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VENUE SEEKERS

In partial fulfilment of the requirements for the degree of

Bachelor of Science in Computer Science

Supervisor: Mr. Taimoor Aamer

Department of Computer Sciences

Bahria University, Lahore Campus

June 2018

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C e r t i f i c a t e

We accept the work contained in the report titled

"VENUE SEEKERS",

written by

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as a confirmation to the required standard for the partial fulfilment of the degree of Bachelor of Science in Computer Science.

Approved by:

Supervisor: Mr. Taimoor Aamer (Venue Seekers)

_____

June 8*th*, 2018

DECLARATION

We hereby declare that this project report is based on our original work except for citations and quotations which have been duly acknowledged. We also declare that it has not been previously and concurrently submitted for any other degree or award at Bahria University or other institutions.

Enrolment	Name	Signature
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03-134142-110	SHERAZ KALEEM	

Date : _____

Specially dedicated to

my beloved grandmother, mother and father

(MUHAMMAD ABBAS ALVI)

my beloved grandmother, mother and father

(UMAIR AKHLAQ)

my beloved grandmother, mother and father

(SHERAZ KALEEM)

ACKNOWLEDGEMENTS

We would like to thank everyone who had contributed to the successful completion of our project. We would like to express my gratitude to my research supervisor, Mr TAIMOOR AAMER for his invaluable advice, guidance and his enormous patience throughout the development of the research.

MUHAMMAD ABBAS ALVI

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VENUE SEEKRS

ABSTRACT

The main goal of VS will be to provide online venue services which will reduce the physical efforts of the humans. The system will be designed with the user-centric approach that will ensure that user requirements mentioned in the documents must meet required standards. VS will be a growing web app for marketing purpose specifically for vendors and customers.

Customers can book their desired venue online from home instead of wasting time and money. The new proposed system will operate efficiently effectively and eliminating all issues such as time consumption, physical efforts and cost.

Now all these manual processes will be handled through using different web languages and frameworks

Recommendations for development in future and conclusions of the project are also included in the report.

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LIST OF SYMBOLS / ABBREVIATIONS

CRUD	Create, Remove, Update, Delete
VS	Venue Seeker
IDE	Integrated Development Environment
PDF	Portable Document Format
DB	Database
PC	Personal Computer
GUI	Graphical User Interface
RAM	Random Access Memory
GB	Gigabyte
UML	Universal Model Language
ERD	Entity Relationship Diagram
UC	Use case
SQL	Structured Query Language
ANSI	American National Standard Institute
IDE	Integrated Development Environment
DBMS	Database Management System
OS	Operating Systems
PHP	Hyper Text Pre-Processor

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CHAPTER 1

INTRODUCTION

1.1 Background

Venue Seekers is a web based app. VS is a growing web app for marketing purpose specifically for vendors and customers .VS is a unique platform which reduces the physical efforts of humans. Now-a-days the most important factors are time and money. While finding the desired venue, customers waste a lot of time and fuel. Also, there is no proper rate fixing because of which some vendors charge high amounts on urgent basis.

VS is a proper platform for the customers where they can book their desired venue online from home instead of wasting time and money. This system will ensure the accuracy in each step. It will eradicate the fear of charging high occasional cost. Also, the system will useful for the vendors in a way that they can get more marketing of their venue and can access more customer easily. Through this marketing, they can generate their leads easily. Our system will ensure a transparent process which will be reliable by both vendors and customer.

VS is automated for the ultimate users and also a useful platform for customers and vendors. Initially, its target area would be common people who can use it on their smartphone. But after seeing some positive changes in it, it would be available for Android users also. Its circle will get wide after some time due to this development.

1.2 Problem Statements

The purpose of the deploying the project venue seeker is to provide a unique platform to the users and vendors where they can get every resource and the users can put their requests according to their needs. It is also beneficial for the vendors because of using this platform, they can do marketing less costly

1.3 Aims and Objectives

“The objective of this project is to provide a unique platform to the users and vendors where they can get every resource and the users can put their requests according to their needs. It is also beneficial for the vendors because of using this platform, they can do marketing less costly.”

1.4 Scope of Project

Currently VS is web based application, but depending upon the people feedback and demand this system will integrate specific web API with the mobile application. That will be more portable for the end users of the system.

CHAPTER 2

SRS

2.1 Introduction

Venue Seekers(VS) is a web based app. VS is a growing web app for marketing purpose specifically for vendors and customers .VS is a unique platform which reduces the physical efforts of humans. Now-a-days the most important factors for any person are time and money. While finding the desired venue, customers waste a lot of time and fuel as well. Also, there is no proper rate fixing of the venues because on urgent basis some vendors charge high amount and customer have to pay for it even some times 2X times more to pass their function or some specific event.

VS is a proper platform for the customers where they can book their desired venue online from home instead of wasting time and money. This system will ensure the accuracy in each step. It will eradicate the fear of charging high occasional cost. Also, the system will useful for the vendors in a way that they can get more marketing of their venue and can access more customer easily. Through this marketing, they can generate their leads easily. Our system will ensure a transparent process which will be reliable by both vendors and customer.

VS are automated for the ultimate users and also a useful platform for customers and vendors. Initially, its target area would be common people who can use it on their smartphone. But after seeing some positive changes in it, it would be available for Android users also. Its circle will get expand after some time due to this development. The most important benefit of Venue seeker is about the customer’s and vendor’s portability , some systems has been introduced previously but that were not that much reliable because of low quality run time servers we will work on the quality product of the system where the

vendors and customers will be more reliable than other communications methods .It will also help the vendors to expand and market their business as most of the vendors cannot find appropriate customers for booking where they can generate more revenue according to the system they are integrating.

On other hand, customer can book the appropriate area where they want to arrange their function. We will set the button of online where customer can book and pay for the vendor's venue which he/she want to book as well as he will be able to see the whole pictorial representation of vendor's area with extensive area details.

2.2 Overall Description

2.2.1. User Classes and Characteristics

User Classes

There will be three user classes which are following below.

- Admin Class: Admin class will contain the information of the database administrator which will be able to have the access of all privileges of the system.
- Vendors Class: Vendor class will contain the data of vendors in which vendor's basic information and the information about the products they are putting on the system. Vendors can create their online store which will be accessible to the customers.
- Customer Class: Customer will contain the login information, basic information of the customers. Customers will be having the access of see the stores of multiple vendors as well as the customers also can book the venue which the customer like and also will be able to contact with the vendor using online chat portal.

User Characteristics

User must have the knowledge about the E-commerce website and how to use internet and E-commerce websites so that h/she may use the website easily.

2.2.2. Operating Environment

The environment of our website will be the e-commerce websites, the features we will include in the website will based on the area or a marriage hall which would be well established as well as hotels where the customer can perform online booking and contact the vendors related to the area occupied.

Our website will be supportive for the latest and the compatible browsers like Google chrome, Mozilla Firefox, and Internet explorer. We have selected these browsers because these are up to date browsers and never obsoletes so that the usability of the product will be more.

