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ACTIVITY PLANNER WEBSITE FOR SPORT EVENTS USING PYTHON

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ABSTRACT:

Activity Planner website for Sport Events manages the activity of many sports to a particular corporation, union, establishment, fellowship and center. This website allow users to consume less amount of time when compared to manual work. This website contains all the detailed information about all the vendors available who owns a playground or an event hall which allow users to choose any of them according to their interest. This website will take care of all the servicing activities in a quick manner. All the information like venue details will be clearly mentioned in the website thus providing a scope of booking them at any time. Thus, it is a user friendly website. The aim is to automate the existing system with the help of computerized equipment's and full-fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored.

1. INTRODUCTION

Generally, planning for an event requires all the information to be noted regarding the event which includes the event date, time, venue and the information of the user who has requested for the event and his details includes name, phone number, email id. This entire information needs to be saved for conducting and booking slot for that particular user at a picked time manually in a book.

This entire process takes time to write. If these details were lost cannot be retrieved back. So in one or the other way, our

website is a one-step solution to this problem. Different vendors who owns playgrounds get registered into our site and add all the required information about the venue which might include address of the venue, capacity of the venue, venue name, price etc. So now, users get registered into the site, login and book for any of the playground for a particular time slot of their interest and convenience. Vendor can accept or reject the booking request made by the user and user can also cancel the booking. So our website acts as

a bridge between vendors and users making the process easier for them.

2. RELATED WORK

Existing System

In general, organizing an event requires a correct planning not only for organizing but also for managing. The organizers need to take care of every activity such as looking after the slot bookings for user, arranging everything according to the time and many more. All the information is stored in papers. This information can be lost and becomes a problem later.

Proposed System

The proposed system is a website which consists of information related to venues such as venue name, address, price etc. These venues are owned by different vendors. Now users can register in to the site, login and view all the listings i.e. available playgrounds. So from the available playgrounds, user can choose any of them according to his choice and book the ground from a particular time to a particular time. Vendors accept or reject the requests made by the users and users can also cancel their booking. Thus, it a friendly interface through which users can avail the services.

3. METHODOLOGY:

System design is the process of defining the components, modules, interfaces, and data for a system to satisfy specified requirements. System development is the process of creating or altering systems, along with the processes, practices, models, and methodologies used to develop them. Software design is a mechanism to transform user requirements into some suitable form, which helps the programmer in software coding and implementation. It deals with representing the client's requirement, as described in SRS (Software Requirement Specification) document, into a form, i.e., easily implementable using programming language. The software design phase is the first step in SDLC (Software Design Life Cycle), which moves the concentration from the problem domain to the solution domain. In software design, we consider the system to be a set of components or modules with clearly defined behaviors & boundaries. Activity Planner website for Sport Events manages the activity of many sports to a particular corporation, union, establishment, fellowship and centre. It is

mainly led by a website, allows users to consume less time when compared to manual work. The website which contains all the detailed information about the slot bookings, prices allows users to choose within a wide range of variety by this user friendly website. This website will take care of all servicing activity in a quick manner. It stores data to check previous bookings.

The overview of this project is to give customers a quick interaction between vendor and user. A website is created for this purpose. This website allows the user to request the vendor the action he/she wants.

Modules

The modules we have here are three:
1.Admin module 2.Vendor module 3.User module.

Admin Module

Admin module allows system administrators to set up the backend of the system and perform basic system configuration, mainly definition of predefined drop down fields, time schedule etc. Here in our project, the

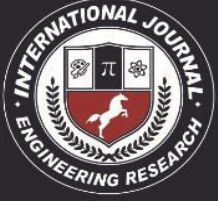
admin is responsible for the actions of registrations and is able to look after the vendors, users and also view the listings and bookings.

Vendor Module

Here in our project, a new vendor is able to register into the website and be able to log in to add their sport ground images, details about the ground and whatever the description they need to add. Vendors have to provide their contact information in order to meet user's queries. They can view the listings, booking request made by the users and can accept or reject the request based on availability and logout.

