AN EVENT MANAGEMENT APPLICATION USING AN OBJECT-ORIENTED CONCEPT

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ABSTRACT

This paper is aimed at developing an application for managing college events. The event management application is an online event management system software project that serves the functionality of an event manager. The system allows registered users to log in and new users are allowed to register on the application. The system helps to manage college events, users, and the aspects related to them. This is proposed to be a web application. The user needs to log in at the initial phase and set his/her profile details including location, choices, email-id, etc. Users can modify or change his/her profile at any stage. All the data is logged in the database. The data is then sent to the administrator and they may interact with the user as per his requirement.

Keywords: GUI, Ceo, Functionality, Participate

I. INTRODUCTION

The "College Event Management application" has been developed to override the problems prevailing in the practicing manual system.
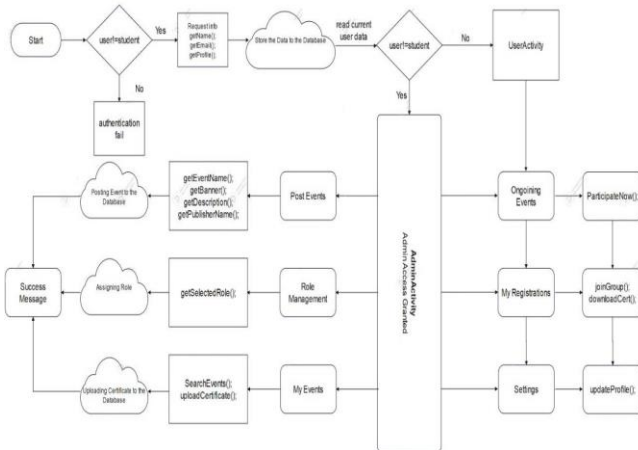
Iand in some cases it reduces the hardships faced by this existing system moreover this system is designed for the particular need of the company to carry out operations smoothly and effectively. The application is used to reduce as much as possible to avoid errors. While entering the data it also provides an error message when invalid data is entered. No formal knowledge is needed for the user to use this system. Thus, this all proves that it is user-friendly college event management. As described above, can lead to an error-free, secure, reliable, and fast management system. It can assist the user to concentrate on their other activities rather than concentrate on record keeping. Thus, it will help the organization in better utilization of resources. The

Allotted by the admin itself, also can view the student registration for a particular event and lastly, view the results of all events held in college. Event project management is all about planning, organizing, and maintaining a successful event. These events can be red carpet events, parties, conventions, trade shows, and anything else that can be celebrated. Although events always seem fun and easygoing, it requires a ton of work to get them to that point. We name, our application "CEO" Because we are making things easy for the student clubs. CEO is nothing but an event management application that has lots of features.

II. EXISTING SYSTEM

The existing system has many flaws which make it inefficient to carry on with it. The event management work of the referred company is done manually. It becomes difficult maintaining all details of events, customers, and services. The execution of the event sometimes delays due

to some unmanageable obstruction in planning. As far as quality is Concerned it is okay and not satisfying but not as good when handled using a computerized system.

A. OBJECTIVES

- It is time-consuming as the system is handled manually.
- Assurance of data security is not given.
- In long run, it is difficult to maintain records.
- The manpower requirement is huge.

B. LIMITATIONS

- It is time-consuming as the system is handled manually.
- Assurance of data security is not given.
- In long run, it is difficult to maintain records.
- The manpower requirement is huge.
- It is hectic to handle huge transactions.

III. PROPOSED SYSTEM

The mobile application will be used to help students to manage and promote their events. The application can

manage the participant's data and also manages the record of previous events. It helps to make tasks easy for students as well as teachers. It makes assigning different roles to the student members easy. Here users can register for events in which they are interested. E-certificate can also be distributed using this application.

MERITS

- Reduce time for finding a location.
- User-friendly GUI.
- This system is effective and provides the best cost to the user.
- Save time in communication.
- Efficiently manage multiple events.

