Event Organization System

A Project presented to the National University in partial fulfillment of the requirement for The degree of Bachelor of Science (Hon's) in Computer Science & Engineering

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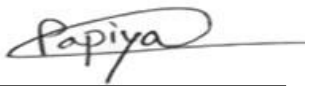
DECLARATION

We pledge that the project work titled "Event Organization System" being submitted in partial fulfillment for the degree of B.Sc. (Hon's) in Computer Science & Engineering is the original work carried out by me. It has not formed the part of any other project work submitted for any degree or diploma, either in this or any other University.

Submitted By



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APPROVAL

The Project "Event Organization System" is submitted to the Department of Computer Science & Engineering, DIIT under National University of Bangladesh in absolute fulfillment of the requirements for the degree of Bachelor of Science (Hon's) in Computer Science and Engineering and approved as to its style and content.

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ABSTRACT

Using the event organization system project, individuals and companies will be able to organize events and post job openings on a web-based platform. The system will allow event organizers to create, manage and promote events, while job seekers can search and apply for job openings. The project will use modern web development technologies and will be designed with user experience in mind. The system will have features such as event and job listings, online registration, payment processing, and communication tools. The project team will work to ensure that the platform is secure, scalable and easily maintainable. The ultimate goal of the project is to provide a seamless experience for event organizers and job seekers, while helping to connect talented individuals with potential employers.

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CHAPTER 01
INTRODUCTION

1.1 Project Introduction:

The Event Organization and Job Portal System provides a quick and easy method for organizing, planning, and implementing large-scale events like festivals, weddings, formal parties, reunions, friend gatherings, family gatherings and anniversaries. Furthermore, it offers a job placement service that enables anyone to apply for a job that suits their preferences, such as part-time or full-time work. By using this software, people can book their preferred restaurants, convention halls, or residences trough online to organize an event. You can search for restaurants near you by logging in or registering on the website. As a result of searching restaurants, once they have chosen a restaurant, they can view all of the services, the time schedule of the restaurant, and make the necessary reservations. As a result of searching restaurants, once they have chosen a restaurant, they can view all of the services, the time schedule of the restaurant, and make the necessary reservations. This software also provides services for small events like 10-15 people. The job portal system is beneficial to creative students who are looking for part-time jobs besides their studies. This organization is not only about helping out event organizations, but it also provides employment to a number of unemployed individuals.

1.2 Project Aims:

The aim of our project is to develop a web-based software system for organizing events according to the customer's preferences in a short period of time without any difficulties. We also want to give unemployed youth employment opportunities.

- It will be a web-based system that can be accessed from anywhere using the internet.
- To provide an easy method that anyone can use without hesitation.
- You can make online bookings to organize at your preferred location from anywhere.
- By using this online platform, customers save time because they don't need to go to individual restaurants or convention halls to host parties.
- It provides a job placement system.

1.3 Objectives:

- Our aim is to create mutually beneficial relationships between customers and users.
- Using this software, any customer or user can find and book any program or event (wedding, birthday, etc.) from the comfort of their own homes.

- Through this software Restaurant Owners and admin of this software can give notice for part-time or full-time jobs.

1.4 Features of our System:

- Manage user module
- Manage Event organizer
- Add Services
- Create Job post
- Venue add
- Create a schedule for event
- Search area wise restaurant
- Book for event
- View services of the software
- Manage Catering services
- Manage Decoration
- Manage Creative panel

1.5 Why We Select This Project:

In today's digital era, even if people want to, they can't hold an event in their homes due to a lack of time and management. People have advanced in technology and with it, the use of technology has increased. Through our organization and job portal system, you can organize events at the venue of your choice from anywhere. This will save the customer time. A beautiful party can be organized without any hassle. Running such an organization requires a lot of manpower. Therefore, we have here a job portal system where anyone can apply for the job posts according to their qualifications and work with us. That’s why we chose this project.

1.6 Limitation of Our Project:

- Payment Gateway System: At the beginning, we are launching our site for only for the internal using of our country, Bangladesh. Aftermarket research, if we feel necessity & international need of this service, we will integrate gateway system in our website on the next update.
- Accessing this application always requires an internet connection.

1.7 SDLC:

While all software projects have to be professionally manned and developed, different techniques are appropriate for different types of system For example, games should always be developed using a series of prototypes whereas safety critical control system require a complete and analyzable specification to be developed. You can't, therefore, say that one method is better than another. One of the basic notions of the software development process in SDLC models which stand for Software Development Life Cycle models. The most used, important SDLC models are:

1. Waterfall model
2. Incremental Model
3. Iterative
4. Spiral Model
5. V-Shaped Model
6. Agile Model

For this particular project I've used Agile Method as it is more users friendly and easy to handle.

1.7.1 Necessity of SDLC:

Software developers follow some methodology which is step wise process to develop a project involving usage of programming language for a particular solution[3]. It includes examining, designing, & Developing, testing, documenting. Implementing, and evaluating the complex subject of software engineering. Developers always try to reduce the risks. The longer a project runs, the more risk remains for getting bugs. That is why we need to follow some procedures that make our works easier and less risky. It's known as SDLC and that's why it necessary.

1.7.2 Software Development Life Cycle for Our Project:

There are a number of SDLC methods renowned for regular development. As project can't be completed in one phase rather we need to develop it primarily and then it'll gradually learn we'll keep developing it for making it better, we're going to use Agile Method.

1.8 Agile Method:

Agile software development describes a set of principles for software development under which requirements and solutions evolve through the collaborative effort of self-organizing cross-functional teams. It advocates adaptive planning, evolutionary development, early delivery, and continuous improvement, and it encourages rapid and flexible response to change. These principles support the definition and continuing evolution of many software development methods.

If we relate with the term 'agile' we can easily understand where it should be used. It can be implemented in all types of projects but its essence can only be extracted if we use it on bigger and complex projects. We can use agile when we can actually implement it for the success of the project or the nature of the project requires it Agile should not be used just as a run away from waterfall.[1]

We can use agile where the collaboration is highly important for the success of the project, where we have long term goals and no bound on the requirements, and agile can be well utilized where we have great power of either utilizing time as much as we want or resource as much as we want.

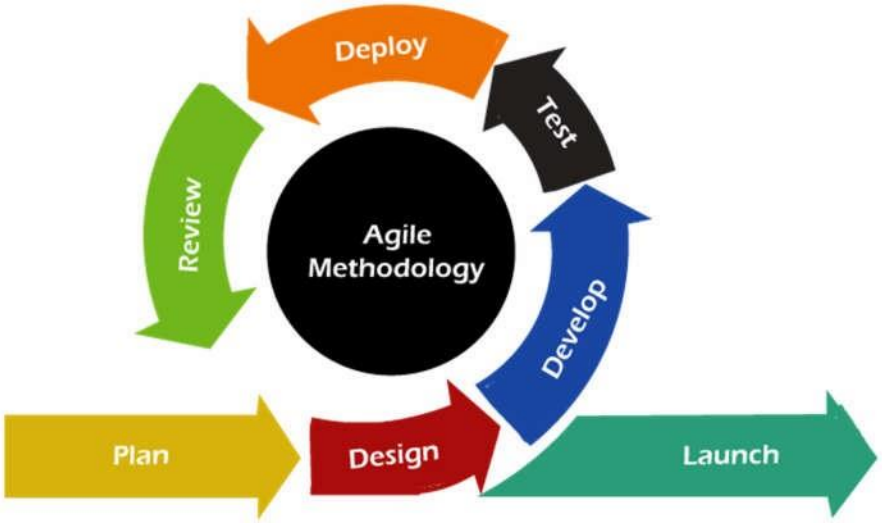


Figure 1.8: Agile Model

allows providing a better output, more quickly, through short and interactive sessions/sprints.

In the era of digital transformation, where many organizations are migrating to a digital workplace, the agile methodology suits perfectly in companies that are looking to transform the way in which projects are managed and the way they operate as a whole.

1.8.2 Disadvantages of Agile:

Method The disadvantages of Agile methodology make clear that it's not for everyone Mitigating the disadvantages of agile methodology requires taking more of a Lean approach by emphasizing. Delivering value through a quality end product rather than simply delivering a working product managing a clear process for delivering that product, not an uncertain route determined along the way. Needs special skills for the team and documentation is done at later stages

1.8.3 Why We Use Agile Method:

Agile development model is also a type of Incremental model. Software is developed in incremental, rapid cycles. This results in small incremental releases with each release building on previous functionality. Each release is thoroughly tested to ensure software quality is maintained. It is used for time critical applications. Extreme Programming is currently one of the most well-known agile development life cycle model.

CHAPTER 2
BACKGROUND STUDY

2.1 Background of This Project:

A truly comprehensive event management system will allow users and organizers to access and manage all aspects of an event, including registration, marketing, engagement, integrations, physical planning and preparation, reporting and analytics, and more.

Events are happening all the time through in-house or third parties and vendors. When these events take place, it is critical to use an event management system that offers full control and planning capabilities to ensure activities happen on time, in accommodating spaces and keeping in mind the safety of every attending. A comprehensive event solution will allow event planners to book large-scale events, communicate with service providers, and maintain a single source of record for repeatable, measurable events.

So, the main aspect of this project will be to make an enjoyable and secure event without any hassle for the customers and to provide employment for the unemployed youth.

2.2 Problem with the Current System:

- **Lack of user-friendlines**: Many software programs are designed with complex user interfaces and features that can be difficult for non-technical users to understand and operate.
- **Cost** : Small businesses and individuals may be unable to afford software development and licensing costs.
- **Maintenance**: Updating and maintaining software as it ages may be time-consuming and costly.

2.3 The Solution of the Problem:

- **Improves user interface design**: A simpler and more intuitive user interface can make software more user-friendly.
- **Enhanced Security measures**: Data and personal information can be protected from unauthorized access by developers by implementing stronger security measures.
- **Streamlined Maintenance**: The development of more stable and reliable systems can reduce the frequency of software updates and maintenance.

2.4 Methodology:

Methodology is a set of rules, method and principles that make a guideline to the developers to develop in a systematic way. In software development, there are methodology. Every methodology is different by steps and systematic way. There are some methodologies.

They are given in the below:

a) Agile Software Development
b) Incremental Model
c) Systems Development Model (DSDM)
d) V Shape Model
e) Feature Driven Development (FDD)
f) Rapid Application Development (RAD)
g) Rational Unified Process (RUP)
h) System Development Life Cycle (SDLC)
i) Waterfall Model

Though there are many methodologies in system development, we Methodologies for our flexibility and applies a level of pragmatism.

2.5 Why have We Chosen Agile?

The agile method anticipates change and allows for much more flexibility than traditional methods. Clients can make small objective changes without huge amendments to the budget or schedule. This Method saves money and time because the tests and approves the product at each step of development.

2.6 Feasibility Study:

Feasibility study refers the viability of project in different terms. This stage ensures if the proposed project is viable in technical and business perspective. Usually feasibility study is an analysis step that determines if the proposed project is feasible in different aspects. This analysis stage helps to define the project feasibility if it is technically, operationally, socially, economically and ethically feasible.

2.6.1 Technical Feasibility Study:

Technical feasibility refers if the identified project can be made efficiently with required functionality. It evaluates the whole process how information will deliver on this project. Also evaluate if the organization is available to make this project. Following matter will follow on feasibility,

a) No error is occurred on different functionality when occurred.

b) As the project is platform independent, so it should run on a different platform and on a different device.

So, it can be said, our project is technically feasible.

2.6.2 Operational Feasibility Study:

This term evaluate if the project is solve all the functionality effectively. How well it performs the functionality to avoid error and how efficiently it easily replaced the paper based system.

My system can easily utilize, support and perform all the functionality efficiently. Administrator can easily store the products and user can easily perform their required take a service.

2.6.3 Economically Feasibility:

This stage is undertaken to understand if the project is within budget and can make business benefits. I think the proposed project is economically feasible. The reasons are given below

Cost of development: Hire developers, purchase development tools and software, and other expenses associated with software development contribute to software development costs.

Potential benefits: In addition to improving efficiency, productivity, and customer service, software development can also increase revenue and profitability.

Market Demand: The demand for the software and the size of the target market are important considerations

Competition: Consider the competitive landscape, as well as the number, pricing, and market share of the existing software solutions.

CHAPTER 3
SYSTEM SPECIFICATION

3.1 Hardware Requirements

- Processor: Core i3 or upper
- Ram: 2GB or upper
- Hard Drive: 128GB or upper

3.2 Software Requirements

- IDE: Visual Studio Code
- UI: HTML5, CSS3, Javascript, Bootstrap 5
- Backend Language: PHP
- Framework: Laravel
- Database: MySQL
- Web-browser: Google Chrome, Firebox, Safari and other HTML5 supported browser

3.3 Functional Requirements

- Admin can maintain whole system
- Admin can maintain Users
- Admin can maintain Services
- Admin can maintain Event Organizer

3.4 Non Functional Requirements

- System should be maintainable
- System should be reliable, Secured, Effective
- System should be able to perform faster

3.5 Platform

Web based application refers to any program that is accessed over a network using HTTP. Web based application often run inside a web browser. We can often say that web based application are user based as we can download some part of the application to view it on the desktop. But we cannot make any kind of changes to them. To make any changes we have to open the web browser. Web based applications are also known as web apps.

3.6 HTML5

HTML5 (Hypertext Markup Language 5) is the latest version of the HTML standard that was first released in 2014 by the World Wide Web Consortium (W3C). It is a markup language that is used to structure and present content on the web, including text, images, videos, and other multimedia elements.

HTML5 includes several new features and improvements over previous versions of HTML, including:

Improved multimedia support: HTML5 includes native support for audio and video playback, eliminating the need for third-party plugins like Flash.

Canvas element: The canvas element allows developers to create dynamic graphics and animations directly within HTML5 pages without the need for plugins or external software.

Improved form controls: HTML5 includes new and improved form controls, such as date pickers, sliders, and input types for email and URL fields.

Better semantics: HTML5 introduces new semantic tags, such as header, footer, and section, that help structure web pages in a more meaningful way, making them easier to read and understand by both humans and search engines.

Improved mobile support: HTML5 includes features such as responsive design, which allows websites to adapt to different screen sizes and devices, making them more mobile-friendly.

Overall, HTML5 is a powerful and flexible language that is designed to make it easier for developers to create rich, interactive web applications and multimedia content that can be easily accessed and consumed by users on any device. Its new features and improvements have helped to modernize web development, making it more efficient, accessible, and user-friendly.

3.7 CSS3

CSS3 (Cascading Style Sheets 3) is the latest version of the CSS standard that was first released in 1999 by the World Wide Web Consortium (W3C). It is a style sheet language that is used to describe the presentation of HTML and XML documents, including their layout, typography, and visual appearance.CSS3 includes several new features and improvements over previous versions of CSS, including:

Responsive design: CSS3 includes features such as media queries, which allow developers to create responsive designs that can adapt to different screen sizes and devices.

Advanced typography: CSS3 includes new and improved typography features such as text shadow, font-face, and text wrapping that help to enhance the visual appeal of web pages.

Animations and transitions: CSS3 includes support for animations and transitions, which allow developers to create dynamic and engaging web content.

Flexbox and grid layout: CSS3 includes new layout features such as flexbox and grid layout, which make it easier to create complex and flexible page layouts.

Advanced selectors: CSS3 includes advanced selectors such as: nth-child, :not, and

:focus-within, which allow developers to target specific elements in their designs more easily.

Overall, CSS3 is a powerful and flexible language that is designed to enhance the visual appeal and functionality of web pages. Its new features and improvements have helped to modernize web design, making it more efficient, flexible, and user-friendly. By using

CSS3 in combination with HTML5 and JavaScript, developers can create engaging and dynamic web applications that provide a seamless user experience.

