

Online Venue Reservation and Event Management System

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The project has been submitted in partial fulfillment of the requirement for the degree of Bachelor of Science in Software Engineering

Department of Software Engineering DAFFODIL INTERNATIONAL UNIVERSITY

Fall - 2018

APPROVAL

This **Project** titled "Online Venue Reservation and Event Management System", submitted by Somaia Sultana Bithy, ID: 142-35-706 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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DECLARATION

We hereby declare that we have taken this project under the supervision of Afsana Begum, Senior Lecturer, Department of Software Engineering, Daffodil International University. We also declare that neither this thesis/project nor any part of this has been submitted elsewhere for award of any degree.

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ACKNOWLEDGEMENT

First of all I would like to express my cordial gratefulness to Almighty ALLAH for HIS kindness, for which I successfully completed my project within time.

I fell grateful to express my boundless honor and respect to my supervisor Afsana Begum, Senior Lecturer, Department of Software Engineering, Daffodil International University for her deep knowledge & keen interest in the field of Software Development that influenced me to carry out of this project. Her endless patient help, friendly support, great enthusiasm and extensive knowledge, which have guided me throughout our work and showed the path of achievement.

I would like to express my heartiest gratitude to Dr. Touhid Bhuiyan, Head, Department of Software Engineering, Daffodil International University for his kind help to finish my project

I am also very grateful to all of our Teachers and friends for their valuable suggestion help and support during the completion of our project, for his kind help to finish our project and also to other faculty member and the staff of Software Engineering Department of Daffodil International University.

I would like to thank my entire course mate in Daffodil International University, who took part in this discuss while completing the course work.

And at last but not the least I must acknowledge with due respect the constant support and patience of our family members for completing this project.

ABSTRACT

This project entitled "Online Venue Reservation and Event Management System" is a web based system that reserve hall booking via online will work for a user or client rather it will be made for an admin.

Admin can control everything. User can be view venue without login when he booked venue user must have registered and then login in to the system. He can view with many filter or search that he like. He can be booking his venue that he wants to choose. And then everything goanna be manual. He also getting food service if he wants when booking venue. Admin can have approved and send a date for user booking information to his mail.

The modern technology is used to implement the software to make it more secured. The technology is Asp.net and MSSQL. Some client side scripts have also been used to make it user friendly.

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Chapter 1: Introduction

Online Venue Reservation and Event Management System is a place for building an online venue reservation and food item serve system. In this platform user can booking his/her preferred location of venue also he can be taking food service what he wants. With Online Venue Reservation and Event Management System, user get both an eye-catching mobile friendly storefront and an admin panel with tons of features and as a result, that's the project want to make this vision.

1.1 Purpose

Web based reservation system make easier to user choosing venue via online. Online constructed venue reservation in light of the web is no exceptional case. The goal of this application is to develop an electronic interface for on the web retailers. The system would be anything besides hard to use and from this time forward make the purchasing information flawless for the customers. The goal of this application is:

- To develop an easy to use electronic interface where client can search for venue, venue location, booking costs, see a whole depiction of the things and reserving for the things.
- A web look instrument that gives a basic and supportive way to deal with output for venue specific to their prerequisites. The web searcher would list a plan of venue and food item in perspective of the look term and the customer can also direct the once-over in light of various parameters.
- A user can see the aggregate detail of the venue close by various pictures and moreover observe the client's studies of the thing. They can moreover make their very own studies.
- User can drive for test. He can apply for driving test to know what he want.

1.2 Stakeholder

Situation is a methodology used in the midst of need examination to delineate the usage of proposed system. Scenario is a tale about proposed system which depicts an audit of whole structure. The Scenario of proposed system is given underneath:

There are three types. Admin, Customer and Venue Manager.

- Customer
- Venue Manager
- Admin

Users Description:

User	Description
Admin	Admin has all entrance. He/she can oversee venue and food item and also Role and everything. He can approved all thing that user want to do.
Venue Manager	Venue Manager add his venue information and food item and also approved all type of confirmation.
User	The user can visit the website and search for their desired venue and can booking also. User can apply for food service.

