Happening Now in DIU (event management)

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A project submitted in partial fulfillment of the requirement for the degree of Bachelor of Science in Software Engineering

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Fall – 2019

APPROVAL

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PROJECT DECLARATION

I hereby declare that this project has been done by me under the supervision of **Md. Khaled Sohel, 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 the award of any degree or diploma.

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APPROVAL....i
ABSTRACT....vi
Chapter-1....1
Introduction....1
1.1 Overview:....1
1.2 Purpose....1
1.3 Background....1
1.4 Benefits & Beneficiaries....2
Beneficiaries....2
Benefits....2
1.5 Stakeholder....2
1.6 Goal....2
1.7 Project schedule....2
1.7.1 Gantt Chart....3
Chapter-2....4
Software Requirement Specification....4
2.1 Functional requirement:....4
2.1.1 Log in System for Admin:....5
2.1.2 Update System Details:....5
2.1.3 Register student list....5
2.1.4 Delete System....6
2.1.4 View details:....6
2.2 Performance requirements:....6
2.2.1 Speed and latency requirements:....6
2.2.2 Legibility and accuracy requirements:....7
2.2.3 Dependability requirements:....7
2.3 Supportability requirements specification:....7
2.4 Access requirements:....7
2.5 Usability and human integrity requirements....7
2.6 Ease of Use Requirements:....8
Chapter-3....9
Requirements Analysis....9
3.1 Use Case Diagram:....9
3.1.1 Use case description for Login & log out (Admin)....10
3.1.2 Use case description for Create event (Admin)....10
3.1.3 Use case description for update event (Admin)....11
3.1.4 Use case description for Delete event (Admin)....11
3.1.5 Use case description for Registration for an event (User)....12
3.1.6 Use case description for View event (user)....12
3.1.7 Use case description for View categorize an event....13
3.2 Activity Diagram....13
3.2.2 Admin view....14
3.2.3 Create event (Admin)....14
3.2.4 Update event (admin)....15
3.2.5 Delete event (admin)....15
3.2.6 Register Students list (admin)....16
3.2.7 View event (Student)....16
3.3.8 View categorize event Sequence Diagram (Admin):....17
3.3.9 View categorize event Sequence Diagram (student):....17
3.3 Sequence Diagram:....18
3.3.1 Login & logout Sequence Diagram:....18
3.3.2 Create event Sequence Diagram:....19
3.3.3 Update event Sequence Diagram:....20
3.3.5 View event Sequence Diagram (students):....21
3.3.7 Register for the event Sequence Diagram (student):....22
3.3.8 View categorize event Sequence Diagram (student):....23
3.3.9 View categorize event Sequence Diagram (Admin):....23
3.4 class diagram....24

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3.5 Database diagram....25
Chapter 4....26
Design and Development....26
4.1 Technology & Tools....26
4.1.1 User Interface Technology:....26
4.1.2 Technology....26
4.1.3TOOLS:....26
Chapter 5....27
Testing....27
5.1 Testing Strategy:....27
5.2 Module Testing:....27
5.3 Acceptance testing....27
5.4 Performance Testing....28
5.5 Security Testing....28
5.6 Accessibility Testin....28
5.7 testing approach....28
5.7.1 Black Box Testing....28
5.7.2 White Box Testing....29
5.7.2.1 Unit Testing....29
5.7.2.2 Integration Testing....29
5.8 Testing Schedule....30
5.9 Trace Ability Matrix:....31
5.10 Test Case:....31
5.10.1 Test case for Login....32
5.10.2 Test case for Log out....33
5.10.3 Test case user registration for the event:....34
5.10.4 Test case Edit event....35
Chapter 6....36
User Manual....36
6.2 Registration page....37
6.3 Login page....37
6.4 Have a 2 option....38
6.5 Create an event....38
6.6 Event list....39
6.7. Also, update event:....40
6.8 Event details and schedule....40
6.9 Event registration....41
Chapter 7....42
Conclusion....42
7.1 Project Summary:....42
7.2 Limitations:....42
Chapter 8....43
Future improvement....43
References....44

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ABSTRACT

This project is on “Happening Now in DIU (Event Management)”. The purpose of my work is to develop an online platform where DIU can manage events easily. The aim of the project is to help us to maintain the event easily.This system can manage our everyday events. After implementation of all functions.The system is tested in different stages and it works successfully.

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Chapter-1

Introduction

1.1 Overview:

Everyday work is a very big problem for a university student. So I think to build up a Program that will keep our day-to-day events which will remind our everyday department events. As a result, I build up an event management system which is named "Happening now in DIU. After doing on the system, students can see the daily events on the DIU. Here the students of this department can see any kind of event or program of their related course given by their departments or alumni.
They can view any event and also can do registration for the event. They can also view how many seats are available for the students of the program.

1.2 Purpose

As a student of DIU's SWE department, I decided to make an Event Management System that helps us to know the event easily. To make it easy for the students of DIU's SWE to get any kind of event information organized by the departments or teachers and get notified about it.

1.3 Background

The project is related to events. Different types of events are organized by the department every day. It's normally a web-based application. Any student can see the featured program. The new students of the departments will easily find any program that's going on. This project will help to know about department event likes workshop, seminar, programming contest, etc.

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1.4 Benefits & Beneficiaries

Beneficiaries

1. Students
2. Teachers

Benefits

Easy to find.
Easy to get notified.
Easy to get the registration done.
Anyone can see the programs given by DIU.

1.5 Stakeholder

There are many members are associated with this project. They have helped to develop the system directly or indirectly.

Internal Stakeholders:

- Admin

External Stakeholders:

- Visitor,
- Parents,
- Teachers,
- Students.

1.6 Goal

To make it easy for the students of DIU to get any kind of event information organized by the departments or teachers and get notified about it. Any student of DIU can get notified of the website the newcomers of the DIU students of the department of SWE, CSE and MCT will be benefactors of the program.

1.7 Project schedule

I have to set up a plan to finish the project on schedule. It also refers to make communication with what task needs to get done inside the time.

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1.7.1 Gantt Chart

Gantt chart is mainly a production control tool. It reminds us to complete our assigned tasks

Activities	Duration in week	Total week
Brainstorming	Week 1	1
Problem identification	Week 1, Week 2	2
Requirement specification	Week 2	1
Requirement analysis	Week 2	1
Sketching	Week 4	1

within a certain time. For developing software, it is mostly used. Now I will show a Gantt

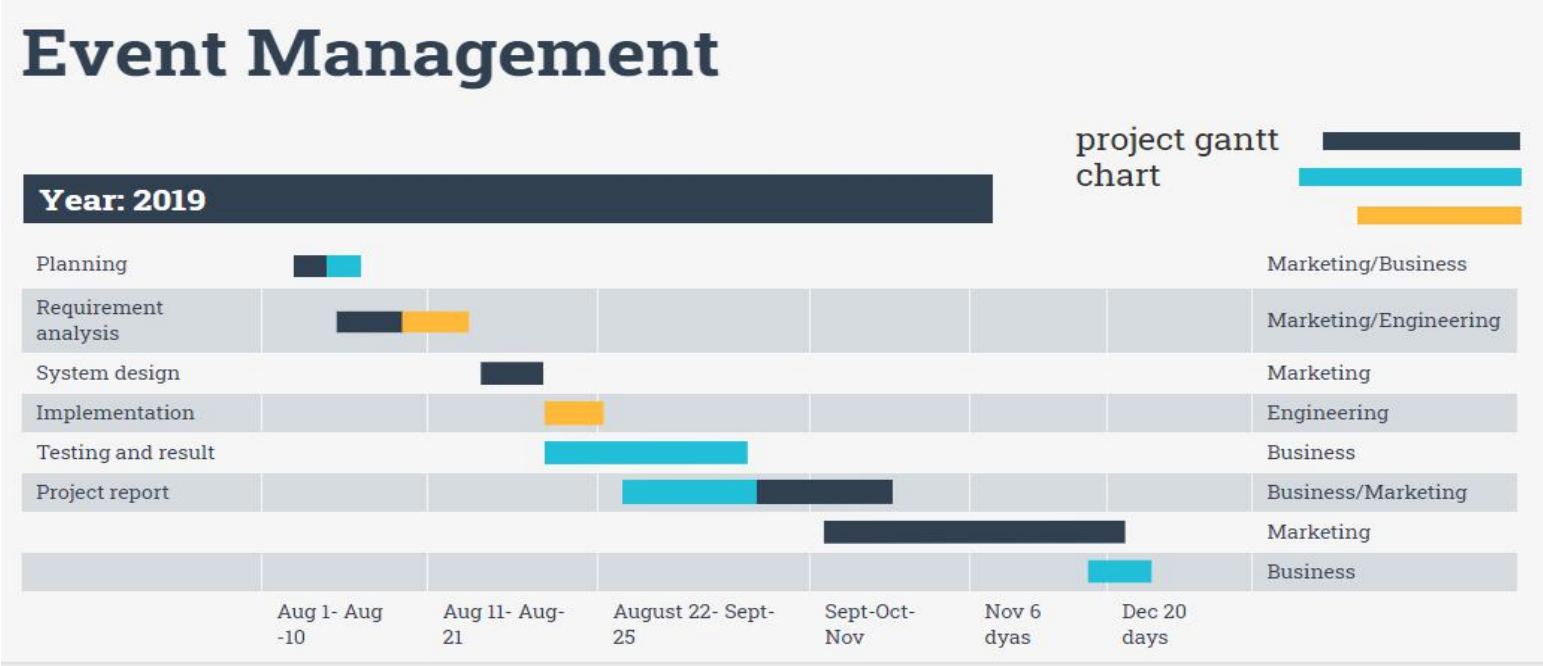

Figure 1: Gantt chart

1.7.2 Release Plan or Milestone:

Table:1

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Design specification	Week 4	1
Database design	Week 5	1
Development	Week 4, Week 5, Week 6, Week 7	4
Quality assurance	Week 3,	1
Test case	Week 4, Week 7, Week 8, Week 9	4
Impose case & demerits	Week 10, Week 11, Week 12, Week 14	4
Unit testing	Week 10, Week 11	2
Black-box testing	Week 13, Week 15, Week 16	3
Software release	Week 16	1

Chapter-2

Software Requirement Specification

Software Requirement Specification

Requirements analysis is the process of identifying user satisfaction form the System. So, the purpose of the system Requirements analysis is an important part of the project management system.

Who is the stakeholder of this system?
Is it helpful for them or not?
Functional & Non- functional requirements
Is it efficient for using?

2.1 Functional requirement:

Functional requirements refer to the functions which are mandatory for the system. Functional requirements are a must in the documentation of the project management system. Every system must have some functional requirements. Now, I am going to mention the functional requirements of my project.

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2.1.1 Log in System for Admin:

Requirements 1	**LOG IN SYSTEM FOR Admin**
Description	Admin needs to log in with a username and password to use this Application.
Stakeholders	Admin

Table: 2

2.1.2 Update System Details:

FR-02	**Update System Details**
Description	This module helps admin to update any event Information and some important Information store these details in the database
Stakeholders	Admin

Table: 3

2.1.3 Register student list

Requirements 2	**Register student list**
Description	This module helps admin to register all students' information & list. Admin can maintain all the information on the Register of DIU event management system members.
Stakeholders	Admin

Table: 4

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2.1.4 Delete System

Requirements 2	Delete System Details
Description	This module helps admin to delete any event Information and some important Information store these details in the database
Stakeholders	Admin

Table: 5

2.1.4 View details:

Description	Every option contains details of the system.
Stakeholders	Students.

Table: 6

2.2 Performance requirements:

It is important to maintain the performance of the system. To ensure performance, we need to maintain some steps so we can maintain the system very well. Now, to explain some perspective by which we are going to enhance the performance of our goal to make the system more usable.

