

**FINAL YEAR PROJECT REPORT ON ONLINE CLUB MANAGEMENT SYSTEM**

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of  
Bachelor of Science in Computer Science and Engineering

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**DAFFODIL INTERNATIONAL UNIVERSITY**

**DHAKA, BANGLADESH**

**JUNE 2021**

## **APPROVAL**

This Project/internship titled “**ONLINE CLUB MANAGEMENT SYSTEM**”, submitted by Asif Ahmed Robin, ID No: 171-15-8990 and Md. Hasanuzzaman, ID No: 171-15-8552 to the Department of Computer Science and Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 2 June 2021.

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## DECLARATION

We hereby declare that, “Online Club Management System” this project has been done by us under the supervision of **Md. Azizul Hakim, Sr. Lecturer, and Department of CSE** Daffodil International University. We 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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## ACKNOWLEDGEMENT

First we express our heartiest thanks and gratefulness to almighty God for His divine blessing makes us possible to complete the final year project/internship successfully.

We really grateful and wish our profound our indebtedness to **Md. Azizul Hakim, Sr. Lecturer**, Department of CSE Daffodil International University, Dhaka. Deep Knowledge & keen interest of our supervisor in the field of “*Web Development*” to carry out this project. His endless patience, scholarly guidance, continual encouragement, constant and energetic supervision, constructive criticism, valuable advice, reading many inferior draft and correcting them at all stage have made it possible to complete this project.

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

We 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.

## **ABSTRACT**

Daffodil International University is one of the biggest university in our country. There are a lot of students studying in here and every year a number of fresher join here for higher studies. There are a number of faculties and also different of clubs for every student. Every club organized their activities of their own. So that each of their club members held their activities and programs separately. We see that most of the fresher and even many regular students aren't able to reach to their favorite club. Even many students didn't find out how many or what kind of club are here for them. So most of the time they could not join to their preferable club. For this reason, we step forward with an idea to make things easy and simple. We decided to make web based platform where every student can find out all remaining clubs of our university and can manage their activities in one platform. After thinking of the idea then we shared our thought with our supervisor sir. We discussed in detail with our idea and he gave us proper instructions about the project. Finally, now we are able to complete our whole project working with heart and soul. We hope that our project will be helpful for our student to manage their club activities. And it will also help them to keep in touch with club activities when they are offline.

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# CHAPTER 1

## Introduction

### 1.1 Introduction

Clubs are an important part of every institution. We are living in the era of modern technology. Nowadays everything has become an online/web based system. Institutions like Daffodil International University also have a number of clubs. Every club maintains their activity on a separate platform.

So we came up with an incredible idea where every student can find out all club activities at once and can join their favorite club. That can be helpful to organize all club activities in a single platform. Both admins and members can easily use it.

### 1.2 Motivation

Every institution has different kinds of clubs. Most of them held their activity via offline. Sometimes club organizers create social media groups or may create their own website to update their activity online. It's hard to find out how many and which groups are available on which platform. It may kill a lot of time.

So we came forward with our project to reduce the searching time and find the easiest solution to keep updating with club activities online.

### 1.3 Objective

We are able to make a specific website where our students can find existing clubs and also can create new clubs of their own.

- Develop a demo website for Club members.
- Develop a data management system for club members.

#### **1.4 Scope**

- There are some related projects on the internet but they are particularly based on a single club management system. But in our project we are working on managing different types of clubs in one platform.

#### **1.5 Expected Outcome**

We created a system thinking of our university students to manage their club activities comfortably. Facilities here any user can create a club very easily and there has a very simple web view for users to understand. Website surfing and activities can be managed easily online. So that everyone can keep in touch with their club both online and offline.

## **CHAPTER 2**

### **Project Planning**

#### **2.1 Working Plan**

We have planned for this project for over a year. At first we are going to make a platform for only thinking of our university students. But our Supervisor and Co supervisor sir instructed us to make it a global platform based on club activities. Where people can register into our website. Without joining any club everyone can view basic information about existing clubs. To enter an existing club, everyone needs to send a join request. When a request gets accepted by the club admin he/she will be the member of that club. Admin can add members and members can see and also can post related content. Club activities can be shared by posting content like text and pictures. Registered members can create a new club.

Ex: To register into our website everyone has to sign up with an email and password. After that they can update their own profile with profile picture, Name & email address. And to create a new club, a registered member has to give a name and a profile picture. After creating a club, they become club admin and can change club cover photos and can post in there.

Stakeholder:

1. Admin
2. Other User

#### **2.2 Related Work**

To gather knowledge and useful information to create an online based club management system we have to research some related projects.

Here is some name of related project:

1. Sports Club Management System.
2. IT Club Management System.
3. Club Management System.

### **2.3 Project Schedule**

For preparing the project in time we have to maintain a complete routine and time schedule from the beginning. We have come to a conclusion after a lot of work and struggle. We shared our spending time for the whole process through the ending of the project.

- We have planned for the project for over a month.
- We have gathered requirements and analysis for the project over 2-3 month with the help of our supervisor sir.
- We designed our database and UI working on it for around three-four months.
- We spend another four months on development and implementation.
- And the final hour of time we do our testing and evaluation for the project.

### **2.4 Challenge**

1. Only registered members can create clubs.
2. Club admin can add members.

## **CHAPTER 3**

### **Requirement Specification**

#### **3.1 Business Process Modeling**

Business Process Model makes associations direct complex systems and cycles. It urges them to see their systems from various focuses and makes them discover the conditions and final products of using model perceptibility.

BPM moreover helps with extending business understanding through visual examination.

While business measure showing, as a thought, is staggeringly useful, it's not for the most part used as an autonomous.

There are two lanes of this model. One is the user and the other one is admin. Admins can do the inner work of the application.

The users can register, login and do many more things on the application.

Here is our business process model.