User Module

Users are allowed to register, log in, and log out. Each user is assigned one or more roles. By default there are two roles: anonymous (a user who has not logged in), authenticated (a user who is registered). Here in our project, a new user is able to register into the website. The user can log in to the website and can be able to book any type of ground he/she wants from all available listings. The user is also provided with the facility of canceling the booking request made by him within a specified



time. User is provided with the contact information of the vendor for any questionable purposes.

Input Design

Inputs, in simple terms are those things that we use in the project to implement it. For example, in any project, inputs would include things like time of internal and/or external employees, finances in the form of money, hardware and/or software, office space, and so on. To design data entry and input procedures. To reduce input volume. To design source documents for data capture or devise other data capture methods. To design input data records, data entry screens, user interface screens, etc. To use validation checks and develop effective input controls. In our system, the input here mainly revolves around a good userfriendlyinterface. We developed a user friendly interface so that any user can easily access the website. The input controls are effective on this website. Data entries and input procedures are easily maintained with this website. The user's personal information is kept confidential and is not accessible to any other parties. And is very easy to navigate.

The input here in our system is all about providing information to users and collecting information from the vendor. Authentication is done before adding any new vendors. And the changes in the website are only done by the admin and the details regarding field grounds can be changed by vendors. The user's personal information is modified by the users themselves.

Output Design

The design of output is the most important task of any system. During output design, developers identify the type of outputs needed, and consider the output controls and prototype report layouts. Project output is the final measurable result received upon successful completion of a project when all planned tasks, activities are accomplished, and project deliverables are produced. Output of a project is received through complex activities that define the project Lifecycle. Designing output to fit the user. Delivering the appropriate quantity of output. Making sure the output is where it is needed. Providing the output on time. Mostly the output technology is seen in print, screen, audio, microform, CD-ROM/DVD,

electronic and web based documents. The output design in this website mainly revolves around the user's request upon a certain action that's linked to the vendor and their fields. The user here makes a request that he/she wants to book a certain field ground that day directly to the vendor through our website. The request that's been created by the user is now visible to the vendor and now the vendor can either reject or accept the user's proposal regarding field ground. The vendor here can be able to contact the user with their contact information that's been provided by the user

Themselves. And in the same way, user is able to contact the particular vendor regarding information or queries about their bookings.