2.2.1 Speed and latency requirements:

Description	Running the system depends on the internet speed and also with the bandwidth of the system.
Stakeholders	Student and Admin

Table: 7

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2.2.2 Legibility and accuracy requirements:

Description	The data should be correct to make the system more and more used to make the system acquire data correctly to make the system more and more erasable.
Stakeholders	Student and Admin

Table: 8

2.2.3 Dependability requirements:

The term dependability is measured based on four dimensions. Such as:

- Availability
- Safety
- Security

2.3 Supportability requirements specification:

Supportability requirements may have related to some extends. Like:

- Maintainability
- Adaptability
- Compatibility
- Serviceability

2.4 Access requirements:

For access to the system, there remain some authentication and authorization techniques. And every module of the system will provide it easier to use the system.

2.5 Usability and human integrity requirements

The main target of developing any system is to make the system user-friendly and easy to use for the end-users.

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2.6 Ease of Use Requirements:

Description	Is easy to use so that user easily access the system. Here anyone can use the system even a student and teachers.
Stakeholders	student

Table: 9

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Chapter-3

Requirements Analysis

3.1 Use Case Diagram:

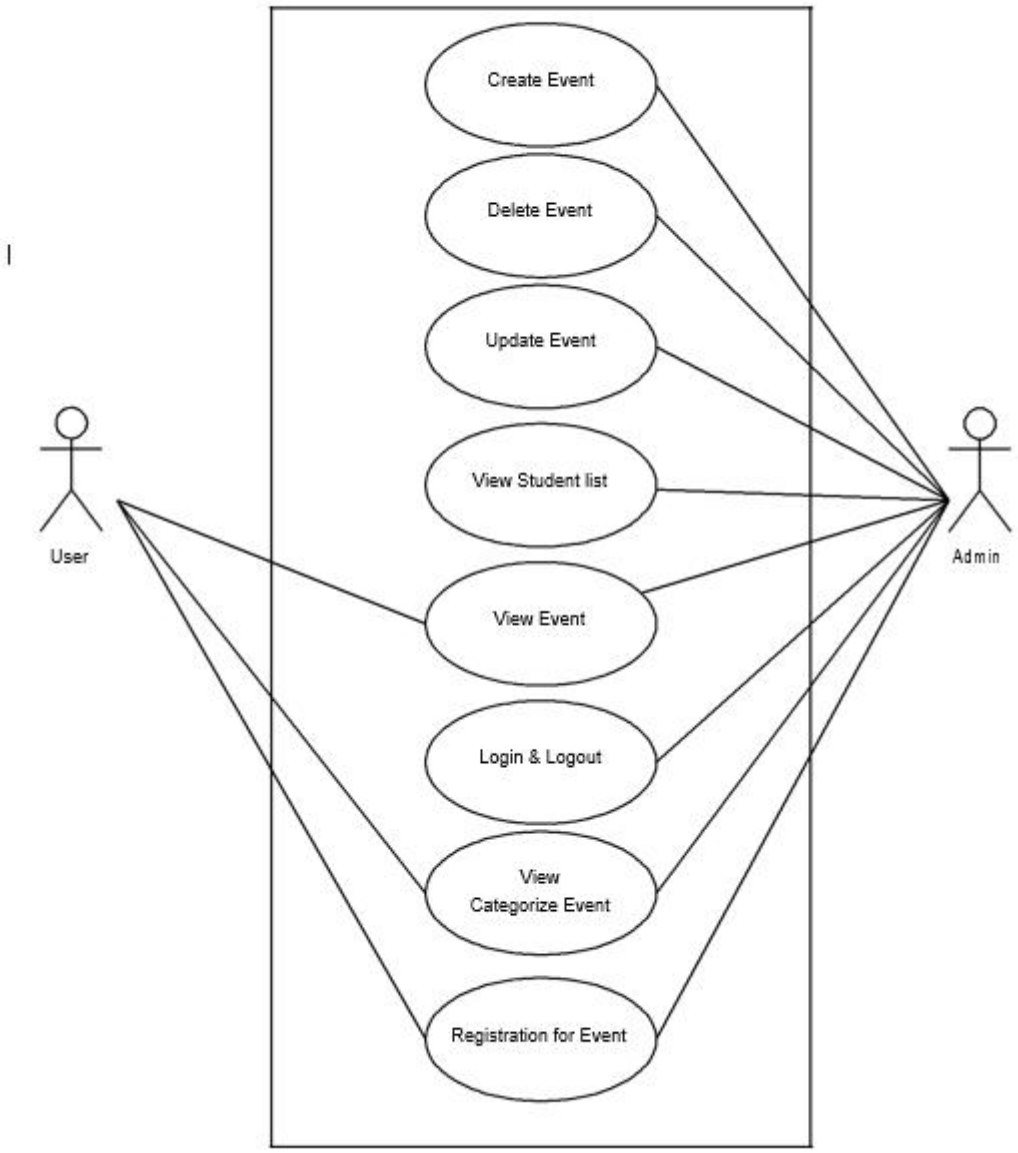

Figure 2: Use-Case Diagram

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3.1.1 Use case description for Login & log out (Admin)

Use Case	Login
Primary Actor	Admin
Secondary Actor	Null
Precondition	Null
Description	Admin needs to log in with a username and password to use this Application.
Post-condition	Log in & log out successfully or failed to Login.

Table: 10

3.1.2 Use case description for Create event (Admin)

Use Case	create Event
Primary Actor	Admin
Secondary Actor	Null
Precondition	Must be login in.
Description	This module helps admin to create any type of event Information and some important Information store these details in the database.
Post-condition	The Event added successfully or failed to add the event.

Table: 11

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3.1.3 Use case description for update event (Admin)

Use Case	Update Event
Primary Actor	Admin
Secondary Actor	Null
Precondition	Must be login in.
Description	This module helps admin to update any event Information and some important Information store these details in the database
Post-condition	Event updated successfully or failed

Table: 12

3.1.4 Use case description for Delete event (Admin)

Use Case	Delete Event
Primary Actor	Admin
Secondary Actor	Null
Precondition	Must be login in.
Description	This option helps admin to delete any event Information and then Press the "Delete" button.
Post-condition	Event deletes successfully or failed to delete the event.

Table: 13

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3.1.5 Use case description for Registration for an event (User)

Use Case	Registration for an event
Primary Actor	Student
Secondary Actor	Null
Precondition	Null
Description	This module helps admin to register all students' information & list. Admin can maintain all the information on the Register of DIU event management system members.
Post-condition	Registration successfully or failed to register.

Table: 14

3.1.6 Use case description for View event (user)

Use Case	View event
Primary Actor	Student, teachers
Secondary Actor	Null
Precondition	Visited website first
Description	See all the event details.
Post-condition	They will see the event successfully.

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Table: 15

3.1.7 Use case description for View categorize an event

Use Case	View categorize event
Primary Actor	Student, teachers
Secondary Actor	Null
Precondition	Visited website first
Description	See all event categories.
Post-condition	They will see the event successfully.