IV. MODULES DESCRIPTION

A. Admin Login:

Admin can create, delete, and modify an event. Admin can check the employees or volunteers working in an event. Admin can assign new employees.

B. User Login:

Users can log in through the login portal of this event management system website, they can gather information about an event. Users will include volunteers who are willing to work for any of the events. They could log in through the portal and assign an event to them so that they could work as a volunteer.

C. Registration:

In the registration portal, users can register themselves and then can log in through the login portal. Every user has to register before login and have to set a password

so they could access the event management system wherever or whenever they want. Registering will save the login credentials in the database and verify them every time a user logins through the login portal.

D. Users:

In the user module, users could check the availability of an event, book an event, check the venue and timings of an event, and various other information such as the guests, available seats, volunteer requirements, and any other updates regarding an event.
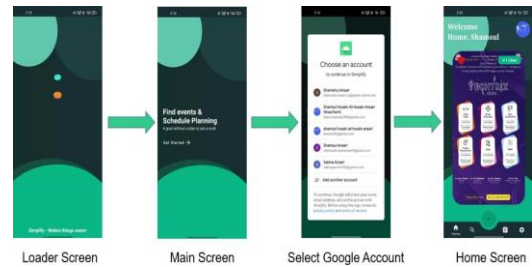
E. Volunteers:

Volunteers can register and log in through the portal and they could check the need for volunteers in different events so they may participate or withdraw any volunteer request if they want. They can get various information about online and offline events such as venue, date, time, etc.

F. Administrator:

The administrator of the portal has complete access to the data and can always open and close registration for an event as per the number of seats or vacancies or passes available. He or she will be able to set a maximum number of entries that can be accepted. It involves understanding the brand, identifying the target audience, designing the event concept, and coordinating the technical aspects before actually releasing the event.
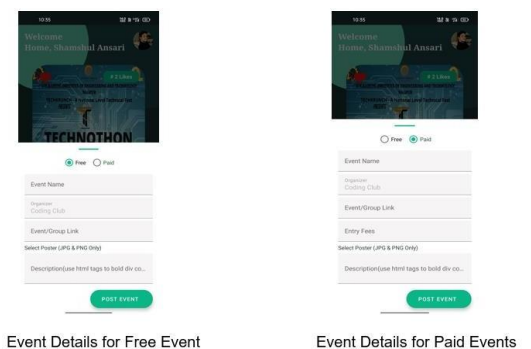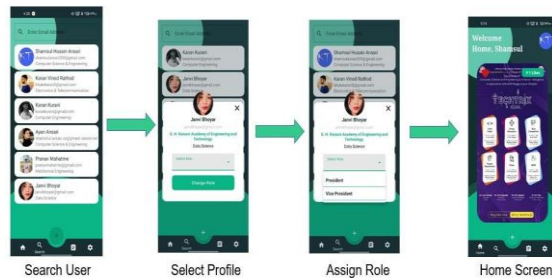
V. SCREENSHOTS

A. Login module

Loader Screen   Main Screen   Select Google Account   Home Screen

B. Registering an event

Home Screen   Event Post   Event Details   Redirect to Event Group or any link related to event

C. Event categories

Event Details for Free Event   Event Details for Paid Events

D. Assigning roles to the members

Search User   Select Profile   Assign Role   Home Screen

VI. RESULT

The event management software was developed with proper planning and guidance. An iterative waterfall model will be used during the development of this project. Planning at each stage will be done properly. The design phase will be fully designed as per protocol. Unit testing of each module and sub-module will be performed. After that the modules and sub-modules will be integrated and integrated testing will be performed. The project is meant to serve the managing purpose for all kinds of events with a complete and easy approach.

VII. CONCLUSION

In this project, we attempted to effectively introduce the concept of an event management system already existing in society. We then explain the concept of online event management systems which are already present. We describe the proposed system and explain the features implemented by our proposed systems. This project can be further refined and extended by introducing new and more innovative features.

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