The user will register to the system, selects the option either its customer or vendor. If the user will select customer option, system will ask its personal information (name, email, contact etc.). After registration process, the customer will get password through email. The customer will login to the system and can have the access of vendor's ads and also can book the venue by clicking the book option on the Graphic User Interface.

The vendor will initially register to the system by providing the personal information and the information about his/her venue he wants to post. After that vendor will be asked that if he wants to promote his ad, if so, he should pay extra by bank account if vendor does not want to pay extra, he should skip that procedure and post his ad normally. After he will login in to the system, he will be able to check the list of available customers and also can check the requests of customer. Feature of online chat will be available in the web application

2.2.3. Design and Implementation Constraints

Implementation constraints are following below.

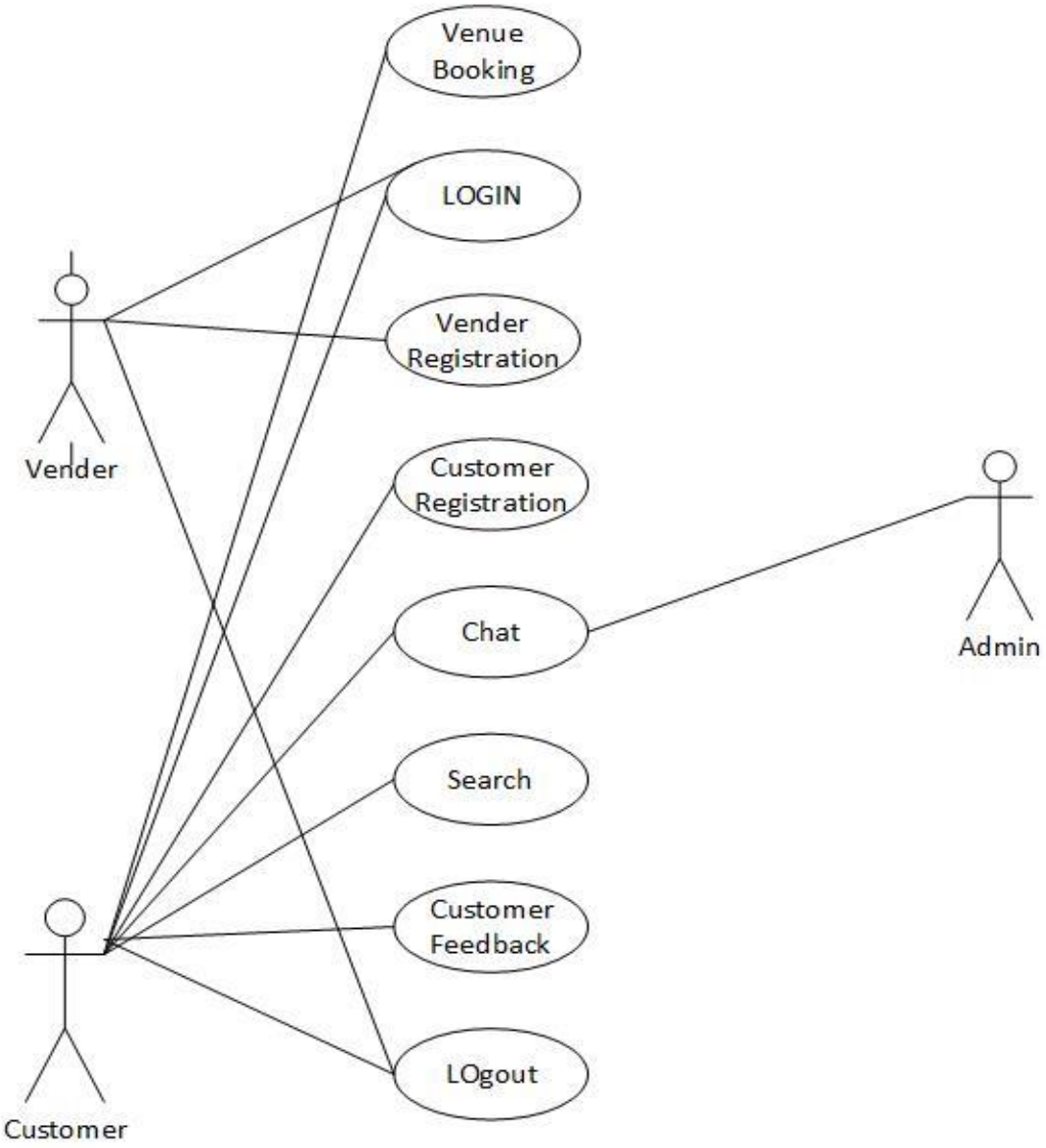
- For the development of the website we will not use any built in tools like Dreamweaver, because those products have built in functions but cannot deploy the functional websites that is why we will use stable tools for the development of the project.
- We will use online databases to store the data instead of purchasing and deploying a hardware server because now a day, trend is moving toward cloud databases which are more secure and encrypted instead of the traditional databases.
- System will be only implementable in Lahore, Pakistan initially, because we cannot take the initial responsibilities of the payments at a big level, but in future we will integrate some new security APIs to secure the transactional which the customer will make to the vendor.

- Product backlog has been created, on the basis of product owner prioritization.
- Sprint backlog has been created, chunk from the top of wish list has been created.
- Sprint time (2-4 weeks) has been set,
- Scrum master focuses on the goal with their way.
- The work has been sprint the potentially shippable. It creates the store shelf for the customer.
- The sprint ends with a sprint review and retrospective.
- Reviews and retrospective has a sprint ends.
- Team chooses the another chunk of backlog

2.2.4. Assumptions and Dependencies

- System will rely on the internet because it is the online venue seeker system.
- Payments can only be make online when the SSL certificate of the company will be up to date
- The performance of the website will be based on the internet of the user. Fast internet will help to retrieve the fast and reliable data to the user.

2.3. System Use Cases



2.3.1. Other Non-functional Requirements

2.3.2. Performance Requirements

For the proposed system, the internet is one of the basic necessity, for the normal behavior of website you need a hi speed internet, but the internet has many other things associated such as hacker attacks, DDOS attack is example but we cover up this attack as well by our coding skills.

2.3.3. Safety Requirements

IP protection is one of the first safety hazard towards the different attacks for the extraction of data. The layer will be able to protect the system against DDOS and MAP which may cause the downtime long for the system.

2.3.4. Security Requirements

We have manage the transactional security as well, different security certificates has been issues and implemented such as SSL and TLS while using the any payment methods to make sure that the data can't be accessed by any improper ways. Data will be sent encrypted so that in case its hacked it can't be read out.

2.3.5. Software Quality Attributes

System should be easy to use and a guideline page for the users will be attached for the usability of the system. On other hand we will save all initial modules for the system so that in the future iteration we will reuse for the newest version of the venue seeker website.

