



Daffodil
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“SWE SPORTS REMINDER”

A Web Application for Online Reminder of Software Department Sports Event

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BSc in Software Engineering

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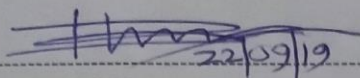
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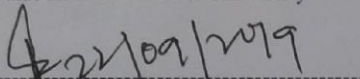
This **Project** titled "SWE Sports Event Reminder", submitted by **Tangimul Islam, ID: 152-35-1183** to the Department of Software Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc in Software Engineering and approved as to its style and contents.

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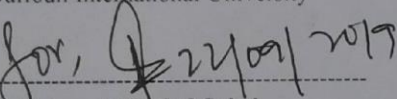
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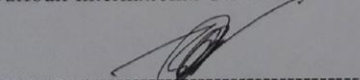
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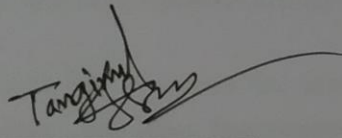


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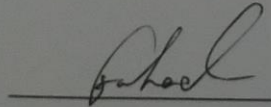
DECLARATION

We hereby declare that, this project has been done by me under the supervision of **Md. Fahad Bin Zamal, Assistant Professor, Department of Software Engineering, Daffodil International University**. I also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.



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I would like to express our heartiest gratitude to **Pro. Dr. Touhid Bhuiyan, Professor, and Head, Department of SWE**, for his kind help to finish our project and also to other faculty member and the staff of SWE department of Daffodil International University.

I would like to thank our entire course mate in Daffodil International University, who took part in this discuss while completing the course work. Finally, we must acknowledge with due respect the constant support and patients of our parents.

EXECUTIVE SUMMARY

Our project titled “SWE Sports Event Reminder: A Web Application for Online tournament registration and informing its user through message, notification, post about different event about the sports. The main aim of this free SWE Sports Event Reminder project is make information dissemination much easier in a paperless community as the world tends to interact with the Sports Event Reminder facility as an project, Sports Event Reminder, admin can send the notification to the particular players SWE Events Sport Reminder work generally intends to act as a support system for the all users.

We have used Bootstrap, HTML, CSS and Java Script for front-end design and validations and PHP programming language for back-end design. We also used My SQL Server as our main database.

After finishing all the task and test process this application proved to be working effectively.

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CHAPTER

INTRODUCTION

1.1 Project Overview:

A web application that provides SWE Sports Event schedule and provide notice to its users. SWE Sports Event Reminder is a place where people can leave any types of messages and notifications. The main aim of this free SWE Sports Event Reminder project is make information dissemination much easier in a paperless community as the world tends to interact with the Sports Event Reminder facility as an project, Sports Event Reminder, admin can send the notification to the particular players SWE Events Sport Reminder work generally intends to act as a support system for the all users. Admin will maintain the system like as: creating event, sending notification, approving team, removing team, managing user. User will be able to create account in order to get all information and for tournament entry. Without an account a user cannot accessed any tournament. So, it's an easier way to inform the user.

1.2 Project Purpose:

The main purpose of your project is to make a digital sports event reminder system. Where users can get notify before any tournament of Software Department.

1.2.1 Background:

SWE Sports Event Reminder is a place where people can leave any types of messages and notifications. The main aim of this free SWE Sports Event Reminder project is make information dissemination much easier in a paperless community as the world tends to interact with the Sports Event Reminder facility as an project, Sports Event Reminder, admin can send the notification to the particular players SWE Events Sport Reminder work generally intends to act as a support system for the all users.

1.2.2 Benefits:

There are several benefits that I have listed below.

- ✓ This is a user-friendly digitalized system
- ✓ Player can entry to the tournament through the system.
- ✓ Everyone will be notified before the tournament/sport event start.

1.2.3 Goals:

We want to make this web application. This web application will have contained these features.

- ✓ To keep all fundamental information about the SWE Sport Events.
- ✓ To notify everyone about the event who are associated with the event.
- ✓ To provide online registration.
- ✓ To provide online notice.

1.3 Stakeholders:

Every system is developed by targeting some stakeholders. A system has no value without stakeholders. Our system also has some stakeholders:

- **Students:** Students are the main internal stakeholder of our system. Because they are the participants of the sports event and spectators.
- **Teacher:** Though the events is under the department so teacher are also internal stake holders. They will manage the event.
- **Admin:** Admin will be assigned by the university authority. Admin has the authority or power to control the whole system.

1.4 Proposed System Model (Block Diagram):

This is the block diagram of the whole system of SWE Sports Event Reminder. When a digital complex system is shown through a diagram in a schematic way from the general arrangement then it is called Block Diagram [5].

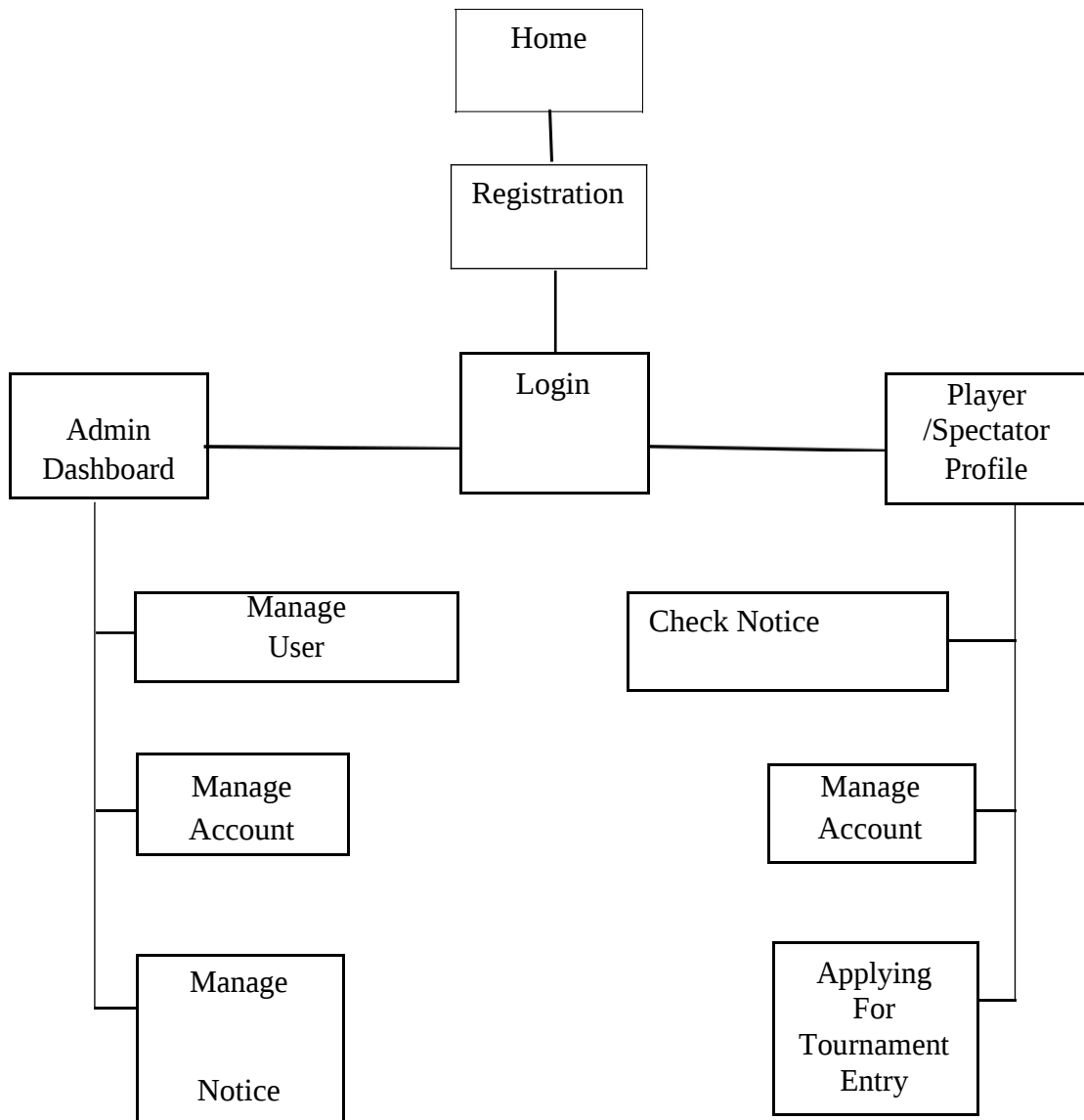


Figure 1.1: SWE SPORT EVENT REMINDER Block Diagram

1.5 Project Schedule:

To complete the project, I have maintained a schedule. So, it was easier for me to see the continuous progress of myself in order to complete the project.