3.8 PHP

PHP (Hypertext Preprocessor) is a widely-used open-source server-side scripting language that is specifically designed for web development. It was originally created by Rasmus Lerdorf in 1994 and has since become one of the most popular programming languages for web development.

PHP is a powerful language that is used to create dynamic web pages and web applications that can interact with databases and other server-side technologies. PHP code is executed on the server-side, meaning that it can generate HTML, CSS, and other content that is sent to the client-side for display in a web browser.

One of the key features of PHP is its ease of use and flexibility. It is a high-level language that is easy to learn and has a simple syntax, making it accessible to both novice and experienced developers. Additionally, PHP can be used on various operating systems such as Windows, macOS, Linux, and Unix.

Another advantage of PHP is its large community of developers who constantly create and maintain open-source libraries and frameworks that can be used to speed up development time and enhance functionality.

Overall, PHP is a powerful and versatile programming language that is well-suited for web development. Its ease of use, flexibility, and large community of developers make it a popular choice for building dynamic websites and web applications.

3.9 Laravel

Laravel is a PHP-based web framework for building high-end web applications using its significant and graceful syntaxes. It comes with a robust collection of tools and provides application architecture. Moreover, it includes various characteristics of technologies like ASP.NET MVC, CodeIgniter, Ruby on Rails, and many more. This framework is an

open-source framework. It facilitates developers by saving a lot of time and helps reduce thinking and planning to develop the entire website from scratch.

Along with that, the application's security is also taken care of by Laravel. So all its features can increase the speed of web development for you. If you are familiar with intermediate PHP scripting and PHP basics, Laravel can prepare your work more efficiently.

The current version of Laravel is 10x, a stable release released on February 8, 2023.

3.10 MySQL

MySQL is an open-source relational database management system (RDBMS).Its name is a combination of "My", the name of co-founder Michael Widenius's daughter My,[and "SQL", the acronym for Structured Query Language. A relational database organizes data into one or more data tables in which data may be related to each other; these relations help structure the data. SQL is a language programmers use to create, modify and extract data from the relational database, as well as control user access to the database. In addition to relational databases and SQL, an RDBMS like MySQL works with an operating system to implement a relational database in a computer's storage system, manages users, allows for network access and facilitates testing database integrity and creation of backups.

MySQL is free and open-source software under the terms of the GNU General Public License, and is also available under a variety of proprietary licenses. MySQL was owned and sponsored by the Swedish company MySQL AB, which was bought by Sun Microsystems (now Oracle Corporation).In 2010, when Oracle acquired Sun, Widenius forked the open-source MySQL project to create MariaDB.

MySQL has stand-alone clients that allow users to interact directly with a MySQL database using SQL, but more often, MySQL is used with other programs to implement applications that need relational database capability.

3.11 VS Code

Visual Studio Code is a lightweight but powerful source code editor which runs on your desktop and is available for Windows, macOS and Linux. It comes with built-in support for JavaScript, TypeScript and Node.js and has a rich ecosystem of extensions for other languages (such as C++, C#, Java, Python, PHP, Go) and run times (such as .NET and Unity). Visual Studio Code is a source code editor that can be used with a variety of programming languages, including Java, JavaScript, Go, Node.js and C++. Instead of a project system it allows users to open one or more directories, which can then be saved in workspace for future reuse. This allows it to operate as a languageagnostic code editor for any language, contrary to Microsoft Visual Studio which uses the proprietary. In solution file and project-specific project files. It supports a number of programming languages and a set of features that differs per language. Unwanted files and folders can be excluded from the project tree via the settings. Many of Visual Studio Code features are not exposed through menus or the user interface, but can be accessed via the command palette. Visual Studio Code can be extended via extensions, available through a central repository. This includes additions to the editor and language support. A notable feature is the ability to create extensions that add support for new languages, themes, debuggers, perform static code analysis, add code linters, using the Language Server Protocol and connect to additional services. Visual Studio Code includes multiple extensions for FTP, allowing the software to be used as a free alternative for web development. Code can be synced between the editor and the server, without downloading any extra software. Visual Studio Code allows users to set the code page in which the active document is saved, the newline character for Windows/Linux, and the programming language of the active document. This allows it to be used on any platform, in any locale, and for any given programming language.

3.12 POSTMAN

Postman is a collaboration platform for API development. It is use to design, build, and test APIs. It is an API(application programming interface) development tool which helps to build, test and modify APIs. Almost any functionality that could be needed by any developer is encapsulated in this tool. It is used by over 5 million developers every month

to make their API development easy and simple. It has the ability to make various types of HTTP requests(GET, POST, PUT, PATCH), saving environments for later use,

3.13 API

Application programming interface (API) is a set of subroutine definitions, protocols, and tools for building application software. In general terms, it is a set of clearly defined methods of communication between various software components. A good API makes it easier to develop a computer program by providing all the building blocks, which are then put together by the programmer. An API may be for a web based system, operating system, database system, and computer hardware or software library. An API specification can take many forms, but often includes specifications for routines, data structures, object classes, variables or remote calls. POSIX, Microsoft Windows API, the C++ Standard Template Library and Java APIs are samples of different forms of APIs. Documentation for the API is usually provided to facilitate usage Just as a graphical user interface makes it easier for people to use programs, application programming interfaces make it easier for developers to use certain technologies in building applications. By abstracting the underlying implementation and only exposing objects or actions the developer needs, an API simplifies programming. While a graphical interface for an email client might provide a user with a button that performs all the steps for fetching and highlighting new emails, an API for file input/output might give the developer a function that copies a file from one location to another without requiring that the developer understand the file system operations occurring behind the scenes.

CHAPTER 4
DESIGN OF PROPOSED SYSTEM

4.1 Design Overview

First step of building a software is to design it on the basis of a design pattern. Here we use the MVC design pattern to design our software. Model View Controller is the most commonly used design pattern. Developers find it easy to implement this design pattern. Following is a basic architecture of the Model View Controller –[2]

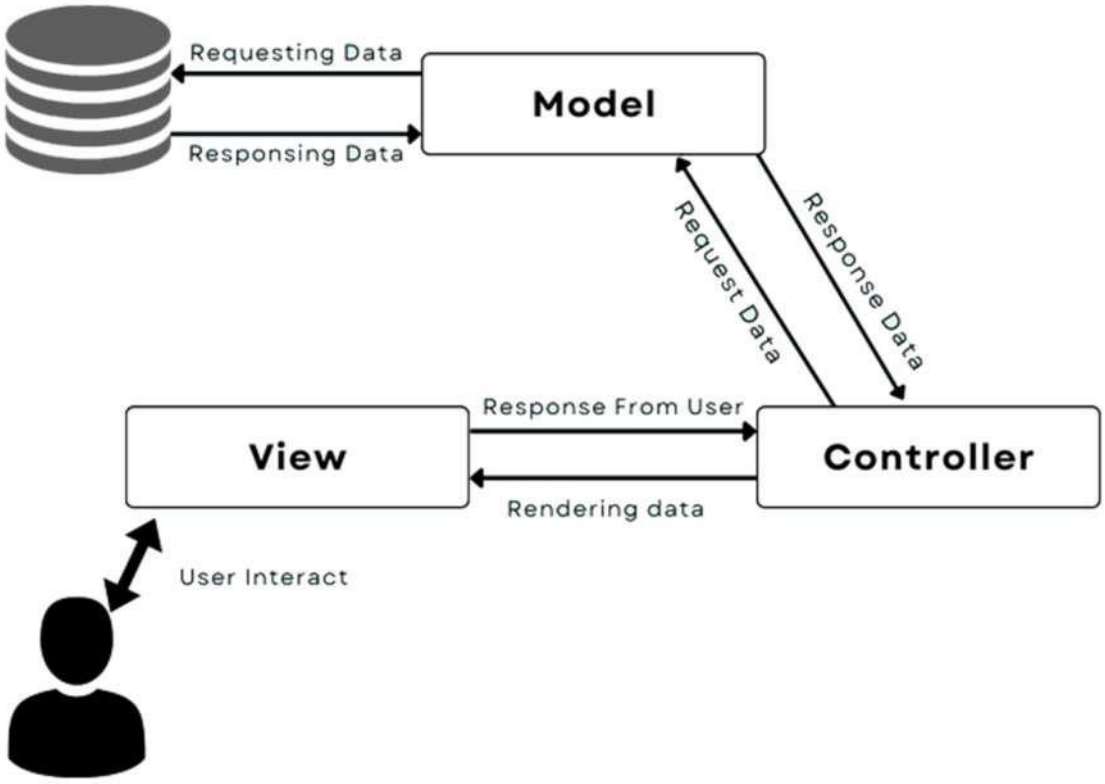


Figure 4.1: MVC Pattern

Let us now see how the structure works.

Model

It consists of pure application logic, which interacts with the database. It includes all the information to represent data to the end user.

View

View represents the HTML files, which interact with the end user. It represents the model's data to user.

Controller

It acts as an intermediary between view and model. It listens to the events triggered by view and queries model for the same.

4.2 Module Description

We have separated the software into different modules like user, transactions, post these all modules have different tasks in the system. "User" module will handle all the process of registration, login, validation, role checking of the system. This module will interact with the user_table of the database. "Transaction" module is used to handle the transactions between traders and importers, validation of data. This module will interact with the user_table, transaction_table of the database. "Post" module is for traders to post updated price of commodities and for people to vote and verify the process. This module will interact with the user_table, product_table, vote_table of the database.

4.3 Design Issues

The framework navigation can be complex because it introduces new layers of abstraction and requires users to adapt to the decomposition criteria of MVC. Knowledge on multiple technologies becomes the norm. Developers using MVC need to be skilled in multiple technologies.

4.4 Workflow Diagram

A Workflow diagram provides a graphic overview of the business process. Using Standardized symbols and shapes, the workflow shows step by step how your work is completed form start to finish. It also shows who is responsible for the work at what point in the process. Designing a workflow involves first conduction a through workflow analysis, which can expose potential weakness.

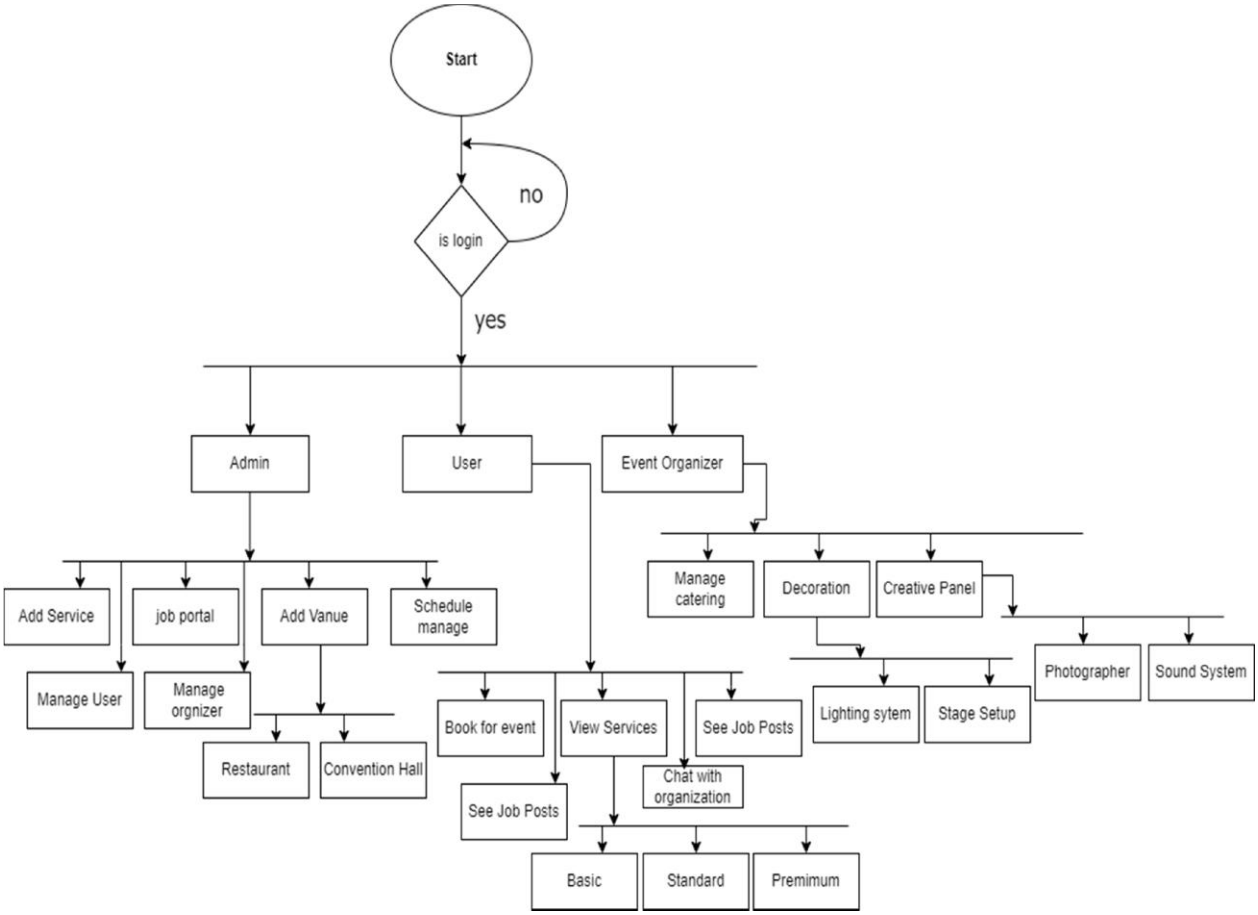


Figure 4.4: Workflow Diagram

4.5 Flowchart

A flowchart is a type of diagram that represents a workflow or process. A flowchart can also be defined as a diagrammatic representation of an algorithm, a step-by-step approach to solving a task. The flowchart shows the steps as boxes of various kinds, and their order by connecting the boxes with arrows.

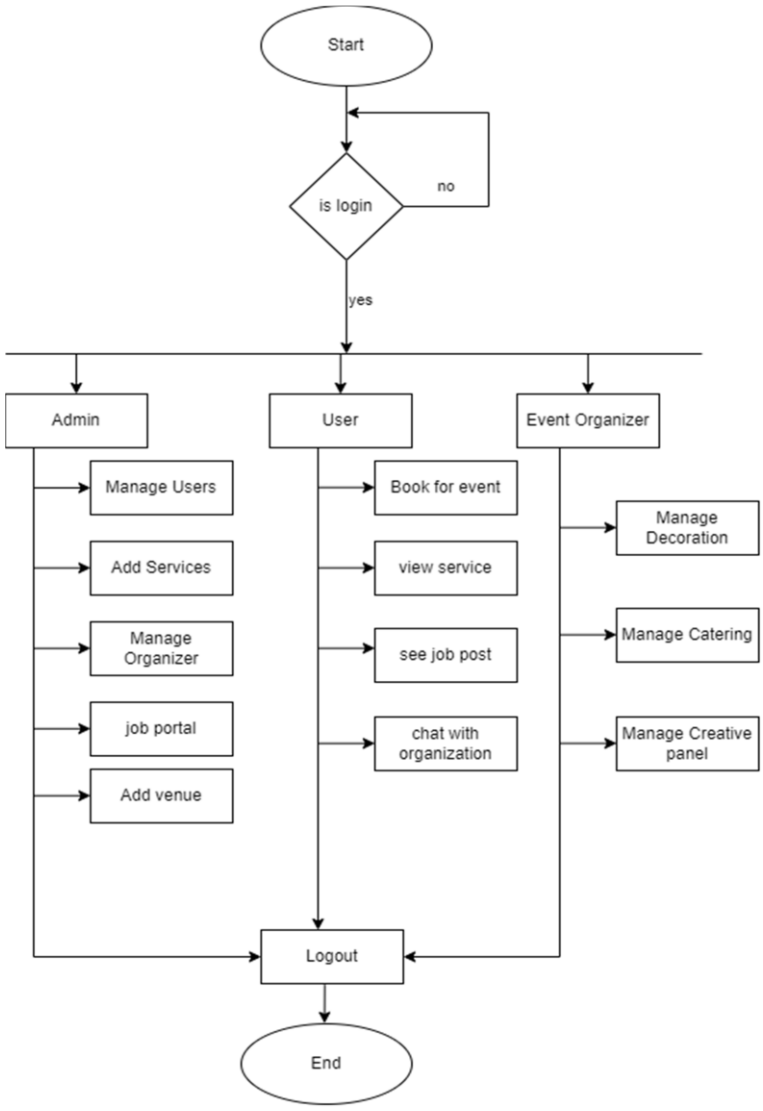


Figure 4.5: Flowchart

4.6. Use Case Diagram

Use case diagram is a methodology that used as system development. It is used to clarify, identify and organize requirements of a system. Which user performs which role, is the main concern of this diagram. Actor is used to define who is using the system and the use case that means what task they can do. Actor and use case are linked with direct association.