1.3 Technologies

Here, some tools are used for this project. Now, that is given below:

- Hardware Requirement Tools:
 - Processor: Core i2 or upper
 - Ram: 2 GB or upper
 - Hard Drive: 128GB or upper
- Software Requirement Tools:
 - Web-Technology: Asp.net MVC 5
 - Database: SQL Server
 - IDE: Visual Studio
 - UI: HTML5, CSS3, Bootstrap 3.7, JavaScript
 - Web-Server: IIS Server

1.4 Project Schedule

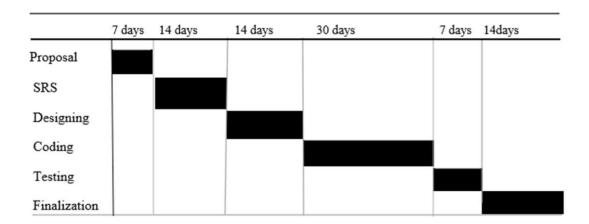


Figure 1.1: Project Schedule

Chapter 2: Requirement Analysis and Design

2.1 Requirement Collection

Necessities are the commence of all item applications that tell what the structure does. For all venture it require great prerequisite detail. On the off chance that a prerequisite isn't great, this undertaking can be crush. For a decent application great prerequisite need. There are some prerequisite that utilization for this application. It require practical and non-useful prerequisites. Since this prerequisite based with this framework.

2.2 Requirement Analysis

After gathering requirement from User and analysis that requirement, which is really necessary. Software requirement analysis is essential piece of out undertaking. In the event that prerequisite of venture is clear, an undertaking should be possible effortlessly. Without requirement analysis a system cannot get proper platform. If requirement is not good for any system will be crashed. In this project we make good analysis of our requirements and check what user want and why. How can solve their necessity.

Methodology: I used agile model. Because, I collected requirement and change it any time as per changing requirement.

2.2.2 Functional Requirements

Table 2.1: Functional Requirement

No.	Description
1	Signup Customer and venue Manager account
2	venue should be categorically viewed (Name, location, Price, Image, availability)
3	Admin can view all venue and food item, resources, User information
4	Admin can add, delete or edit any resources
5	Venue Manager can approve request that what user apply for
6	Venue Manager can approved his venues booking
7	Admin can add, or edit any information of Customer
8	Customer can booking venue with food item.
9	Customer can see all available venue and food item on the website
10	Customer can search venue or Food Item
11	Customer must be paid 20% amount of total cost of reservation when he confirm booked venue.

2.3 Software Requirement Analysis

2.3.1 Objective/Goals

- Automatically handle all process
- Admin can handle all thing
- Add to View available venue on the site
- Add to Search desired venue and food item by its Name, location, Price, category.
- Add to new venue information.
- Add to new resources
- Add to update resource, venue and customer information automatically in the database
- Add to new user.

2.4 Software Requirement Specification

Software Requirement Specification is a depiction of full software framework requirements.

Software Requirement Specification depicts the conduct of software from client's perspective.

The predetermined requirements are appeared in following table dependent on module.

Table 2.2: Software Requirement Specifications

No.	Name	Description	Type
1	Login & Registration	All User Must Be Registration before login	Functional
2	Venue Booking	User Booked their choosing venue	Functional
3	Add/Edit Venue Info	Venue Manager Add / Edit His venue info	Functional
4	Food Booking	Used Booked food desired venue	Functional
5	Add/Edit Food Info	Venue Manager Add/Edit Food Info	Functional
6	Online Payment	User Pay of booking money through online	Functional
7	Responsive Web	Page Design Must be Responsive	Non-
	Design		Functional
8	Speedy Page Loading	All Page Load should be minimal time	Non-
			Functional
9	Security	System Must be Secure	Non-
			Functional

CHAPTER 3: SYSTEM DESIGN AND DEVELOPMENT

3.1 Entity Relationship Diagram (ERD)

An entity relationship model, also called an entity-relationship (ER) diagram, is a graphical representation of entities and their relationships to each other, typically used in computing in regard to the organization of data within databases or information systems.

