
ATMIYA UNIVERSITY

RAJKOT



A

Report On

Online Hall Booking System

Under subject of

MAJOR PROJECT

B.TECH, Semester – VIII

(Information Technology)

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Academic Year
(2022-23)

CANDIDATE’S DECLARATION

We hereby declare that the work presented in this project entitled “**Online Hall Booking System**” submitted towards completion of project in **8th Semester** of B. Tech. (Computer Engineering) is an authentic record of our original work carried out under the guidance of “**Prof. Piyush Kashiyan**”.

We have not submitted the matter embodied in this project for the award of any other degree.

Semester: 8th

Place: Rajkot

Signature:

Arsh Kukadiya (190004020)

Jaydeep Ghevariya (190004012)

ATMIYA UNIVERSITY
RAJKOT



CERTIFICATE

Date: 05/04/2023

This is to certify that the “**Online Hall Booking System**” has been carried out by **Arsh kukadiya** under my guidance in fulfillment of the subject Major Project in INFORMATION TECHNOLOGY (8th Semester) of Atmiya University, Rajkot during the academic year 2023.

Prof. Piyush Kashiyani

(Project Guide)

Prof. Darshan N. Jani

(Head of the Department)

ATMIYA UNIVERSITY
RAJKOT



CERTIFICATE

Date: 05/04/2023

This is to certify that the “**Online Hall Booking System**” has been carried out by **Jaydeep Ghevariya** under my guidance in fulfillment of the subject Major project in INFORMATION TECHNOLOGY (8th Semester) of Atmiya University, Rajkot during the academic year 2023.

Prof. Piyush Kashiya

(Project Guide)

Prof. Darshan N. Jani

(Head of the Department)

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We even thank and appreciate to our colleague in developing the project and people who have willingly helped us out with their abilities.

Arsh Kukadiya (190004020)
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ABSTRACT

It is the Major-project for Auditorium booking system .Our idea involves creating a web app which can be used to book auditorium / hall in advance. The user can simply log in and select the hall. He/She wants to book a particular date and can also cancel the booking. An admin can manage the booking, see who booked the hall, add or remove halls, update hall and other users.

INDEX

Sr. No.	TITLE	PAGE NO.
	Acknowledgement	5
	Abstract	6
	List Of Figures	9
	List Of Tables	10
1.	Introduction	11
	1.1 Purpose	11
	1.2 Scope	11
	1.3 Technology and tools	11
2.	Project Management	15
	2.1 Project Planning	15
	2.2 Project Scheduling	15
	2.3 Risk Management	15
	2.3.1 Risk Identification	16
	2.3.2 Risk Analysis	17
3.	System Requirements Study	19
	3.1 Hardware and Software Requirements	19
	3.1.1 Server side hardware requirements	19
	3.1.2 Software requirement	19
	3.1.3 Client side requirement	19
	3.2 Constraints	20
	3.2.1 Hardware Limitations	20
	3.2.2 Reliability requirements	20
4.	System Analysis	21
	4.1 Study of current system	21
	4.2 Problems and weaknesses of current system	21
	4.3 Requirements of new system	21

4.3.1	User requirements	21
4.3.2	System requirements	22
4.4	Feasibility Study	23
4.5	Selection of hardware and software and justification	24
5.	System Design	25
5.1	Input/Output interface	25
5.2	Database tables	33
5.3	Interface design	35
5.3.1	Class diagram	35
5.3.2	Use case diagram	35
5.3.3	Activity diagram	37
5.3.4	Data flow diagram	38
6.	Code Implementation	39
6.1	Implementation Environment	39
6.2	Program/Module Specification	39
6.3	Coding Standards	39
7.	Testing	42
7.1	Testing strategy	42
7.2	Testing method	42
7.2.1	Unit testing	42
7.2.2	Integration testing	42
7.2.3	Validation testing	42
8.	Limitations and Future Enhancement	43
8.1	Limitations	43
8.2	Future Enhancement	43
9.	Conclusion	44
10.	References	45

LIST OF FIGURES

Figure No.	Figure Title	Page No.
5.1.1	User Register page	25
5.1.2	User Login page	25
5.1.3	User Dashboard	26
5.1.4	Gallery	26
5.1.5	Availability of hall	27
5.1.6	Booking date selection	27
5.1.7	Booked hall list by user	28
5.1.8	Admin login	28
5.1.9	Admin - Dashboard	29
5.1.10	Admin - user list	29
5.1.11	Admin-user booking list	30
5.1.12	Admin- add hall	30
5.1.13	Admin - Dashboard	31
5.1.14	Admin- update hall	31
5.1.15	About	32
5.3.1	Class Diagram	35
5.3.2	Use Case Diagram	36
5.3.3	Activity Diagram	37
5.3.4.1	Zero Level DFD	38
5.2.4.2	First Level DFD	39
5.2.4.3	Second Level DFD	40

LIST OF TABLES

Table No.	Table Title	Page No.
3.1.1.1	Server side Hardware Requirements	19
3.1.2.1	Software Requirements	19
3.1.3.1	Client side Requirements	19
5.2.1.1	User database-table	33
5.2.2.1	Halls database-table	33
5.2.3.1	Booking database-table	34
5.2.4.1	Admin database-table	34

CHAPTER – 1

INTRODUCON

1.1 PURPOSE

The purpose of this project is to create a web application to provide online Auditorium booking system platform to user by admin, where admin can add hall , update hall and see booking form user. User can easily book and cancel the booking of hall for particular date.

1.2 SCOPE

Scope of this project is too wide, User can book hall in advance and cancel the booking of hall. Admin can add multiple hall, update hall and show their booking.

1.3 TECHNOLOGY AND TOOLS

Frontend: Technologies used for designing the structure and layout of the web application.

1. HTML:

- Hypertext Markup Language (HTML) is the main markup language for creating web pages and other information that can be displayed in a web browser.
- HTML is written in the form of HTML elements consisting of *tags* enclosed in angle brackets (like <html>), within the web page content. HTML tags most commonly come in pairs like <h1> and </h1>, although some tags represent empty elements and so are unpaired, for example.

-
- The first tag in a pair is the *start tag*, and the second tag is the *end tag* (they are also called opening tags and closing tags). In between these tags web designers can add text, further tags, comments and other types of text-based content. The purpose of a web browser is to read HTML documents and compose them into visible or audible web pages. The browser does not display the HTML tags, but uses the tags to interpret the content of the page

2. CSS:

- Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation semantics (the look and formatting) of a document written in a markup language. It's most common application is to style web pages written in HTML and XHTML, but the language can also be applied to any kind of XML document, including plain XML, SVG and XUL. CSS is designed primarily to enable the separation of document content from document presentation, including elements such as the layout, colors, and fonts.
 - This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple pages to share formatting, and reduce complexity and repetition in the structural content (such as by allowing for tableless web design).
 - It depends on the screen size or device on which it is being viewed. While the author of a document typically links that document to a CSS file, readers can use a different style sheet perhaps one on their own computer, to override the one the author has specified.
 - CSS specifies a priority scheme to determine which style rules apply if more than one rule matches against a particular element. In this so-called cascade, priorities or *weights* are calculated and assigned to rules, so that the results are predictable.
 - The CSS specifications are maintained by the World Wide Web Consortium (W3C). Internet media type (MIME type) `text/css` is registered for use with CSS by RFC 2318 (March 1998), and they also operate a free CSS validation service.
-

3. Bootstrap 4:

- Bootstrap is an open-source CSS framework released in 2011. It is used to create responsive user interfaces for the frontend.
- It is a mobile-first framework with current version written in SCSS.
- It covers all the requirement of creating a responsive frontend with some optional tweaks in colors and other components.
- It is one of the famous CSS frameworks available in the market due to its simplicity, a vast collection of components and helpers.

Backend: Technologies used to create the back end of the application.

1. SQL:

- SQL (Structured Query Language) is a special-purpose programming language designed for managing data held in a relational database management system (RDBMS).
- Originally based upon relational algebra and tuple relational calculus, SQL consists of a data definition language and a data manipulation language. The scope of SQL includes data insert, query, update and delete, schema creation and modification, and data access control. Although SQL is often described as, and to a great extent is, a declarative language (4GL), it also includes procedural elements. SQL was one of the first commercial languages for Edgar F. Codd's relational model, as described in his influential 1970 paper "A Relational Model of Data for Large Shared Data Banks". Despite not entirely adhering to the relational model as described by Codd, it became the most widely used database language.
- SQL became a standard of the American National Standards Institute (ANSI) in 1986, and of the International Organization for Standards (ISO) in 1987. Since then, the standard has been enhanced several times with added features. But code is not completely portable among different database systems, which can lead to vendor locking. The different makers do not perfectly follow the standard, they add extensions, and the standard is sometimes ambiguous.

2. PHP:

- PHP is a server-side scripting language designed for web development but also used as a general-purpose programming language. PHP is now installed on more than 244 million websites and 2.1 million web servers. Originally created by Rasmus Lerdorf in 1995, the reference implementation of PHP is now produced by The PHP Group.
- While PHP originally stood for Personal Home Page, it now stands for PHP: Hypertext Preprocessor, a recursive acronym PHP code is interpreted by a web server with a PHP processor module which generates the resulting web page: PHP commands can be embedded directly into an HTML source document rather than calling an external file to process data. It has also evolved to include a command-line interface capability and can be used in standalone graphical applications.
- PHP is free software released under the PHP License, which is incompatible with the GNU General Public License (GPL) due to restrictions on the usage of the term PHP. PHP can be deployed on most web servers and also as a standalone shell on almost every operating system and platform, free of charge.

2. PROJECT MANAGEMENT

2.1 Project Planning:

Project Planning is concerned with identifying and measuring the activities, milestones and deliverables produced by the project. Project planning is undertaken and completed sometimes even before any development activity starts. Project planning consists of following essential activities:

- Scheduling manpower and other resources needed to develop the system.
- Staff organization and staffing plans.
- Risk identification, analysis, and accurate planning.
- Estimating some of the basic attributes of the project like cost, duration and efforts. The effectiveness of the subsequent planning activities is based on the accuracy of these estimations.
- Miscellaneous plans like quality assurance plan, configuration management plan, etc.

Project management involves planning, monitoring and control of the people, process, and the events that occurs as the software evolves from a preliminary concept to an operational implementation. Cost estimation is a relative activity that is concerned with the resources required to accomplish the project plan.

2.2 Project Scheduling:

The scheduling is the peak of a planning activity, a primary component of software project management. When combined with estimation methods and risk analysis, scheduling establishes a roadmap for project management. The characteristics of the project are used to adapt an appropriate task set for doing work.

2.3 Risk Management:

Risk management consists of a series of steps that help a software development team to understand and manage uncertain problems that may arise during the course of software development and can plague a software project.

