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SOCIAL MEDIA CHAT APPLICATION

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ABSTRACT

Online event management system is an online event management system software project that serves the functionality of an event manager. The system allow only registered user login and new user are allowed to register on the application .This proposed to be a web application. The project provides most of the basic functionality required for an event type e.g. [marriage, Dance Show birthday party, etc.], the system then allows the user to select date and time of event, place and the event equipment. All the data is logged in the database and the user is given a receipt number for his booking. The data is then send to administrator (website owner) and they may interact with the client as per his requirement.

1.INTRODUCTION

Event management is the application to manage and development of festivals, events and conferences. Proposed work Involves study of identifying the target of budget, cost, and analysis. Post event analysis and ensuring a return on investment have become significant drivers for the event industry. This is an online event management system, software project that serves the functionality of an event manager. The project provides most of the basic functionality required for an event .It allows the user to select from list of event types.

Events Management System is very helpful for events. This application being as a platform to know the events, to apply for the events. Event organizer is an application under project management for managing festivals or social events like gathering, colleges, events, conferences etc. To understand use of this application consider the flow of actions happening, by this application user can register the students, after registering, user can login, after login, event details including name ,contact, address, venue of the event, date, event conducting time, cost of events etc. After receiving SMS student can register through application.

1.1 PROJECT OVERVIEW

This project performs the task of developing a application that enables the customer retrieve the data very easily. The main purpose of event management system is to provide a platform for the users to view the information about the events that took place in the past and the ones which are about to take place in the near future. The users can be faculty, students and administrator. They can first login into the website and see through the information such as details about the events like the venue, theme of the event, participants, chief guests, etc. The faculty can keep the record of the attendance also. The administrator can login and update the information, delete any unwanted data, arrange the information accordingly so that the user can go through a user friendly.

Goals and Objectives:

- **The main aim of this project is to provide the information regarding events and the information about the booking of user's choice.**
- **Online users can submit their queries by giving the event destination, tentative date, number of guests, contact number etc.**
- **Event themes are available in the websites.**
- **There is a facility to book caterers, decorators, photographer and all function related categories/facilities.**
- **Mailing facility to reply clients.**
- **Different venues are available for the choices.**
- **To provide the functionality of online booking and cancellation.**

- **To provide the information of status of catering, facilities available.**
- **To provide the facility to maintain the records of users.**
- **Information can be easily accessed.**
- **This system will save the time of the users.**

1.2 MODULE DESCRIPTION

- Administrator
- User
- Customer

ADMINISTRATOR does login, upload events, and verify events registration form, logout.

Admin:

Admin will get log in with a unique username and password. Admin will add all the information of the games conducted in various colleges. Admin will send the password to the student registered email.

User:

The user can view all the details of the events and can get registered with the selected area by entering all the details in the registration form. The user will get a confirmation password to his system.

Use cases:

- Login
- Upload events
- Delete events
- Verify events registration
- Logout

A User does login, registration, view events, events registration, event status, logout.

Use cases:

- Login
- Registration
- View events
- Event registration
- Event status
- Logout.

Customer does login, register, and view events, view register students, logout.

Use cases:

- **Login**
- **Register**
- **View events**
- **View register students**
- **Logout.**

2. SYSTEM SPECIFICATIONS

HARDWARE SPECIFICATION

Hardware Requirements:

Processor :	X86 Compatible processor with 1.7 GHz clock speed.
RAM :	512 MB or more
Hard disk :	20 GB or more
Monitor :	VGA/SVGA
Keyboard :	104 keys
Mouse :	2 buttons/3 buttons

SOFTWARE SPECIFICATION

Operating system :	windows 2000/XP

Front end : Visual Basic 6.0
Back end : MS Access

3. SYSTEM ANALYSIS

3.1 EXISTING SYSTEM

In the existing event management system, students are not able to get proper information about the games conducted in various colleges. The student needs to spend the time to get the information about the game. The student should attend the venue to get registered for the game which takes a lot of time.

3.2 PROPOSED SYSTEM

In the proposed event management system student can get all the information of various games and the venue. The student can get registered from anywhere and at any time. By using this system student can save a lot of time and effort. The student can easily get the information from anywhere.

4. SYSTEM DESIGN AND DEVELOPMENT

4.1 INPUT DESIGN

The input design is the link between the information system and the user. It comprises the developing specification and procedures for data preparation and those steps are necessary to put transaction data in to a usable form for processing can be achieved by inspecting the computer to read data from a written or printed document or it can occur by having people keying the data directly into the system. The design of input focuses on controlling the amount of input required, controlling the errors, avoiding delay, avoiding extra steps and keeping the process simple. The input is designed in such a way so that it provides security and ease of use with retaining the privacy. Input design considered the following things;

- ❖ What data should be given as input?
- ❖ How the data should be arranged or coded?
- ❖ The dialog to guide the operating personnel in providing input.
- ❖ Methods for preparing input validations and steps to follow when error occur.