Table: 16

3.2 Activity Diagram

3.2.1 Admin login and logout

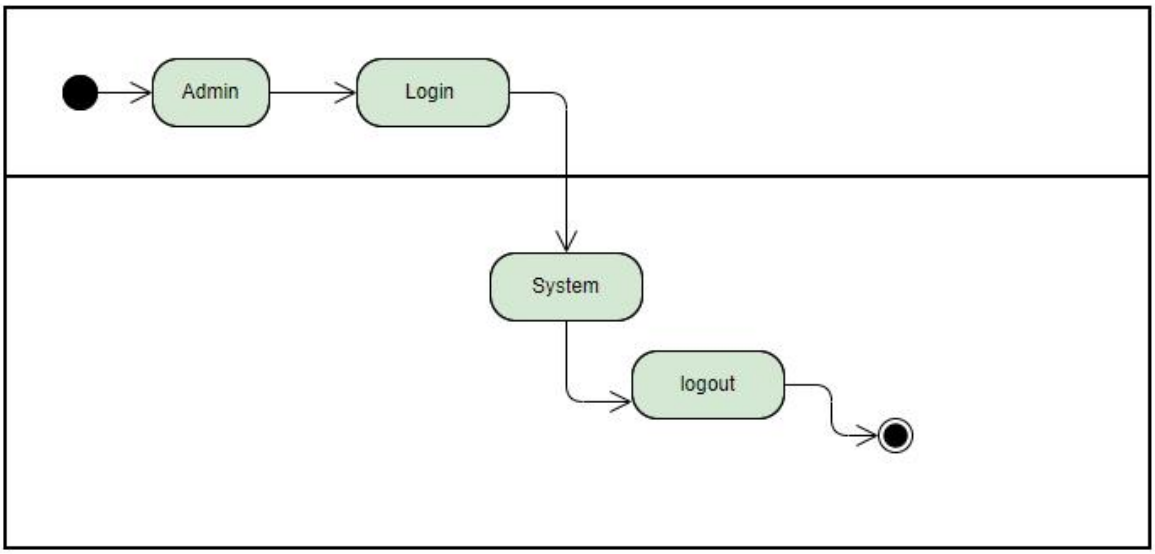

Figure 3: login and logout Activity Diagram

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3.2.2 Admin view

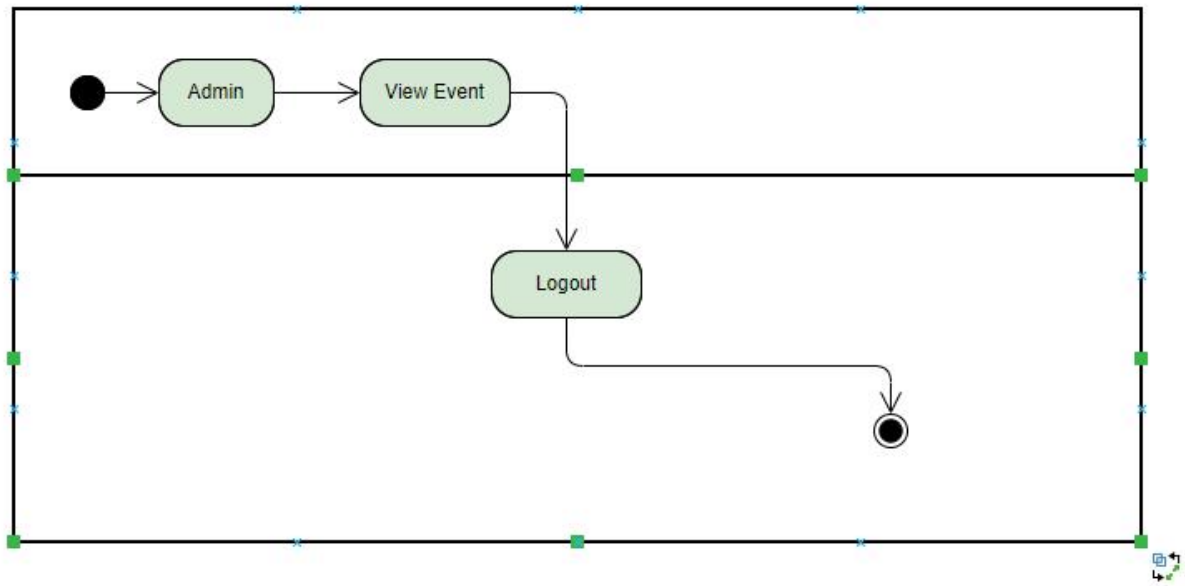

Figure 4: Admin view Activity Diagram

3.2.3 Create event (Admin)

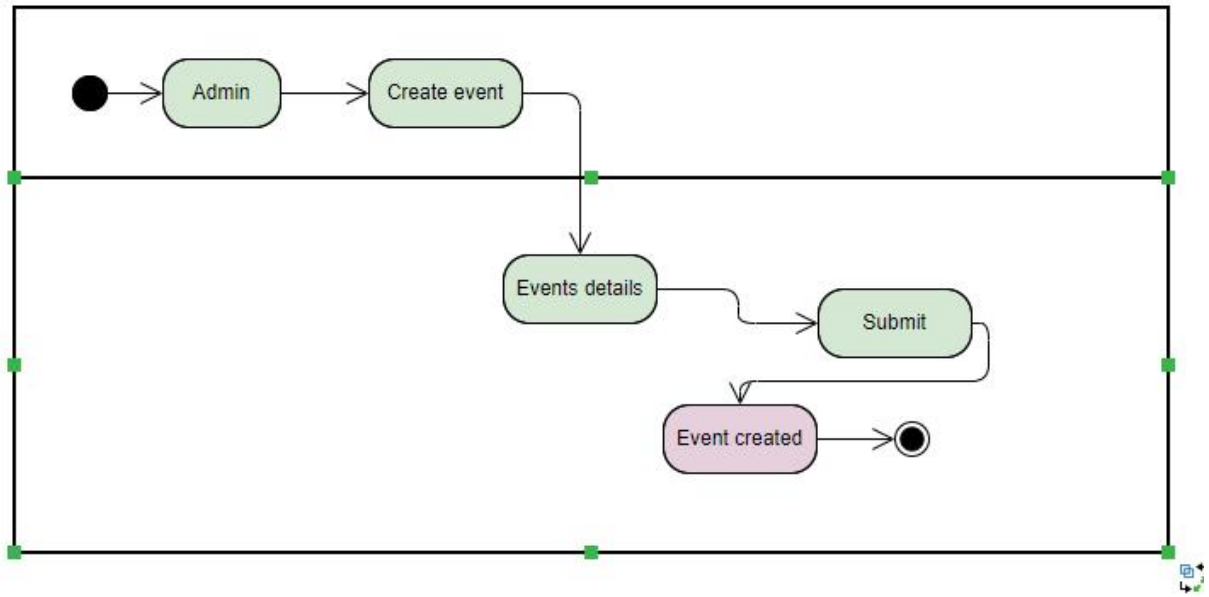

Figure 5: Create event Activity Diagram

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3.2.4 Update event (admin)

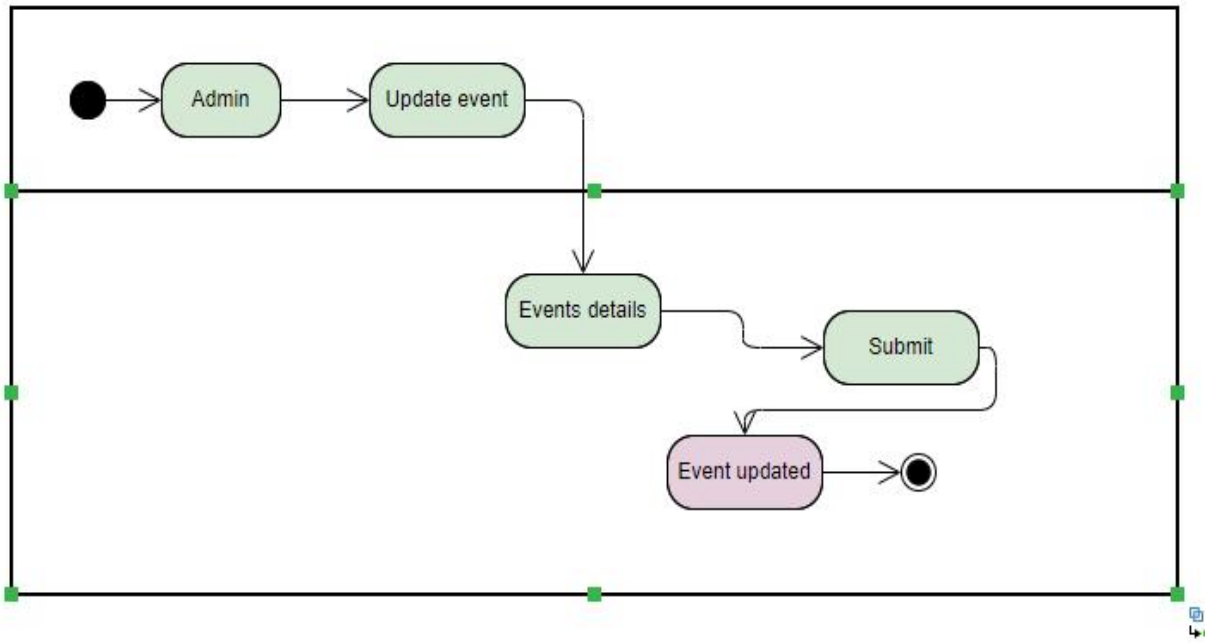

Figure 6: Update event Activity Diagram

3.2.5 Delete event (admin)

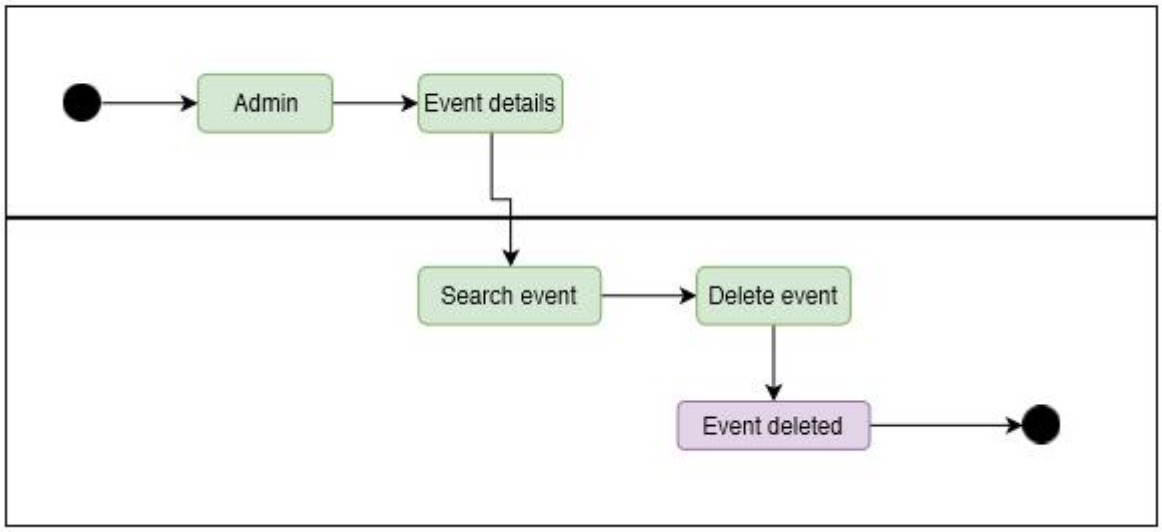

Figure 7: Delete event Activity Diagram

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3.2.6 Register Students list (admin)

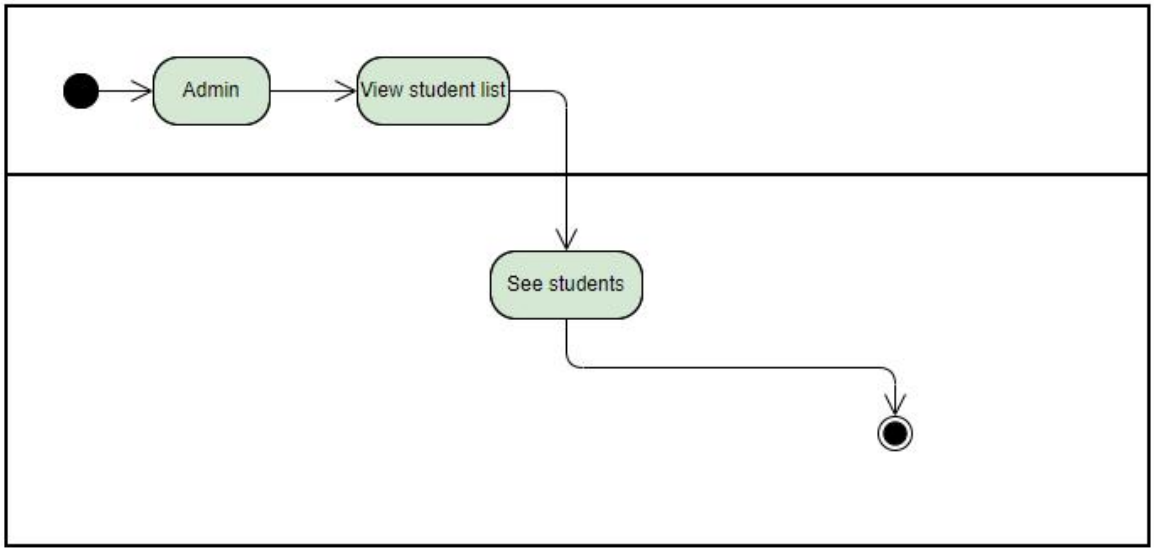

Figure 8: Register Students list Activity Diagram

3.2.7 View event (Student)

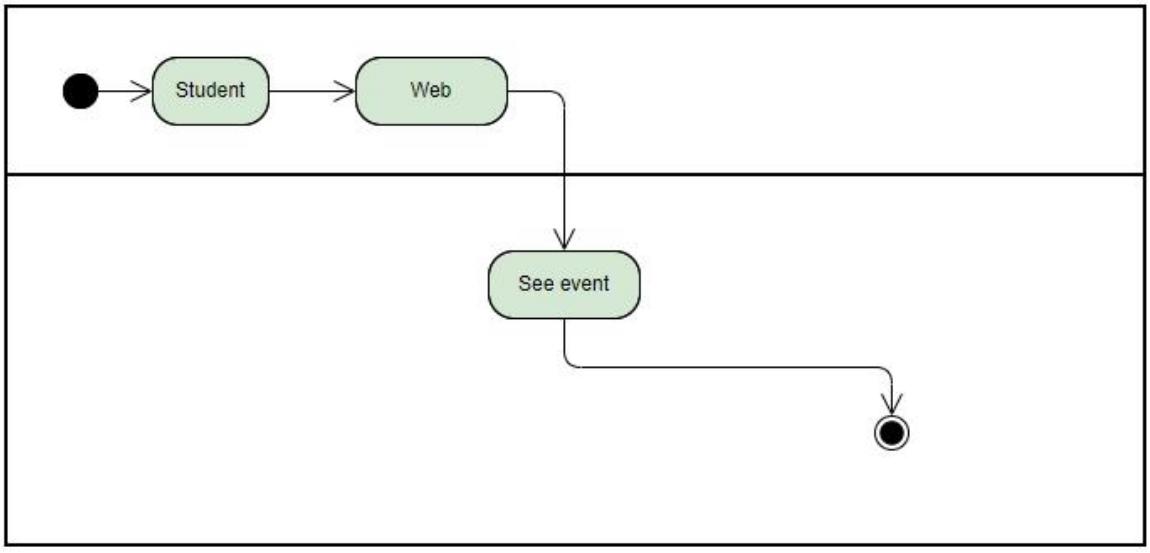

Figure 9: View event Activity Diagram

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3.3.8 View categorize event Sequence Diagram (Admin):