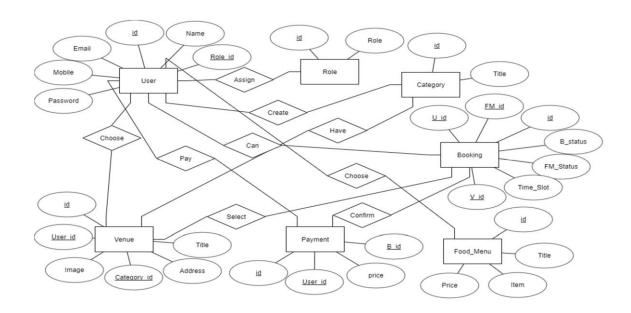


Figure 3.1: Entity Relationship Diagram

3.2 Use Case Diagram (UCD)

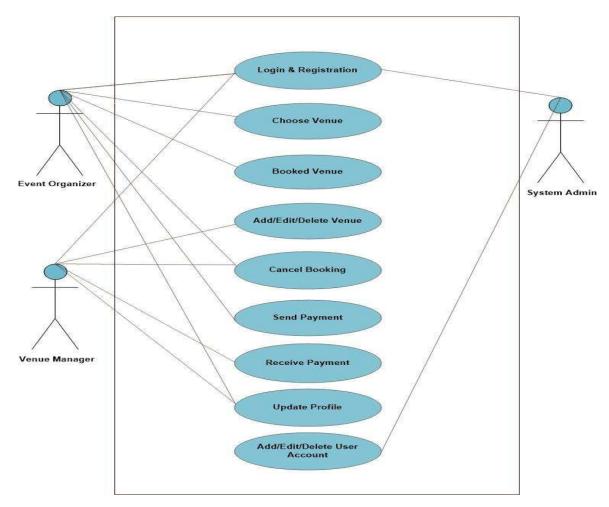


Figure 3.2: Use Case Diagram.

3.3 Data Flow Diagram (DFD)

A data flow diagram (DFD) is a graphical representation of the "flow" of data through an information system, modelling its process aspects. A DFD is often used as a preliminary step to create an overview of the system, which can later be elaborated.

Context Diagram:

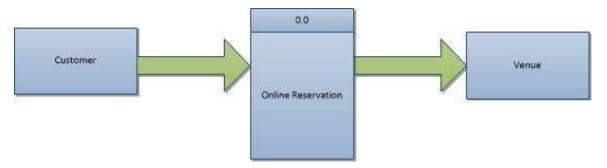


Figure 3.3: Context Diagram

Context level diagram just show the task happening in the whole system, it's actually shows the input what is the output for the input.

First Level DFD:

First level DFD shows the major steps that have to complete to buy a product. Initially customer visit the website, search the product by category, manufacturer and top selling, show the details of the product, select payment method, finally the product delivere d by the company agent.