4.1.1 OBJECTIVES

- ❖ Input design is the process of converting a user-oriented description of the input into a computer-based system. This design is important to avoid errors in the data input process and show the correct direction to the management for getting correct information from the computerized system.
- ❖ It is achieved by creating user-friendly screens for the data entry to handle large volume of data. The goal of designing input is to make data entry easier and to be free from errors. The data entry screen is designed in such a way that all the data manipulates can be performed. It also provides record viewing facilities.
- ❖ When the data is entered it will check for its validity. Data can be entered with the help of screens. Appropriate message are provided as when needed so that the user.

Will not be in maize of instant. Thus the objective of input design is to create an input layout that is easy to follow.

4.2 OUTPUT DESIGN

A quality output is one, which meets the requirements of the end user and presents the information clearly. In any system results of processing are communicated to the users and to other system through outputs. In output design it is determined how the information is to be displaced for immediate need and also the hard copy output. It is the most important and direct source information to the user. Efficient and intelligent output design improves the system's relationship to help user decision-making.

1. Designing computer output should proceed in an organized, well thought out manner, the right output must be developed while ensuring that each output element is designed so that people will find the system can use easily and effectively. When analysis designs computer output, they should identify the specific output that is needed to meet the requirements.
2. Select methods for presenting information.
3. Create document, report, or other formats that contain information produced by the system.

The output form of an information system should accomplish one or more of the following objectives.

- ❖ Convey information about past activities, current status or projections of the future.
- ❖ Signal important events, opportunities, problems, or warnings.
- ❖ Trigger an action.
- ❖ Confirm an action.

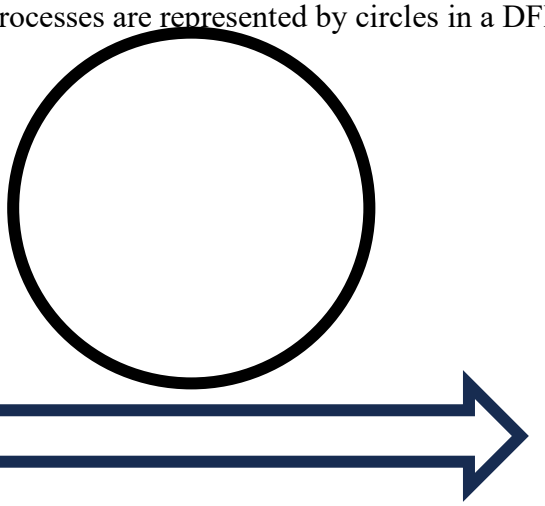
DATA FLOW DIAGRAMS

It is one of the most important tools used by system analysts. It is used to illustrate how data flows in a system. DFD‟s Use number of symbols to represent systems. There are four kinds of symbols. These are used to represent four kinds of system components. Processes, data stores, data flows and external entities.

COMPONENTS OF A DFD

Process

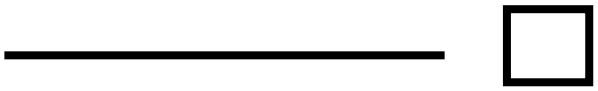
Process show what systems do. Each process has one or more data inputs and produces one or more data outputs. Processes are represented by circles in a DFD.



PROCESS

Data store

A component of a DFD that describes the repository of data in a system.



DATA STORE

External entity

EXTERNAL ENTITY 

Data flow

It shows how data flows between process, data stores and external entities. They model the passage of data in the system and are represented by lines joining system components.

DATA FLOW

We have no control of flows between external entities. So we do not model them. Similarly stores are passive and can‟t have data flows between themselves.