4. STUDY OF RESULTS:

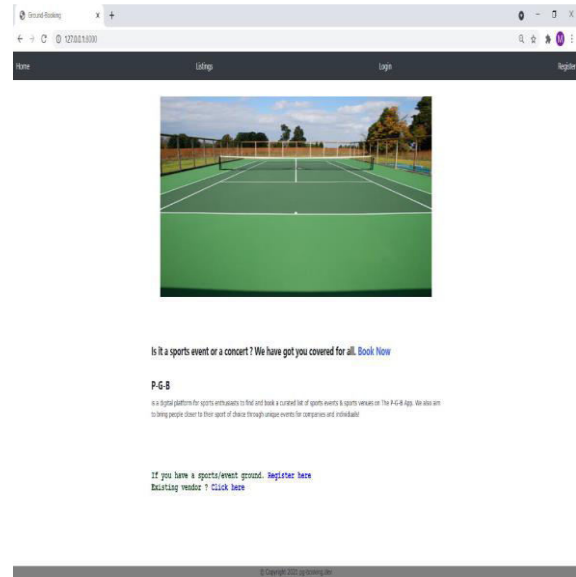


Figure1:Home page of Activity Planner website

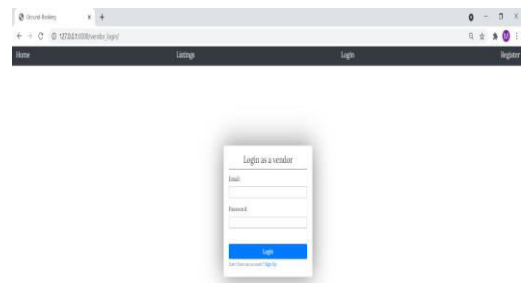


Figure2: Vendor's Login page

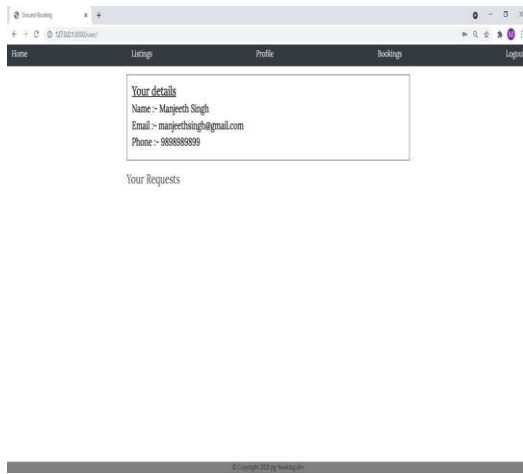


Figure 3: Vendor's details

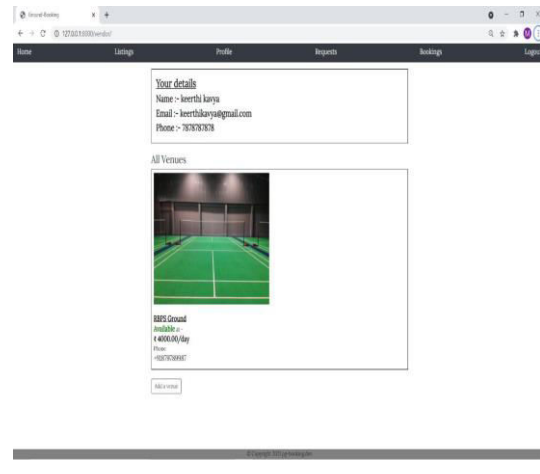


Figure 5: Vendor's profile

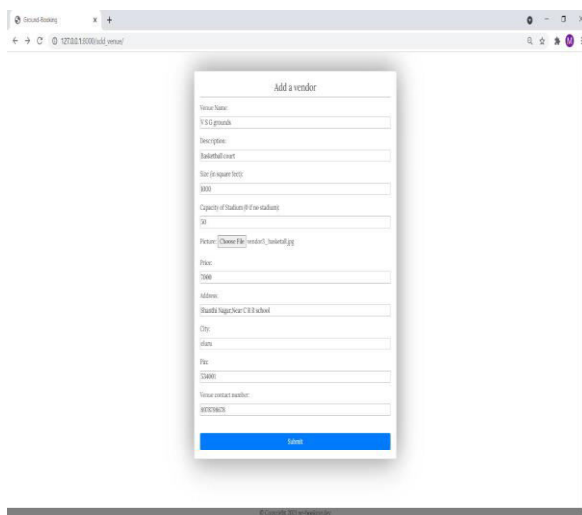


Figure 4: Vendor adding the venue

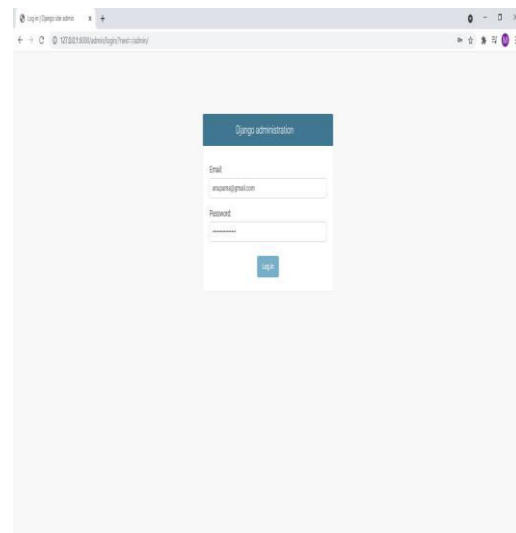


Figure 6: Admin Login page

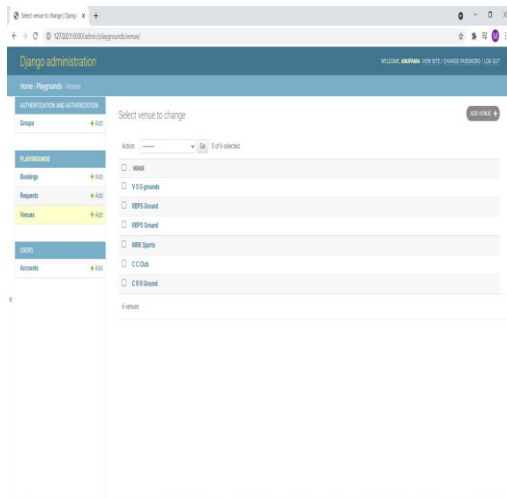


Figure 7: Admin view of available grounds

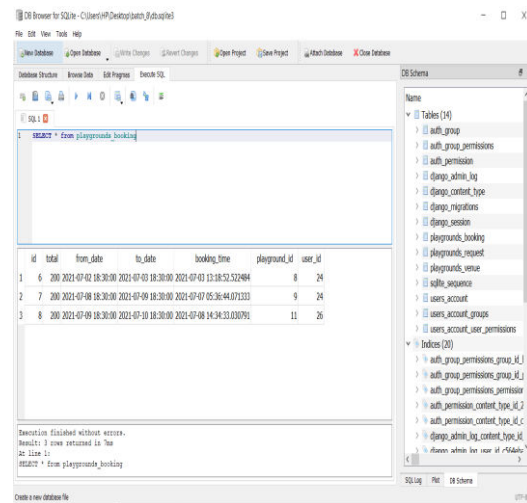


Figure 9: List of bookings in the database

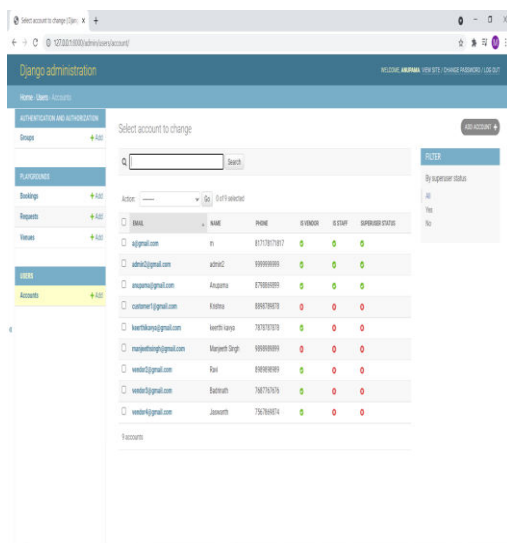


Figure 8: Admin view of all the users

5.CONCLUSION :

“Activity Planner website for Sport Events” is used to manage and organize events in an easy way. This website acts as a platform between vendors and users providing a facility of pre booking for users. This website consists of a number of venues owned by different vendors along with the details of the venue, which is provided by the user at the time of adding a venue. User has a scope of choosing from all the available venues and book for a venue of their interest. Vendor has a chance of accepting or rejecting the booking request made by the user. If a request has been rejected by the vendor,



then it is indicated as, that particular venue is being booked by some other user for that time span. Users can cancel the booking if they doesn't want to avail the services and as it is on spot payment there is no issue regarding the price. Hence, it is a user friendly website providing you all the possible ways of a better experience with new themes in the near future.

Activity Planner website for Sport Events has been developed in such a way that the future requirements are met. This project adapts to the changes efficiently without affecting the present system. We are trying to include the feedback system, so that users can provide the feedback after using the playground which might help the other users. Booking grounds on hourly basis, Email confirmation of the booking, Availability of the ground can be included. Payment gateway can also be included in the near future.