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Event Hub

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Abstract: Event hub system is developed to manage the events like wedding, Birthday parties, Engagement etc. and connect them direct to the market and this web page application is dynamic, easy to use, customers easily able to check the availability of product according to their requirement. Along with this, a frontend we use some basic technology like HTML and CSS and a backend technologies include like PHP and MySQL.

Keywords: PHP, SQL, Events, Event Handling, Market.

I. INTRODUCTION

Event Hub is the one of the unique web application in which customers can able to purchase the products of their events without going to the market and without need of any third party and any broker. Most of the broker charged excessive fees to arrange the events from the customer and most of the people will not able to pay that much amount to the broker as remove this problem of high amount money we make this application for the people who celebrate their events with joy and happiness within their budget and it also saves customer time. Event Hub is the web application developed using PHP, SQL, PHPmyadmin, HTML, CSS, JavaScript. All arrangements of events are shifting to the online mode of purchasing the materials like Flowers, Balloons, and moreover the book also catering, also purchase the most affordable clothes with the best quality and decent prize. In this event management system, we also add other activities feature and Customers are also able to book the event places like hotels, wedding farmhouse. This web application is allows the user to access the system directly with the help of browser without installing any mobile applications. This increase the system accessibility and speed of the application going smooth.

In the development of this web application, a combination of frontend and backend technologies has been employed. The frontend utilizes fundamental technologies such as HTML and CSS to create an intuitive and visually appealing user interface. This ensures that users can easily navigate through the system and access the necessary features without any technical barriers.

II. BRIEF LITERATURE SURVEY

We studied different websites on event management system. We understood from these website that we can add all events Materials in one web application to solve the problem of purchasing the products from one place for customer can easily managed the event and celebrate their events. From one website, www.event.com in that we have taking the idea of creativity for making the website. From another one interesting website is www.eventpro.com, we know the idea about booking the catering feature that we add in our web application and further in our survey we studied about events in which we also add registration method like barcode which is save which also smooth the registration of customer and it is easy to use and efficient in future we add these advance feature in web application. We also included in this survey that most of the people have to install particular app/mobile application for particular events like Birthday's Party so we have to come with the idea that online web application that only need browser without use of any memory in mobile phones. Nowadays, People mostly prefer to online so it is a good idea about events hub application.

III. OBJECTIVE

The main objective is to make a direct contact of Users to the Vendors to remove the mediator like event planners. With the help of eventhub the User is own planner of their events they organize their own events by direct contacting the Vendors and the vendors give them a better price for their stuff that required for the organizing the events. To accomplish the contact between user and vendors the event hub webpage provide them contact and email id of the Vendors to make the direct contact and after completing the contact the User can negotiate the rate of the required stuffs or good and services. It gives a pleasure experience to user because it is easy to operate.



IV. IMPLEMENTATION

The event hub system application has been developed by using the full stack development method. In this method, there is twoparts further divided into frontend part and backend part with database. In frontend, we use basic technologies like HTML and CSS andIn backend part, we use PHP, phpmyadmin and database can be run in xampp application in localhost and in future, we expand in real world for use in common people to get the benefits of our application.

After gathering all information of vendor and target audience, we divide the implementation into modules that In frontend part, we firstdesign the login and register part in which first user and vendor register in event application and there all information save in the database that's backend part. After that if user and vendor get back to the application they only need register id and password to login in the application. In there is dashboard part, where all other modules we include like flower, catering and other activities. Full stack development method reduce code complexity.

Testing: In Testing Phase we test all the sub modules parts one by one. In First module we test how User font end working and also check its backend connected or not. After connected we check it fetches data from backend that we stored in our database., we test the Vendor frontend it working or not and it fetches data from backend that we stored in our database.

