



IJIRCCCE

e-ISSN: 2320-9801 | p-ISSN: 2320-9798



INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN COMPUTER & COMMUNICATION ENGINEERING

Volume 9, Issue 5, May 2021

ISSN INTERNATIONAL
STANDARD
SERIAL
NUMBER
INDIA

Impact Factor: 7.488

 9940 572 462

 6381 907 438

 ijircce@gmail.com

 www.ijircce.com

A Review Paper on – Event Management Application

Mr. Pratik D. Chaudhari, Mr. Chaitanya G. Khadangale, Ms. Madhuri A. Kankate,

Ms. Komal A. Raut, Mr. Pravin Tambe

UG Student, Dept. of Computer., SVIT, Nashik, Maharashtra, India

Assistant Professor, Dept. of Computer., SVIT, Nashik, Maharashtra, India

ABSTRACT: As we know that, since from November 2019 CORONA VIRUS is spreading widely in whole world and due to this virus spreading, we are facing lockdown which is declared by Central Govt. of India. As per Indian Culture we arrange many events for gathering together like Marriage, Birthday Parties, Awards Functions, Competitions, etc. but as per rule of lockdown we are strictly prohibited to leave home without any important reasons and only limited crowd is allowed to visit or celebrate functions. For Overcoming this problem, we are trying to develop a software for invited relatives as well as non-invited relatives or friends to attend the functions or events virtually. Our event management software allows you to build a dynamic virtual event program, fully integrated with abstract management. Whatever type of event you are planning - from awards to non-profit and association events, our virtual event management software is designed for all event organisers, from simple conferences to complex events.

KEYWORDS: Android, Event, Management, Plan.

I. INTRODUCTION

Smartphone is a common computational device that possessed by the most of people nowadays, which is the inspiration to create an application that its information can be easily reached anywhere, any time. In addition, it would be difficult to manage all event registration manually, because it will take a long time for a long queue of customers to sign their name at the registrations table, also a lot of documents to handle. Furthermore, people nowadays prefer convenience for their life. In other words, it is harder for users to open the website than click on an application in their smartphones.

We are trying to develop a software for invited relatives as well as non-invited relatives or friends to attend the functions or events virtually. Our event management software allows you to build a dynamic virtual event program, fully integrated with abstract management. Whatever type of event you are planning from awards to non-profit and association events, our virtual event management software is designed for all event organisers, from simple conferences to complex events.

As per Indian Culture we arrange many events for gathering together like Marriage, Birthday Parties, Awards Functions, Competitions, etc. but as per rule of lockdown we are strictly prohibited to leave home without any important reasons and only limited crowd is allowed to visit or celebrate functions.

For Overcoming this problem, we are trying to develop a software for invited relatives as well as non-invited relatives or friends to attend the functions or events virtually. Our event management software allows you to build a dynamic virtual event program, fully integrated with abstract management. Whatever type of event you are planning - from awards to non-profit and association events, our virtual event management software is designed for all event organisers, from simple conferences to complex events.

II. LITERATURE SURVEY

In the field of application architecture development has been done a lot of research, for example from [3, 4] you can clearly deduce what design patterns are, how and for what purpose they are used. One of the most popular pattern in Web is MVC. MVC pattern, that implies the division of the project into 3 parts: Model, View, Controller. MVC design pattern can be applied for Hikester project. Another modern way to develop project is following the

principles of liquid architecture. This structure which satisfies the requirements of the manifesto described in the article [5].

If we add the conditions of the liquid architecture to the MVC, then we will add the condition for Model: mobile and web Models will be used a single storage. So all user’s interacts with the system will done through a single repository. Such storage could be real-time database – Firebase [6].

Which ensures that synchronization of the full state of application and the data is displayed correctly when using different devices. This allows to users” be able to effortlessly roam between all the computing devices that they have” [5].

More information about how to build liquid software can be found in [7]. To support liquid architecture, another important requirement for the front-end is responsive design.

About this is written in the article [8]. Asynchronous method invocation also is design pattern which described in [9]. The servers which use the asynchronous requests could be scalable in more easily way, in contrast to the typical implementation based on the threaded model.

For example, in [10] described Node.js server.