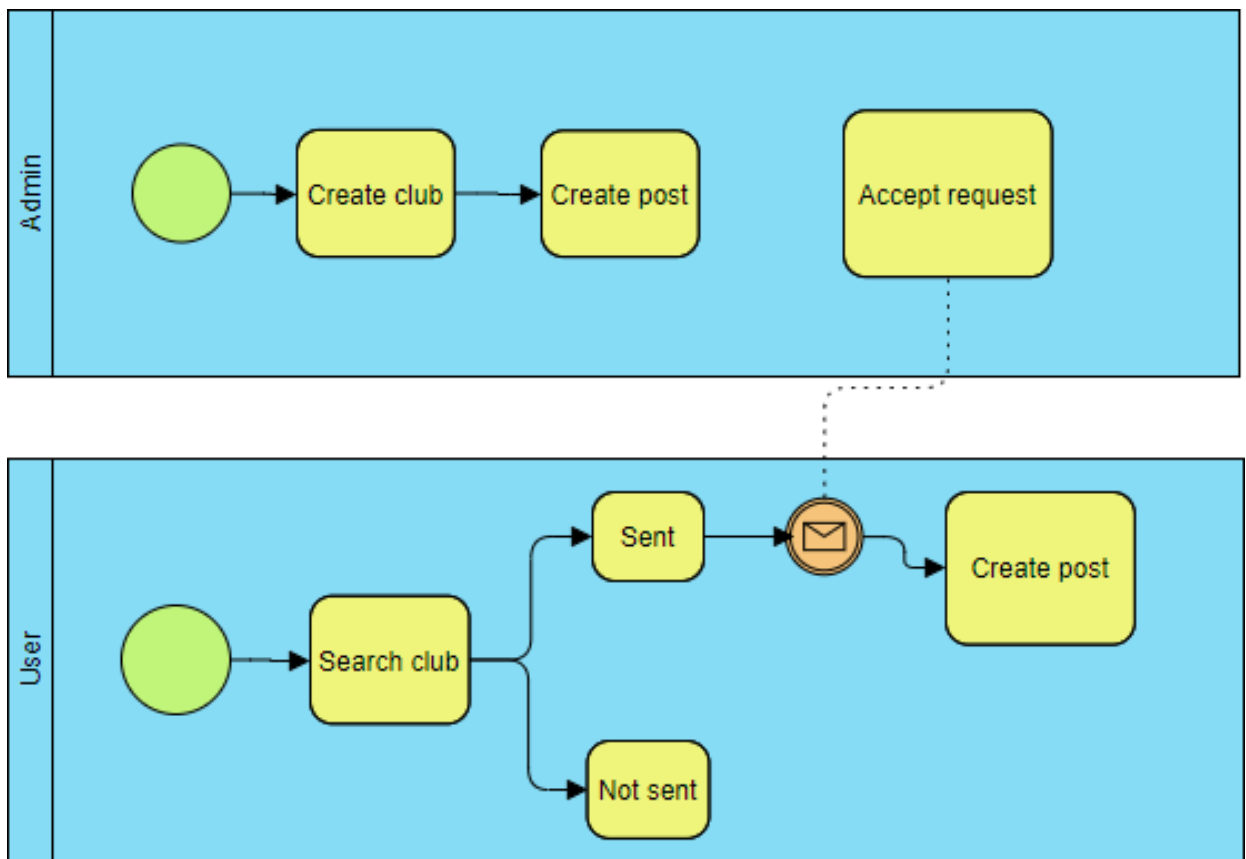


Fig 3.1.1: Business Process Model



## 3.2 Use Case Diagram

Use case models include distinctive model sections. The fundamental model bits are use cases, performers, and the connection between them.

A use case diagram is utilized to graphically portray a subset of the model to streamline exchanges. There will routinely a few usage case graphs related to a given model, each showing a subset of the model fragments critical for a specific clarification.

A practically identical model fragment may have appeared several usage case follows;

In any case, each model should be strong. On the off chance that mechanical congregations are utilized to keep up the utilization case model, this consistency obstacle is mechanized so any developments to the model portion (changing the name for instance) will be thus mulled over each use case format that shows that part.

Advantages of use case modeling:

1. Use cases can fill in as the legitimization of the assessing, orchestrating, and preferring exertion.
2. A utilization case can advance at every highlight from a procedure for getting basics, to progress rules to architects, to an examination eventually into client documentation.
3. Use cases have ended up being effectively reasonable by business clients, appropriately have shown an awe-inspiring stage between programming modelers and end clients.
4. Use cases are perceptible.