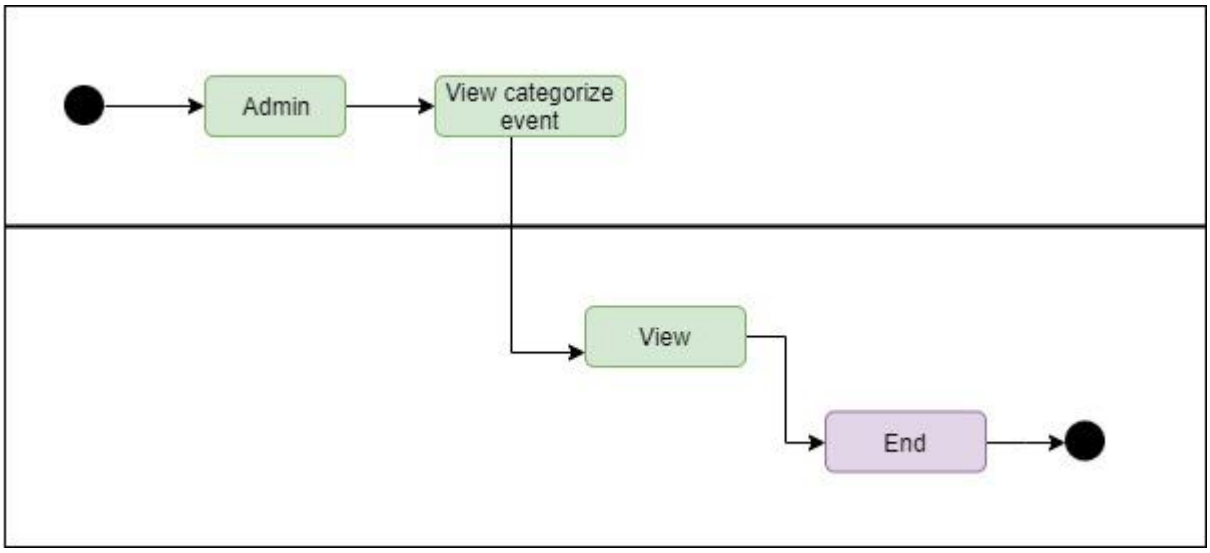

Figure 10: View categorize event Sequence Diagram (Admin)

3.3.9 View categorize event Sequence Diagram (student):

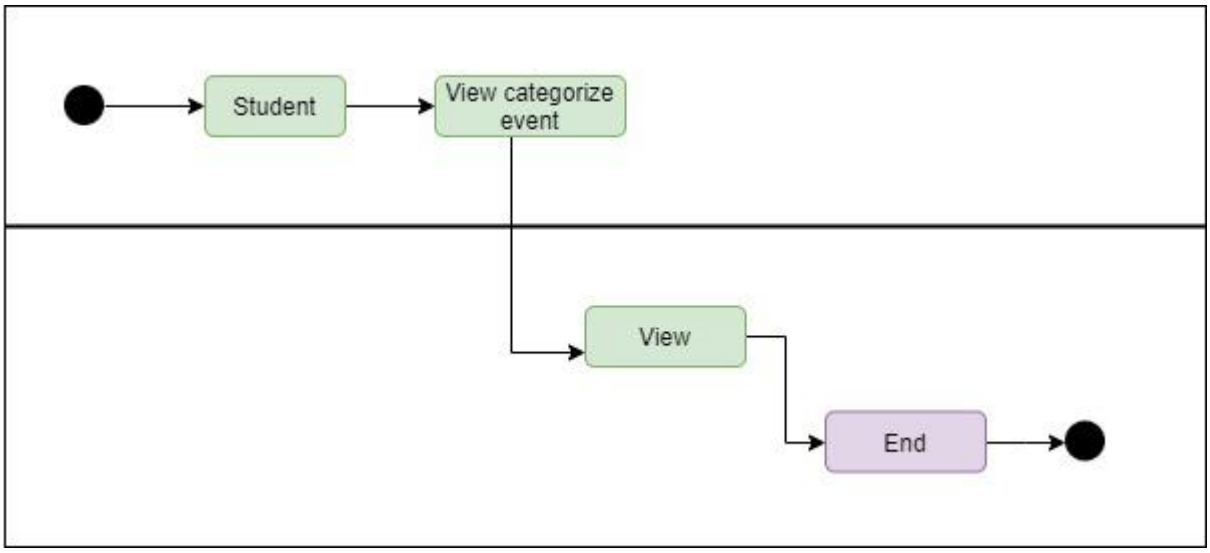

Figure 11: View categorize event Sequence Diagram (student)

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3.3 Sequence Diagram:

Sequence Diagram shows the process in a sequential way that its actor did. This section describes the sequence system to the database.

3.3.1 Login & logout Sequence Diagram:

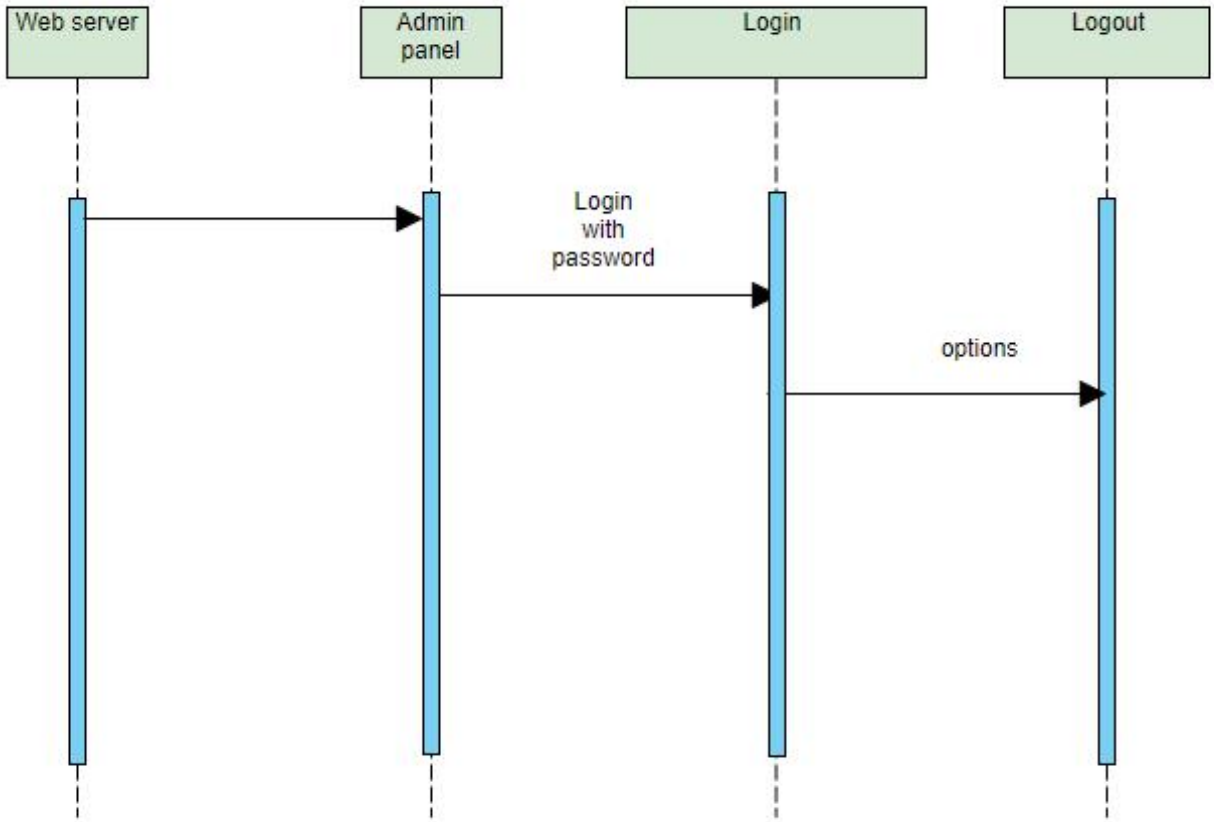

Figure 12: Login & logout Sequence Diagram

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3.3.2 Create event Sequence Diagram:

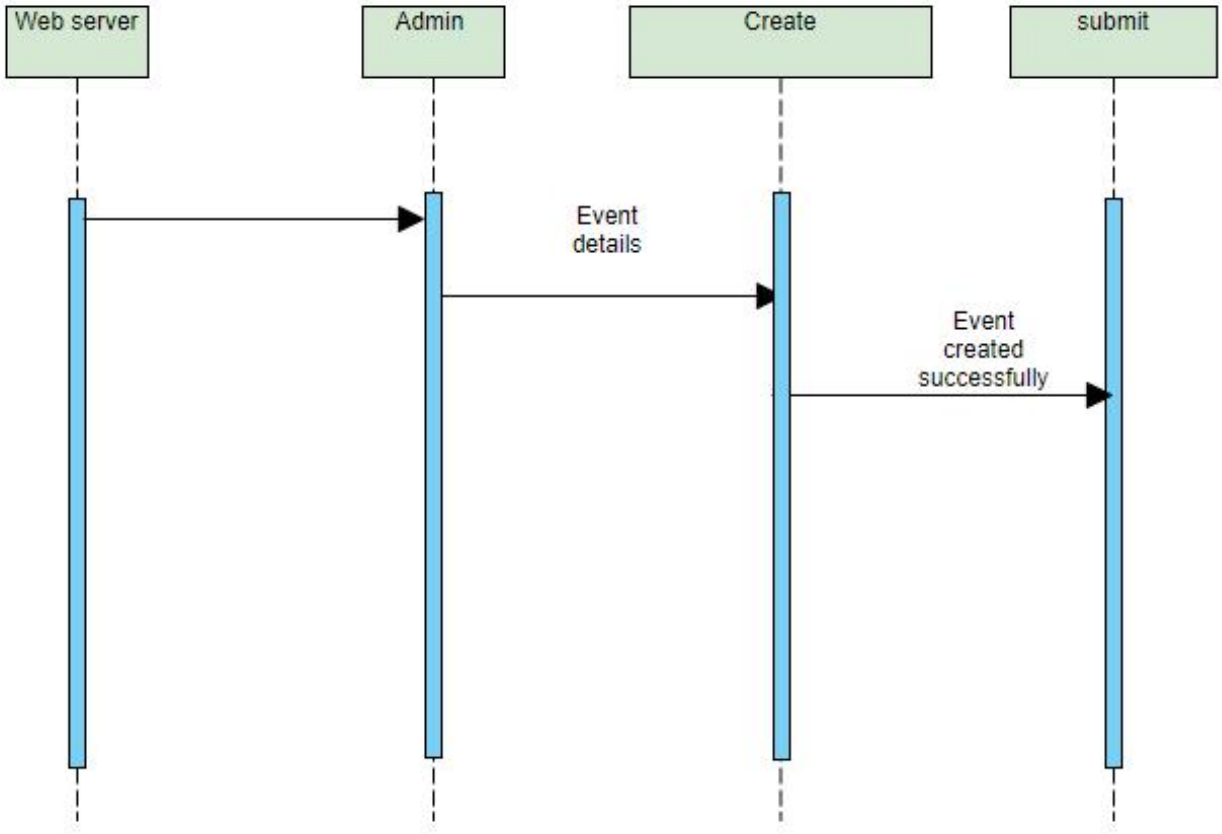

Figure13: Create event Sequence Diagram

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3.3.3 Update event Sequence Diagram:

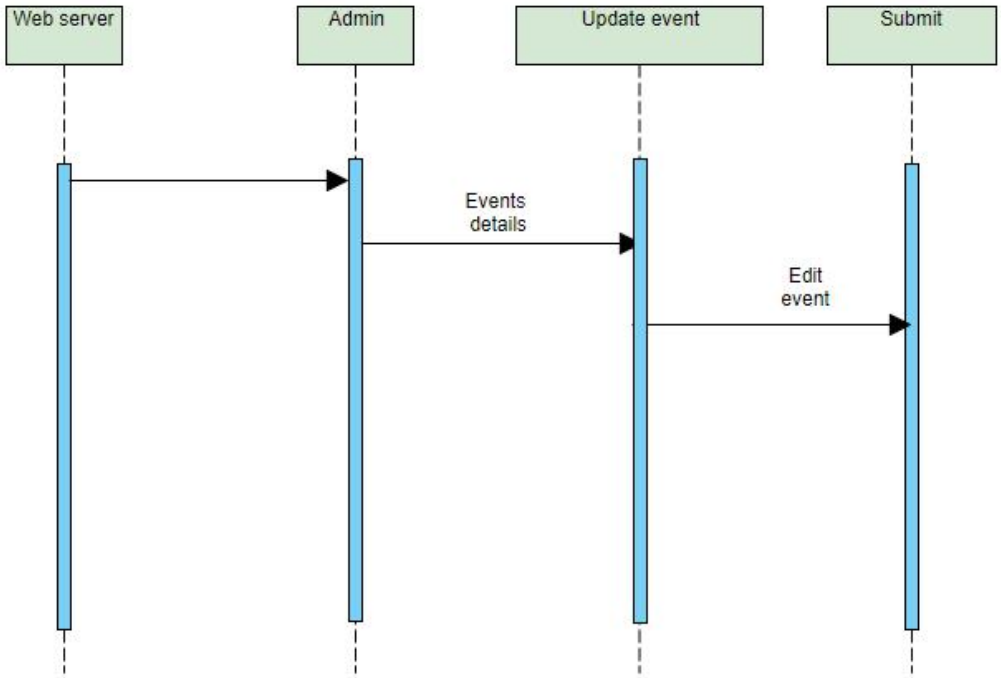

Figure 14: Update event Sequence Diagram

3.3.4 Delete event Sequence Diagram:

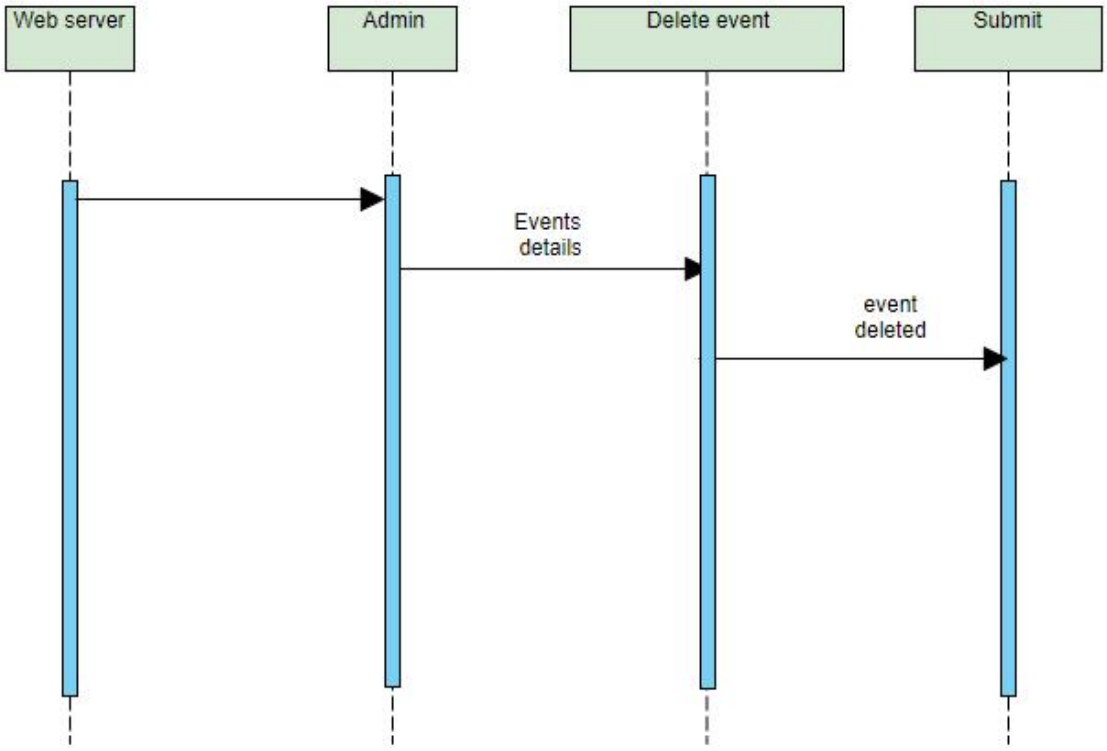

Figure 15: Delete event Sequence Diagram

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3.3.5 View event Sequence Diagram (students):

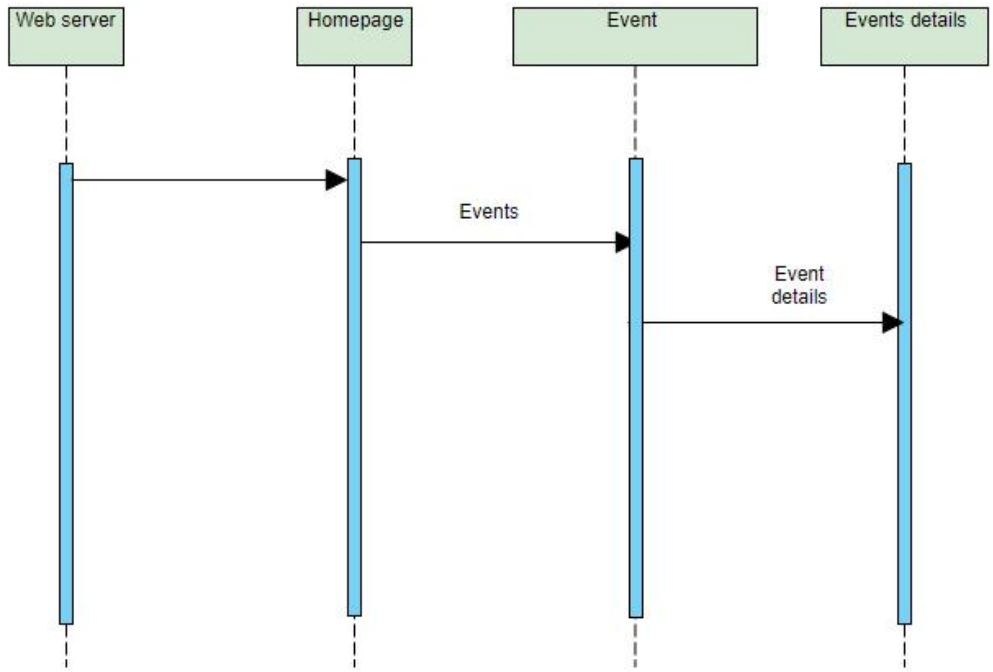

Figure 16: View event Sequence Diagram (user)

3.3.6 View event Sequence Diagram (Admin):

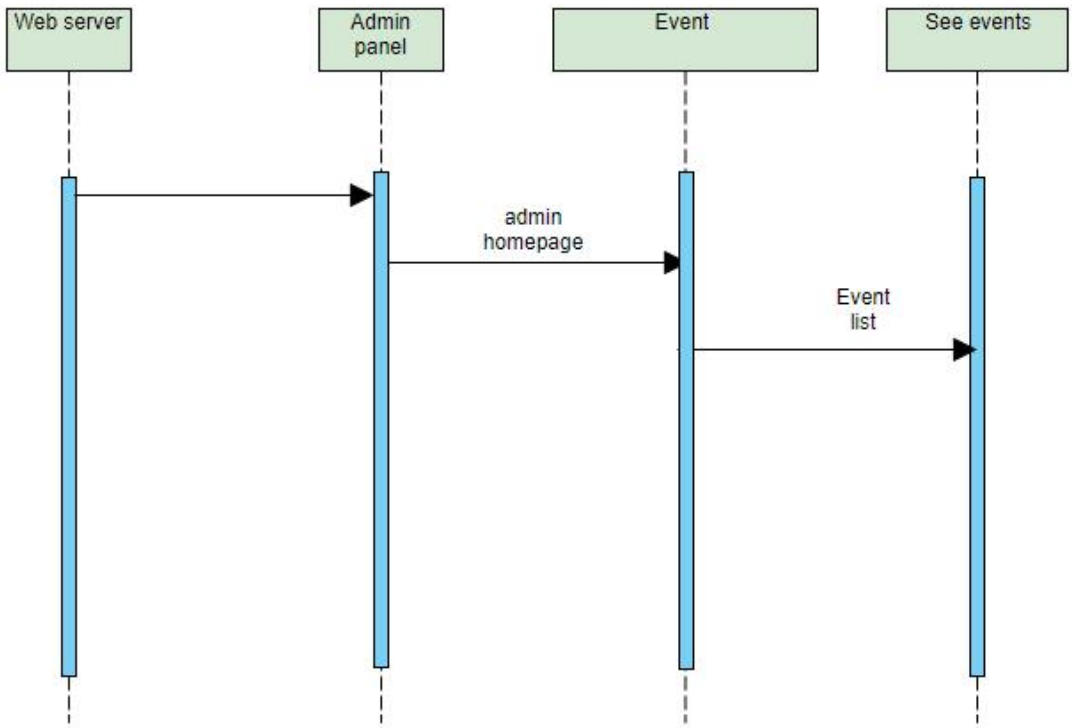

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Figure 17: View event Sequence Diagram (Admin)

3.3.7 Register for the event Sequence Diagram (student):

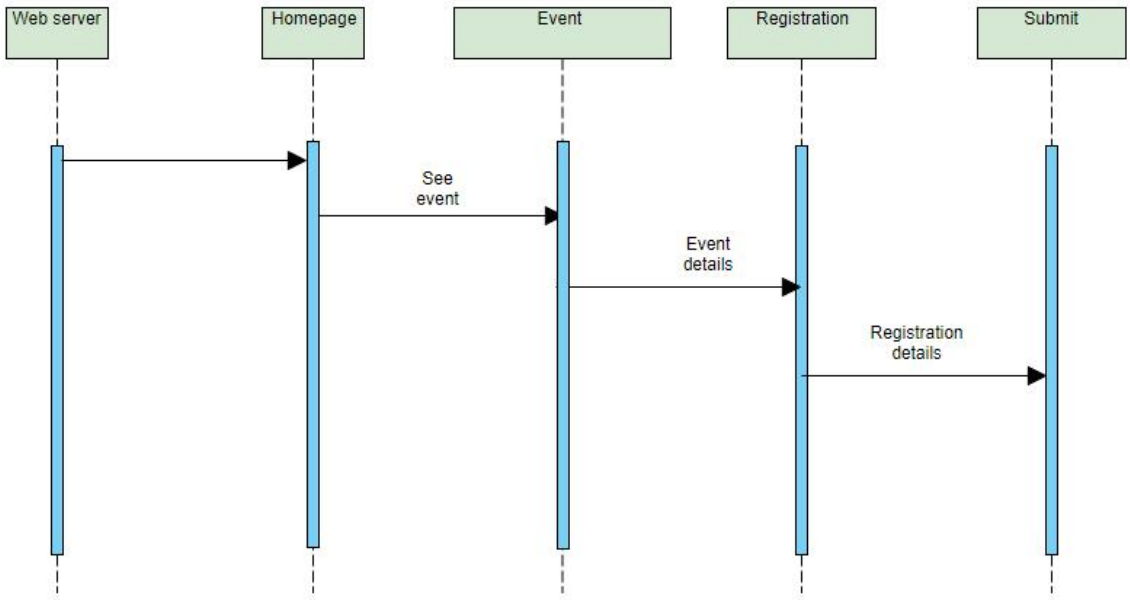

Figure 18: Register for the event Sequence Diagram (student)

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3.3.8 View categorize event Sequence Diagram (student):

