

Evento: A College Event App

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Abstract: In this new era of technology it is very important to market/publish your product to the audience. Because of unwanted number of audience it is impossible that your product is distributed to each and every person or group of persons. So in today's world marketing is the key. This article presents an app which is specially designed for the college events for their marketing and distribution. There are some events in some colleges which are worth going and they are very useful and knowledgeable but because they are not marketed properly they get less response or they get anonymous. If there events are marketed well and distributed to the large amount of audience then they might get well response. An event is a useful or not depends upon the content they are providing but if they are not reaching to the large number of audience and getting less response then that is failure. So this app is a platform for these events to market them to the large number of audience. The implementation of this system efficiently provides event organisers and students an interaction platform and thus improves the overall management. The android based application analyses the main flow of the system implementation process and carries out the required functional, structural analysis and design of each module. The system is expected to provide a more well-defined approach that includes different functionalities, all in one android based application. This will make online event booking highly flexible, feasible, user friendly and best suited for all its intended audience.

Keywords: evento

1. Introduction

Social app is any app that allows social interaction. Social media is growing rapidly throughout the world. Social media has fundamentally changed the manner people communicate and collaborate. In fact, it represents one of the most transformative impacts of information technology on business as they drastically change how consumers and businesses interact. These media are mostly users by marketing companies, seeking a better way to create new connections and engagement for the brands they represent. Many of them are for social network but it mostly lack in spreading the awareness of College event. People who are organizing the event fails to target their audience because social media don't provide event organizer information about their audience. Event which are posted in social media are many time fail due to lack of Event description, Lack of advertisement and lack of targeted audience. Student also fail to attend event which are willing to attend because of their tight schedule or clash of timing between two events. Evento is a college event booking app for all the student in the college to make student aware of what all events

are going to conduct in college and even outside the college. The reason for developing this app is to overcome the problems faced by the student is lack of information on the event like the location, cost and scheduling issue. The event should be organised and publishing the key job of the organisers and make their job easy they can publish they event with the help of this app. Evento can make the job of the student and the organiser so easy that the student can register for any event at any time. The number of participate can gradually increase as the booking is made easy for all the student. The events are managed and the student receive the notification before the event about the venue, timings and etc. This help the event to run smoothly. And student will be aware of all the event in the college. They can participate in both inter and intra competition.

Making awareness of the event to the large number of audience is the main motive of this app. For example: Now a day's nobody book tickets for movies or for shows or for the plays by checking it from newspapers or from TV. There are various apps for the booking tickets for movie or for play or for show. Like this College events does not get that amount of exposure that's why this app is useful for the college events. In this app there is going to be a poster for each and every college event by clicking which you will get a bunch of information such as:

- Description of the event
- Booking (if necessary)
- Name and address of the college
- Contact details

This app is built for android users but in the future this app may be developed on the IOS and others OS. There are various IEEE papers were referred to overcome the problems and difficulties caused. The link is provided below in this document. The software's used:

- Android studio
- Firebase Cloud

2. Literature survey

- *History of BMS (bookmyshow)* - Told the way we like it. Blood, Sweat, Toil and a lot of Beer, 12 years ago in South Africa a seed of an idea was planted, a dream was shared. Inception happened. 12 years on, we look back at what we've built. Leave it up to us, and we'd love to do it all over again.