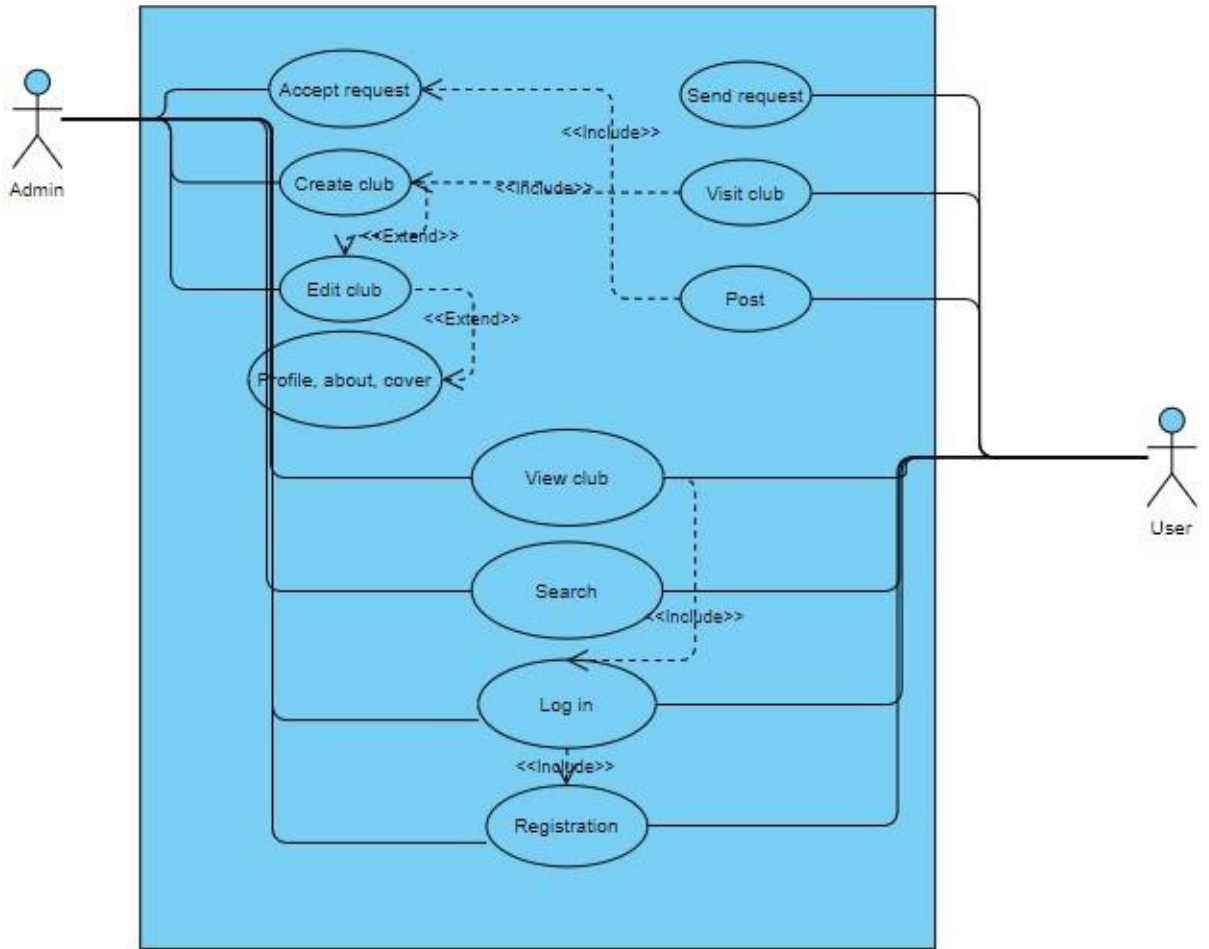


Fig 3.2.1: Use Case Diagram

### **3.3 Logical Data Model**

A savvy data model portrays the information in as much detail as could reasonably be expected, paying little psyche to how it will be genuinely executed in the information base.

Highlights of a strong data model include:

- Includes all substances and associations among them.
- Attributes for each component are demonstrated.
- Each component for the fundamental key is demonstrated.
- Foreign keys are resolved.
- Normalization occurs at this level.

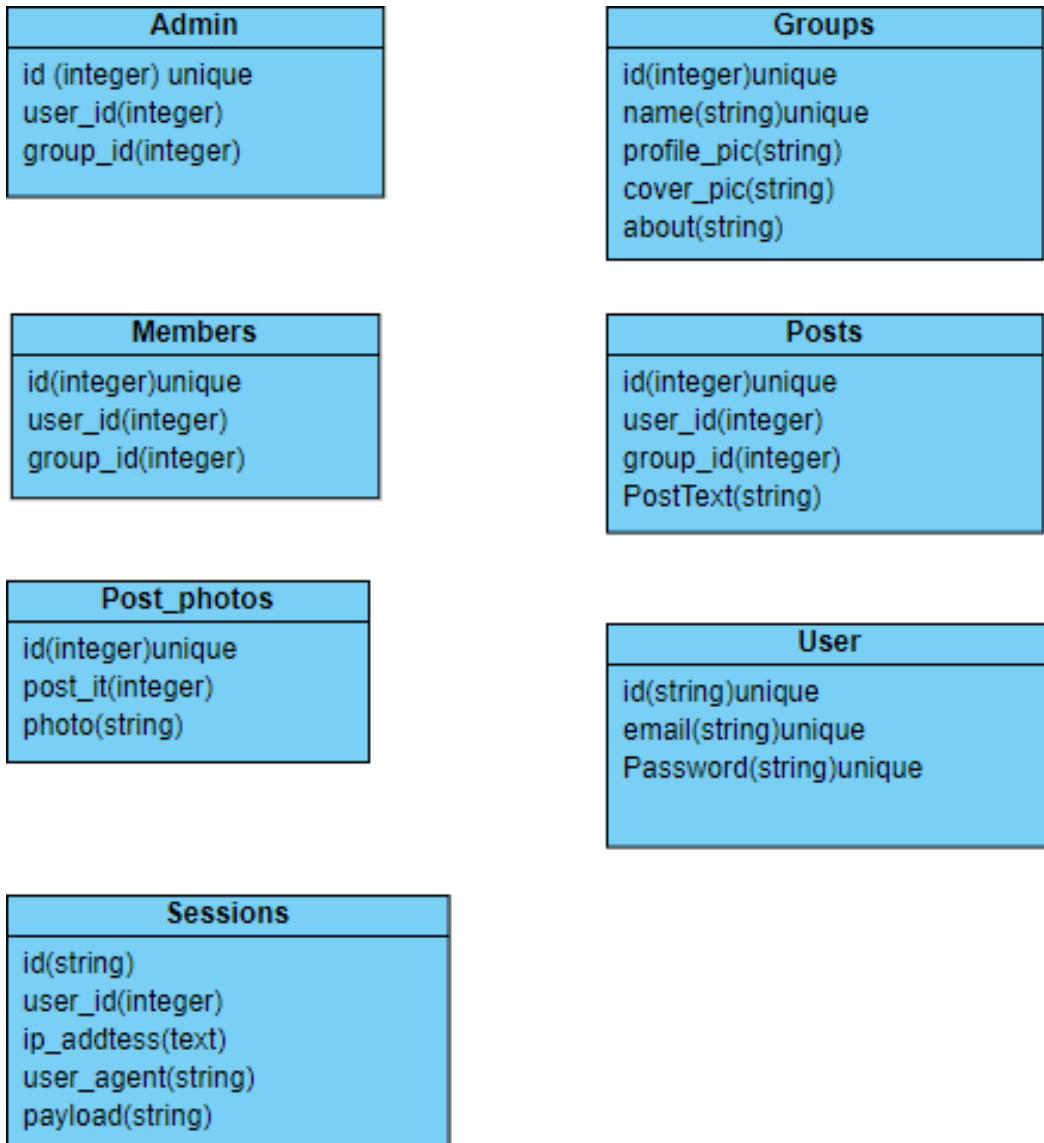


Fig 3.3.1: Logical Data Model

### 3.4 Design Requirement

We have tried our very best to implement an easy and user-friendly environment. So we have to research a lot of designs about learning behavior of the user interface. In this project we use

- HTML5,
- CSS3 &
- Tailwind CSS

for front end design.