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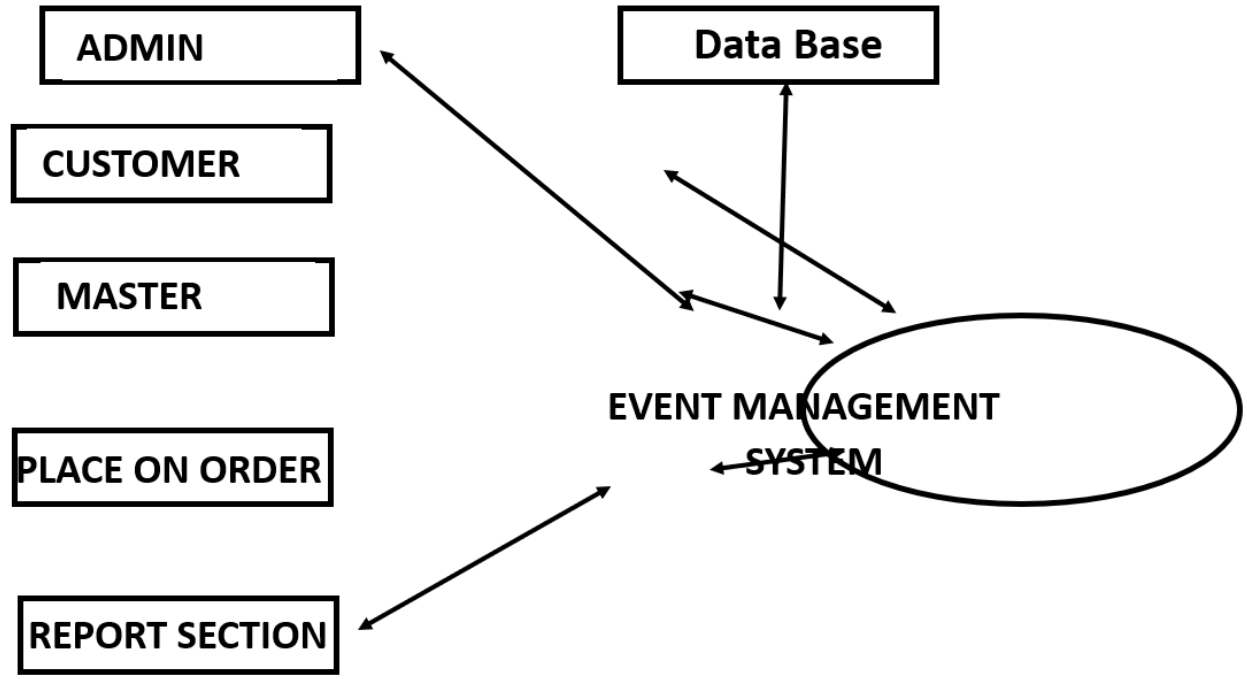
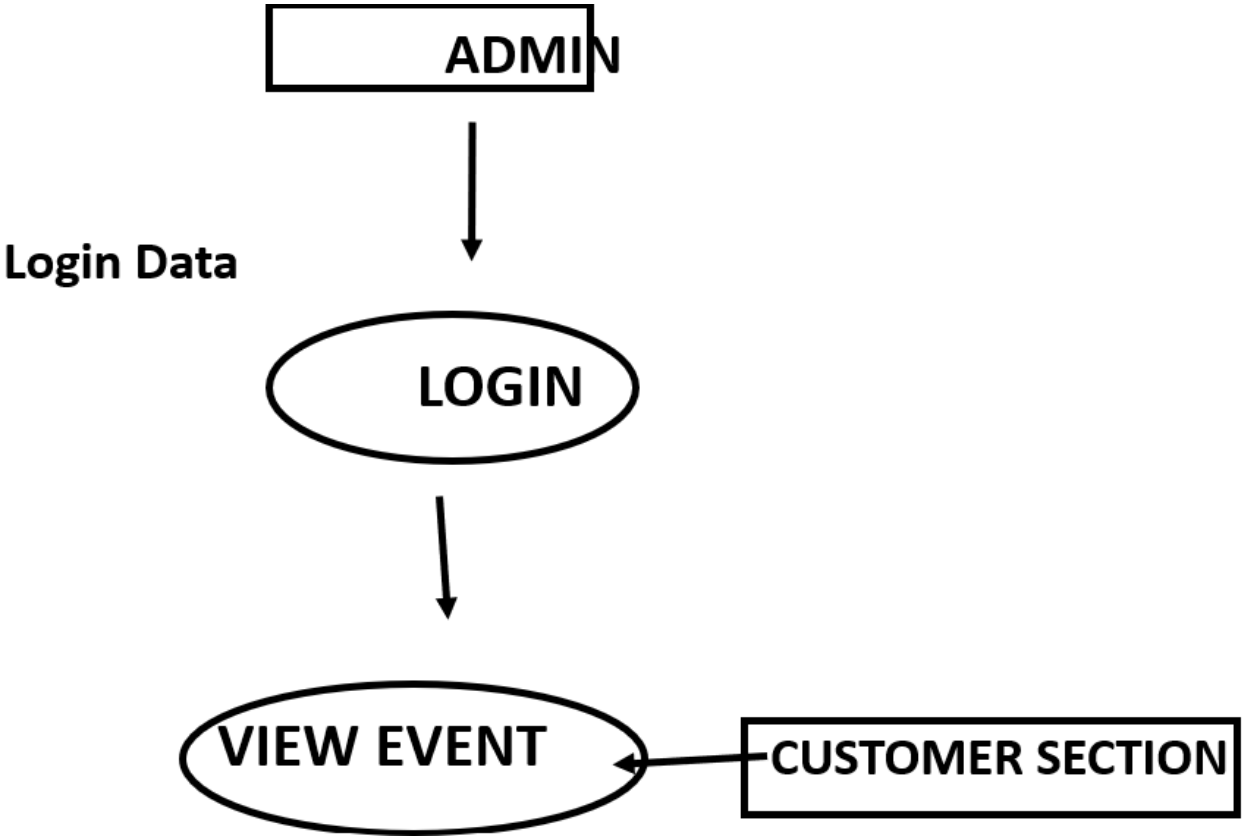
DATA FLOW DIAGRAM : FOR OVERALL MODULE