- *Here's our story:* The Three Musketeers: What happens when 3 long-time friends go holidaying together in South Africa? The seed of a Big tree is planted. A company is planned, from roots to fruits. Soon after the Eureka moment, C.E.O. Ashish Hemrajani quits his job at JWT, Co-Founder Parikshit Dar takes over Technology, and Co-Founder Rajesh Balpande takes over Finance.
- *The Big Bucks:* Network 18 invested in March 2007. In August, the same year an internal contest was held to coin a name for the new company. A developer intern came up with the name BookMyShow.com and the rest as they say is history. Launch of Book My Show What was to become India's largest entertainment ticketing portal today launches in Aug 2007 as India's first ticketing aggregator – Book My Show. 2007 Aug 2007 199
- The primary attraction for IT developers is to build applications by reusing the existing resources, especially using mobile platforms as it is changing the way software applications are developed and accessed, the platform presented in this paper aims to keep users up to date for all of their daily events. The idea was to develop a new contemporary application for the mobile platform that will be able to integrate several social media APIs.
- In 2017 6th Mediterranean Conference On Embedded Computing, they have presented an architecture a mobile application, named ToDos, which will enable users to easily manage daily events, allowing integration of other application features with high level of flexibility. Its' main aim is to collect all the events from different sources into a single place, in order to easily manage daily tasks. In order to be widely used, we tried to create a user- friendly interface. Even though similar platforms are already in use, we believe that the proposed platform will be more attractive for the users for several reasons. ToDos application would be that it is a free and open source.
- In 2017 IEEE 18th International Conference on Mobile Data Management, in this paper, they propose a mobile app testing method that collects and replays user event log by collecting user's log cat log and get event log. From fuzz testing and replay testing on 30 popular apps, we have shown that replay testing generates 2.3 times more valid events than fuzz testing.

3. Software requirement specification

A. Introduction

1) Purpose

The Software Requirement Specification document provides a complete description of all the features of online event ticket booking app. It emphasizes on the essential specifications that are to be kept in mind while designing and implementing the system.

2) Scope of the project

Scope of this project is to provide a platform only for the college to book a ticket for an event online. This is used in college level world. There is no restriction for any student to book any event they want to participate. If they are willing to register they can just a click and have to pay for the event who charges for these events. So it's a flexible app for all the college you just need to register yourself and enter all your personal information and you ready to use it.

3) Intended audience

The intended audience of this Android app are the organiser team, the developer team, team, testing team and the user of the app i.e. are college student.

4) Definition, Acronyms and Abbreviation

- Developer - The one developing the Android based app.
- Organizer - The one who manages all the events.
- User - The one you register and book the events.

B. Overall description

1) Product perspective

The online event booking app is an android application. The app can be updated as per requirements. This app offers fully automated android application that registers students online. This app maintains the details for each student and provides a facility for editing the student details if required. All the provided features of this android application are customizable. There's a password based access for every student. Authentication is provided via Firebase. This system aims at reducing costs by making booking online events.

2) Product functions

Some basic functions provided by the system are:

- Access anywhere ,anytime application
- Easy to navigate
- User friendly UI
- Secured Payment gateway
- Event Timeline
- Event notification

3) User classes and characteristics

The users of this system are the administrator or the event organizer and the end users or students who wish to attend an event Students need to know how to access the internet and make their profiles with the system. Organizer will post regarding the upcoming events.

4) Operating environment

This software is an android application. The product should be able to run from android mobile with an internet connection. Data files are stored in Firebase.

5) *Design and implementation constraints*

- The medium of instructions will be English only
- The internet connection used by the organization should have a speed of 1Gbps or higher

6) *Assumptions and dependencies*

All the software and hardware products mentioned are assumed to be available with the developers. To fulfil server space constraints any freely available format converters could be used.