2.4. Other Requirements

- Reliable
- Efficient
- Reduce physical effort
- Accuracy in terms of security

CHAPTER 3

DESIGN AND METHODOLOGY

3.1. Introduction

Third deliverable is all about the use case modelling and software design. In the previous deliverable, analysis of the system is completed. So we understand the current situation of the problem domain. Now we are ready to strive for a solution for the problem domain by using object-oriented approach. Following artefacts must be included in this deliverable.

1. Use case description
2. Use case diagram refined
3. Sequence Diagram
4. Design Class Diagram

2.3.1 Use Case Description

1.1. Venue Booking (U1)

1. **U1**
2. **UC Name** –Venue booking.
3. **Priority** – High
4. **Description** –this use case will tell the scenario about venue booking
5. **Actors** – user , admin
6. **Flow of Events**
   - **6.1. Normal Flow**
     - **6.1.1. Registration Process:**
     - **6.1.2.** Customers can visit the VS.
     - **6.1.3.** Customer have to register for booking
     - **6.1.4.** Customer will fill the registration form.
     - **6.1.5.** Customer send request to the database to save registration
     - **6.1.6.** Vendor should have some venues so customer can see and book
     - **6.1.7.** System database save the credentials.
     - **6.1.8.** Then they(customer)can book different sort of venues

6.2. Login Process:
- **6.2.1.** User (customer) will request for login.
- **6.2.2.** System will approve the request for login of user.
  - **6.2.2.1.**System will respond to request status.

6.3.Notification process:
- **6.3.1.** System will send the notifications to Vendor
- **6.3.2.** Different customers will receive the notifications whenever the vendor add, update or delete something in his/her category.
- **6.3.3.** Vendors will also receive notifications whenever a customer place an order.

6.4. Allocation process:
- **6.4.1.** System will assign the order to the vendor whose venue is selected by the customer.

6.5.Rating process:
- **6.5.1.** Customer will rate the vendor after the successful completion of the order.
- **6.5.2.** System will add the feedback to the Vendor profile.

6.6.Alternative Flow:
- **6.6.1.** Customers and vendors have to register again in case of forgetting the user name and password.
- **6.6.2.** Vendors and customers have to give recovery email address in the forget password scenario.
- **6.6.3.** Both have to click on the send recovery password button.
- **6.6.4.** Both can also click on cancel button.

7. **Includes** -None
8. **Pre Conditions** –
   8.1. The customer must be register to the system
   8.2. The user must be logged in to the system
   8.3. Different sort of venues should be available for the customer for booking
9. **Post Conditions** –
   9.1. Users can Successful Login and User can see the vendor's Ads.
   - **9.1.1.** They (customers) can see different venues.
   - **9.1.2.** Customers can choose different venues.
10. **Trigger**
    - **10.1.** Customer and Vendors should have Good Internet connection.

1.2. Login Process (U1)

1. **U1**
2. **UC Name** –Login.
3. **Priority** – High
4. **Description** –This use case will be for login of user.
5. **Actors** – user
6. **Flow of Events**

6.1. Normal Flow
- **6.1.1. Login Process:**
  - **6.1.1.1.**User will request for login.
- **6.1.2.** System will approve the request for login of user.
  - **6.1.2.1.**System will respond to request status.

6.1.2.2. Customer should be registered already.
6.1.2.3. Vendor should be registered already.
6.1.2.4. Admin can see profile of both the customer and vendor after login.

6.2. Alternative Flow:
6.2.1. Customers and vendors have to register in case of forgetting the user name and password.
6.2.2. Vendors and customers have to give recovery email address in the forget password scenario.
6.2.3. Both customer and vendor have to click on the send recovery password button.
6.2.4. Both customer and vendor can also click on cancel button.

7. **Includes** -None
8. **Pre Conditions** –
8.1. The vendor must be register to the system.
8.2. The customer must be register to the system
8.3. For valid accessing the customer must be a registered customer.
8.4. For valid accessing the vendor must be a registered vendor.
9. **Post Conditions** –
9.1. Users can Successful Login and User can see the vendor's Ads.
9.1.1. Customers can see different venues.
9.1.2. Customers can choose different venues.
10. **Trigger**
10.1. Customer and Vendors should have Good Internet connection

1.3. Logout Process (U1)

1. **U1**
2. **UC Name** –Logout.
3. **Priority** – High
4. **Description** –This use case will be used for logout of user.
5. **Actors** – user
6. **Flow of Events**
6.1. Normal Flow
6.1.1. Logout Process:
6.1.1.1. User will request for logout.
6.1.2. System will approve the request for logout of user.
6.1.2.1. System will respond to request status.
6.1.2.2. User (Admin, Customer and Vendor) should be registered already.
6.1.2.3. Vendor and customer should be registered already for successful logout.

6.2. Alternative Flow:
6.2.1. Customers and vendors have to register in case of forgetting the user name and password.
6.2.2. Vendors and customers have to give recovery email address in the forget password scenario.
6.2.3. Both customer and vendor have to click on the send recovery password button.
6.2.4. Both customer and vendor can also click on cancel button.

7. **Includes** -None

8. **Pre Conditions** –
   8.1. The user (Admin, Customer and Vendor) must be register to the system.
   8.2. For logout successfully the customer must be a valid user.
9. **Post Conditions** –
   9.1. Users can Logout successfully.
10. **Trigger**
    10.1. Customer and Vendors should have a Good Internet Connection

1.4. Customer Registration(U1)

1. **U1**
2. **UC Name** –customer registration.
3. **Priority** – High
4. **Description** –This use case will follow the customer registration.
5. **Actors** – customer
6. **Flow of Events**
   6.1. Normal Flow
   - **6.1.1. Registration Process:**
   - **6.1.2.** System will show registration form.
     - **6.1.2.1.**Registered customer can book any venue.
   - **6.1.3.** Registered customer will get notification of any sort of changing in the vendor's venue.
     - **6.1.3.1.**Registered customers can check their status of booking.
   - **6.1.4.** System will update their information to the database.
   - **6.1.5.** Registered customer can book more than one venue.
   - **6.1.6.** VS will send Username and Password to the customer given email after registration.

   6.2. Alternative Flow:
   - **6.2.1.** Customers have to register in case of forgetting the user name and password.
   - **6.2.2.** Customers have to give recovery email address in the forget password scenario.
   - **6.2.3.** Customer have to fill the registration form.
   - **6.2.4.** Customers have to click on the send recovery password button.
   - **6.2.5.** Customer can also click on cancel button.
7. **Includes** -None
8. **Pre Conditions** –
   8.1. The customer must be registered to the system.
   8.2. For valid accessing the customer must be a registered customer.
9. **Post Conditions** –
   9.1. Customers can successfully login and can see the vendor's Ads.
   - **9.1.1.** Customers can see different venues.
   - **9.1.2.** Customers can choose different venues.
10. **Trigger**
    10.1. Customer should have Good Internet connection.

