

UNIVERSITY EVENT MANAGEMENT CALENDAR

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APPROVAL

The project titled “**UNIVERSITY EVENT MANAGEMENT CALENDAR**,” submitted by Shazzed Ali Chowdhury, ID No: 142-15-3967, Abu Saleh Mollah Shaon, ID No: 142-15-4047, Nuzahid Mashruf, ID No: 142-15-3803 and Omar Abdullahi Dhore, ID No: 141-15-3284 to the Department of Computer Science and Engineering, Daffodil International University, has been accepted as satisfactory for the partial fulfilment of the requirements for the degree B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 6th May 2018

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We, hereby declare that, this project has been done by us under the supervision of **Seraj Al Mahmud Mostafa**, Senior Lecturer, Department of CSE, Daffodil International University. We also declare that neither this nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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ABSTRACT

We develop a event manager which is named "UNIVERSITY EVENT MANAGEMENT CALENDAR". In this paper, we discuss about how the students of our university can easily manage their varsity related events and many more things like quiz, assignment, presentation, off days etc. This system can manage our everyday events and maintain our daily routine. Student submits events like Quiz date, Presentation date, Assignment date, Mid-term exam, Final exam etc.

CONTENTS	PAGE
Board of examiners	i
Declaration	ii
Acknowledgement	iii
Abstract	iv
List of Figures	viii
List of Tables	ix
CHAPTER 1: INTRODUCTION	1-2
1.1 Introduction	1
1.2 Objectives	1
1.3 Motivation	1
1.4 Expected Outcome	1
1.5 Report Layout	2
CHAPTER 2: BACKGROUND	3
2.1 Introduction	3
2.2 Related Works	3
2.3 Comparative Studies	3
2.4 scope of the problem	3
2.5 Challenges	3
CHAPTER 3: REQUIREMENT SPECIFICATION	3-12
3.1 Business process Modeling	4
3.2 Requirement Collection and Analysis	4
3.3 Use Case Modeling & Use Case Description	5

3.4 Logical Data Model	11
3.5 Design Requirement	12
CHAPTER 4: DESIGN SPECIFICATION	13-19
4.1 Front-end Design	13
4.1.1 HTML	13
4.1.2 CSS (Bootstrap)	13
4.1.3 JavaScript	13
4.1.4 Log in Activity	14
4.1.5 Registration Activity	14
4.1.6 Dashboard	15
4.1.7 Admin Panel	15
4.1.8 Add Event	16
4.1.9 Event List, Update Event and Delete Event	16
4.1.10 Edit Profile	17
4.1.11 Admin Panel Login	18
4.2 Back-end Design	18
4.3 Interaction Design and UX	18
4.4 Implementation Requirement	19
CHAPTER 5: IMPLEMENTATION AND TESTING	20
5.1 Implementing of Database	20
5.2 Implementing of Front-end Design	20
5.3 Implementation of Interactions	20

CHAPTER 6: CONCLUTION AND FUTURE SCOPE	21
6.1 Discussion and Conclusion	21
6.2 Scope for Further Developments	21
REFERENCES	22
APPENDICES	23

LIST OF FIGURES

FIGURES	PAGE NO
3.3: Use Case description of Event management diagram	5
3.4: Use case description of Operational diagram	11
4.1.4 Log in Activity	14
4.1.5 Registration Activity	14
4.1.6 Dashboard	15
4.1.7 Admin Panel	15
4.1.8 Add Event	16
4.1.9 Event List, Update Event and Delete Event	16
4.1.10 Edit Profile	17
4.1.11 Admin Panel Login	18

LIST OF TABLES

TABLES	PAGE NO
Table 3.3.1: Table for add event	6
Table 3.3.2: Table for edit event	7
Table 3.3.3: Table for delete event	7
Table 3.3.4: Table for edit even (Admin)	8
Table 3.3.5: Table for delete event (Admin)	8
Table 3.3.6: Table for Log in	9
Table 3.3.7: Table for registration	9
Table 3.3.8: Table for Log in (Admin)	10

CHAPTER 1

INTRODUCTION

1.1 Introduction

For a university student maintaining everyday work is a very big problem. As we are getting dependent on digital devices day-by-day so we think to develop a program that will maintain our day-to-day events which will remind our everyday university events. As a result, we develop an event manager which is named “UNIVERSITY EVENT MANAGEMENT CALENDAR”

After doing on the system, student can see the daily events on the calendar. The calendar can be shown by daily, weekly and monthly basis. Where monthly view is set on default view.

The system shows events on department and batch category like similar department and batch student shows only their similar department and batch mates' events.

1.2 Objectives

- To reduce students error.
- To reduce student's workload.
- To minimize time consuming.
- To manage student's university events.

1.3 Motivation

We have a common problem that we sometimes forget about our varsity works to complete. When we attend the class and see we have a quiz or assignment today and then get shocked. Our system can relieve from this which will handle all of it.

1.4 Expected Outcome

Student of our university can easily manage their varsity related events, and many more things like quiz, assignment, presentation etc.

