

EVENT JINNI: ANDROID BASED EVENT 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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APPROVAL

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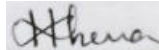
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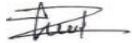
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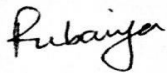
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DECLARATION

We hereby declare that, this project has been done by us under the supervision of **Rubaiya Hafiz, Senior Lecturer, 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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ABSTRACT

"EVENT JINNI" is an online event management application. It helps people to book convention center, catering service, car service, decoration service for any occasion sitting in the home. In this digital era where time is more precious, we can use this app to make any event successful by this app. What we need to do an event we can get all the necessary options in a one app. In this online era, we have tried to make event management in online through this online basis app. To develop this project, we have used XML, for android front end back-end JAVA, for the database we use SQLite. After the implementation of all functions, the application is examined in specific degrees and it works successfully as a prototype.

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CHAPTER 1

Introduction

1.1 Introduction

Online event management system is the place from where user can book convention center, car service, catering service, decoration service for any occasion through this app. In this platform customers do not need to be physically present to book any service. Customer can select any of the services and can place order by this app. They will get the service from sitting in the home. EVENT JINNI is an event management app which helps customer to get event related service very easily.

1.2 Motivation

I have made an event management application; it names EVENT JINNI for my final project. By this application customer can book any service for an event. Here we have focused on how to book convention center, car service, catering & decoration according to personal choice and affordability without wasting time. I have a lot of planning based on this application in the future for my startup.

1.3 Objective

The main objective of my application is to online based booking of event related services. Customer will get all kind of event management related services from this application.

1.4 Expected Outcome

Organize an event is undoubtedly one of the most difficult tasks for everyone. To make easier and to make the program process easy through this process. Through this, potential customer can easily book the services and Service provider can also easily get customer for their services and through this application they can increase their business opportunities. Sell will increase as well as the customer's satisfaction level.

To meet our pre-defined objectives, our system will provide the following features for customers as well as service provider:

- Customer can book convention center, car service, catering & decoration.
- Service cost generation based on service category cost.
- To store all database along with the processing of notification.

1.5 Layout of the Report

In chapter 1 of the report, we introduce our venture software and mentioned about motivation, objective and also its predicted outcome.

In Chapter two will explore “Background” and challenges. We moreover discuss the associated work, the scope and challenges of the project and the comparison to many different candidate systems.

In Chapter three will explore Requirement Specification. We discussed the requirement collection and analysis process.

In Chapter four will explore Design Specification. Explore front-end and back-end design.

In chapter 5, we exhibited the implementation of the complete project and we examined each section of the project whether or not the application is working as predicted

In the chapter 6, we discussed about conclusion and the scope for further development of the project.

At last of the report, we give the related reference.

CHAPTER 2

BACKGROUND STUDIES

2.1 Introduction:

In this part, I will discuss about the app EVENT JINNI. As far as I researched I haven't found any similar app like it. There are many other applications which are only providing a specific service for an event. But there is no other application which is giving all the service under one platform to organize an event. I have discovered the pros & cause of all the apps through market research. That why I have made an app that is much better than other apps. Many more facilities are there and very much user-friendly for customers. Customers are getting all the necessary service in a single app to organize an event. For designing, we are using XML. For database we are using SQLite for database, which is very popular in the world right now. Java is the most popular object oriented programming language for android development. It is very user friendly.

2.2 Related Work:

To complete our project, we are following some android applications and some websites which are given below.

Application & Websites name:

WedHappy,

Eventzilla,

Aastha,

These are online event management application and website. They get hold of their orders by way of their online software and website. In order to technique an online order transaction two matters are needed.

1. Payment Processing
2. Delivery.

2.3 Comparative Studies:

Before making this app we meet with the event organizers who are prominent in the business along with the customers so that we can get the idea of their difficulty. A very common problem we found that the customers cannot get to know about all the service providers. All the event organizer cannot reach to the customer because of the communication. By using this app customer can get all the information about services and can select any of them according to their service. This application will help the customer to find perfect service. And this application will also help the service provider to get maximum number of customers. Sometimes customer cannot find suitable service within his budget then this application can make solution of it. By using this app service provider can enhance his business opportunities.

2.4 Scopes of problem

This is always tough to introduce a new system among the customers. Big problem will be for us is trust issue. Customers may not have confidence in our apps. Even cyber security problem can be a major issue for online based platform. Lack of maintenance and mismanagement can lead to a mess for this platform which can decrease the number of customer.

2.5 Challenges

Main challenge is to gain trust of the customers. To increase customer service satisfaction along with the dedication to provide service we have taken this challenge. We have planned in such a way that a customer will not have to go to any event organizer moreover customers can choose what they need to make an event successful.