And for back end design we use,

- Laravel8.0
- PHP
- MySQL Database.

We have to use some software,

- Visual Studio Code Editor
- XAMPP

We try to keep our website looking very simple & easily accessible for different users.

## **CHAPTER 4**

### **Design Specification**

#### **4.1 Front-end Design**

Front end design is mainly the visible part of a web based system. What we see after entering a browser is called the front end. Users will interact with the backend with the help of the front end. Front end shows a user how a website actually looks like in the browser. By front end design we work with how good it can be presented to the user.

Component we used for Front End Design,

1. HTML5
2. CSS3
3. Tailwind CSS

HTML is used for making the structure of the website. To make an organized website structure where we can put our information such as text, picture, videos etc. and only web browsers can read this.

CSS is used for making the HTML structure more beautiful. It helps to make web view more organized in an easiest way. CSS works like a spider that can manage to handle the form of numerous website pages at the same time.



Fig 4.1.1: Demo Front end Design

## 4.2 Back-end Design

Backend is the part that a user can't see. It is the back side and also an important part of every website. It is like the backbone a website can't stand without it. In backend design we have to work with databases and servers.

Component we used for Back End Design,

1. Laravel8.0
2. PHP
3. MySQL Database

We can say that backend design is a combination of,

- Server
- Web applications and
- database

The main thing is that the user interacts with front end with web application and backend receives the command and implement it via server and database.

```
10 DB_CONNECTION=mysql
11 DB_HOST=127.0.0.1
12 DB_PORT=3306
13 DB_DATABASE=clubmanage
14 DB_USERNAME=root
15 DB_PASSWORD=
16
17 BROADCAST_DRIVER=log
18 CACHE_DRIVER=file
19 QUEUE_CONNECTION=sync
20 SESSION_DRIVER=database
21 SESSION_LIFETIME=120
22
23 MEMCACHE_HOST=127.0.0.1
```

PROBLEMS TERMINAL ... 1: php + [ ] [ ] ^ X

Windows PowerShell  
Copyright (C) Microsoft Corporation. All rights reserved.

Try the new cross-platform PowerShell <https://aka.ms/pscore6>

PS C:\xampp\htdocs\club> php artisan serve  
Starting Laravel development server: http://127.0.0.1:8000  
[Tue Apr 27 20:29:26 2021] PHP 7.4.3 Development Server (http://127.0.0.1:8000) started

Fig 4.2.1: Database Connection



### **4.3 Implementation Requirement**

Requirement of Software & Hardware are:

Software: We browse this website via web browsers like Google Chrome, Mozilla Firefox and Opera for viewing the front end.

Hardware: Desktop Computer, Smartphone.

Collecting information from the front end which is implemented by software application then we store the data to the database and run it by the server.

## **CHAPTER 5**

### **Implementation & Testing**

#### **5.1 Implementation of Database**

By connecting to the server, we can easily access the database. When we enter the database we can easily access and can modify information such as read and write the database table. We can also perform SQL queries. We can do a lot of task such as:

- Organizing data
- Checking data types
- Search primary key and foreign key
- Finding relations of data
- Organize data into table
- Checking design of database information

Completing some tasks, we find a database table based on information about column, type, primary key and foreign key.

Database Tables are given below:

TABLE 5.1.1: FOR USER

Sr.	Column	Type	Primary key	Foreign key
1	Id	integer	Yes	No
2	Name	varchar	No	No
3	Email	varchar	No	Yes
4	Email-verified-at	timestamp	No	No
5	password	varchar	No	No
6	Two-face-secret	text	No	No
7	Two-face-recovery-code	text	No	no
8	Remember-token	varchar	No	No
9	Current-team-id	integer	No	No
10	Profile-photo-path	text	No	No
11	Created-at	timestamp	No	No
12	Updated-at	timestamp	No	No

TABLE 5.1.2: FOR ADMINS

Sr.	Column	Type	Primary key	Foreign key
1	id	integer	Yes	No
2	User-id	integer	No	Yes
3	Group-id	integer	No	Yes
4	Created-at	timestamp	No	No
5	Updated-at	timestamp	No	No

TABLE 5.1.3: FOR GROUPS

Sr.	Column	Type	Primary key	Foreign key
1	id	integer	Yes	No
2	name	varchar	No	Yes
3	Profile-pic	varchar	No	No
4	Cover-pic	varchar	No	No
5	about	varchar	No	No
6	Created-at	timestamp	No	No
7	Updated-at	timestamp	No	No

TABLE 5.1.4: FOR MEMBERS

Sr.	Column	Type	Primary key	Foreign key
1	id	integer	Yes	No
2	User-id	integer	No	Yes
3	Group-id	integer	No	Yes
4	status	integer	No	No
5	Created-at	Timestamp	No	No
6	Updated-at	timestamp	No	No

TABLE 5.1.5: FOR POST

Sr.	Column	Type	Primary key	Foreign key
1	id	integer	Yes	No
2	User-id	integer	No	Yes
3	Group-id	integer	No	Yes
4	Post Text	varchar	No	No
5	Created-at	timestamp	No	No
6	Updated-at	timestamp	No	No

TABLE 5.1.6: FOR POST PHOTO

Sr.	Column	Type	Primary key	Foreign key
1	id	integer	Yes	No
2	Post-id	integer	No	yes
3	photo	varchar	No	No
4	Created-at	timestamp	No	No
5	Updated-at	timestamp	No	No

TABLE 5.1.7: FOR PASSWORD RESET

Sr.	Column	Type	Primary key	Foreign key
1	email	varchar	No	Yes
2	token	varchar	No	No
3	Created-at	timestamp	No	No

TABLE 5.1.8: FOR PASSWORD ACCESS TOKEN

Sr.	Column	Type	Primary key	Foreign key
1	id	integer	Yes	No
2	Token-type	varchar	No	Yes
3	Tokenable id	integer	No	Yes
4	name	varchar	No	No
5	token	varchar	No	Yes
6	abilities	text	No	No
7	Last-used-at	timestamp	No	No
8	Created-at	timestamp	No	No
9	Updated-at	timestamp	No	No

TABLE 5.1.9: FOR SESSION

Sr.	Column	Type	Primary key	Foreign key
1	id	varchar	Yes	No
2	User-id	integer	No	Yes
3	IP-address	varchar	No	No
4	User-agent	text	No	No
5	payload	text	No	No
6	Last-activity	integer	No	Yes

## 5.2 Implementation of Front-end Design

Front end is mainly used for user interaction. Where users can perform their every action.