1.5 Report Layout

Chapter 1: Introduction

In this chapter we have discussed about the motivation, objectives and the expected outcome of the project. Later followed by the report layout.

Chapter 2: Background

We discuss about the background circumstances of our project. We also talk about the related work, comparison to other candidate systems, the scope of the problem and challenges of the project.

Chapter 3: Requirement Specification

This chapter is all about the requirements like business process modeling, the requirement collection and analysis, the use case model of the project and their description, the logical relational database model and the design requirements.

Chapter 4: Design Specification

In this chapter all the designs of the project. Front-end design, back-end design, interaction design and UX and the implementation requirements.

Chapter 5: Implementation and testing

This chapter contains the implementation of database, front-end designs, interactions and the test results of the project.

Chapter 6: Conclusion and future Scope

We discussed about the conclusion and the scope for further developments which pretty much derive about the project.

CHAPTER 2

BACKGROUND

2.1 Introduction

By the term 'Event Manager', we can easily recognize that the project may be related to events. Yes, that's true but the project 'University Event Management Calendar' is related to events on the university for the students of the university that will help them to manage their everyday varsity events Quiz date, Presentation date, Assignment date, Mid-term exam, Final exam etc.

2.2 Related Works

'Google Calendar' is similar to 'University Event Management Calendar'.

2.3 Comparative Studies

It's like as "Google calendar" to save you time and help you make the most of every day. But our 'University Event Management Calendar' is only for our department student to easily manage their time.

2.4 Scope of the Problem

Students of the university can't maintain their daily activity related to the university for the lack of proper maintain system. As a result, their CGPA goes down. This system can easily maintain their daily work like quiz, assignment, presentation etc.

2.5 Challenges

- Hard to get information on registration.
- Need more data or information to complete a registration.
- Implementation is complex.
- Maybe slow for huge data on the calendar.

CHAPTER 3

REQUIREMENT SPECIFICATION

3.1 Business Process Modeling

Business process modeling (BPM) in systems engineering is the activity of representing processes of an enterprise, so that the current process may be analyzed or improved. BPM is typically performed by business analysts, who provide expertise in the modeling discipline [3]. by subject matter experts, who have specialized knowledge of the processes being modeled; or more commonly by a team comprising both. Alternatively, the process model can be derived directly from events' logs using process mining tools.

3.2 Requirement Collection and Analysis

- Student should add events
- Student should view their daily events
- Student should edit events
- Students should edit their personal information

