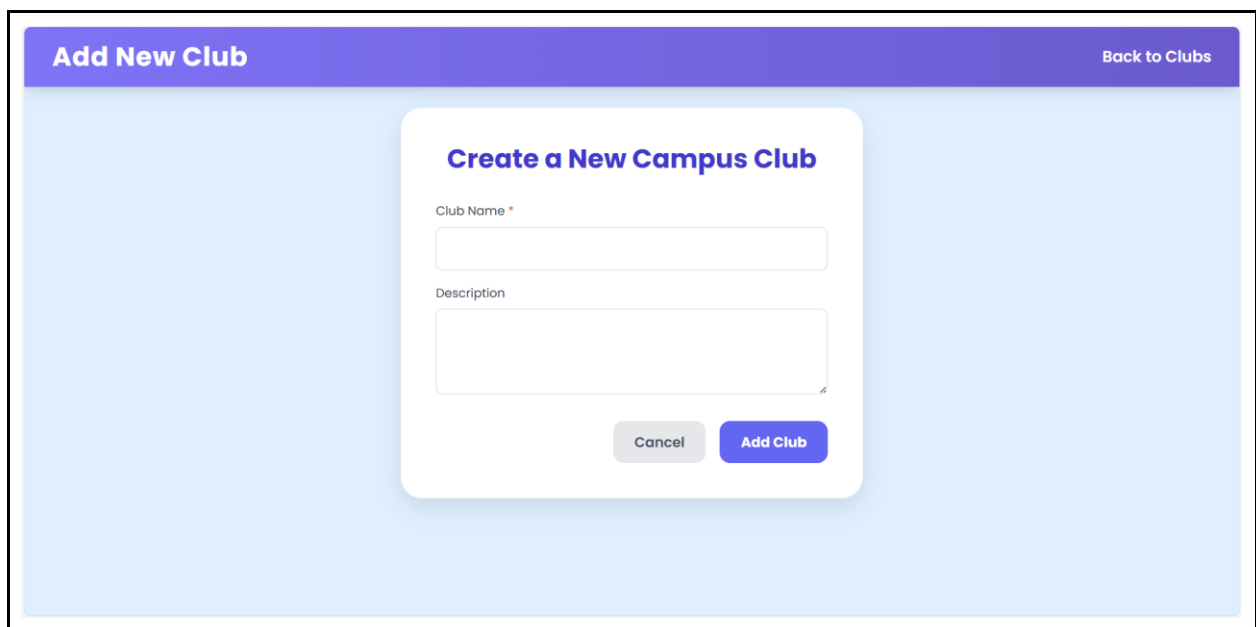


Figure 15: The administrative interface for adding a new club to the system.

Edit Club

Back to Clubs

Edit Club Details

Club Name *

Computer Science Club

Description

For CS students only

Cancel

Update Club

Figure 16: The administrative interface for editing a club to the system.

Campus Admin Panel

Welcome, lalia!Logout

DashboardEventsClubsMerchandiseSales

Merchandise Showcase

+ Add New Merchandise

NAME	PRICE	STOCK	ACTIONS
socks	RM4.00	10	<div>EditDelete</div>
Mug	RM12.00	8	<div>EditDelete</div>
Hoodie	RM12.00	4	<div>EditDelete</div>
Campus T-Shirt	RM25.99	49	<div>EditDelete</div>

Figure 17: The administrative interface for merchandise management, enabling administrators to add, edit, and delete merchandise, with changes immediately reflected on the public user event page.

Add New Merchandise

Back to Merchandise

Add New Product to Store

Merchandise Name *

Price (RM) *

Stock Quantity *

Product Image

Click to upload image or drag and drop

PNG, JPG, GIF up to 5MB

Or enter image path manually

/images/item.jpg

You can upload a file above OR enter a path manually

Cancel

Add Merchandise

Figure 18: The administrative interface for adding a new merchandise to the system.

Add New Merchandise

Back to Merchandise

Add New Product to Store

Merchandise Name *

Cap

Price (RM) *

25

Stock Quantity *

100

Product Image

Figure 19: The administrative interface for editing a merchandise to the system.