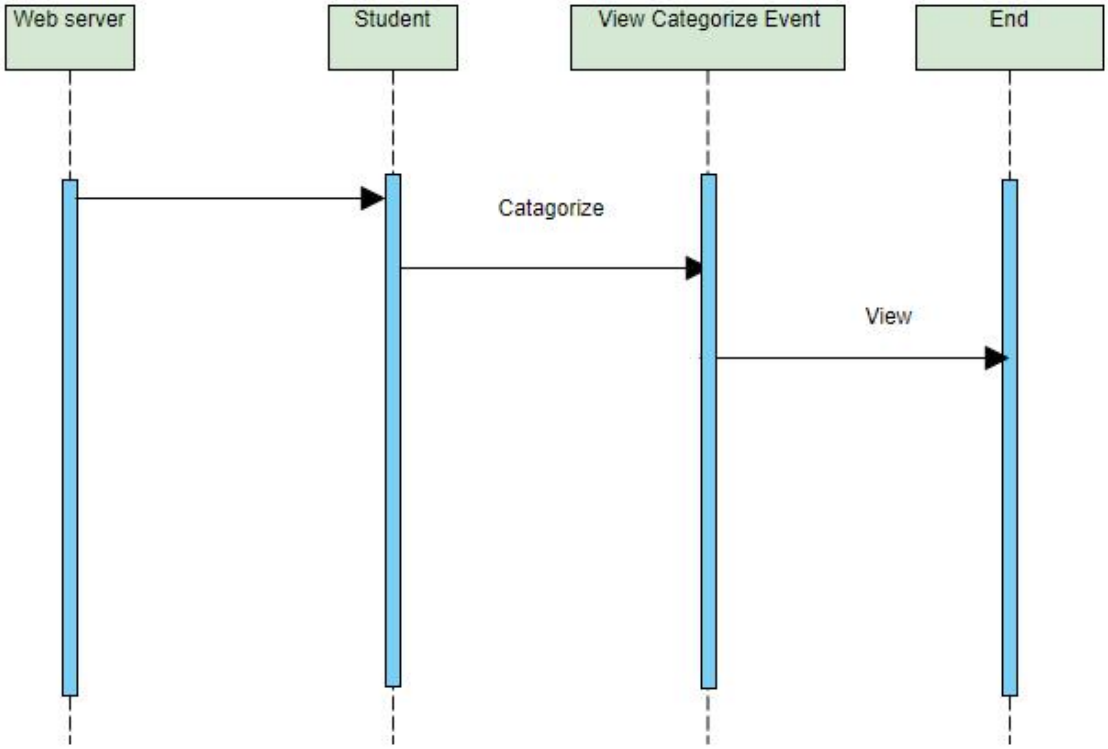

Figure 19: View categorize event Sequence Diagram (student)

3.3.9 View categorize event Sequence Diagram (Admin):

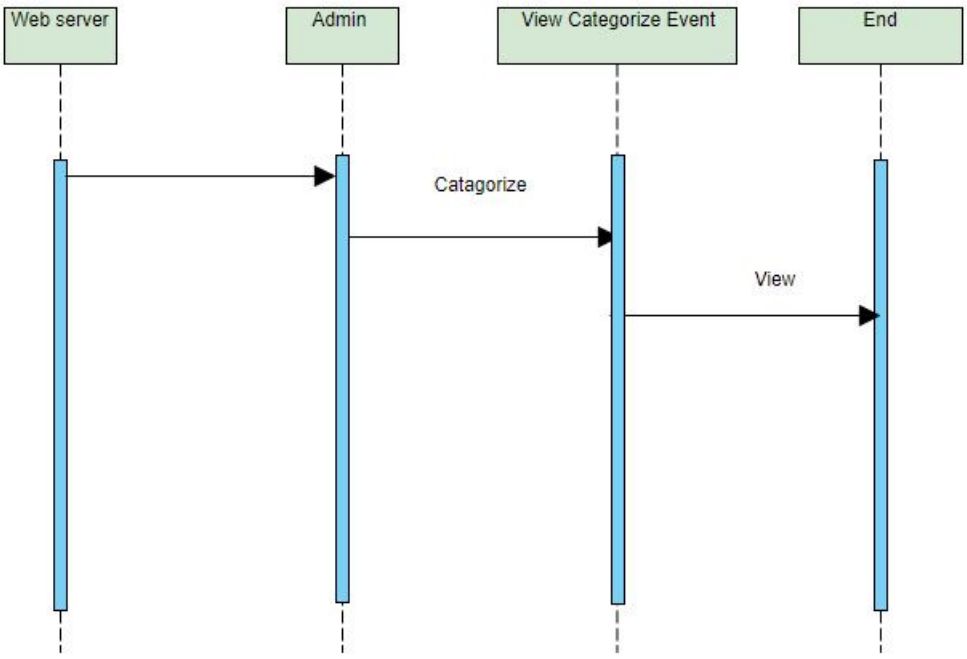

Figure 20: View categorize event Sequence Diagram (Admin)

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3.4 class diagram

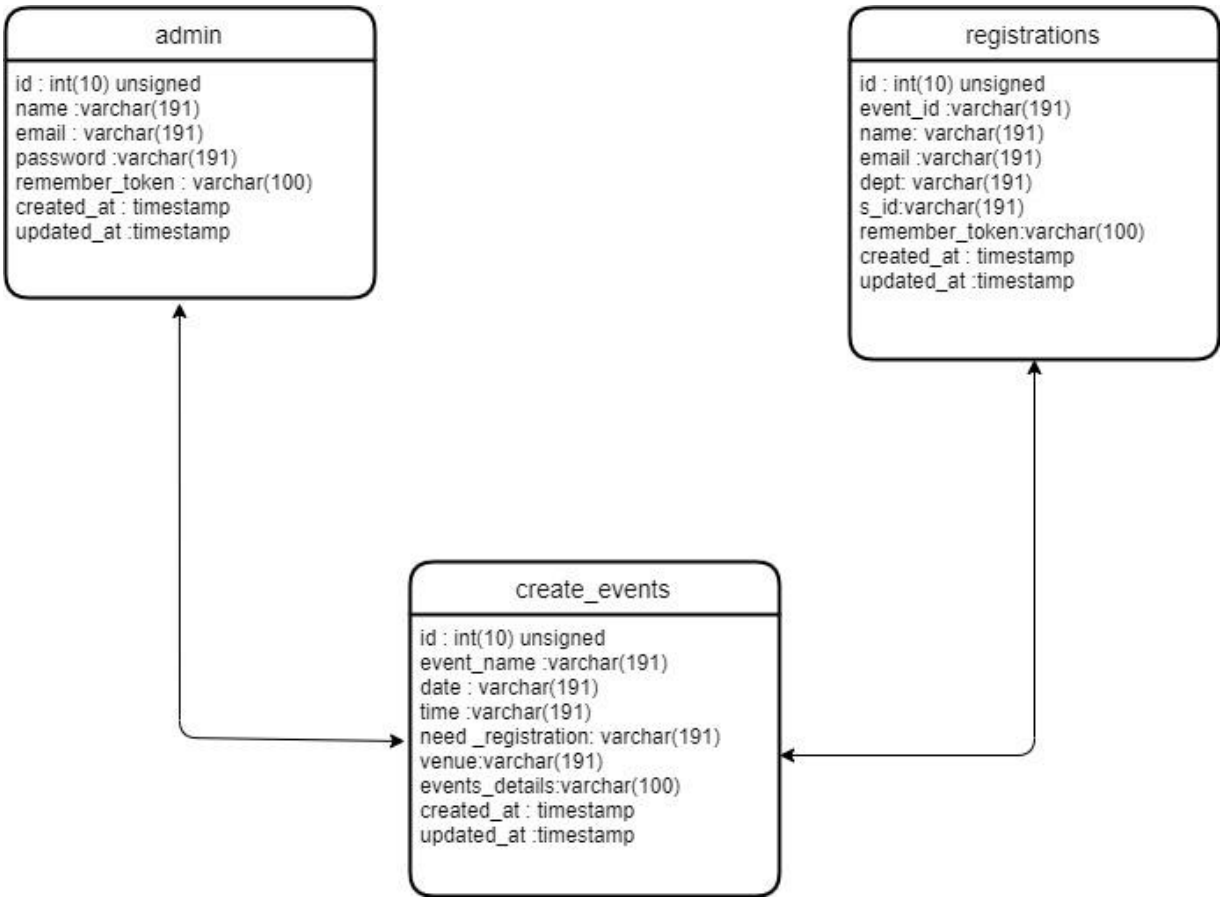

Figure 21 Class diagram

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3.5 Database diagram

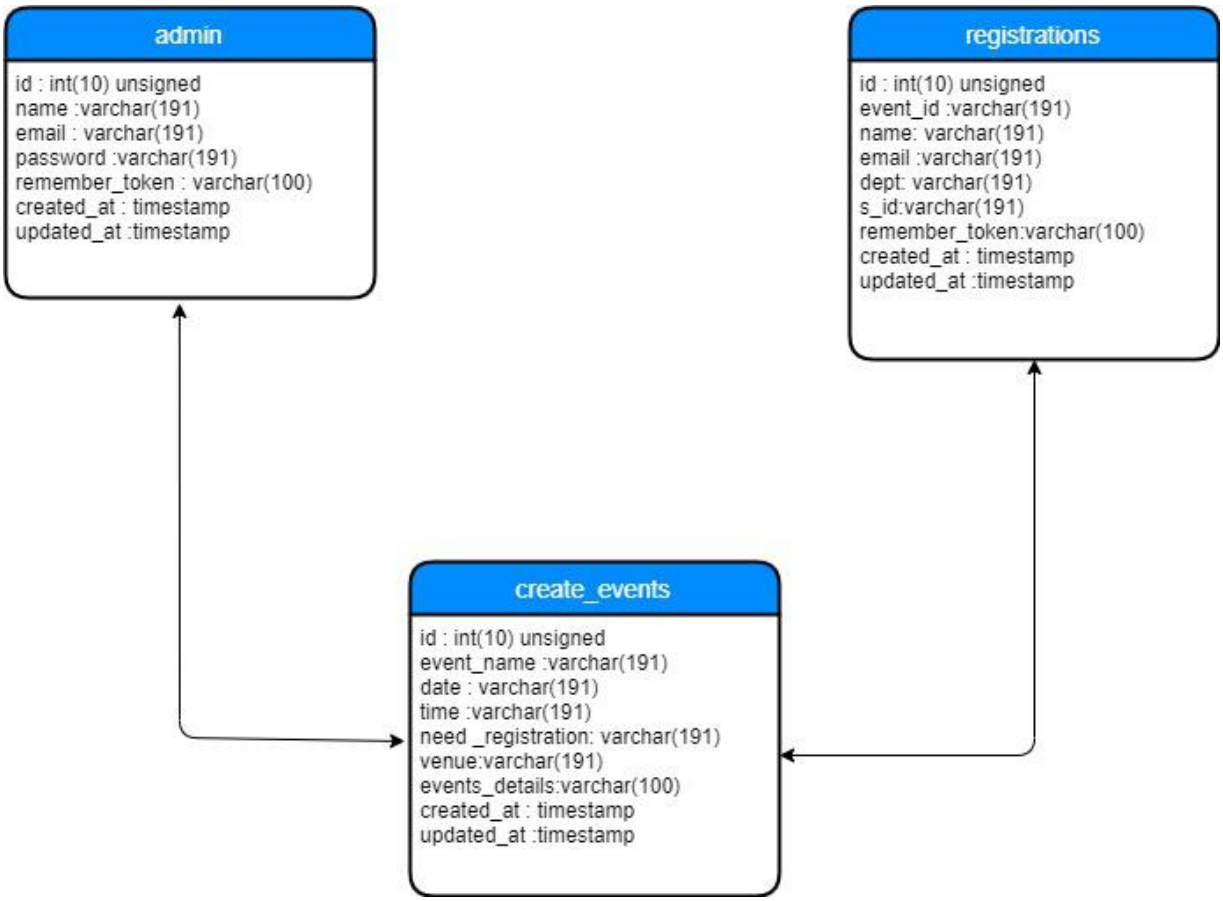

Figure 22: Database diagram

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Chapter 4

Design and Development

4.1 Technology & Tools

Software development tools are used to develop software. There are different kinds of tools for software developers to make the process of software development very smooth. But now I will mention some of the tools that I am using to develop my project.

4.1.1 User Interface Technology:

First of all, after landing any application, the interface of that software appears to the user. So, the importance of the user interface is very high. For the success of any software application, a good looking user interface plays a vital role. The User interface includes using a good image, graphics, typography, style sheets, scripting, etc.