3.3 Use Case Modeling and Description

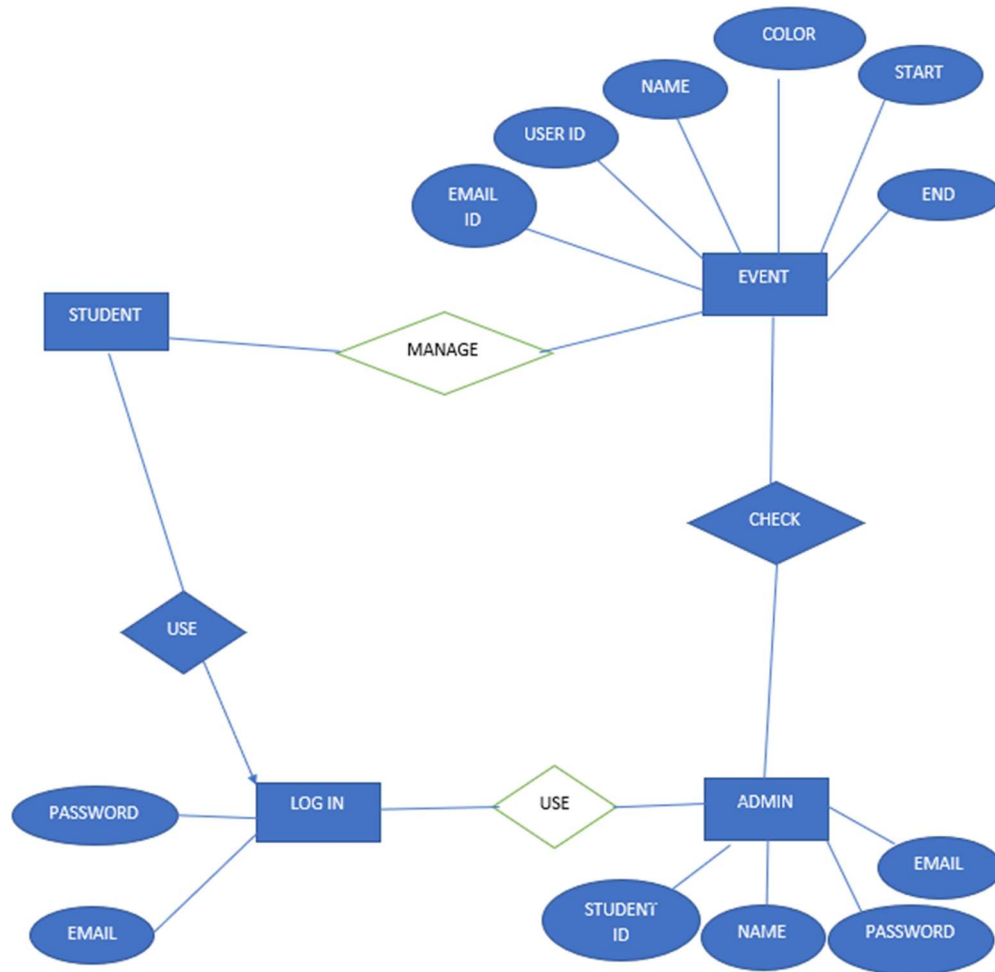


Fig3.3. Use Case Modeling

3.3.1 Use case description for add event

TABLE 3.3.1 USE CASE DESCRIPTION FOR ADD EVENT

Use Case	Add Event
Primary Actor	Students
Secondary Actor	Null
Precondition	Must be login in.
Scenario	<ul style="list-style-type: none">• Enter event's name.• Select event color.• Event start date.• Event end date• Press submit button
Post-condition	Event added successfully or failed to add event.

3.3.2 Use case description for edit event

TABLE 3.3.2 USE CASE DESCRIPTION FOR EDIT EVENT

Use Case	Edit Event
Primary Actor	Students
Secondary Actor	Null
Precondition	Must be login in.
Scenario	<ul style="list-style-type: none"> • Search event name. • Edit event name. • Edit event color • Edit event's start date. • Edit event's end date. • Press "Submit" button.
Post-condition	Event edited successfully or failed to edit event.

3.3.3 Use case description for delete event

TABLE 3.3.3 USE CASE DESCRIPTION FOR DELETE EVENT

Use Case	Delete Event
Primary Actor	Students
Secondary Actor	Null
Precondition	Must be login in.
Scenario	<ul style="list-style-type: none"> • Search event name. • Press "Delete" button.
Post-condition	Event delete successfully or failed to delete event.

3.3.4 Use case description for edit event (Admin)

TABLE 3.3.4 USE CASE DESCRIPTION FOR EDIT EVENT (ADMIN)

Use Case	Edit Event
Primary Actor	Admin
Secondary Actor	Null
Precondition	Must be login in.
Scenario	<ul style="list-style-type: none">• Search event name.• Edit event name.• Edit event color• Edit event's start date.• Edit event's end date.• Press "Submit" button.
Post-condition	Event edited successfully or failed to edit event.

3.3.5 Use case description for delete event (Admin)

TABLE 3.3.5 USE CASE DESCRIPTION FOR DELETE EVENT (ADMIN)

Use Case	Delete Event
Primary Actor	Admin
Secondary Actor	Null
Precondition	Must be login in.
Scenario	<ul style="list-style-type: none">• Search event name.• Press "Delete" button.
Post-condition	Event delete successfully or failed to delete event.

3.3.6 Use case description for Log in

TABLE 3.3.6 USE CASE DESCRIPTION FOR LOG IN

Use Case	Event Login
Primary Actor	Student
Secondary Actor	Null
Precondition	Null
Scenario	<ul style="list-style-type: none">• Give email id.• Give password.
Post-condition	Login successfully or failed to Login.

3.3.7 Use case description for registration

TABLE 3.3.7 USE CASE DESCRIPTION FOR REGISTRATION

Use Case	Event Registration
Primary Actor	Student
Secondary Actor	Null
Precondition	Null
Scenario	<ul style="list-style-type: none">• Enter Full name.• Enter Nick name.• Enter Student id.• Enter email id.• Enter password.• Enter faculty name• Enter batch name.• Enter section name.
Post-condition	Registration successfully or failed to register.

3.3.8 Use case description for Log in (Admin)

TABLE 3.3.8 USE CASE DESCRIPTION FOR LOG IN (ADMIN)

Use Case	Event Login
Primary Actor	Admin
Secondary Actor	Null
Precondition	Null
Scenario	<ul style="list-style-type: none">• Give email id.• Give password.
Post-condition	Login successfully or failed to Login.