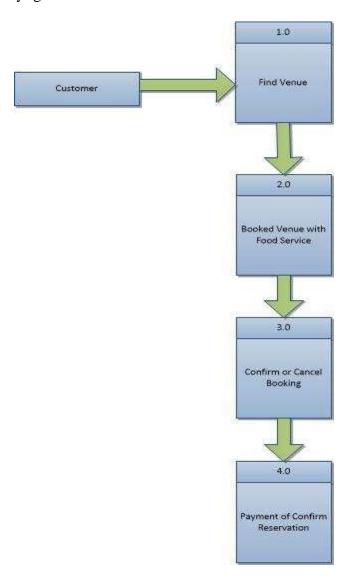


Figure 3.3: Data Flow Diagram

3.4 Sequence Diagram

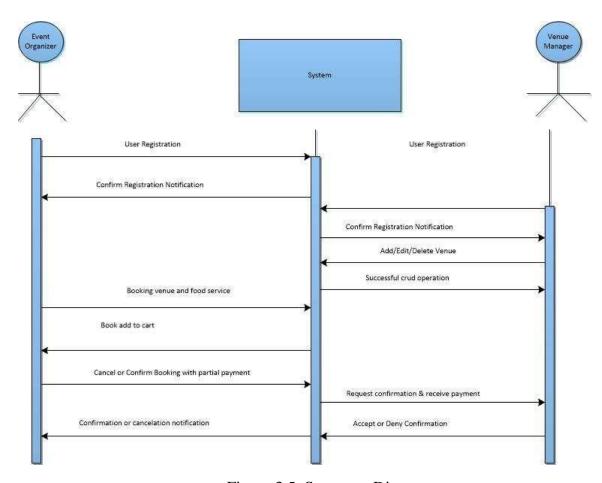


Figure 3.5: Sequence Diagram

3.5 Activity Diagram

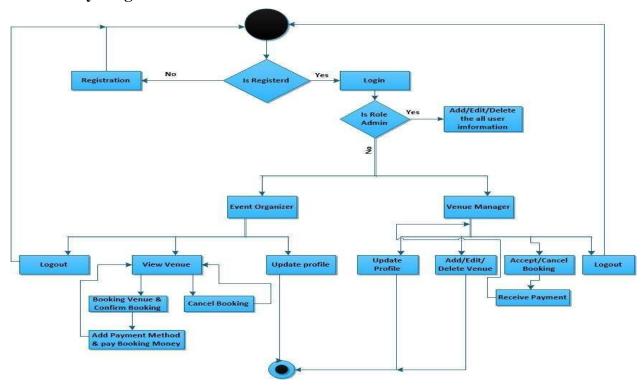


Figure 3.6: Activity Diagram

3.6 Database Schema Diagram

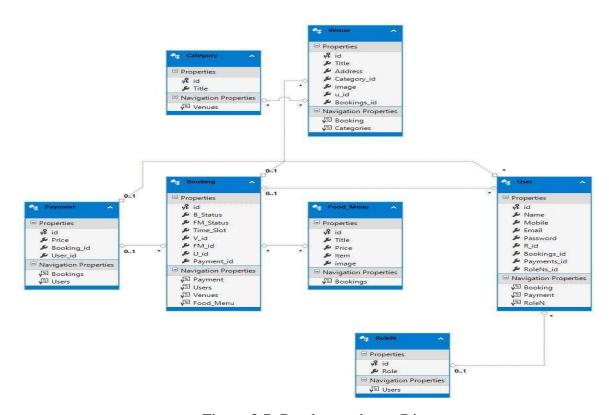


Figure 3.7: Database schema Diagram

CHAPTER-4: TESTING

4.1 Importance of Testing

- Testing is discover mistakes on this application program
- It is utilized for both approval and confirmation to build up an item
- It is utilized for powerful blunder recognizable proof
- It ensure client unwavering quality and fulfillment
- Make beyond any doubt nature of this application
- Make beyond any doubt incredible execution of this application
- Required to remain in software business

4.2 Testing Parts

- Sign Up
- Sign In
- Venue Booking
- Food item service

4.3 Testing Environment

- Test data
- Requirements
- Application
- Operating System(OS)
- Database server
- Browser

4.4 Test Plan Strategy

A testing technique is a general way to deal with the testing procedure as opposed to a strategy for contriving specific framework or part tests. Diverse testing techniques might be embraced relying upon the sort of framework to be tried and the improvement procedure utilized.