**User Registration:** Anyone can register themselves as a user by providing required information.

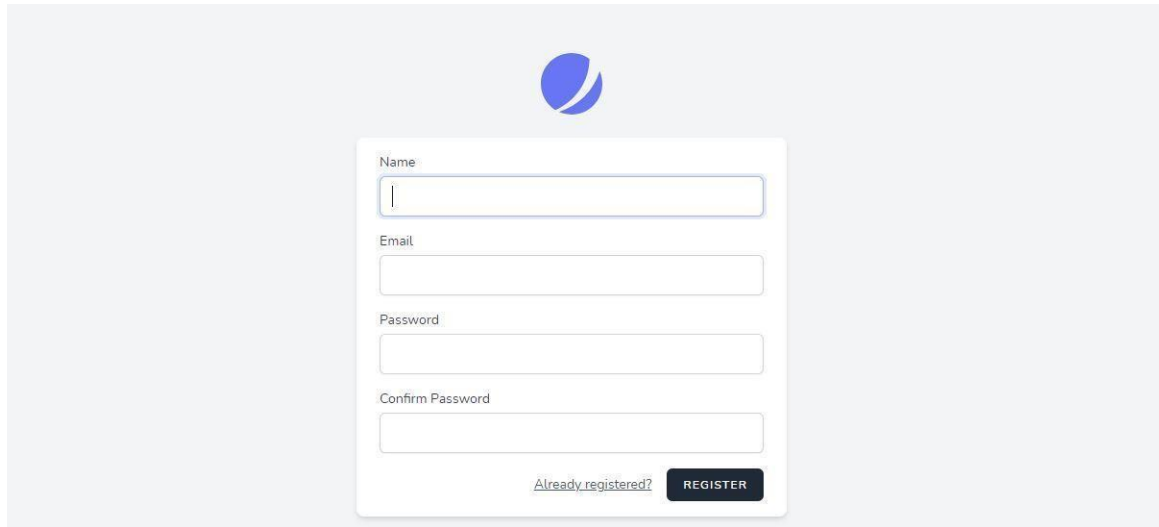
A user registration form is displayed on a light gray background. At the top center is a blue circular logo with a white swoosh. The form is a white rounded rectangle containing four input fields: 'Name', 'Email', 'Password', and 'Confirm Password'. Below the 'Confirm Password' field is a link labeled 'Already registered?' and a dark blue button with the text 'REGISTER' in white capital letters.

Fig 5.2.1: User registration

**User Login:** Registered users can log in directly.

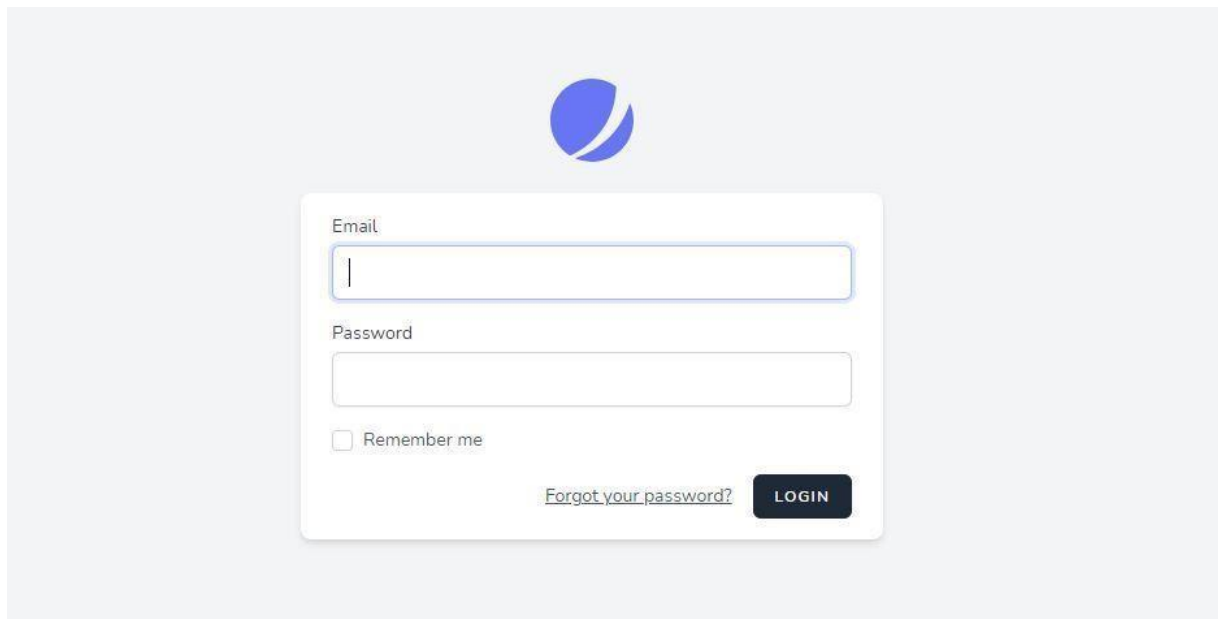


Fig 5.2.2: User Login

**User Profile:** A user profile is created by registering on this website. Users can update personal information such as change profile picture, name etc.

