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Event Management System

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ABSTRACT: The purpose of this web application is to give all online users under Google Maps an effective tool for event management. To participate in this project, all online users must first register via the website and click the location to see whether any events are taking place. This software program gives us access to all events taking place in the venue, along with comprehensive details about each one and online ticketing for attendance. Another benefit of this initiative is that it offers contact information for members who wish to participate in the same event. Utilizing the Google Maps tool, one can locate a location online. All of the information on college events is kept on this website and is entered into by admin and you can view those details whenever you want. You can't remember many details by using mind power but using this soft program you can see all the college details which is you need to search or view by using username and password. Nowadays all the people don't have to spent time to get anything for them here is the facility to get all the things they needed through internet like that same way by using this soft program you can search and get the things related to the tutorial and bookstall contacts through internet from your home itself. Here the administrator only can enter the college name and the details of the college can able to view the feedback which gave by the customers or students. The portal must contain college details like events that are going to be held, like to different details and forum where in the user can share their ideas through discussion / e-mail. This system must allow the students and lecturers to know the general information regarding the events, announcements. A mailing service is required on a local network so that the users can send / retrieve any circulars, memos, college reports etc, instantly. Since the system contains the updated information during any point of time, the user gets the proper information that was needed.

I. INTRODUCTION

This is an Advanced Event Management System that serves the functionality of an event manager. This system is developed keeping in mind the low functionalities of the existing system as this new system help to automate all the process along with the new technology which makes the user experience much better and as this Advanced Event Management is in form of web-app so it is easily accessible to clients and participants who are going to use our system. The system allows only registered users to log in and new users are allowed to register on the application. This is an application developed in PHP and Google Map API is used for getting event data. This even management application will provide an interface to the user to create and manage events. There are different types of event management applications like, calendar based event management, map or location based event management. The main purpose of an event management system is atomize the event data creation and management via web application. It will increase the consistency of the event management process with flawless flow of control.

II. PROPOSED SYSTEM

This website is used to store all the college and events details which all are entered by admin and you can view those details whenever you want. You can't remember many details by using mind power but using this soft program you can see all the college details and library details and the tutorial details which is you need to search or view by using username and password. Nowadays all the people don't have to spent time to get anything for them here is the facility to get all the things they needed through internet like that same way by using this soft program you can search and get the things related to the tutorial and library contacts through internet from your home itself. Here the administrator only can enter the college name and the details of the college and the details of the library and can able to view the feedback which gave by the customers or students.

2.1 ADVANTAGES OF PROPOSED SYSTEM:

- Secure system
- Authorized persons only login this system
- Reduce the time of process
- Provide the all college details

III. MODULES

1. ADMIN LOGIN
2. STAF LOGIN
3. STUDENT LOGIN
4. STUDENT REGISTRATION

IV. SOFTWARE ENVIRONMENT

PHP:

Rasmus Lerdorf developed PHP, a server-side scripting language, in 1994. It is mostly used for web development but can also be used for general programming.

Key Points

- **Origins:** Began as CGI scripts in C for Lerdorf's personal homepage, evolving into PHP/FI for web forms and database handling, released as "PHP Tools" in 1995.
- **Growth:** Developed organically, leading to inconsistencies in function naming and parameter ordering.
- **Modern PHP:** PHP 7, released in the mid-2010s, optimized performance significantly with the Zend Engine 3, introduced modern error handling, and new syntax features.
- **Standardization:** Formal specifications since 2014 and initiatives like PHP-FIG have promoted code sharing and standardization.
- **Integration:** Embeddable in HTML, compatible with various web frameworks, and supports CLI execution.
- **Portability:** Runs on almost any web server and operating system.

PHP remains crucial for web development, offering performance, ease of use, and a rich ecosystem of frameworks and tools.

HTML:

The common markup language for producing documents is called Hypertext Markup Language, or HTML. web pages. Approved as an international standard in 1986 as part of SGML, HTML was first introduced by Tim Berners-Lee in 1990.