3.4 Logical Data Model

Use case description of Operational diagram

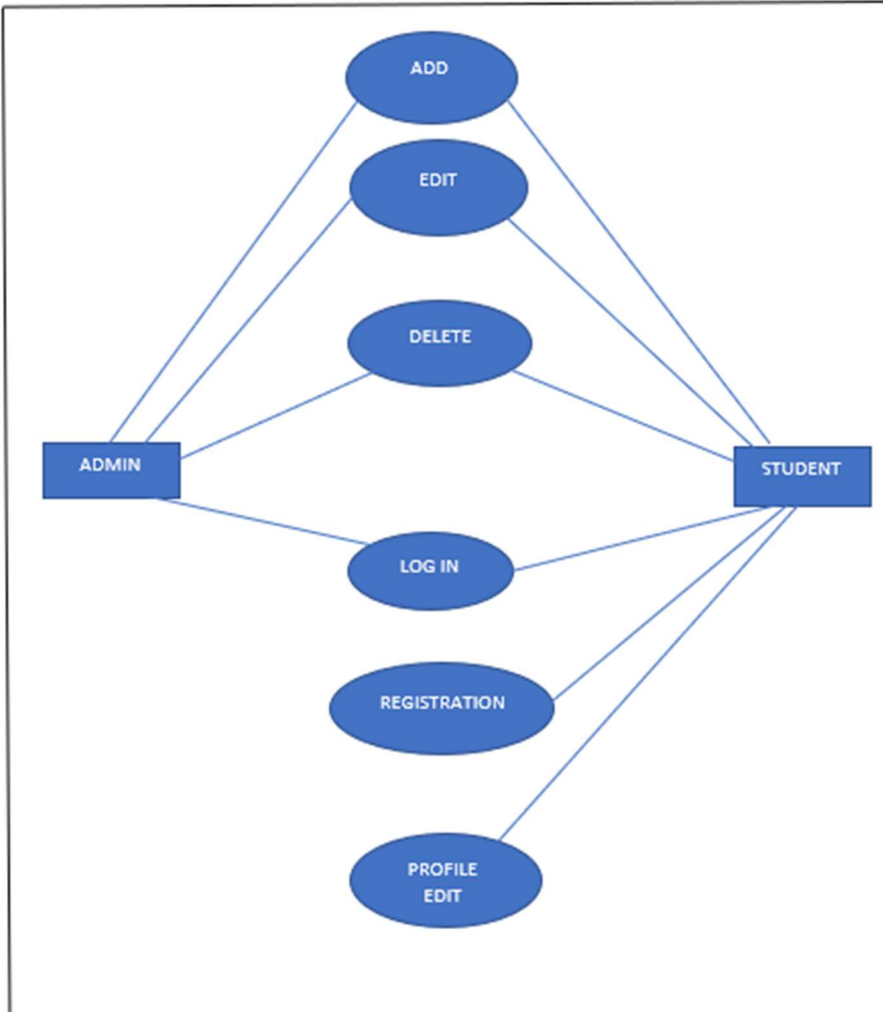


Fig 3.4 Case diagram

3.5 Design Requirement

- This system has two types of user-
 - Student and
 - Admin.
- Student could add and edit and delete their event.
- Admin could add, edit and delete all events.
- Student could update their profile.

CHAPTER 4

DESIGN SPECIFICATION

4.1 Front-end Design

Front-end design is the representation of software. This is the way of interaction way between the users and the servers. Front-end web development is the practice of producing HTML, CSS and usually JavaScript (while Web Assembly is a recent alternative to it) for a website or Web Application so that a user can see and interact with them directly.

4.1.1 HTML

HTML (Hypertext Markup Language) is the set of markup symbols or codes inserted in a file intended for display on a World Wide Web browser page. The markup tells the Web browser how to display a Web page's words and images for the user. We use html to show data.

4.1.2 CSS (Bootstrap)

Bootstrap is a framework to help you design websites faster and easier. It includes HTML and CSS based design templates for typography, forms, buttons, tables, navigation, modals, image carousels, etc. It also gives you support for JavaScript plugins.

4.1.3 JavaScript

JavaScript is a programming language commonly used in web development. It was originally developed by Netscape as a means to add dynamic and interactive elements to websites. Like server-side scripting languages, such as PHP and ASP, JavaScript code can be inserted anywhere within the HTML of a webpage. We use JavaScript to show data on table and calendar from validation etc.

4.1.4 Log in Activity

Log in activity page.