Risks are the dangerous conditions or potential problems for the system which may damage the system functionalities to very high level which would not be acceptable at any cost. So in order to make our system stable and give its 100% performance we must have identify those risks, analyze their occurrences and effects on our system and must prevent them to occur.

2.3.1 Risk Identification:

Risk identification is a first systematic attempt to specify risks to project plan, Scheduling resources, project development. It may be carried out as a team process using brainstorming approach.

Technology risk:

Technical risks concern implementation, potential design, Interfacing, testing, and maintenance problems

- Database Corruptness
- Garbage Collection

People Risks:

These risks are concerns with the team and its members who are taking part in developing the system.

- Leaking an important data
- Failure of the adMajorstration
- Lack of knowledge ,
- Lack of clear product vision.
- Technical staff conflict
- Poor communication between people.

Tools Risks:

These are more concerned with tools used to develop the system

- Tools containing virus.

General Risks:

General Risks are the risks, which are concerned with the mentality and resources.

- Lack of resources can cause great harm to efficiency and timely productivity.
- Rapidly changing requirements.
- Changes in requirements can cause a great harm to implementation, designing and schedule of developing the system.
- Insufficient planning and task identification.

2.3.2 Risk Analysis

“Risk analysis = risk assessment + risk management + risk communication.”

Risk analysis is employed in its broadest sense to include:

Risk assessment:

Involves identifying sources of potential harm, assessing the likelihood that harm will occur and the consequences if harm does occur.

For this project It might be :-

- System Crash.

Risk management

Evaluates which risks identified in the risk assessment process require management and selects and implements the plans or actions that are required to ensure that those risks are controlled.

Precautions taken to make risks Major are as under:-

- Periodical backups are taken to avoid major loss in case of system crash.

Risk communication

Involves an interactive dialogue between stakeholders and risk assessors and risk managers which actively informs the other processes.

Steps taken for risk communication is as under:-

- Probability of certain risks is negotiated with client.
- All the possible risks are listed out during communication and project is developed taking care of that risks.

3. SYSTEM REQUIREMENTS STUDY

3.1 Hardware and Software Requirement

This shows Majormum requirements to carry on to run this system efficiently.

3.1.1 Hardware Requirements

Server side Hardware Requirement:

Devices	Description
Processor	Intel Core Duo 2.0 GHz or more
RAM	512 MB or more
Hard Disk	10 GB or more

Table 3.1.1. Server side Hardware Requirement

3.1.2 Software Requirements

For which	Software
Operating System	Windows7/8/10, Linux
Front End	HTML, CSS
Back End	MySQL Database
Coding Language	Php

Table 3.1.2.1 Software Requirements

3.1.3 Client side Requirements

For which	Requirement
Browser	Any Compatible browser device

Table 3.1.3.1 client side Requirements

3.2 Constraints

3.2.1 Hardware Limitations

The major hardware limitations faced by the system are as follows:

If the appropriate hardware is not there like processor, RAM, hard disks

-The problem in processing requests of client

-If appropriate storage is not there our whole database will crash due to less storage because our main requirement is large storage.

3.2.2 Reliability Requirements

Since many users can access the server simultaneously, load on the server becomes very high. Hence, the server should be of enough high configurations. There should be high back up storage and management of huge data for overall ideas, videos , images, multiple countries, multiple user profile.

The Reliability requirements are the validations used to protect the system against one or more incorrect activities. Without proper validation of the system, the failure possibilities of it grow higher so it is must to understand the proper validation of the system and must implement them. All the required validator controls spend very good role to keep the system secure from any unauthorized or incorrect information. In all these validation actions if system found one or more entries violating validation rules then user will be warned by proper error messages and the details or the record is not going to be saved until corrections are made to them.

4. SYSTEM ANALYSIS

4.1 Study Current System

Implementation is the stage where the theoretical design is turned into a working system. The most crucial stage in achieving a new successful system and in giving confidence on the new system for the users that it will work efficiently and effectively.

The system can be implemented only after thorough testing is done and if it is found to work according to the specification.

It involves careful planning, investigation of the current system and its constraints on implementation, design of methods to achieve the change over and an evaluation of change over methods a part from planning. Two major tasks of preparing the implementation are education and training of the users and testing of the system.

The more complex the system being implemented, the more involved will be the systems analysis and design effort required just for implementation.

The implementation phase comprises of several activities. The required hardware and software acquisition is carried out. The system may require some software to be developed. For this, programs are written and tested. The user then changes over to his new fully tested system and the old system is discontinued.

4.2 Problem and weakness of current system

- Inconsistency in data entry and generate errors
- System is fully dependent on skilled individuals
- Time consuming and costly to produce reports
- Entry of false information
- Lack of security
- Duplication of data entry

4.3 Requirements of New System

4.3.1 User Requirements:

The user requirement for this system is to make the system fast, flexible, less prone to error, reduce expenses and save the time.

4.3.2 System Requirements:

- **Functional System Requirement:**

This section gives a functional requirement that applicable to the Online shopping system.

There are three sub modules in this phase.

1. Customer module.
2. Admin module.
3. Moderator module.

- **The functionality of each module is as follows:**

1. **Customer module:** A user must login with his user name and password to the system after registration. If they are invalid, the user not allowed to enter the system.
 - Username and password will be provided after user registration is confirmed.
 - A new user will have to register in the system by providing essential details in order to view the products in the system.
 - The system must encrypt the password of the customer to provide security.
 - The user can add the desired product into his cart by clicking add to cart option on the product. He can view his cart by clicking on the cart button.
 - User can remove an item from the cart by clicking remove.
 - After confirming the items in the cart the user can submit the cart by providing a delivery address. On successful submitting the cart will become empty.
 - System must ensure that, only a registered customer can purchase items.
2. **Admin module:** The adMajorstrator can add user, delete user, view user and block user.
 - The adMajorstrator can add product, delete product and view product.
 - The adMajorstrator can view orders and delete orders.
 - The system must identify the login of the admin.
 - Admin account should be secured so that only owner of the shop can access that account.
3. **Moderator module:** A moderator is considered as a staff who can manage orders for the time being. As a future update moderator may give facility to add and manage his ownproducts.
 - Moderator has all the privilege of an admin having except managing other moderators.
 - He can manage users and manage products. He can also check the orders and edit his profile.
 - The system must identify the login of a moderator.

Non-Functional System Requirements:

i. EFFICIENCY REQUIREMENT:

When an online shopping cart android application implemented customer can purchase product in an efficient manner.

ii. RELIABILITY REQUIREMENT:

The system should provide a reliable environment to both customers and owner. All orders should be reaching at the admin without any errors.

iii. USABILITY REQUIREMENT:

The android application is designed for user friendly environment and ease of use.

iv. IMPLEMENTATION REQUIREMENT:

Implementation of the system using css and html in front end with jsp as back end and it will be used for database connectivity. And the database part is developed by mysql. Responsive web designing is used for making the website compatible for any type of screen.

v. DELIVERY REQUIREMENT:

The whole system is expected to be delivered in four months of time with a weekly evaluation by the project guide.

4.4 Feasibility Study

The feasibility study of any system is mainly intended to study and analyze the proposed system and to decide whether the system under consideration will be viable or not after implementation. That is it determines the usability of the project after deployment. To come to result a set of query is answered keeping the efficiency of the software and its impact on the domain for which it was developed.

Technical Feasibility:

In technical feasibility, we study all technical issues regarding the proposed system. It is mainly concerned with the specifications of the equipments and the software, which successfully satisfies the end-user's requirement. The technical needs of the system may vary accordingly but include:

The feasibility to produce outputs in a given time.

- Response time under certain conditions.
- Ability to process a certain volume of the transaction at a particular speed.
- Facility to communicate data.

4.5 Selection of Hardware and Software and Justification

The configuration of the existing systems is:

Processor : Pentium III, 500 MHz (or above)

Memory : 128 MB (or above)

Secondary storage: 20 GB (or above)

For Software there are following alternatives:

Operating System : Window 98, 2000, XP,

NT Development tools : Php, CSS, HTML

Database : MySQL

Documentation tool : MS-Word

5. System Design

5.1 Input /output interface

➤ User register page

The screenshot shows a web browser window with two tabs: 'Register' and 'Admin Login'. The active tab is 'Register', displaying the URL 'localhost/OBS/register.php'. The page features a dark blue background with a yellow header bar containing the text 'Auditorium Booking System' and navigation links for 'Login', 'Register', and 'About'. The main content area is titled 'Register' and contains three input fields: 'Name' (filled with 'Kenil Sutariya'), 'Email' (filled with 'kenil123@gmail.com'), and 'Password' (filled with '.....'). Below the fields are two buttons: 'Register' (teal) and 'Reset' (pink). The Windows taskbar at the bottom shows the search bar, task view, and system tray with a temperature of 30°C and light rain forecast.

Figure 5.1.1 register page

➤ User Login page

The screenshot shows a web browser window with two tabs: 'Login' and 'Admin Login'. The active tab is 'Login', displaying the URL 'localhost/OBS/index.php'. The page features a dark blue background with a yellow header bar containing the text 'Auditorium Booking System' and navigation links for 'Login', 'Register', and 'About'. The main content area is titled 'Login' and contains two input fields: 'Email' (filled with 'kenil123@gmail.com') and 'Password' (filled with '.....'). Below the fields are two buttons: 'Login' (teal) and 'Reset' (pink). The Windows taskbar at the bottom shows the search bar, task view, and system tray with a temperature of 30°C and light rain forecast.