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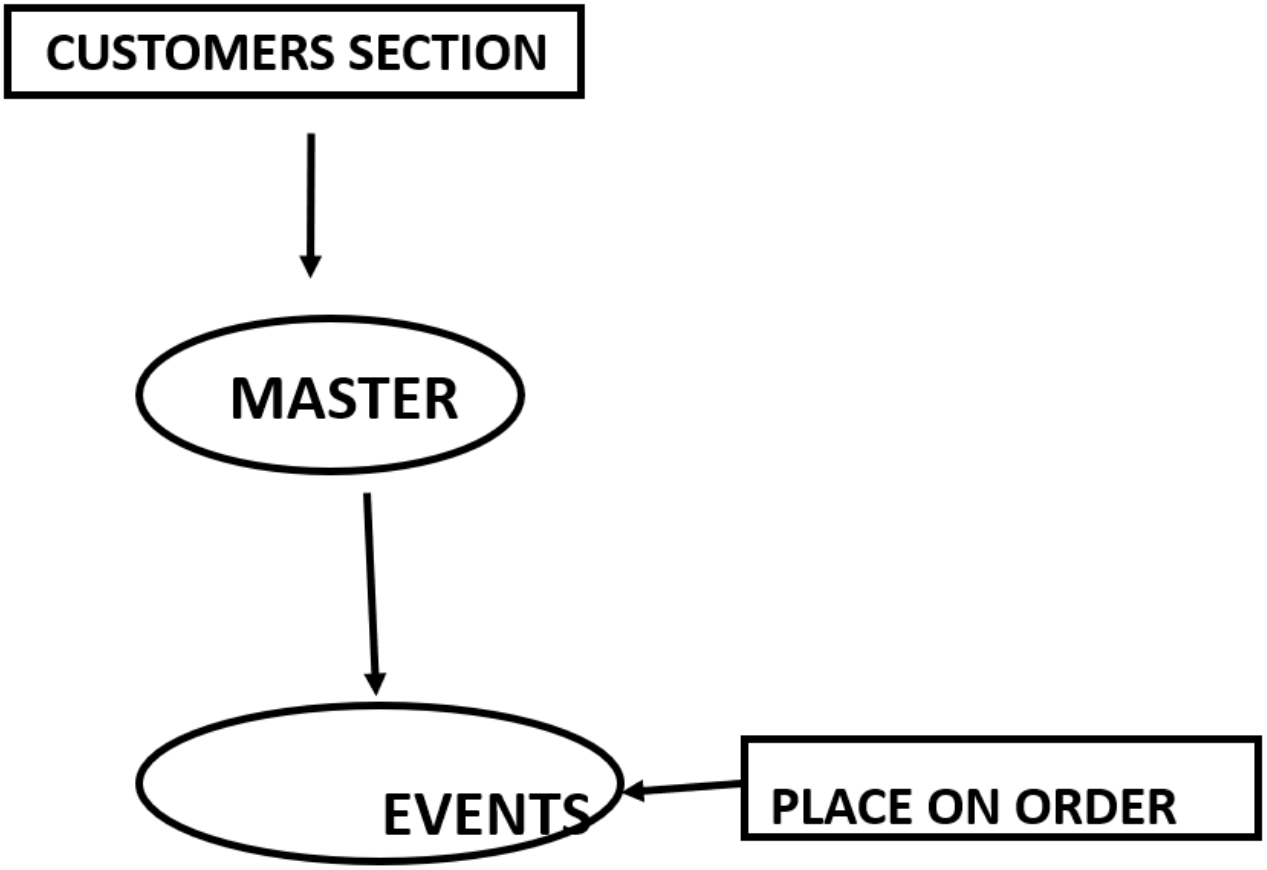
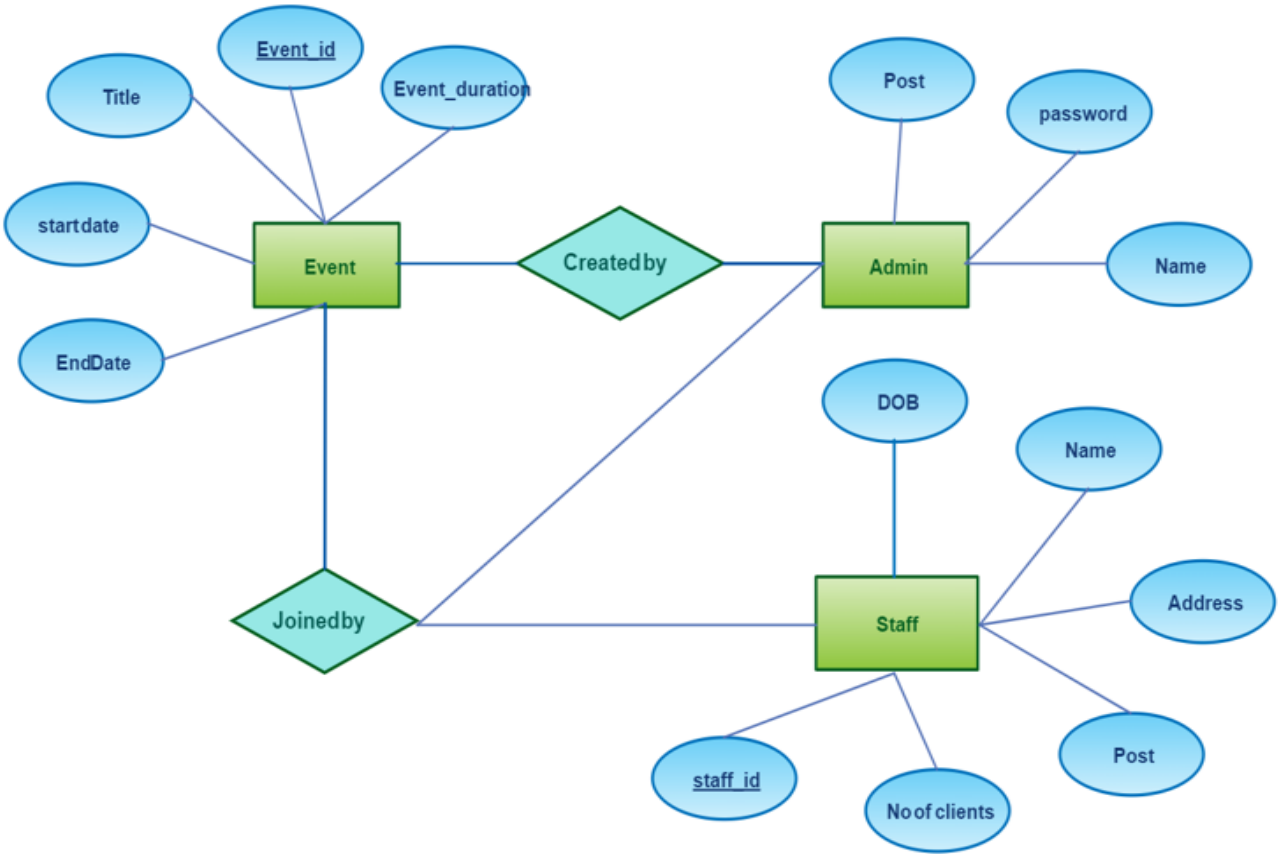
DATA FLOW DIAGRAM: FOR USER'S MODULE