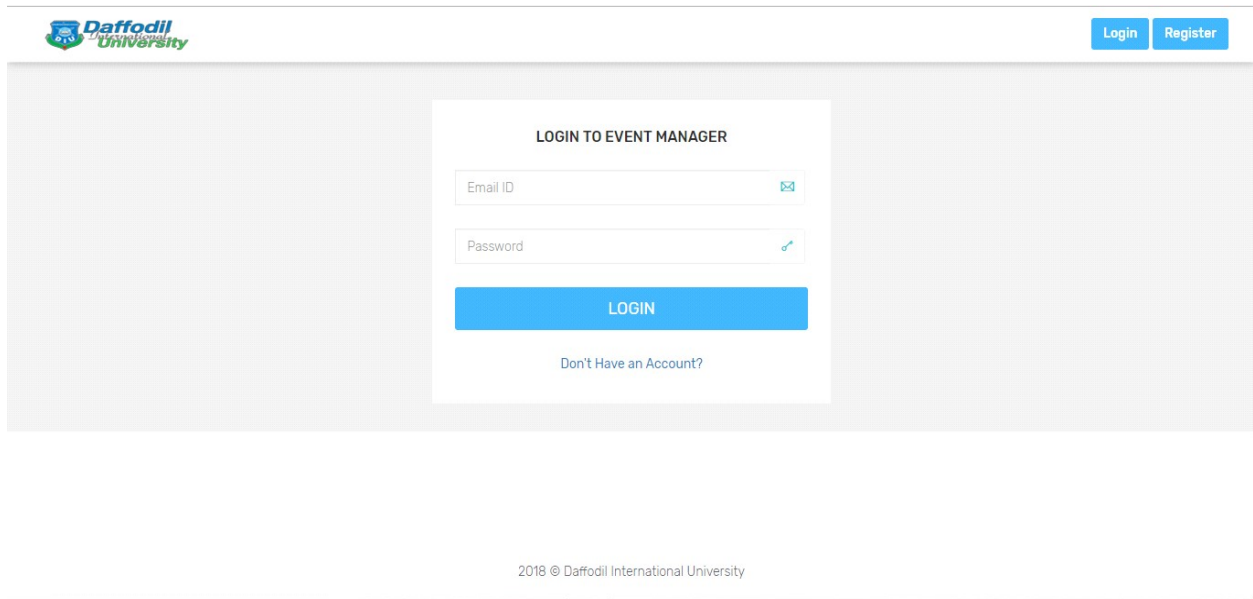


Fig.4.1.4 log in activity

4.1.5 Registration Activity

Registration Activity page

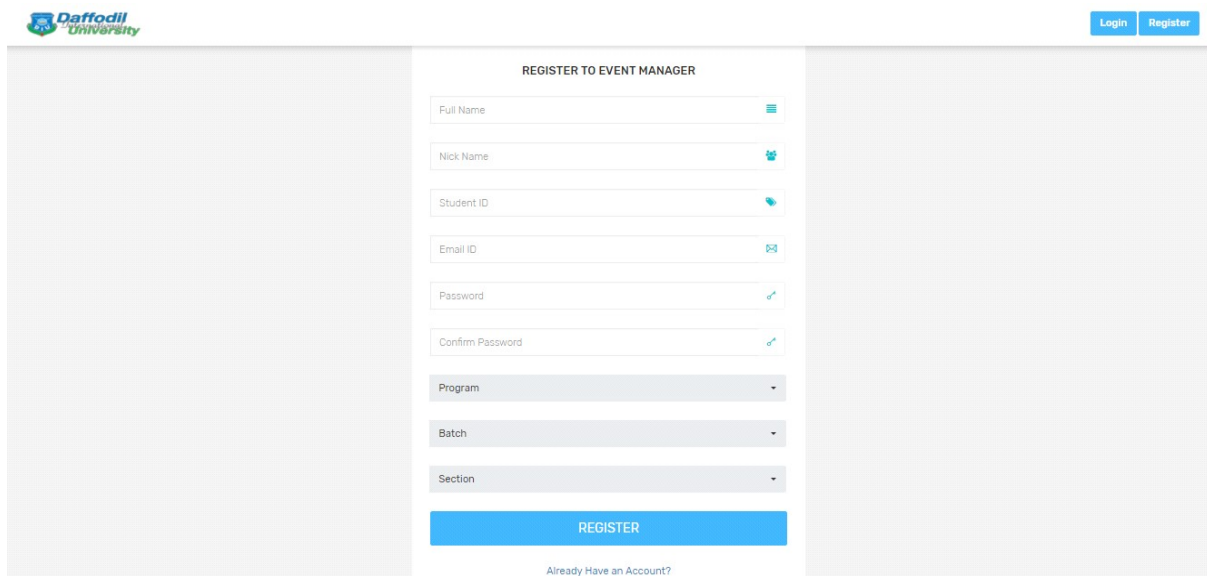


Fig.4.1.5 Registration Activity

4.1.6 Dashboard

Dashboard page

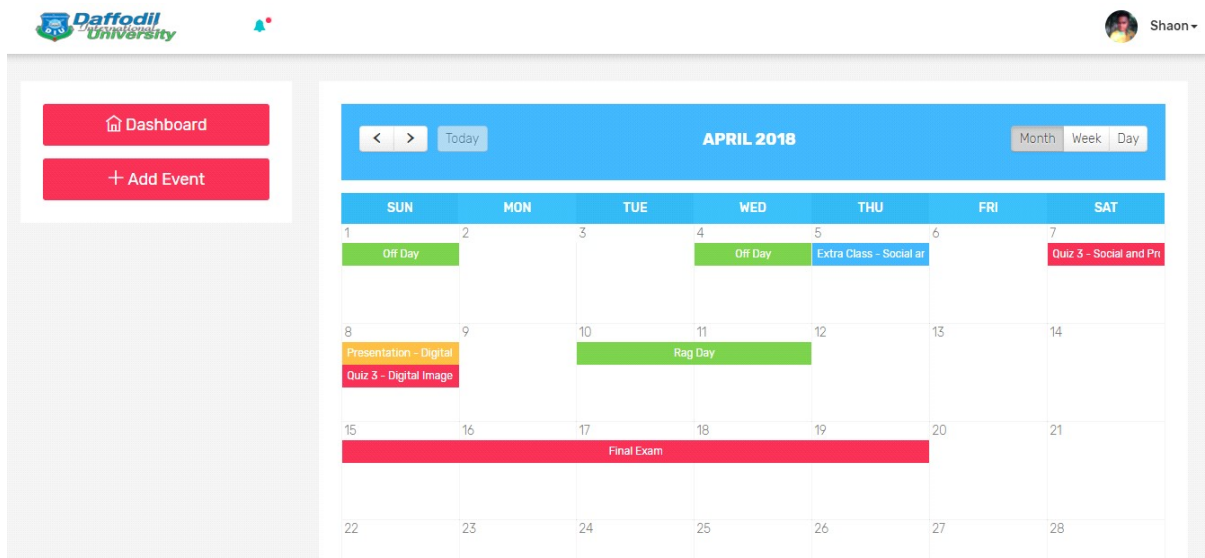


Fig.4.1.6 Dashboard

4.1.7 Admin Panel

Admin panel page

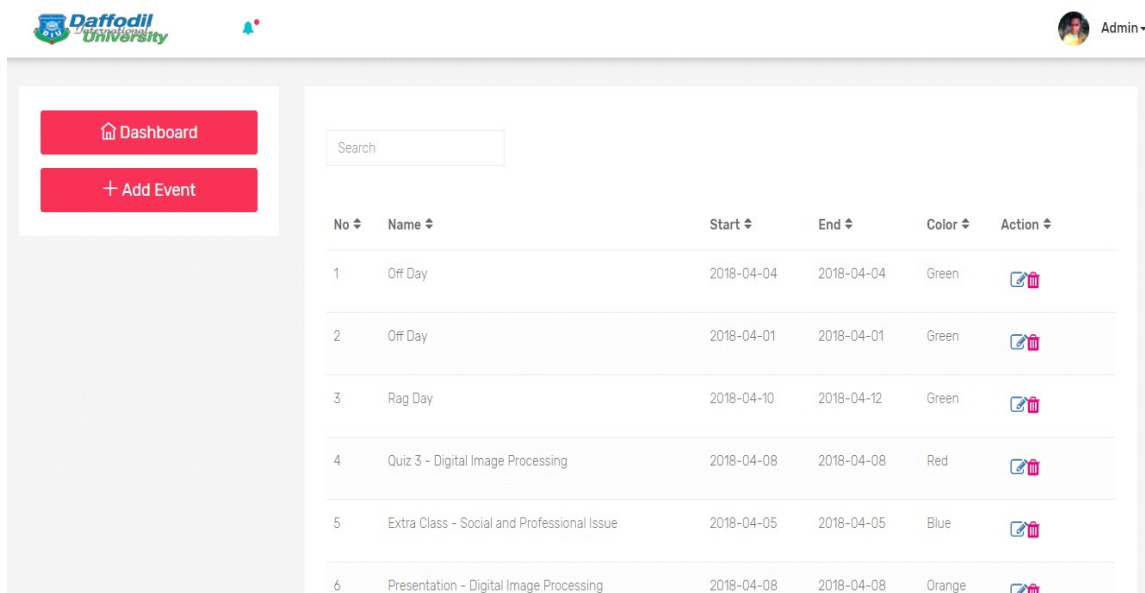


Fig4.1.7 Admin Panel

4.1.8 Add Event

Add event page

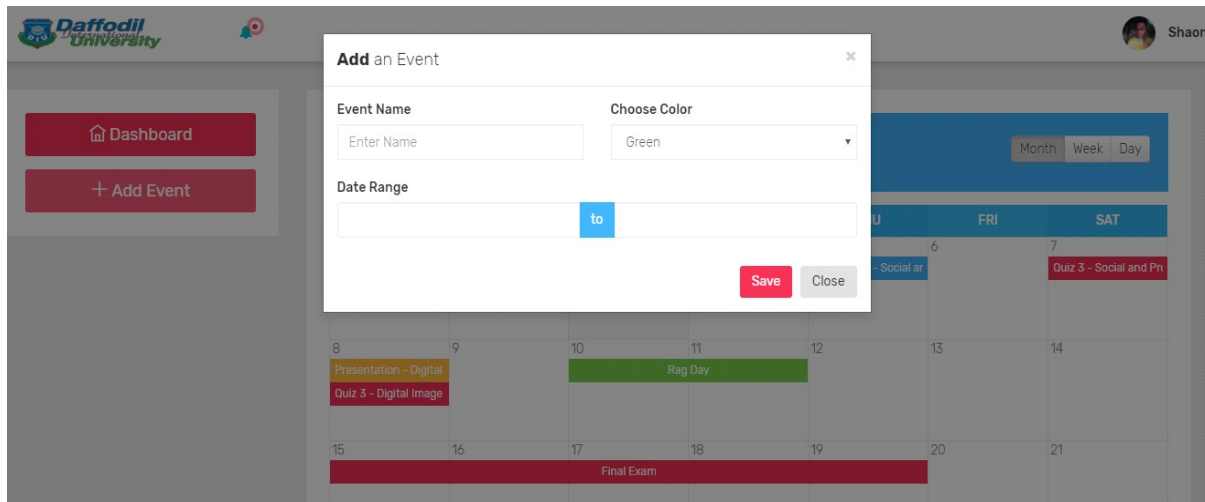