Figure 5.1.2 User Login page

➤ User Dashboard

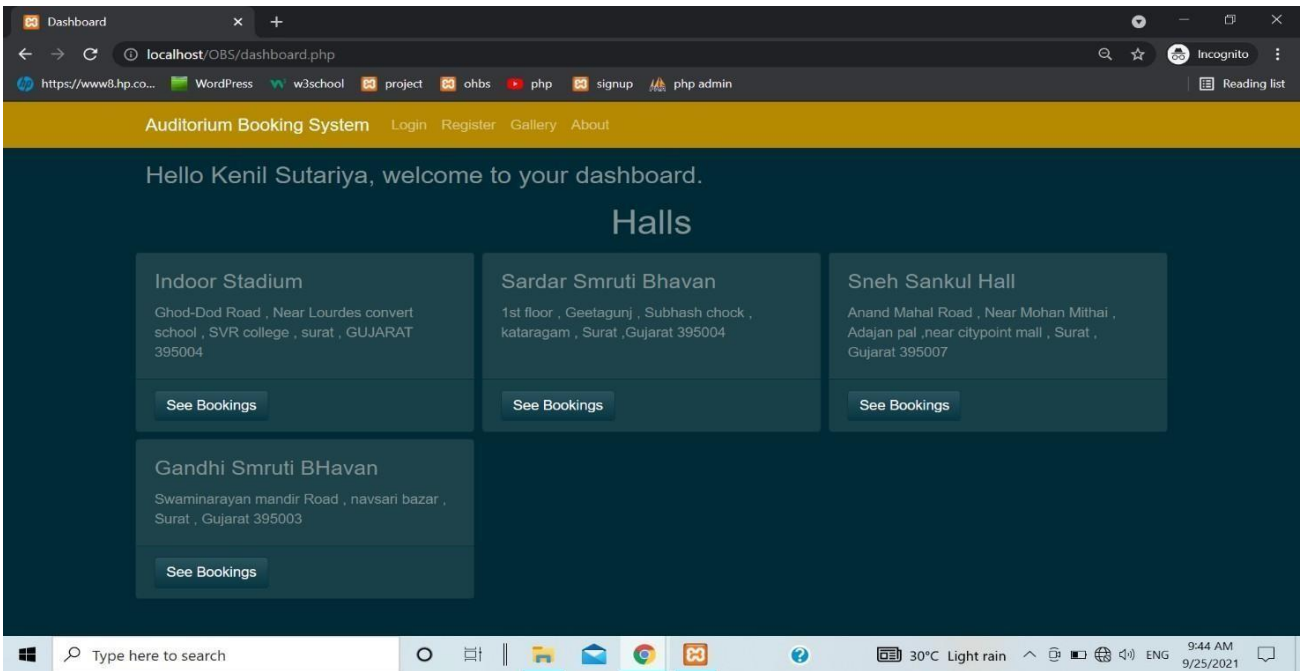


Figure 5.1.3 User Dashboard

➤ User show auditorium photo

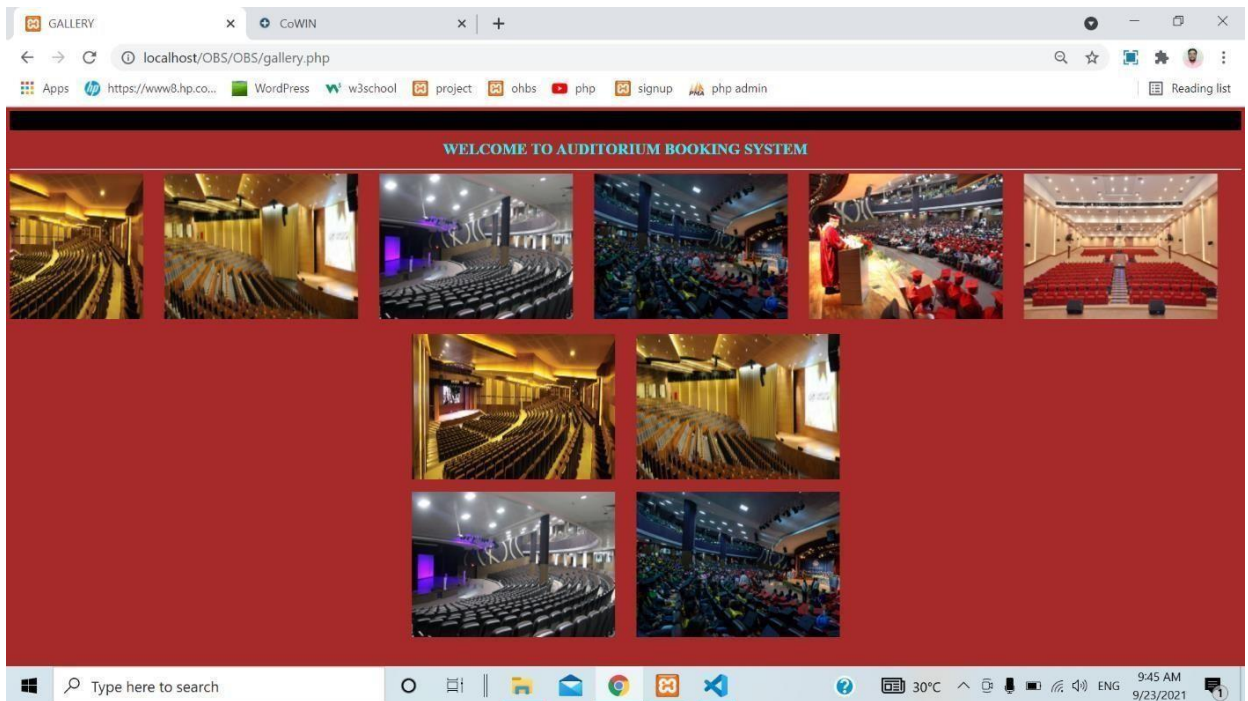


Figure 5.1.4 gallery

➤ Availability of Halls

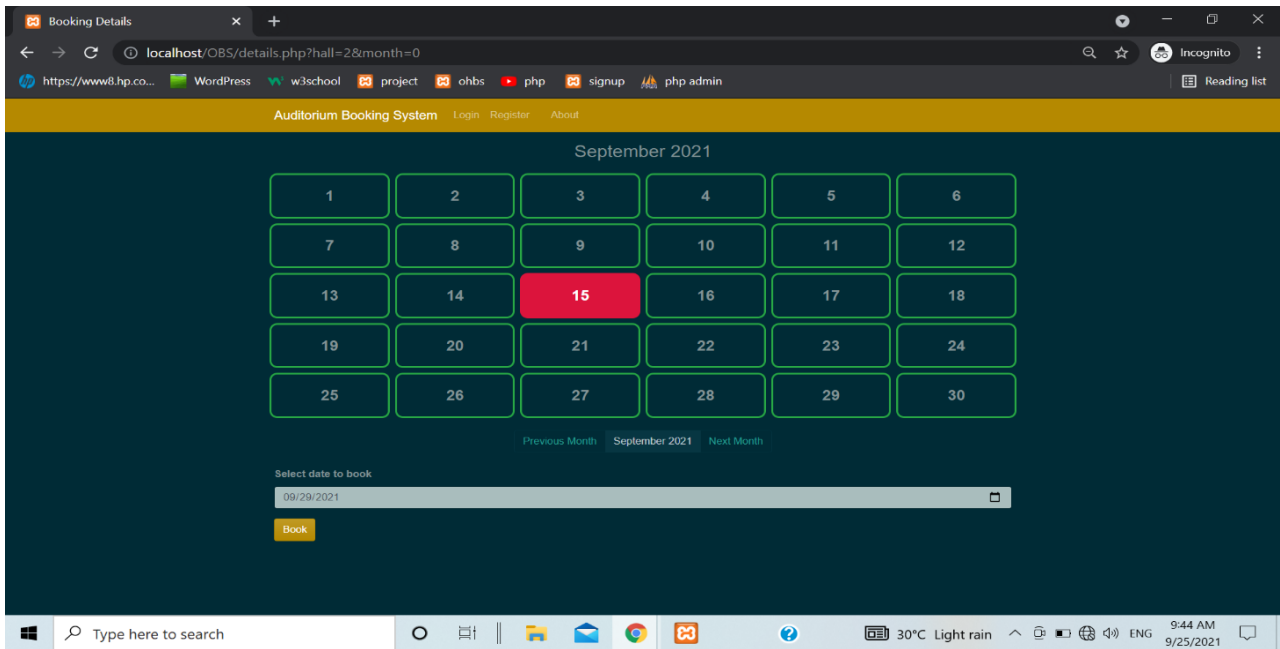


Figure 5.1.5 Availability of Halls

Booking Date selection

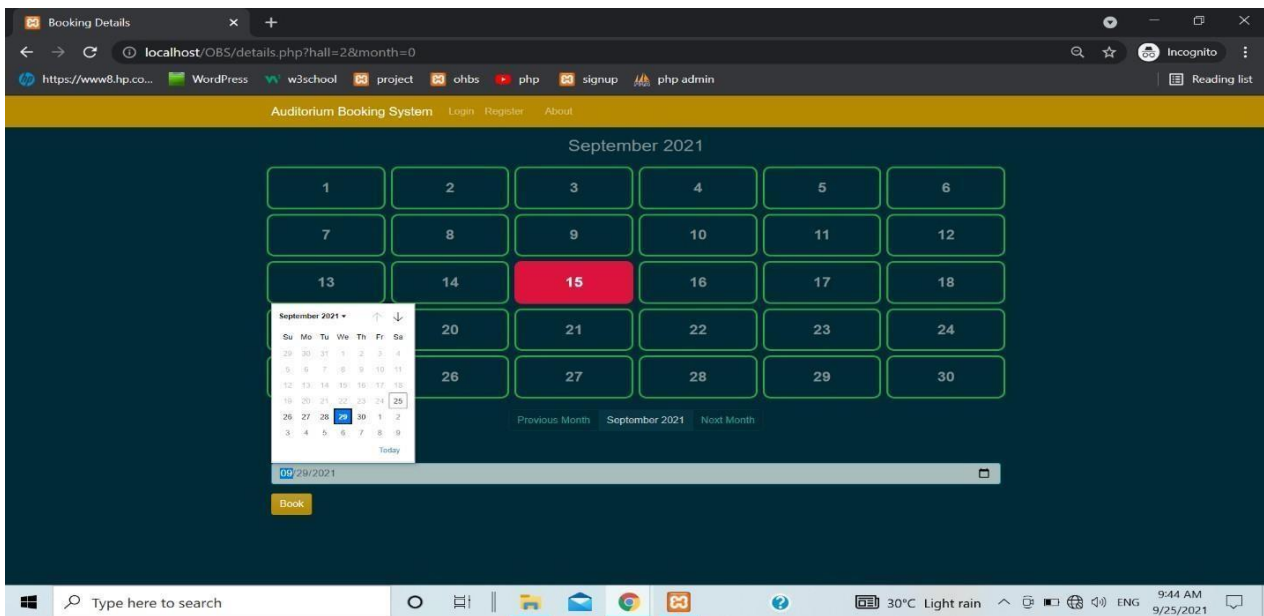


Figure 5.1.6 Booking Date selection

Booked hall list by user

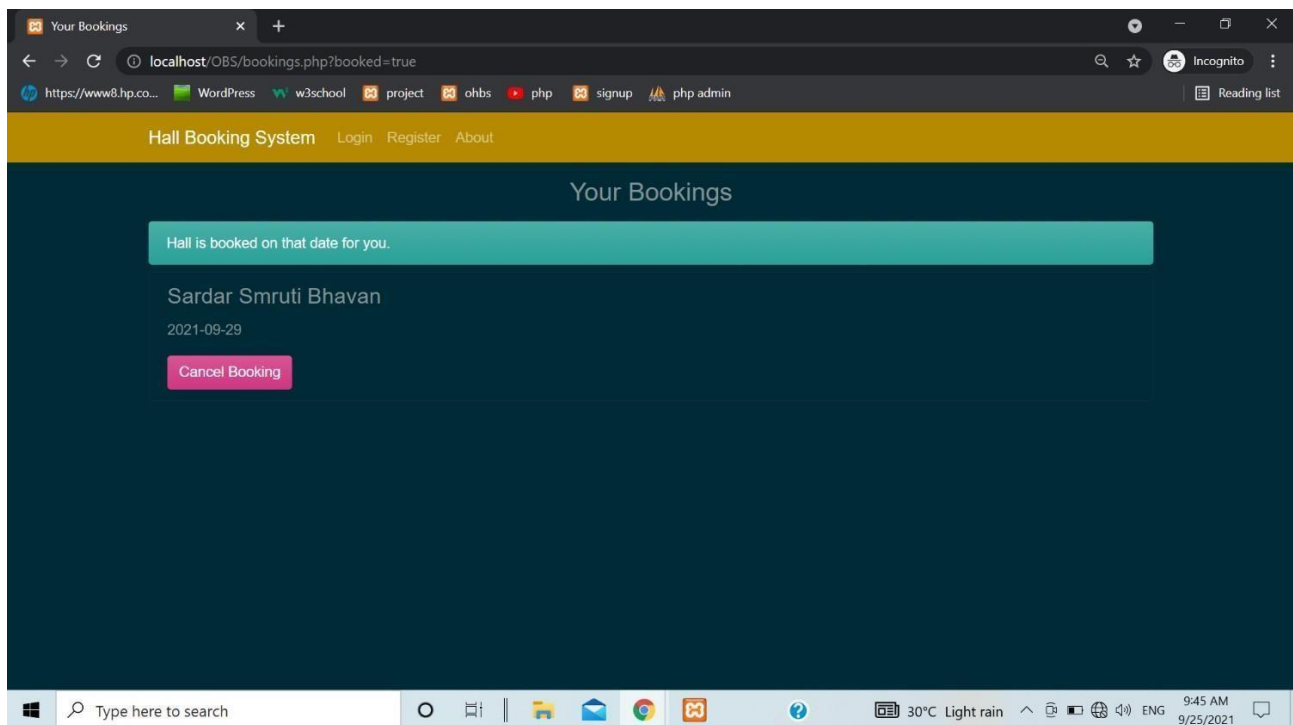


Figure 5.1.7 Booked hall list by user

➤ Admin – Login

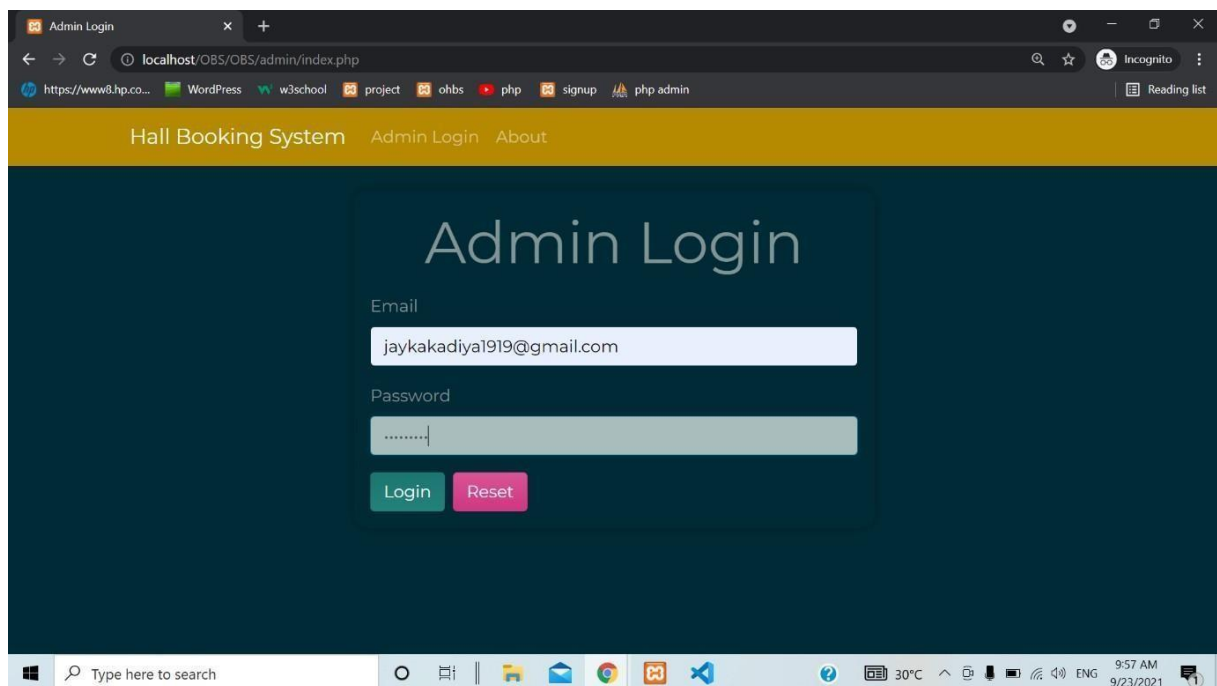


Figure 5.1.8 Admin – Login

➤ Admin – Dashboard

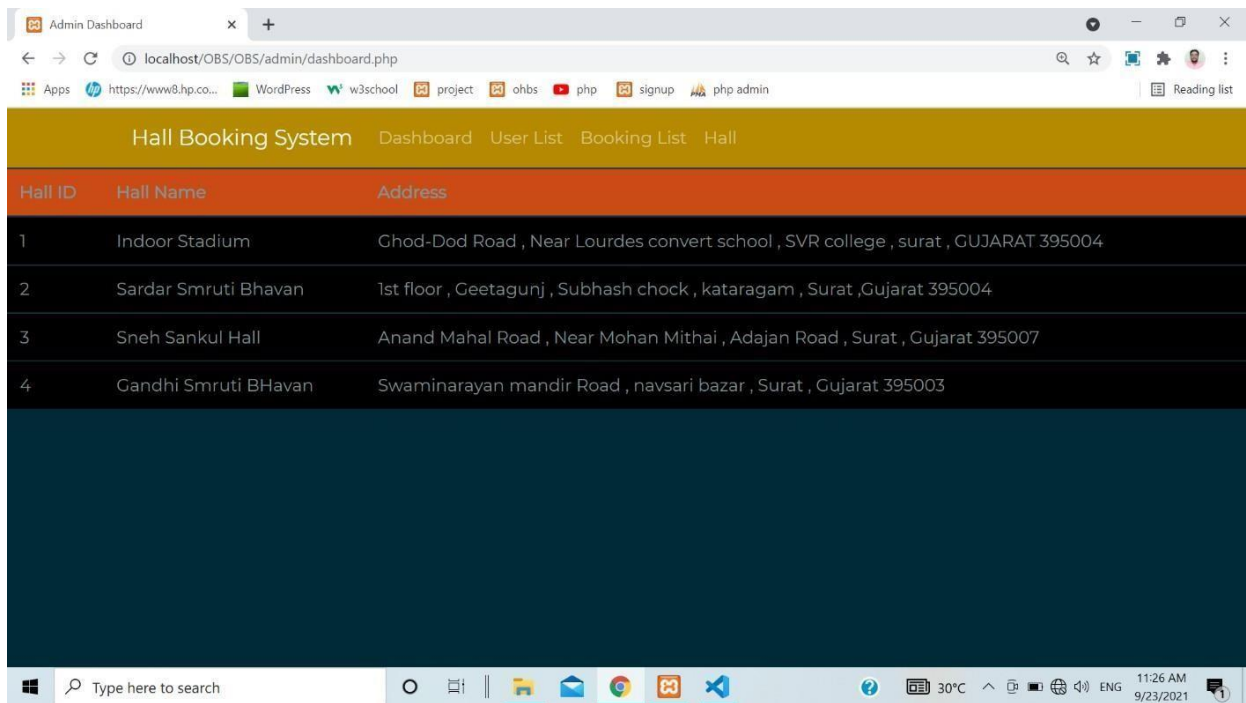