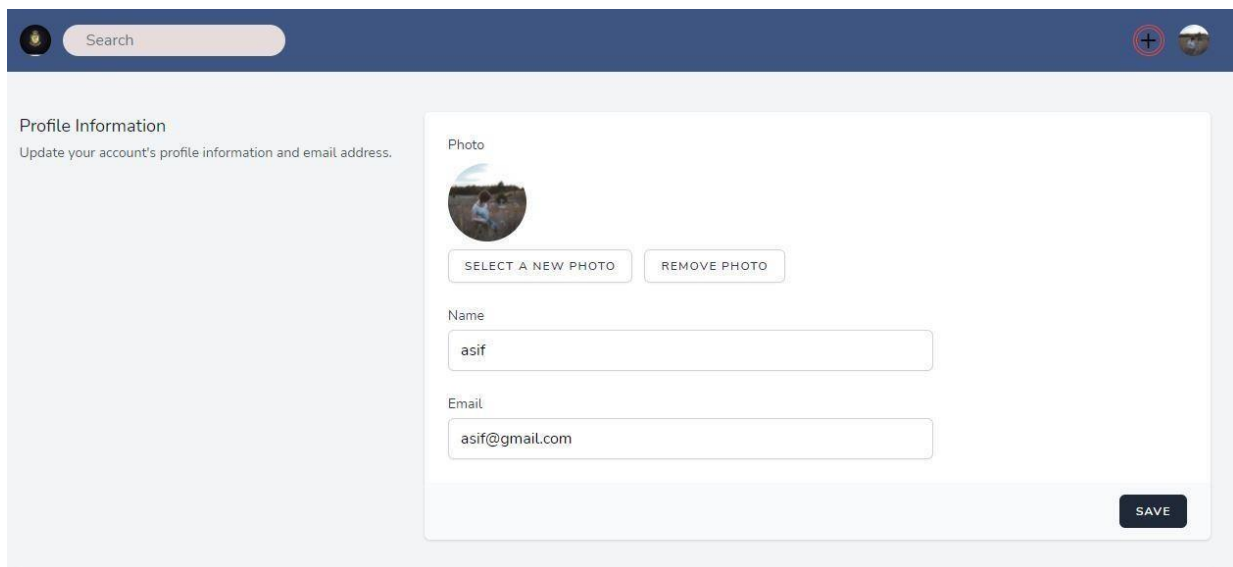


Fig 5.2.3: User Profile



**Dashboard:** Here users can see posted content in the clubs.



Fig 5.2.4: Dashboard

**Create New Club:** Users can create a club by giving a name and profile photo.

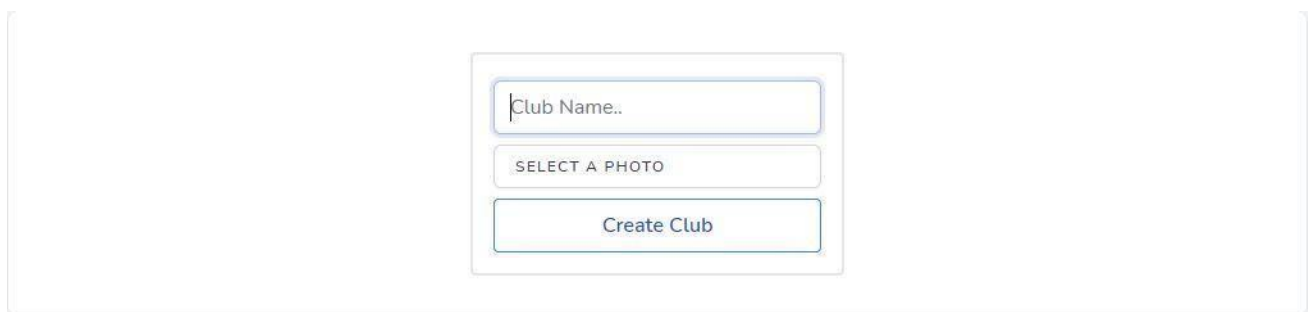


Fig 5.2.5: Create New Club

**Search:** Users can search clubs in search box.

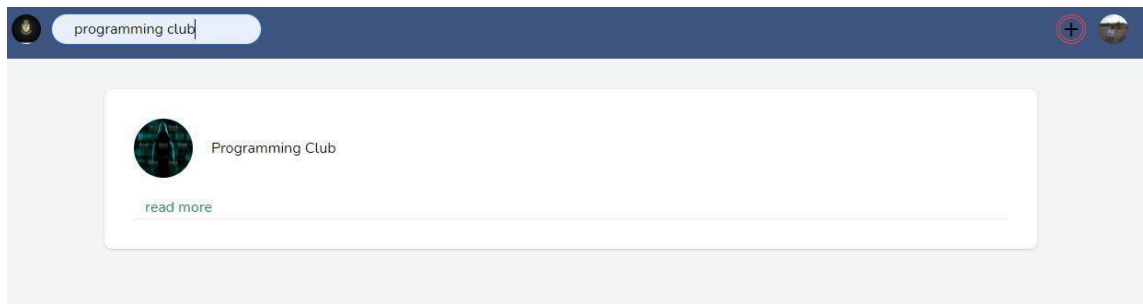


Fig 5.2.6: Search