1.5.1 Gantt Chart:

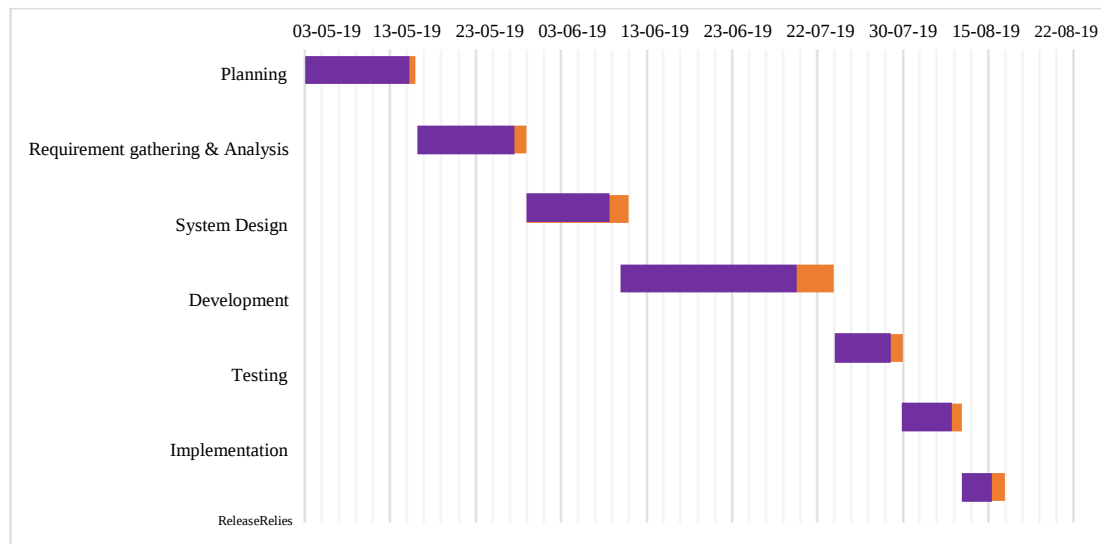


Figure 1.2: Gantt chart

1.5.2 Milestone:

Milestone, it is a time frame of project. That will define the project task. Project milestones are as follows:

Table 1.1: Milestone

Task no.	Task Name	Start Date	End Date	Duration
01	Planning	03-05-19	16-05-19	13 days
02	Requirements Gathering & Analysis	17-05-19	28-05-19	12 days
03	System Design	29-05-19	15-06-19	17 days
04	Development	16-06-19	22-07-19	37 days
05	Testing	23-07-19	30-07-19	07 days
06	Implementation	01-08-19	10-08-19	10 days
07	Release	11-08-19	22-08-19	11 days
	Total			107 days

CHAPTER 2

SOFTWARE REQUIREMENT SPECIFICATION

Requirement analysis is the first step of identifying user needs in order to satisfy the users. This is the most important part of any software development.

2.1 Functional Requirements:

System's Functional Requirements are listed below:

Table 2.1: Functional Requirement

Requirement Id	Requirement Name	Description	Functional/Non Functional	Priority
01	Sign Up	Users should have to fill up email, password, name, mobile number, image, gender and hobbies for being authenticate	Functional	High
02	Log in	Users must have valid email and password to get into the system	Functional	High
03	Add User	Admin can add new user	Functional	Medium
04	Delete User	Admin can delete user	Functional	High
05	Add notice	Admin can add notice	Functional	High

Requirement Id	Requirement Name	Description	Functional/Non-Functional	Priority
07	Send Notice	Admin can send notice to the specific user	Functional	High
08	Update Password	Admin and user can update their own password	Functional	High
09	Check Notification	User can check notification	Functional	High
10	Update Profile	User can update their profile	Functional	Medium

2.2 Performance Requirements:

It's very necessary to sustain the performance of the project. To assure the better performance, this project has to meet some requirements which will provide the better performance.

2.2.1 Speed and Latency Requirements:

While user will run our project in the browser, system needs a minimum amount of speed to perform the task.

Table 2.2: Speed and Latency Requirements

SLR-01	Processing speed of the system will be faster.
Description	When user will run our system speed will be dependent on their internet speed & the server bandwidth speed.
Stakeholders	Users as players/viewers, Admin etc.

2.2.2 Accuracy Requirements:

System have to confirm the Legibility and Accuracy of the data.

Table 2.3: Accuracy Requirements

AR-01	Required proper information of every user
Description	The input data should be correct and right pattern data, otherwise the input field show error message, like personal information, phone number, email address, password etc. the input information is not valid, the data never saved. Or the input data pattern is not match, then users will not be able to go forward step with the system.
Stakeholders	Users as players/viewers, Admin etc.

2.2.3 Capacity Requirements:

The system should maintain all inserting data

Table 2.4: Capacity Requirements

CR-01	Manages all the data in database properly
Description	All data like, Users registration data, Sports Event registration data, notice etc. are stored in the database.
Stakeholders	Users as players/viewers, Admin etc.

2.3 Dependability Requirements:

Dependability means, it measures of a system reliability, availability, robustness, safety etc. Here, dependability means the running time of this project.

2.3.1 Reliability Requirements:

Table 2.5: Reliability Requirements

RR-01	The system is reliable
Description	Sports event information, user information, time schedule and others information will be safe and secured in our system.
Stakeholder	Users as players/viewers, Admin etc.

2.3.2 Availability Requirements:

Table 2.6: Availability Requirements

AR-01	The system will be available 24x7.
Description	It is available 24 hours in a day and 7 days in a week The system will be updated regularly.
Stakeholder	Users as players/viewers, Admin etc.

2.3.3 Robustness or Fault Tolerance requirements:

Table 2.7: Availability Requirements

FTR-01	Well robustness of the system
Description	If any problem occurs the system will show error message and the fault tolerance is handled properly.
Stakeholder	Users as players/viewers, Admin etc.

2.4 Maintainability and supportability requirements:

Authority would have assigned some Admins and specialist for the maintenance of the system and support the system.

2.5 Maintenance Requirements:

Authority would have to assign some specialists for maintaining the system. System can produce wrong results and the specialists must be able to reproduce the data flow through the system.

2.5.1 Supportability Requirements:

Authority would have to recruit some admins for supportability of the system.

2.6 Security requirements:

There are two security to get access to this system or a specific module of the system must provide an authentication mechanism.

2.6.1 Access Requirements:

This system provides accesses the different module, by access in an authentication way to the authentic user.

2.6.2 Integrity Requirements:

Credential information of users' will be kept safe.

2.6.3 Privacy Requirements:

All the passwords and personal information will be kept safe and securely in the system.

2.7 Usability and human-interaction requirements:

This system is very user friendly with simple user-interface.

2.7.1 Ease of Use Requirements:

Users can use the system very easily with satisfaction and efficiency.

2.7.2 Personalization and Internationalization Requirements:

I have developed this system in order to help the Software department sports event. So, there are no internationalization requirements.

2.7.3 Understandability and politeness Requirements:

This system is very easy to use and understand with simple user-interface.

2.7.4 Accessibility Requirements:

This system is very easily accessible for definite user in definite module.

2.7.5 User Documentation Requirements:

Events information and user records will be stored and kept in the system properly.

2.7.6 Training Requirements:

There is not needed any extensive training for operating this digital system.

2.8 Look and feel requirements

According to client's expectation look means the graphical user interface, design, layout, shapes, colors etc. and feel means the behavior of different elements like menu bar, buttons etc.

2.8.1 Appearance Requirements

Needed knowledge about PHP, My SQL and algorithm.

2.8.2 Style Requirements

Knowledge about HTML, CSS, JavaScript and bootstrap.

CHAPTER 3

SYSTEM ANALYSIS

3.1 Use Case Diagram:

Use case Diagram is the simplest way of representing in a graphical representation of a complex system's user interactions among the elements of the system. SWE SPORTS EVENT REMINDER's use case diagram is given below:

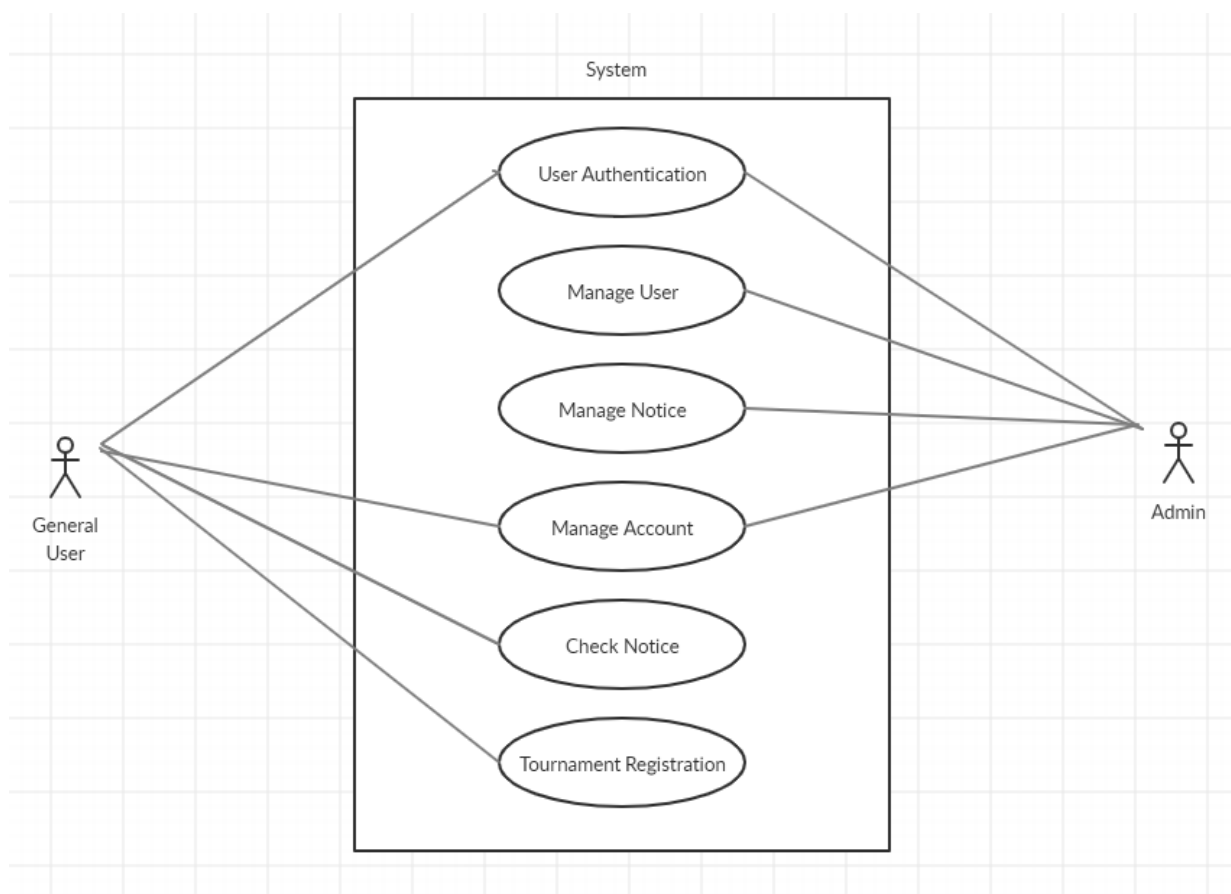


Figure 3.1 Use Case Diagram

3.2 Use Case Description:

This part will describe about the task briefly about how the users needed to interact with the system.

