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E-COMMERCIAL EVENT ORGANIZING AND TRACKING

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BONAFIDE CERTIFICATE

Certified that this project report titled **E-COMMERCIAL EVENT ORGANIZING AND TRACKING** is the bonafide work of Ms. M. Vidhya who carried out the research under my supervision. Certified further, that to the best of my knowledge the work reported herein does not form part of any other project report or dissertation on the basis of which a degree or award was conferred on an earlier occasion on this or any other candidate.

29/6/09

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To whomsoever it may Concern

This is to certify that **Miss. Vidhya M** a student of **Kumaraguru College of Technology** had undergone a project titled **E-Commercial Event Organizing and Tracking** at **Cognizant Technology Solutions India Pvt.Ltd** under the guidance of **Mr. Pradeep Natarajan** (Assistant Manager Projects).

The duration of the project was from 01/11/08 and 01/05/09.

We wish her all the success for her future endeavors

For Cognizant Technology Solutions India Pvt. Ltd.

Prabhu Chari
Asst. Manager - Human Resources

May 10, 2009

ABSTRACT

The project titled **"E-Commercial Event Organizing and Tracking"** is basically a web site for event organizing. This project entails a business to customer solution which makes use of JSP as the front end and MY SQL as the back end.

The project consists of the following modules:

- Administrator Module
- User Registration and Login
- Event creation and Hosting
- Invitation Selection and sending
- Expense Tracking , Budget calculation and Sharing
- Report Generation

Administrator module consists of administrator details, login authentication, modifying details of the web site and report generation. The user details are maintained by the administrator.

User Registration and Login module allows any kind of user to get registered into the web site and perform any action when they login. User name and password is given for login in to the system.

Event Creation and Hosting module allows the inviter to create any event of their choice and host it by giving the event details. Any new event can be created and hosted or the inviter can choose an existing event.

Invitation selection and sending allows the user to select a card and a group for inviting. Members of the site can belong to various groups like College, Business, Entertainment, and the like. The participants of non user group are also invited.

Expense tracking, Budget calculation and sharing allows the user to list the products required for the event and their price. The total cost incurred for the event is calculated and it can be shared among the chosen participants if needed.

Report generation module allows the administrator to view the user report, events report based on specific start and end date and other required reports.

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LIST OF ABBREVIATIONS

S.No	Abbreviations	Expansions
1	AJAX	Asynchronous Javascript and XML
2	ASF	Apache software Foundation
3	CGI	Common Gateway Interface
4	DFD	Data Flow diagram
5	HTML	Hyper Text Markup Language
6	JSP	Java Server Pages
7	PHP	Hypertext Pre Processor
9	UML	Unified Modelling Language
10	URL	Uniform Resource Locator

CHAPTER 1

INTRODUCTION

Overview of the Project

This project entails an e-commerce solution stimulating a 3-tier web architecture which makes use of JSP,AJAX and MY SQL which assist user in hosting an event in an effective manner.

User can create an event or choose an already existing event and can select a card of their choice. The event creation includes giving a new name for the event, specifying the date's venue and the description of the event. Inviter can invite any number of users belonging to various E-vite user groups and also user's not belonging to any group.

The card selected is sent to the participants of the event. The concept combines an advanced web technology and a user friendly interface to create a comprehensive application that will help users to utilize the information on the web site effectively.

The inviter can organize the event in an effective manner by specifying the products required for the event along with the price and quantity required. The website also allows the inviter to share the expense incurred by the event with other users. Members for sharing are selected by the inviter

Invited user when log's in can see various event details and the invitation came to them by clicking respective links. The user can view all the details about the event including the total expense incurred and the budget shared.

Required user and event reports are generated based on the administrator query. Administrator can view all the users logged and the events hosted between the specified month. Administrator maintains the overall control of the site. A common database is maintained which stores all event, card, user and other details.

1.1 ORGANIZATION PROFILE

Cognizant Technology Solutions is a leading provider of information technology, consulting and business process outsourcing services. Cognizant's single-minded passion is to dedicate our global technology and innovation know-how, out industry expertise and worldwide resources to working with clients to make their businesses stronger. The company delivers high-quality, cost effective, full lifecycle solutions to complex software development and management problems.

Founded in 1994 and publicly listed in 1998 (Nasdaq:CTSH), Cognizant started as a division of Dun & Bradstreet focused on full lifecycle software projects with 50 global delivery centres and approximately over 63,000 associates, we combine a unique onsite/offshore delivery model infused by a distinct culture of customer satisfaction.

A member of the NASDAQ -100 Index and S&P Index, Cognizant is a Forbes Global 2000 company and a member of the Fortune 1000 and is ranked among the top information technology companies in Business Week's Info Tech 100, Hot Growth and Top 50 Performers listings.

With 50 global delivery centers and approximately over 63,000 associates, we combine a unique onsite/offshore delivery model infused by a distinct culture of customer satisfaction.

CHAPTER 2

SYSTEM STUDY AND ANALYSIS

2.1 EXISTING SYSTEM

The process of inviting people for various function now are mostly through paper work. Seldom online service is utilized. People have to endure a long and time consuming procedure for select the words and cards and then have it printed. They need to wait for at least for a couple of days to have it printed. After getting it printed they need to send them by Courier Service like FedEx etc or use the local postal service system and send them. Even if a small percentage of the people choose online services for the purpose of inviting the guests and participants to the respective events, it is not found to be very user friendly and all the more effective for facilitating the invitation sending. The integrated functions like tracking of expenses, features to upload the photos, Reminder functions are not implemented in the existing online services. Also the use of web services is not done effectively in any of the existing system which affects future enhancement and deployments.

2.1.1 Drawbacks of Existing System

- Its not user friendly
- Time and Resource consuming
- Budget Sharing is not done
- Not Re-usable
- Event Photographs cannot be hosted

2.2 PROPOSED SYSTEM

The system being developed is a web services enabled online service to effectively and graciously invite people to the events and manage the whole process of the invitation, the expenses and enabling sharing among participants and finally sharing the moments together by a full fledge photographic Online Album etc.

The events may be Picnic, Birthday party, College Function or a Company event etc. The various Listing of Events and the details of the events etc can be seen by click of a mouse. The photographs taken and other important memoirs of the events can be posted for the users and participants to login and see / download them and share the happy moments. Separate Login for administrator, Inviters and participants are maintained. The administrator is able to maintain the layouts and functional aspects of the projects. Any new functionality can be added only by the administrator. The inviters are privileged to see and pick the various invitational cards, choose the event to held from the event lists and other features to make the invitation the most effective and gracious process.

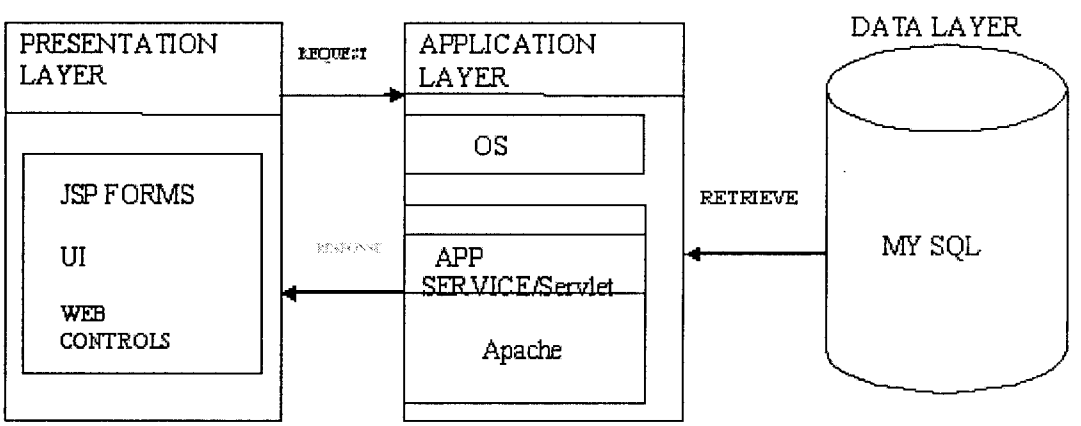


Figure 2.2.1 Architecture of proposed system

2.2.1 Advantages of the proposed system

- ❖ User friendly
- ❖ Re-usable components
- ❖ Effective Resource utilization
- ❖ Expense tracking and Budget sharing
- ❖ Event photos can be hosted

2.2.2 Purpose of the project

- To help customers utilize the information on the web effectively and with great ease ensuring them quick, simple and secured event organizing.
- To maximize reusability of units of application logic, that is achieved via Web Service, which in turn helps the development of new applications at a faster rate.
- To minimize the cost as much as possible
- To increase the speed of system execution by retrieving the required information quickly based on the customer's demands.
- To provide ways for the system administrator to generate reports required to know the business status.

2.3 FEASIBILITY ANALYSIS

Feasibility analysis is the measure of how beneficial or practical the development of an information system will be to organization. Once the problem is explained, information is gathered about the system to test whether the system is viable Technically, Financially and Operationally.

2.3.1 Feasibility Considerations

The key considerations involved in the feasibility analysis are

- Economic
- Technical
- Operational

2.3.1.1 Economic Feasibility

Economic feasibility is the measure of the cost-effectiveness of the proposed system. The investment to be made in the proposed system must prove a good investment

to the organization by returning benefits equal to or exceeding the cost incurred in developing the system.

The proposed benefit of the system outweighs the costs to be incurred during system development. Since, the system does not require procurement of additional hardware facilities, it is economically feasible. In addition, capability of the system to incorporate future need of the user and the fact that a single system can be used for a standalone organization as well as a corporate, improves its marketing prospect.

2.3.1.2 Technical Feasibility

Technical feasibility takes care of the technical issues that are to be tested to see whether the system is feasible. Technical feasibility analysis makes a comparison between the level of technology available and the technology that is needed for the project. The level of technology is determined by factors such as the software tools available, the machine environment, platform etc. Since, resources required for the development of the project are already available in the organization, the project is technically feasible.

2.3.1.3 Operational Feasibility

The resources that are required for implementation are already with the organization. The personnel of the organization already have enough exposure to computers. So the project is feasible.

The proposed system has found encouraging support from the user as it will be of great use to them. The users of the website are also committed to have the system operational as it will save time and reduce their workload.

CHAPTER 3

SYSTEM REQUIREMENT SPECIFICATION

The Software Requirements Specification is a technical specification of requirements for the software products. The goal of software requirements definition is to completely specify the technical requirements for the software products in a concise and unambiguous manner.

The Software Requirements Specification is based on the system definition. High-level requirements specified during initial planning, are elaborated and/or more specific in order to characterize the features that the software product will incorporate.
The requirement specification is primarily concerned with functional and performance aspect of the software product and emphasis is placed on specifying the product characteristics without implying how the product will provide those characteristics.

3.1 HARDWARE SPECIFICATION

Processor	:	Intel Pentium Dual Core
Processor Speed	:	2.66 GHz
Memory (RAM)	:	1 GB
Hard Disk	:	80 GB
Monitor	:	SVGA Colour Monitor
Keyboard	:	104 Keys Microsoft Keyboard
Mouse	:	Logitech

3.2 SOFTWARE SPECIFICATION

Operating System	:	Windows Xp
Compiler	:	JVM
Software	:	JDK 1.6,
Programming Language	:	JAVA, JSP, SERVLET
Web Server	:	Apache tomcat 6

3.3 SOFTWARE OVERVIEW

3.3.1 JSP- Java Server Pages

Java Server Pages (JSP) is a technology that mixes regular, static HTML with dynamically-generated HTML. Many Web pages that are built by CGI programs are mostly static, with the dynamic part limited to a few small locations. But most CGI variations, including servlets, make you generate the entire page via your program, even though most of it is always the same. JSP lets you create the two parts separately.

HTML is written in the normal manner, using Web-page-building tools. The code for the dynamic parts is enclosed in special tags, most of which start with "<%" and end with "%>"

Advantages of JSP

- **vs. Active Server Pages (ASP).** ASP is a similar technology from Microsoft. The advantages of JSP are twofold. First, the dynamic part is written in Java, not Visual Basic or other MS-specific language, so it is more powerful and easier to use. Second, it is portable to other operating systems and non-Microsoft Web servers.
- **vs. Pure Servlets.** JSP doesn't give you anything that you couldn't in principle do with a servlet. But it is more convenient to write (and to modify!) regular HTML than to have a zillion println statements that generate the HTML. Plus, by separating the look from the content you can put different people on different tasks: your Web page design experts can build the HTML, leaving places for your servlet programmers to insert the dynamic content.
- **vs. Server-Side Includes (SSI).** SSI is a widely-supported technology for including externally-defined pieces into a static Web page. JSP is better because it lets you use servlets instead of a separate program to generate that dynamic part. Besides, SSI is really only intended for simple inclusions, not for "real" programs that use form data, make database connections, and the like.
- **vs. JavaScript.** JavaScript can generate HTML dynamically on the client. This is a useful capability, but only handles situations where the dynamic information is based on the client's environment. With the exception of cookies, HTTP and form submission data is not available to JavaScript. And, since it runs on the client,

JavaScript can't access server-side resources like databases, catalogs, pricing information, and the like.