1.5. Vendor Registration(U1)

1. **U1**
2. **UC Name** –vendor registration.
3. **Priority** – High
4. **Description** –This use case will follow the vendor registration.
5. **Actors** – Vendor
6. **Flow of Events**
   - **6.1. Normal Flow**
     - **6.1.1. Registration Process:**
       - **6.1.1.1.**System will show registration form.
       - **6.1.1.2.**Registered vendors can update their rates.
       - **6.1.1.3.**Registered vendors can update their menus.
       - **6.1.1.4.**Registered vendors can update their slots availability.
       - **6.1.1.5.**Registered vendors can manage their today's event.
       - **6.1.1.6.**Registered vendors can update their terms and conditions.
       - **6.1.1.7.**Registered vendors can update their gallery.
       - **6.1.1.8.**Registered vendors can add more than one venue's.
       - **6.1.1.9.**Registered vendors can chat for any sort of queries.
       - **6.1.1.10.** System will update their information to the database.
       - **6.1.1.11.** VS will send Username and Password to the vendor given email after registration.
   - **6.2. Alternative Flow:**
     - **6.2.1.** Vendors have to register in case of forgetting the user name and password.
     - **6.2.2.** Vendors have to give recovery email address in the forget password scenario.
     - **6.2.3.** Vendors have to fill the registration form.
     - **6.2.4.** Vendors have to click on the send recovery password button.
     - **6.2.5.** Vendors can also click on cancel button.
7. **Includes** -None
8. **Pre Conditions** –
   - **8.1.**The vendor must be registered to the system.
   - **8.2.**For adding the venue the vendor must be a registered vendor.
9. **Post Conditions** –
   - **9.1.**Registered Vendors can successfully login and can see their venue rating.
     - **9.1.1.** Registered Vendors can rate the customer.
     - **9.1.2.** Registered vendor can reject or accept the customer booking.
10. **Trigger**
    - **10.1.** Vendor should have Good Internet connection.

1.6. Chat Process (U1)

1. **U1**
2. **UC Name** –chat.
3. **Priority** – High
4. **Description** –This use case will follow the chat process.

5. **Actors** – Vendor
6. **Flow of Events**
   6.1. Normal Flow
      6.1.1. System will show the query button.
      6.1.2. Customer can ask for the query about the vendor's venue.
      6.1.3. Vendors can chat about their venue resubmission.
      6.1.4. Customers can chat about their profile management.
      6.1.5. Customer can ask about the obliteration of account.
      6.1.6. Customer can tell about the rating of the vendor's venue by chat also.
      6.1.7. Customer can ask about the vendor's venue terms and conditions.
   6.2.Alternative Flow:
      6.2.1. Customer have to wait for the response of the query.
         6.2.1.1. Customer cannot ask any sort of the query.
7. **Includes** -None
8. **Pre Conditions** –
   8.1. The customer must have email address for chat to the system.
   8.2. Customer must read the terms and conditions of the VS.
9. **Post Conditions** –
   9.1. Customer can easily go back
      9.1.1. Customer may not ask any sort of query
10. **Trigger**
    10.1. Customer and Vendor should have Good Internet connection.

1.7. Search (U1)

1. **U1**
2. **UC Name** –search.
3. **Priority** – High
4. **Description** –This use case will follow the search process.
5. **Actors** – customer, vendor
6. **Flow of Events**
   6.1. Normal Flow
      6.1.1. System will show the search bar.
      6.1.2. Customer can search different venue
      6.1.3. Customer can search top rated venue.
      6.1.4. Customer can search cost effective venue.
      6.1.5. Customer can search different party deals venue.
      6.1.6. Customer can search different menus deals.
      6.1.7. Customer can search different slots according to need.
      6.1.8. Customer can search different area of venues.
      6.1.9. Customer can search different gallery of venue.
      6.1.10. Customer meet the criteria and book or see the venue based on search.
      6.1.11. Customer can search different venue's terms and conditions.
   6.2.Alternative Flow:
      6.2.1. Invalid search.
      6.2.2. Search again.
      6.2.3. Customer not search anything.
      6.2.4. Customer can click on cancel button.

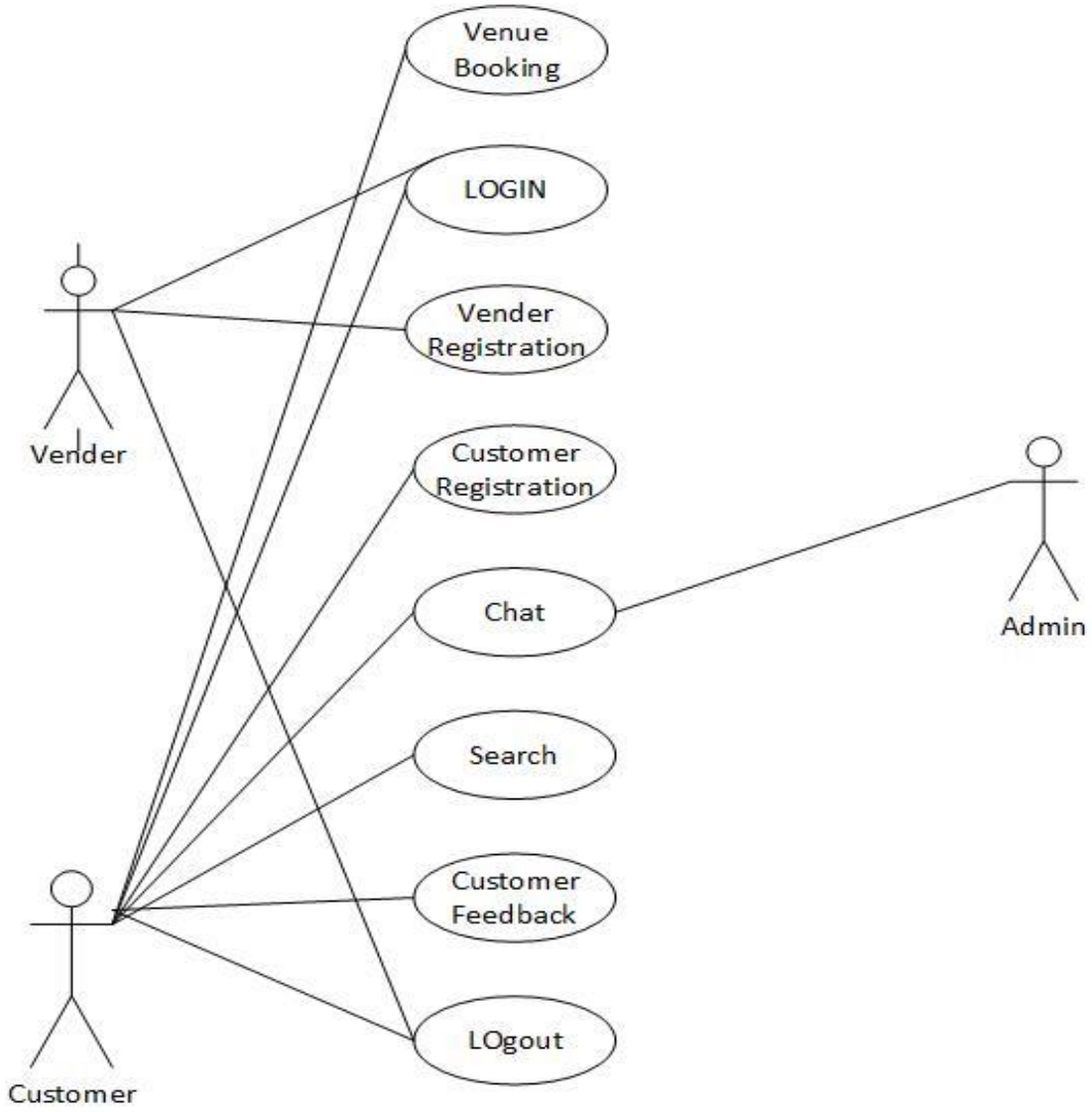
7. **Includes** -None
8. **Pre Conditions** –
   8.1. The customer should search valid terms to the system.
   8.2. The customer should search valid venues
   8.3. Customer should have Good Internet connection.
9. **Post Conditions** –
   9.1. Customer can successfully done with the search.
      9.1.1. Customer see the top rated venues.
      9.1.2. Customer can order or just visit in search scenario.
10. **Trigger**
    10.1. Customer should have Good Internet connection

