EVENTSPHERE

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Abstract - The present generation exhibits a strong inclination towards smartphone applications, as evidenced by a 165% increase in smartphone application usage in India over the past two years. This project proposes the development of an Android-based smartphone application that utilizes push notifications to promptly inform students about the latest developments and upcoming events in their college. Through this application, coordinators can easily update a virtual notice board with a wide range of events, seminars, notices, and inter-college activities. Additionally, professors and college staff can issue urgent notices to specific departments or classes. This application effectively eliminates the need for students to frequently check the college website for updates, offering them instantaneous notifications directly on their smartphones. It serves as a centralized platform for event alerts, consolidating information from both the college website and physical notice boards.

Keywords: event infrastructure, audience, attendees, organizers, venue, and media

I.   INTRODUCTION

The proposed system is a mobile application specifically designed to manage and handle organizational events. Instead of using desktop computers, the application is designed for compact smartphones that can easily fit into pockets and be carried anywhere. Mobile registration represents the next generation of event registration, offering an attractive way to deliver event details, particularly within organizations. This powerful integrated platform connects various participants and event details within the institution, including the administration, coordinators, participants, and other specialized modules. It simplifies the process of managing student payments for organizers. Additionally, it serves as a convenient tool for communication and collaboration among the administration, coordinators, and participants. Since it is a mobile application, it provides portability and can be used on the go. By utilizing Android devices, the application enhances connectivity between participants, coordinators, and the administration, resulting in a more transparent system for the institution. Furthermore, the application significantly reduces the need for paperwork, which is typically required for daily tasks in an institution. It is a valuable tool accessible to all members of the institution, anytime and anywhere, using an Android mobile device.

Effective management is crucial for the success of any organization, including educational institutes. Communication between students and faculty members plays a vital role in establishing good management practices. Currently, colleges rely on outdated methods such as the college website or physical notice boards to relay updates to students. However, these methods are highly inefficient and fail to ensure that important or time-sensitive messages reach the majority of students. As a result, there is a lack of order among faculties and students, which can ultimately impact student performance. Currently, Android is the most widely used platform for applications worldwide. Major organizations have embraced Android applications available on the Google Play Store to efficiently manage their resources and people. For a college, an Android application would cater to the majority of students, expanding the reach of messages and potentially allowing for better anticipation of event participants. However, existing applications in the market are often poorly designed, featuring unfriendly user interfaces and limited functionalities.

II.   OBJECTIVES

1)   Ensure prompt and effective event notification delivery to a large number of students.
2)   Develop a dedicated platform for college alerts, providing comprehensive information about upcoming events.
3)   Enable college faculty to quickly and efficiently send notices to relevant students.
4)   Increase student engagement and interest in college events by providing easy access to event details.
5)   Implement a secure and safe payment gateway for students, addressing finance management challenges for event organizers.

III.   METHODOLOGY

1)   Event Planning: Develop a comprehensive planning module that allows event organizers to define event details such as date, time, venue, agenda, and target audience.

2)   Registration and Ticketing: Implement a user-friendly registration and ticketing system that enables attendees to easily sign up, select ticket types, make payments, and receive electronic tickets.

3)   Attendee Management: Create features to manage attendee information, including tracking registrations, capturing attendee preferences, and sending event-related communications.

4)   Program Management: Include functionalities for managing event programs, such as scheduling sessions, assigning speakers, and organizing concurrent tracks or workshops.

5)   Communication and Collaboration: Enable effective communication and collaboration between event organizers, speakers, sponsors, and attendees through features like email notifications, discussion forums, and messaging capabilities.
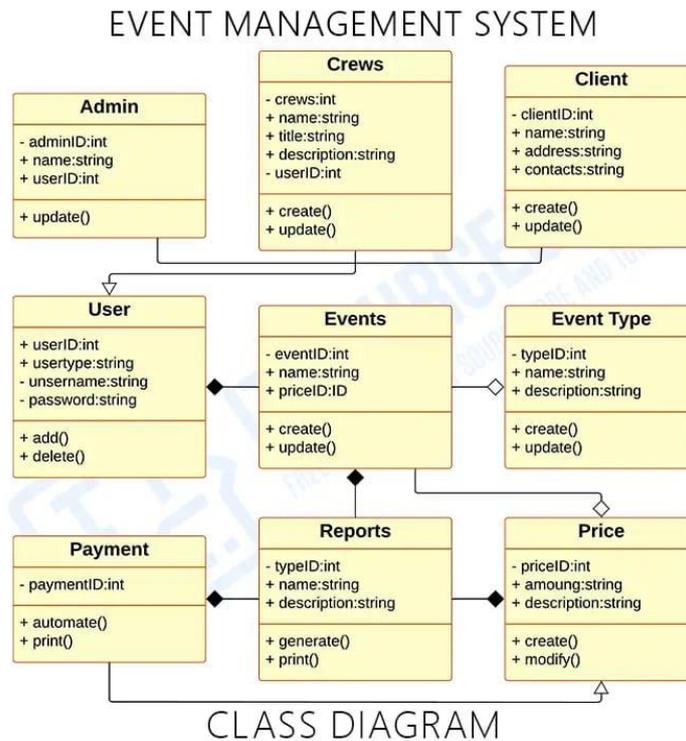

Fig 1: Class Diagram For Event Management System

IV.   ALGORITHMIC AND MATHEMATICAL MODEL

A.   Functional requirements:
Functional requirements for the Event Sphere application have been developed to make sure that the functionalities and functional aspects of the application are met.

Login:

The system enables users to log in.
The system validates the username and password provided by the user.
Invalid usernames or passwords are not accepted for login.
The system has the capability to remember the username and password

1.   Add/Delete Client Orders:

Both the manager and customer are granted access to this facility by the system. a student can add his/her order whereas the organizer can add, view and delete customers' orders.