3.2.1 User Authentication:

Table 3.1: Use Case Description of User Authentication

Use case name	User Authentication		
Scenario	Authenticate the users through registration and log in process		
Brief	To get access to the system a user must be authenticate. He must create an account. After the creation of the account the user will get access to his authorized resources.		
Actor	Admin, Viewers/Players		
Preconditions	Name, Email, Mobile Number etc. Must exist for Creating an account.		
Post conditions	New User must be added.		
Flow of events	Actor	System	
	Users	Account Created successfully	
Failure results	If system not response then show an error message.		

3.2.2 Manage User:

Table 3.2: Use Case Description of Manage User

Use case name	Manage User		
Scenario	Admin have to manage the user list.		
Brief description	Admin will have the privileges to manage the user such as check the user list, delete /remove user from the list, block user etc.		
Actor	Admin		
Preconditions	Admin must exist.		
Post conditions	User list will be displayed		
Flow of events	Actor	System	
	Enter email	Response with displaying proper information.	
	And password		
Failure results	If system not response then show an error message.		

3.2.3 Manage Notice:

Table 3.3: Use Case Description of Notice Management

Use case name	Manage Notice		
Scenario	Admin will manage the notice		
Brief description	Admin will send notice to the user. He will also be able to modify and delete the notice.		
Actor	Admin,		
Preconditions	Admin Must exist		
Post conditions	A successful message is shown by the system.		
Flow of events	Actor	System	
	Enter email And pass for investigating the notice	Response with displaying a successful message.	
Failure results	If system not response then show an error message.		

3.2.4 Manage Account:

Table 3.4: Use Case Description of Managing Account

Use case name	Manage Account	
Scenario	User can manage his own account	
Brief description	When a user creates an account, a profile is created. Day by day it's needed to be updated so here user can Update his information	
Actor	Admin, Participants	
Preconditions	Must have an account	
Post conditions	After all changes a successful message will be showed	
Flow of events	Actor	System
	Enter valid information .	Response with displaying proper information.
Failure results	If system not response then show an error message.	

3.2.5 Tournament Registration:

Table 3.5: Use Case Description of Registering process of tournament

Use case name	Tournament Registration	
Scenario	When a tournament /sports event is posted user can applying through the system.	
Brief description	When a tournament is arranged a notice will be created by the admin and the willing participant can make registration through the system	
Actor	Participants	
Preconditions	Must have an account	
Post conditions	When all valid information is provided then a successful Message will be showed	
Flow of events	Actor	System
	Enter player list number for Registration.	Response with displaying success message.
Failure results	If system not response then show an error message.	

3.3 Activity Diagram:

In Unified Modeling Language Activity diagram is an important diagram. Basically, it is a flow chart. It can describe the flow of the activity in a graphical representation [6].

3.3.1 Activity Diagram for SWE Sports Event Reminder:

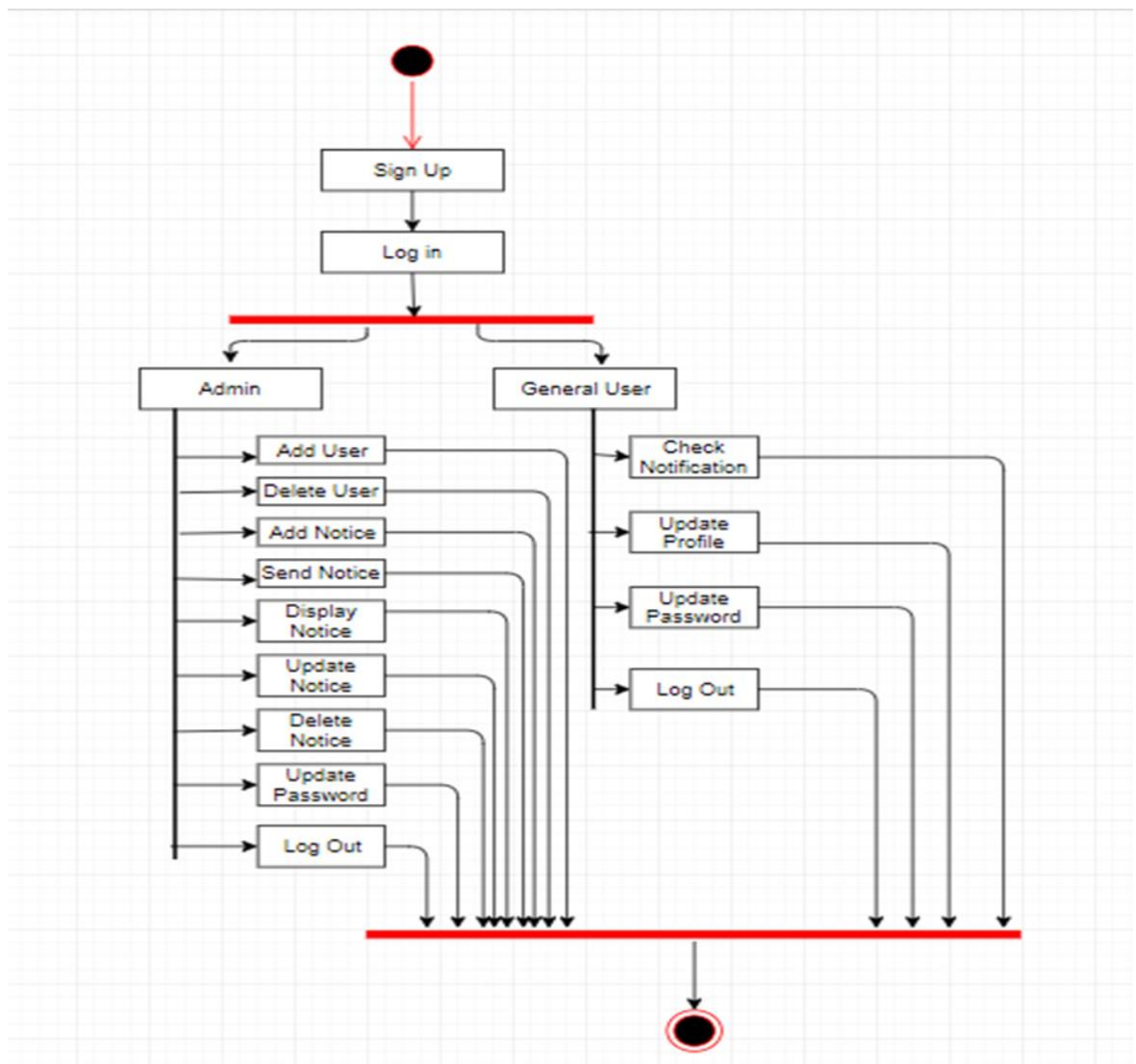


Figure 3.2 Activity Diagram

CHAPTER 4

SYSTEM DESIGN SPECIFICATION

4.1 Class Responsibilities Collaboration (CRC) Cards:

It's a brainstorming tool used to design any kind of object-oriented software. Following tables are given below:

Admin:

Table 4.1: Admin Responsibilities and collaboration

Responsibilities	Collaboration
Monitoring the system Enquiry about regular tasks	Send Notifications, Post Events, Manage Users, Manage Account

User/Participants:

Table 4.2: User Responsibilities and collaboration

Responsibilities	Collaboration
Log in with proper information. Check notification, Tournament Registration	Authentication Process Check Notification Tournament Registration

4.2 Sequence Diagram:

Sequence diagram is another very important UML diagram of a software. Sequence diagram can describes the working process of a system as how it works and what order is following it to complete a process [3].