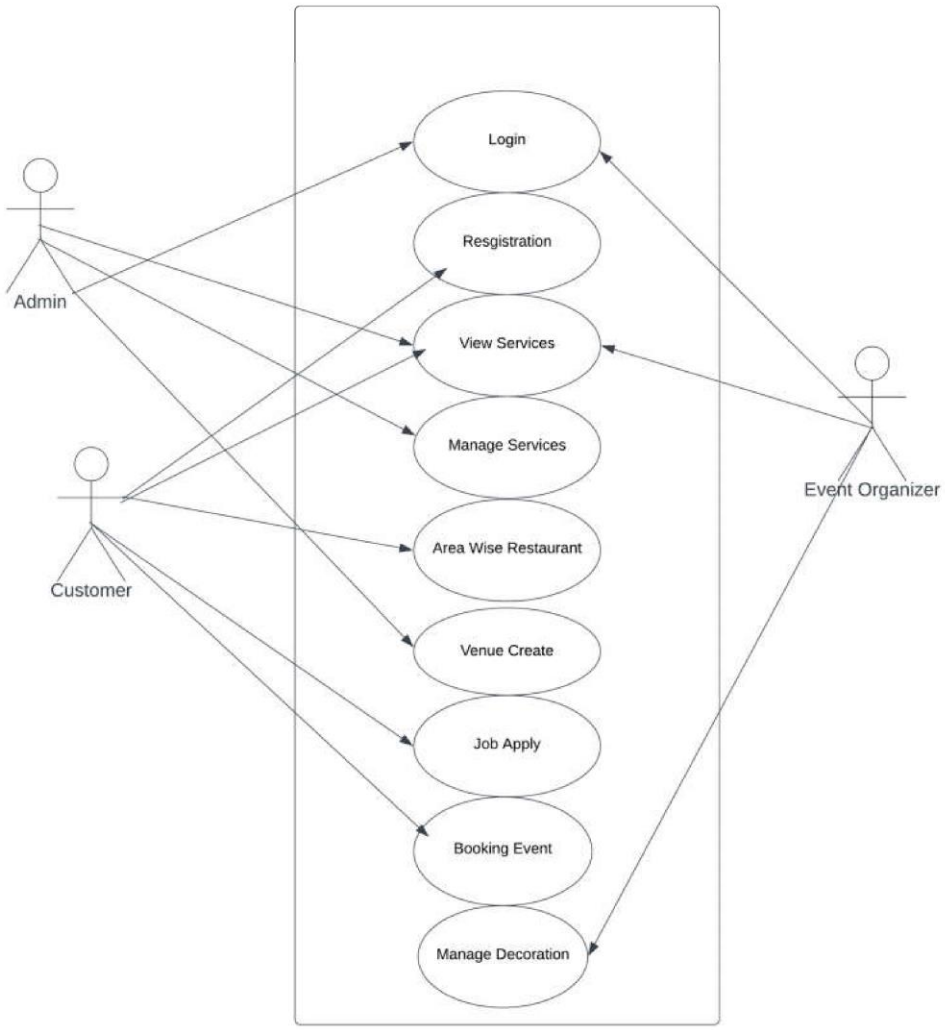


Figure 4.6: Use Case Diagram

4.7 Activity Diagram

An activity diagram is a behavioral diagram i.e. it depicts the behavior of a system. Activity Diagrams describe how activities are coordinated to provide a service which can be at different levels of abstraction. Typically, an event needs to be achieved by some operations, particularly where the operation is intended to achieve a number of different things that require coordination, or how the events in a single use case relate to one another, in particular, use cases where activities may overlap and require coordination. It is also suitable for modeling how a collection of use cases coordinate to represent business workflows.

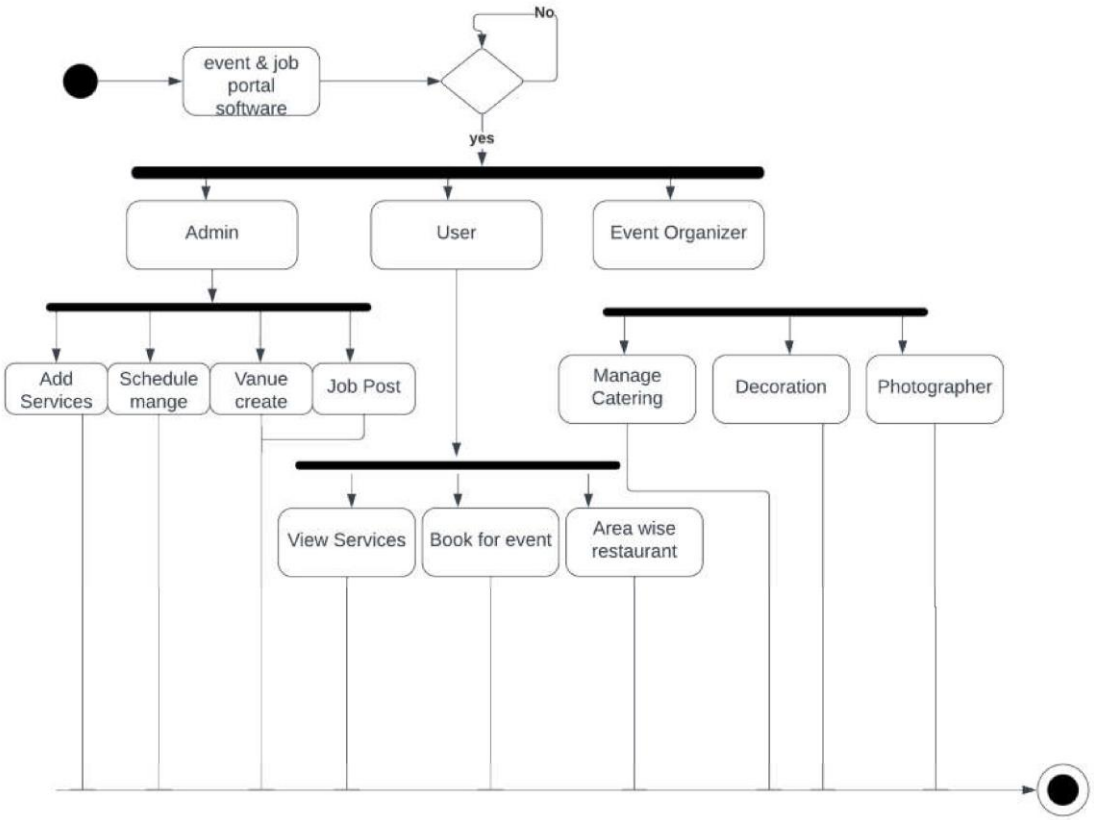


Figure 4.7: Activity Diagram

4.8 Entity Relationship Diagram

Entity relationship diagram is a data model technique that constructed to define entities used in a system. ER Diagram or ER model, is a type of structural diagram for use in database design. An ERD contains different symbols and connectors that visualize two important information: The major entities within the system scope, and the inter-relationships among these entities.

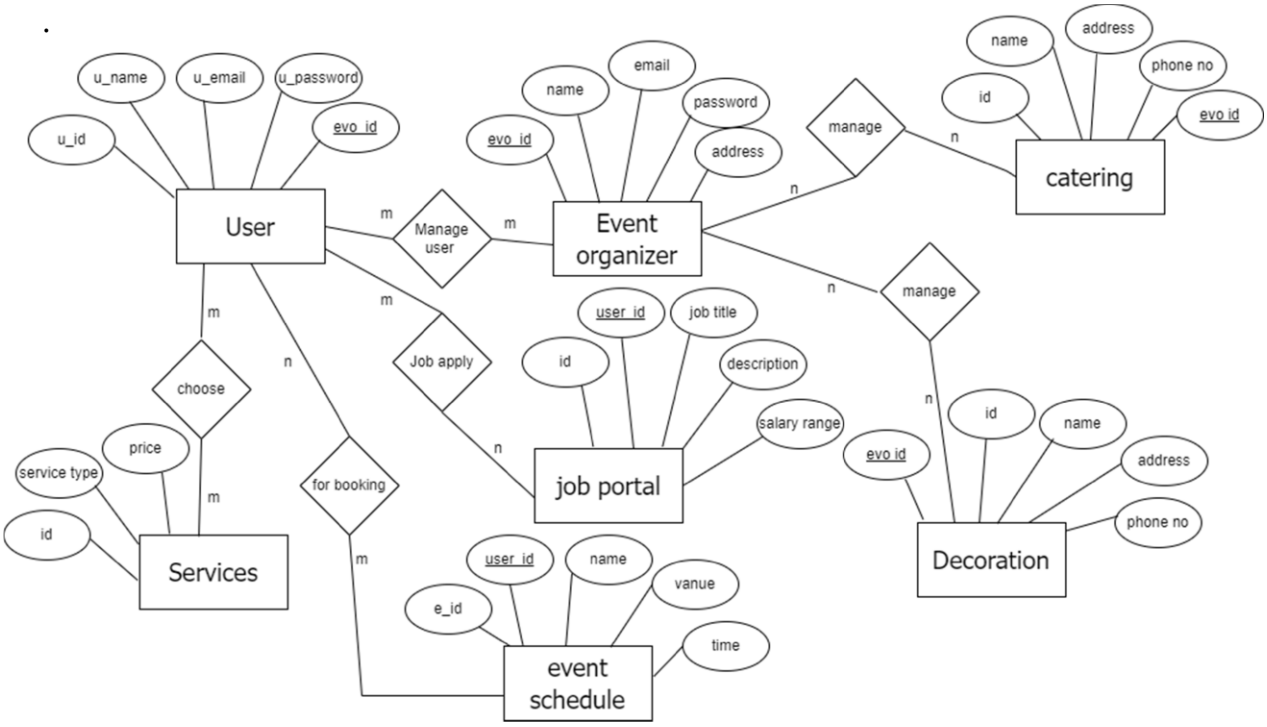


Figure 4.8: Entity Relationship Diagram

4.9 Data Flow Diagram (DFD)

A data flow diagram (DFD) is a diagram that describes the flow of data and the process that change data throughout a system It's a structured analysis and design tool that can be used for flow charting in place of or in association with information. The DFD reviews the current system, prepare input and output specification, specifies the implementation plan etc. Using any convention's DFD rules or guidelines, the symbols depict the four components of data flow diagrams.

- **External Entity**: An outside system that sends or receives data, communicating with the system being diagrammed. They are the sources and destinations of information entering or leaving the system. They might be an outside organization or person, a computer system or a business system. They are also known as terminators, sources and sinks or actors. They are typically drawn on the edges of the diagram.

- **Process**: Any process that changes the data, producing an output. It might perform computations, or sort data based on logic, or direct the data flow based on business rules. A short label is used to describe the process, such as "Submit payment."

- **Data Store**: Files or repositories that hold information for later use, such as a database table or a membership form. Each data store receives a simple label, such as “Orders”.

- **Data Flow**: The route that data takes between the external entities, processes and data stores. It portrays the interface between the other components and is shown with arrows, typically labeled with a short data name, like “Billing details."

4.9.2 DFD Level 0

A context diagram is a top level (also known as “Level 0”) Data flow diagram. It only contains one process note(“process 0”) that generalizes the function of the entire system in relationship to external entites. Draw data flow diagrams can made in several nested layers.

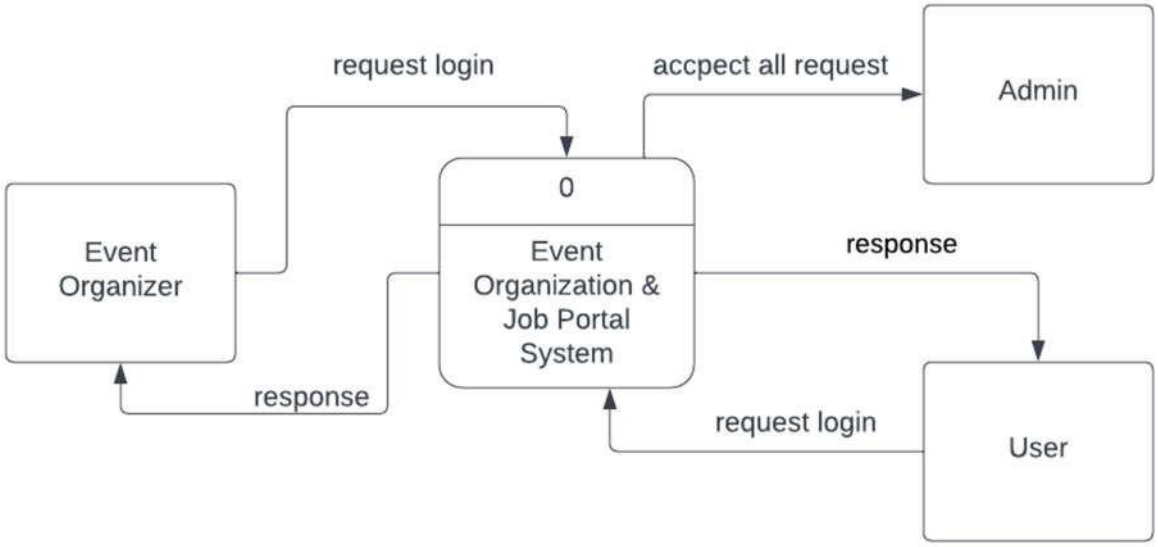


Figure 4.9.1: DFD Level 0

4.9.2 DFD Level 1

Level 1 DFD's are still a general overview, but they go into more detail than a context diagram. In a level 1 data flow diagram, the single process node from the context diagram is broken down into sub processes. As these processes are added, the diagram will need additional data flows and data stores to link them together.