Figure 5.1.9 Admin – Dashboard

➤ Admin – User list

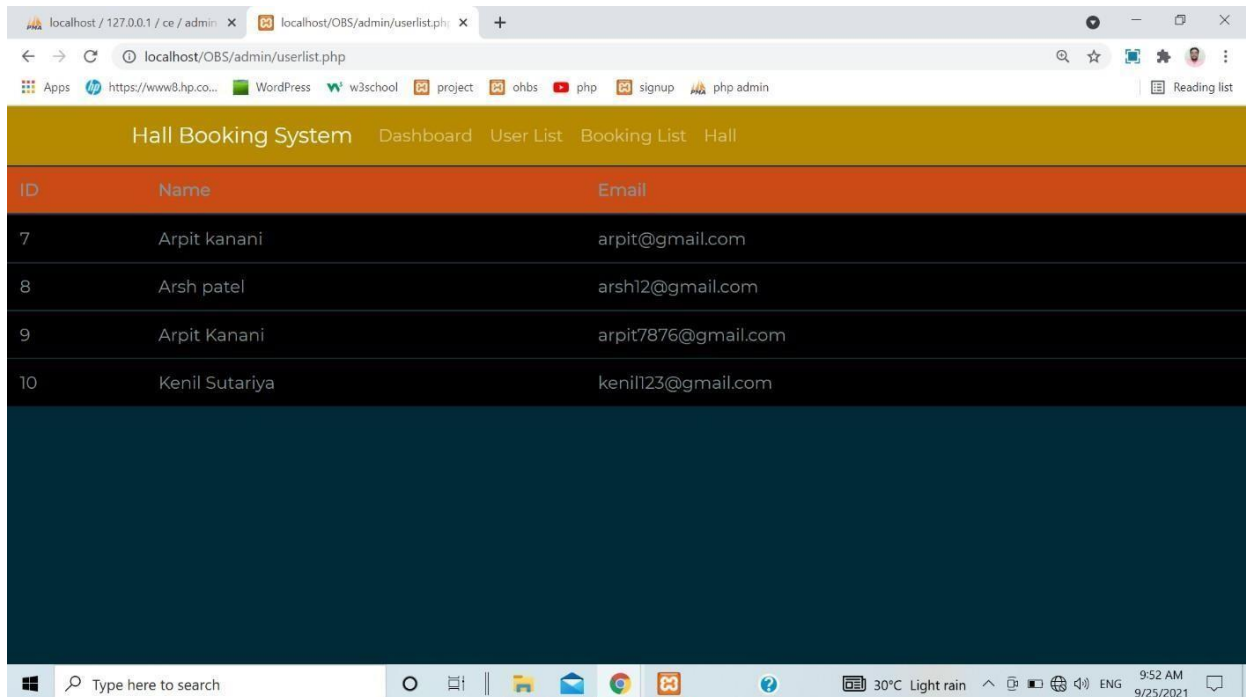
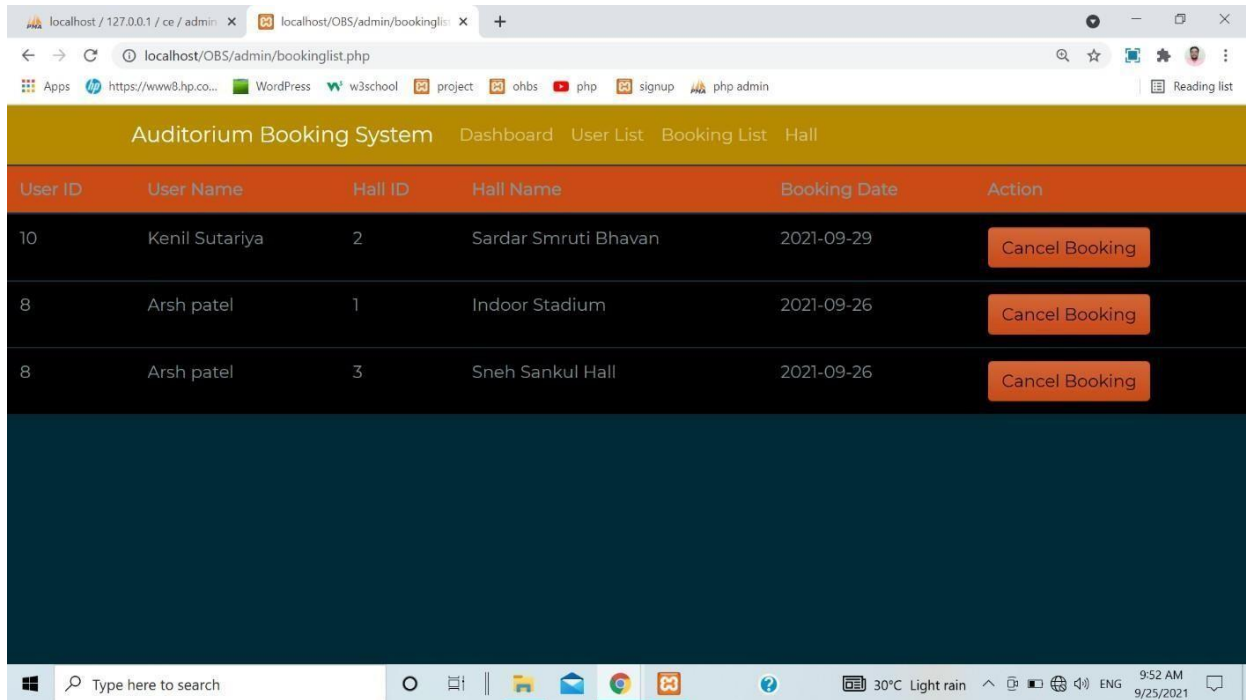


Figure 5.1.10 Admin – Dashboard

➤ Admin – User Booking list

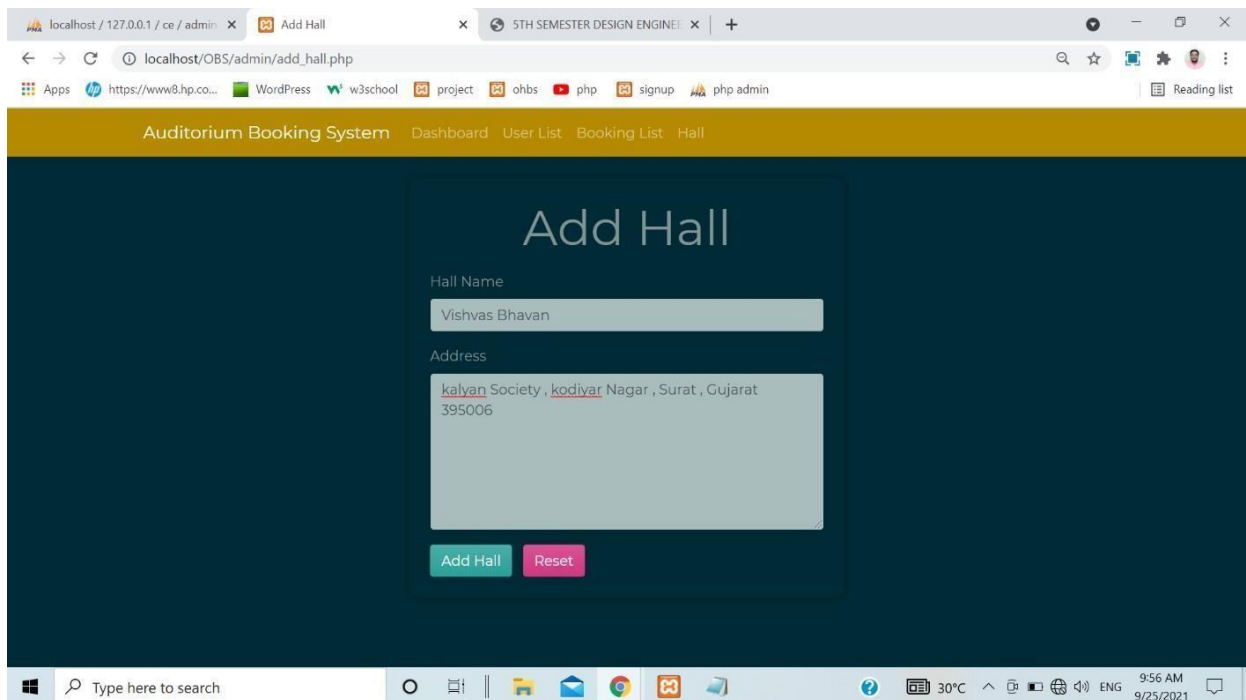


The screenshot shows the 'Admin – User Booking list' page of the Auditorium Booking System. The page features a navigation bar with 'Dashboard', 'User List', 'Booking List', and 'Hall'. Below the navigation bar is a table with the following columns: User ID, User Name, Hall ID, Hall Name, Booking Date, and Action. The table contains three rows of booking data, each with a 'Cancel Booking' button in the Action column.

User ID	User Name	Hall ID	Hall Name	Booking Date	Action
10	Kenil Sutariya	2	Sardar Smruti Bhavan	2021-09-29	Cancel Booking
8	Arsh patel	1	Indoor Stadium	2021-09-26	Cancel Booking
8	Arsh patel	3	Sneh Sankul Hall	2021-09-26	Cancel Booking

Figure 5.1.11 Admin – Dashboard

Admin – Add Hall



The screenshot shows the 'Admin – Add Hall' page of the Auditorium Booking System. The page features a navigation bar with 'Dashboard', 'User List', 'Booking List', and 'Hall'. Below the navigation bar is a form titled 'Add Hall' with the following fields: Hall Name (Vishvas Bhavan), Address (Kalyan Society, Kodivar Nagar, Surat, Gujarat 395006), and two buttons: 'Add Hall' and 'Reset'.