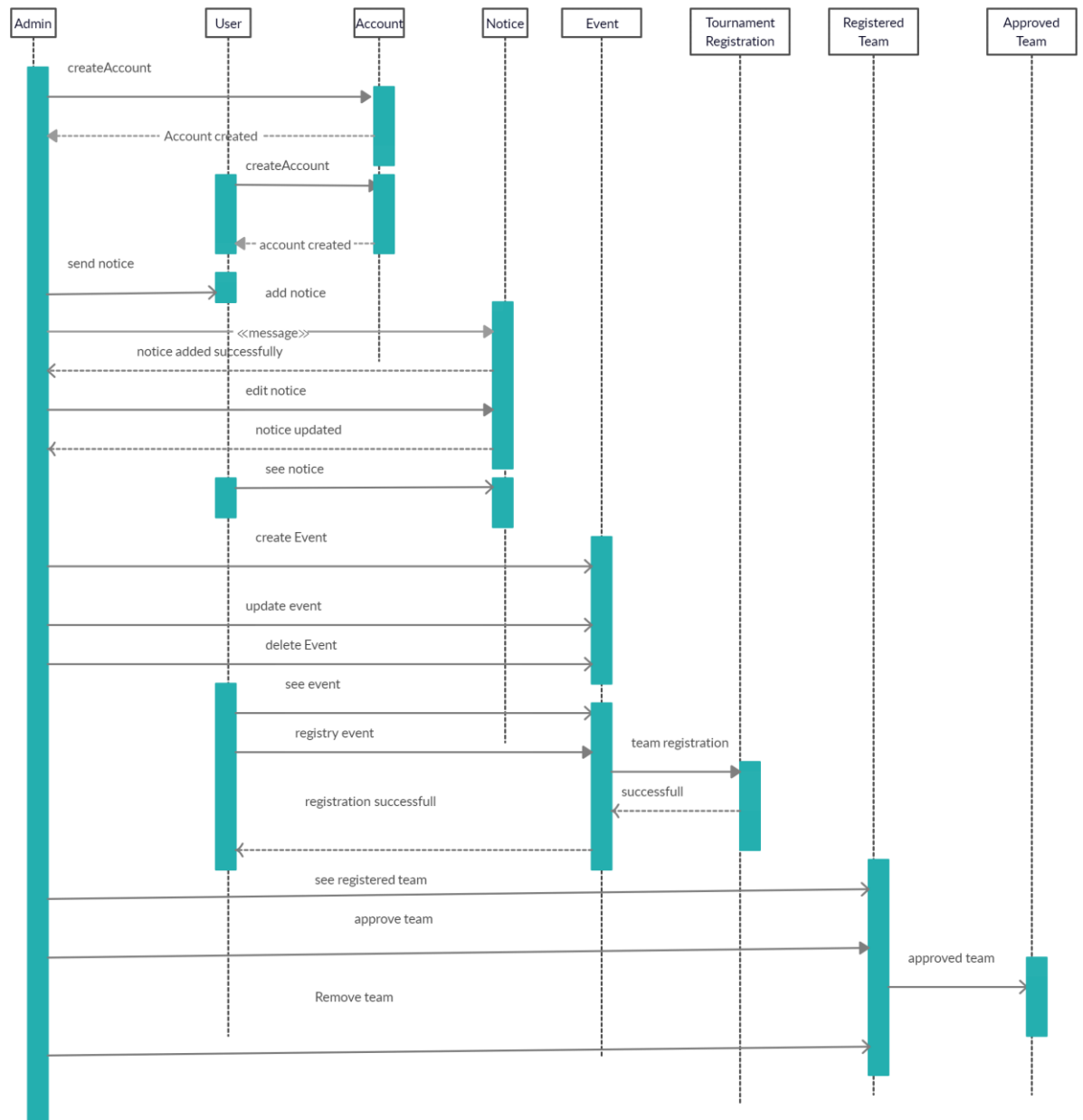


Figure 4.1: Sequence Diagram

4.3 Entity Relationship Diagram:

Database is the most important part of any system. We have tried to design a dynamic database for our system [9]. Our database design diagram is given below:

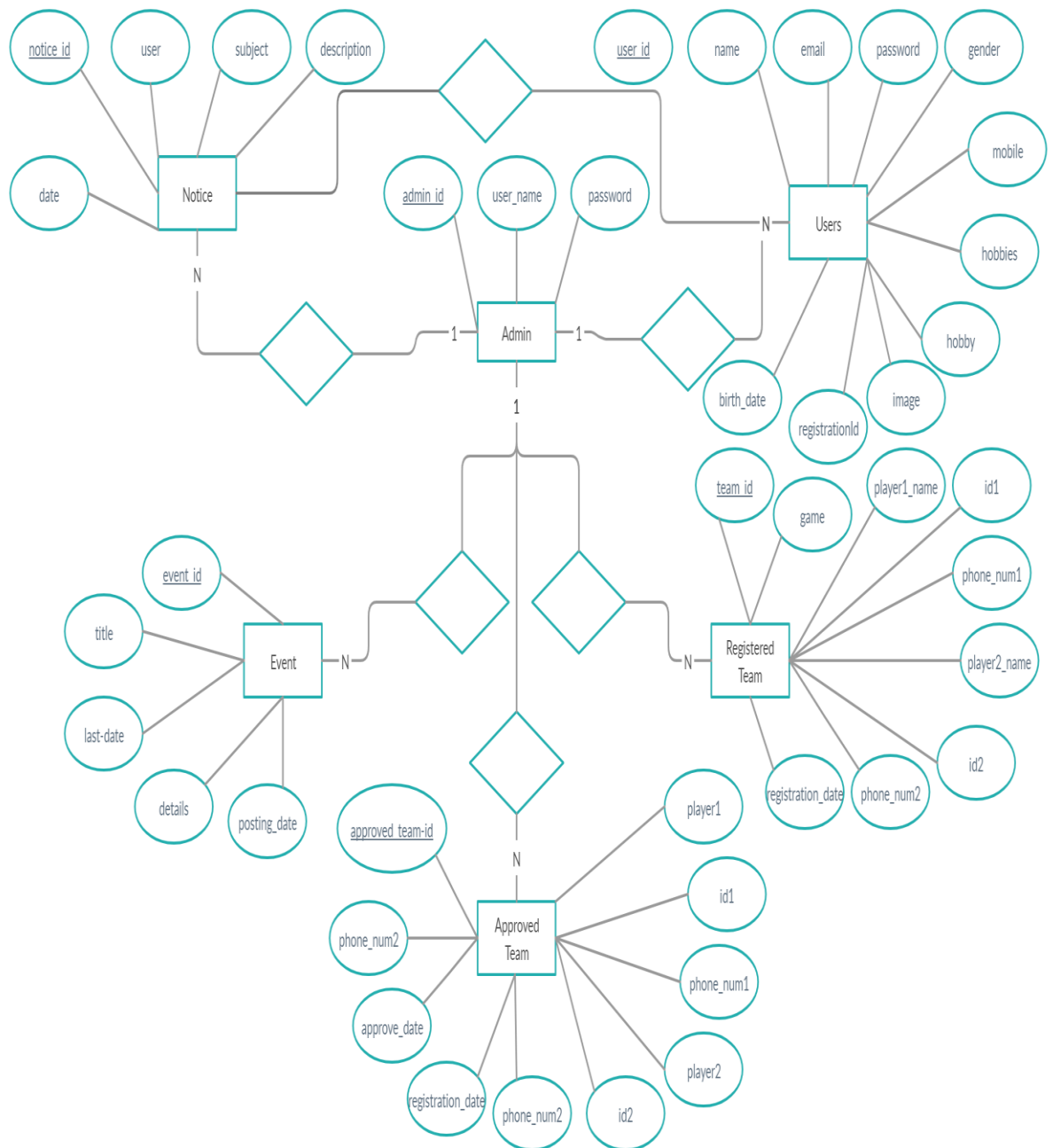


Figure 4.2: Entity Relation Ship Diagram

4.4 Development Tools & Technology:

For developing a software system, selecting development tools and technology is a vital fact and challenge.

Development tools:

- ☐ Development IDE: Sublime Text 3
- ☐ Server: MY SQL Server, Xampp Serve
- ☐ Operating System: Windows 10

Development technology:

- Programming language: PHP

4.4.1 User Interface Technology:

- ☐ HTML
- ☐ CSS
- ☐ Bootstrap
- ☐ JavaScript

CHAPTER 5

SYSTEM TESTING

5.1 Testing Features:

Testing is one of the most important part for checking the functionality of a software or system. Testing every features of a software we can ensure that the software or system is ready to provide its service [8].

5.1.1 Features to be tested:

There is given a list of the features we have tested



- ✓ Admin Login
- ✓ User Login
- ✓ Post Notice
- ✓ Manage User
- ✓ Tournament Registration

5.1.2 Features not to be tested:

We have tested every field of our system.

5.2 Testing strategies:

There is given the strategies of our system or software testing.

- Quality test
- Measure test

5.2.1 Test Approach:

To implementation a project test approach is very important. Test approach has two types of techniques:

- **Proactive** - An approach in which the test design process is initiated as early as possible in order to find and fix the defects before the build is created.
- **Reactive** - An approach in which the testing is not started until after design and coding are completed.

5.2.2 Pass/Fail criteria:

- When the expected result is come after testing then it is called pass
- When unexpected result is come during testing then it is called fail.

5.2.3 Suspension & Resumption:

Our system is very smooth and easy to use and maintain. There is no suspension and resumption problem.

5.3 Testing Environment:

- Testing IDE : Sublime Text3
- Browser : Google chrome
- Server : My SQL Server, Xampp
- Operating System : Windows 10
- Possessor : Core I 5

5.4 Test Case Description:

We have tested our system many times. Now we are focusing on that our system will execute properly.

5.4.1 Test Case for Admin Login:

Table 5.1: Test Case for Admin Login

Test Scenario:	Admin Login	Test Case ID:	TC01		
Test Case Description:	Login test case	Test Priority:	High		
Pre-Requisite:	A valid user account	Post-Requisite:	NA		
Test Execution Steps:					
SL. No	Action	Inputs	Expected Result	Actual Result	Test Result
01	Enter correct Email and password	Email: tanjim@gmail.com Password: *****	Login Successful	Login Successful	Pass

5.4.2 Test Case for Tournament Entry:

Table 5.2: Test Case for Tournament Entry

Test Scenario:	Tournament Registration	Test Case Id:	TC02
Test Case Description:	Tournament entrance Registration	Test Priority:	High
Pre-Requisite:	An authenticate User	Post-Requisite:	Na

Test Execution Steps:

SL. No	Action	Inputs	Expected Result	Actual Result	Test Result
01	Enter Correct Name, Email, Mobile	Name: Rahman Email: tan@gmail.com Mobile No: 01722334455	Registration Successful	Registration Assign Successful	Pass

5.4.3 Test Case for User Login:

Table 5.3: Test Case for User Login

Test Scenario:	User Login	Test Case ID:	TC03		
Test Case Description:	Login test case	Test Priority:	High		
Pre-Requisite:	A valid user account	Post-Requisite:	NA		
Test Execution Steps:					
SL. No	Action	Inputs	Expected Result	Actual Result	Test Result
01	Enter correct email and password	NID: tan@gmail.com Password: *****	Login Successful	Login Successful	Pass

5.4.4 Test Case for Posting Notice:

Table 5.4: Test Case for Posting Notice

Test Scenario:	Notice Management	Test Case ID:	TC04		
Test Case Description:	Posting notice and management of notice	Test Priority:	High		
Pre-Requisite:	An authenticated Admin	Post-Requisite:	NA		
Test Execution Steps:					
SL. No	Action	Inputs	Expected Result	Actual Result	Test Result
01	Enter Title Con tent	Cricket Tomorrow xxxxxx xxxxxxxxxxxxxxxxxxxx xxxxxxxxxxxxxxxxxxxx	Successful	Successful	Pass

CHAPTER 6

USER MANUAL

6.1 Home Page for Authenticate User:

This is the home page of SWE Sport Event Reminder. Through home page user will get different event information and they can register for the entrance of the tournament.