4. User interface

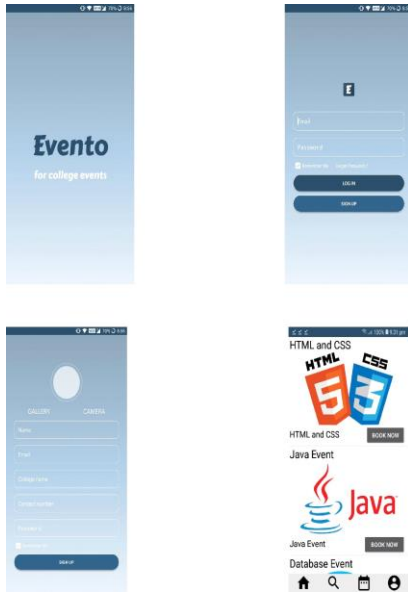


Fig. 1. User interface

5. External interfaces requirements

A. *User interfaces*

Android application will provide a UI for user to interact with system

B. *Hardware interfaces*

- Android mobile
- RAM 512Mb(minimum)
- Hard drive 1Gb

C. *Software interfaces*

- Android
- Firebase

D. *Communication interfaces*

- Mobile Internet
- wifi

6. Product design

A. *Use case diagram*

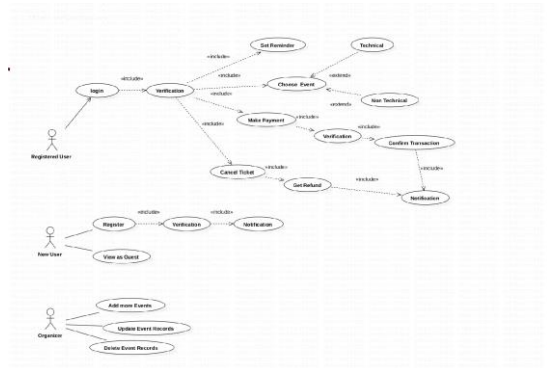


Fig. 2. Use case diagram

B. *Activity diagram*

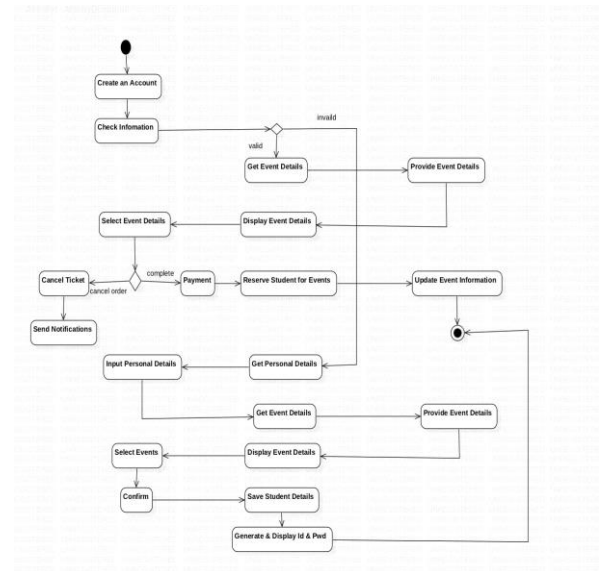


Fig. 3. Activity diagram

C. *Sequence diagram*

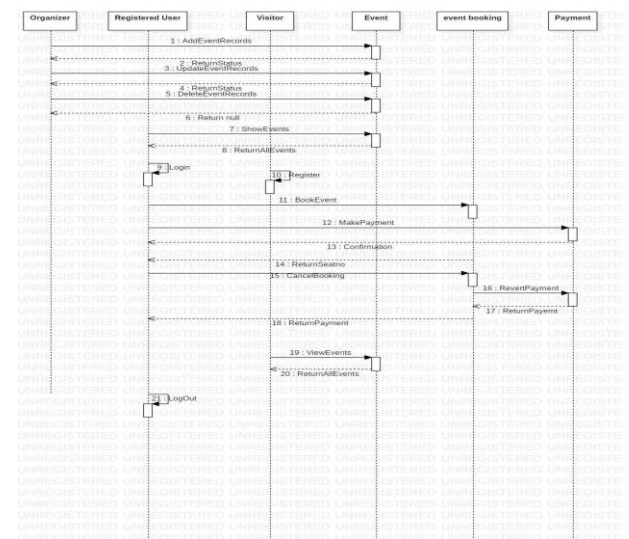


Fig. 4. Sequence diagram

7. Conclusion

Different searching engines and social media are designed to help student to finish their daily obligations by offering services such as schedule management, reminders and others. This is one of the reasons why they are so popular among people/users. But, not everyone uses these services in the same manner, as some people use Facebook services, others Google services, or both of them. We have presented a solution that allows users to manage all events in one place. Initially the platform will be implemented in Android, with the possibility that in future we will be able to build and implement the same platform for iOS and Web. The platform is an open source app in order to enable other developers that may be interested to work in same field.

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