Figure 5.1.12 Admin –Add hall

Admin – Dashboard

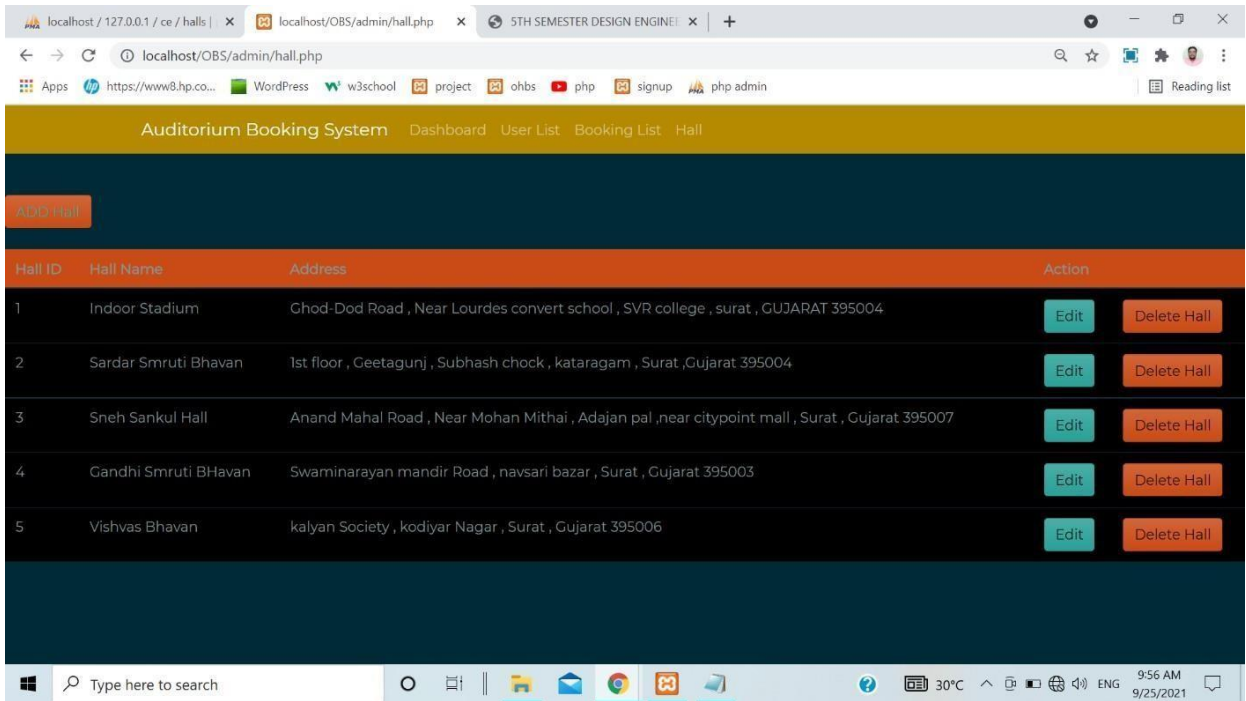


Figure 5.1.13 Admin – Dashboard

Admin – Update hall

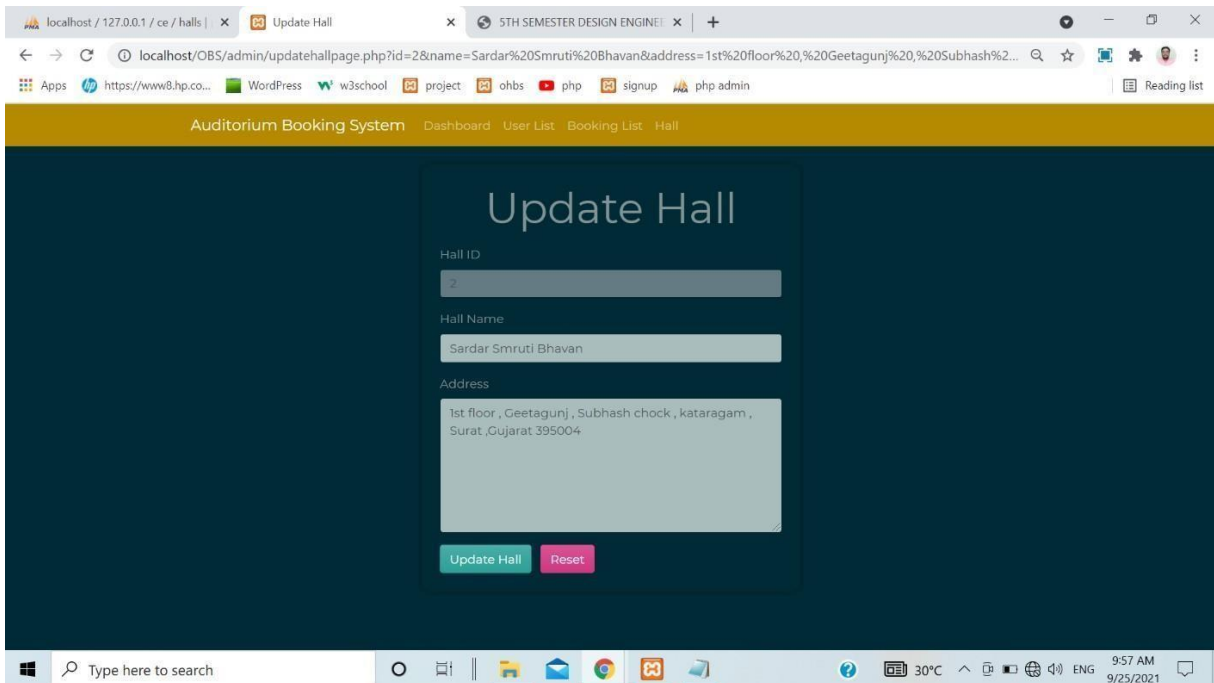


Figure 5.1.14 Admin – update hall

About

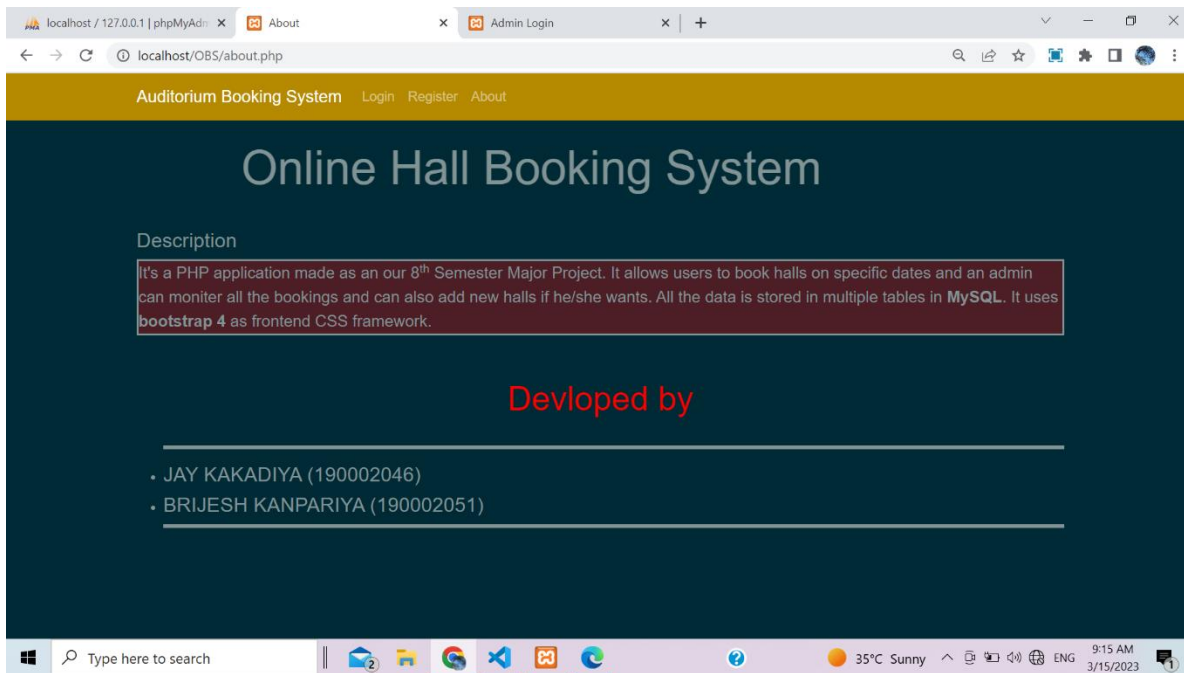


Figure 5.1.15 About

5.2 Database Tables

5.2.1 Users:

Field Name	Data Type	Constraints
Id	int	Primary Key
Name	Varchar(100)	Not Null
email	Varchar (20)	Not Null
password	varchar (255)	Not Null

Table 5.1.1 User database-table

5.2.2 Halls

Field Name	Data Type	Constraints
Id	Int	Primary Key
Name	Varchar(100)	Not Null
Address	Varchar(250)	Not Null

Table 5.1.2 Halls database-table

5.2.3 Bookings:

Field Name	Data Type	Constraints
user_id	Int	Not Null
hall_id	Int	Not Null
b_date	Date	Not Null

Table 5.2.3 Booking database-table

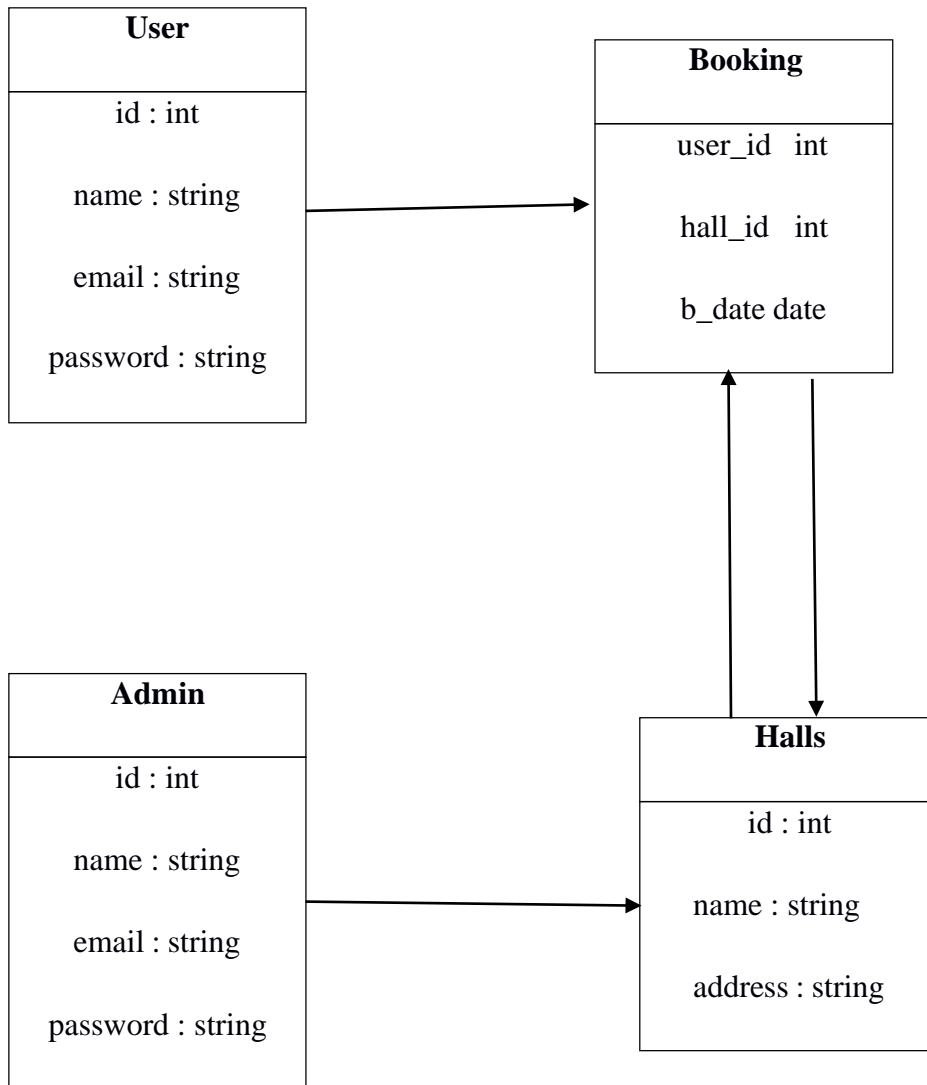
5.2.4 Admin:

Field Name	Data Type	Constraints
Id	int	Primary Key
Name	Varchar(100)	Not Null
email	Varchar (20)	Not Null
password	varchar (255)	Not Null