1.8. Feedback Process (U1)

1. **U1**
2. **UC Name** –feedback process.
3. **Priority** – High
4. **Description** –This use case will follow the feedback process.
5. **Actors** – customer, vendor
6. **Flow of Events**
   6.1. Normal Flow
      6.1.1. System will show the rating button
      6.1.2. Customer can rate the different vendors.
      6.1.3. Customer can give different reviews to customers
      6.1.4. Customer can give positive reviews
      6.1.5. Customer can give negative reviews
   6.2.Alternative Flow:
      6.2.1. No feedback
      6.2.2. No comments
      6.2.3. Customer can click on cancel button.
7. **Includes** -None

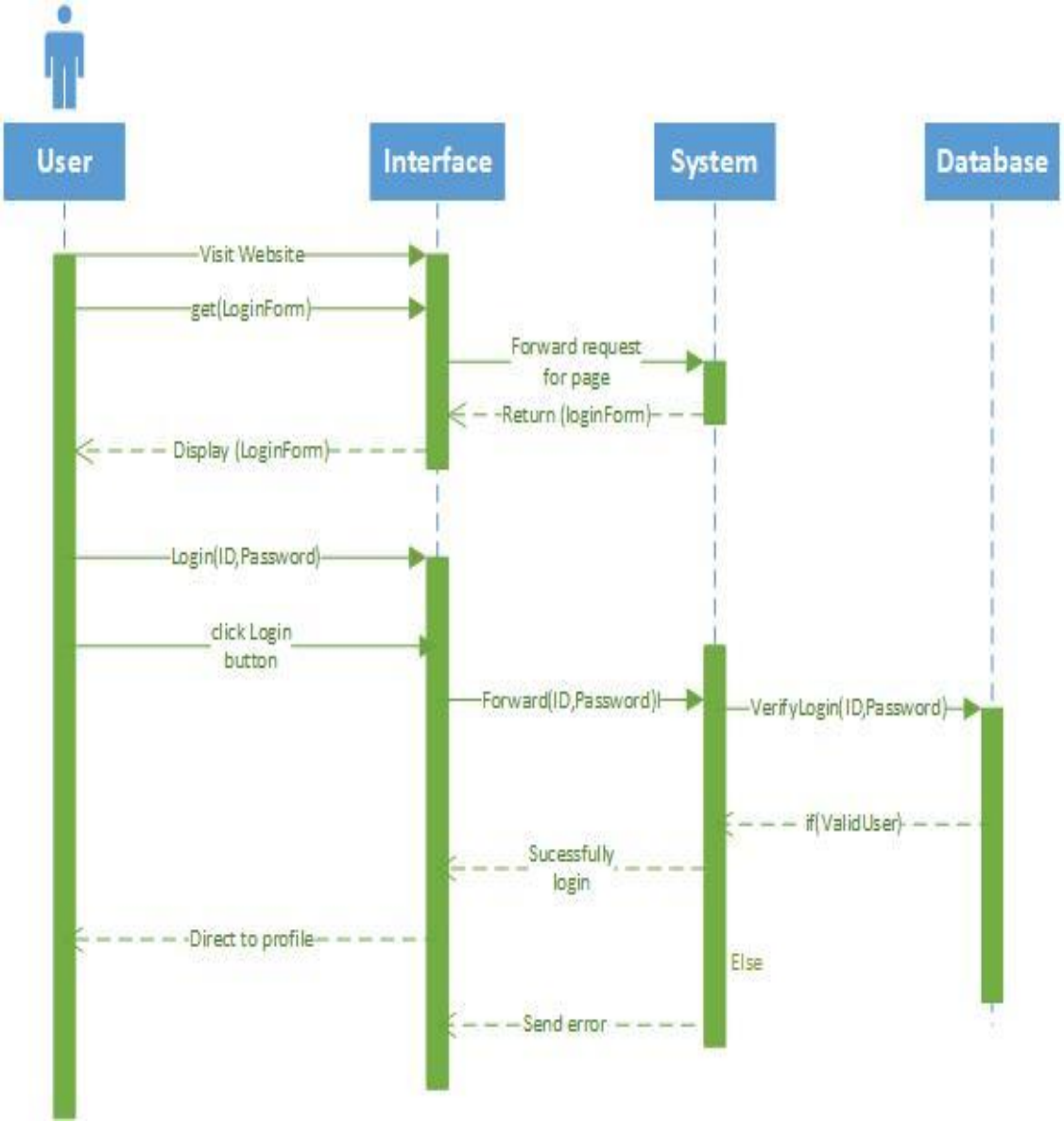
8. **Pre Conditions** –
   8.1. The customer can give different suggestions to the vendors.
   8.2. Customer should have Good Internet connection.
9. **Post Conditions** –
   9.1. System will update the vendor profile
10. **Trigger**
    10.1. Customer should have Good Internet connection.