Fig.4.1.8 Add Event

4.1.9 Event List, Update Event and Delete Event

Event list, update and delete event page

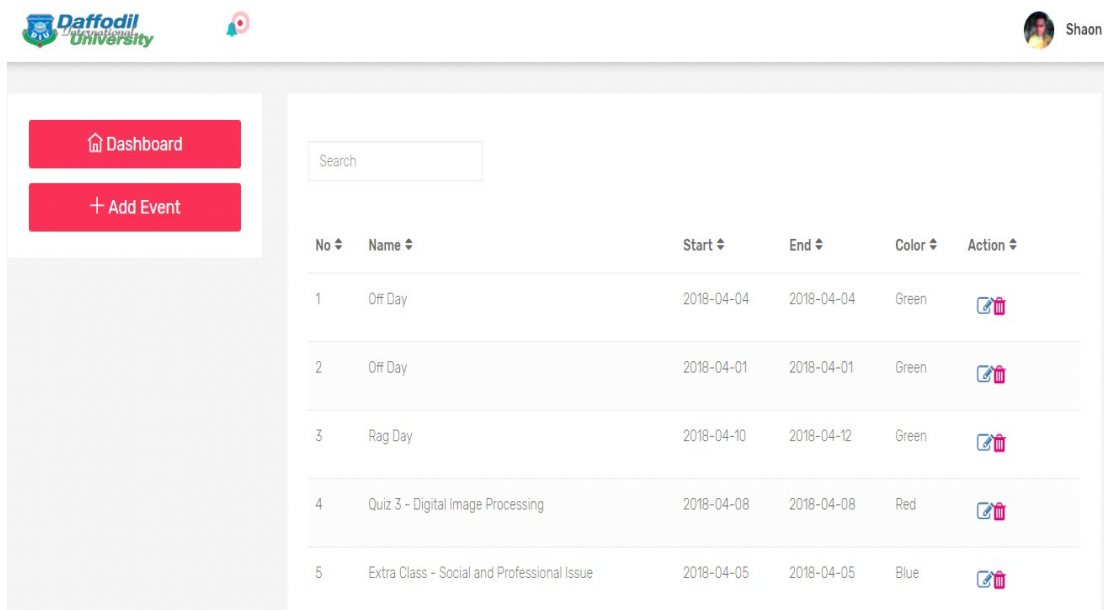


Fig.4.1.9 Event List, Update Event and Delete Event

4.1.10 Edit Profile

Event edit profile

The screenshot displays the 'Edit Profile' interface. On the left, a sidebar contains two red buttons: 'Dashboard' and '+ Add Event'. The main content area is divided into two sections. The top section is a form with the following fields:

- Full Name:** Md. Abu Saleh Mollah Shaon
- Nick Name:** Shaon
- Student ID:** 142-15-4047
- Email:** saleh4047@diu.edu.bd
- Password:** Password
- Confirm Password:** Confirm Password

Below the form, there are three dropdown menus:

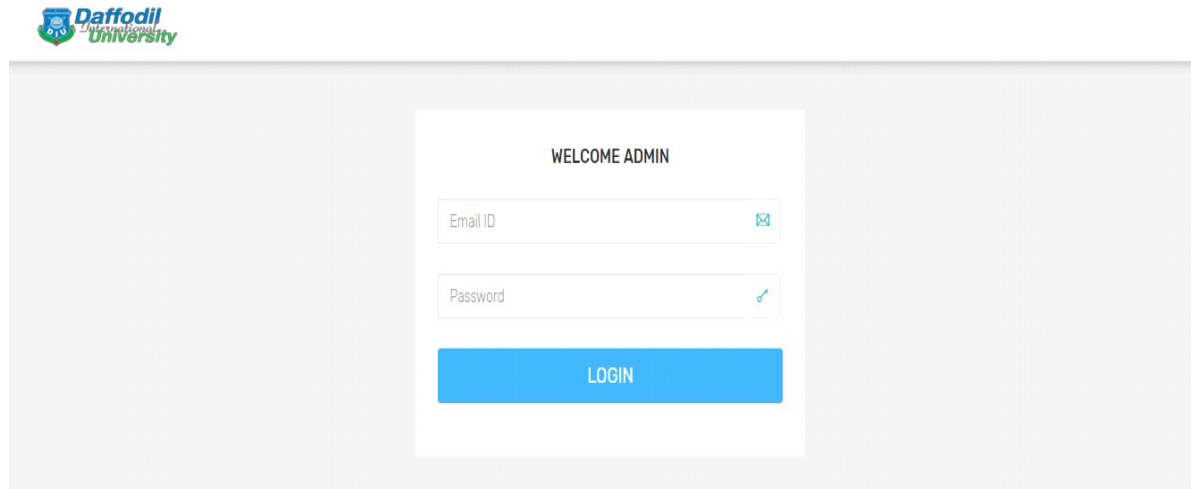
- Computer Science and Engineering (CSE)
- 38th Batch
- B

At the bottom, there is a 'Profile Picture' section with a cartoon illustration of a man with dark hair, wearing a dark suit, white shirt, and red tie.