Campus Admin Panel

Welcome, laila!Logout

DashboardEventsClubsMerchandiseSales

All Sales Records

Total Revenue: RM145.99Items Sold: 11Transactions: 10

SALE ID	CUSTOMER	ITEM	QTY	UNIT PRICE	TOTAL	PAYMENT	DATE
#10	zaty	Mug	1	RM12.00	RM12.00	E-Wallet	2025-07-06 17:43:26.668
#9	zaty	Hoodie	1	RM12.00	RM12.00	E-Wallet	2025-07-06 17:43:26.626
#8	zaty	Hoodie	1	RM12.00	RM12.00	E-Wallet	2025-07-06 17:20:47.481
#7	zaty	Mug	1	RM12.00	RM12.00	Card	2025-07-06 17:14:28.808
#6	zaty	Hoodie	1	RM12.00	RM12.00	E-Wallet	2025-07-06 17:09:36.012
#5	zaty	Mug	1	RM12.00	RM12.00	Online Banking	2025-07-06 17:01:35.721

Figure 20: The administrative sales records interface, providing a comprehensive overview of all transactions, including customer details, purchased items, quantities, unit prices, totals, payment methods, and transaction dates.



Figure 21: The system's logout functionality, which upon activation, redirects the user back to the primary login interface.

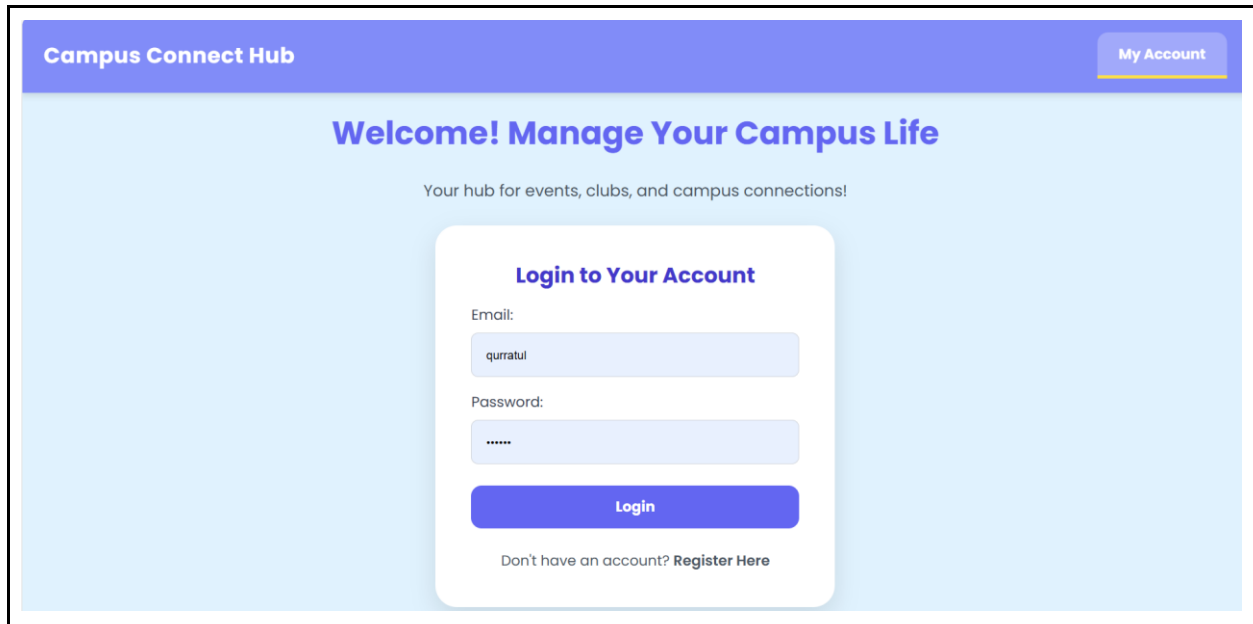


Figure 22: The visual confirmation of a successful logout, presenting the user with the login interface, thereby ensuring secure session management.

5.0 Conclusion

The Campus Event and Club Management System provides a robust solution for enhancing campus life by effectively managing events, clubs, and merchandise. By offering both administrative control and a user-friendly interface, the system aims to improve organization, promote student engagement, and simplify the process of accessing and participating in campus offerings. The comprehensive features, from event registration to merchandise sales and stock tracking, contribute to a more integrated and efficient campus environment.