4.5 Test Cases

4.5.1 Test Case Module-1: - Sign Up

Table 4.1: Test Case Module - 1

Test Case ID: TC1	Test Design by: Somaia Sultana Bithy
Test Priority: High	Test Design Date: 24-11-2018
Module Name: Sign Up	Test Execute by: Somaia Sultana Bithy
Description: This section covers the functionality of registering new users.	Test Execute Date: 26-11-2018

Precondition: User has no precondition

Dependencies: Enter input required information

Table 4.2: Test case - 1

Step	Test cases	Test Data	Expected result	P/f	Actual result
01	Enter empty value for any required Field		Display error Message	Pass	Display error message
02	Enter non-numeric value in Contact Number field	Rdfghb	Display error message "Enter valid contact number"	Pass	Display error message "Enter valid contact number"
03	Enter password less than 6 characters Long	123456	Display error message "Password length must be 6 characters"	Pass	Display error message "Password length must be 6 characters"
04	Enter different email format instead of xxx@xxx.xxx	gmail.com.	Display error message "Invalid email address"	Pass	Display error message "Invalid email address"
05	New user Registration		Display message "Submitted Successfully"	Pass	Display message "Submitted Successfully"

4.5.2. Test Case Module-2: - Sign In

Sign In

Table 4.3: Test Case Module - 2

Test Case ID: TC2	Test Design by: Somaia Sultana Bithy
Test Priority: High	Test Design Date: 24-11-2018
Module Name: Sign In	Test Execute by: Somaia Sultana Bithy
Description: Test login process of Infrastructure Assistant	Test Execute Date: 24-11-2018

Precondition: User must be registered already

Dependencies: Input correct user name & password.

Table 4.4: Test Case - 2

Step	Test cases	Test data	Expected result	Actual result	P/F
01	Enter empty value for user name & Password		The Email field Is Required	The Email field Is Required	Pass
02	Enter correct value for user name & Password	User name & Password	Accept	Accept	Pass
03	Enter wrong value for user name & Password	User name & Password	Invalid Login Attempt	Invalid Login Attempt	Pass
04	After giving input click submit Button		Clicking on submit button directed on another page	Clicking on submit button directed on another page	Pass

4.5.3. Test Case Module-1: - Venue Booking

Table 4.5: Test Case Module - 3

Test Case ID: TC3	Test Design by: Somaia Sultana Bithy
Test Priority: High	Test Design Date: 24-11-2018
Module Name: Test Drive Apply	Test Execute by: Somaia Sultana Bithy
Description: Test the Infrastructure creation process.	Test Execute Date: 26-11-2018

Precondition: User must be logged in already.

Dependencies: input required field and write event

query.

Table 4.6: Test Case - 3

Step	Test cases	Test data	Expected result	Actual result	P/F
01	Enter empty value for any required Field		This field is Required	This field is Required	Pass
02	Enter correct value for all required field		accept	Accepted	Pass
03	Write Apply Description		Accept any type of input method	Accept input method	Pass
04	Write all query & click submit button		Clicking submit button directed on another page	Clicking on submit button directed on another page	Pass

4.5.3. Test Case Module-1: - Food item added

Table 4.7: Test Case Module - 4

Test Case ID: TC3	Test Design by:Somaia Sultana Bithy
Test Priority: High	Test Design Date: 24-11-2018
Module Name: Test Drive Apply	Test Execute by:Somaia Sultana Bithy
Description: Test the Infrastructure creation process.	Test Execute Date: 26-11-2018

Precondition: User must be logged in already. User also must have booked any venue for reservation.

Dependencies: input required field and write event query.

Table 4.8: Test Case - 4

Step	Test cases	Tes t dat	Expected result	Actual result	P/F
		a			
	Enter food item				
	search without		Item page		
01	any venue		not	Item page not	Pass
	reservation		found	found	
	Cancel reservation		Food Item	Food Item service	
02	venue		service	Automated cancel	Pass
			Automated		
			cancel		

CHAPTER 5: USER MANUAL

5.1 Home Page

This page will appear first to the users. From this page client can find their desire product. If the client can't his desire product then he can search his desire product by typing the product name in the search bar.