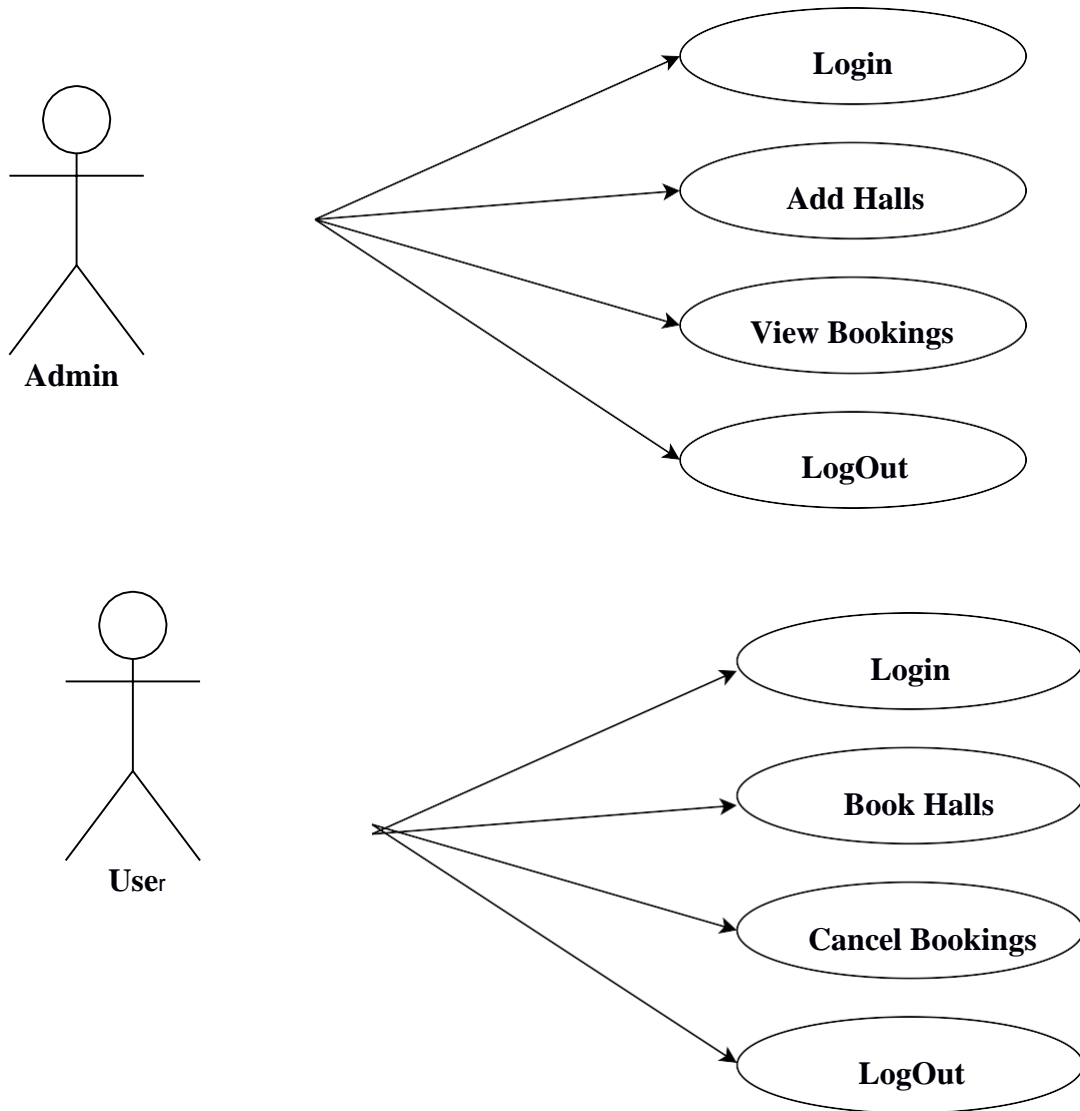
Table 5.2.4 Admin database-table

5.3 Interface Design

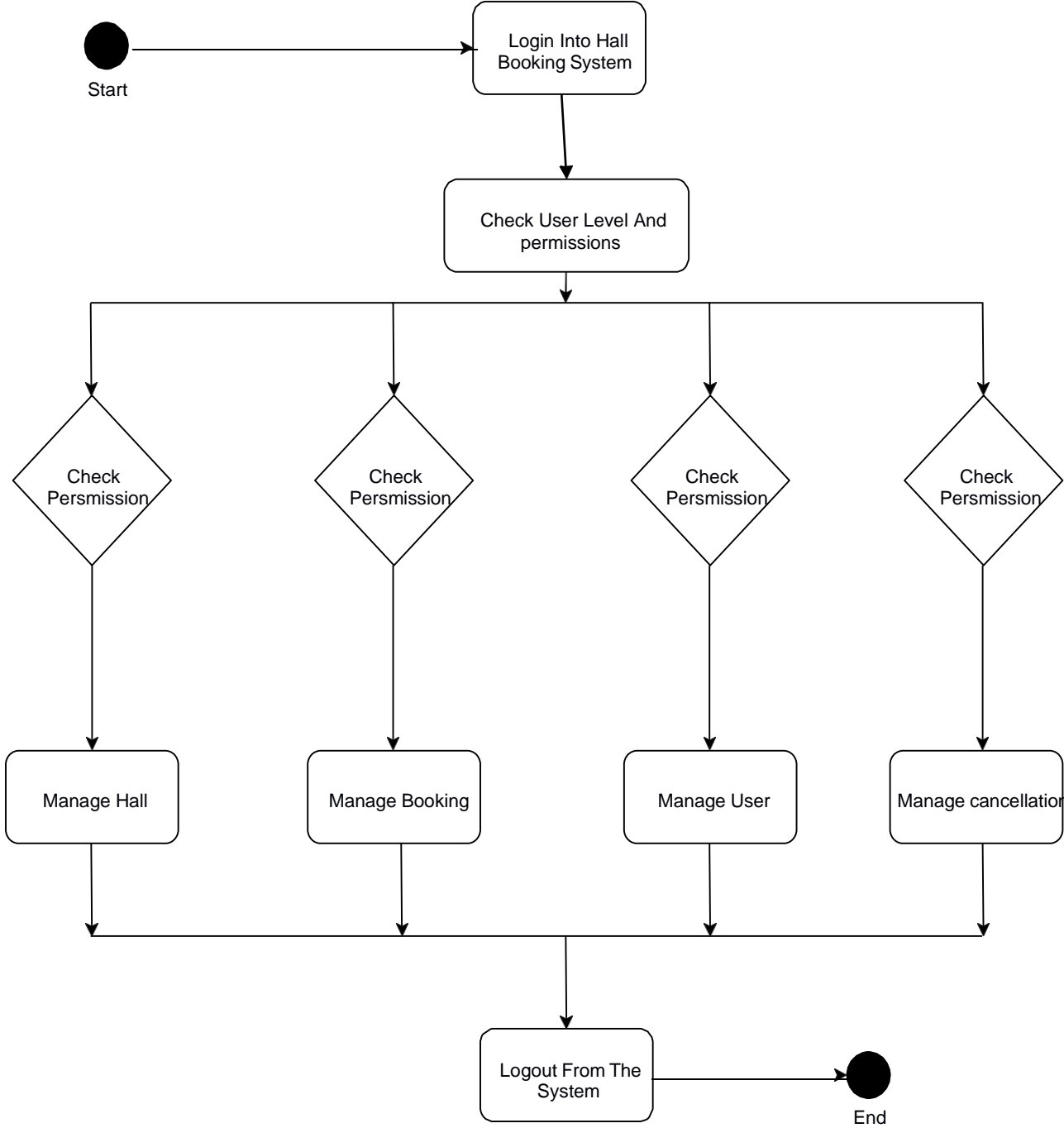
5.3.1 Class Diagram



5.3.2 Usecase Diagram

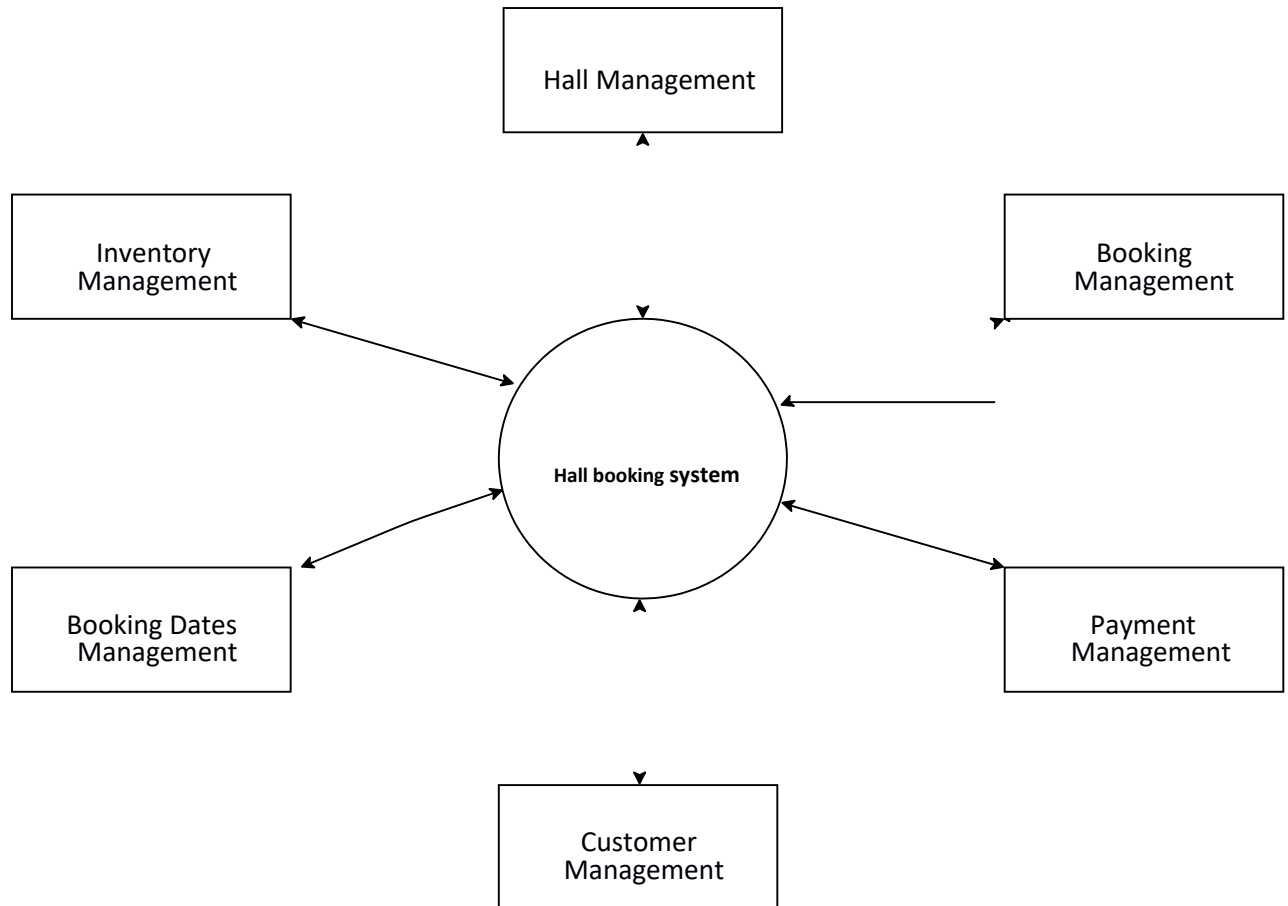


5.3.3 Activity Diagram

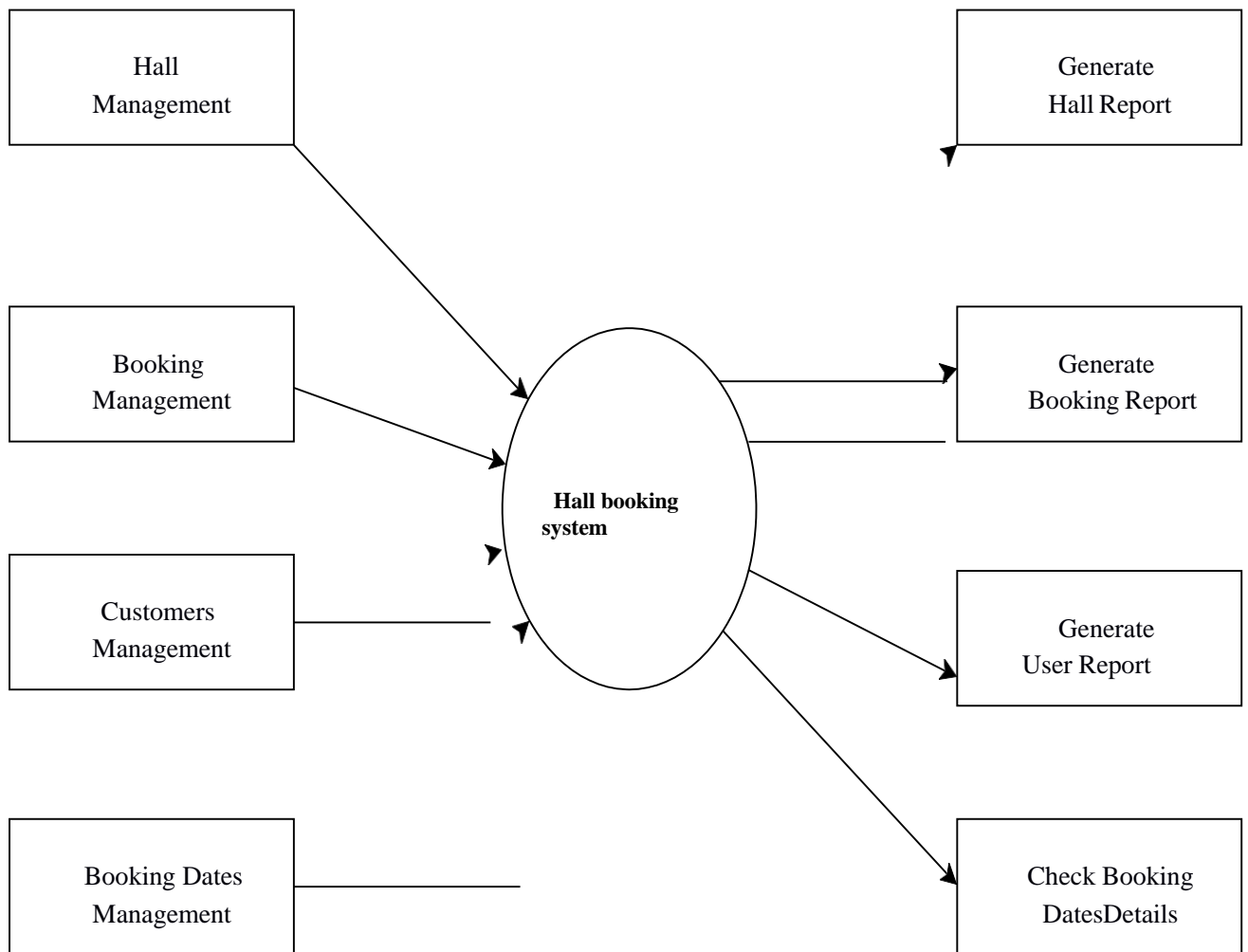


5.3.4 Data Flow Diagram

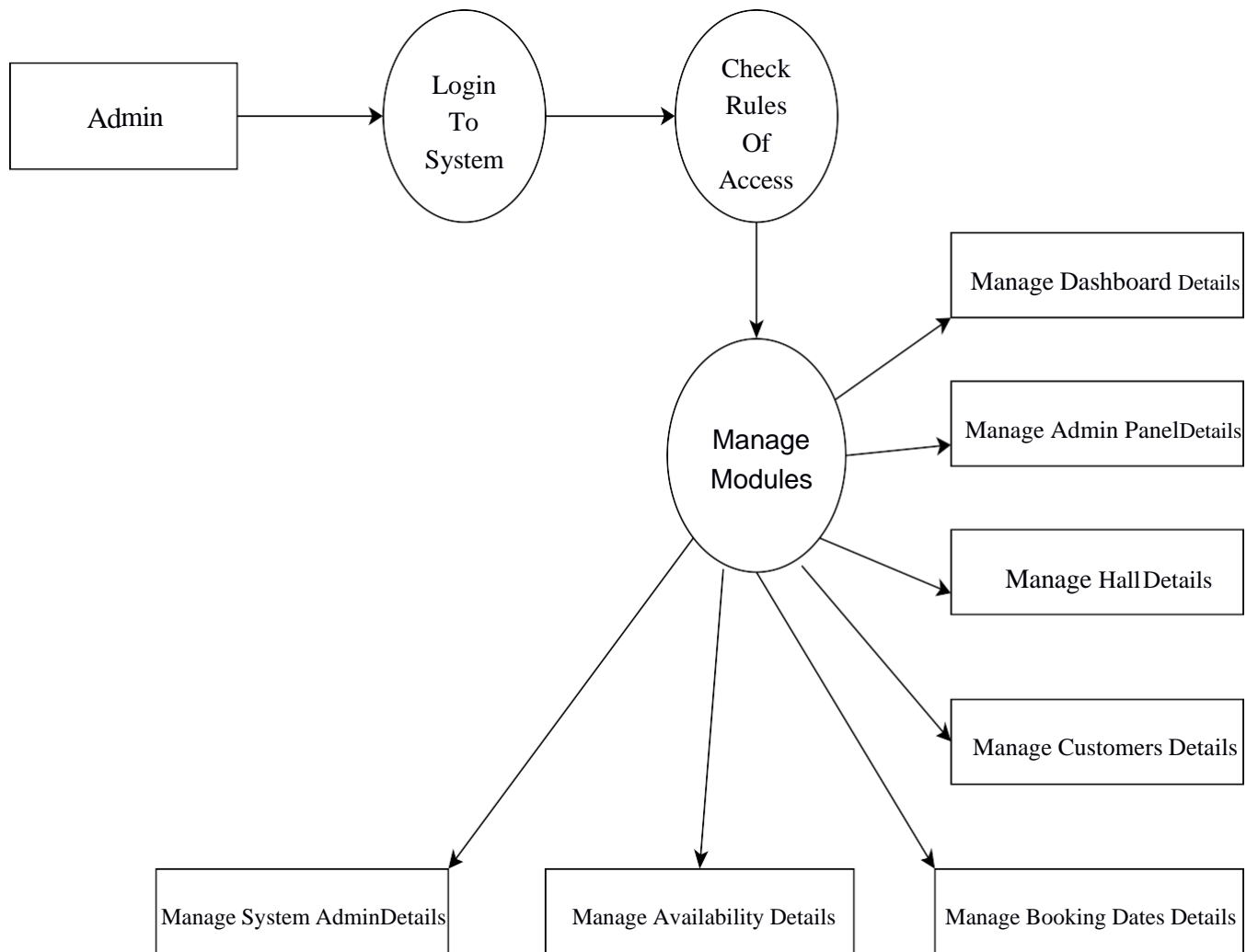
5.3.4.1 Zero Level DFD



5.3.4.2 First level DFD



5.3.4.3 Second level DFD



6. Code Implementation

6.1 Implementation Environment

Challenges identified for successful design and implementation of this project are dominated by:

- Complexity, reliability/availability, transparent data access. The project was a result of a group consensus. The team was having two members. The team was guided by project manager.

The team structure depends on the management style of the organization, the no. of people in the team, their skill levels and the problem difficulty.

6.2 Program/Module Specification

- System GUI must be as simple and user friendly as anyone can use it. At front side we implemented login form to access the system.
- A Session is maintained throughout the system when a particular user enters into the system. The Session is regularly checked whenever it is required.
- Proper validation is placed as and when it is required.

6.3 Coding Standards

- Normally, good software development organization requires their programmers to maintain some well-defined and standard style of coding called coding standard.

6.3.1 Comment Standards:

- The comment should describe what is happening, how it is being done, what parameters mean, which global are used and which are modified, and any registration or bugs.

The standards I have followed are:

- Comment may also be used in the body of the Cascading style sheets to explain individual sections or lines of codes to easily get access and easily review or manage the classes or properties for the pages.

- Inline comments should be made with the `//`. Comment style and should be indented at the same level as the code described.
- For multiple line comments we write between `/* */`.

7. Testing

7.1 Testing Strategy

A strategy for software testing integrates software test case design method into a well-planned series of steps that result in the successful construction of the software. The strategy provides the roadmap that describes the steps to be conducted as a part of testing, then these steps are planned and then undertaken, and how much effort, time and resource will be required.

7.2 Testing Method

7.2.1 Unit Testing