- **vs. Static HTML.** Regular HTML, of course, cannot contain dynamic information. JSP is so easy and convenient that it is quite feasible to augment HTML pages that only benefit marginally by the insertion of small amounts of dynamic data. Previously, the cost of using dynamic data
- would preclude its use in all but the most valuable instances.

3.3.2 **AJAX** (Asynchronous JavaScript and XML)

Ajax, or **AJAX** (Asynchronous JavaScript and XML), is a group of interrelated web development techniques used to create interactive web applications or rich Internet applications. With Ajax, web applications can retrieve data from the server asynchronously in the background without interfering with the display and behavior of the existing page.

The use of Ajax has led to an increase in interactive animation on web pages. Data is retrieved using the *XML Http Request* object or through the use of Remote Scripting in browsers that do not support it. Despite the name, the use of JavaScript and XML is not actually required, nor do the requests need to be asynchronous. The term *Ajax* has come to represent a broad group of web technologies that can be used to implement a web application that communicates with a server in the background, without interfering with the current state of the page.

AJAX, or Asynchronous JavaScript and XML is a new way for web pages to send and receive data to and from a web site *without* forcing the user to wait for a new page to load.

Advantages

- Using Ajax, a web application can request only the content that needs to be updated, thus drastically reducing bandwidth usage and load time.
- The use of asynchronous requests allows the client's Web browser UI to be more interactive and to respond quickly to inputs, and sections of pages can also be

reloaded individually. Users may perceive the application to be faster or more responsive, even if the application has not changed on the server side.

- The use of Ajax can reduce connections to the server, since scripts and only have to be requested once.

3.3.3 SERVLETS

Servlets are Java technology's answer to CGI programming. They are programs that run on a Web server and build Web pages.

Advantage of Servlets Over "Traditional" CGI

Java servlets are more efficient, easier to use, more powerful, more portable, and cheaper than traditional CGI and than many alternative CGI-like technologies. (More importantly, servlet developers get paid more than Perl programmers .

- Efficient.
- Convenient.
- Powerful.
- Portable.
- Inexpensive.

3.3.4 Apache Tomcat

Apache Tomcat is a servlet container developed by the Apache Software Foundation(ASF). Tomcat implements the Java Servlet and the JavaServer Pages(JSP) specifications from Sun Microsystems, and provides a "pure Java" HTTP web server environment for Java code to run. Apache Tomcat includes tools for configuration and management, but can also be configured by editing XML configuration files.

3.3.4.1 Tomcat 6.x

- implements the Servlet 2.5 and JSP 2.1 specifications
- support for Unified Expression Language 2.1
- designed to run on Java SE 5.0 and later

- support for Comet through the CometProcessor interface
- is not packaged with an admin console as in past releases

3.3.5 MY SQL

MySQL (pronounced "my ess cue el") is an open source relational database management system (RDBMS) that uses Structured Query Language (SQL), the most popular language for adding, accessing, and processing data in a database. MySQL is noted mainly for its speed, reliability, and flexibility.

The program runs as a server providing multi-user access to a number of databases. MySQL is popular for web applications and acts as the database component of the LAMP software stack. Its popularity for use with web applications is closely tied to the popularity of PHP, which is often combined with MySQL.

Distinguishing features

The following features are implemented by MySQL but not by some other RDBMS software:

- Multiple storage engines, allowing one to choose the one that is most effective for each table in the application (in MySQL 5.0, storage engines must be compiled in; in MySQL 5.1, storage engines can be dynamically loaded at run time):
- Commit grouping, gathering multiple transactions from multiple connections together to increase the number of commits per second.

CHAPTER 4

SYSTEM DESIGN AND DEVELOPMENT

System Design is the most creative and challenging phase in the development of a software system. Design implies a description of the final system and the process by which it is developed. The first step is to determine what input data is needed for the system and then to design a database that will meet the requirements of the proposed system. The next step is to determine what outputs are needed from the system and the format of the output to be produced.

During the design of the proposed system some areas where attention is required are:

- What are the inputs required and the outputs produced?
- How should the data be organized?
- What will be the processes involved in the system?
- How should the screen look?

The steps carried out in the design phase are as follows:

- Modular Design
- Input Design
- Output Design
- Database Design

4.1 MODULAR DESIGN

It is always difficult for any System Development team to grasp a system without breaking it into several smaller systems, These smaller systems will be a part of the original system yet they will be independent in the sense that they will incorporate within them the major functionalities of the proposed system. A software system is always divided into several subsystems which make it easier to develop and perform tests on the whole system. The subsystems are known as the modules and the process of dividing an entire system into subsystems is known as decomposition.

The modules identified for the proposed system are as follows:

- Administrator Module
- User Registration and Login
- Event creation and Hosting
- Invitation Selection and sending
- Expense Tracking , Budget calculation and Sharing
- Report Generation

4.1.1 Administrator Module

The various Master Tables for the project are created in this module. The Login details table for Administrator, Inviters and Participants etc are created here. Administrator will be able to maintain the Layouts and functional aspects of the Project. The various details pertaining to each master table – Event Master, Registration table, Participants details, Expense table etc and other transaction tables are selected and made as the column names of the tables.

The Separate Login with various rights and privileges for Administrator, Inviters and Participants are created.

4.1.2 User Registration and Login

This module allows any user to register into the web site by filling in various details like name, login name, password, dob, etc. Every user registering is belonged to various groups like College, Business, Women, and Entertainment etc. The user can create their own group and other new users can also register in the new group.

All users should belong to any of the group

The registered users can login using their login name and password. The login authentication is done by the administrator.

4.1.3 Event creation and hosting

Events are created by the inviter to their own choice. The Events to be held for which the Event organizers want to invite the participants are entered with complete details

of date, venue and other important details in this module. The Graphical User Interface are created in such a way that the valid information are allowed entry into by the Inviters once they have registered as the Inviters. The Date wise and category wise Listing of the Events are maintained which facilitates the easily navigation of the various events for any new user who will be potential participant.

Any user can create any type of event or can choose an event from the already created list of events. In such cases the new start and end dates and the venue are newly entered by the inviter.

4.1.4 Invitation Selection and Sending

In this module, the suitable invitations are selected and the email ids of various users (potential participants) are selected for mass mailing functionality. The list of invitations as per the Inviter's choice are listed and the Inviters can select the design of each Card and can customize the same for the purpose and the theme of the actual Events. The inviters are privileged to see and pick the various invitation cards, choose the event to be held from the event lists and other features to make the invitation the most effective and gracious process.

Inviter can choose an user group to send the invitation. Participants not belonging to any group are also invited. Inviter can also select a new card which is not available in the card list by browsing in the appropriate location. The selected invitation is send to all participants.

4.1.5 Expense Tracking, Budget calculation and Sharing

The products that are need for the event along with the required price and quantity is specified by the user. The various Expenses that incurred for hosting the particular event are entered. The cumulative expense of the Event are calculated by our Expense tracking module and it enable us to divide equally the total cost among the participants of the party/function/get-together/meeting etc.(Event) . This tool is very handy for the Organiser as the expense tracking is automated with only the entry of the various expenses has to be done and the rest the system does itself.

The calculated budget can be shared among the participants when the event gets over. The participants for sharing are chosen by the inviter. Each selected participant gets the details of products being used, the total event expense and their share.

4.1.6 Report Generation

Report Generation is a useful utility for any application. The various the reports can be customized for eg. – 1) Event wise 2) Inviters wise. 3) Date wise etc. The reports make organizer and the website (Vinvite.com) administrator to get effectively intelligent reports and status of the utility of the service to plan for marketing and more functional services additions.

The event details between two specified details are generated. The administrator can also view the number of users registered in the web site.

4.2 INPUT DESIGN

Input design is the process of converting user originated inputs to a computer based format. Input design is a part of the system design and hence must be carefully designed which will otherwise lead to serious errors in the late stages of development. Inaccurate input data is the most common cause of errors in data processing. The main objective of designing input focus on,

- Controlling the amount of input required.
- Avoiding delayed responses.
- Controlling errors.
- Keeping processes simple.
- Avoiding errors.

The required inputs are stored in the form of tables. They must be numeric or alphanumeric values. The input screens should be user friendly, so that every one can access the options on it without having knowledge regarding the complete system.

4.3 OUTPUT DESIGN

The output must be provided in a format easily understandable even by a novice user. After analyzing the operations of the system, output information required for each jobs are determined. In addition to this, these outputs may be in format suitable for subsequent processing.

A major form of output is the web screens showing the required data. An efficient output design should improve the system relationship with the end user. Output design refers to the results generated by the system. The output of a system can take many forms

The normal procedure in developing a system is to design the output in detail first and then move back to the input. The output will be in the forms of views and reports.

4.4 DATABASE DESIGN

A database is a collection of interrelated date stored with minimum redundancy to serve many users quickly and efficiently. The general objective of the database design is to make the data access easy, inexpensive and flexible to the user. Database is one of the most critical parts of design phase. An elegant database can play a strong foundation for the whole system. The details about the data relevant for the system are identified first.

According to their relationships, tables are designed by following standard database design methods. The data types for each data item in tables are decided. For optimum design of the database, for having data integrity, for avoiding redundancy and for securing the database, all the tables created are normalized. A database design transforms the information domain model created during the analysis into the data structure that will be required to implement the system software. The database design is mad up of two levels,

- Conceptual level
- Normalization

Conceptual Level

This level represents major data objects and the relationships between them. Conceptual level describes the essential features of the system data. Just like a DFD for a system, the conceptual level uses symbols for representing objects and their relationships. This is known as the entity model.

Relationships between entities represent the database structure. Four types of relationships exist between entities. They are one-to-one, one-to-many, many-to-one and many-to-many. A one-to-one relationship is an association wherein the participating entities exhibit a single relation with each other. A one-to-many relationship describes an entity that may have two or more entities related to it. A many-to-one relationship describes two or more entity that may have a single entity related to it. Likewise a many to many-to-many relationship describes two or more entities having two or more entities related to them.

Normalization

After the conceptual level, the next level of organizing the database is call normalization. The process of normalization simplifies entities and their relationships, removes the redundancies from the system data and finally builds a data structure, which is both flexible and adaptable towards this goal

The tables in the database are normalized using the following forms of normalization:

- **First Normal Form (1NF):** Every attribute is automatic or single valued-there are no repeating fields.
- **Second Normal Form (2NF):** All attributes that are not part of the primary key must be dependent on the full key and not just paet of the key.