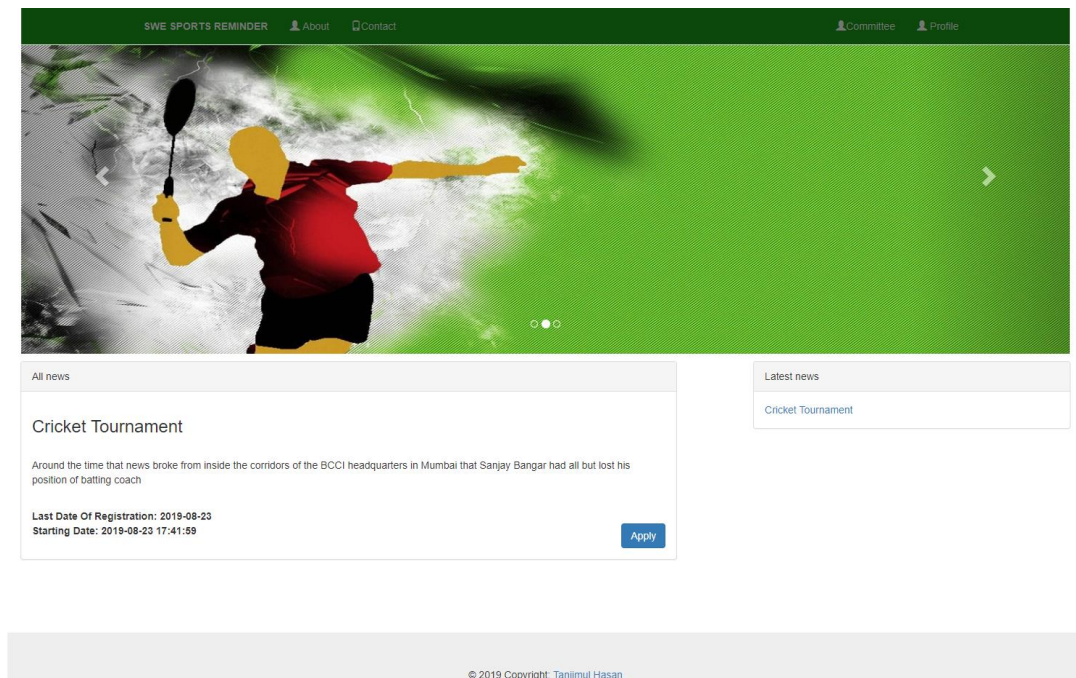


Figure 6.1: Home Page1

6.2 Home Page for Guest User:

Guest user will not get the button to register the event. In order to register the tournament, he has to create an account

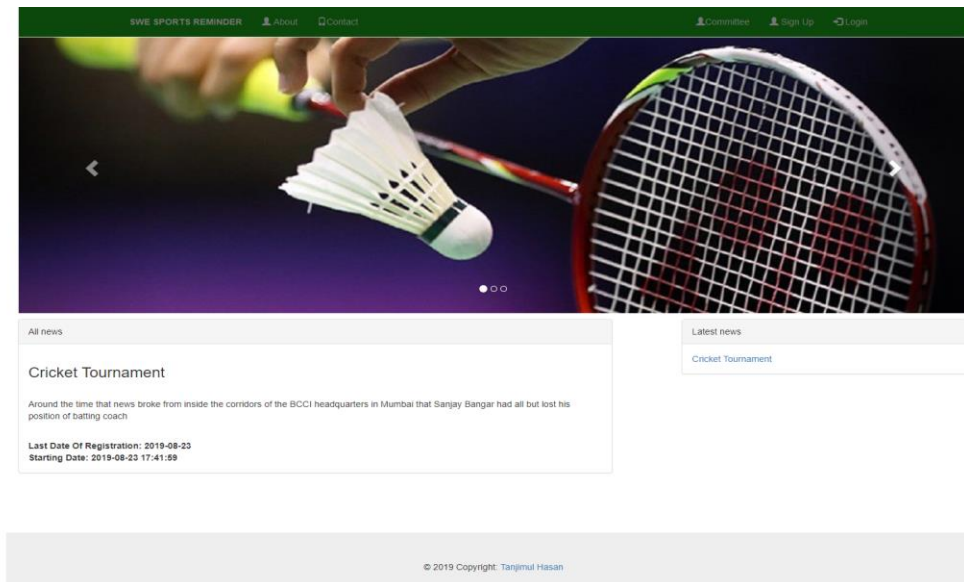


Figure 6.2: Home Page2

6.3 Admin Dashboard:

This is the admin dashboard. From here admin control the whole system.

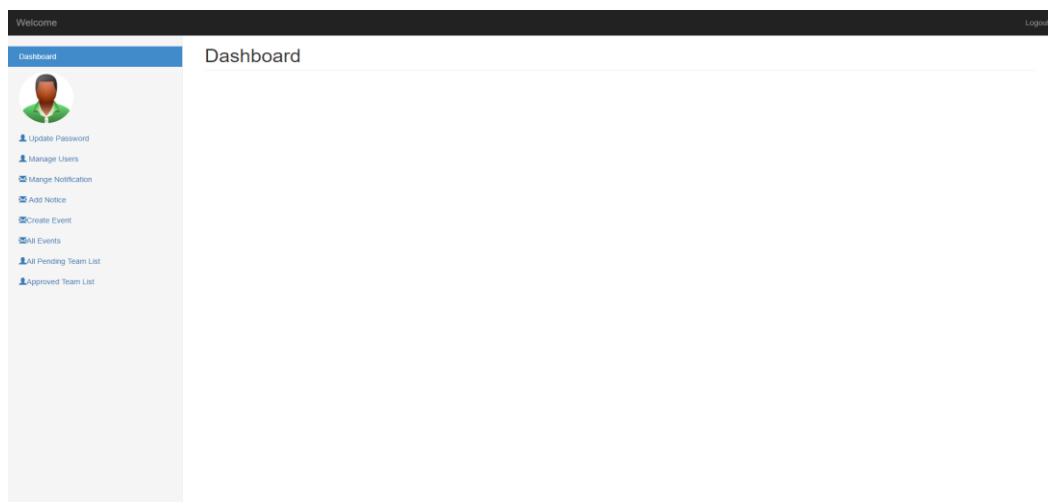
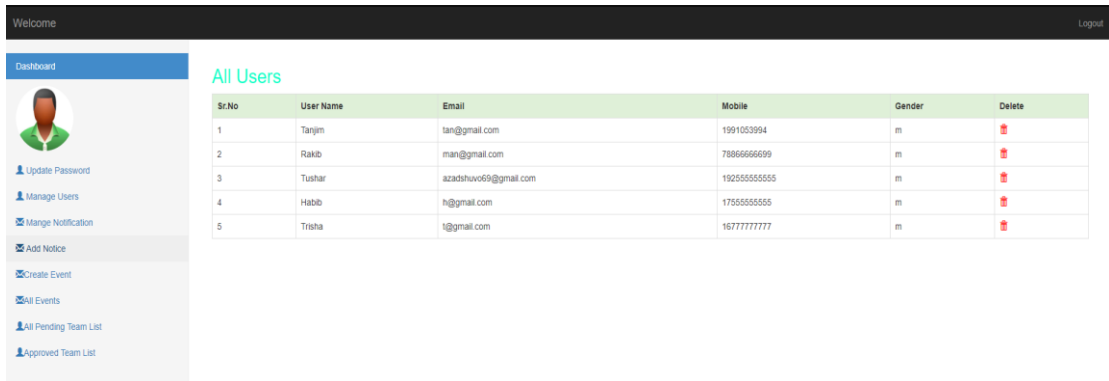


Figure 6.3: Admin Dashboard

6.3.1 Manage User

Admin here will be able to see the user list and he has the right to remove a user

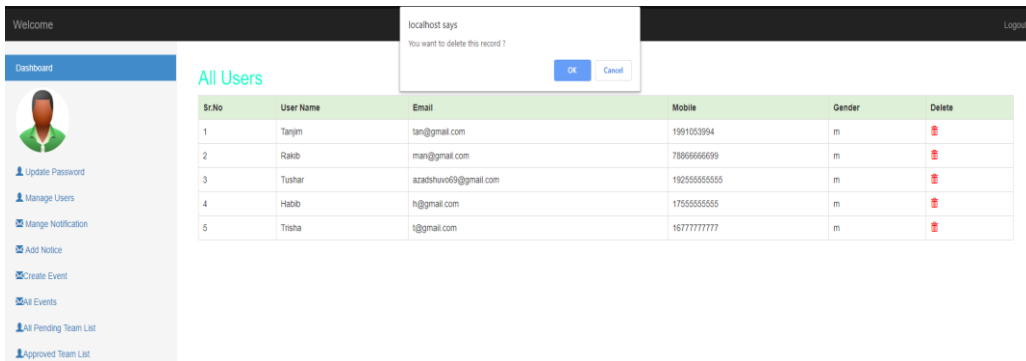


Sr.No	User Name	Email	Mobile	Gender	Delete
1	Tanjim	tan@gmail.com	1991053994	m	
2	Rakib	man@gmail.com	78866666699	m	
3	Tushar	azadshuvo69@gmail.com	19255555555	m	
4	Habib	h@gmail.com	17555555555	m	
5	Trisha	t@gmail.com	16777777777	m	

Figure 6.4: Manage User

6.3.2 Manage User

Admin here will be able to see the user list and he has the right to delete a user. When he tries to delete a user it will show an warning message to confirm.