4.1.2 Technology

Design: Html, CSS, bootstrap, JavaScript,
Framework: Laravel Framework 5.4.36

IDE: Sublime Text
Database: MYSQL
Server: Localhost (Apache)

4.1.3TOOLS:

XAMPP Version: 5.6.38
Control Panel Version: 3.2.2
MySQL Server

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Chapter 5

Testing

5.1 Testing Strategy:

The testing procedure is to be considered as a broadly useful testing process. Testing object, testing capacity techniques, complete accessible assets are incorporated into the testing methodology. It is additionally the marker of test levels that are to be performed all in all product advancement life cycle. Those techniques that are set up by the quality affirmation group should be checked on by the designers of the application. After that, it should be inspected by the test group leads. Various types of testing procedures can be performed by the kind of use framework that should be tried.

5.2 Module Testing:

Module testing is the joined degree of unit testing.
1. Discovers Errors Early: Module testing will help the creator to early distinguish the mistakes inside the unit.
2. Sets aside Cash: The later the mistake recognized, the higher the advancement cost. So module testing will help the creator to run a financially useful advancement process

3. Gives Confidence after the Module tests, the application will be made up of single, fully tested Modules. A test for the whole application will be more likely to pass, and if some tests fail, the reason will have probably stemmed from the interaction of the units (and not from an error inside a Module). The search for the failure can concentrate on that, and must not doubt the internals of the Module.

5.3 Acceptance testing

1. It will expand the trust and fulfillment of simple occasion the board framework clients.

2. By the Author will reveal more emotional deformities than with formal or casual acknowledgment testing

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5.4 Performance Testing

It will help the creator to decide how quick some part of this framework performs under a specific outstanding task at hand.

2. Then again, this test will likewise approve and check other quality traits of this framework, for example, adaptability, dependability and asset use.

5.5 Security Testing

1. It will assure the business security.

2. Increment the nature of this occasion the executives venture improvement administration.

3. It will likewise spare the framework from hacking.

4. Just as Increase the Event the board authority and their clients trust in the framework.

5.6 Accessibility Testing

1. Creator will learn much about the actual user experience of this web application and its materials.
2. It will help the creator to measure the user feedback about his website.
3. It will be an opportunity to understand, via the data collected, that can lead to improving the accessibility of the system for disabled users.

5.7 testing approach

5.7.1 Black Box Testing

Black box testing is a software testing method by which test engineers test the software without knowing the internal architecture of the application that needs to be tested. It is also known as behavioral testing. Black box testing can be both functional and non-functional. It ignores the internal mechanism of a system. We have decided to perform the equivalent class partitioning and Boundary value analysis techniques to implement.

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5.7.2 White Box Testing

White box testing is the name of a testing approach which is also called clear box testing, glass box testing, open box testing, straightforward box testing, and code-based testing or auxiliary testing. It is opposite to the black box testing. In black-box testing, the internal architecture or algorithms is not known to the testers whether the whole software architecture is known to the testers while white box testing.
Testers can also predict the output of every test case for white box testing. White box testing can be classified into some levels. Such as:

- Unit Testing
- Integration Testing
- System Testing

The main advantage of white-box testing is that testing is more throughout and the testing can be started from the very beginning stage.

5.7.2.1 Unit Testing

1. Unit testing will reduce the level of bugs in the system production code.
2. Unit testing will spare this undertaking advancement time.
3. Unit testing will make it simpler to change and center code.
4. Unit testing will improve the design of code. And will help the author to implement effective coding.
5. Unit testing will stand up to the issue head-on.

6. Unit testing gives the creator certainty that the framework will be useful.

5.7.2.2 Integration Testing

1. Integration Incremental testing will decrease the requirement for platform code by utilizing the genuine code modules as they are created to give the scolding for testing.

2. Integration Incremental test likewise assists the creator with recognizing that if every one of the units will incorporate with one another, are they filling in as one or not. It will help the creator to assemble the entire framework and filling in as one (Stuart, 2011)

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5.8 Testing Schedule

Test Phase	**Time**
Testing plan create	1 week
Testing specification	2 week
Unit testing	During development time
Component testing	1 week
Integration testing	1 week
Validating use cases	1 week
Testing user interfaces	1 week
Load testing	1 week
Performance testing	1 week
Release to production	1 week

Table 17: Testing Schedule

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5.9 Trace Ability Matrix:

Project Manager			**Business Analyst Lead**		
QA Lead			**Target Implementation Date**		
BR#	**Category / Functionality / Activity**	**Requirement Description**	**Use Case Reference**	**Test Case Reference**	**Comments**
BR-1	Functional	Log in & logout	Use case 3.1.1	Test case 6.10.1	
BR-2	Functional	update	Use case 3.1.3	Test case 6.10.4	
BR-3	Functional	Registration for student	Use case 3.1.5	Test case 6.10.3	

Table 18: Trace Ability Matrix

5.10 Test Case:

A test case refers to some rules and regulations or conditions by which it can be determined whether a system can be able to meet the works or requirements under test cases properly. We know, there is a chance to have some fault or break holes in any application. This is a very common scenario. And those issues are solved usually by software testing approaches. But if we don't care about those issues, then the full application development might be ruined. So proper testing must be needed. For testing the application, I have prepared some test cases. Now, I am going to provide them.

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5.10.1 Test case for Login

Test Case #1	**Test Case Name:** Login
System: Happening now in DIU	**Sub-System:** N/A
Designed by: Shamima akter	**Designed date:** 20-Apr-19
Executed by:	**Executed date:**

Short description: Admin needs to login to the application. And before that our application will check the authentication and authorization.

Pre-conditions:

- Admin must have a registered username and password.
- Admin must be authentic.

Step	Username	Email	Password	Expected result	Pass/Fail	Comment
1	eti1212	eti@gamail.com	Gfdj23211	Invalid email address		
2	bithi.info		cvnmuhu	email cannot be blank		
3	Eti11212	eti110@gmail.com	#jd233d	You have successfully Register.		

Post-conditions: Admin login to the application.

Table 19: A **Test case for Login**

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5.10.2 Test case for Log out

Test Case #2	**Test Case Name:** Log out
System: Happening now in DIU	**Sub-System:** N/A
Designed by: shamima akter	**Designed date:** 20-Apr-19
Executed by:	**Executed date:**
Short description: Session must be Destroyed after logout.	
Pre-conditions: • Admin must be logged into the system.	

Step	**Action**	**Response**	**Pass/Fail**	**Comment**
1	Admin click on Logout	System redirects to the Index page		

Post-conditions: After pressing the logout button, the session will be destroyed.

Table 20: A Test case for Log out

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5.10.3 Test case user registration for the event:

Test case #3	**Test case name:** user registration for the event
System: Happening now in DIU	**Subsystem:** N/A
	Designed date: 10-A
Designed by: Shamima akhter	-2019
Executed by:	**Executed date:**

Short description: Users need to fill up all those fields which as marked as required.

Pre-conditions:

Users like Students need to register if the seat number is limited by the application program.

Every required field must be filled up by that user.

Step	Action	Response	Pass/Fail	Comment
1	All required fields are not filled yet.	Fields must not be Empty.		
2	All input filed is filled up by the user.	Application will Save that Information		

Post-conditions: Every information is saved to the database of the application program properly.

Table 21: user registration for the event

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5.10.4 Test case Edit event

Test Case #4	**Test Case Name:** Edit event
System: Happening now in DIU	**Sub-System:** N/A
Designed by: Shamima akhter	**Designed date:** 17-Aug-19
Executed by:	**Executed date:**
Short description: only admin can edit their event	

Pre-conditions:

- Admin must be authentic.
- Admin must be logged in.

Step	**Action**	**Response**	**Pass/Fail**	**Comment**
1	Edit/update information	System save updated Information.		
2	Change password	System store new password		

Post-conditions: N/A

Table 22: Edit event

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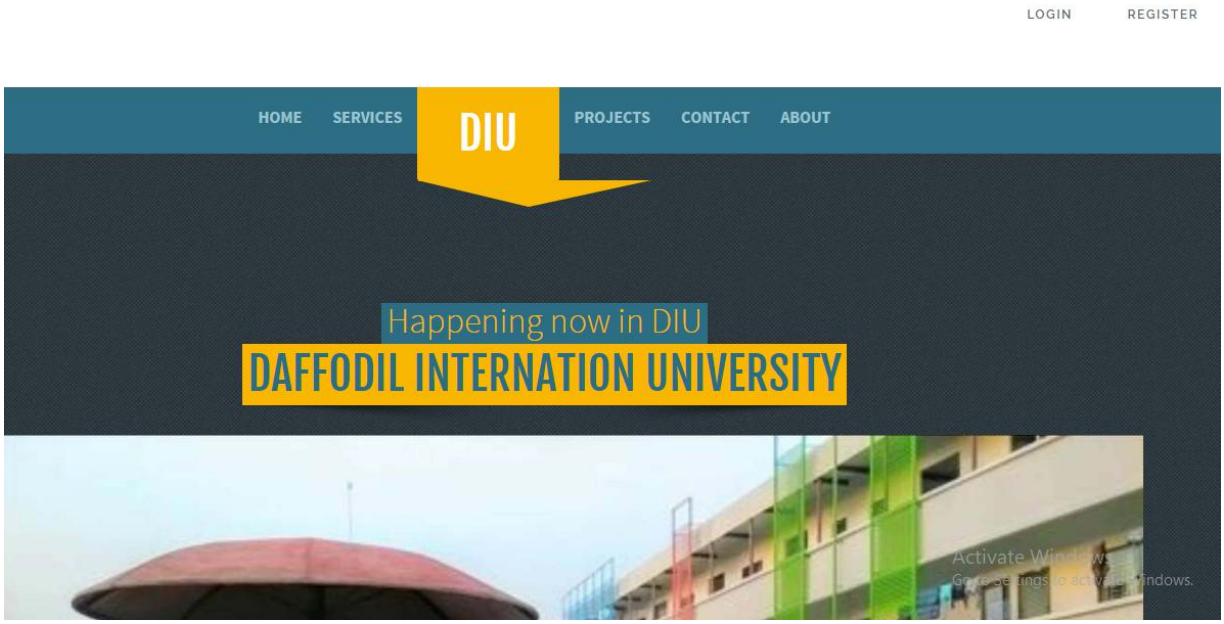
Chapter 6