ER Diagram of Event Management System



4.4 DATA BASE DESIGN

The database design involves creation of tables. Tables are represented in physical database as stored files. They have their own independent existence. A table consists of rows and columns. Each column corresponds to a piece of information called field. A set of fields constitutes a record. The record contains all the information, specific to a particular item.

Voter information data table:

Login details

Sl. No	Field name	Data type	Description
1	User Name	Varchar	User Name
2	Password	Varchar	password

Venue details

Sl. No.	Field Name	Data Type	Description
1	VENUE ID	Number	VENUE ID
2	VENUE NAME	Number	VENUE NAME
3	VENUE COST	Number	COST OF VALUE
4	DELETE	Varchar	VENUE DELETE

5. SYSTEM TESTING AND IMPLEMENTATION

5.1 TESTING

The implementation is the final and important phase. It involves user training, system testing and successful running if the developed proposed system. The user tests the developed system and changes are made according to their need. The testing phases involve the testing of developed system using various kinds of data.

An elaborate testing or data is prepared and the system is tested using that testy data. While testing, errors are noted and corrections are made. The correction is also noted for future use. The users are trained to operate the developed system. Both the hardware software securities are made to run the developed system successfully in future.

The testing steps are:

- ❖ System testing
- ❖ Unit testing
- ❖ Module testing
- ❖ Integration testing
- ❖ Acceptance testing

5.1.1 SYSTEM TESTING:

Testing is a set of activities that can be planned in advance and conducted systematically. The proposed is tested in parallel with the software that consists of its own phases of analysis, implementation, testing and maintenance. Following are the tests conducted on the system.

5.1.2 UNIT TESTING:

During the implementation of the system each module of the system was tested separately to uncover errors within its boundaries. User interface was used as a guide in the Process.

5.1.3 MODULE TESTING:

: A module is composed of various programs related to that module. Module testing is done to check the module functionality and interaction between units within a module. It checks the functionality of each program with relation to other programs within the same module. It then tests the overall functionality of each module.

5.1.4 INTEGRATION TESING:

Integration testing is a systematic technique for constructing the program structure while conducting tests to uncover errors associated with interfacing. The objective is to take unit-tested module and build a program structures that has been dictated by design.

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5.1.5 ACCEPTANCE TESTING:

The software has been tested with the realistic data given by the client and produced fruitful results. The client satisfying all the requirements specified by them has also developed the software within the time limitation specified. A demonstration has been given to the client and the end-user giving all the operational features.