In a way, the customer will be become his own event manager without involving directly in service.

For the customers, they can easily change any requirements they want even if they forgot the password can be easily regenerated by them also.

CHAPTER 3

REQUIREMENT SPECIFICATION

3.1 User of System

3.1.1 Customer

Customers will be able to book service through Event Jinni Apps. At first, they have to register them self in the app using name, email, phone numbers & password. After log-In through email & password, the customer will be able to view all listed services and can book any of the service. After select the service they have to give his details and submit it in the app. After completion of the order customer will get the confirmation notification as well.

3.1.2 Administrator

The director or administrator will handle the whole program along with all the permission. Admin will have to register & log-in through individual email & password. Admin will be able to add service, manage bookings, and other information of the service provider. When any customer will book a service to the app administration will get the notification. All uploaded data will be stored in the app. The administrator can delete any info in the app. We have used fine base so all uploaded information will store at the database.

3.2 Requirement Collection & Analysis:

Requirement collection and analysis are the preliminary steps to the use improvement process. For sending, there are two sorts of prerequisites, one is the utilitarian necessity and the different is a nonfunctional necessity. Practical requirements are indoors workout routines that are the application programming can perform. Then again, Nonfunctional necessities represent the habits of an application. It characterizes how a lot the application is effective, execution problem of the utility and some more.

3.3 Business Process Modeling:

Business process modeling is a present day method and methodology. BPM represented the activity of an enterprise of a systems engineering to enhance or analysts the contemporary process. In this process, one can without difficulty represent the workflow of a system. An information flow format is one of the most usable diagram to exhibit the work flow of a system.

It's convenient and understandable to any workflow.