Figure 5.1: Home Page

5.2 Login page

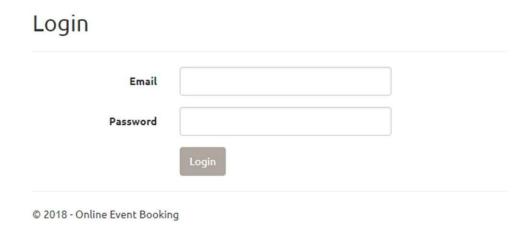


Figure 5.2: Login page

5.3 User Registration Page

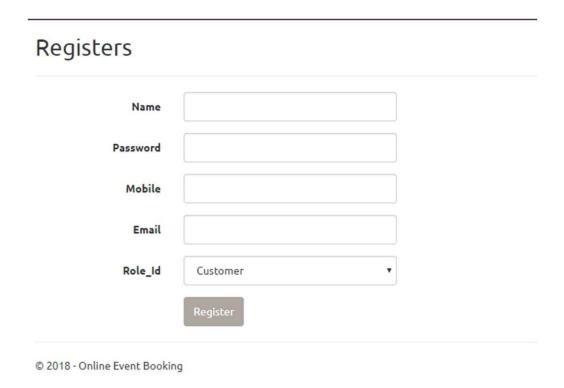


Figure 5.3: Create Account

5.4 Search Venue

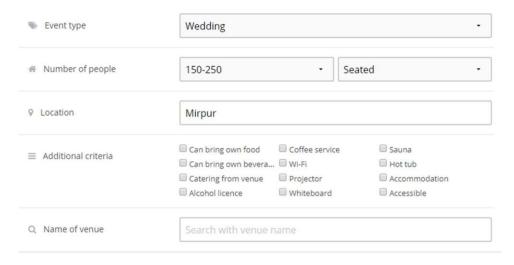
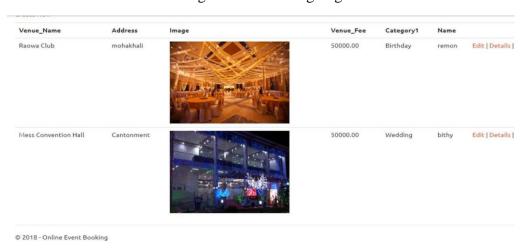


Figure 5.4: Search venue

5.5 Booking Page



Figure 5.6: Booking Page



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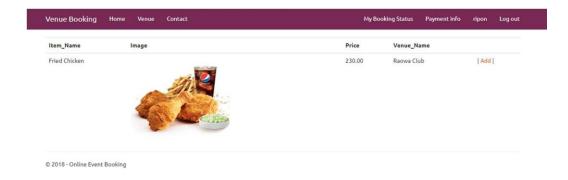


Figure 5.7: List of Food

5.6 Booking Confirm

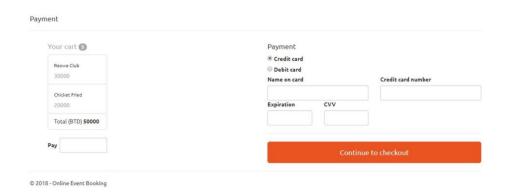


Figure 5.8: Booking Confirm

CHAPTER 6: CONCLUSION

5.1 Critical Evolution and Team Attainment

On the chance that client isn't happy with this venue booking system he/she ought to have issue with this application. Client must know English since entire application is in English. He/she ought to have great information of web surfing.

5.2 Limitations

We are endeavoring to satisfy all requirements of users. A few things are not done here. Something like voice, visiting and video conferencing are not done. The framework is produced for just booking venue reservation and food item service strategy and after booking almost everything are manual. There is no service that enables user to pay, send money, and accept payments. The person have to have web get admission to with a purpose to use the machine. The main hazard behind enforcing the project is security. If anyone hacks the system then it'll be a total ailment. So throughout improvement it'll be considered one of our fundamental worries.

5.3 Future Scope

Every system has future scope. In this system we have some features that users like comfortably. But we want to increase its performance and other things. This system will use SMS confirmation in future. Booking is easier and smooth for user. User satisfaction is everything for this system. System will get users response what they feel about this system and how it improved. If user get help from this it can be improve in future.

5.4 Final Synopsis

It has been a splendid pleasure to paintings in this assignment. This challenge assist to understand new generation. This assignment element is a few kind of bizarre factor—but this is supporting college students. Helping human beings with developing an application make a higher world.

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