5.2 IMPLEMETATION PHASE:

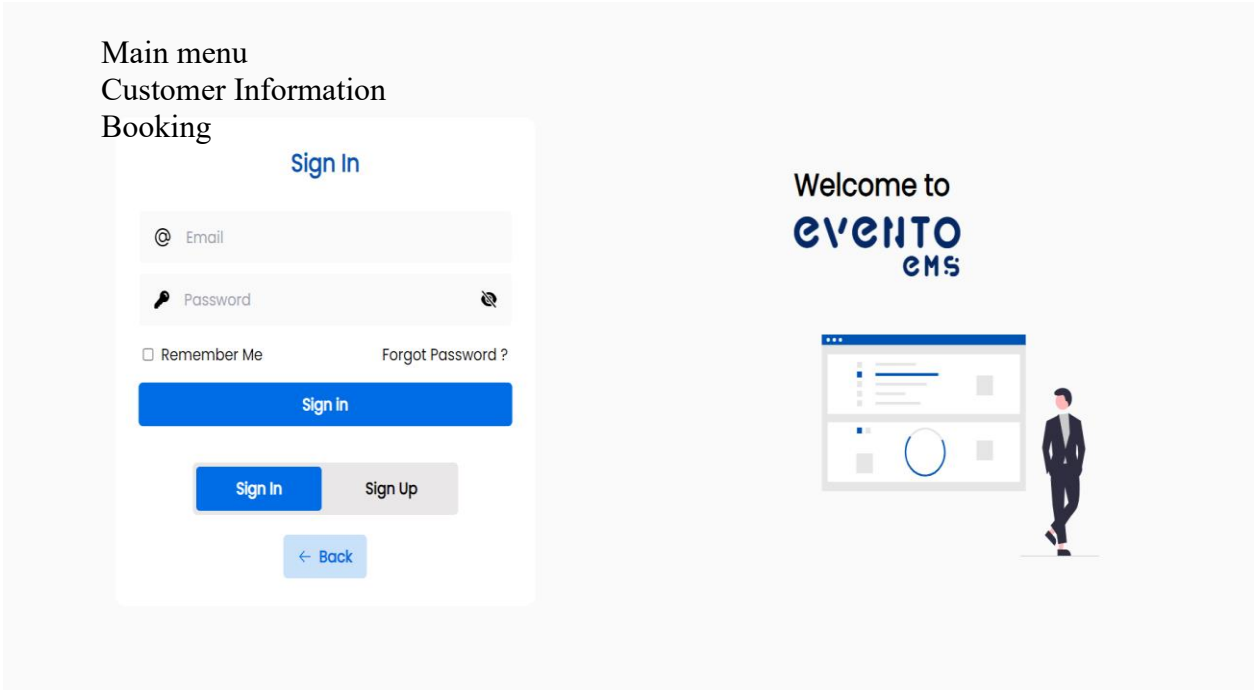
The implementation is the final and important phase. It involves user training, system testing and successful running of the developed system. The users test the developed system when changes are made according to the needs. The testing phase involves the testing of the developed system using various kinds of data. An elaborate testing of data is prepared and system is tested using the tests data.

Implementation is the stage where theoretical design turned into a working system. Implementation is planed carefully to propose system to avoid unanticipated problems. Many preparations involved before and during the implementation of proposed system. The system needed to be plugged in to the organization's network then it could be accessed from anywhere, after a user logins into the portal.

The tasks that had to be done to implement the system were to create the database tables in the organization database domain. Then the administrator was granted his role so that the system could be accessed. The next phase in the implementation was to educate the system. A demonstration of all the functions that can be carried out by the system was given to examination department person, who will make extensive use of the system.