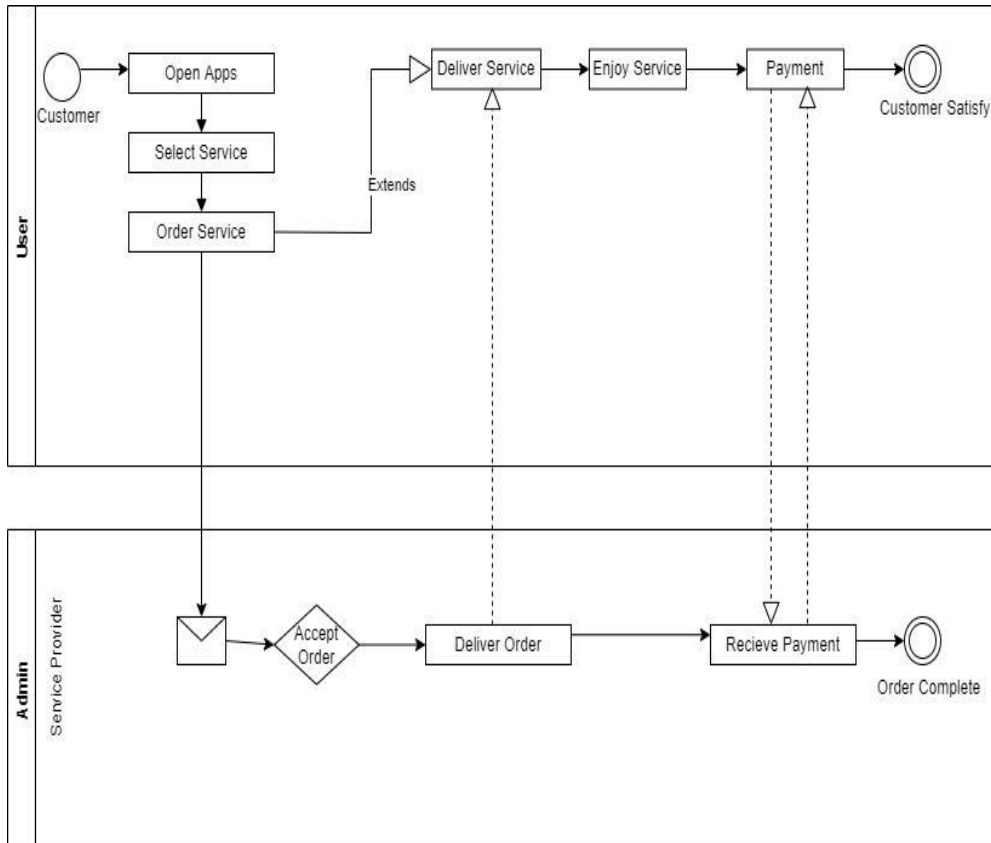


Figure 3.3

.1: Business Process Model

3.4 Use case Diagram:

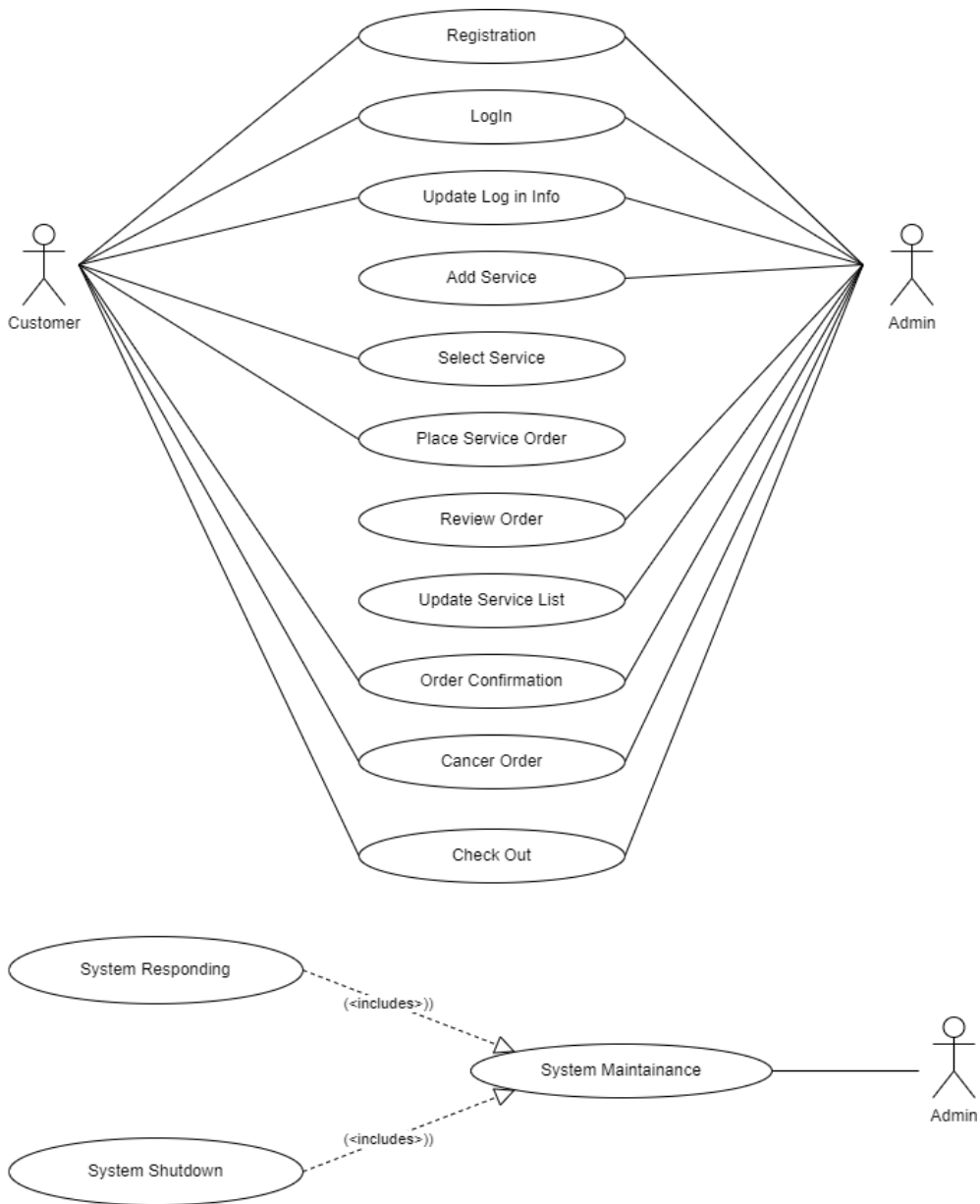


Figure 3.4.1: Use case diagram for customer and admin

3.5 Flow Chart:

3.5.1 User flow chart:

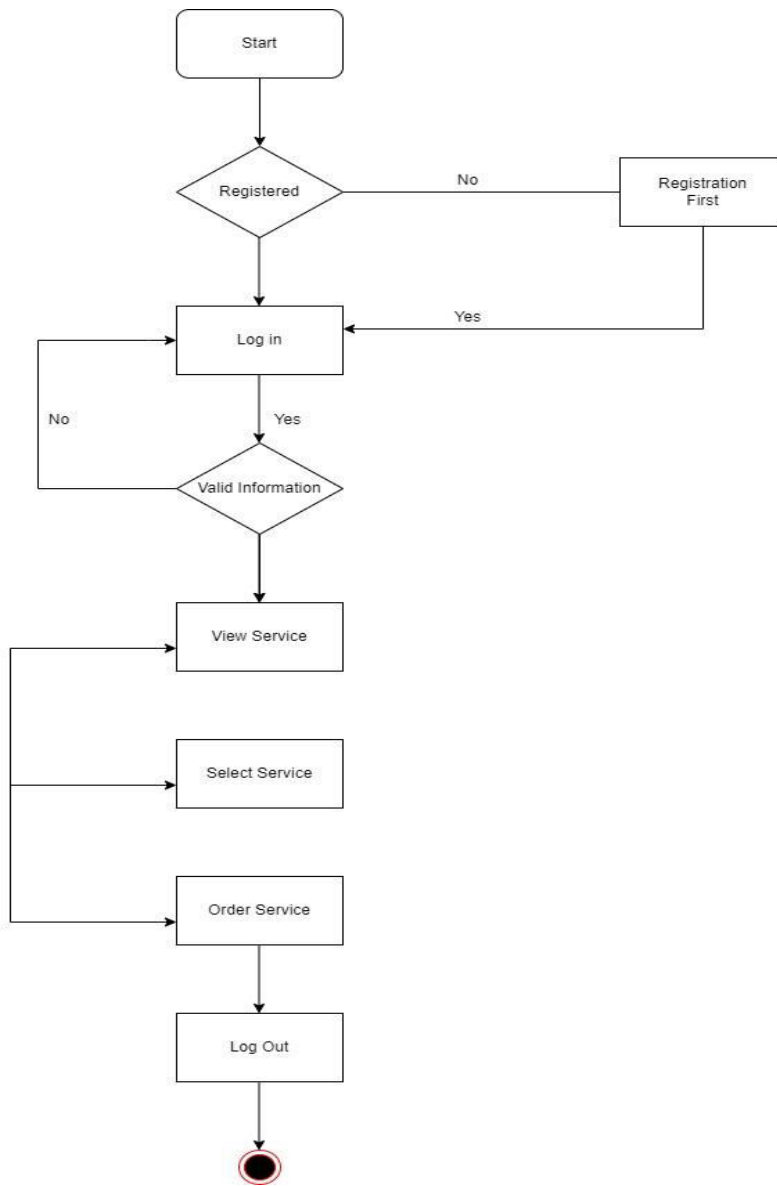


Figure 3.5.1: flowchart for User

3.5.2 Admin flow chart:

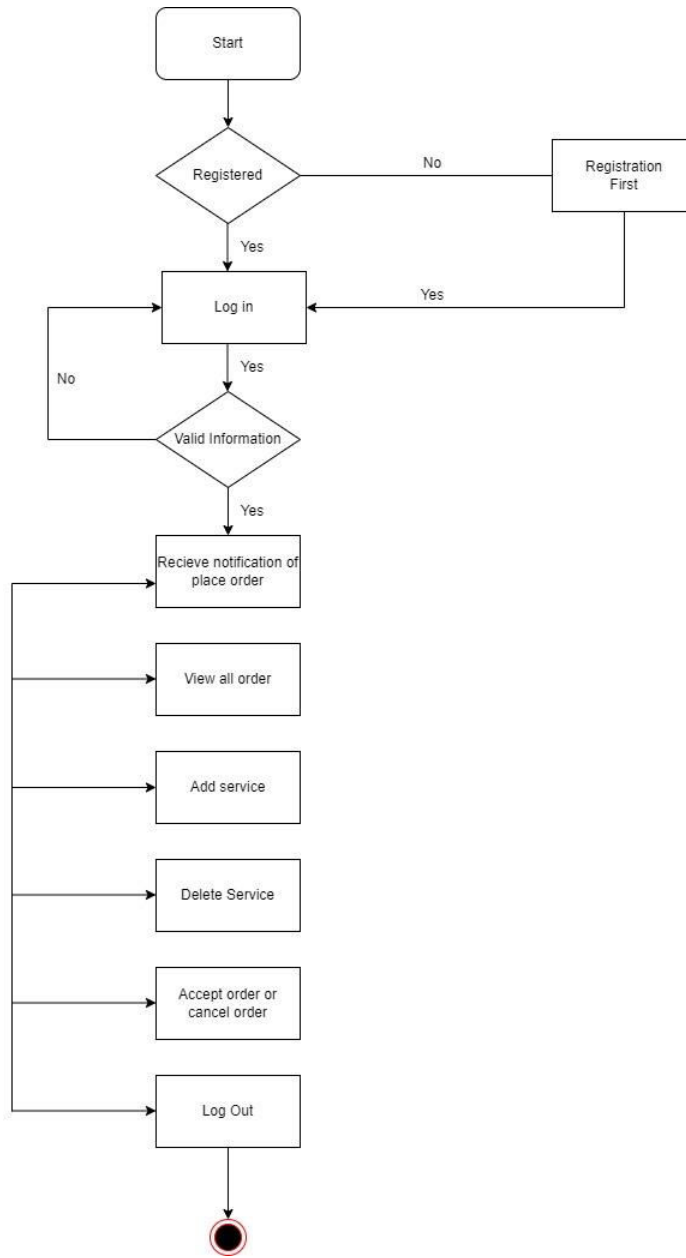


Figure 3.5.2: Flow chart for admin

Chapter 4

DESIGN SPECIFICATION

4.1 Design Specification

Design specification is a certain file that provides statistics about the product or process to be designed. The sketch specification should include all drawings, dimensions, environmental factors, protection measures that will be required, etc. It can also give specific examples of how the chart should be done, helping others to work well. A design specification is a statement about how a plan is developed. In the design specification section, I am trying to show the frontend and backend format of our Android application. I also discussed the many devices and platforms I used to improve our software.

4.2 Customer Specification

1. Book service according to the dashboard: After log-in customer can choose service from the dashboard.
2. Allow to book service: It will allow a customer to book service.
3. Allow customer to create his/ her personal account: Customer can create an account by providing the necessary information.
4. Allow customer to change detail: In this option, customers can change their existing details.

4.3 Management specification:

1. Edit service list.
2. An Admin can make a service list with price and tags, and also, they can be changing the service things, cost and tags, and also an admin deletes the menu.
3. Cancel the booking:
4. An Admin can cancel the booking when they don't want to take more booking.

4.4 Front-end Design:

Android app developers construct their apps on separate devices. Java is the programming language that underpins all Android apps. Additionally, Android app developers must know how to set up the schema for their apps using XML, a markup language. There is a plethora of IDEs available for Android programming. Eclipse is one of the most widely used integrated development environments. It offers a robust plugin ecosystem, as well as an open source framework that supports a wide range of languages and projects. UI diagrams to improve Android are all that the user can see. These can be buttons, images, layouts, input fields, etc. To mathematize these aspects in Android, we want to program XML and Android. Therefore, this programming is called front-end programming. So we tried to keep our plan as simple as possible and effectively open to users, however, the charms business was not so natural. We attach a sketch of our application interface below. Android development has different tools for creating Android apps. The main programming language behind it all is Java. Also, Android app developers should know how to use XML. It is a markup language, for configuring the format of applications. Among the many IDEs to improve Android, Eclipse and Android Studio Ide are among the most commonly used.

4.5 Back-end Design:

Backend capability to map the forces behind the project. The user does not know or cannot see the backend of a project. The logic phase of the software takes place in the backend. This is the most basic stage of the software. Backend technology know-how often includes a language like JAVA. In fact, the face-to-face plane is the only way to interact with the user. The backend does everything that happens on the back end of the application. We need to take care of a lot of things in the backend like database management, security, statistical analysis, statistical validation, record backup, etc. In our application, we use JAVA and SQLite as databases to improve and maintain the backend.