Fig.4.1.10 Edit Profile

4.1.11 Admin Panel Login

Admin panel for login



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Fig 4.1.11 Admin panel login

4.2 Back-end Design

The backend usually consists of three parts: a server, an application, and a database. We use PHP based backend framework named Laravel. Laravel is a free, open-source PHP web framework. Laravel attempts to take the pain out of development by easing common tasks used in the majority of web projects, such as authentication, routing, sessions, and caching. Laravel aims to make the development process a pleasing one for the developer without sacrificing application functionality.

4.3 Interaction Design and UX

We use HTML, CSS, JavaScript for creating the UX. Used CSS framework named bootstrap, W3school, JQuery and Ajax is also used on some part of the project. We also used some Google fonts to make it more interactive. We use a JavaScript based calendar name. Full calendar to show the events in the calendar.

4.4 Implementation Requirement

1. PHP language
2. HTML
3. CSS
4. JavaScript
5. Bootstrap
6. JQuery
7. Ajax
8. Laravel (PHP Frame)
9. Google fonts
10. Full Calendar (Google Calendar)

CHAPTER 5

IMPLEMENTATION AND TESTING

5.1 Implementing of Database

There are three table in our DBMS

- Users
- Admin
- Event

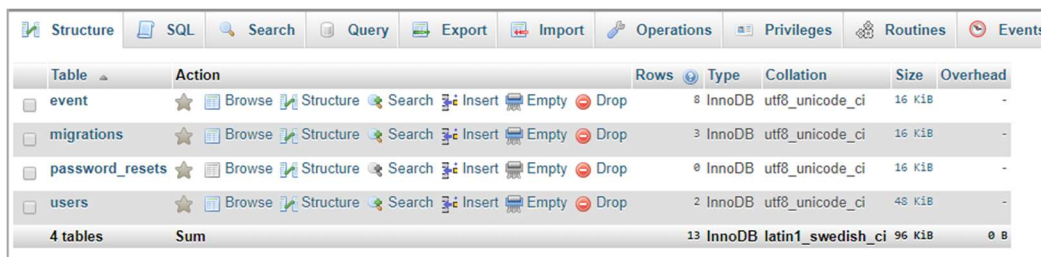


Table	Action	Rows	Type	Collation	Size	Overhead
event	★ Browse Structure Search Insert Empty Drop	8	InnoDB	utf8_unicode_ci	16 KiB	-
migrations	★ Browse Structure Search Insert Empty Drop	3	InnoDB	utf8_unicode_ci	16 KiB	-
password_resets	★ Browse Structure Search Insert Empty Drop	0	InnoDB	utf8_unicode_ci	16 KiB	-
users	★ Browse Structure Search Insert Empty Drop	2	InnoDB	utf8_unicode_ci	48 KiB	-
4 tables	Sum	13	InnoDB	latin1_swedish_ci	96 KiB	0 B

5.2 Implementing of Front-end Design

It's very difficult to make user friendly UI for users. We try to make as simple as possible. We make interface relative and standard with the help of Bootstrap, HTML, CSS, JavaScript and JQuery technologies.

5.3 Implementing of Interactions

In implementing interaction is part of our system. Interaction means when we are in a specific page of an application that takes us another activity if we want the activity. We have implemented a navigation drawer on the sidebar for better user experience. Also, we put some linked navigation dropdown on the top bar. It should be designed in such way that users should be attracted and be engaged on this application. This is when an application can reach its users effectively.

CHAPTER 6

CONCLUSION AND FUTURE SCOPE

6.1 Discussion and Conclusion

In a university student maintaining everyday works is a very big problem. As we are getting digital dependent day-by-day. So, we need to develop a program that will maintain our day-to-day events. Which will remind our everyday university works. As a result, we develop an event manager which is named "UNIVERSITY EVENT MANAGEMENT CALENDAR". This system would attract Students and easy to use.

6.2 Scope for Further Developments

- We want to increase the quantity and speed of services.
- We will implement notification system.
- System feature will develop day by day for better use.

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APPENDICES

Project Reflection

From Spring-2017 semester we had stated our journey to make a system which is University Event Management Calendar. With the all hard work and using up a great amount of time finally we were able to get stretched our end, purpose. This system is time amount made less, able to help and error free made a comparison to the old and wise system. This will get attention from students and authorities using its pleasing and user-friendly UI.

So, we have belief in that our University Event Management Calendar giving days will be a positive and working well thing for students and authorities. And will be continuously upgrading our system.

Plagiarism Report

Here the report of plagiarism