SAMPLE OUTPUT SCREEN

Login



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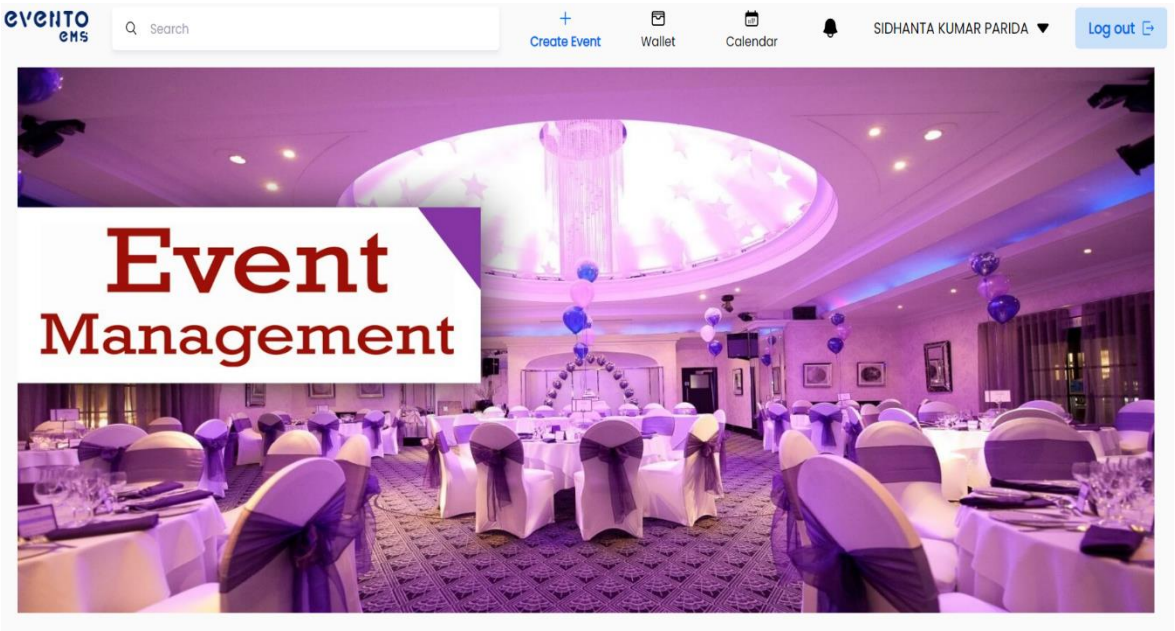
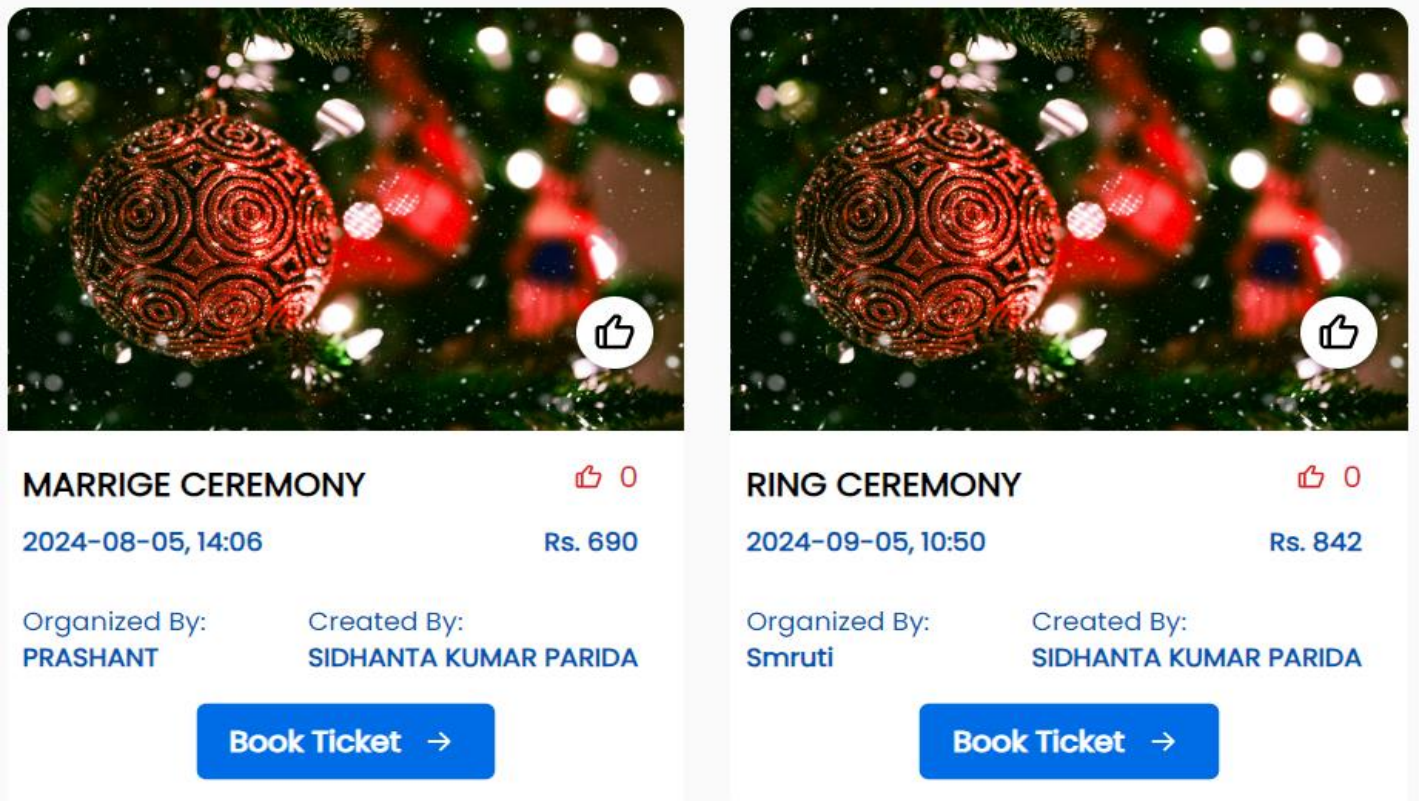
Dashboard