2.   Create/Edit/Delete Client Account:

The student has the ability to create and modify their account information, while the manager has the authority to delete customers' accounts in addition to editing and viewing them.

3.   Service Viewing:

Students have the opportunity to access the firm's service listings.

4.   Booking Cancellation:

Organizers possess the ability to revoke any customer's reservation.

5.   Database Data Entry:

All data entered into the system is saved in the backend database.

6.   The project utilized the "MySQL" database.

7.   Event ID Generation:

An exclusive identifier is assigned to each event for convenient retrieval.

8.   Customer ID Generation:

Every student is assigned a distinctive ID linked to their email address.

9.   Payment Details Entry:

After selecting the payment option, students will be prompted to provide their payment details.

10.   Order Confirmation:

This screen will be shown to indicate that the order has been successfully confirmed and is awaiting approval.

11.   Order Viewing:

Students can access and view their own orders. Additionally, the organizer has the capability to view specific orders as well as all orders.

12.   Error Notification:

In case of an error, a pop-up message containing the error details will be displayed.

13.   Sign Out:

Upon clicking the "Sign Out" button, users are logged out of the system, and the flow returns to the main menu screen.

V.   PROPOSED SYSTEM ARCHITECTURE

The Event Management System is a software project designed to function as an event manager, providing various features and functionalities. Only registered users have access to the system, allowing new users to register through the application. This project offers essential event management capabilities, allowing users to choose from a selection of event types.

Once a user selects an event type (such as Marriage or Stage Show), the system prompts them to specify the date, time, venue, and required equipment for the event. All the entered data is stored in a database, and during the registration process, users create their usernames and passwords. The collected information is then forwarded to the website owner/administrator, who can interact with the client based on their specific requirements and contact details stored in the database.
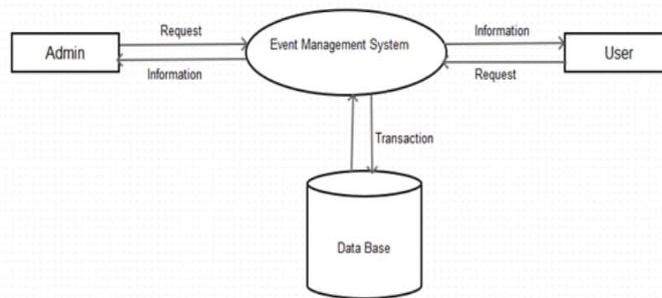
Fig. 2 Architecture Diagram For Event Management System

VI.   PROJECT IMPLEMENTATION

The proposed system, developed using Angular, Typescript, Ionic, Scss, Karma is computerized and offers enhanced functionalities compared to the current system. It enables swift access to any stored data in the database. With this system, users only need to input data once, and it will be stored in the database, linked across all files. This reduces user workload and saves time, allowing easy retrieval of event information whenever needed. The system efficiently manages all records. It comprises various packages categorized by cost, each offering comprehensive facilities such as decorations, entertainment, catering, etc., based on the package range

VII.   THE TESTING SPECTRUM

The term "implementation" encompasses various interpretations, spanning from the adaptation of a simple application to a complete overhaul of a computer system. Despite the range of meanings, the procedures involved are largely similar. Implementation comprises all the activities undertaken to transition from an old system to a new one. The new system could be entirely novel, replacing an existing manual or automated system, or it could involve significant modifications to an existing system. Initially, the appropriate implementation method and timeline are determined. A proper implementation is crucial for delivering a dependable system that fulfills the organization's needs

A.   Unit Testing:
Within the domain of computer programming, unit testing is a distinctive method of software evaluation that scrutinizes the distinct elements comprising the source code. These elements encompass one or more program modules, accompanied by pertinent control data, usage procedures, and operational protocols. The objective is to ascertain the suitability of these units for practical implementation. Essentially, a unit can be perceived as the tiniest testable component of an application.

In procedural programming, it may encompass an entire module, but more frequently, it refers to an individual function or procedure. In the realm of object-oriented programming, a unit often embodies an entire interface, such as a class, although it can also denote a solitary method. Throughout the development process, programmers, or occasionally white box testers, construct concise code snippets referred to as unit tests. These tests establish the groundwork for component evaluation. Ideally, each test case remains independent of the others. Techniques such as method stubs, mock objects, fakes, and test harnesses can be employed to facilitate the isolation of module testing. Typically, software developers write and execute unit tests to ensure that the code adheres to its design and operates as intended.

B.   Integration Testing:
Integration testing, also known as integration and testing (I&T) or integration and validation testing, is a software testing phase where individual modules of software are merged and examined together. This phase follows unit testing and precedes validation testing. In integration testing, the tested modules that have undergone unit testing are combined into larger groups. These groups are then subjected to tests specified in an integration test plan. The output of integration testing is a fully integrated system, prepared for system testing

VIII. CONCLUSION

This application will perform much better than existing mobile or web-basedapplications in terms of features, requirements of the students, technology and interface element-placements used in design, development, secure & safe payment gateway and usability of application. Several user-friendly interfaces have also been adopted. This package shall prove to be a powerful package in satisfying the requirements of both the students and the college. The objective of the application is to provide correct updates about ongoing events in college, allow them to view events, register for an event, and make payment for an event if required. By which they can obtain a pass, which will allow them to get access to campus/event.

✓ A description of introduction and context of project and its relation to the work already done in this area
✓ Project Scope, purpose and stakeholders discussed
✓ We defined the project
✓ We described the requirement specification of the system and actions that can be done on these things

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