4.6 Implementation of Requirements:

To implement our project, we used a different type of tools, components, and structures that help us to develop our project successfully. In the Implementation Requirement part, we discussed all these equipment and structures that we use to increase our application. To increase the front-end of the net application we use XML, Material design.

1. To improve the back-end we use JAVA as an object-oriented language.
2. For Database we use SQLite.
3. Form validation wished the usage of java-script before server-side validation.
4. Invalid records input must show with the error message.
5. For visual aspect, one-of-a-kind sorts of fonts and icons are accrued from google font and font-awesome.

4.7 XML:

XML is an acronym for "Extensible Markup Language." It is a programming language that specifies a set of rules for converting a file into a form that can be read by both machines and humans. It is comparable to Hypertext Markup Language HTML. Both use markup symbols to describe the page or file's contents. The XML file's built-in square is a component that is distinguished by the usage of labels. A start tag and an end tag are attached to an item. The root element is regarded as all elements of an XML document contained in a peripheral element.

4.8 SQLite:

SQLite is a popular, free-to-use, and open-source relational database management system. Like most database management system, SQLite is used to store data inside user's device in the form of a text file. It lets us store data in structured way, and it is responsible for all interactions with the database. One of the reasons of using SQLite it can also be queried and the data retrieval is more powerful. SQLite requires no maintenance or administration, which makes it ideal for mobile apps. A client server database engine could face problems if there is any networking issue. It also works well as the backend for server-side applications.