3. Use case Diagram (refined and updated)

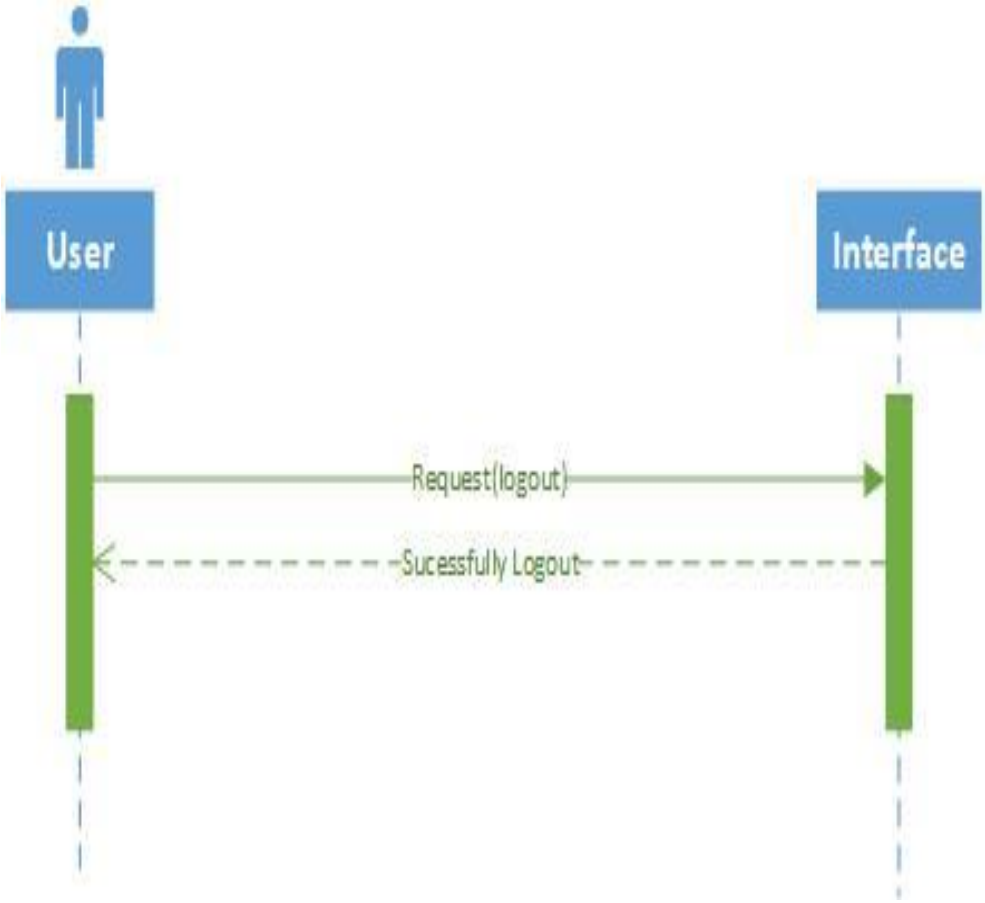


4.0 Sequence Diagram

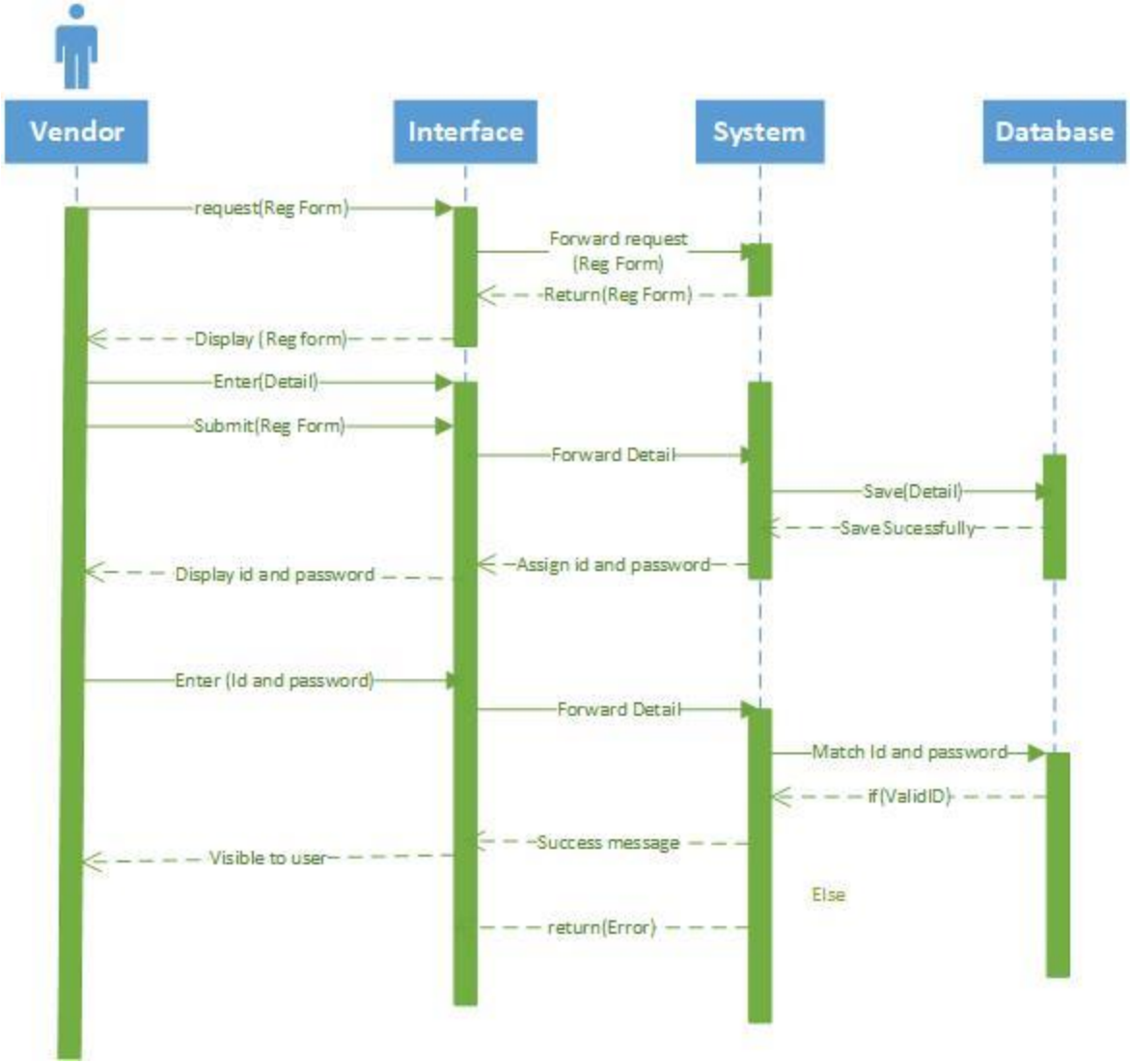
4.1-Login



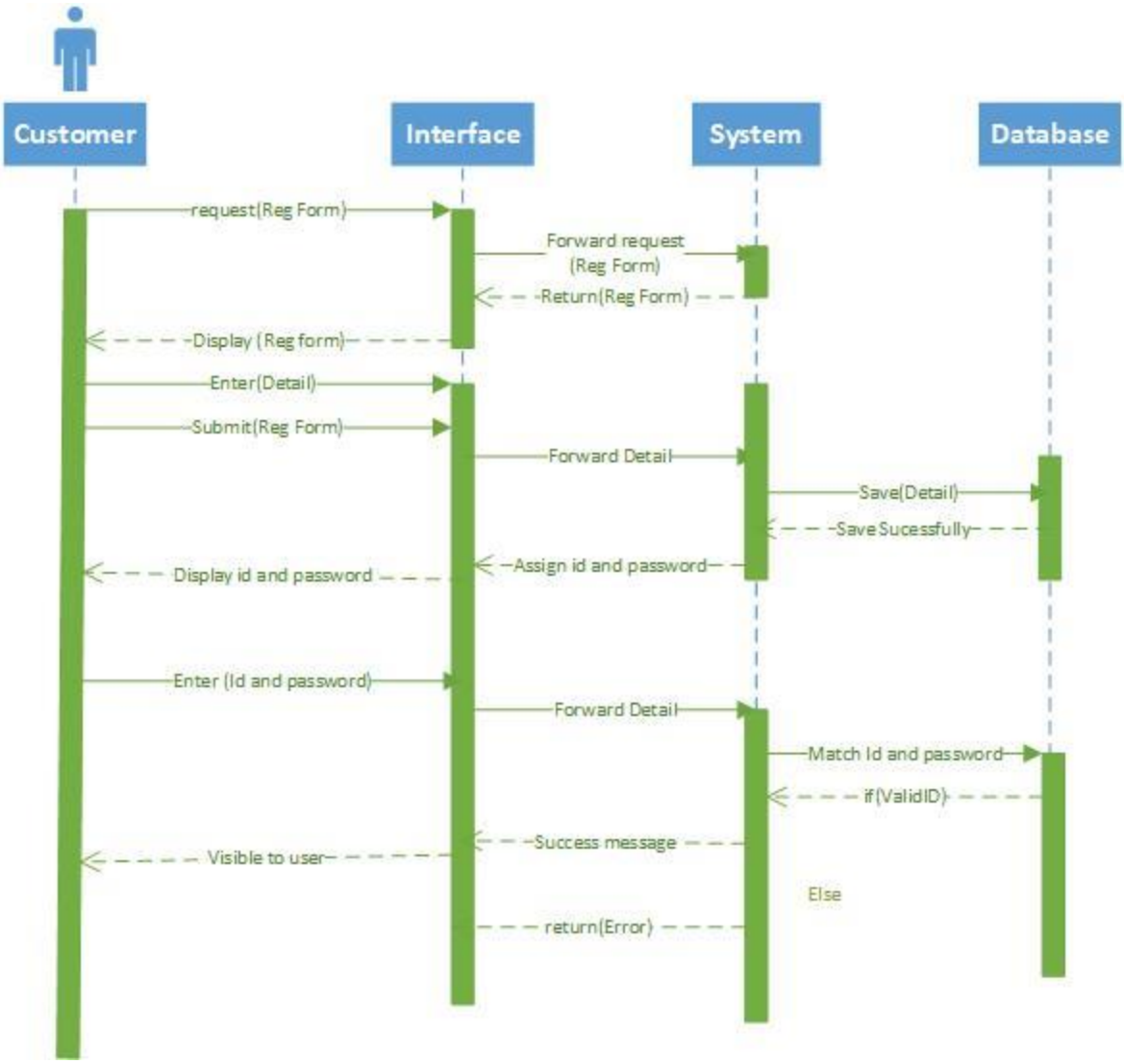
4.1.1- Logout