Key Points

- **Origins:** HTML, derived from SGML, describes the structure and interconnectivity of web documents.
- **Basic Functionality:** HTML uses tags within angle brackets to mark up text, enabling web browsers to render content like text, images, and interactive forms.
- **Evolution:** The World Wide Web Consortium (W3C) oversees HTML's ongoing revisions to meet the growing needs of internet users.
- **Core Components:** Headings, paragraphs, lists, links, quotations, and more are examples of HTML elements. Some tags, like `<h1>`, give structure, while others, like `` and `<input />`, contribute content.
- **Integration:** HTML can embed CSS for styling and JavaScript for interactive features, enhancing the web page's presentation and functionality.

- **Development Tools:** HTML can be written in text editors or graphical editors, and viewed in browsers like Internet Explorer or Netscape Navigator.

HTML's simplicity and power make it accessible to beginners and essential for web development.

CSS:

Cascading Style Sheets (CSS) is a language for style sheets that describes how a page written in HTML or another markup language is presented. It is a fundamental web technology, much as HTML and JavaScript.

Key Points

- **Purpose:** CSS separates content from presentation, allowing for layout, colors, and fonts to be defined in a separate file. This enhances accessibility, flexibility, and reduces repetition.
- **Usage:** CSS enables consistent styling across multiple web pages by using a single .css file. It supports different rendering methods for screens, print, voice, and Braille devices.
- **Cascading:** The name "cascading" refers to the priority scheme used to determine which style rule applies when multiple rules match an element.
- **Syntax:** CSS uses simple English keywords and consists of rules, each with selectors and declaration blocks.
- **History:** Before CSS, HTML documents contained presentational attributes, leading to repetitive and complex code. CSS simplifies this by moving styling to a separate file.
- **Benefits:** CSS allows for uniform styling across pages, easier updates, and precise control over web page appearance. It can define text styles, table sizes, padding, borders, and more.
- **Maintenance:** The W3C's CSS Working Group creates and maintains CSS specifications, which become recommendations after ratification.

CSS is essential for web development, providing a way to create visually appealing and consistent web pages efficiently.

JAVASCRIPT:

JavaScript is a dynamic, lightweight programming language commonly used in web pages to enable client-side interaction and dynamic content. Introduced as Live Script by Netscape in 1995, it was later renamed JavaScript.

Key Points

- **Client-Side Scripting:** JavaScript is most often used in web browsers to create interactive and dynamic web pages. It allows scripts to interact with users, control browsers, and manipulate HTML content.
- **Integration:** JavaScript code is included within `<script>` tags in HTML documents. It is typically placed within the `<head>` tags.
- **Capabilities:** It supports object-oriented programming and can trap user events like clicks and form submissions, providing immediate feedback and validation.
- **Syntax:** JavaScript uses a C-like syntax, is case-sensitive, and supports dynamic typing and prototype-based object orientation. Statements typically end with a semicolon.
- **Browser Support:** Every contemporary web browser has built-in JavaScript engines, enabling the execution of JavaScript code.
- **ECMAScript:** JavaScript conforms to the ECMAScript specification, is high-level, often just-in-time compiled, and accommodates a variety of programming paradigms, such as event-driven, functional, and imperative styles.
- **APIs:** It includes APIs for text, dates, regular expressions, data structures, and DOM manipulation, though I/O operations are handled by the host environment (usually the browser).
- **Beyond Browsers:** JavaScript engines are also used in server-side deployments and non-browser applications.

JavaScript, alongside HTML and CSS, is one of the core technologies of the web, enabling the vast majority of websites to deliver interactive user experiences.

MY SQL:

One relational database management system (RDBMS) that is available for free is MySQL. The acronym for Structured Query Language, "SQL," and "My," which honors co-founder Michael Wideness' daughter, are combined to form the name. MySQL's source code is licensed under many proprietary agreements and the GNU General Public License. It was once owned by MySQL AB, but Oracle Corporation currently owns it and provides a number of feature-rich, premium editions.