The unit testing is meant for testing smallest unit of software. There are two approaches namely bottom-up and top-down. In bottom up approach the last module is tested and then moving towards the first module while top down approach reverses the action. In present work we opt for the first one. The bottom up approach for the current project is carried out as shown in.

7.2.2 Validation Testing

After the integration testing software is completely assembled as a package, interfacing error have been uncovered and corrected, and then validation testing may begin. Validation can be defined in many ways but a simple definition is what a validation succeeds when software functions in a manner that can be reasonably accepted by the user.

7.2.3 Integration Testing

The integration testing is meant to test all the modules simultaneously because it is possible that all the modules may function correctly when tested individually. But they may not work altogether and may lead to unexpected outcome.

CHAPTER-8

LIMITATIONS AND FUTURE ENHANCEMENTS

8.1 LIMITATIONS

Though we tried our best in developing this system but as limitations are mere parts of any system so are of our system. Some limitations of our project are:

- Lack of rights to admin : Like admin cannot delete halls.

8.2 FUTURE ENHANCEMENT

There is always a scope for enhancements in any developed system, especially when our nature of the project is iterative waterfall which allows us to rethink on the method of development to adopt changes in the project. Below mentioned are some of the changes possible in the future to increase the adaptability, and efficiency of the system.

- Increase rights for admin : Admin can delete the hall that he wants to delete.
- Feature for adding photo : Photos of halls can be uploaded by the Admin for user.
- Feature of review : User can give their review to halls.

9. Conclusion

As a student it was a very rich experience. During the period of development of this project we had great experience of working as a team, we hear different opinions on how to solve a problem, we help out each other and overall, it was an exciting experience. Our logical power, database interaction power and dealing with the web development and mobile development improved drastically. Our guide **Piyush Kashiyan** is very supportive. If we had any doubt or query related to the project, she was always there to guide us any time anywhere. Our college took the time to time update regarding to our project, such an environment makes one more punctual.

10. References

Books :

- PHP & MySQL Novice to Ninja – by Kevin Yank

Websites :

- www.stackoverflow.com
- www.w3schools.com
- www.php.net
- www.getbootstrap.com
- www.github.com

Digital Media

- www.youtube.com