4.9 Apps Design

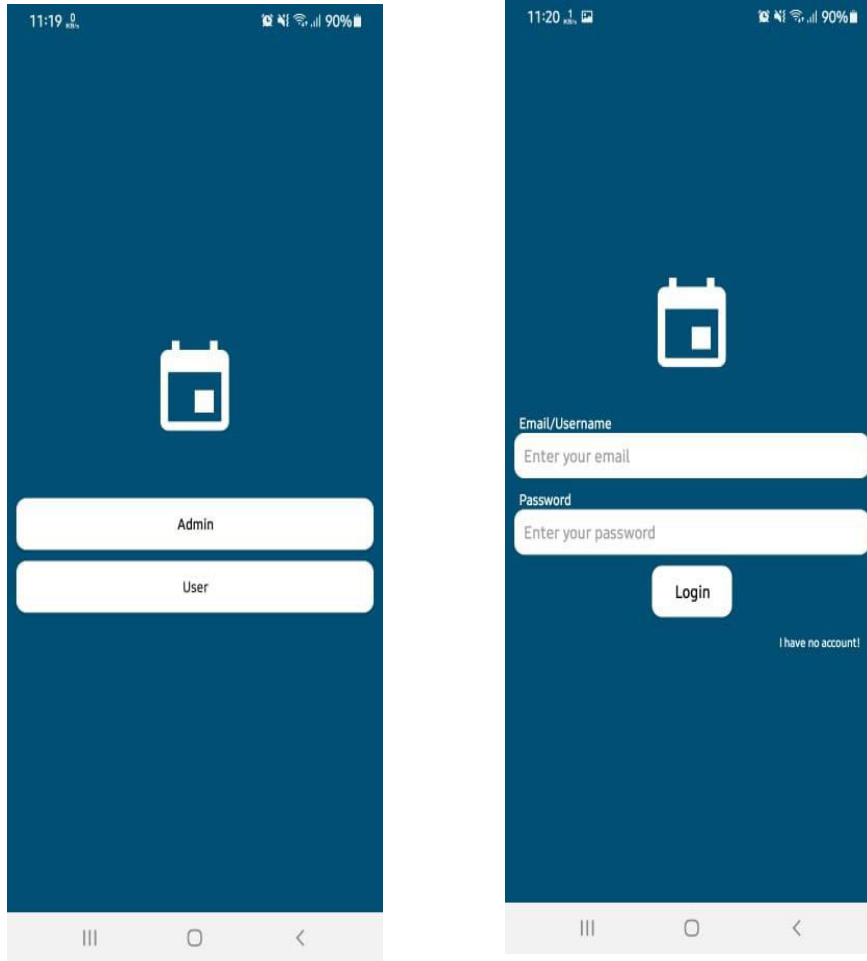


Figure 4.9.1: Welcome & User home page.