**Member request:** Users can be a member of a club when the club admin accepts their request.



Fig 5.2.7: Member request

**Join Club:** Users can join a club by sending requests.

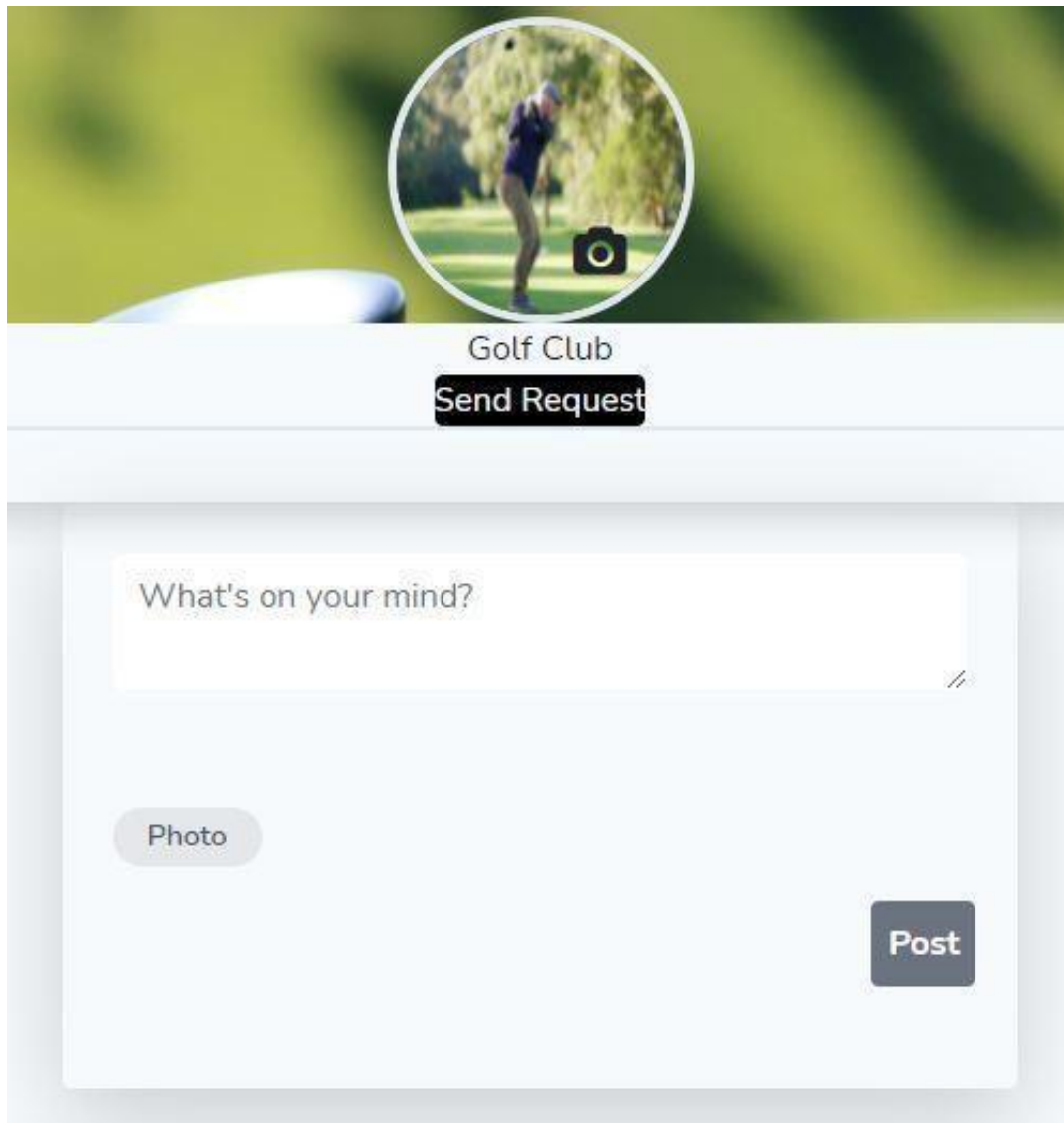


Fig 5.2.8: Join Club

**Club View:** Every Club member can see posted content and can also post anything but non user can only see content.

Users can see club members & about. Admin can see pending requests and update club info.