User Manual

6.1 Home page



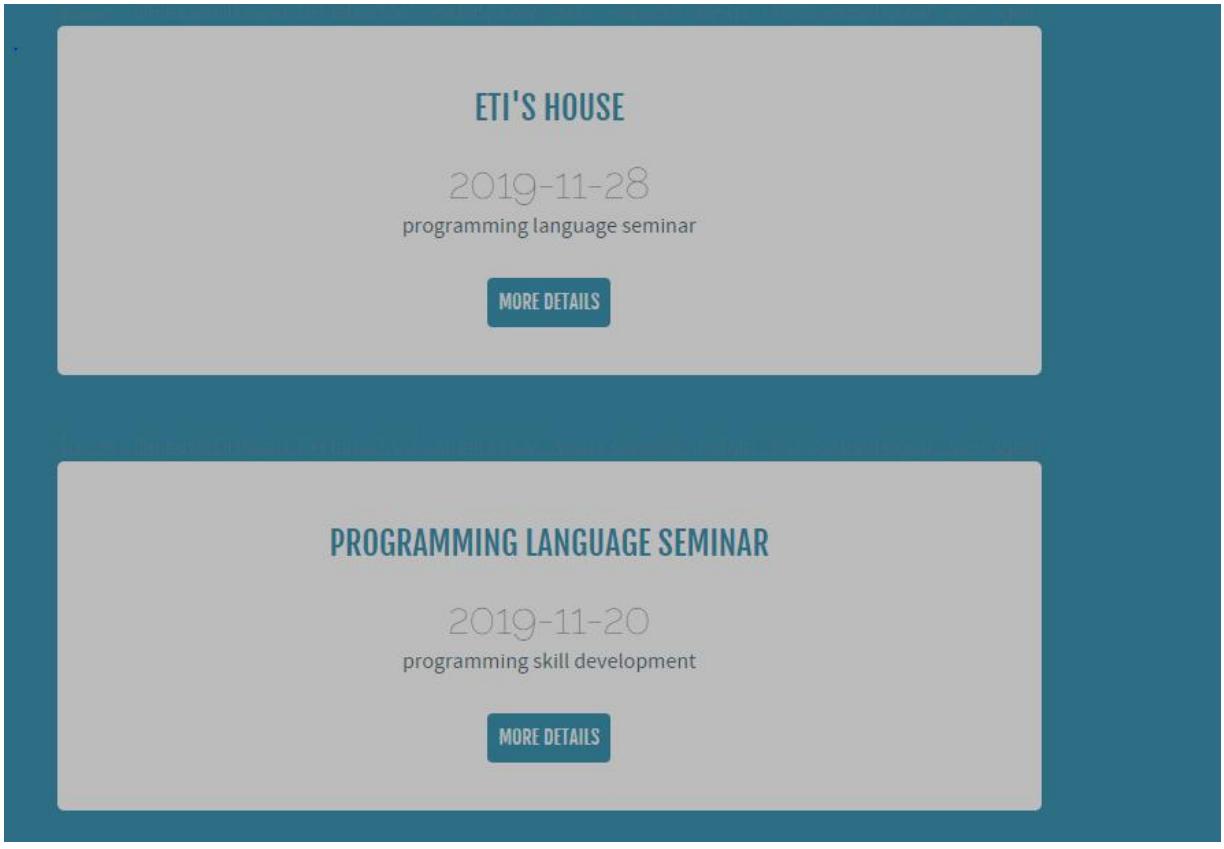


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Figure 23: Home Page

6.2 Registration page

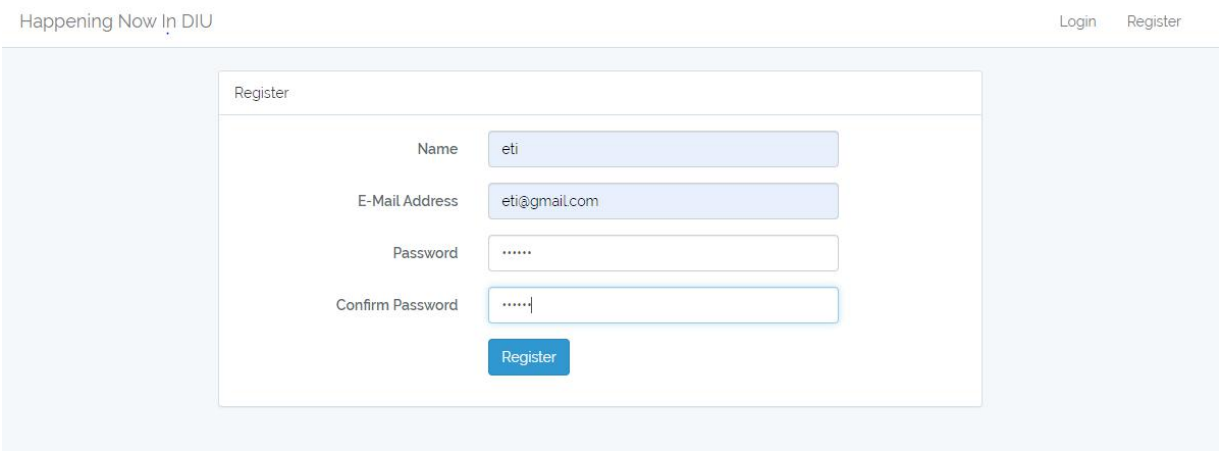

Figure 24: registration page

6.3 Login page

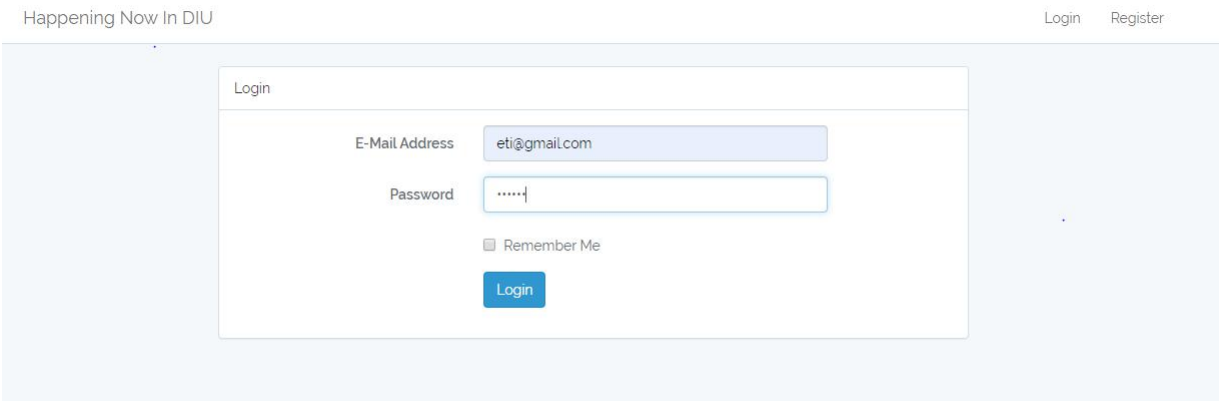

Figure 25: Login page

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6.4 Have a 2 option

Figure 26: Option page

6.5 Create an event

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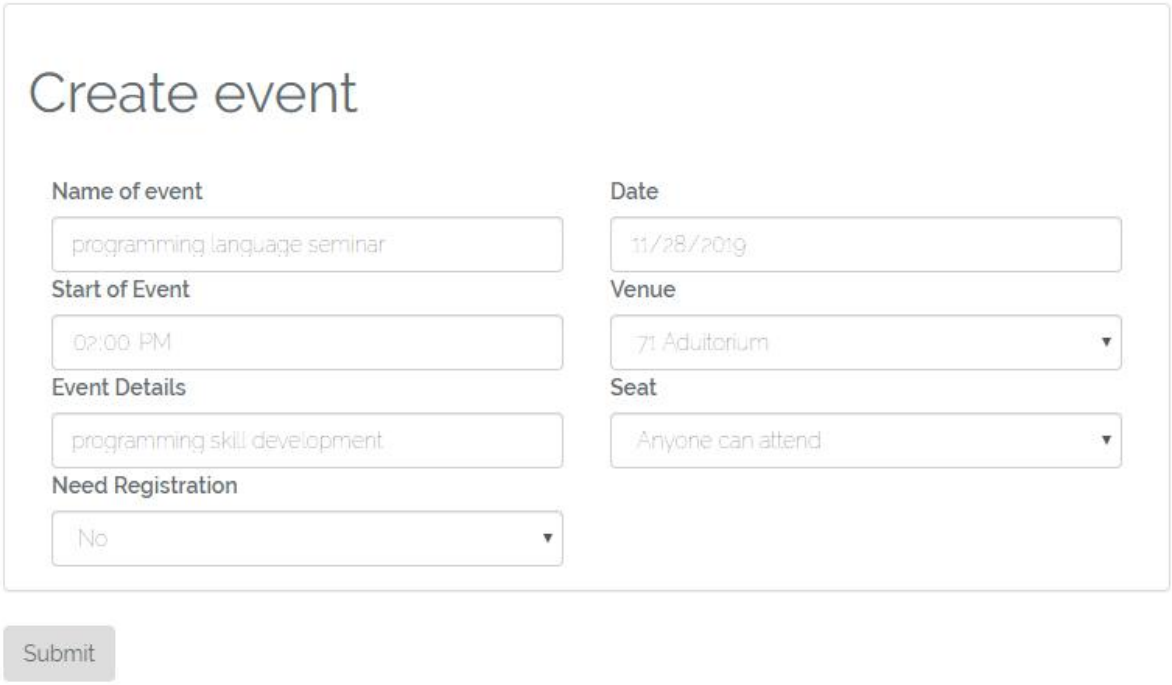

Figure 27: Create an event

6.6 Event list

eti's house	2019-08-22	12:10	maincampus	anondo korbo	Edit	Delete
programming contest	2019-08-22	13:00	maincampus	learning	Edit	Delete
eti's house	2019-11-28	14:00	71aduitorium	programming language seminar	Edit	Delete
programming language seminar	2019-11-28	14:00	71aduitorium	programming skill development	Edit	Delete

Figure 28: Event list

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6.7. Also, update event:

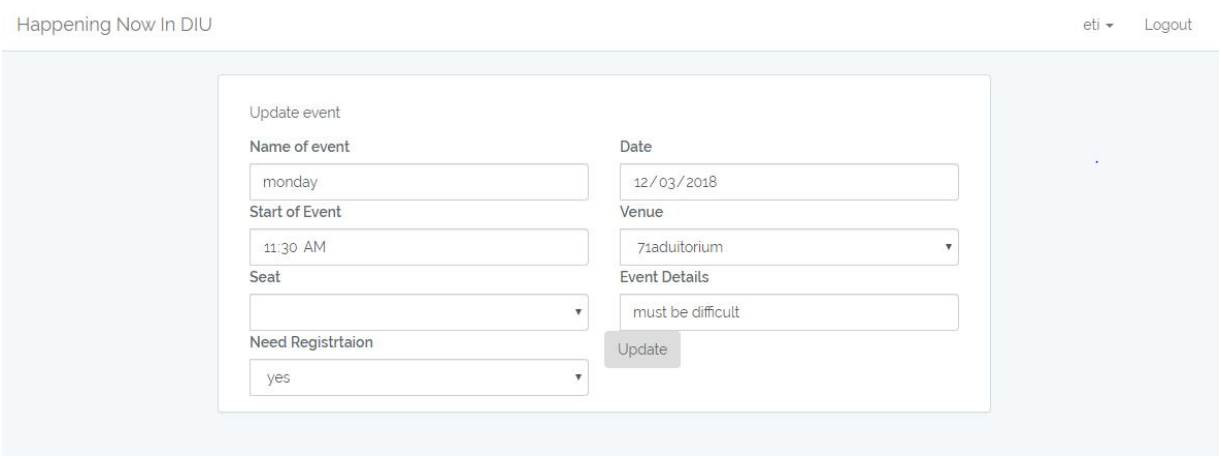

Figure 29: update event

6.8 Event details and schedule

Figure 30: Event details

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6.9 Event registration

Figure 31: Event registration

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Chapter 7

Conclusion

7.1 Project Summary:

Happening now in DIU is an Event service system for DIU and its online web portal for students of Science and Information Technology faculty of DIU. Here the students of this department can see any kind of event or program of their related course or department given by their departments or alumni. Here they can see any event and also can do registration for the event. They can also see how many seats are available for the students of the program. To easily get notified the students first have to open an account on the portal then the can register students will be able to register for the program. It's normally a web-based application. Any student can see the featured program. But the main benefactor of the program will be the new students. The new students of the departments will easily find any program that's going on. If any student or teacher personally book for a seminar or workshop the register students then can easily get notified of the program and will get a message containing this Example: Assistant professor Md.khaled sohel of SWE department is going to take a workshop on Android development system interested students can apply for the program. And upcoming events date will be given here too. If any reason a program gets canceled then by the help of the site the register students will get notified that the program under X has been canceled due to some reason.

7.2 Limitations:

For developing this project, I have to face some limitations. Now I will describe those in brief Users are not being notified of the system yet. There are some limitations in my project such as only admin can modify the event.

Only web version: I have designed and developed this project for a web version. But there are some other platforms like windows, ios, and android. I haven't worked for them. But all platforms user can use by opening any browser and go into website and all event details.

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Chapter 8

Future improvement

I am attempting my best to fulfill the actual need of the department system. But there is consistently space for further development. I want to build the quantity and speed of services. I will implement a notification system. System features will develop day by day for better use. An online payment system will be an open door for the event stakeholder to earn revenue from this system. When transaction will be held, a percentage of that transaction will be cut. When Visual artist or event owner create or participate in an event, some measure of cash needs to pay to the system authority.

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References

I have gained some knowledge from some platforms. I will mention those references. For making my project successful those resources help me a lot. Not I will mention the names below.

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