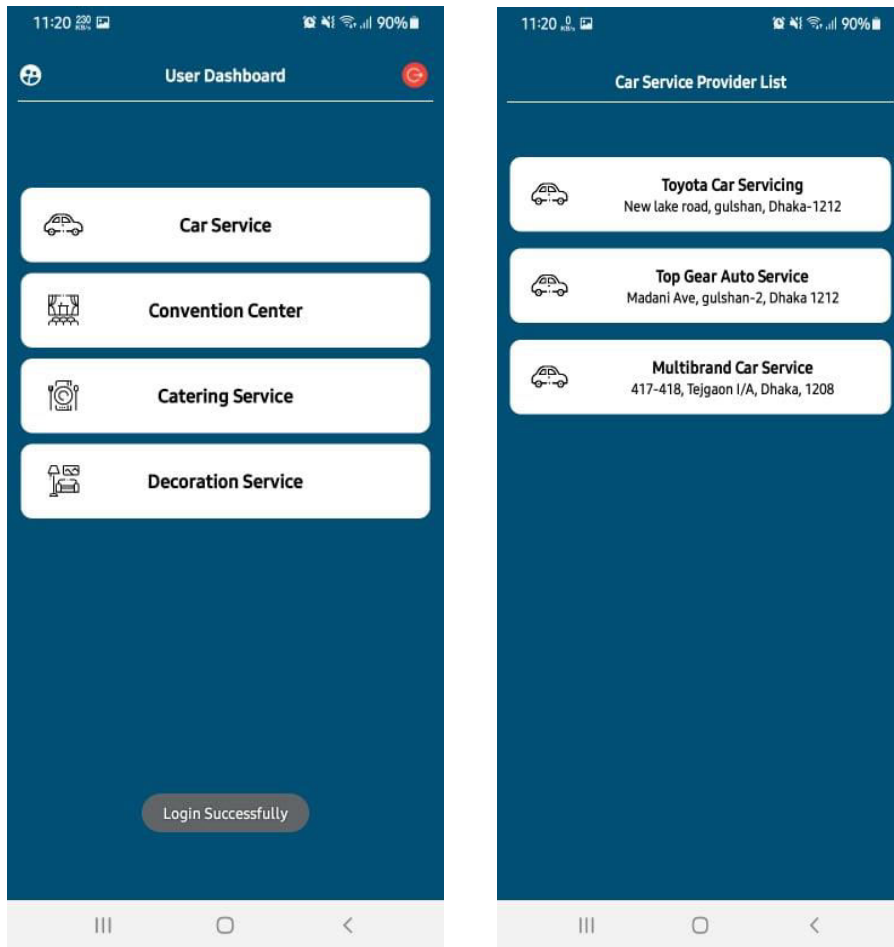


Figure 4.9.2: Menu & Service options

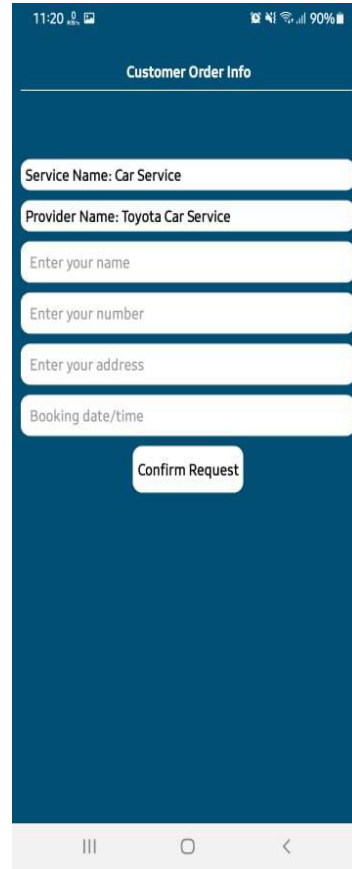


Figure 4.9.3: Service details & Oder confirmation



Figure 4.9.4: Admin Login & Dashboard

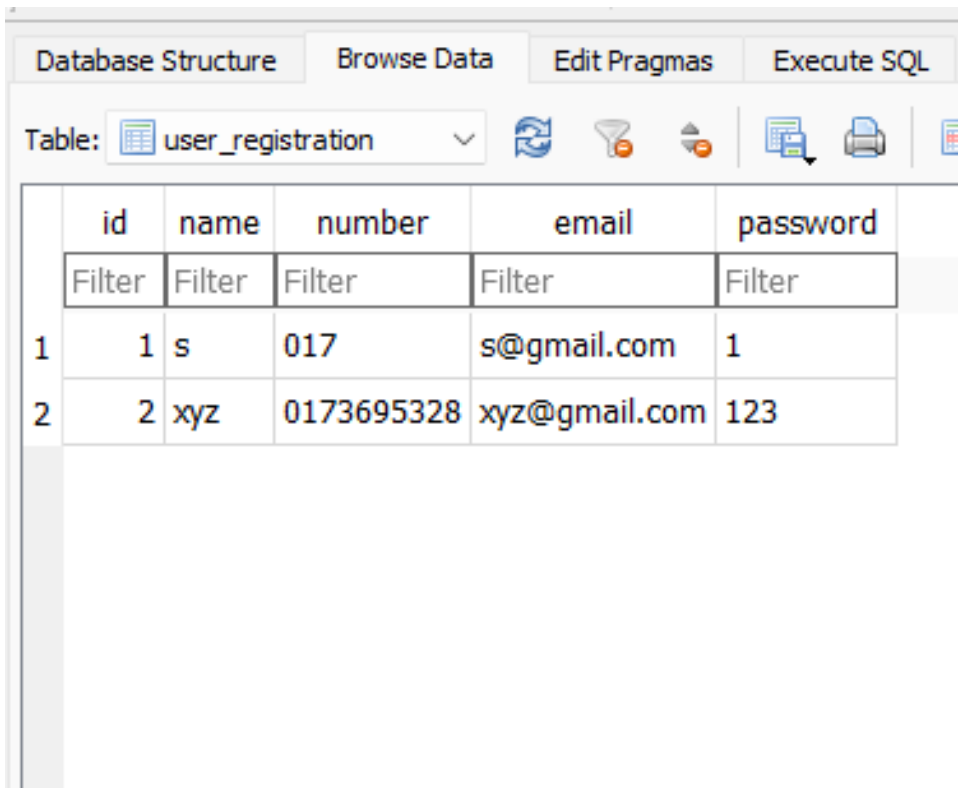
CHAPTER 5

Implementation and Testing

5.1 Implementation of Database:

We will use SQLite to store all the data of our application. In SQLite data are stored in EVENTJINI database. At the beginning we have created database names EVENTJINI. Here are two tables names are User-registration & order-info. All the information related to registration gets stored under user-registration and the information about booking gets stored under order-info.