Key Points

- **Core Component:** MySQL is a key part of the LAMP stack (Linux, Apache, MySQL, Perl/PHP/Python) and other "AMP" stacks.
- **Popular Applications:** It is used by web applications such as TYPO3, MODx, Joomla, WordPress, Simple Machines Forum, phpBB, MyBB, and Drupal.
- **High-Profile Usage:** MySQL supports large-scale websites like Google (not for searches), Facebook, Twitter, Flickr, and YouTube.

MySQL is essential in web development and widely adopted for its robustness and versatility.

DATABASE:

A database is a collection of data, similar to a phone book. MySQL databases include objects such as tables, queries, forms, and more.

Tables:

In MySQL, tables store similar data and are organized within the same database file. For example, a "video store" database might include tables named members, tapes, reservations, etc. These tables are stored together for creating reports and filling out on-screen forms.

Relational Database:

MySQL is a relational database, which helps manage information by:

- Reducing redundancy
- Facilitating the sharing of information
- Keeping data accurate

Fields:

Fields are individual pieces of information stored in a table.

Primary Key and Indexed Fields:

MySQL uses key fields and indexing to speed up database operations. Key fields can be assigned manually or automatically by MySQL.

Controls and Objects:

Queries are objects used to display, print, and utilize data. They include field labels, images, report titles, and calculation results.

Queries and Dyna sets:

Queries request information from the database. The response is a dyna set, a dynamic set of data that updates with changes.

Forms:

Forms are on-screen layouts for easy data entry and reading. Forms can be designed manually or using the auto form feature.

Reports:

Reports are printed copies of dynast's, which can also be saved to disk. Access provides wizards for creating complex printouts.

Properties:

Properties are specifications assigned to database components like fields, forms, and controls, defining their behaviour and appearance.

V. DESIGN AND DEVELOPMENT PROCESS

ESSENTIAL DESIGN IDEAS

Design is a "how to" method for developing new systems. System design is divided into two stages. They're

- Logical design
- Physical design

Reviewing the current physical system, logical design creates input and output specifications, modifies security and control standards, and more.

The physical system's components, plans, implementation, test, and implementation strategy are all mapped out in the physical design.

Diagram of Data Flow (DFD)

Drawing a data flow diagram is the first phase (DFD). Larry Constantine created the DFD first as a graphical means of communicating system needs. The goal of a DFD, commonly referred to as a "bubble chart," is to make system requirements more clear and to pinpoint significant changes that will be included into system design programs. Thus, it is the point at which the needs specifications are functionally broken down to the most basic level throughout the design phase. A DFD is made up of several bubbles connected by the system's data flows. Data flow diagrams are meant to act as a semantic bridge between system engineers and users. These are the diagrams:

- visual, cutting out thousands of words;
- Logical depictions, which illustrate WHAT a system performs, as opposed to physical models that demonstrate HOW it performs;
- Hierarchical, displaying any degree of detail in the systems; and
- jargon less, allowing user understanding and reviewing.

Data flow diagramming aims to create a widely recognized picture of a system. The foundation of structured systems analysis is the diagram. Additional structured systems analysis tools, like data structure diagrams, data dictionaries, and procedure-representing techniques like decision tables, decision trees, and structured English, support data flow diagrams.

INPUT DESIGN

The process of transforming the user-oriented is called input design. into a format that is computer-based. Encouraging rational, error-free data entering is the aim of the input design. The input design controls errors in the input data. The system output's quality is determined by the input's quality.

Every data entry panel is interactive, allowing the user to input data directly in accordance with the messages that are displayed. Additionally, the user can enter data directly in accordance with the prompted prompts. Additionally, users have the option of choosing a suitable input from a list of values. If the user enters the data themselves, there will be fewer errors, which would otherwise be expected.