Sr.No	User Name	Email	Mobile	Gender	Delete
1	Tanjim	tan@gmail.com	1991053994	m	
2	Rakib	man@gmail.com	78866666699	m	
3	Tushar	azadshuvo69@gmail.com	19255555555	m	
4	Habib	h@gmail.com	17555555555	m	
5	Trisha	t@gmail.com	16777777777	m	

Figure 6.5: Delete User

6.3.3 Create Event:

Admin can create event by providing the valid information through the page.

Welcome Logout

Dashboard

Enter Title

Last Date

Details

Add Event Reset

Figure 6.6: Create Event

6.3.4 All Event:

Admin can see the all created event from this page.

Welcome Logout

Dashboard

All Events

Sr.No	Title	Last Date	Details	Starting Time	Delete	Update
1	Cricket Tournament	2019-08-23	Around the time that news broke from inside the corridors of the BCCI headquarters in Mumbai that Sanjay Bangar had all but lost his position of batting coach	2019-08-23 17:41:59		
2	Football Tournament	2019-08-24	SIWE Sports Event Reminder is a place where people can leave any types of messages and notifications The main aim of this free SIWE Sports Event Reminder project is make information	2019-08-24 12:45:18		
3	Racket	2019-08-24	SIWE Sports Event Reminder is a place where people can leave any types of messages and notifications The main aim of this free SIWE Sports Event Reminder project is make information	2019-08-24 12:45:41		

Figure 6.7: All Event

6.3.5 Update Event:

An event can be updatable by the admin through the page. In the page of all event list an update sign is given.

Welcome Logout

Dashboard

Update Event

Enter Subject
Cricket Tournament

Last Date
23-Aug-2019

Enter Details
Around the time that news broke from inside the corridors of the BCCI headquarters in Mumbai that Sanjay Bangar had all but lost his position of batting coach

Update Password
Manage Users
Manage Notification
Add Notice
Create Event
All Events
All Pending Team List
Approved Team List

Figure 6.8: Update Event

6.3.6 Delete Event:

An event can be deletable by the admin through the page. In the page of all event list a delete sign is given.

Welcome localhost says
You want to delete this record?
 Logout

Dashboard

All Events

Add Event

Sr.No	Title	Last Date	Details	Starting Time	Delete	Update
1	Cricket Tournament	2019-08-23	Around the time that news broke from inside the corridors of the BCCI headquarters in Mumbai that Sanjay Bangar had all but lost his position of batting coach	2019-08-23 17:41:59	Delete	Update
2	Football Tournament	2019-08-24	SIVE Sports Event Reminder is a place where people can leave any types of messages and notifications The main aim of this free SIVE Sports Event Reminder project is make information	2019-08-24 12:45:18	Delete	Update
3	Racket	2019-08-24	SIVE Sports Event Reminder is a place where people can leave any types of messages and notifications The main aim of this free SIVE Sports Event Reminder project is make information	2019-08-24 12:45:41	Delete	Update

Update Password
Manage Users
Manage Notification
Add Notice
Create Event
All Events
All Pending Team List
Approved Team List

Figure 6.9: Delete Event

6.3.7 Create Notice:

Here admin can create a notice and can be able to send the notice to the specific user of the system.

Figure 6.10 shows the 'Add New Notice' form. It features a sidebar with navigation links and a main form area. The form has three input fields: 'Enter Subject', 'Enter Details', and a 'Select User' dropdown menu. A green message 'Notice added Successfully' is displayed above the form. Below the form are two buttons: 'Add New Notice' and 'Reset'.

Figure 6.10: Create Notice

6.3.8 All Notice:

Here admin can see all the notice that he has been sent and manage it through update or delete.

Figure 6.11 shows the 'All Notice' page. It features a sidebar with navigation links and a main table area. The table has the following columns: Sr.No, Subject, Details, User, Date, Delete, and Update. The table contains five rows of notices.

Sr.No	Subject	Details	User	Date	Delete	Update
1	Cricket Tournament	You are asked to contact with the department as early as possible.....gmthgickhik...	tan@gmail.com	2019-08-21 13:54:05		
2	Badminton	6.3.4 Delete Event. An event can be deletable by the admin through the page. In the page of all event list a delete sign is given.	h@gmail.com	2019-08-24 13:14:42		
3	Cricket Tournament	6.3.4 Delete Event. An event can be deletable by the admin through the page. In the page of all event list a delete sign is given.	man@gmail.com	2019-08-24 13:14:53		
4	Cricket Tournament	6.3.4 Delete Event. An event can be deletable by the admin through the page. In the page of all event list a delete sign is given.	tg@gmail.com	2019-08-24 13:15:05		
5	Cricket Tournament	6.3.4 Delete Event. An event can be deletable by the admin through the page. In the page of all event list a delete sign is given.	azadshuvo5@gmail.com	2019-08-24 13:15:18		

Figure 6.11: All Notice

6.3.9 Update Notice:

Here admin update any notice.

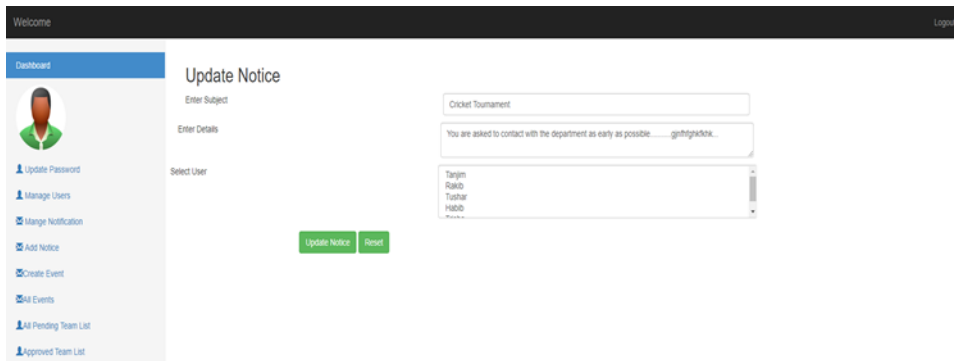
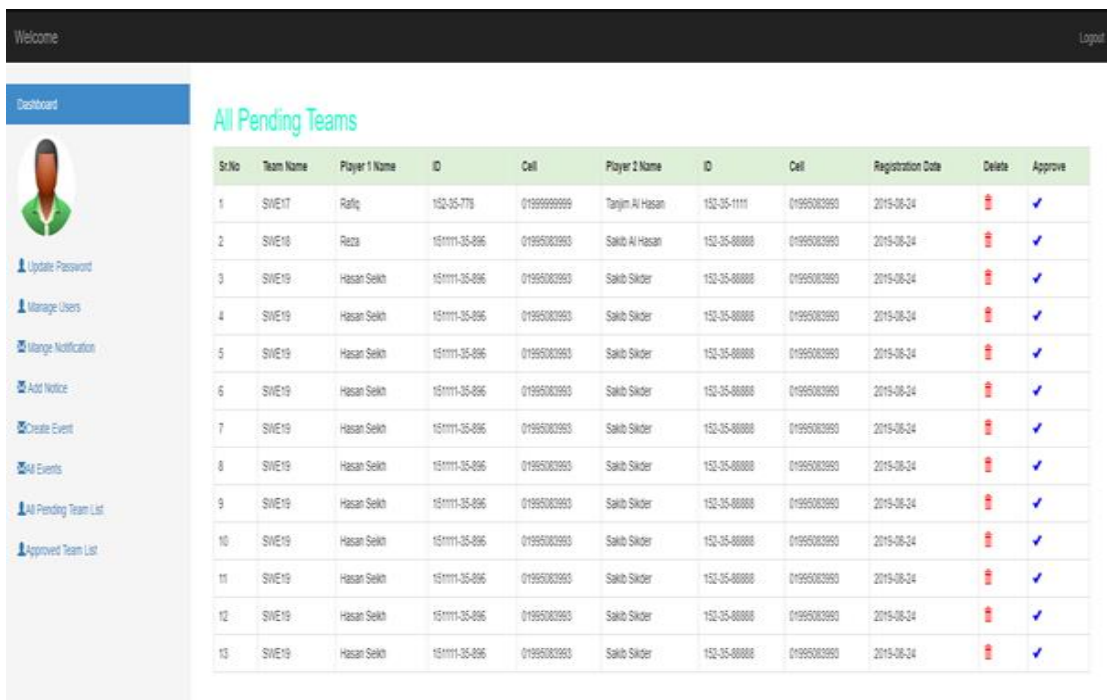


Figure 6.12: Update Notice

6.3.10 All Pending Teams:

Here admin can see the list of registered teams who are waiting for approval. From here admin can approve a team or remove a team. When admin approve it, it will go the approved team list.