Event List



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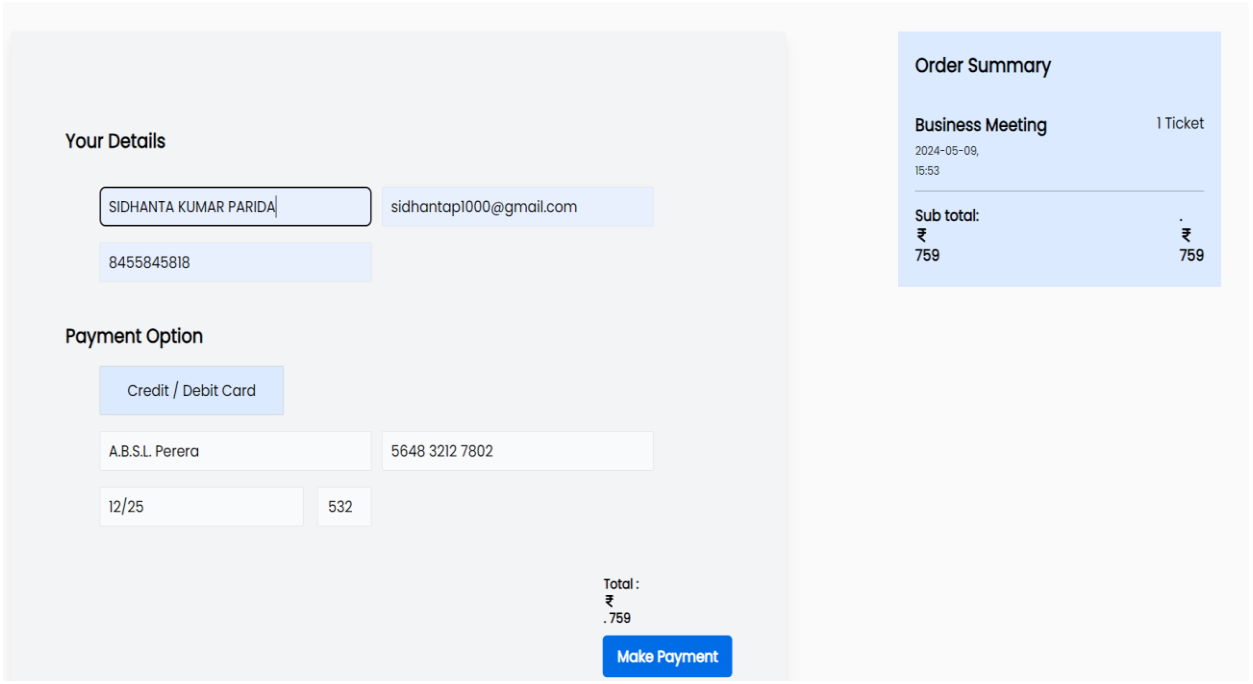
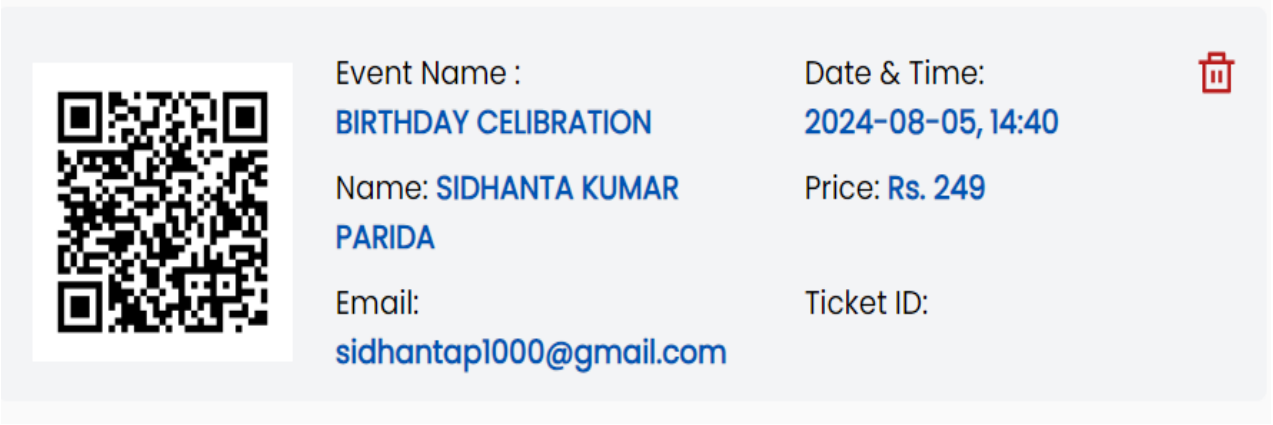
Payment Page



Ticket



FUTURE ENHANCEMENT

❖ Integration with Virtual and Hybrid Events The rise of virtual and hybrid events has opened up new avenues for engagement and expanded the possibilities of event management systems.

❖ We can update this system as online application

❖ The main advantage of online application is that, a person can report the event anytime from anywhere.

❖ By the future technology user can view the case details and progress of the events details on their mobile phones.

CONCLUSION

This project performs the task of developing application that enables the students and faculty to retrieve the data very easily. The main purpose of event management system is to provide a platform for the users to view the information about the events that took place in the past and the ones which are about to take place in the near future. The users can be faculty, students and administrator. They can firs login into the website and see through the information such as details about the events like the venue, theme of the event, participants, chief guests, etc. The faculty can keep the record of the attendance also. The administrator can login and update the

information, delete any unwanted data, arrange the information accordingly so that the user can go through a user friendly and know all the where abouts of their college.

REFERENCE

Website

1> WWW.MEMBERS.TRIPOD.COM
2> WWW.WIKIPEDIA.COM

Books

1> Advanced MS Visual Basic