4.5 TABLE STRUCTURE

Admin Login

Field Name	Data Type	Constraint	Description
a_name	varchar2(20)	not null	User login name
a_pass	varchar2(20)	not null	Password

Table 4.5.1 admin login

User Login

Field Name	Data Type	Constraint	Description
u_name	varchar2(20)	not null	User login name
u_pass	varchar2(20)	not null	Password

Table 4.5.2 User Login

User Details

Field Name	Data Type	Constraint	Description
Id	int(unsigned)	Primary key	User id
Lname	varchar2(30)	not null	Login name
Username	varchar2(30)	not null	User name
Pass	varchar2(30)	not null	Password
Dob	Date	Null	Date of Birth
Gender	varchar2(30)	Null	Gender
Email	varchar2(30)	Null	E-mail id
Phone	Int	Null	Phone number
City	varchar2(30)	Null	City name
Question	varchar2(30)	Null	Question to answer
Answer	varchar2(30)	Null	Answer
Group	varchar2(30)	not null	User group
Comment	varchar2(30)	Null	User Comment

Table 4.5.3 User Details

Event Details

Field Name	Data Type	Constraint	Description
Id	int(unsigned)	Primary key	Event id

Event	varchar2(20)	not null	Event name
Description	varchar2(20)	Null	Description
Sdate	Date	not null	Start date
Edate	Date	not null	End date
Username	varchar2(30)	not null	User name

Table 4.5.4 Event Details

User Group Details

Field Name	Data Type	Constraint	Description
Id	int(unsigned)	Primary Key	Group id
Gname	varchar2(20)	not null	Group Name
Uid	varchar2(20)	not null	User id

Table 4.5.5 User Group Details

Invite Details

Field Name	Data Type	Constraint	Description
Eid	int(unsigned)	Foreign key	Event id
Cardid	int(unsigned)	Foreign key	Card id
username1	varchar2(20)	Null	Sender's name
Message	varchar2(20)	Null	Inviting message
Edate	Date	not null	End date
username2	varchar2(20)	not null	Receiver's name

Table 4.5.6 Invite Details

Product Details

Field Name	Data Type	Constraint	Description
Pid	int(unsigned)	Primary key	Product Id
Pname	varchar2(20)	Null	Product Name
Description	varchar2(20)	Null	Description
Price	Int	Null	Unit price
Qty	int(unsigned)	Null	Quantity
Total	Int	not null	Amount

Table 4.5.7 Product Details

Card Details

Field Name	Data Type(Size)	Constraint	Description
cid	int(unsigned)	Primary key	Card id
Filename	varchar2(30)	Not null	File name

Table 4.5.8 Card Details

Quotation Details

Field Name	Data Type	Constraint	Description
Qid	int(unsigned)	Primary key	Quotation Id
Uid	int(unsigned)	Foreign key	User Id
Event	varchar2(20)	not null	Event Name
Amt	Double	not null	Amount

Table 4.5.9 quotation Details

Invitation Sent Details

Field Name	Data Type	Constraint	Description
Eid	int(unsigned)	not null	Event Id
cid	int(unsigned)	not null	Card Id
username1	varchar2(30)	not null	Senders name
Email	varchar2(20)	not null	Email Id
Edate	Date	not null	Event end date
username2	varchar2(20)	Null	Receivers name
Status	Int	Null	Card sent status

Table 4.5.10 Invitation Details

Shared Quotation Details

Field Name	Data Type	Constraint	Description
Ename	varchar2(20)	not null	Event name
Pid	int(unsigned)	not null	Product Id
Price	Int	Null	Price
Nos	Int	Null	No of Quantity
Amount	Double	null	Shared amount

Table 4.5.11 Shared Quotation Details

4.6 UML Diagrams

4.6.1 Use Case Diagram

A use-case diagram is a graph of actors, a set of use cases enclosed by a system boundary, communication association between the actors and the use cases, and the generalization among the use cases.

Use case concept was introduced by Ivar Jacobson in the object-oriented software engineering method. The functionality of the system was described in number of different use cases, each of which represents a specific flow of events in the system.

A use case corresponds to a sequence of transactions, in which each transaction is invoked from outside the system and engages internal objects to interact with one another and within the system's surroundings.

A use case is shown as an ellipse containing the name of the use case. The name of the use case can be placed below or inside the ellipse. Actor's name and the use case names should follow the capitalization and punctuation guidelines of the model.

An actor is shown as a class rectangle with the label<<actor>>, or the label and stick figure, or just the stick figure with the name of the actor below the figure

4.6.1.1 USE CASE FOR REGISTRATION MODULE

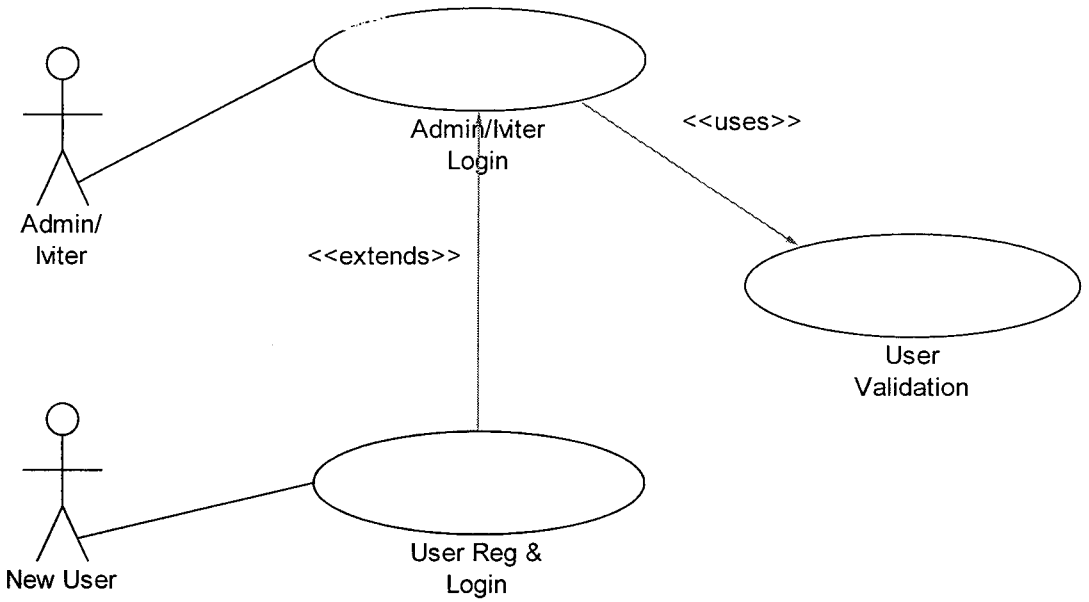


Figure 4.6.1.1 Registration/Login use case

4.6.1.2 USECASE FOR EVENT CREATION AND LISTING

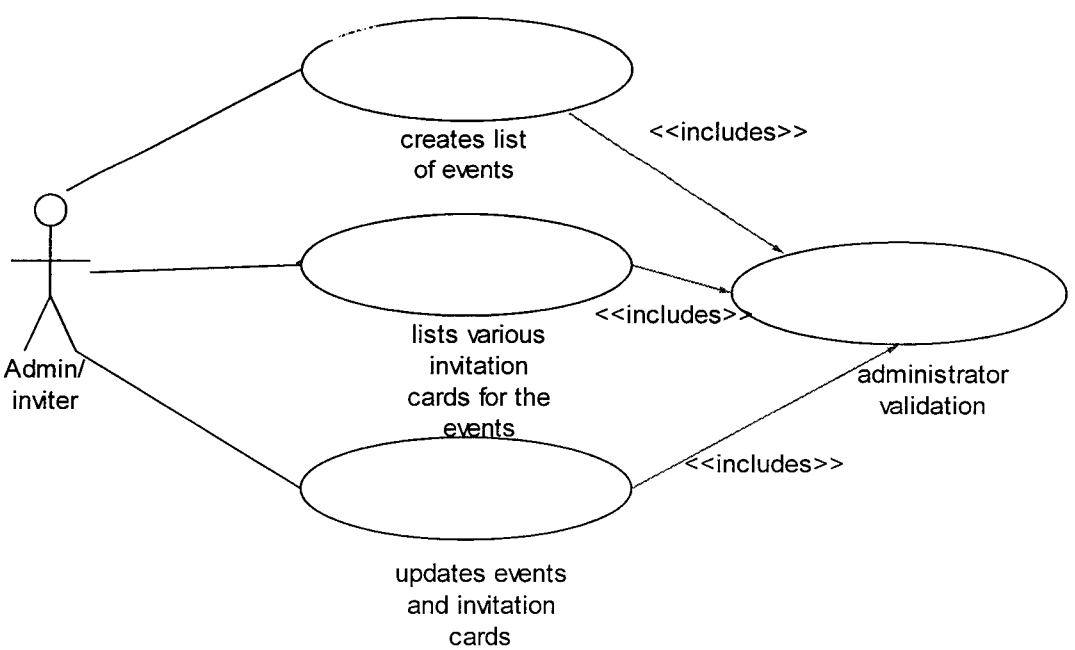


Figure 4.6.1.2 Event creation and Listing

4.6.1.3 USECASE FOR INVITATION SELECTION & MASS MAILING

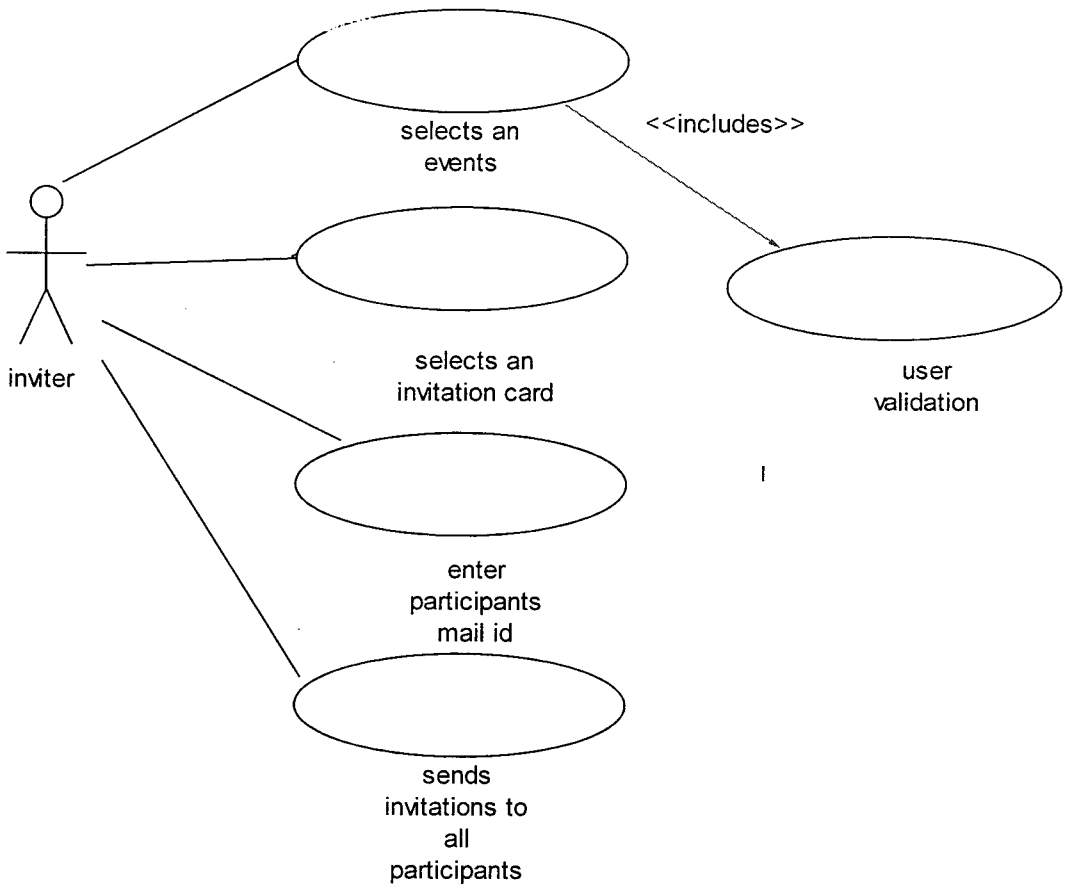


Figure 4.6.1.3 Invitation selection and sending

4.6.1.4 USE CASE FOR BUDGET ALLOCATION & REPORT GENERATION

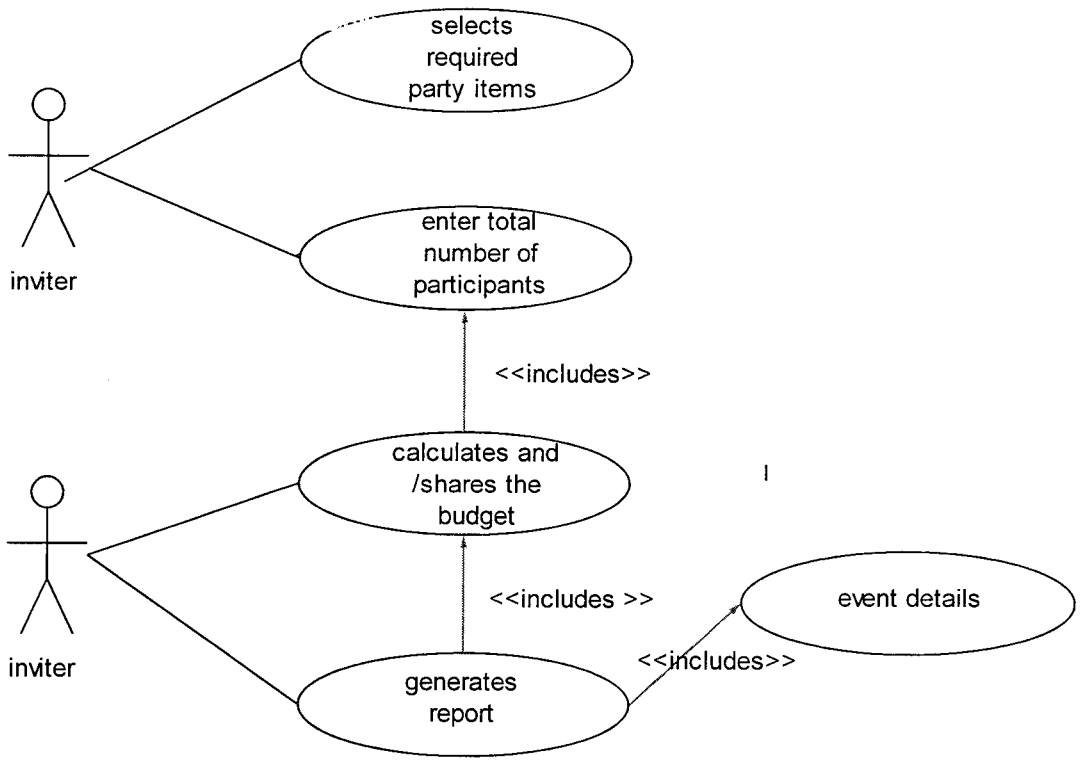


Figure 4.6.1.4 Budget allocation and Report generation

CHAPTER 5

SYSTEM TESTING

5.1 TESTING

Testing is a critical element of software quality and assurance and represents the ultimate review of specification design and coding. It is a vital activity that has to be enforced in the development of any system. This could be done in parallel during all phases of the system development. The feedback received from these testes can be used for further enhancement of the system under consideration. The testing phase conducts test using the Software Requirement Specification as a reference and with the goal to see whether the system satisfies the specified requirements.