One of the most crucial stages of system design is input design. The practice of planning and designing input into a system to obtain the information needed from users while removing unnecessary data is known as input design. The goal of input design is to guarantee the highest levels of accuracy while also making sure that the user can access and understand the input. The component of the overall system design that needs the greatest consideration is the input design. Inaccuracies in the data entering the system will be amplified by the processing and output.

The following goals are taken into account during input design: • Input processing nature;

- Validation rules' flexibility and comprehensiveness.
- Managing the properties in the incoming papers.
- Screen layout to guarantee precision and effectiveness of the input connection with files.
- Controls, batching, validation processes, and error handling are all important aspects of thoughtful input design.

Features in input design have the power to either guarantee system dependability and generate results based on correct data, or they have the potential to produce inaccurate data.

OUTPUT IMAGES

The system output is available as printed copies or on a screen. The goal of output design is to convey the information that users have processed. The reports are produced in accordance with user requirements. The reports must be produced at the proper levels. The outputs of our project are produced as HTML pages using ASP. Because of how user-friendly the web application output is constructed, this will typically be through a screen

CODE GENERATION

The primary goal of code design is to obtain greater performance and error-free quality while making the coding simpler. The script is set up so that each column's validation manager is visible and the internal processes have greater importance. The variables are coded such that anyone who isn't the package developer may comprehend why they are there.

VI. TESTING AND IMPLEMENTATION

Testing of Systems

It is the act of testing software with the goal of identifying and, eventually, fixing bugs. Because web-based systems and applications are network-based and compatible with a wide range of operating systems, browsers, hardware platforms, and communication protocols, this basic idea does not alter for web apps. Therefore, finding problems in online apps is a big difficulty.

Testing issues:

1. Client GUI should be considered.
2. Target environment and platform considerations
3. Distributed database considerations

4. Distributed processing consideration

TESTING AND METHODOLOGIES

System testing is the stage of implementation that aims to make sure, prior to the start of live operation, that the system functions accurately and efficiently as expected. It attests to the cohesiveness of the entire set of programs. A test plan comprising multiple essential tasks and procedures for conducting program, string, system, and user acceptability testing is necessary for system testing. The successful adoption of a new system depends on the newly designed package being implemented.

An essential step in the creation of software is testing. When a system test is implemented, it should serve as both an opportunity to verify that everything is accurate and to demonstrate to the users that the system functions as intended. In the process of developing software, it makes up the most portion of the technical effort.

The development process that verifies the code in accordance with the functional specifications is called the testing phase. In order to accomplish the system's objectives, testing is essential. Finding mistakes is the aim of testing. A number of test steps, including the unit, integration, validation, and system tests, were prepared and carried out in order to fully achieve this goal.

Testing units

As a result of the specific testing of each software, any errors are identified and fixed. For the purpose of unit testing, sample data are provided. The outcomes of the unit tests are documented for future use. Unit testing involves testing the program's functions, constraints, and unit validation.

Testing modifications to an existing or new software is known as unit testing. Every module passes this test, which is conducted throughout programming, and it is determined to be functioning correctly. For instance, we click the submit button on the registration form once we have filled in every field. All of the form's data are evaluated when the submit button is clicked. Entries to the database won't be added until after validation.

The series of tests carried out by a single person before a unit is integrated into a larger system is known as unit testing. Here is an illustration of the situation:

Unit testing, integration testing, debugging, and coding

The four kinds of tests that a programmer will usually run on a unit of code

1. Functional test
2. Performance test
3. Stress Test
4. Structure test

In a functional test, the code is run with nominal input values, boundary values, and special values for which the expected outcomes are known.

Performance testing uses put and response times as well as the program's use of the device to measure how much time is spent executing each section of the unit program.

Sensitivity testing is a type of stress test that is used in similar circumstances. A very narrow range of data inside a bound of valid data might lead to severely flawed processing or significant performance reduction.

The goal of structured testing is to exercise a program's internal logic and navigate pathways. "Black box" testing refers to functional testing, stress testing, performance testing, and "white box" testing refers to structure testing.