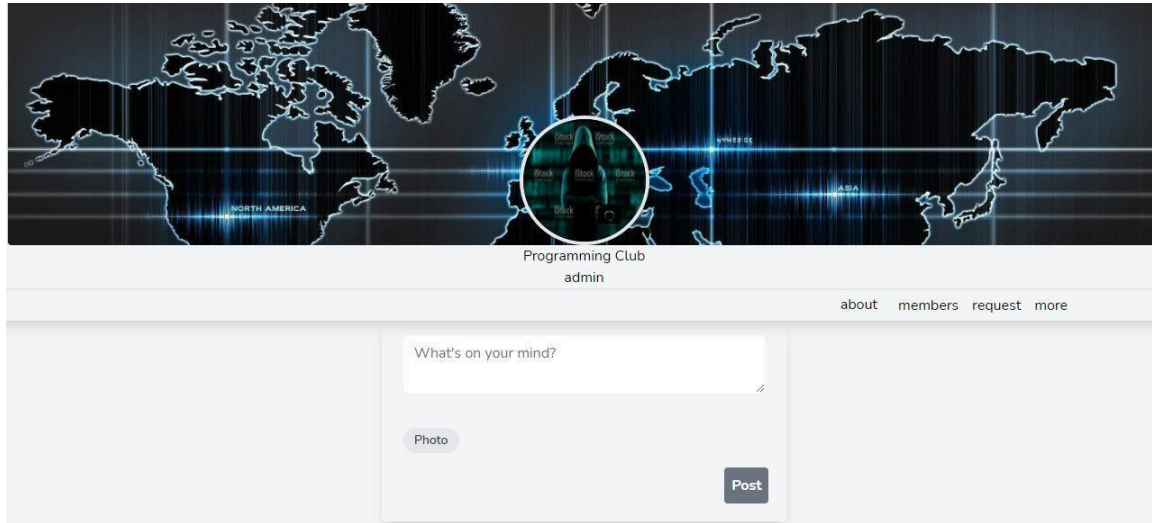


Fig 5.2.9: Club View

**Club About:** Admin can update club about. Members and other users can read only.

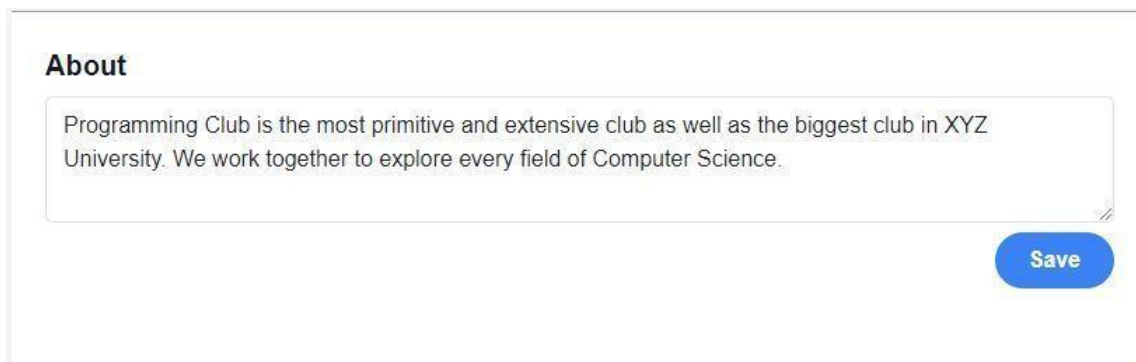


Fig 5.2.10: Club About

**Club Member:** admin and other users can see who are group members.

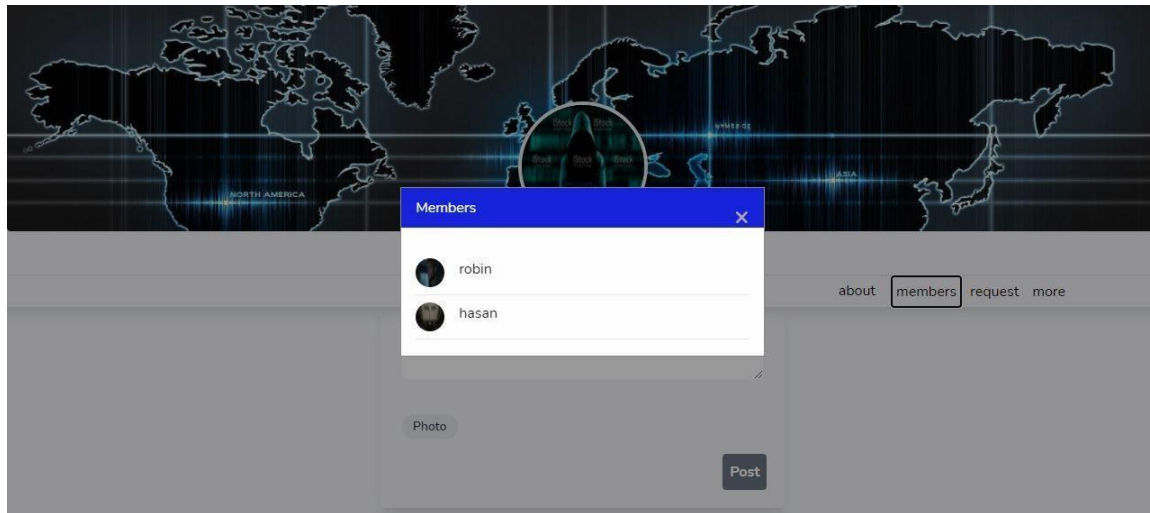


Fig 5.2.11: Club Member

### **5.3 Testing Implementation**

Testing is an important part to checking whether the item or product is good or bad.

We have done a few tests on our application which outcome discussion is given below.

We have done the Black Box testing and the result was successful. Let's have a detailed overview.

For the registration section, the mail address and password token is stored to the database and the password matching is successfully passed.

For the login section, the given email and password tries to find the same value in the database and if matches then login is successfully done.

## **CHAPTER 6**

### **Impact on Society, Environment and Sustainability**

#### **6.1 Impact on society**

"Online Club management system" is a web based application. We often do club activities in our varsity life or outside.

The club management system is to make those club activities easy.

This application is only to help those people who do club activities. There is no negative impact on society.

#### **6.2 Impact on Environment**

This application is developed to help people to reduce time and mental pressure. It is also very user friendly.

So it is also environment friendly and it does not make any bad impact on the environment.

#### **6.3 Ethical Aspects**

Responsibility, trustworthiness, reasonableness is something that is a must for any kind of application.

There are only a few applications and also they are not working properly. To make an application user friendly, it should work properly and maintain regularly.

#### **6.4 Sustainability Plan**

As the days go by, everything is being changed and upgraded. To run with the flow of technology we will maintain the application regularly to get to our future goal.

It will improve the quality of service and make it more efficient.

## **CHAPTER 7**

### **Conclusion & Future Scope**

#### **7.1 Discussion and Conclusion**

Club management system is an application where users can perform their club activities online without any charge and without any physical activity.

They can post or view club activities and join the club or create a separate club for their own. We have made this application based on php, laravel and MySQL for the database.

Reducing time, mental pressure and making it online is the main goal of this application. There is no such perfect, effectively working and user friendly application out there.

So we designed this application to make the club activities easy. We will maintain it regularly to cope up with the flow and to improve.

#### **7.2 Scope for Further Development**

On our application a user can register and login into his/her account then he/she can join or create a club and do their club activities easily.

In the future we will improve our user interface to give it a more lively effect and also will add more functions on the application such as users can react and comment on the club activity post.

Clubs will be in categorized format. Update on user profile. There are many more things that can be upgraded in our application.



## APPENDIX

**Main points:** HTML, CSS, Tailwind CSS, PHP, Laravel, MySQL Database, Business process model, Use case chart.

**HTML:** The full form of HTML is Hypertext Markup Language. It is a markup language for planning and to be shown. HTML is utilized to structure a site page.

**CSS:** The full form of CSS is Cascading Style Sheet. CSS is a coding language. It can deal with the organization of various site pages simultaneously. It serves to spread out and organize website pages. It mainly designed the page that is structured by HTML.

**Tailwind CSS:** It is a utility-first CSS framework for unexpectedly building custom person interfaces. It is a cool way to put in writing inline styling and obtain an exceptional interface without writing a single line of our very own CSS.

**Laravel:** Laravel a web structure. Laravel is helpful for building web applications with the help of PHP. Laravel is extraordinary compared to other PHP web systems.

**MySQL:** MySQL is an unreservedly accessible open source information base framework. MySQL is a social database organization structure, It is likewise called Relational Database Management System. It utilizes Structured Query Language (SQL).

**PHP:** PHP is a scripting language. PHP code is embedded into HTML code, or it oversees to be misused in a blend in with different web format structures. PHP is utilized to oversee information bases, dynamic substance, meeting following.

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