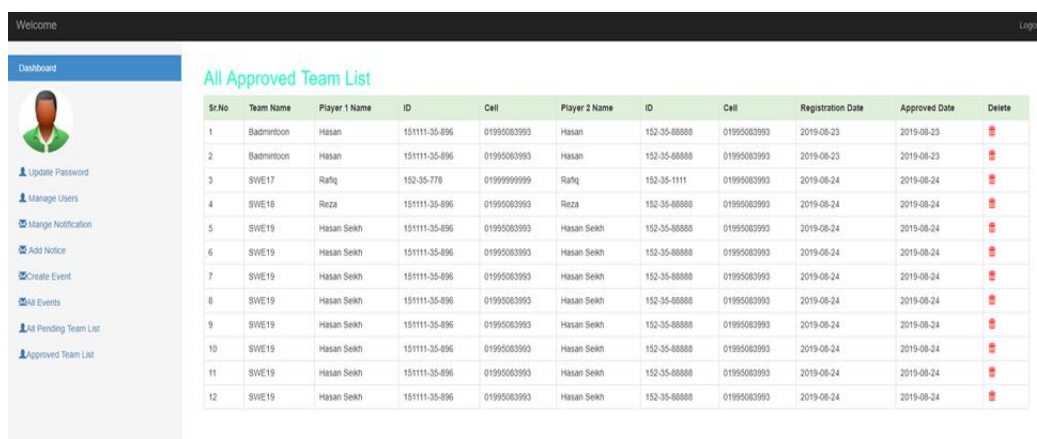


Sr.No	Team Name	Player 1 Name	ID	Cell	Player 2 Name	ID	Cell	Registration Date	Delete	Approve
1	SWE17	Rafiq	152-35-778	0199999999	Tajim Al Hasan	152-35-1111	0199999999	2015-08-24		
2	SWE18	Reza	151111-35-896	01995083993	Sakib Al Hasan	152-35-88888	01995083993	2015-08-24		
3	SWE19	Hasan Sakib	151111-35-896	01995083993	Sakib Skider	152-35-88888	01995083993	2015-08-24		
4	SWE19	Hasan Sakib	151111-35-896	01995083993	Sakib Skider	152-35-88888	01995083993	2015-08-24		
5	SWE19	Hasan Sakib	151111-35-896	01995083993	Sakib Skider	152-35-88888	01995083993	2015-08-24		
6	SWE19	Hasan Sakib	151111-35-896	01995083993	Sakib Skider	152-35-88888	01995083993	2015-08-24		
7	SWE19	Hasan Sakib	151111-35-896	01995083993	Sakib Skider	152-35-88888	01995083993	2015-08-24		
8	SWE19	Hasan Sakib	151111-35-896	01995083993	Sakib Skider	152-35-88888	01995083993	2015-08-24		
9	SWE19	Hasan Sakib	151111-35-896	01995083993	Sakib Skider	152-35-88888	01995083993	2015-08-24		
10	SWE19	Hasan Sakib	151111-35-896	01995083993	Sakib Skider	152-35-88888	01995083993	2015-08-24		
11	SWE19	Hasan Sakib	151111-35-896	01995083993	Sakib Skider	152-35-88888	01995083993	2015-08-24		
12	SWE19	Hasan Sakib	151111-35-896	01995083993	Sakib Skider	152-35-88888	01995083993	2015-08-24		
13	SWE19	Hasan Sakib	151111-35-896	01995083993	Sakib Skider	152-35-88888	01995083993	2015-08-24		

Figure 6.13: Pending Team List

6.3.11 Approved Team List:

Here admin can see the list of approved teams and admin has the right to delete team from the approved list.

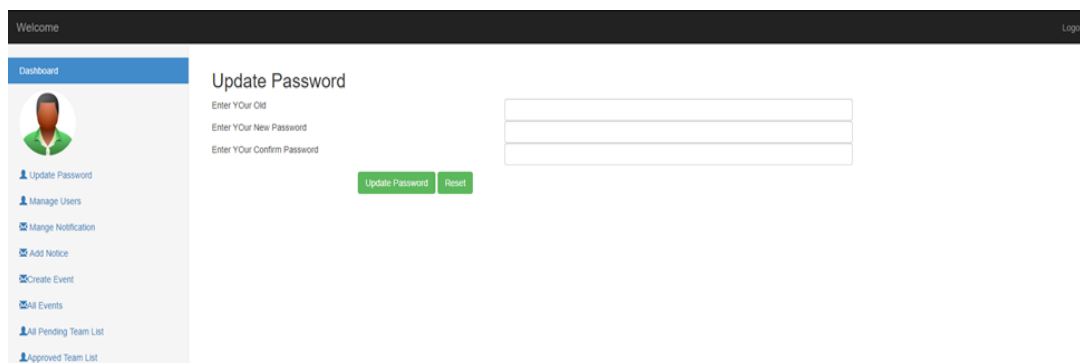


Sr.No	Team Name	Player 1 Name	ID	Cell	Player 2 Name	ID	Cell	Registration Date	Approved Date	Delete
1	Badminton	Hasan	151111-35-896	01995003993	Hasan	152-35-88888	01995003993	2019-08-23	2019-08-23	
2	Badminton	Hasan	151111-35-896	01995003993	Hasan	152-35-88888	01995003993	2019-08-23	2019-08-23	
3	SWIE17	Rafiq	152-35-778	01999999999	Rafiq	152-35-1111	01995003993	2019-08-24	2019-08-24	
4	SWIE18	Reza	151111-35-896	01995003993	Reza	152-35-88888	01995003993	2019-08-24	2019-08-24	
5	SWIE19	Hasan Sekh	151111-35-896	01995003993	Hasan Sekh	152-35-88888	01995003993	2019-08-24	2019-08-24	
6	SWIE19	Hasan Sekh	151111-35-896	01995003993	Hasan Sekh	152-35-88888	01995003993	2019-08-24	2019-08-24	
7	SWIE19	Hasan Sekh	151111-35-896	01995003993	Hasan Sekh	152-35-88888	01995003993	2019-08-24	2019-08-24	
8	SWIE19	Hasan Sekh	151111-35-896	01995003993	Hasan Sekh	152-35-88888	01995003993	2019-08-24	2019-08-24	
9	SWIE19	Hasan Sekh	151111-35-896	01995003993	Hasan Sekh	152-35-88888	01995003993	2019-08-24	2019-08-24	
10	SWIE19	Hasan Sekh	151111-35-896	01995003993	Hasan Sekh	152-35-88888	01995003993	2019-08-24	2019-08-24	
11	SWIE19	Hasan Sekh	151111-35-896	01995003993	Hasan Sekh	152-35-88888	01995003993	2019-08-24	2019-08-24	
12	SWIE19	Hasan Sekh	151111-35-896	01995003993	Hasan Sekh	152-35-88888	01995003993	2019-08-24	2019-08-24	

Figure 6.14: Approved Team List

6.3.12 Update Password:

Here admin can update his password by providing the valid information.



Welcome

Logout

Dashboard

- Update Password
- Manage Users
- Manage Notification
- Add Notice
- Create Event
- All Events
- All Pending Team List
- Approved Team List

Update Password

Enter Your Old

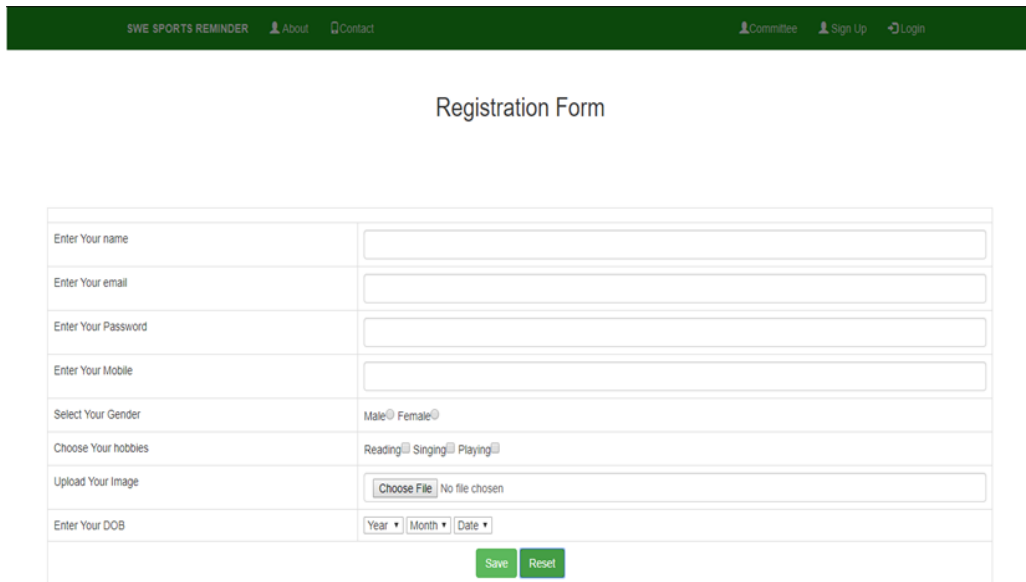
Enter Your New Password

Enter Your Confirm Password

Figure 6.15: Update Password

6.4. User Registration:

Here a user can create his account through registration by providing the valid information.



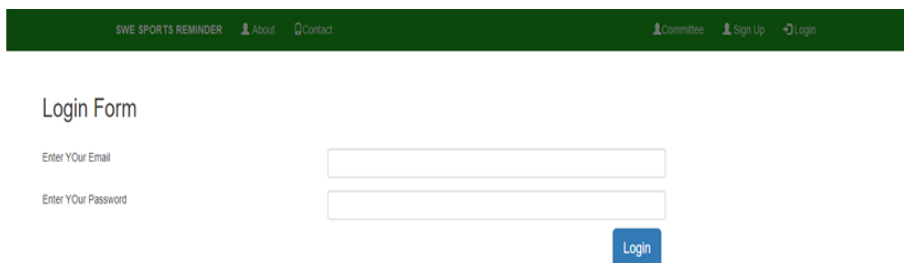
The screenshot shows a web application with a dark green header. The header contains the text "SWE SPORTS REMINDER" on the left and links for "Committee", "Sign Up", and "Login" on the right. Below the header, the title "Registration Form" is centered. The form itself is a table with two columns. The first column contains labels for various fields: "Enter Your name", "Enter Your email", "Enter Your Password", "Enter Your Mobile", "Select Your Gender", "Choose Your hobbies", "Upload Your Image", and "Enter Your DOB". The second column contains the corresponding input fields: a text box for name, a text box for email, a text box for password, a text box for mobile, radio buttons for "Male" and "Female", checkboxes for "Reading", "Singing", and "Playing", a "Choose File" button for image upload, and dropdown menus for "Year", "Month", and "Date". At the bottom of the form, there are two green buttons labeled "Save" and "Reset".