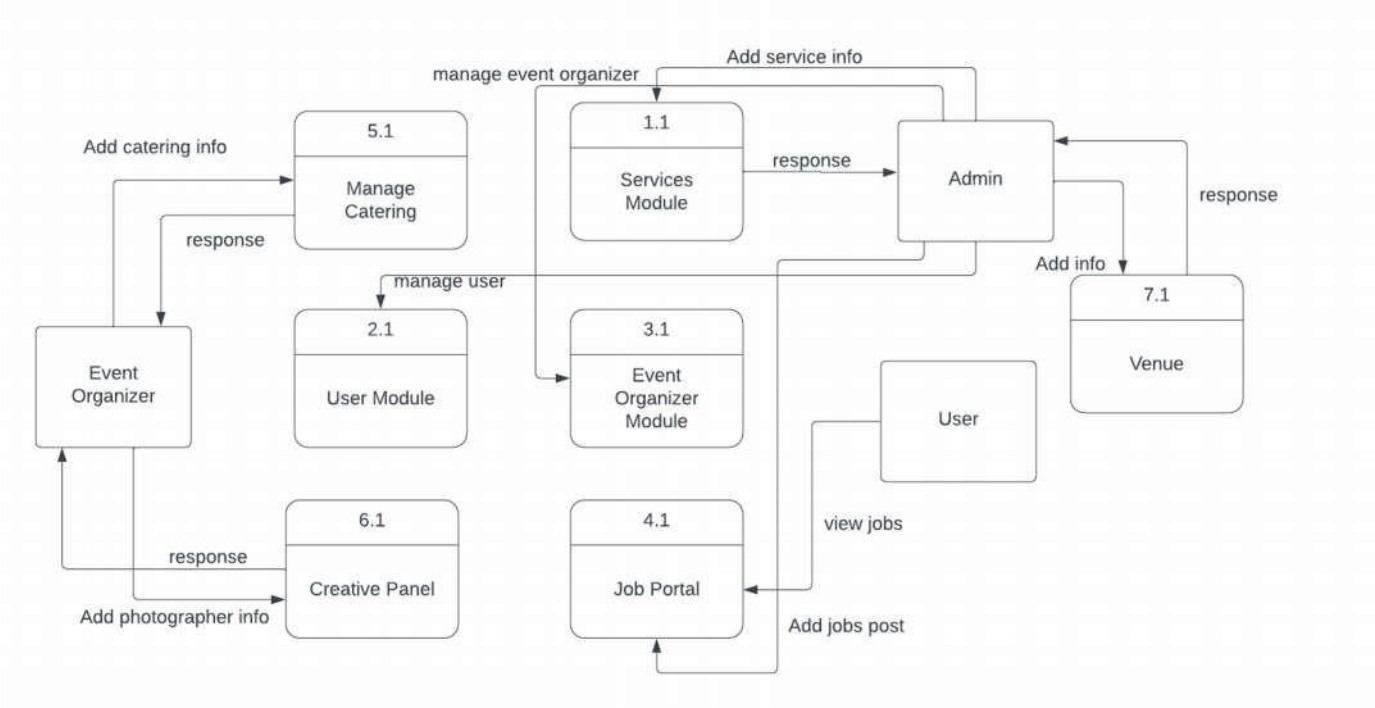


Figure 4.9.2: DFD Level 1

4.9.3 DFD Level 2

A level 2 data flow diagram (DFD) offers a more detailed look at the processes that make up an information system than a level 1 DFD does. It can be used to plan or record the specific makeup of a system

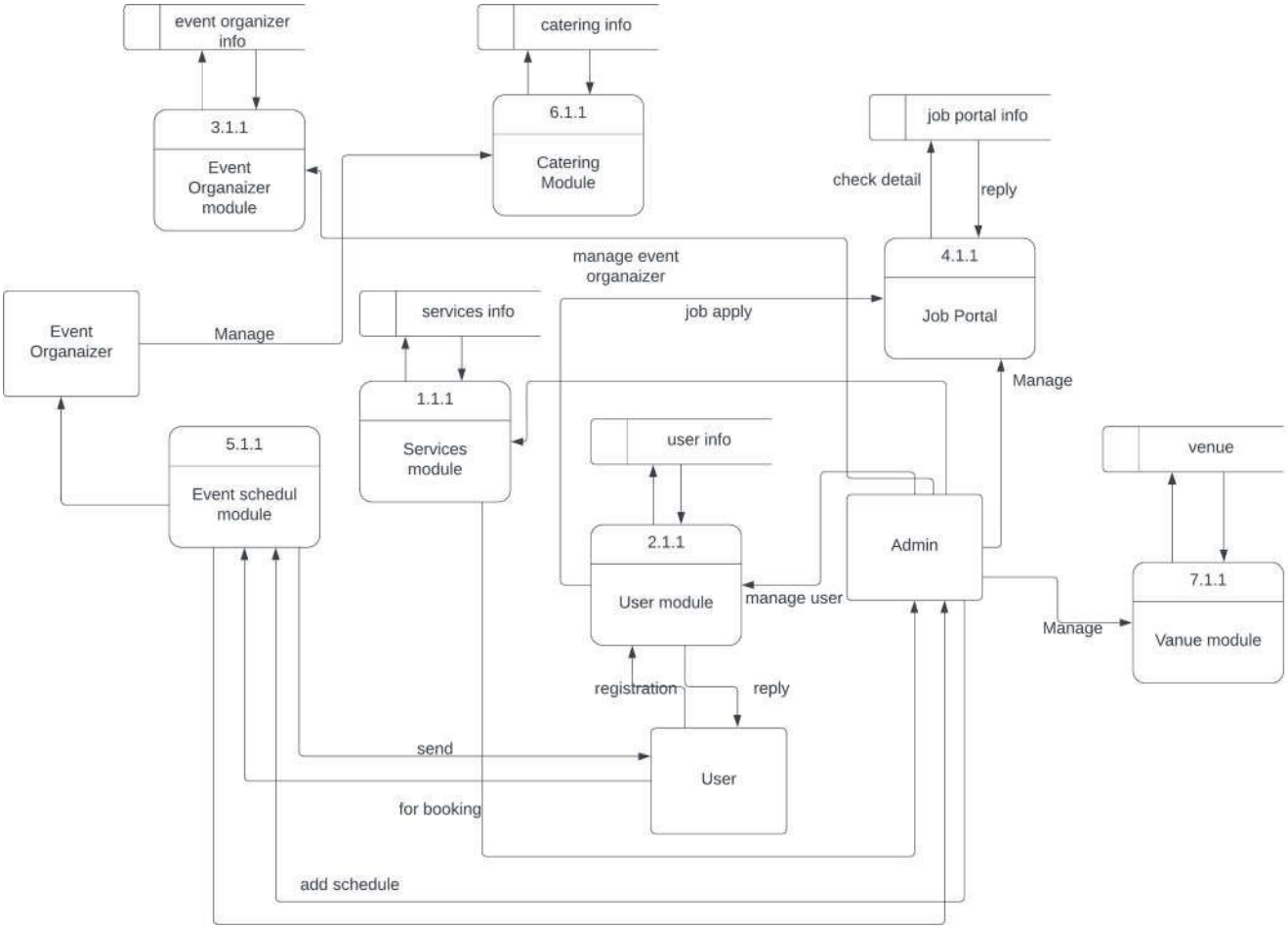


Figure 4.9.3: DFD Level 2

4.10 Sequence Diagram

A sequence diagram is a type of interaction diagram because it describes how—and in what order - a group of objects works together. These diagrams are used by software developers and business professionals to understand requirements for a new system or to document an existing process.

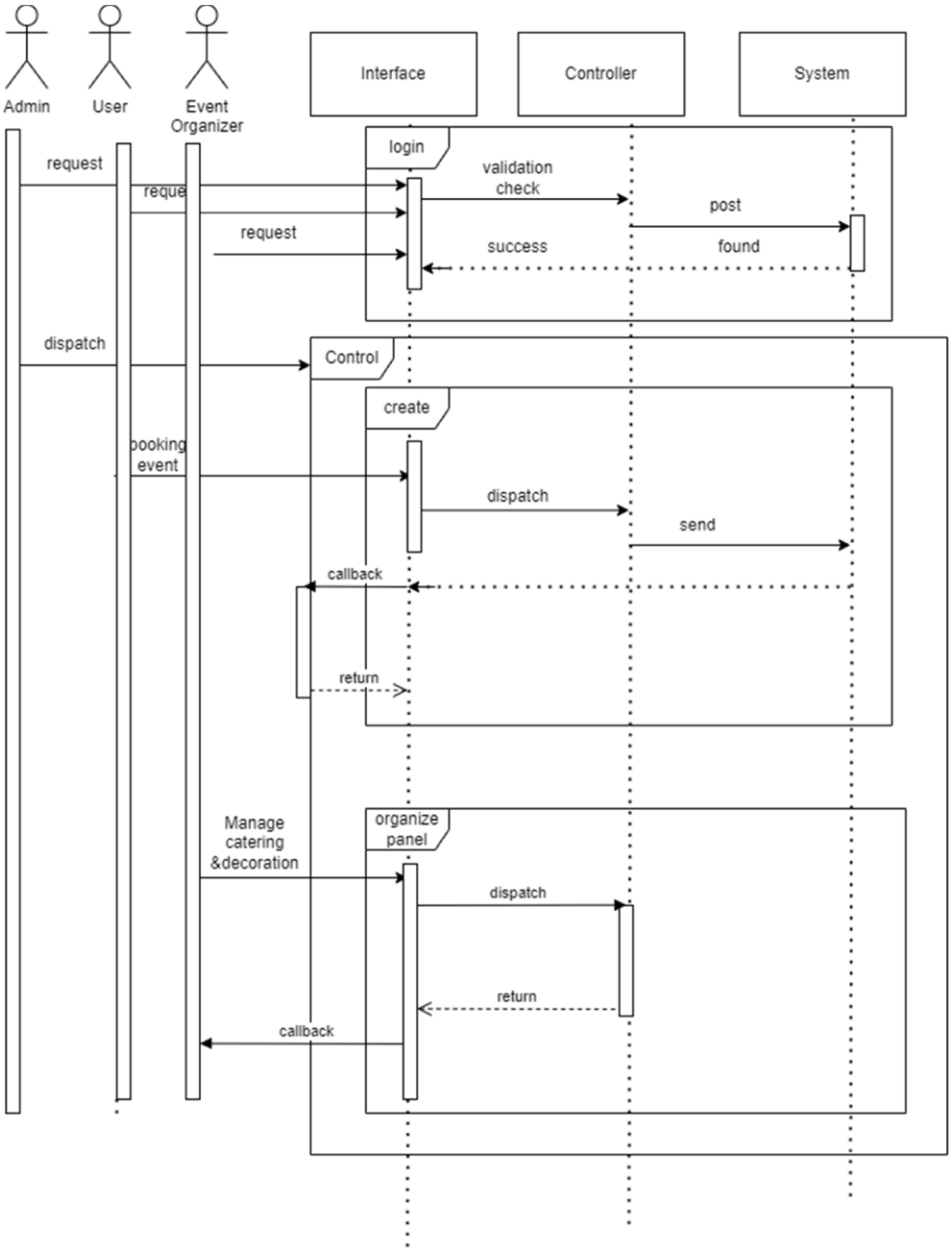
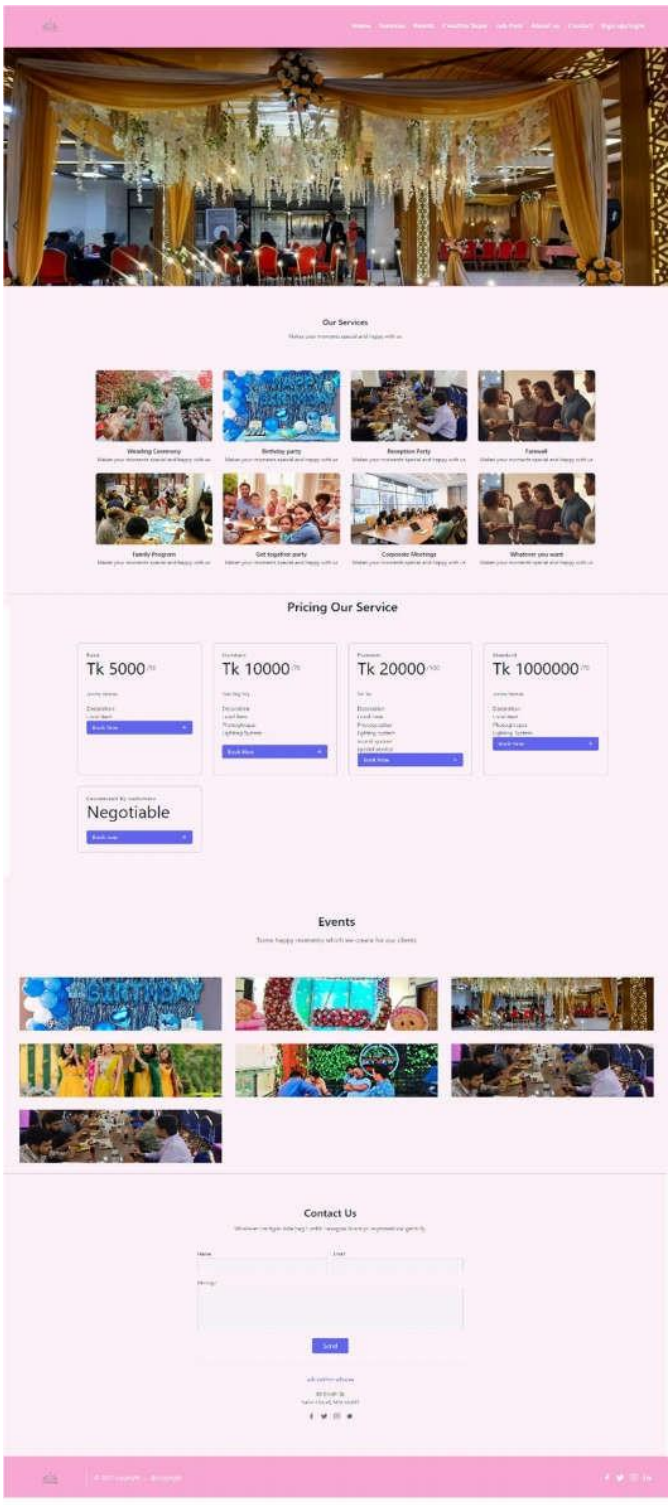


