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Pantech Seamless Event Management System

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ABSTRACT

A program called Event Management System was designed to make a variety of events plans, schemes and easy to handle, including business meetings, weddings, concerts and conferences. The aim of this system is to provide participants, suppliers and organizers a centralized platform for effective communication. Construction of events, registration of participants, planning, website management, budget and real -time information are among the necessary facilities. The system contains features such as online payment, ticket generation and analysis reporting and has a spontaneous user interface. The event management system reduces manual workload, reduces errors and improves the overall event experience for all stakeholders by automatic and offering communication facilities.

INTRODUCTION

The purpose of an event management system (EMS) is to offer a user -friendly platform for effective incident management. Creating events, registration, ticketing, notifications and reporting are just a few of the event management tasks that will automate the system. In addition to improving the user experience for both participants and event planners, it will enable organizers to streamline operations. Individuals and organizations, including conferences, seminars, workshops, weddings, exhibitions and concert programs, can benefit from the system. By automating the tasks and using real -time to stakeholders, it streamlines the complex processes involved in incident planning.The event planner can use it as a centralized digital platform, which, to preserve each aspect of an event, until the execution. The main goal of EMS is to reduce the amount of manual labor, guarantee the implementation of accurate work, improve the rod communication and increase the total event experience.

LITERATURE SURVEY

The current research research, equipment and commercial systems have been observed by literature review. This incorporates both learned studies and real world applications, and emphasizes their characteristics, deficiencies and methods where the proposed system improves them. According to literature, a flexible, appropriate value and easily the navigable event management system is highly desired. Current solutions provide basic functionality for either free users or complete large companies with expensive features. The project is trying to put down this difference by merging a scalable, important event management features with a scalable, adaptable platform that can adjust a wide range of users.

PROPOSED SYSTEM

Planning, registration, evaluation of resource allocation, communication and evaluations after events are some of the early and complex tasks involved in incident management and organization. These tasks are usually completed by hand or through dissatisfied systems, resulting in many errors, disabilities and communication distributions. Managing large amounts of data, contacting many suppliers and participants, monitoring payment and guaranteeing spontaneous operation of the event are all challenges that event planners often face.

Problems such as duplicate reservation, incorrect attendance, lost resources and communication delays are more likely when manual procedures are used. In addition, the management of ticketing and registration can lead to poor user experience and security problems with offline or third -party equipment. The attendees can face difficulties such as the details of the event, difficult registration processes and timely updates. It will be challenging to track the performance of the incident, get reaction and produce reports that can help future events improve without an integrated system. These limitations have a general satisfaction with participants and stakeholders, as well as the efficiency of the incident management process. A centralized, automated and user -friendly event management system that can handle these problems, so it is clearly necessary. Such a system will guarantee data accuracy, improve communication, accelerate the operation of the incident and eventually result in more polished and successful events.

METHODOLOGY

Agile software development methodology was used in the creation of an event management system. The flexible was chosen due to its flexibility and repetition nature, enabling constant updates, ongoing reactions and initial problems identify throughout the development cycle. Requirements were some of the main steps in collection, system design, implementation, testing and distribution function.

To learn about the expectations and difficulties of potential users, including organizers and participants, examinations were held and interviews first during the phase of gathering the requirement. A Complete Software Requirements Were Produced in Light of This Research to Specify Functional and Non-Functional Requirements for the System. The database structure and system architecture were planned in the design phase. The interactions and processes of the system were shown using UML diagrams, including the use of use, class and sequence diagrams. When using Figma, the user interface was designed with emphasis on responsibility, purpose and availability across devices.

A modular strategy was used in the implementation phase. HTML, CSS, JavaScript and React.JS (or angular) were used to develop the front, and node.JS (or django, depending on the pile) was used to produce backynds. Front and Backand Communication became easier by Restful API. Safe Technologies as JWT (Json Web Tokens) were used for authentication and authority, and third-party services such as Twilio were used to integrate features such as e-mail or SMS notification.

User information, event shades, ordering items and reactions were all collected safely in the database using MySQL or Mongobes. To guarantee data stability, the design placed a strong emphasis on relationship integrity and generalization. To ensure that both a complete and its individual component of the test phase, the unit and integration were performed. Many tests were performed using postmen and gestures (or pytests for Django). User acceptance testing (UAT) reaction from real users helped improve the interface and address the problem -to -address problems.

CONCLUSION

For both events and attendees, Django-Productured Event Management System provides an intensive, safe and efficient platform. It streamlines procedures such as registration, ticketing and participating communication and automatic event management functions. The benefits of automation, purpose and scalability are more than many disadvantages, although there are some difficulties, such as the initial layout and integration of external services. This system has the ability to plan and increase the execution of events, making it a useful tool everywhere for events, as it increases the demand for tools for online management management.

From event creation and registration to payment processing and feedback, the event management system provides a productive and spontaneous platform to adapt to full lifestyle. System improves communication between organizers and participants, reduces errors and reduces manual labor by automatic processes. Future improvement can basically be integrated due to scalability of modular design and easy maintenance. All things are considered, this system makes the event plan and participation more efficient, accessible and well organized for all users.

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