Standard procedures have been followed in testing this project. Test cases are generated for each screen. Theses test cases will cover every possibility which could result in both positive and negative results. These test plans are maintained for any further testing done on the system. The test plan stores information such as, the test script/input, expected output, actual output, comments and name of the tester. This plan will be followed for all types of testing done in the system.

Testing objectives are,

- Testing is a process of executing a program with the intent of finding an error.
- A successful test is one that uncovers an as yet undiscovered error.
- A good test case is one that has a high probability of finding an as yet undiscovered error.

The main types of testing carried out on the project are:

- Unit testing
- Integration testing
- Validation testing
- System testing

5.1.1 Unit Testing

Module or Unit Testing is the process of testing all the program units that make up a system. Unit testing focuses on an individual module thus allowing one to uncover all the errors made logically and while coding in the module. In the project each page is tested separately as a unit. Initially the flow of data through the page is checked. When considering a module as unit, the flow of control through the whole module is tested. In a page, each control is further tested using unit testing. The process is done in all the pages of the system.

In this project every unit of flow of control is tested separately. The information submitted in a single page and the information flow from one page to other are tested separately.

Test Report

The test report is a document that contains all such tests positioned in a particular sequence so that all errors and defects are unearthed. The test report also contains other information. The use of a test report prevents the testing from being ad-hoc.

Test Case for Login

Test - Case no	Test-Case Name	Input	Expected Output	Observed Output	Comment
1	User Login	User id : vidhya, password: rachel	Login successful downloading user home page	User home page display with event details	Success
2	User Login	User id : xyz password: 1as	Login denied with error message	Invalid user name and password	Success
3	Admin Login	User id : admin, password: admin	Login successful downloading admin home page	admin home page displayed	Success
4	User Login	User id : 123 password: 123	Login denied with error message	Invalid user name and password	Success

Figure 5.1.1.1 Test case report

5.1.2 Integration Testing

Integration testing is a logical extension of unit testing. In its simplest form, two units that have already been tested are combined into a component and the interface

between them is tested. A component, in this sense, refers to an integrated aggregate of more than one unit. The purpose of **Integration testing** is to verify functional, performance and reliability requirements placed on major design items.

In this project, top-down approach of integration testing is being followed. First, the User registration and login module is integrated and tested and then the Event creation and hosting module is tested. This module is integrated with invitation selection and sending module. The output of this module serves as the input of the Budget calculation module. So, top-down approach is being followed.

5.1.3 Validation Testing

Software Validation is achieved through a series of black-box tests that demonstrate conformity with requirements. Validation succeeds when software functions in a manner that can be reasonably expected by the customer. In this testing, the user validates by providing set of inputs and observing it.

In this project, if the given URL is valid then the download process successfully begins. Otherwise, it specifies an invalid URL message.

5.1.4 System Testing

The **System testing** is the stage of implementation, which is aimed at ensuring that system works accurately before live operations commences. System testing tests that the system meets it requirements, both functional and non-functional requirements.

The main functionalities which we check in this testing are:

- Whether proper connection is established with the domain server or not.
- Whether the user is allowed to traverse the web page or not by checking whether the user gets the information which is in need when a selection is made.

5.1.4.1 Security Testing

Security testing is important in system testing. The system in no way shall be accessible to unauthorized users. Testing is done to ensure that a user with respective permission can only view the various forms and reports presented by the project.

In this project invalid users cannot enter into the website. The administrator can alone generate report and modify the web site functionality. Thus security is gained.

5.1.4.2 Performance Testing

Performance testing is designed to test the run-time performance of the software within the context of an integrated system. Performance testing occurs throughout all steps in the testing process.

The developed project is tested to check it performance speed when the user wants to navigate from one page to the other.

CHAPTER 6

IMPLEMENTATION

6.1 Implementation Procedure

Implementation is the process of converting a new system into an operational one. The designed system is converted to an operational one using a suitable programming language.

Implementation includes all those activities that take place to convert an old system into a new one. Proper implementation is essential to provide a reliable system that meets the organizational requirements. The most commonly used implementation methods are pilot running and parallel running.

Processing the current data by a single user at a time is called the pilot running process. When one user is accessing the data at one system, the system is said to be engaged and cannot be used by the user at another machine connected to the network. This process is used in systems where more than one user is restricted.

Processing the current data by more than a single user at a time is called the parallel running process. The same system can be viewed and accessed at the same time on different machines connected to the network. This process is useful in systems where multiple users are entered.

There are three types of implementation

1. Implementation of a computer system to replace a manual system.
2. Implementation of a new computer system to replace an existing system.
3. Implementation of a modified application to replace an existing one using the same computer.

The proposed application includes the implementation of the modified application thereby enabling the user with greater functionality.

CHAPTER 7

CONCLUSION AND FUTURE ENHANCEMENT

7.1 CONCLUSION

The project" **E-Commercial Event Organizing and Tracking"** has been designed and developed in JSP and MY SQL. It is extremely user friendly and provides quick access to the necessary information.

The developed online inviting site overcomes the drawbacks like resource consumption, delayed access of the existing system. The use of JSP provides an elegant interface which meets the requirements. Moreover, the project can be modified, upgraded to suit the changes in requirements or technology, arising at any point of time in the future.

The developed system is efficient because it has been repeatedly tested with the help of variety of test cases and can therefore be implemented successfully at the site of usage. Since the system has been developed using standard programming codes, rules and conventions, it is easily understandable and can be reused under similar circumstances.

7.2 FUTURE ENCHANCEMENT

The future enhancements that the project can be subjected to are:

- Various event hosting ideas and tips can be given so that the inviter gets new a way of hosting an event
- Various product list of different brands along with price can be display instead of inviter entering the product list and amount.
- Online payment mode can be introduced
- The project can be enhanced to telecast the event videos.