Figure 4.10: Sequence Diagram

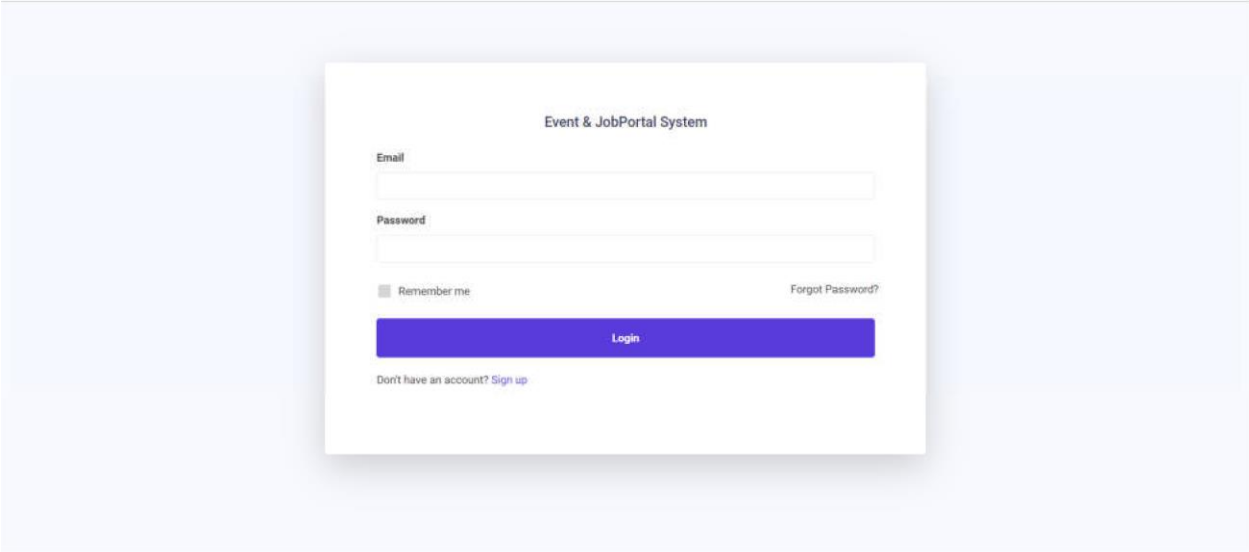
CHAPTER 05
IMPLEMENTATION

5.1 Landing Page

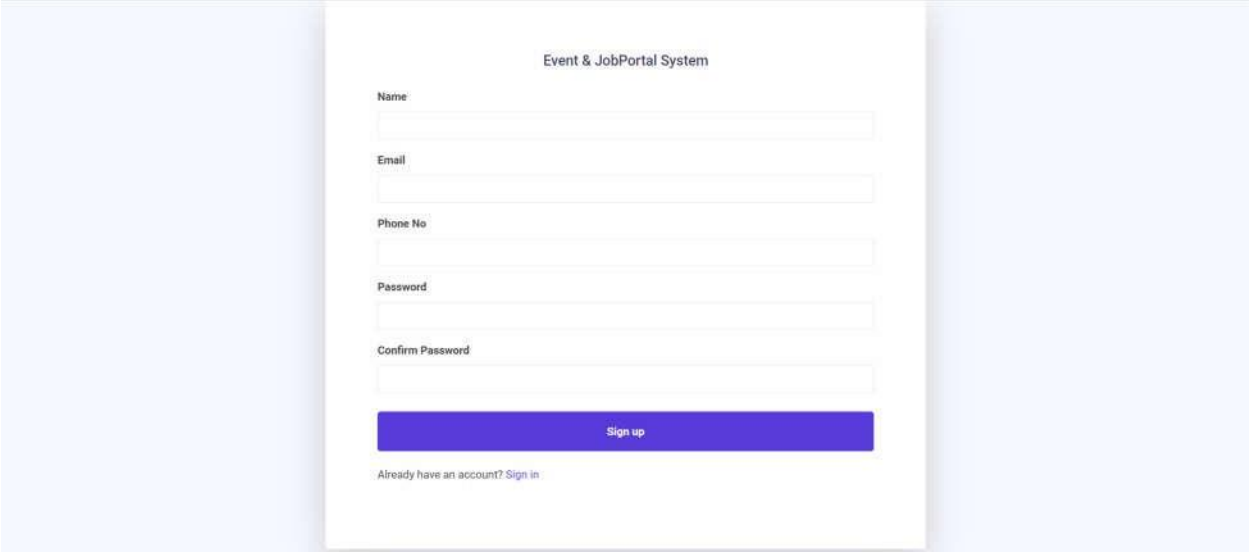


5.2 Common Features

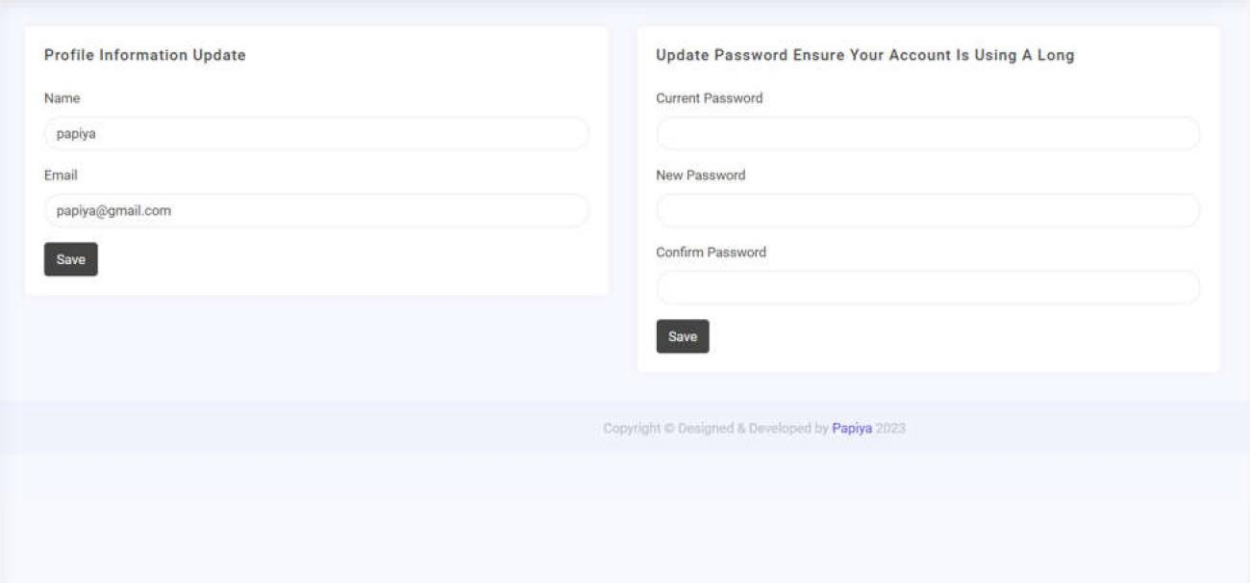
5.2.1 Sign in Form



5.2.2 Sign up Form



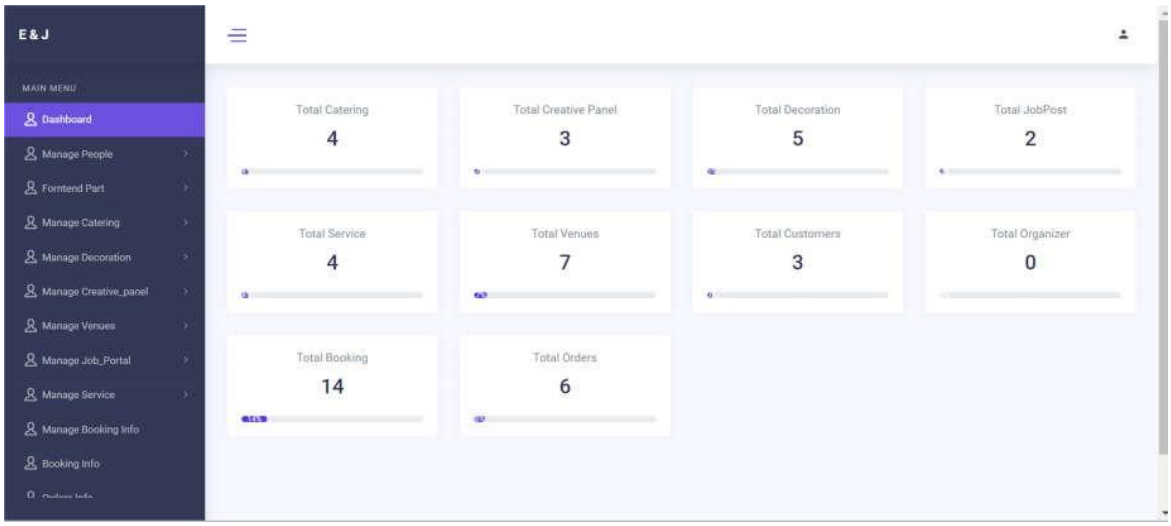
5.2.3 Profile Update



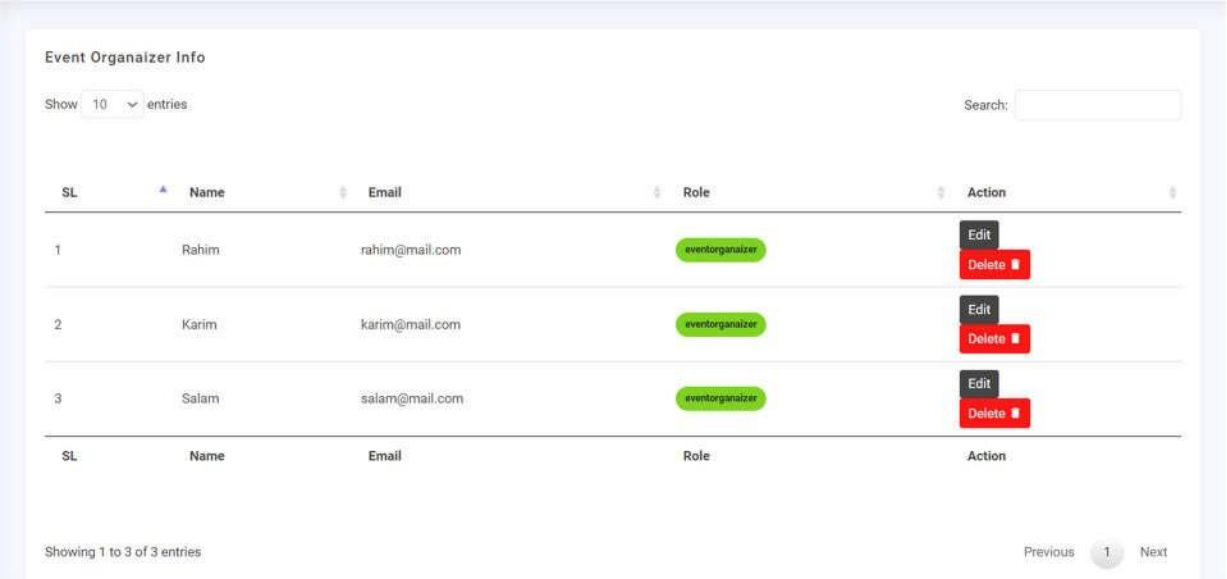
5.3 Features of Admin

5.3.1 The Dashboard

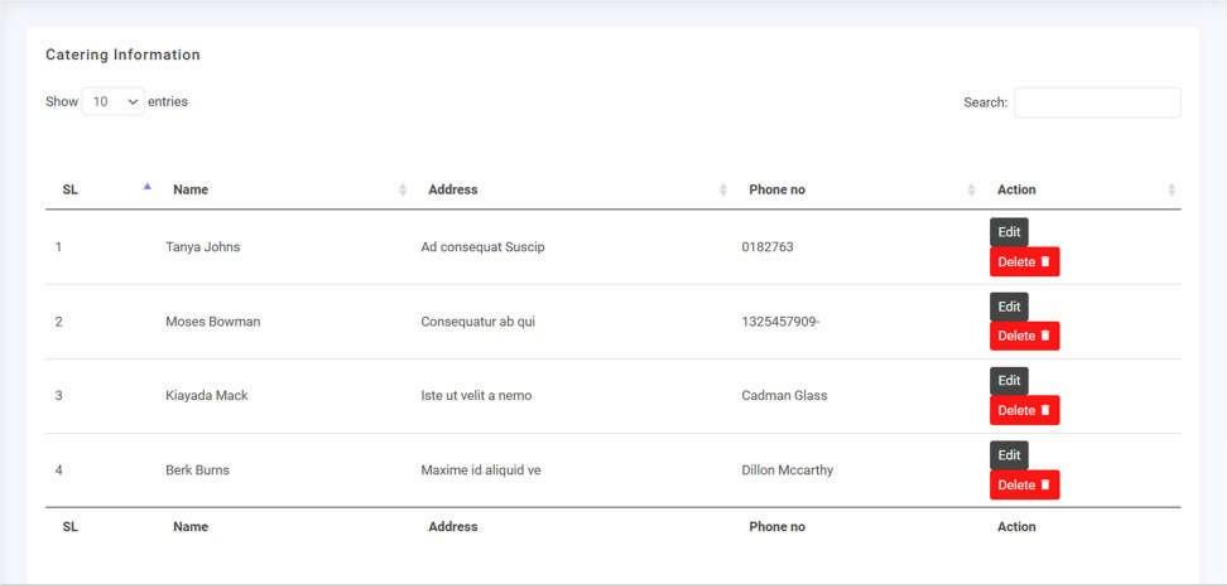
The dashboard of a admin he can only control this panel



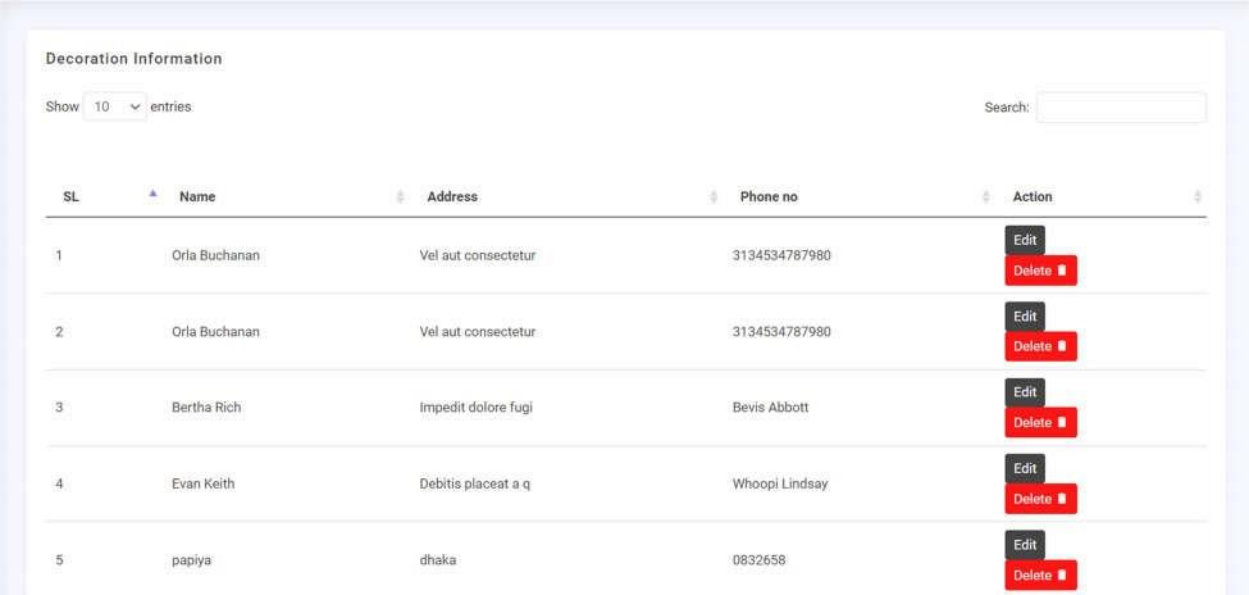
5.3.2 Event Organiser Information



5.3.3 Catering Info



5.3.4 Decoration Info

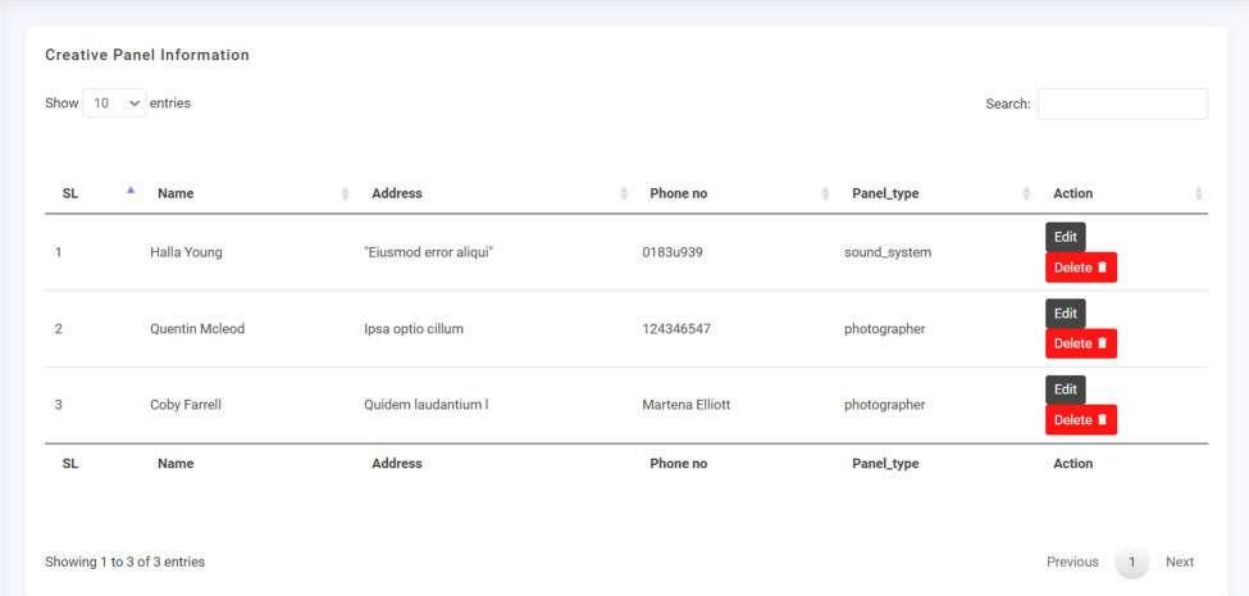


Decoration Information

Show 10 entries Search:

SL	Name	Address	Phone no	Action
1	Orla Buchanan	Vel aut consectetur	3134534787980	Edit Delete
2	Orla Buchanan	Vel aut consectetur	3134534787980	Edit Delete
3	Bertha Rich	Impedit dolore fugi	Bevis Abbott	Edit Delete
4	Evan Keith	Debitis placeat a q	Whoopi Lindsay	Edit Delete
5	papiya	dhaka	0832658	Edit Delete

5.3.5 Creative Panel



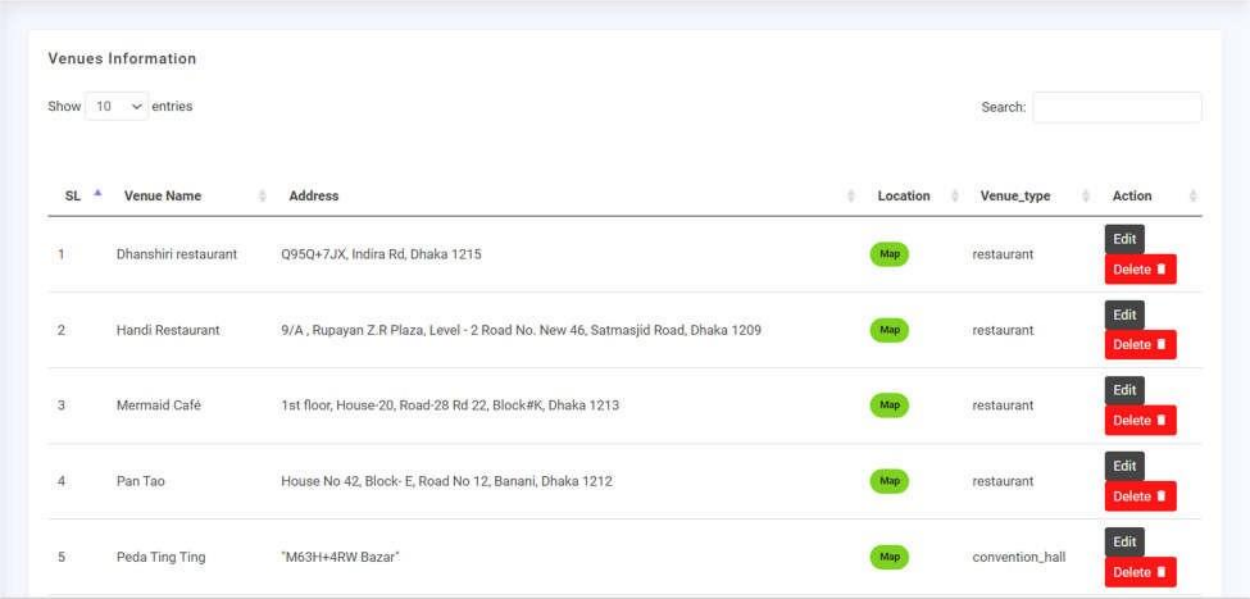
Creative Panel Information

Show 10 entries Search:

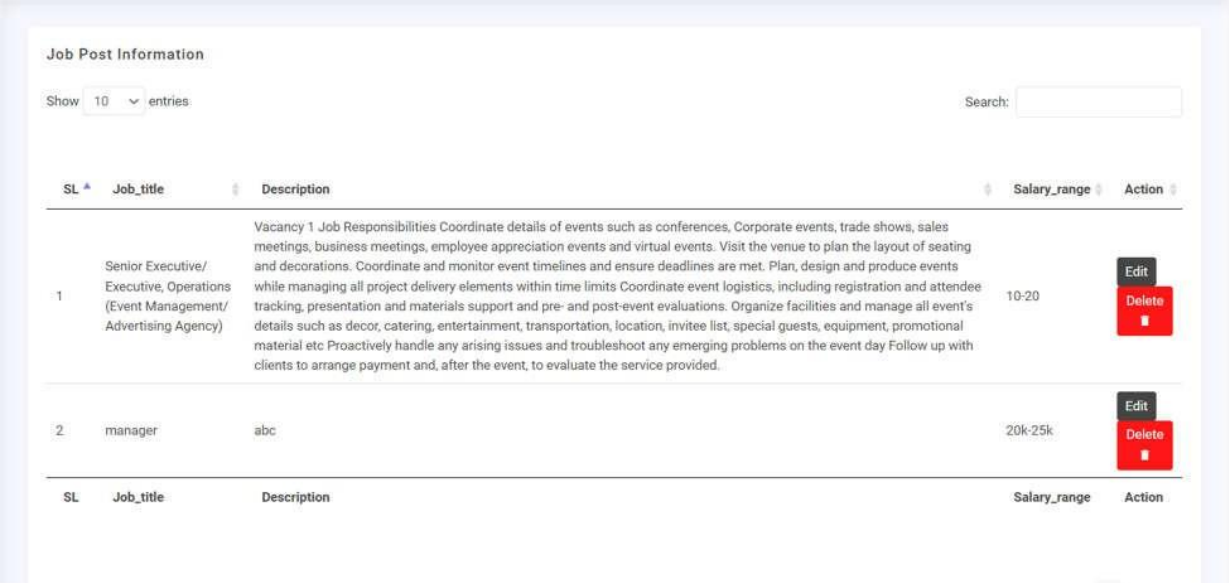
SL	Name	Address	Phone no	Panel_type	Action
1	Halla Young	"Eiusmod error aliqui"	0183u939	sound_system	Edit Delete
2	Quentin Mcleod	Ipsa optio cillum	124346547	photographer	Edit Delete
3	Coby Farrell	Quidem laudantium l	Martena Elliott	photographer	Edit Delete
SL	Name	Address	Phone no	Panel_type	Action

Showing 1 to 3 of 3 entries Previous 1 Next

5.3.6 Venue Information



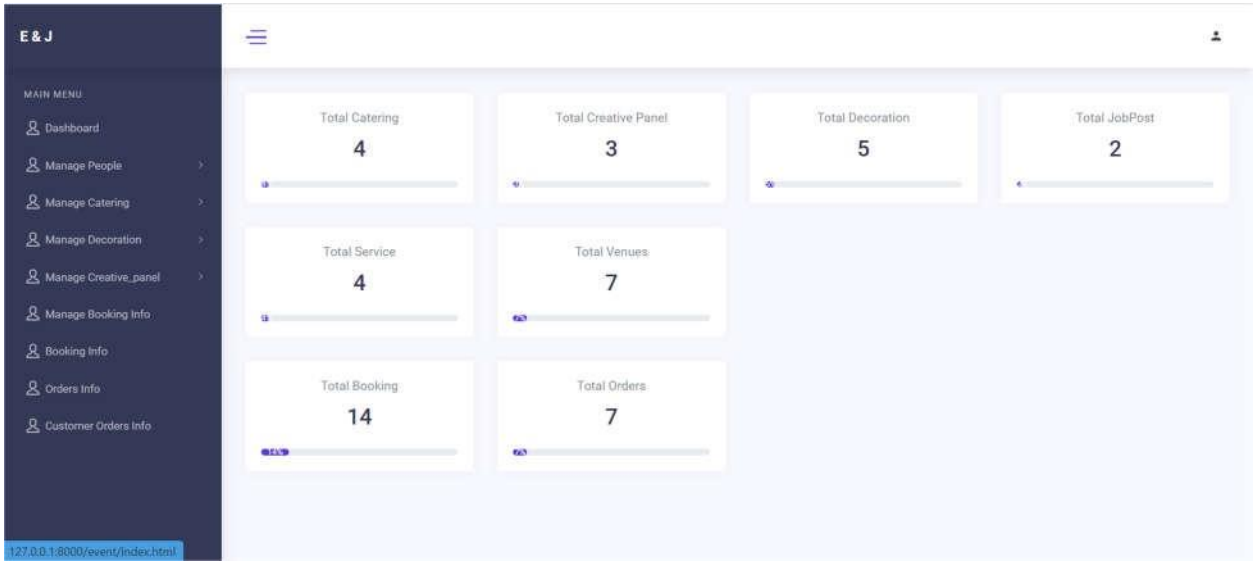
5.3.7 All Job Post



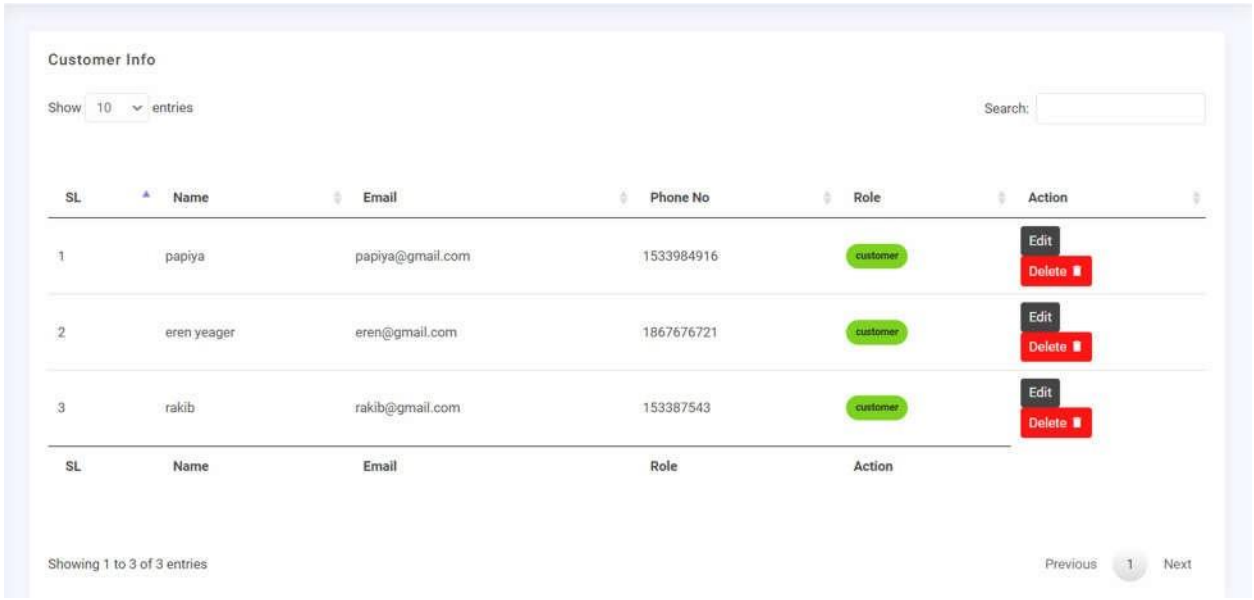
5.4 Features of Event Organiser

5.4.1 The Dashboard

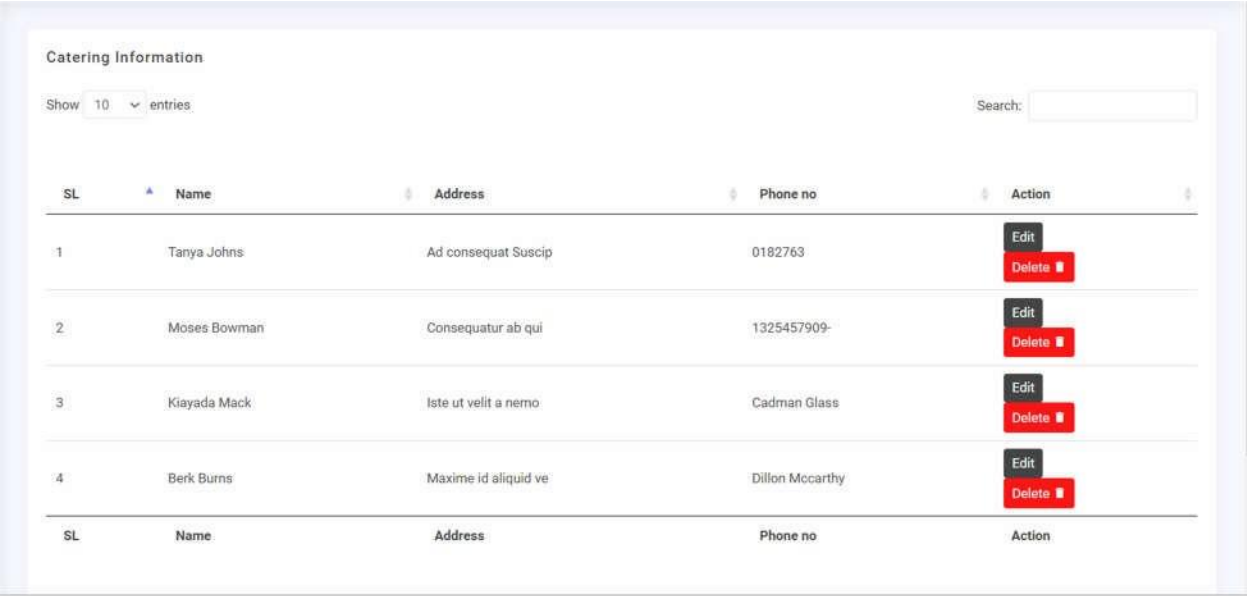
The dashboard of an Event Organiser. In this dashboard he\she can manage all the employee, events and customers.