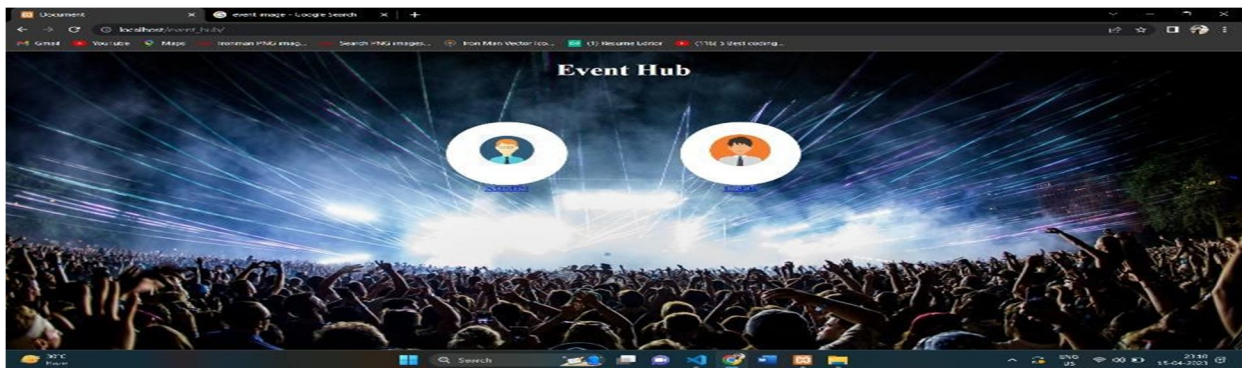
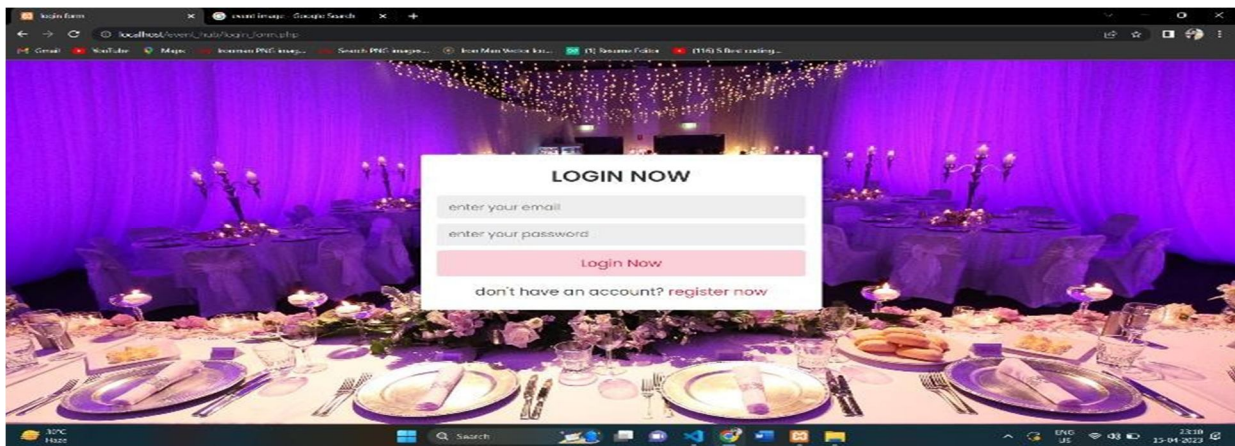
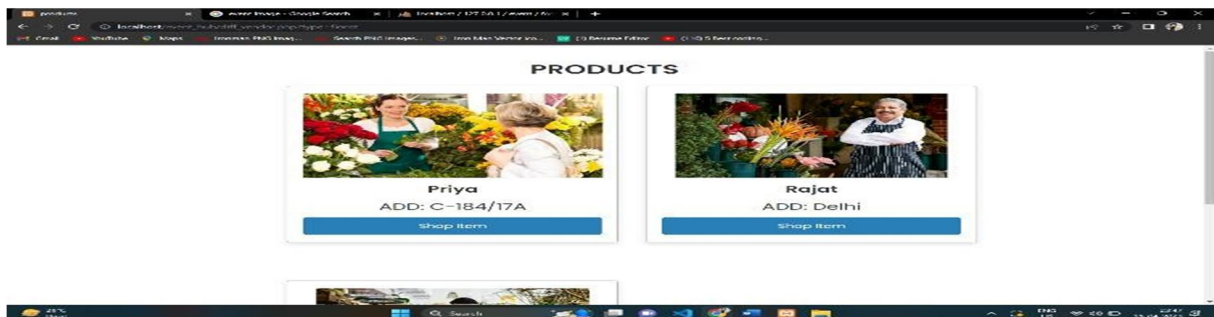


Fig. Project Flow Chart



(b)

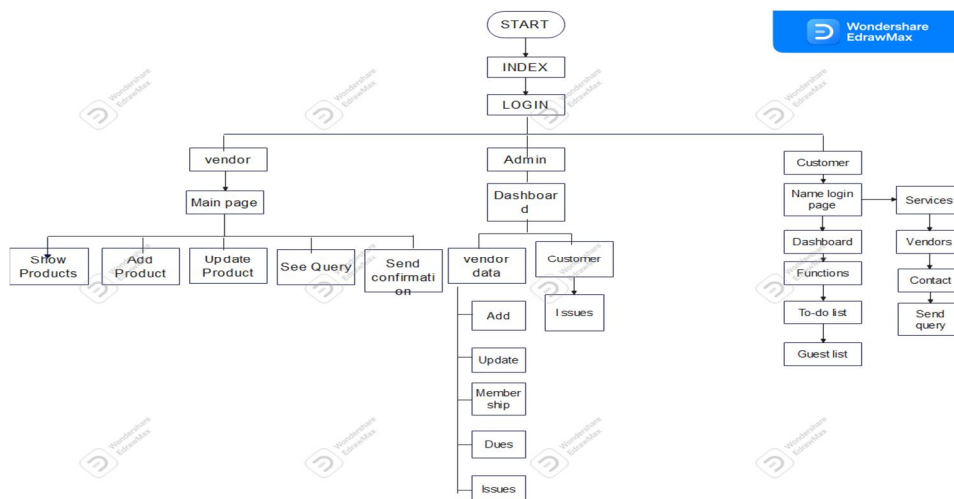


(c)