CHAPTER 8

APPENDICES

8.1 SCREEN SHOTS

E-Vite Home Page

Figure 8.1.1 Shows the Home page of the application

User Registration

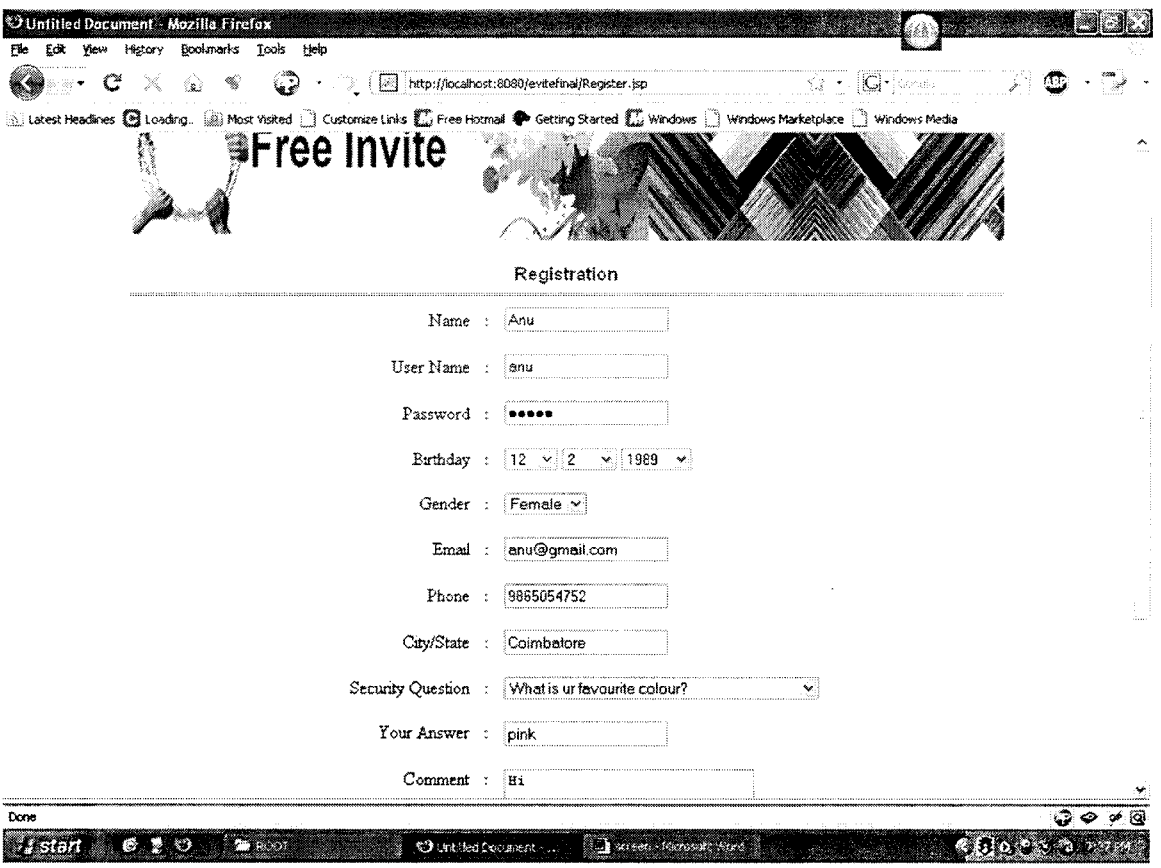


Figure 8.1.2 Shows the Registration of an user

User Login

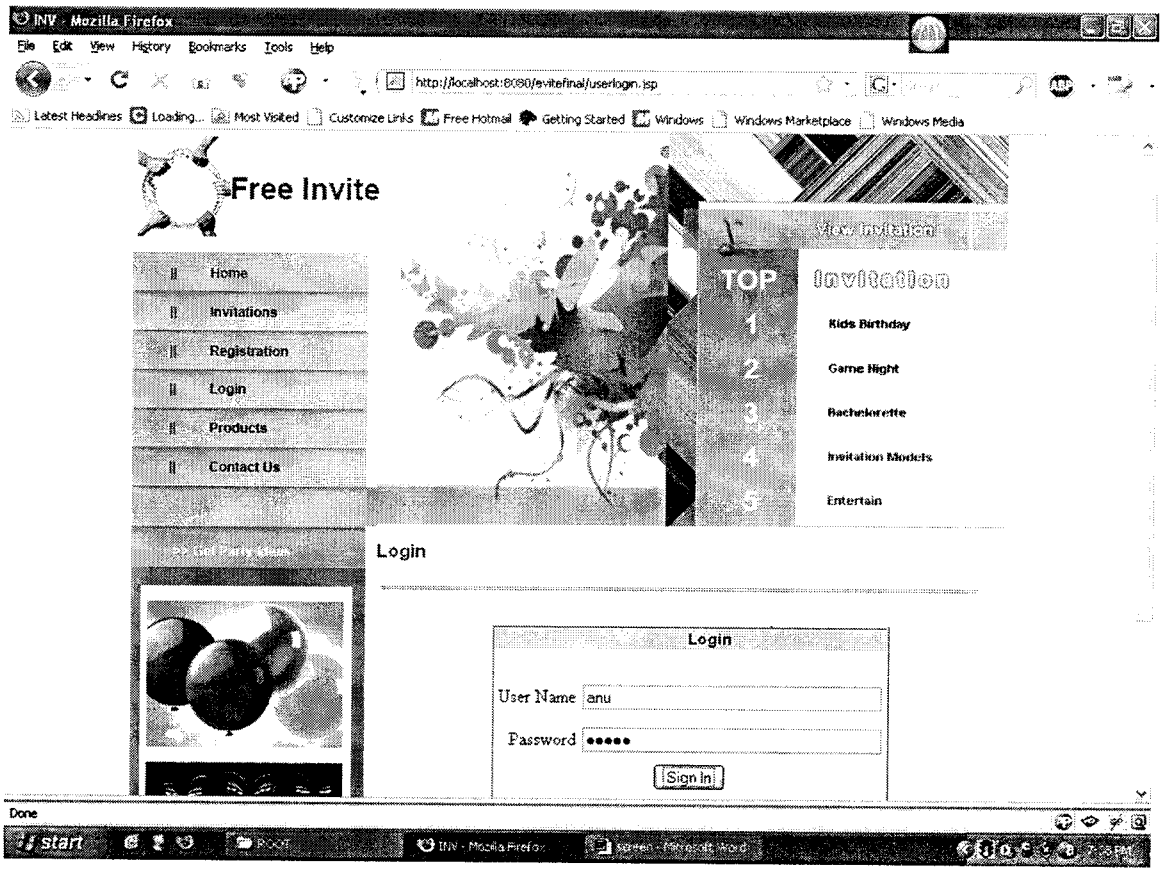


Figure 8.1.3 Shows the Login of an user

User Home page

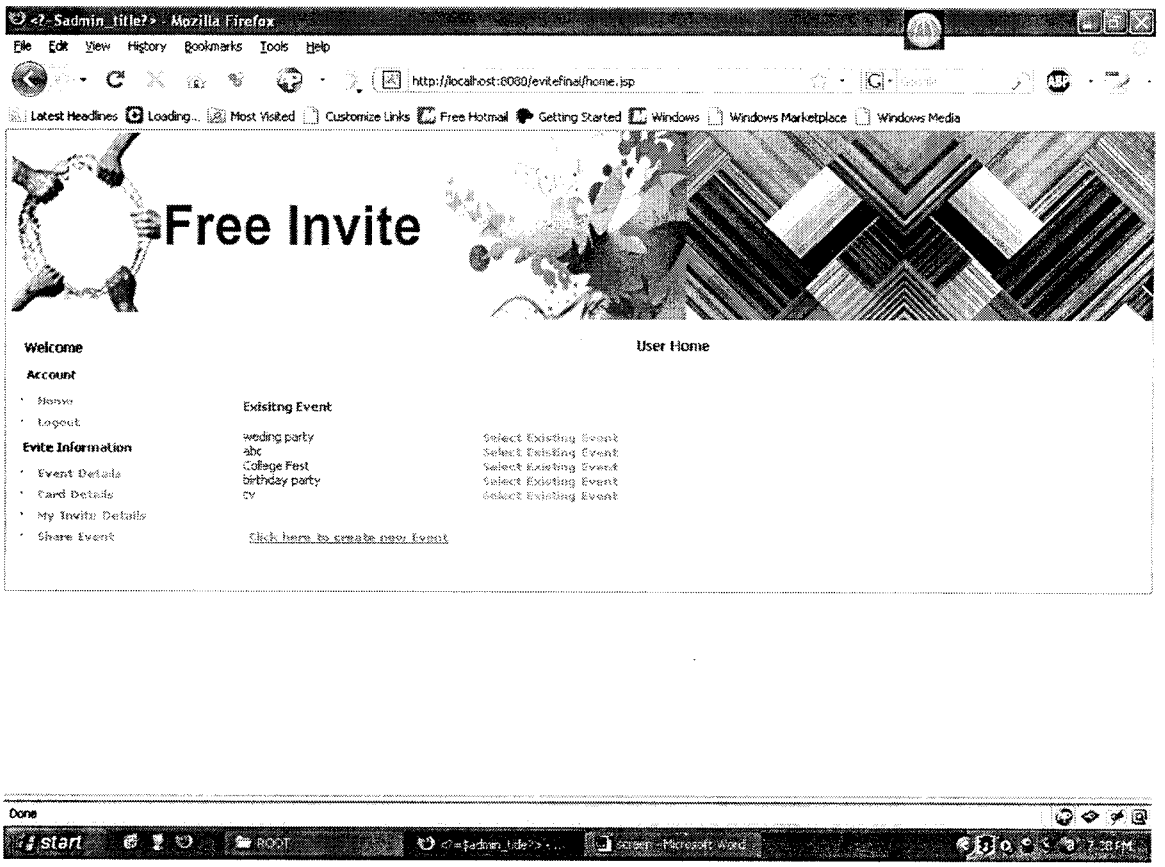


Figure 8.1.4 Shows the Home page of the user

Event Creation

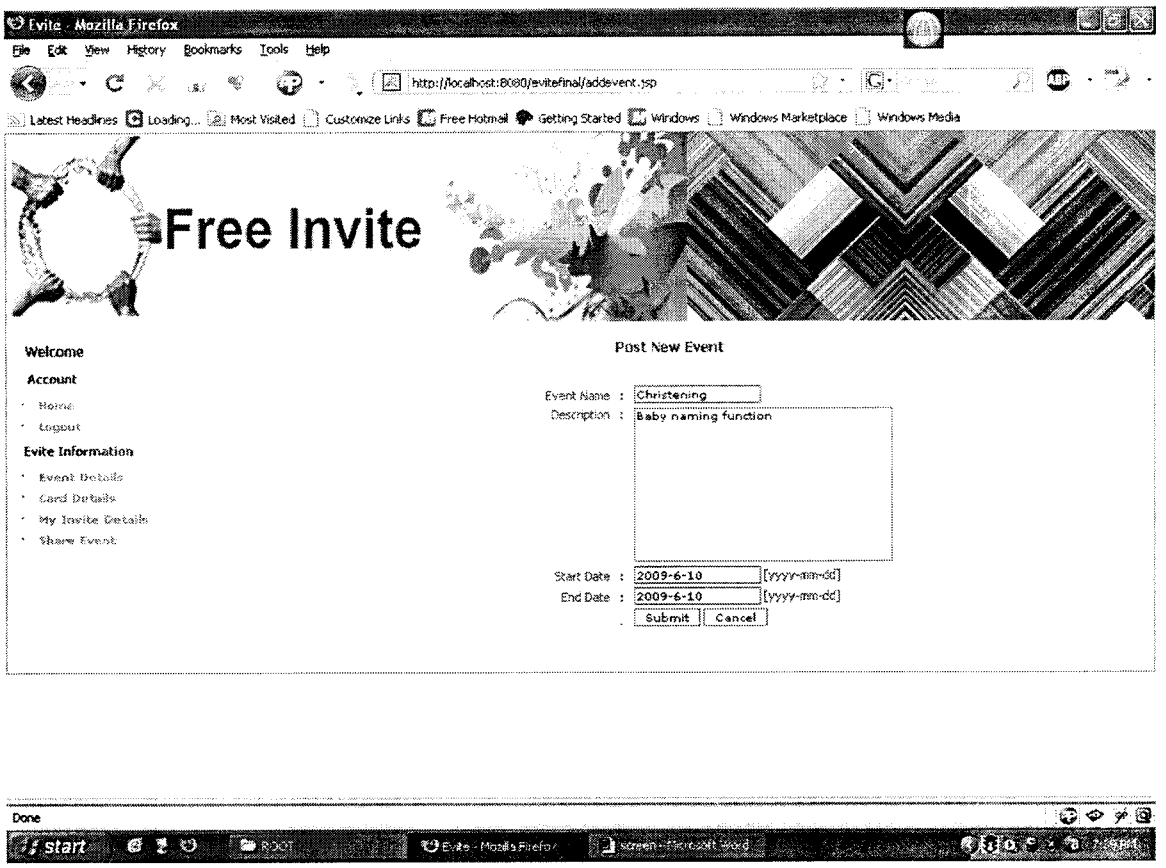


Figure 8.1.5 Shows the creation of an event

Card Selection

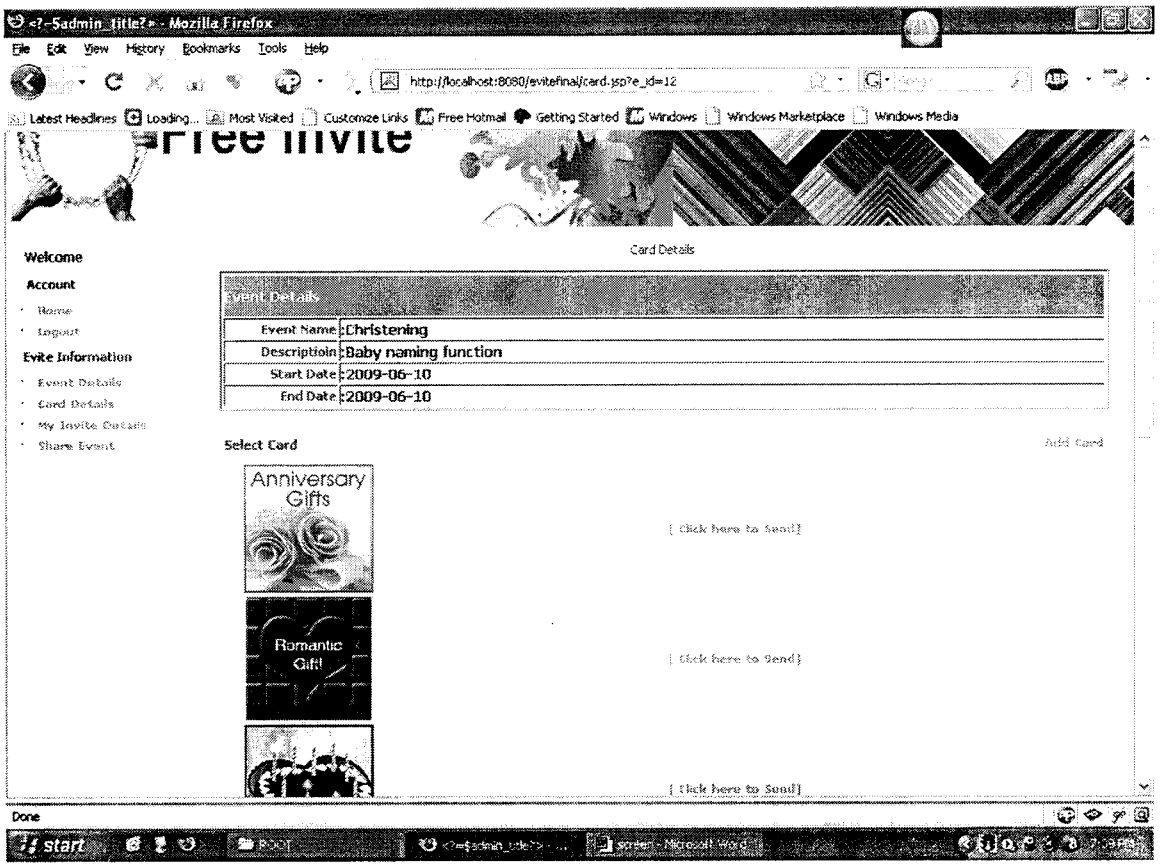


Figure 8.1.6 Shows the selection of an existing card

Browsing for new card

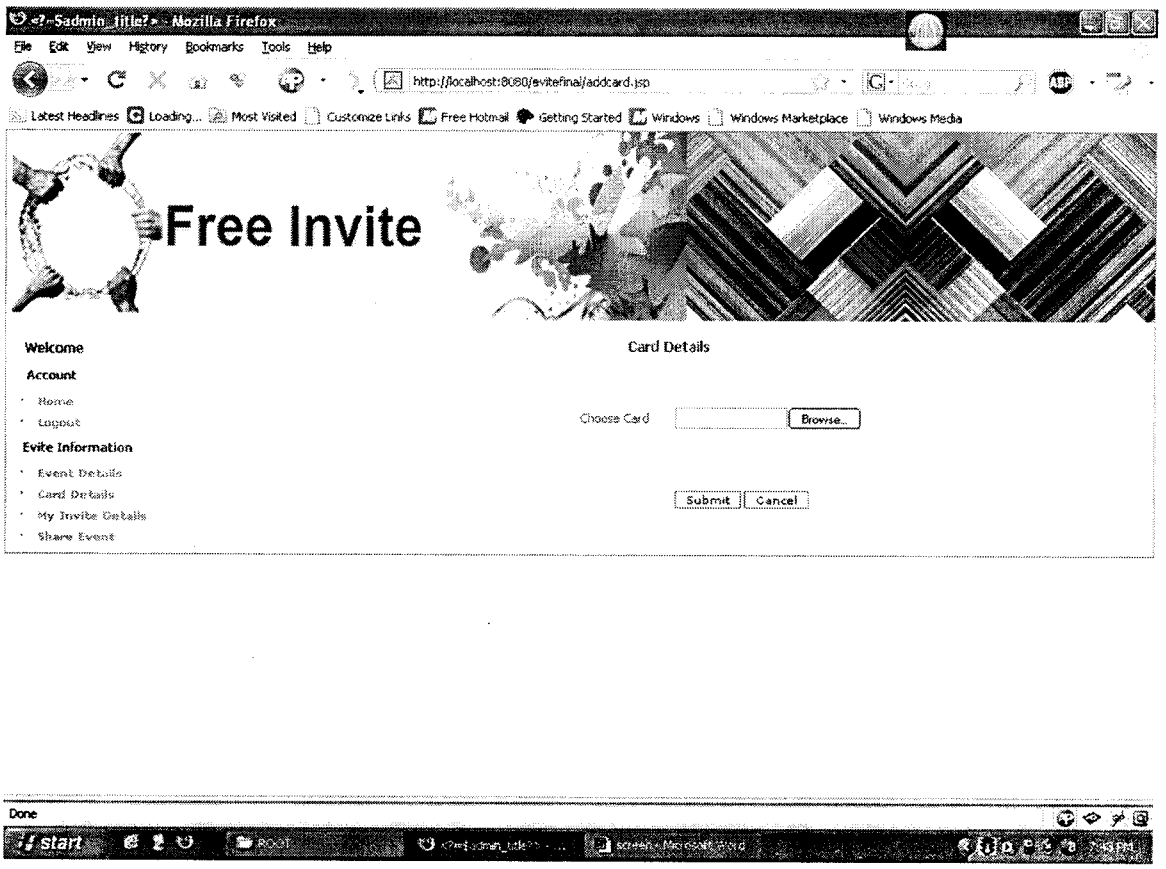


Figure 8.1.7 Shows the process for selecting a new card from card gallery

Selecting card from card gallery

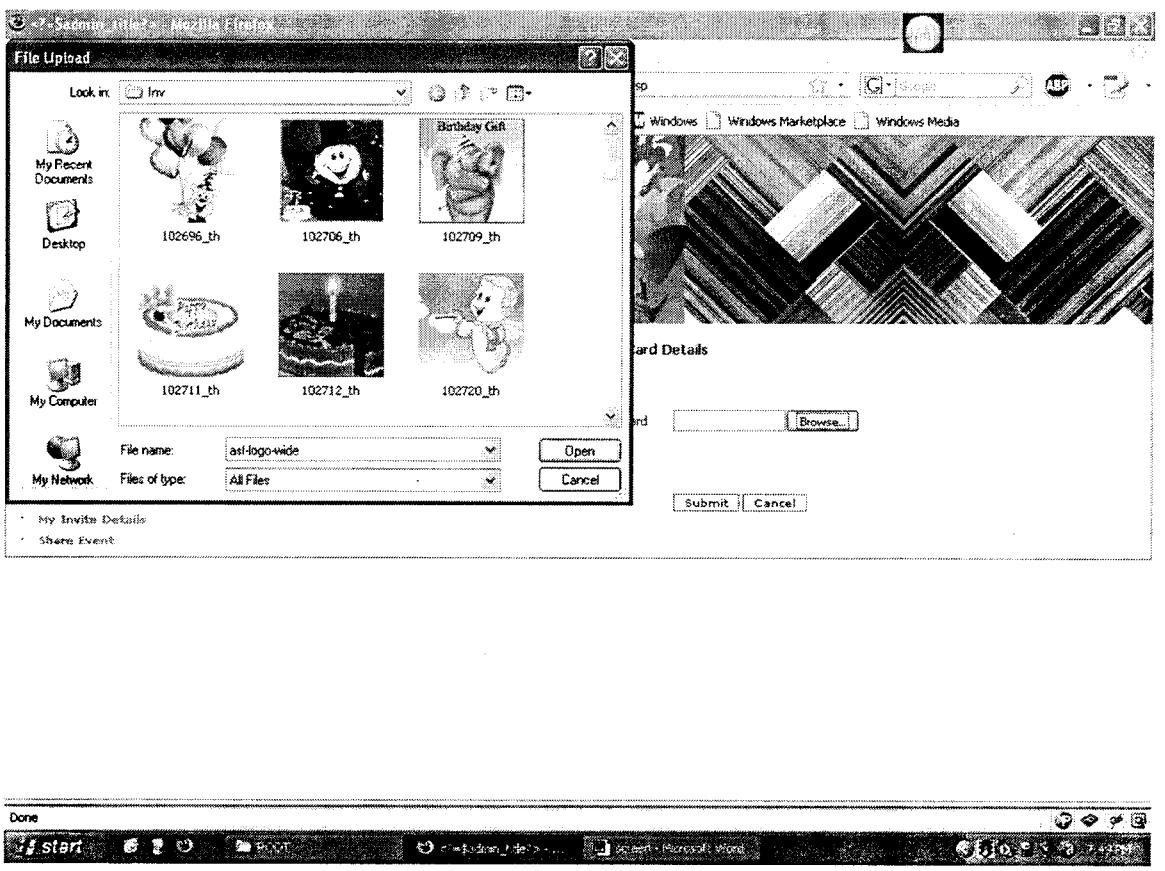


Figure 8.1.8 Shows the card chosen from card gallery

Selecting user group