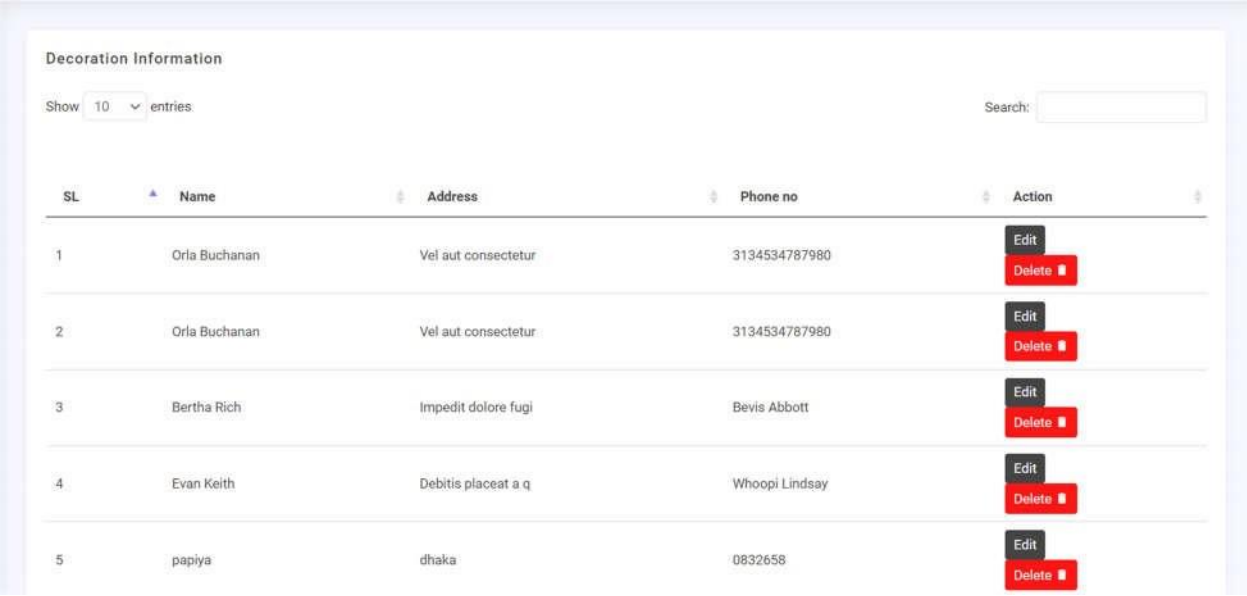
5.4.2 Customer Info



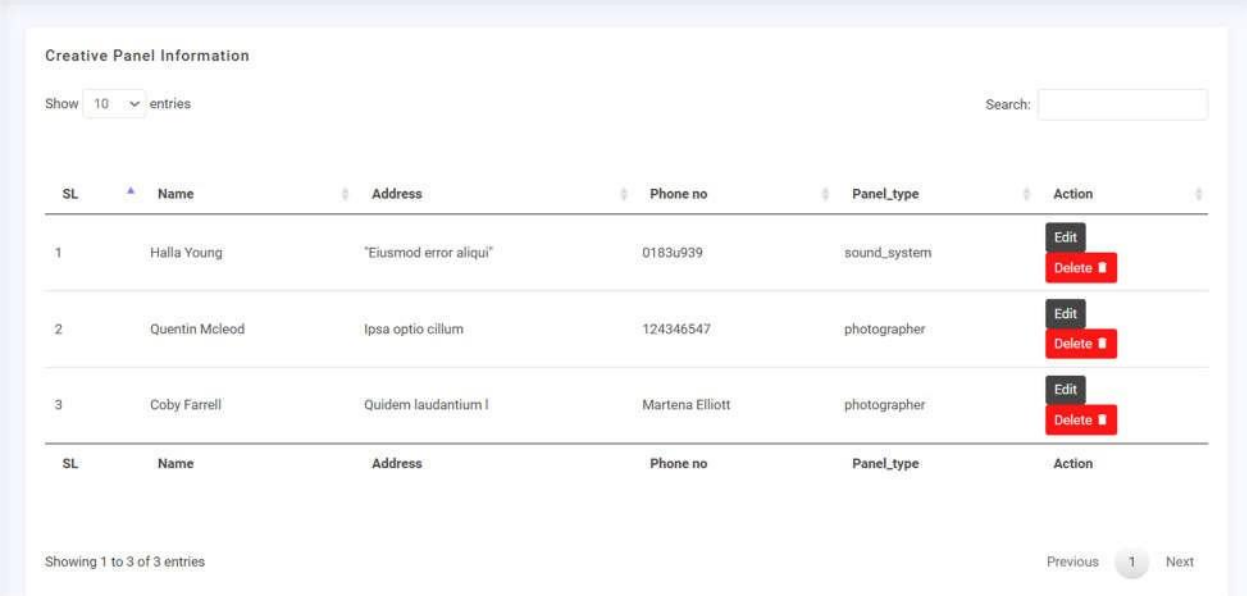
5.4.3 Catering Information



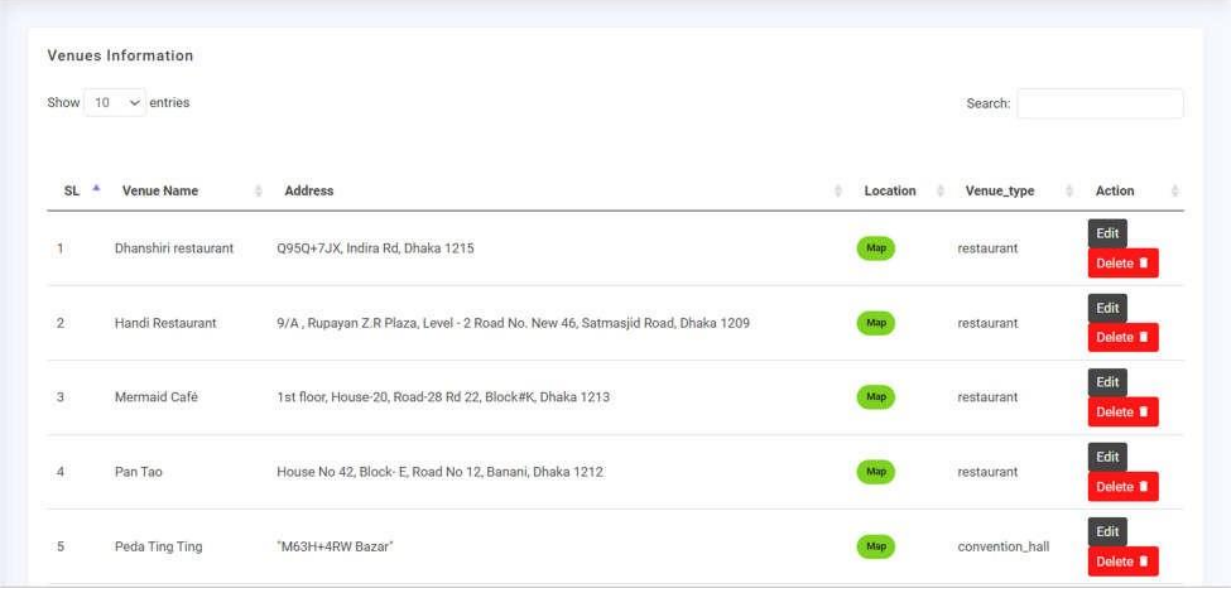
5.4.4 Decoration Information



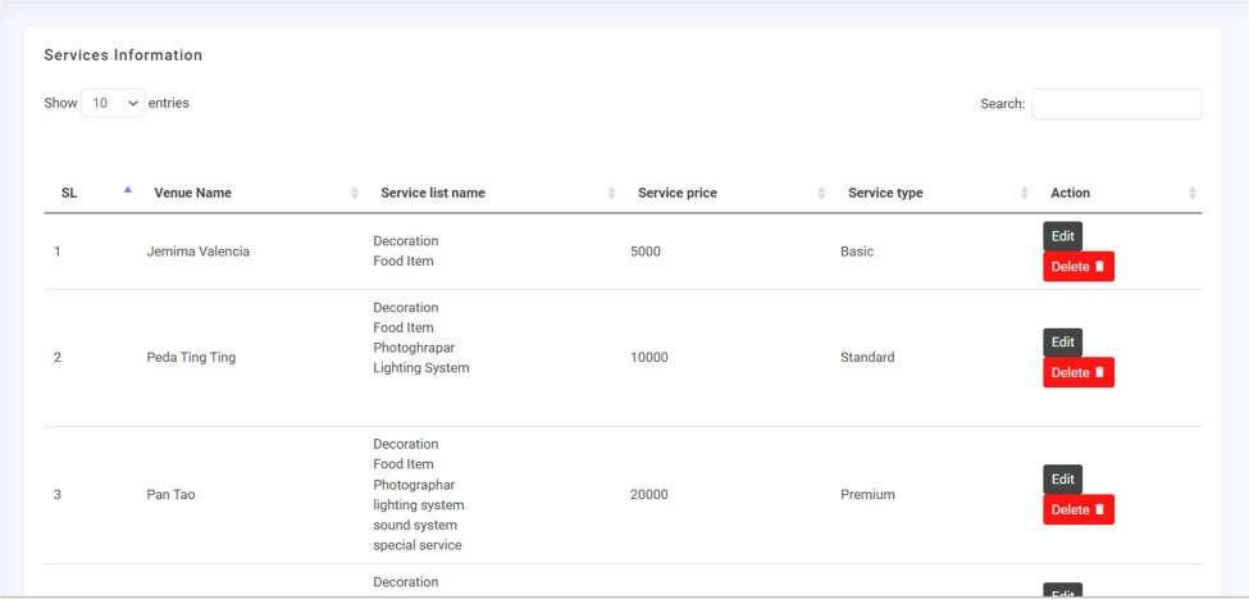
5.4.5 Creative Panel



5.4.6 Venue info

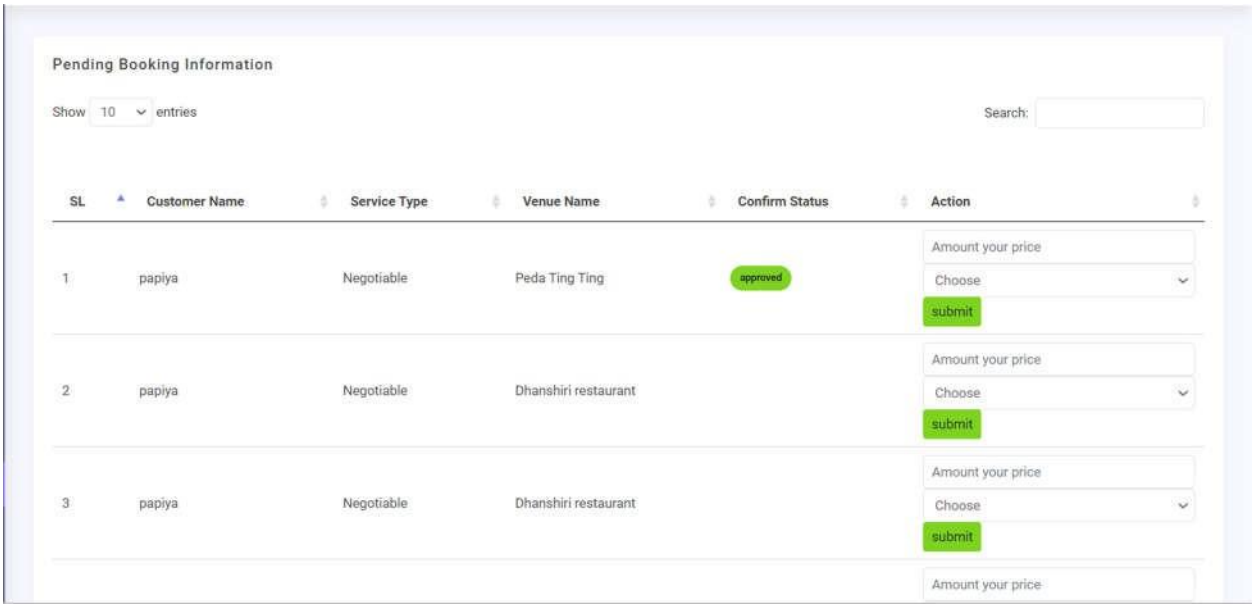


5.4.7 Service Information

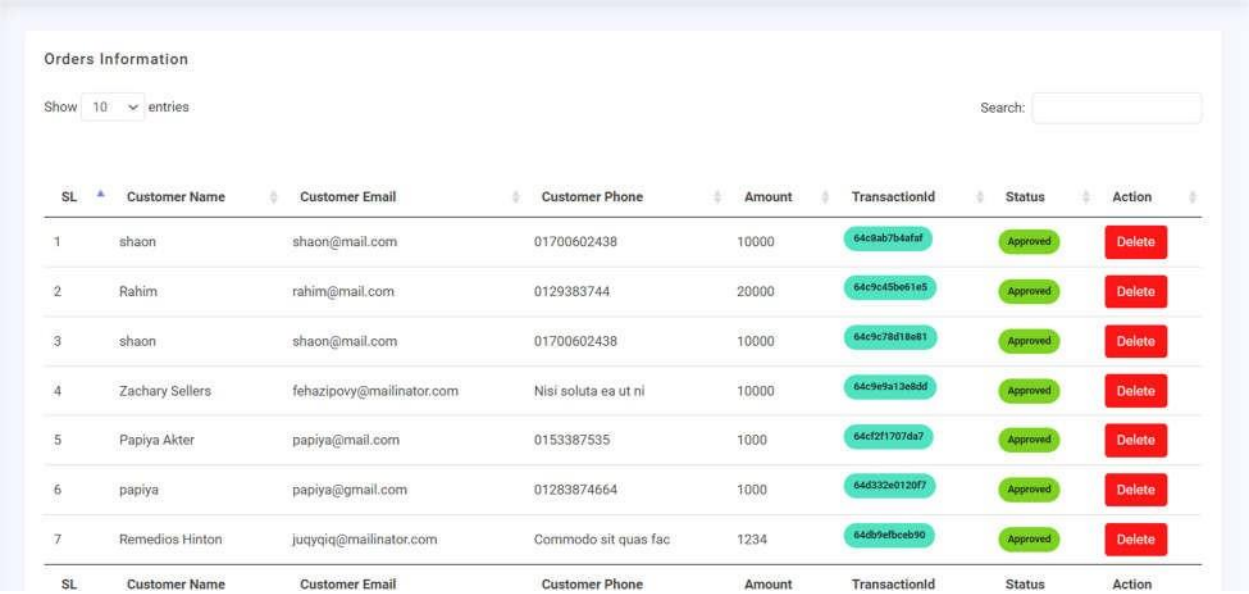


5.4.8 Pending Customer booking

A customer will have a pending request when they are booking any service. Following the approval of the booking request, the client can pay for the service on the date and location that are convenient to them.