V. METHADODOLOGY

- 1) Requirement Analysis: The first step in developing the Event hub is to gather and analyze the requirements from stakeholders, including event organizers, customers, and vendors. This involves conducting interviews, surveys, and market research to identify the key features and functionalities needed to manage various types of events effectively
- 2) System Design: Based on the gathered requirements, a system design is created. This includes designing the database schema, defining the system architecture, and creating wireframes or prototypes of the user interface. The design phase also involves selecting the appropriate technologies such as HTML, CSS, PHP, and MySQL for the frontend and backend development.
- 3) Frontend Development: The frontend development involves implementing the user interface using HTML and CSS. The goal is to create a dynamic and user-friendly web application that allows customers to easily navigate, search for events, and check the availability of products or services based on their requirements. The frontend should also provide a seamless user experience with intuitive interactions and responsive design.
- 4) Backend Development: The backend development focuses on implementing the business logic and database functionality using PHP and MySQL. This includes creating the necessary APIs, authentication mechanisms, and data management processes to handle event registrations, vendor information, customer details, and event-related data. The backend should ensure secure data handling, proper validation, and efficient storage and retrieval of information.
- 5) Testing and Quality Assurance: The Event hub System undergoes rigorous testing to ensure its functionality, performance, and reliability. Various testing techniques, such as unit testing, integration testing, and user acceptance testing, are employed to identify and fix any bugs or issues. The system should be tested in different scenarios to ensure it can handle various event types, user interactions, and concurrent usage.
- 7) Deployment and Implementation: Once the testing phase is completed, the Event hub System is deployed on a suitable hosting environment. This involves setting up the necessary servers, configuring the system, and ensuring its compatibility with different browsers and devices. The system is then implemented in the real-world context, and relevant data is migrated from existing systems if required.
- 8) Training and User Documentation :To ensure effective utilization of the Event hub System, training sessions are conducted for event organizers, customers, and vendors. User documentation, including user manuals and FAQs, is provided to guide users on system navigation, registration processes, and other key functionalities. Ongoing support channels, such as a helpdesk or customer support, are established to address any user queries or issues.
- 9) Evaluation and Feedback: Once the Event hub System is in operation, continuous evaluation and feedback collection are essential. This includes monitoring system performance, gathering user feedback, and conducting surveys or interviews to assess user satisfaction, system efficiency, and the overall impact on event management. Feedback from stakeholders is used to identify areas of improvement and guide future enhancements or updates to the system.

The methodology outlined above provides a systematic approach for the development and implementation of the Event hub System. It ensures a comprehensive understanding of user requirements, efficient system design and development, thorough testing and quality assurance, successful deployment, user training, and ongoing evaluation to ensure the system's effectiveness and user satisfaction.



VI. LIMITATION

- 1) Scalability: While the Event hub System is designed to handle various types of events, its scalability may pose a challenge when dealing with a high volume of concurrent events or a large number of users. As the system grows in terms of event and user load, there might be a need for additional resources and optimizations to ensure optimal performance.
- 2) Customization Constraints: The system's ability to cater to unique event requirements and customization needs may be limited. Since it is built on a predefined framework, accommodating highly specific event configurations or specialized functionalities may require additional development efforts and customization beyond the system's initial scope.
- 3) Security and Data Privacy: The protection of sensitive data related to events, customers, and vendors is crucial. While the system aims to implement security measures, including authentication and authorization mechanisms, there might still be potential vulnerabilities that need to be addressed to safeguard against unauthorized access, data breaches, or privacy concerns.
- 4) Cost Implications: Depending on the scale of the events and the desired level of customization, the implementation and maintenance of the Event hub System may involve significant costs. This includes expenses related to software development, infrastructure, hosting, and ongoing support. Organizations must carefully evaluate the cost-benefit analysis before adopting such a system.
- 5) While the Event hub System offers numerous advantages in streamlining event planning and enhancing customer experiences, it is essential to consider these limitations to ensure realistic expectations and effective management of the system's implementation and operation.

VII. CONCLUSION

The main objective is to make a direct contact of Users to the Vendors to remove the mediator like event planners. With the help of eventhub the User is own planner of their events they organize their own events by direct contacting the Vendors and the vendors give them a better price for their stuff that required for the organizing the events. To accomplish the contact between user and vendors the event hub webpage provide them contact and email id of the Vendors to make the direct contact and after completing the contact the User can negotiate the rate of the required stuffs or good and services. It gives a pleasure experience to user because it is easy to operate. Every feedback are important to us it help to inspire to work more hard and give all the best experience to use to our users.

VIII. RESULT

Event Hub is one of the most unique idea to solve the problem of mediator between customer and vendor for arranging the events like wedding, engagement or birthday's party also. Event hub is one of the application in which customer can buy the product with reasonable prize and without comprise with quality also and don't charge any extra compensation to décor the party.

The Internet in today's world increase day by day from this all business come to online site to reach everywhere around the world

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