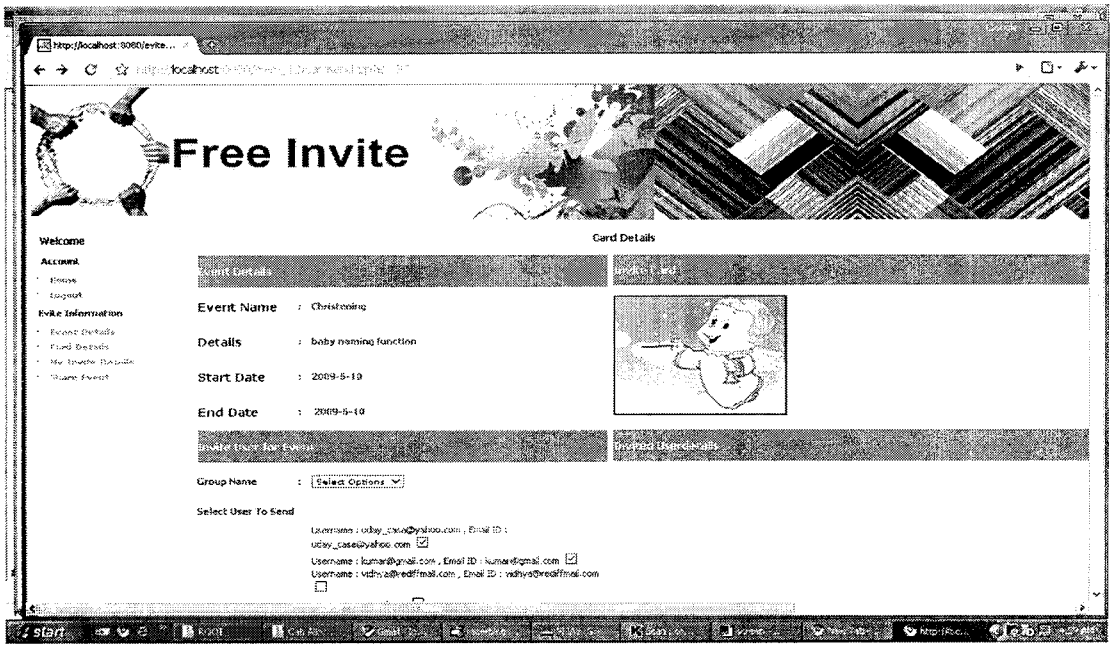


Figure 8.1.9 Shows the members group invited for event

Inviting a Non- member

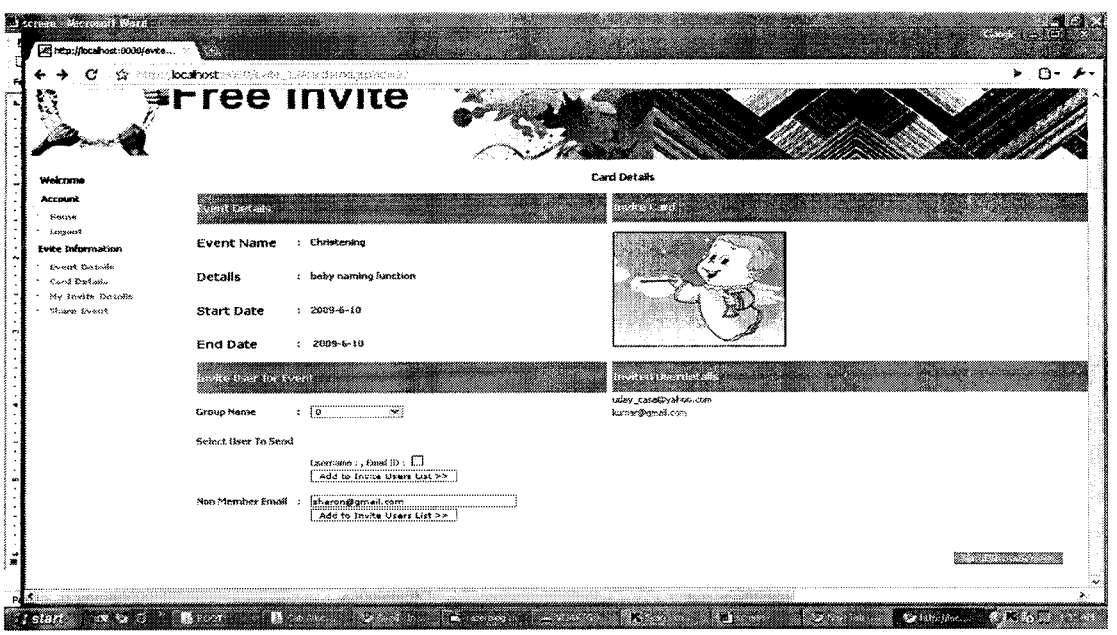


Figure 8.1.10 Shows the non-member invited for event

Sending Invitation

Figure 8.1.11 Shows the process of sending an invitation

Invitation sent and not sent list

Figure 8.1.12 Shows the members to whom invitation sent and not sent

Share Quotation

Figure 8.1.13 Shows the option for sharing the event budget

Adding Products

Figure 8.1.14 Shows the screen to enter the products required for event

Selecting invited members for sharing

Figure 8.1.15 Shows the check mark of the participant selected for sharing

Sending the shared amount

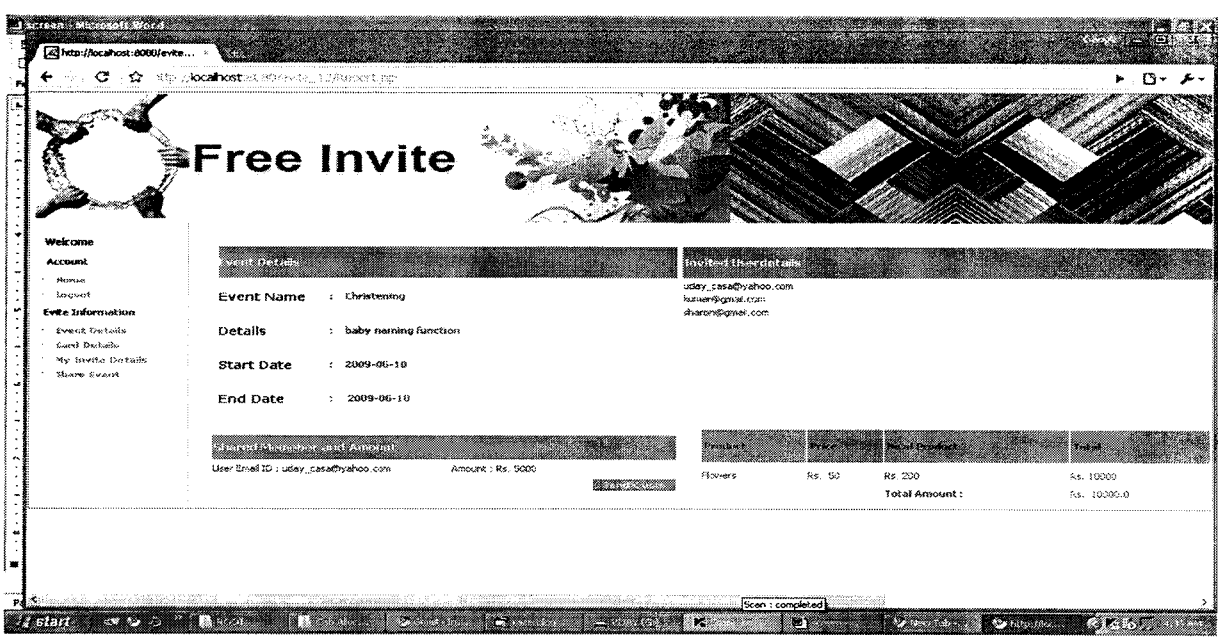


Figure 8.1.16 Shows the amount being shared among the participants

Quotation sent successfully

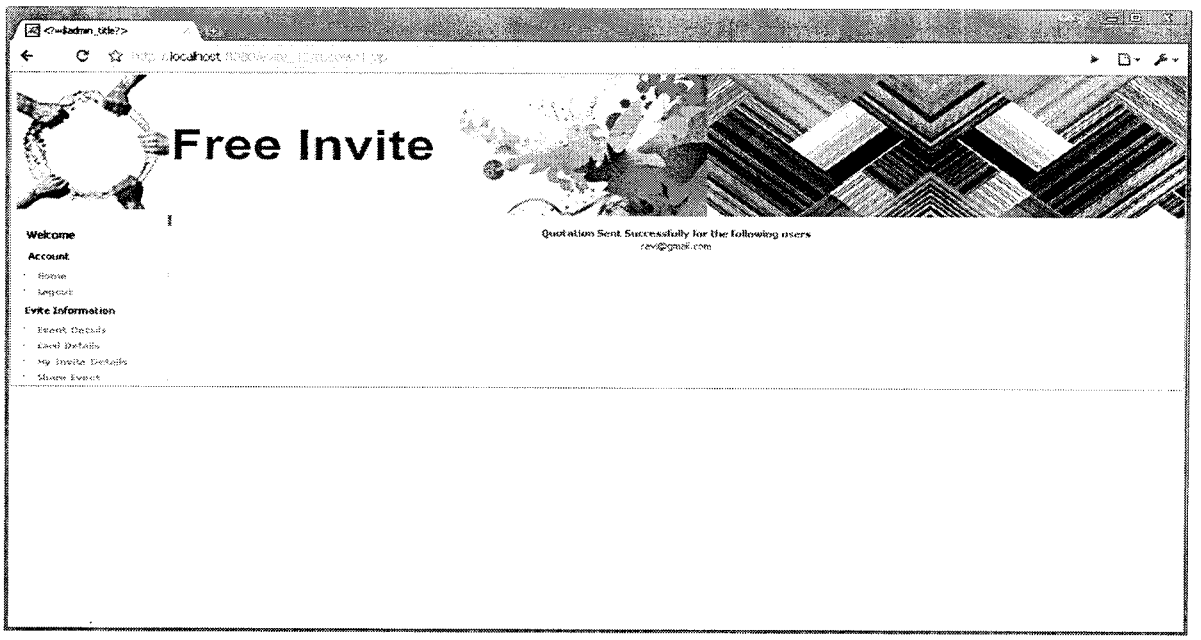