5.4.9 Customer Order Information



Orders Information

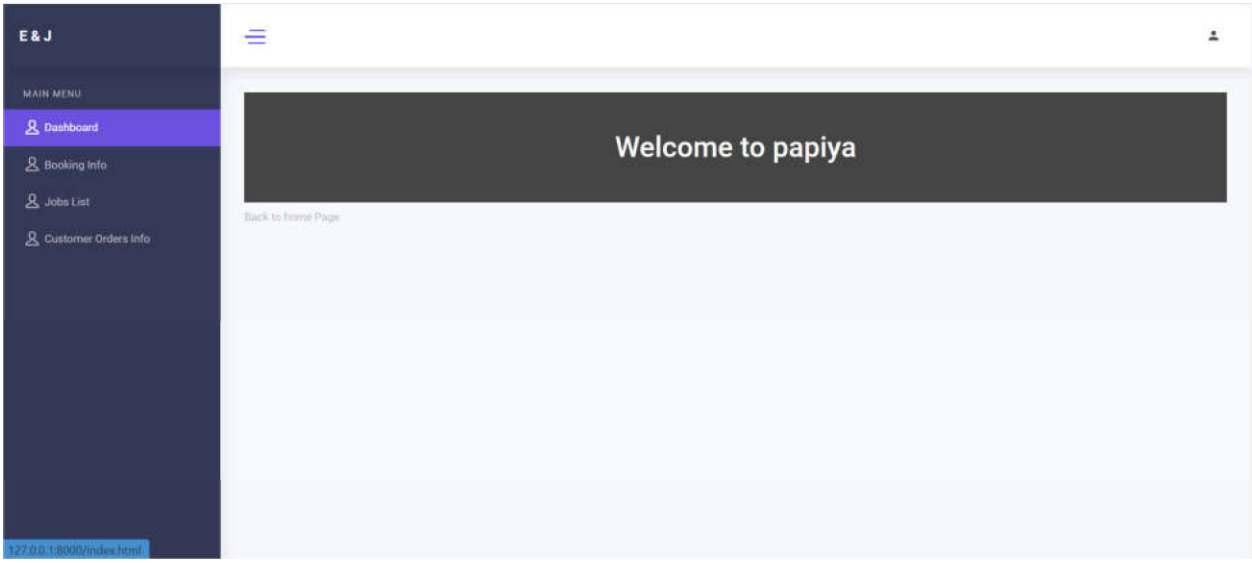
Show 10 entries

Search:

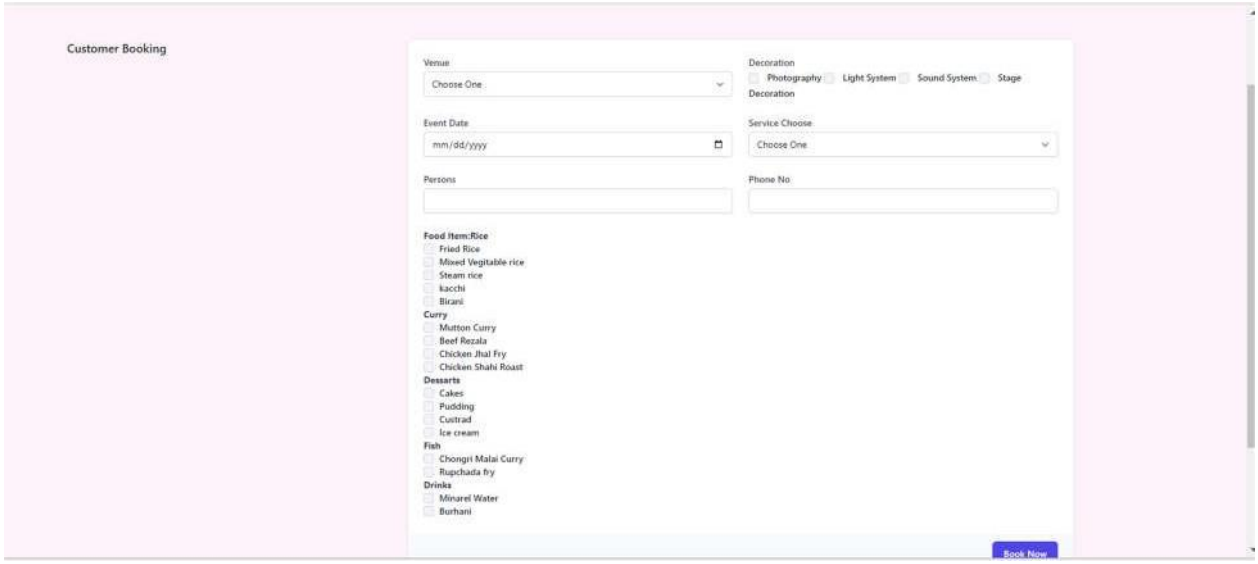
SL	Customer Name	Customer Email	Customer Phone	Amount	TransactionId	Status	Action
1	shaon	shaon@mail.com	01700602438	10000	64c8ab7b4afaf	Approved	Delete
2	Rahim	rahim@mail.com	0129383744	20000	64c9c45be61e5	Approved	Delete
3	shaon	shaon@mail.com	01700602438	10000	64c9c78d18e81	Approved	Delete
4	Zachary Sellers	fehazipovy@mailinator.com	Nisi soluta ea ut ni	10000	64c9e9a13e8dd	Approved	Delete
5	Papiya Akter	papiya@mail.com	0153387535	1000	64cf2f1707da7	Approved	Delete
6	papiya	papiya@gmail.com	01283874664	1000	64d332e0120f7	Approved	Delete
7	Remedios Hinton	juqyqiq@mailinator.com	Commodo sit quas fac	1234	64db9efbceb90	Approved	Delete
SL	Customer Name	Customer Email	Customer Phone	Amount	TransactionId	Status	Action

5.5 Features of Customer

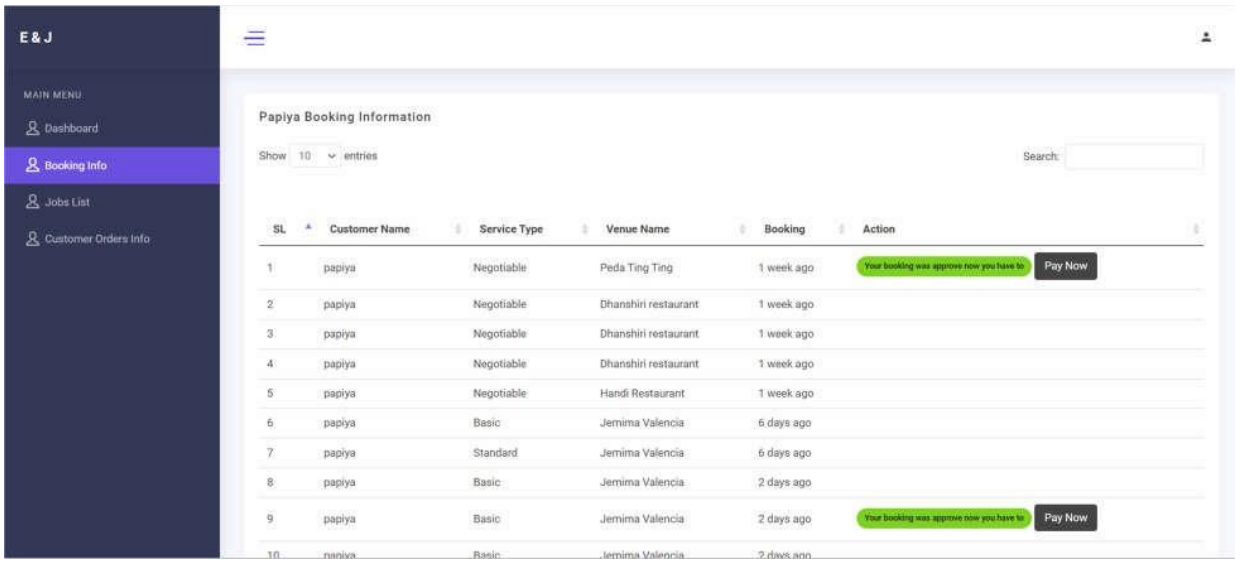
5.5.1 The Dashboard



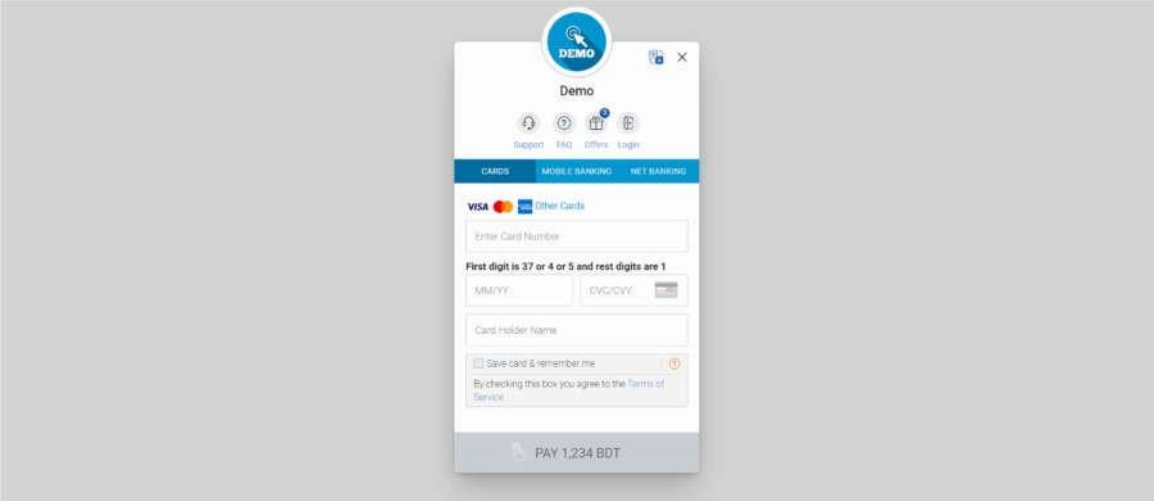
5.5.2 Customer Booking Form



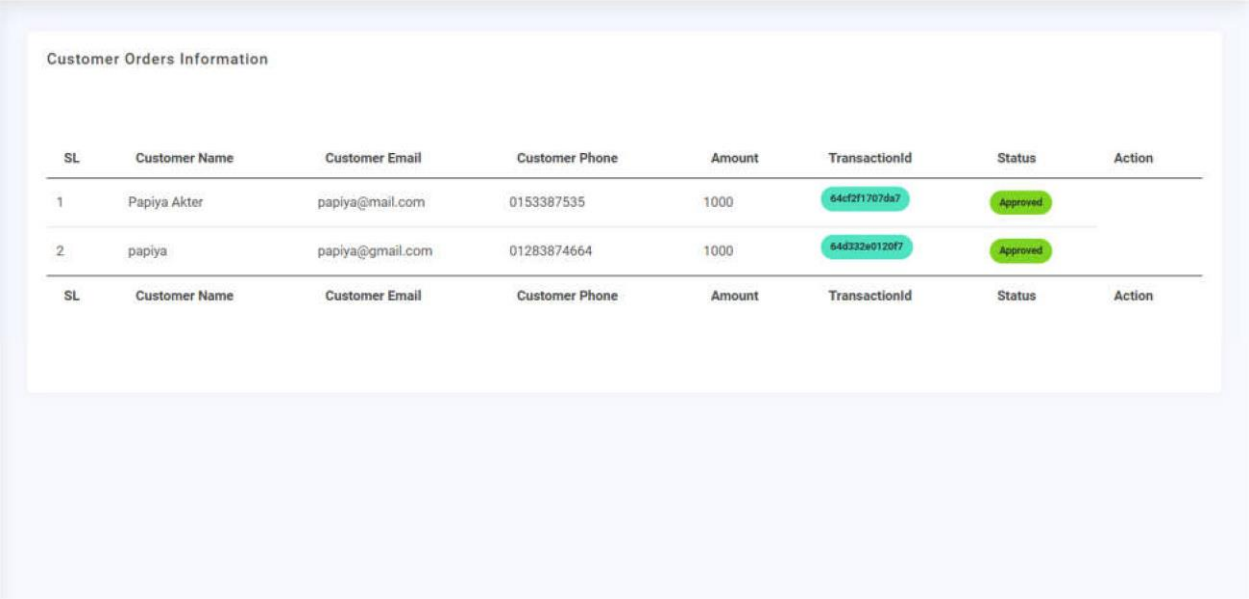
5.5.3 Booking Information



5.5.4 Payment Gateway



5.5.5 Order Information



Customer Orders Information

SL	Customer Name	Customer Email	Customer Phone	Amount	TransactionId	Status	Action
1	Papiya Akter	papiya@mail.com	0153387535	1000	64cf2f1707da7	Approved	
2	papiya	papiya@gmail.com	01283874664	1000	64d332e0120f7	Approved	
SL	Customer Name	Customer Email	Customer Phone	Amount	TransactionId	Status	Action

CHAPTER 06
TESTING

6.1 Alpha Testing:

Basically, alpha testing is done among selected internal people of an organization. Here we have initially chosen four employees to test the system. alpha testing is a type of acceptance testing; performed to identify all possible issues and bugs before releasing the final product to the end users. Alpha testing is carried out by the testers who are internal employees of the organization. The main goal is to identify the tasks that a typical user might perform and test them. To put it as simple as possible, this kind of testing is called alpha only because it is done early on, near the end of the development of the software, and before beta testing. The main focus of alpha testing is to simulate real users by using a black box and white box techniques.

No of users:

4 Test run time:

7 days.

Test Result:

1) All the features worked smoothly.

2) No server error was detected.

3)Responsiveness on small devices worked fine.

6.2 Beta Testing:

Basically, alpha testing is done among end users who are not typically employees. The test is done using following parameters. Beta Testing is performed by "real users" of the software application in "real environment" and it can be considered as a form of external User Acceptance Testing. It is the final test before shipping a product to the customers. Direct feedback from customers is a major advantage of Beta Testing. This testing helps to test products in customer's environment. Beta version of the software is released to a limited number of end-users of the product to obtain feedback on the product quality.

Beta testing reduces product failure risks and provides increased quality of the product through customer validation.

No of users:

30 Test run time:

15 days.

Test Result

1) The Website is tested on live environment.

2) The request and response were working fine.

3) No CSRF, No SQL injection, DOS attack affected the system.

CHAPTER 07
CONCLUTION

7.1 Business Prospect

Using the event organization and job portal system project, individuals and companies will be able to organize events and post job openings on a web-based platform.The system will allow event organizers to create, manage and promote events, while job seekers can search and apply for job openings. The project will use modern web development technologies and will be designed with user experience in mind. The system will have features such as event and job listings, online registration, payment processing, and communication tools. The project team will work to ensure that the platform is secure, scalable and easily maintainable. The ultimate goal of the project is to provide a seamless experience for event organizers and job seekers, while helping to connect talented individuals with potential employers.

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[6]. (PDF) Project Success as a Topic In Project Management Journal. (n.d.). ResearchGate. https://www.reserachgate.net/publication/22965251 _success_as_a_Topic_in_Project _Management_Journals

[7]. Martin, R. C. (2010). Clean Code a hand book of agile software craftsmanship. Upper Saddle River [Etc.] Prentice Hall.

APPENDIX

Source Code:

This system using Laravel Framework(PHP)

Homecontroller.php

```
<?php

namespace App\Http\Controllers\Frontend;

use App\Http\Controllers\Controller;

use App\Models\Slider;

use Illuminate\Http\Request;

use App\Models\Service;

use App\Models\Event;

use App\Models\User;

class HomeController extends Controller

{

   public function index()

   {

      $sliders = Slider::all();

      $service_list = Service::select(['id','vanue_id','service_price','service_listname','service_listname','service_type','persons'])->get();

      $events = Event::all();

      $teams = User::select(['id','image','name','title'])->where('role','eventorganaizer')->get();

      return view('welcome',compact('sliders','service_list','events','teams'));
```

```
    }
}
```

Welcome.blade.php

```
@extends('layouts.frontend.app')
@section('content')
<!-- Flickity HTML init -->
<div class="carousel"
  data-flickity='{ "wrapAround": true }'>
  @foreach ($sliders as $slider)
  <div class="carousel-cell">
    <img src="{{ asset('uploads/sliders') }}/{{ $slider->image }}" alt="">
  </div>
  @endforeach
</div>
   <!--Services-->
   <section class="text-gray-600 body-font">
    <div class="container px-5 py-24 mx-auto">
      <div class="flex flex-col text-center w-full mb-20">
        <h1 class="text-2xl font-medium title-font mb-4 text-gray-900">Our Services</h1>
        <p class="mb-4">Makes your moments special and happy with us</p>
      </div>
      <div class="flex flex-wrap -m-4">
```

```
<div class="p-4 lg:w-1/4 md:w-1/2">

  <a href="{{ route('wservice.show') }}">

  <div class="h-full flex flex-col items-center text-center">

    <img alt="team" class="flex-shrink-0 rounded-lg w-full h-56 object-cover object-center mb-4" src="{{ asset('uploads/services/w.jpg') }}">

    <div class="w-full">

      <h2 class="title-font font-medium text-lg text-gray-900">Weading Ceremony</h2>

      <p class="mb-4">Makes your moments special and happy with us</p>

    </div>

  </div>

  </a>

</div>

<div class="p-4 lg:w-1/4 md:w-1/2">

  <a href="{{ route('bservice.show') }}">

  <div class="h-full flex flex-col items-center text-center">

    <img alt="team" class="flex-shrink-0 rounded-lg w-full h-56 object-cover object-center  mb-4" src="{{ asset('uploads/services/b.jpg') }}">

    <div class="w-full">

      <h2 class="title-font font-medium text-lg text-gray-900">Birthday party</h2>

      <p class="mb-4">Makes your moments special and happy with us</p>

    </div>

  </div>

</a>

</div>
```