Test outcomes

Every test ought to be able to be linked to the needs of the client. Testing will gradually go from focusing on

programs to Complete testing is not feasible. Testing that has a chance of discovering faults should be conducted for greater effectiveness.

The characteristics of an effective test are as follows:

1. There is a chance that an accurate test will identify errors.
2. "Best of breeds" should be a decent test to use.
3. A decent test that is neither very easy nor difficult

VII. QUALITY ASSURANCE

The management tasks of reporting and auditing make up quality assurance. Giving management the data entries they need to know about the product quality in order to acquire insight and confidence that the product quality is fulfilling expectations is the aim of quality assurance.

Greater emphasis on quality in organization requires quality assurance. To be an integral part of the information system development .The development process must include checks throughout the process to ensure that the final product meets the original user requirements.

Quality assurance thus becomes an important component of the development process It's included in the industry standard (IEEE 1993) On the development process quality assurance process is integrated into a linear development cycle through validation and verification performed at crucial system development steps .The goals of the management is to institute and monitor a quality assurance program with in the development process

Quality assurance induces

1. Validation of the system against requirements
2. Checks for errors in design documents and in the system itself
3. Quality assurance for usability

Quality assurance Goals:

Correctness: The degree to which the application satisfies user goals and system requirements The degree to which a system consistently carries out its intended functions is known as reliability.

Efficiency: The quantity of computer power needed for a program to carry out a task.

Usability: The work involved in becoming familiar with and using a system

Maintainability: The ability to identify and fix program errors

Testability: In order to make sure a software is operating correctly, testing was necessary.

Portability: The ease with which a program can be moved across different hardware configurations

Precision: The necessary place in input, editing, computation, and output

VIII. SECURITY TECHNOLOGIES AND POLICIES

Every system that is created needs to be safe from potential threats and secured. At several levels, security mechanisms are in place to stop unwanted access to databases. Users are supplied with password protection and easy steps to change the unauthorized access.

The user can participate in the auction after entering his user name and password and having it authenticated. Otherwise, if the user is new, they must register before placing an order. After registering, they must give authentication via JPG files (such as a copy of a voter identity card or a ration card).

In order to ensure that order information are shielded from unwanted access, a multi-layered security architecture including firewalls, filters, routers, encryption, and digital certification must be guaranteed in real time for this project.

IX. SYSTEM IMPLEMENTATION

The project's implementation phase is when the theoretical design is transformed into a functional system. The most important phase is implementing the new system successfully and instilling trust in the user that it will function properly throughout the implementation phase. The stage is made up with

The process of testing a developed program using sample data involves identifying and fixing errors as well as determining whether the system satisfies user requirements.

- Adapting as needed to user preferences.
- Personal training for users

IMPLEMENTATION PROCEDURES

Compared to system design, the implementation phase is less imaginative. It is possible to abandon a system design at any point before implementation, however doing so gets harder once it enters the design stage. Procedural flowcharts, record layouts, and a feasible plan for converting the candidate system design into an operational design are included in the implementation phase's final report.

USER TRAINING

It is designed to prepare the users for testing & converting the system. There is several ways to trail the users they are:

- 1) User manual
- 2) Help screens
- 3) Training demonstrations.

1) User manual:

The user may receive a document that summarizes the key features of the software and system. The purpose of user training is to get users ready for system testing and convening.

The user may receive a document that summarizes the key features of the software and system.

1. Open http page
2. Type the file name with URL index .php in the address bar
3. Index. php is opened existing user the type the username and password
4. Click the submit button

2) Help screens

This features now available in every software package, especially when it is used with a menu. The user selects the "Help" option from the menu. The System success the necessary description or information for user reference.

3) Training demonstration:

Another user training element is a training demonstration. Live demonstration with personal contact is extremely effective for training users.