Figure 8.1.17 Shows the members id to whom quotations are sent

Administrator Login

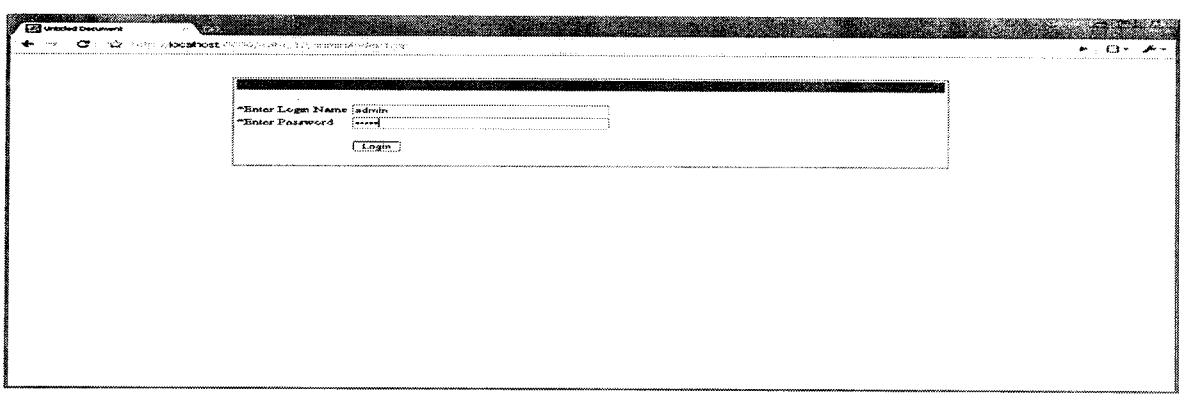


Figure 8.1.18 Shows the login form of the administrator

Admin Home page

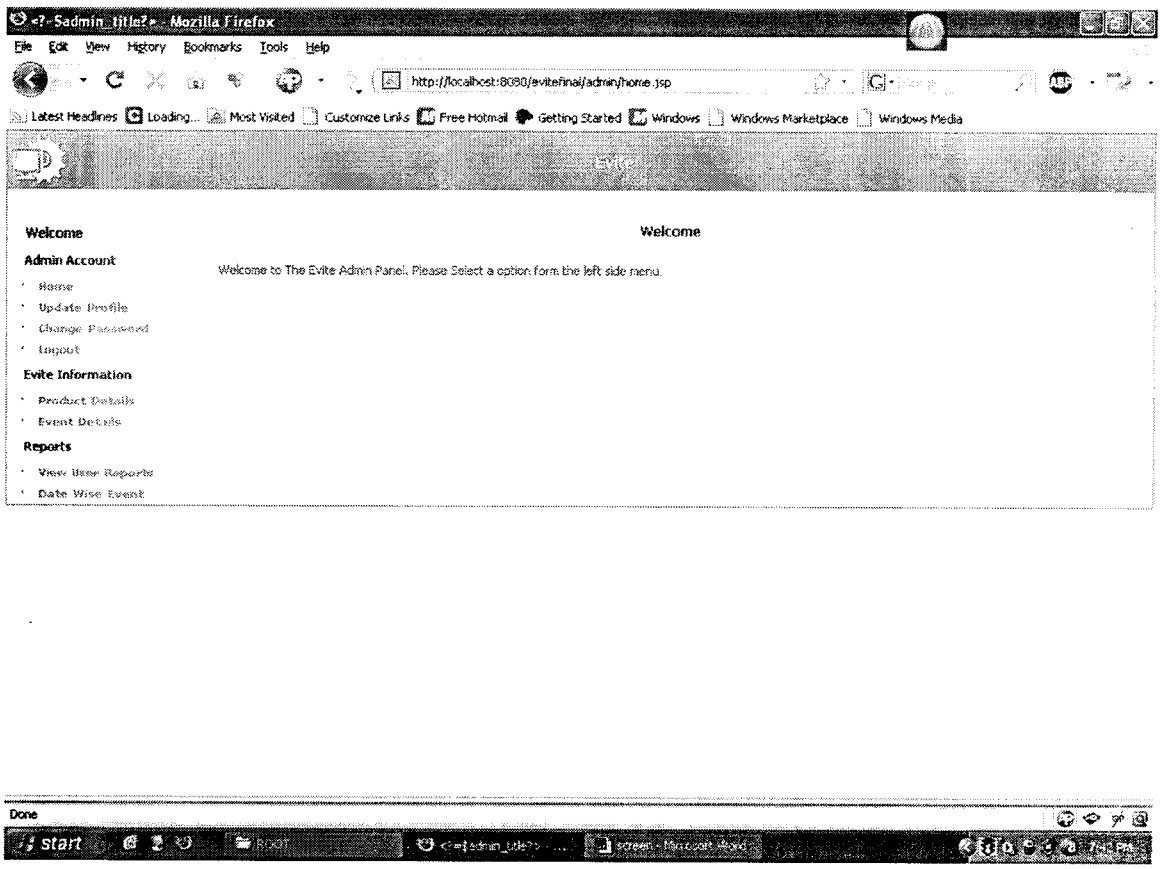


Figure 8.1.19 Shows the home page of the administrator

Updating admin profile

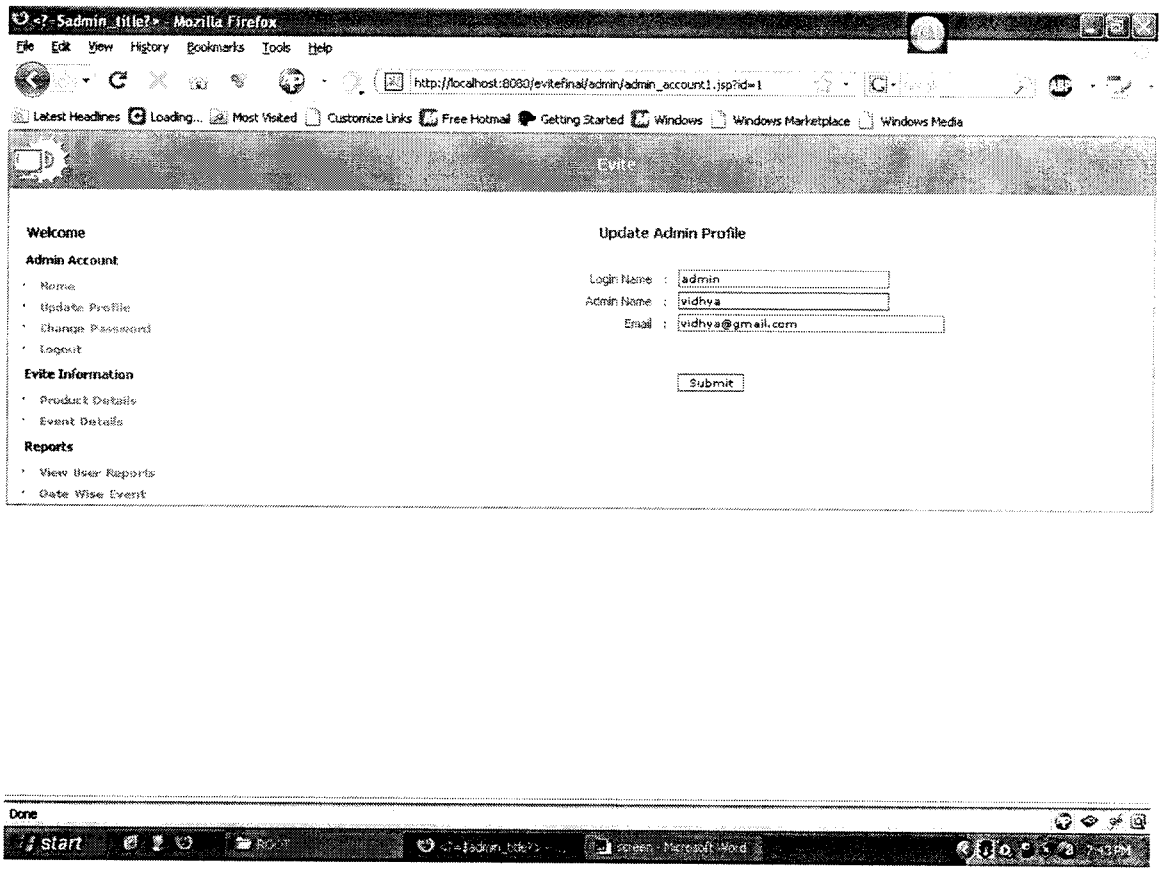


Figure 8.1.20 Shows the screen for changing administrator details

Changing admin password

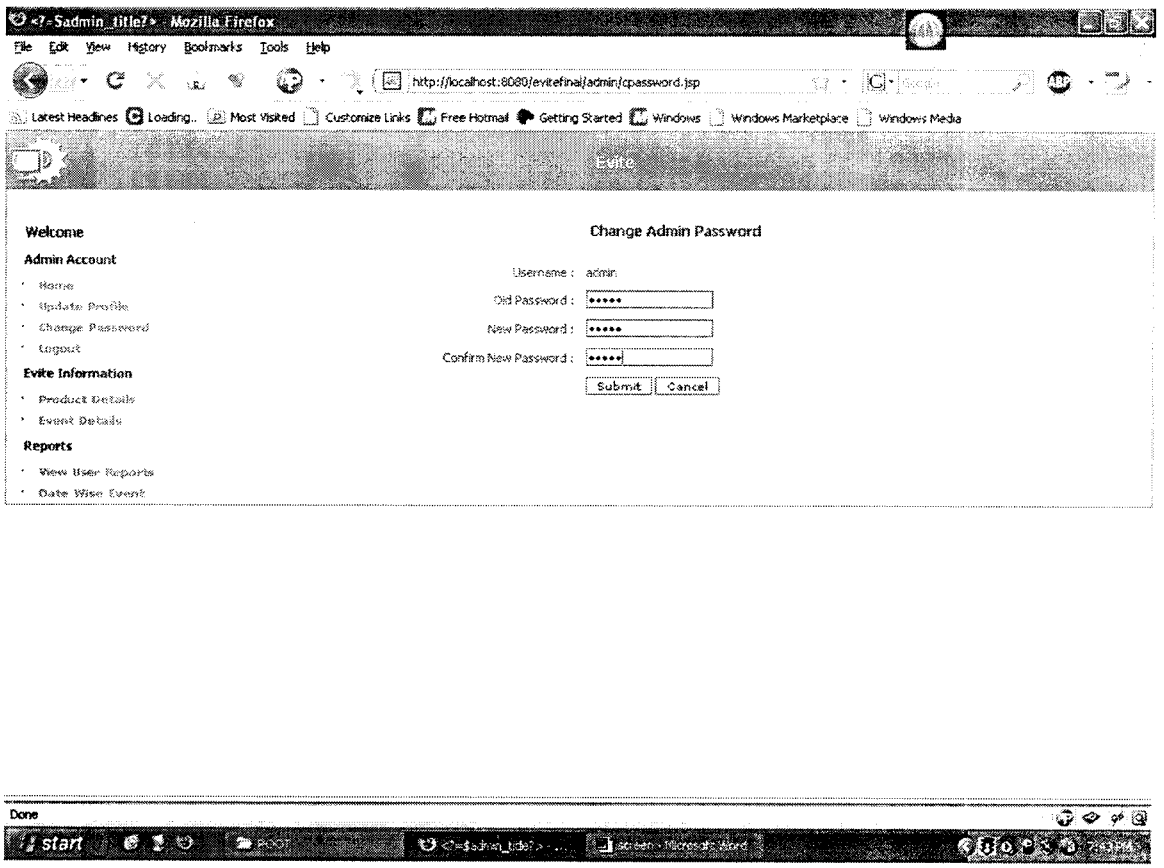
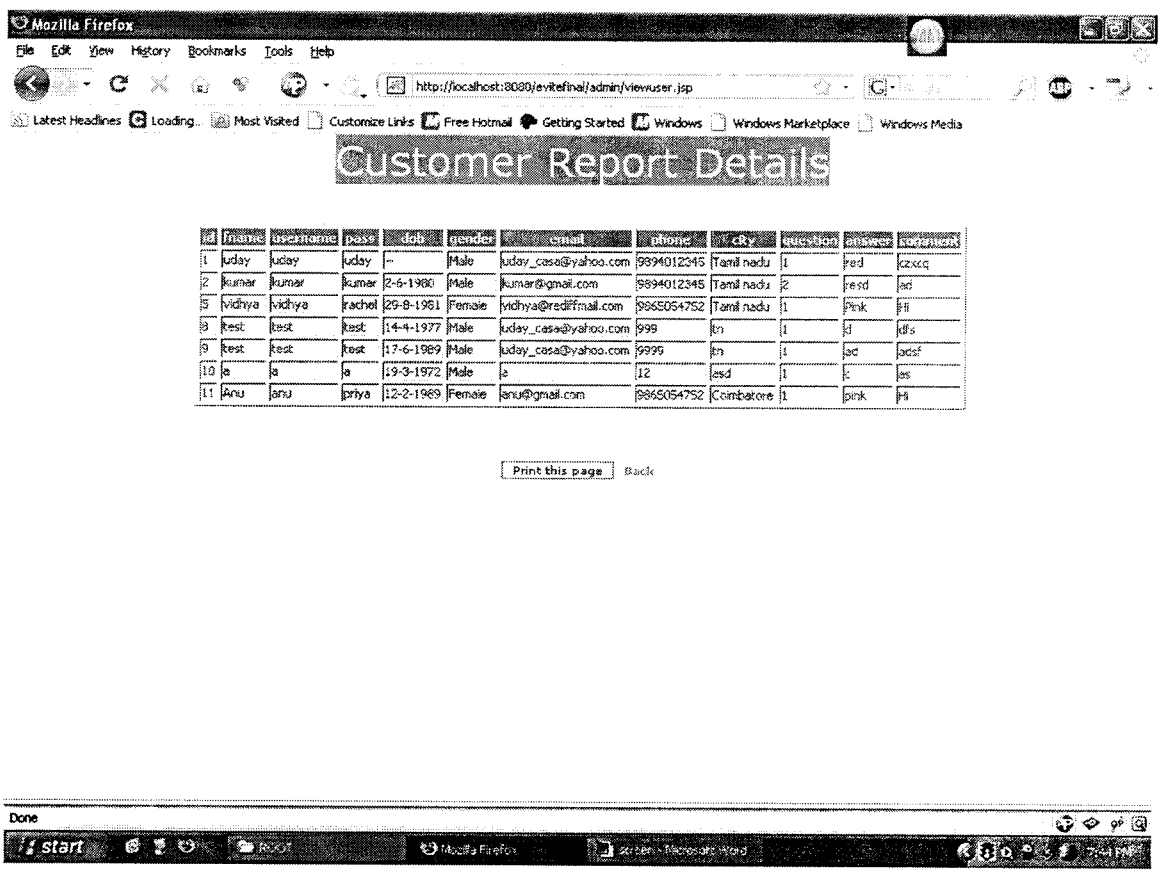


Figure 8.1.21 Shows the form for changing admin password

8.2 REPORTS

Registered user details



id	fname	username	pass	dob	gender	email	phone	city	question	answer	comments
1	uday	uday	uday	--	Male	uday_casa@yahoo.com	9894012345	Tamil nadu	1	red	czxcq
2	kumar	kumar	kumar	2-6-1980	Male	kumar@gmail.com	9894012345	Tamil nadu	2	resd	ad
5	vidhya	vidhya	rachel	29-8-1981	Female	vidhya@rediffmail.com	9865054752	Tamil nadu	1	Pink	Hi