Enter Your name	
Enter Your email	
Enter Your Password	
Enter Your Mobile	
Select Your Gender	Male ☐ Female ☐
Choose Your hobbies	Reading ☐ Singing ☐ Playing ☐
Upload Your Image	Choose File No file chosen
Enter Your DOB	Year Month Date
Save Reset	

Figure 6.16: User Registration

6.4.1 User Login:

Here a user can login to the system if he has an account



The screenshot shows the same web application header as Figure 6.16. Below the header, the title "Login Form" is centered. The form consists of two text input fields labeled "Enter Your Email" and "Enter Your Password". To the right of these fields is a blue button labeled "Login".

Enter Your Email	
Enter Your Password	
Login	

Figure 6.17: User Login

6.4.3 User Profile:

This is the user profile. When a user creates an account that's time a profile is created.

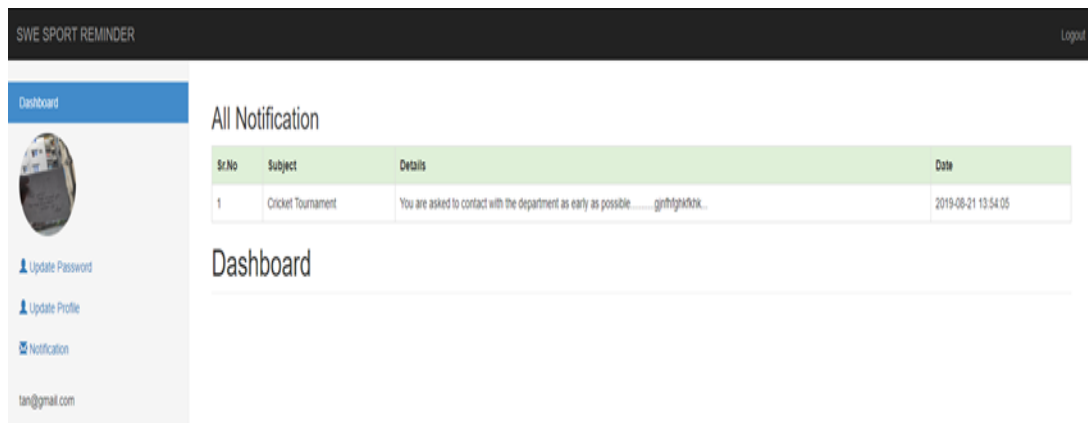


Figure 6.18: User Profile

6.4.4 Update Profile:

User can update his personal information.

The screenshot shows the 'Update Your Profile' form. The form contains the following fields and values:

- Enter Your name: Tanjim
- Enter Your email: tan@gmail.com
- Enter Your Mobile: 1991050994
- Select Your Gender: Male ☒ Female ☐
- Choose Your hobbies: Reading ☒ Singing ☐ Playing ☐
- Enter Your DOB: 1996-02-14

At the bottom of the form, there are two buttons: 'Update My Profile' and 'Reset'.

Figure 6.19: Update Profile

6.4.5 Check Notice:

User can see the personal notice.

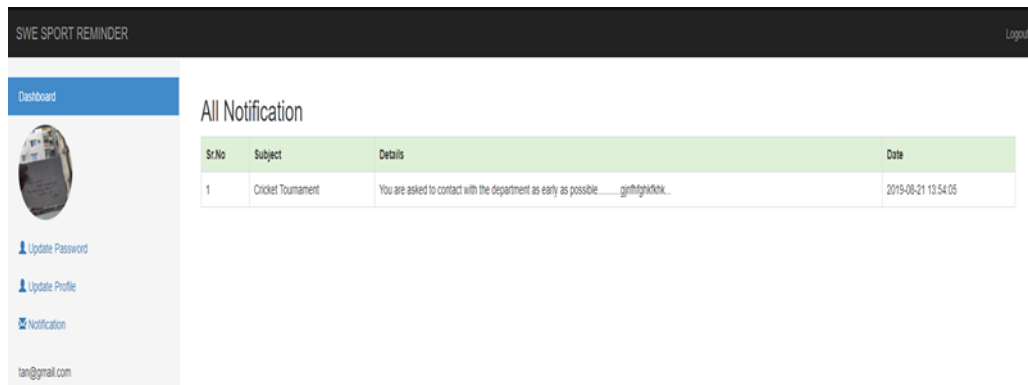


Figure 6.20: Check Notice

6.4.6 Update Password:

User can update his old password by providing the previous one.

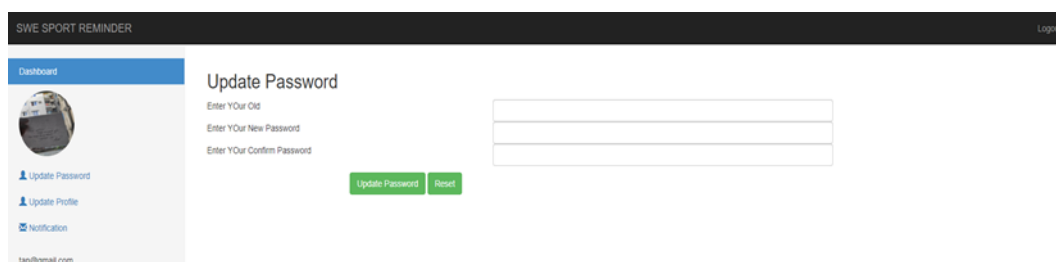


Figure 6.21: Update Password

6.5 Committee:

This page describes the persons who are connect to the SWE Sports Event Reminder and manage the sports.

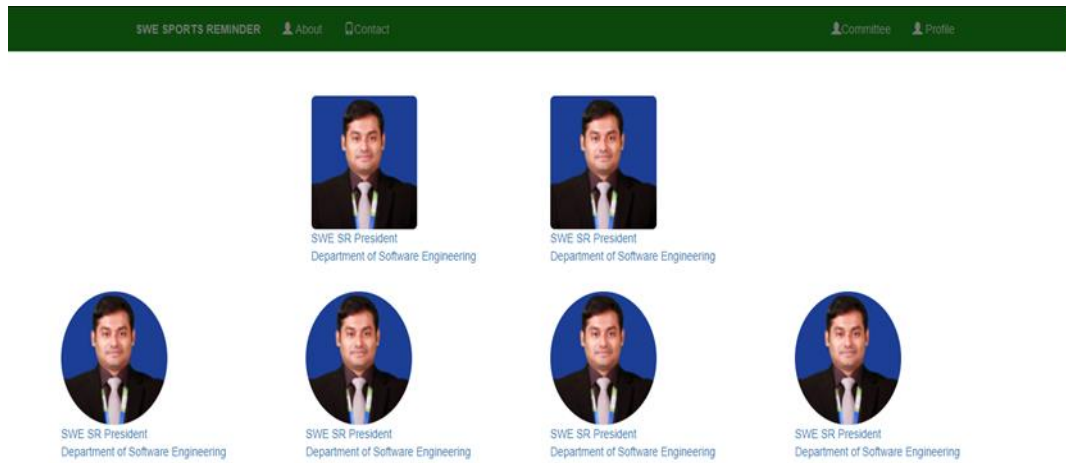


Figure 6.22: Committee

6.5 About:

People will get informed about our activities through this page.

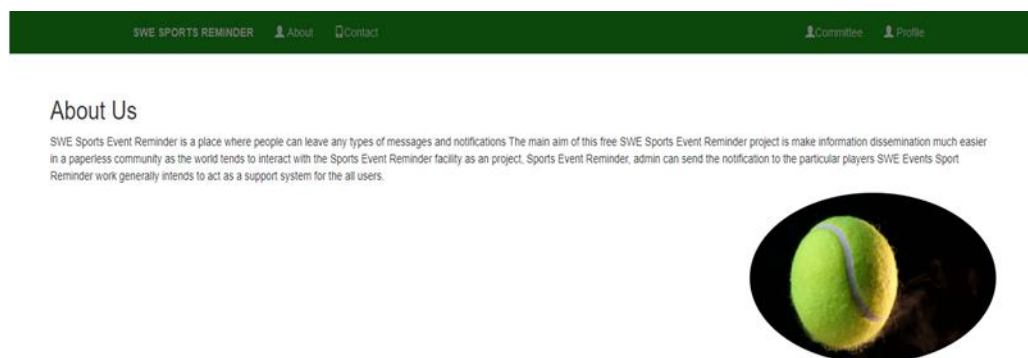


Figure 6.23: About

CHAPTER 7

PROJECT SUMMARY

7.1 Critical Evolution:

Requirement engineering was a challenging part. Our system is not available for all department till now.

7.2 Limitations:

Every system has some limitations. Because a system is not built for all services or not for all over the world. Like that our system has some limitations given below.

- Our project is based on only for our department sports event perspective, rules and regulations.
- Our project is only for Software Department of DIU
- This is a beta version.

7.3 Obstacles & Achievements:

We have to take challenge to think or do something new. Because we have to face some difficulties as obstacles to do something new. When we can complete the new thing then we can learn something new and can overcome the obstacles then these is our achievements.

- ✓ Requirement analysis is a great challenge.
- ✓ After completing this project, we have learned many things.

7.4 Future Scope:

We cannot implement some important feature in our app. But our exertion won't be stop. We want to add some more features that will bring benefit to the SWE Sport Event Reminder and our faculty. In future we will provide an android app that will fetch data from the website and informed the user. Then the players /spectators will never miss any event or notice.

7.5 Discussion and Conclusion:

Now-a-days maintain security in an area is a big problem. Our application is based on some data. In virtual world data is asset. SWE Sport Event reminder will remind its user about the event schedule.

If the user fills free to use the system and accept our work in a cordial heart then the implementation of the application will successful.

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