X. RESULT

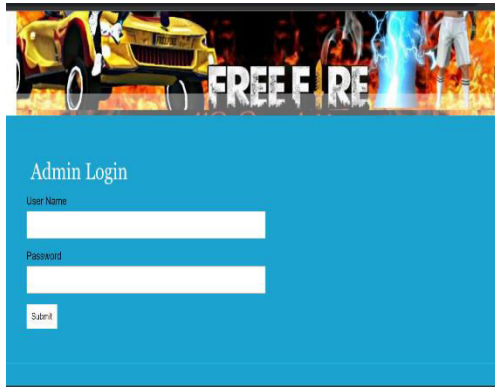


Figure 1.1 Admin Login

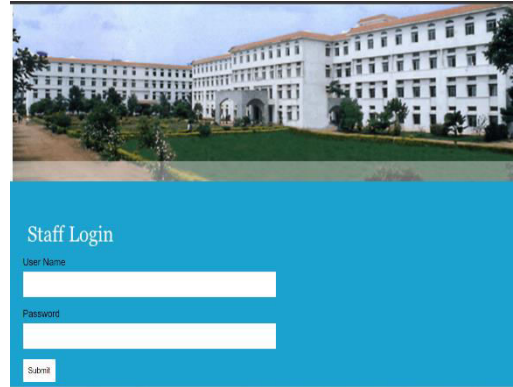


Figure 1.2 Staff Login

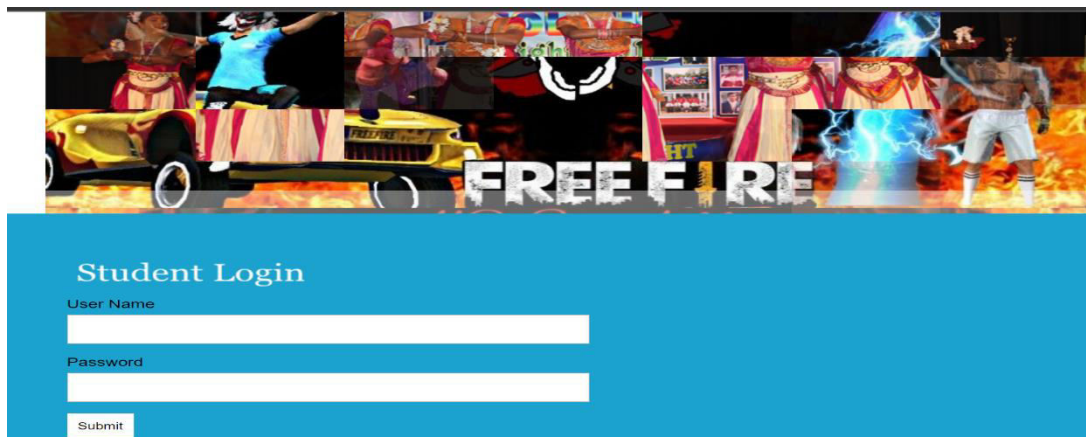


Figure 1.3 Student Login

XI. CONCLUSION

We've finished the college information system or online orientation satisfactorily. We've learned about a wide range of services that you may use at this college information system, and you should definitely take some time to further investigate them. The attractive and fascinating field of event management requires a lot of dynamism and hard effort. It entails, as the name implies, conceiving, organizing, planning, and finally carrying out an event. It provides tremendous opportunities for aspirational youth. The planning and execution of events, both big and small, that support an organization's marketing objectives is known as event management. The field of event management is expanding quickly, and throughout the next ten years, growth should pick up speed.

XII. FUTURE WORK

More facilities and cutting-edge technologies can be added to the event management system. To make the platform available to everyone, we want to put it on web servers. Distribute the system's loads by integrating several load balancers. To lessen the amount of database queries that are too many, establish a master and slave database structure. putting in place a backup system to regularly take backups of the database and codebase across several servers. The improvements listed above are what can be done to make the project more applicable and useful. This is where we can keep track of the bookings and events. Additionally, it is evident that players these days are adaptable, meaning that there is room to introduce an event management system maintenance strategy. It is possible to maintain every event, reservation, client, worker, and inquiry through enhancement.



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