8	test	test	test	14-4-1977	Male	uday_casa@yahoo.com	999	tn	1	d	dfs
9	test	test	test	17-6-1989	Male	uday_casa@yahoo.com	9999	tn	1	ad	adsf
10	a	a	a	19-3-1972	Male	a	12	asd	1	c	as
11	Anu	anu	priya	12-2-1989	Female	anu@gmail.com	9865054752	Coimbatore	1	pink	Hi

Figure 8.2.1 Shows the details of the users registered

Specifying start and end date for event details

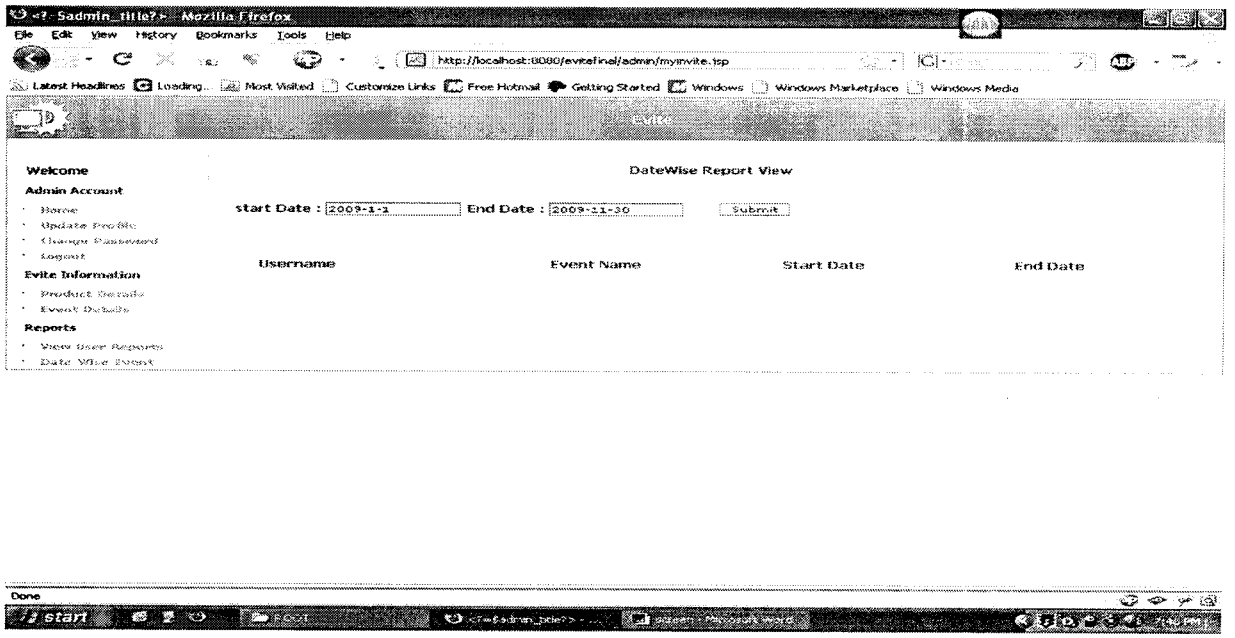


Figure 8.2.2 Shows the start and end date for event report

Events within specified date

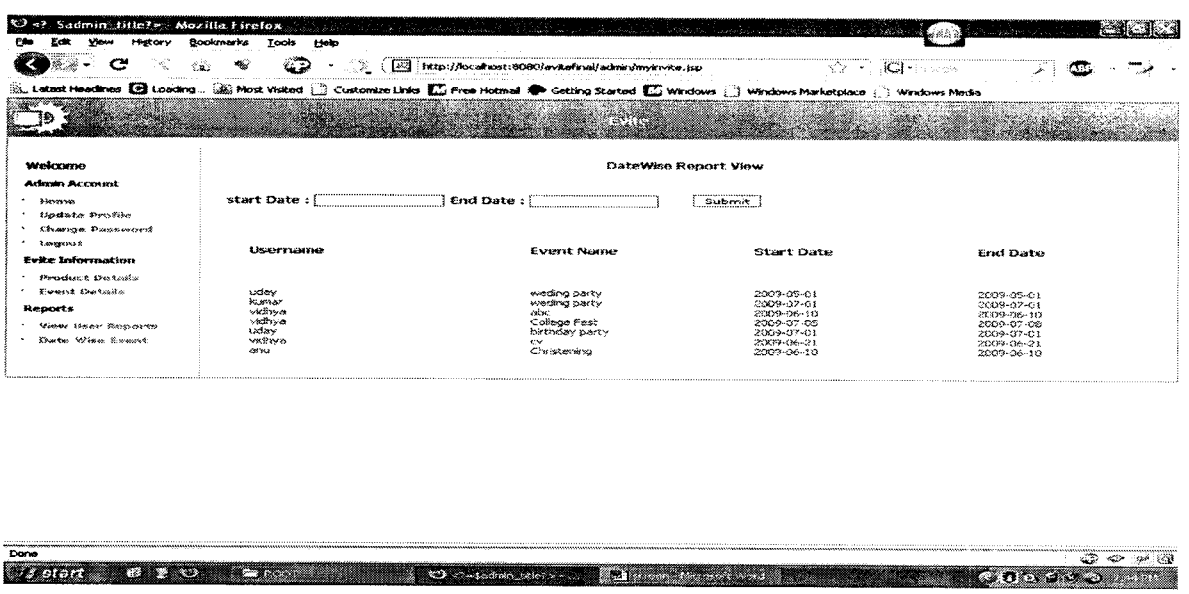


Figure 8.2.3 Shows the event details between the specified date

8.3 TEST CASE REPORTS

Report on Invalid User Login

Figure 8.3.1 Shows test case report of invalid user

Report on Invalid Admin Login

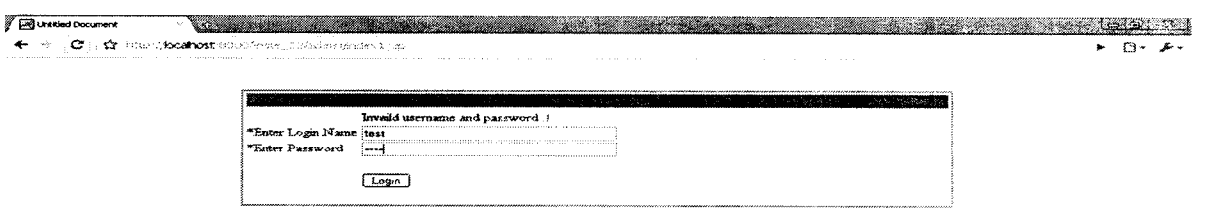


Figure 8.3.1 Shows test case report of invalid admin

CHAPTER 9

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