Also node.js and its novel implementation [11] are very good at coping with small data (e.g. sensing data).

Using new software approach in web’s front-end - Single page application, described in [12, 13]. Based on this paradigm were created several front-end frameworks, one of them is a react JS [14, 15].

III. PROPOSED SYSTEM

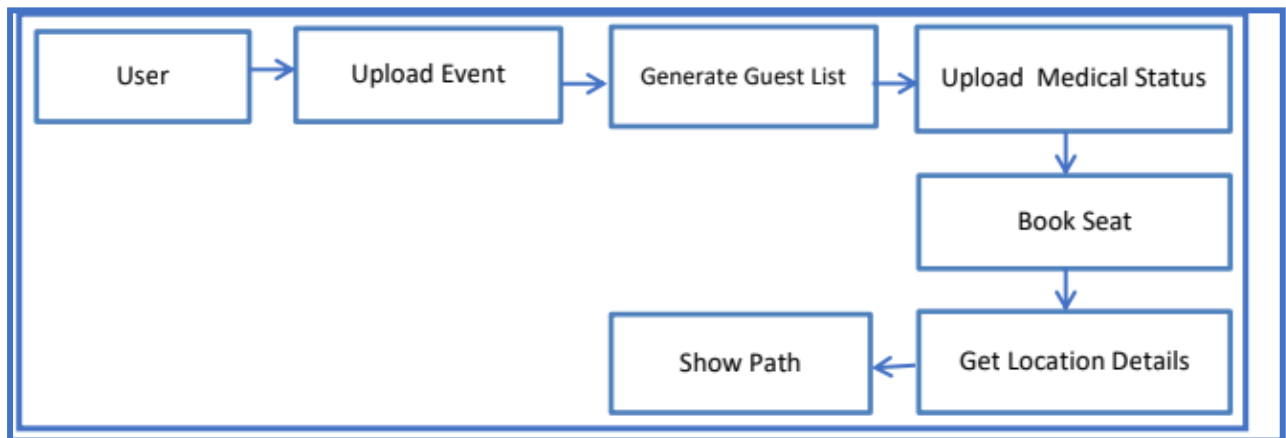


Fig.1. System Architecture

1. Logging In & Authentication: The host will have a login ID and password and will be provided with different functionalities used to plan the event once logged In. All the logins would be authenticated at the server side.
2. Database: The database used for the implementation is the SQLite database which is an opensource SQL database that stores data to a text file on a device. Android comes in with built in SQLite database Implementation. SQLite supports all the relational database features. In order to access this database, you don't need to establish any kind of connections for it like JDBC, ODBC etc.

Creating an Event: The host may create an event by choosing appropriate category and all the requirements of the event taken as input will be stored in the database.

- 1) There is invitation section where the Planner or Organizer can invite their guests. In this event management app, we have managed all the events in the way we celebrate our parties.

- 2) Comments Section, and Organizer upload Recording and will store to gallery, as well guest can download media of event from Photo Video Gallery for particular period.
- 3) Guest can also upload or broadcast their personal enjoyment moments as a story or in separate Folder of Event gallery.
- 4) Medical status form uploading for visitors.
- 5) One day before Reminder Message will be send to guest.
- 6) Map Location of venue will be trackable for Visitors.
- 7) On this Corona pandemic wearing a mask is must to remind that a notification get popup as soon as the guest search for location on google map till the event ends.
- 8) Users will be able to reserve their seats in events, registering at the event site, this application uses QR code to provide an easy way to verify participants' identity in an event.
- 9) Important Contacts like Near COVID-19 Hospital, General Hospitals, Fire bridged Stations, etc.
- 10) Event as well as Sponsors Promotion & Advertising on Social Media.
- 11) 24*7 Customer Services as well Survey & Feedback Form will be provided to all end users.
- 12) Live Polling & Voting option will be provided for the events like Sports and other competitions.
- 13) Personalized Calendar will store all the events where the user is invited.