Table 5.1: SQLite Table



The screenshot shows a SQLite database browser interface. The 'Table:' dropdown menu is set to 'user_registration'. The table structure is displayed as follows:

	id	name	number	email	password
	Filter	Filter	Filter	Filter	Filter
1	1	s	017	s@gmail.com	1
2	2	xyz	0173695328	xyz@gmail.com	123

Table: order_info							
	id	service_name	provider_name	name	phone	address	date
	Filter	Filter	Filter	Filter	Filter	Filter	Filter
1	1	Car Service	Toyota Car Service	jahid	0135963235	jagid@gmail.com	12/2/2022
2	2	Convention Center Service	Bangabandhu Convention Center	shuvo	01735395821	shuvo@gmail.com	31/5/2021
3	3	Catering Service	Alpha Catering	sontu	0196532866	sontu@gmail.com	9/6/2021

5.2 Implementation of Front-end Design:

The front sketch is a rough introduction to the client. We've found that people don't effectively skip the initial introduction. So we tried our best to make the front structure simple, attractive and easy to use. We make our software responsive so that consumers can use its various utilities. We make the interface relative and standard using XML, Material Design.

There are some factors of enforcing the front-end design are given below:

- User can registration and login.
- User can book any service.
- User can update his personal information.
- Admin can add or delete service.
- Admin can cancel booking.

5.3 Testing Implementation:

- Install Application.

- Activity Check.
- Compile.
- Book Service.
- Cancel Service.

Table 5.3.1: Testing Implementation

Test Case	Test Input	Expected outcome	Obtained outcome	Result
1.Install Application	Tested on Various – 1.Lollipop (5.5- 5.0.2) 2.Marshmallow (6.0) 3.Nougat (7.0- 7.1) 4. Android Pie (9.0-9.1)	Successfully installs all those versions	Install successful	Passed
2.Activity Check	Activity open with validation and proper information	Successfully Can do all instruction	Activity open successfully	Passed
3.Compile	Compile successfully all code	Successful	Successful	Passed

4.Book service	Order successfully done	Show expected result	Showed the actual output	Passed
----------------	-------------------------	----------------------	--------------------------	--------

5.4 Test Results and Reports:

The test report should represent the consequences of the application's formal verification, which poses a risk of evaluating the test results too hastily. It is a report that coherently contains the facts arising from an analytical choice, the work setting, and provides a test of experimental effects versus the objective, which is highly important for any application. We've gone over the test case, the test input, the expected output, the actual output, and the expected end result for our application. The silent test was successful. Our app has received positive feedback from users. As a better user interface, we anticipate consumers to be able to quickly utilize and comprehend our product.

CHAPTER 6

Conclusion and Future works

6.1: Discussion and Conclusion:

Dealing with an event is always a tough job for anyone to manage. This application can be a solution of these hassle. When we try to organize an event, we have to do some arrangements to do that successfully. This application can help us to manage all booking online without any physical contact. We will ensure the clean stream of the recreation and event through this app. We will ensure in everyday guarantee that robotization of these assignments can motivate ease the board hundreds via rising offers and bettering purchaser aptitude through our app. There are also some limitations in our app. We will be trying to get rid of those problems day by day. We have tried to build this app to help people in a different way and we wish to make this work successful.

6.2: Scope for future Development:

There are some limitations to our application. I will try to resolve this issue as quickly as possible. Each application has advantages and disadvantages that often depend on how it is designed. This application is completely based on XML, JAVA programming language and to store data we use SQLite database. The functionality of the application can be changed according to the user's requirements. It can add more important elements and options. In a way, the application can be changed according to the requirements of the customer. Such as:

- Customers can select any specific package or option.
- Allow customers to customize services and reservation systems.
Allow saving payment details for future use.
- Allow to process an order as a guest. Allow to locate and chose a nearby or preferable service provider.
- Allow saving payment details for future use.
- Integrate with in-store touch display screen devices like iPad, smartphone, tab, etc.

6.3: Limitation:

- Our application can only install in android Lollipop and above.
- In our System need to do everything manually.
- Lack of authentication.
- Lack of record printing system.
- Lack of privacy.

Appendix

Appendix A: Project Reflection

The purpose of this appendix is to grant an introduction to Project Reflection. This undertaking was once very difficult and fun for us. We revel in developing it. We recognize many matters during the developing period.

Table 6.1: Comparison of feedback and usability

Sl. No.	Name	Feedback
1	Aastha,	-Thanks for their service. -Useful.
2	Eventzilla,	-Thanks for this device. -Very Useful and essential
3	WedHappy	Average

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