IV. ALGORITHM

- Step 1:** Initially assign $\text{Node}(A) = 0$ as the weight of the initial node and $w(x) = \infty$ to all other nodes, where x represents the other nodes.
- Step 2:** Search x node for which it has the smallest temporary value of $w(x)$. Stop the algorithm if $w(x) = c_0$ or there are no temporary nodes. The node x is now labelled as permanent and as the current node, meaning parent of x and $w(x)$ will stay fixed.
- Step 3:** For each node adjacent to x labeled y which are also temporary, apply the following comparison: if $w(x) + W_{xy} < w(y)$, then $w(y)$ is updated to $w(x) + W_{xy}$, where W is the cost of the adjacent node. Now assign y to have parent x .
- Step 4:** Repeat the process from Step 2, doing as many iterations as required until the shortest path is found.

V. CONCLUSION

This application focuses on solving the problems of attending events in this covidpndemic.

Moreover, this application will provide significant information of events in order to be easily reached by users and will be able to manage their event participation.

REFERENCES

- [1] Manuel Mazzara, Luca Biselli, Pier Paolo Greco, Nicola Dragoni, Antonio Marraffa, Nafees Qamar, and Simona de Nicola. Social networks and collective intelligence: a return to the agora. IGI Global, 2013.
- [2] Andrei Lebedev, JooYoung Lee, Víctor Rivera, and Manuel Mazzara. Link prediction using top-k shortest distances. In Data Analytics - 31st British International Conference on Databases, BICOD 2017, London, UK, July 10-12, 2017, Proceedings, pages 101–105, 2017.
- [3] PhD Aleksandar Damnjanovic. METHODS OF EFFORT ESTIMATION IN SOFTWARE ENGINEERING. 06 2011.



- [4] Barry W. Boehm, Clark, Horowitz, Brown, Reifer, Chulani, Ray Madachy, and Bert Steece. Software Cost Estimation with Cocomo II with Cdrom. Prentice Hall PTR, Upper Saddle River, NJ, USA, 1st edition, 2000.
- [5] Taivalsaari, T. Mikkonen, and K. Syst`a. Liquid software manifesto: The era of multiple device ownership and its implications for software architecture. In 2014 IEEE 38th Annual Computer Software and Applications Conference, pages 338–343, July 2014.
- [6] Barry Boehm, Bradford Clark, Ellis Horowitz, Chris Westland, Ray Madachy, and Richard Selby. Cost models for future software life cycle processes: Cocomo 2.0. *Annals of Software Engineering*, 1(1):57–94, Dec 1995.
- [7] Andrea Gallidabino and Cesare Pautasso. The liquid.js framework for migrating and cloning stateful web components across multiple devices. In Proceedings of the 25th International Conference Companion on World Wide Web, WWW '16 Companion, pages 183–186, Republic and Canton of Geneva, Switzerland, 2016. International World Wide Web Conferences Steering Committee.
- [8] Tommi Mikkonen, Kari Syst`a, and Cesare Pautasso. Towards Liquid Web Applications, pages 134–143. Springer International Publishing, Cham, 2015.
- [9] R. Greg Lavender and Douglas C. Schmidt. Active object – an object behavioral pattern for concurrent programming, 1995.
- [10] S. Tilkov and S. Vinoski. Node.js: Using javascript to build high-performance network programs. *IEEE Internet Computing*, 14(6):80–83, Nov 2010.
- [11] K. Fysarakis, D. Mylonakis, C. Manifavas, and I. Papaefstathiou. Node.dpws: Efficient web services for the internet of things. *IEEE Software*, 33(3):60–67, May 2016.
- [12] Michael Mikowski and Josh Powell. Single Page Web Applications: JavaScript End-to-end. Manning Publications Co., Greenwich, CT, USA, 1st edition, 2013.
- [13] Mesbah and A. van Deursen. Migrating multi-page web applications to single-page ajax interfaces. In 11th European Conference on Software Maintenance and Reengineering (CSMR'07), pages 181–190, March 2007.



INNO SPACE
SJIF Scientific Journal Impact Factor

Impact Factor:
7.488

ISSN INTERNATIONAL
STANDARD
SERIAL
NUMBER
INDIA



INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN COMPUTER & COMMUNICATION ENGINEERING

 9940 572 462  6381 907 438  ijircce@gmail.com



www.ijircce.com

Scan to save the contact details