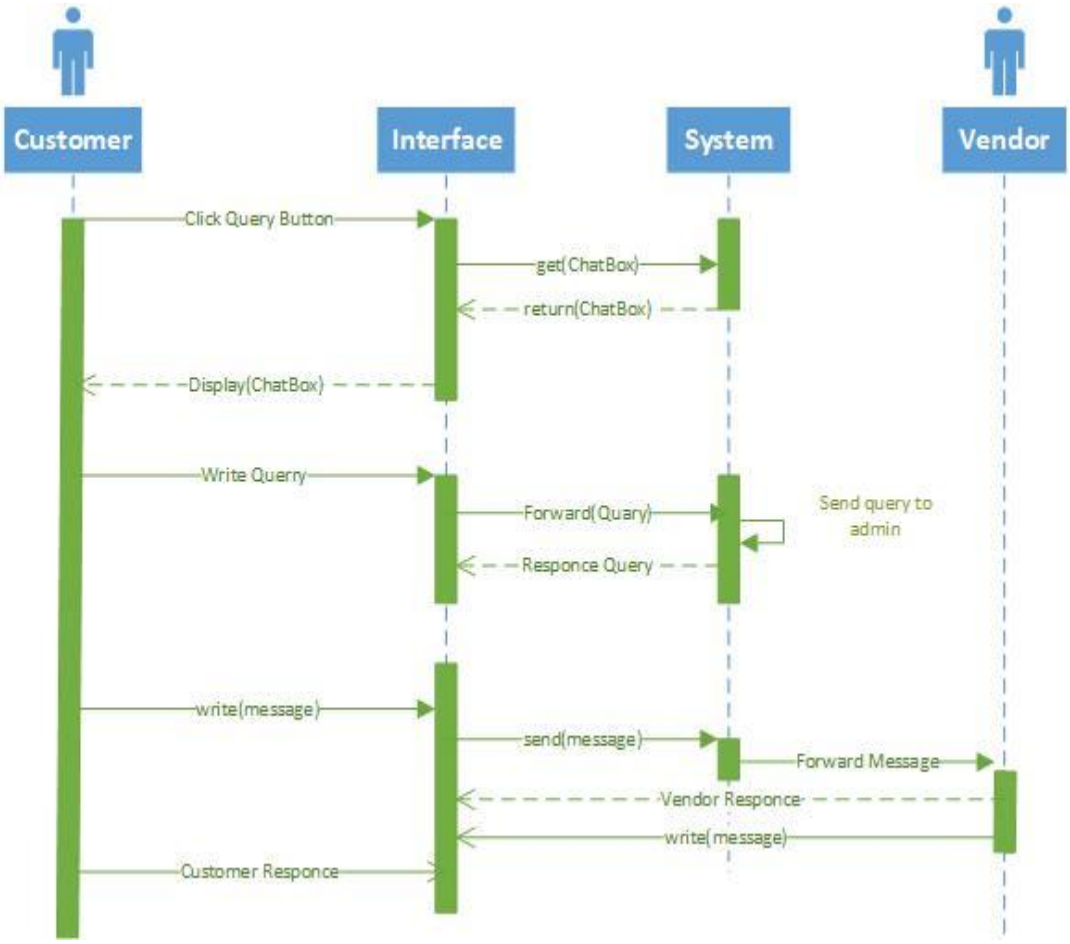
4.1.2 Vendor Registration



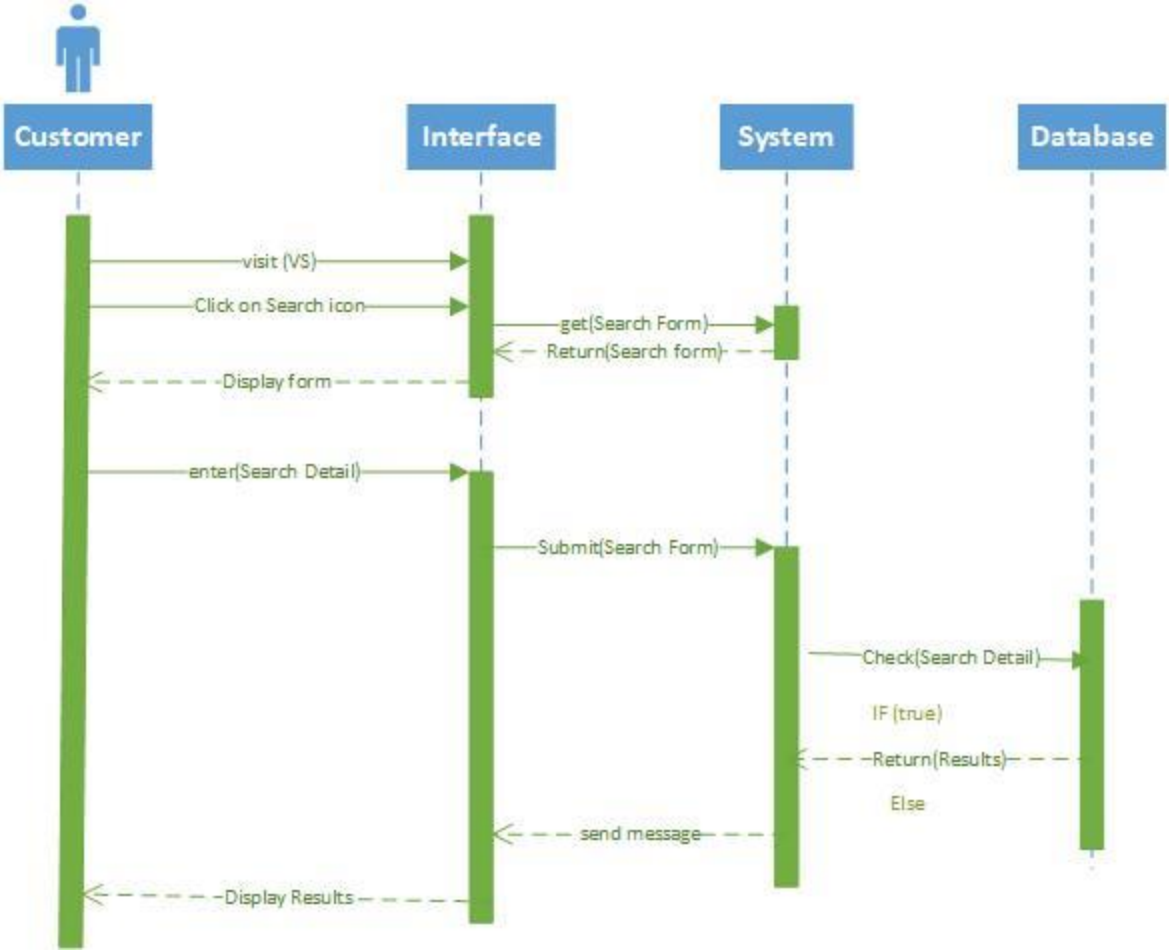
4.1.3 Customer Registration



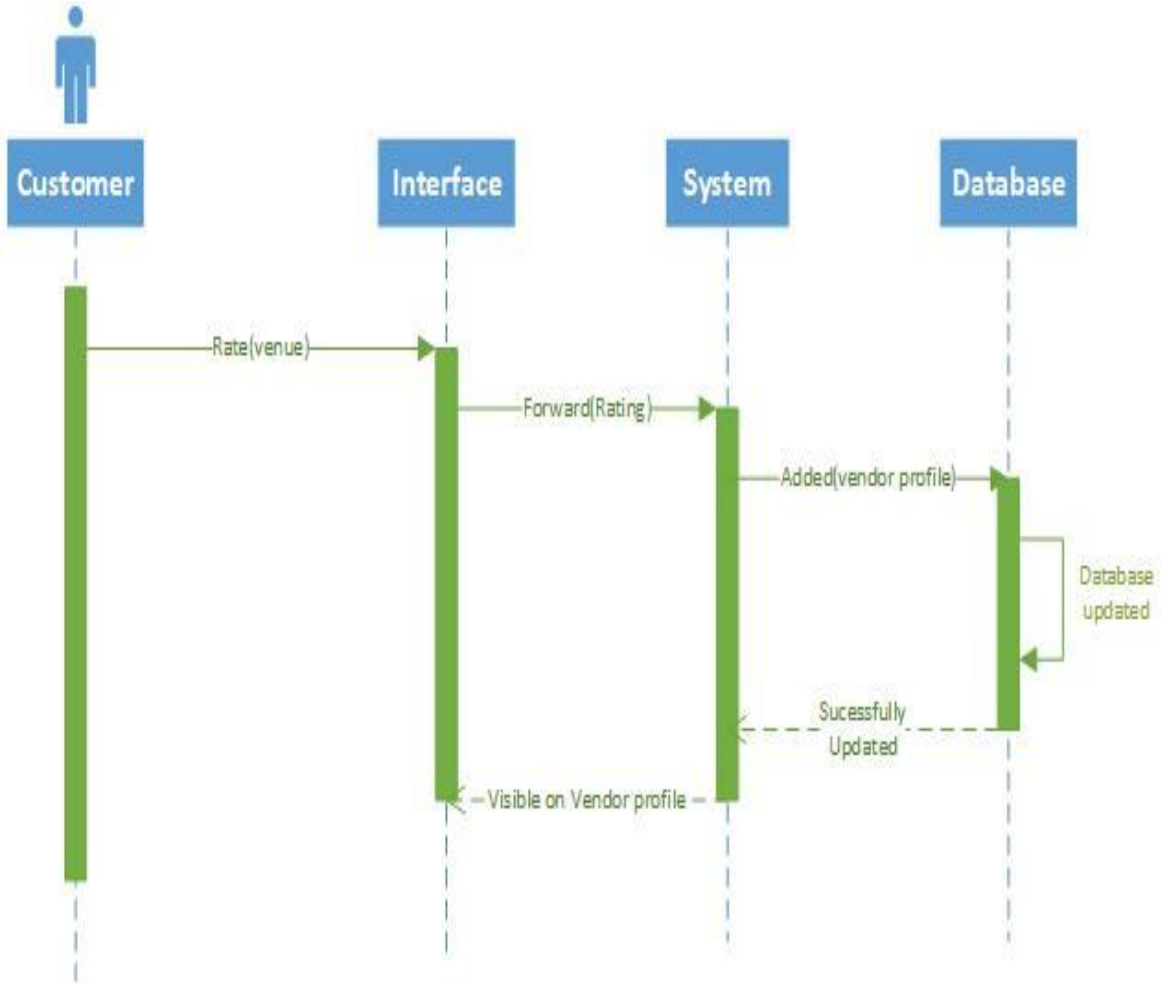
4.1.4 Queries of Customer



4.1.5 Search


Customer
Interface
System
Database
visit (VS)
Click on Search icon
get(Search Form)
Return(Search form)
Display form
enter(Search Detail)
Submit(Search Form)
Check(Search Detail)
IF (true)
Return(Results)
Else
send message
Display Results

4.1.6. Customer Feedback:



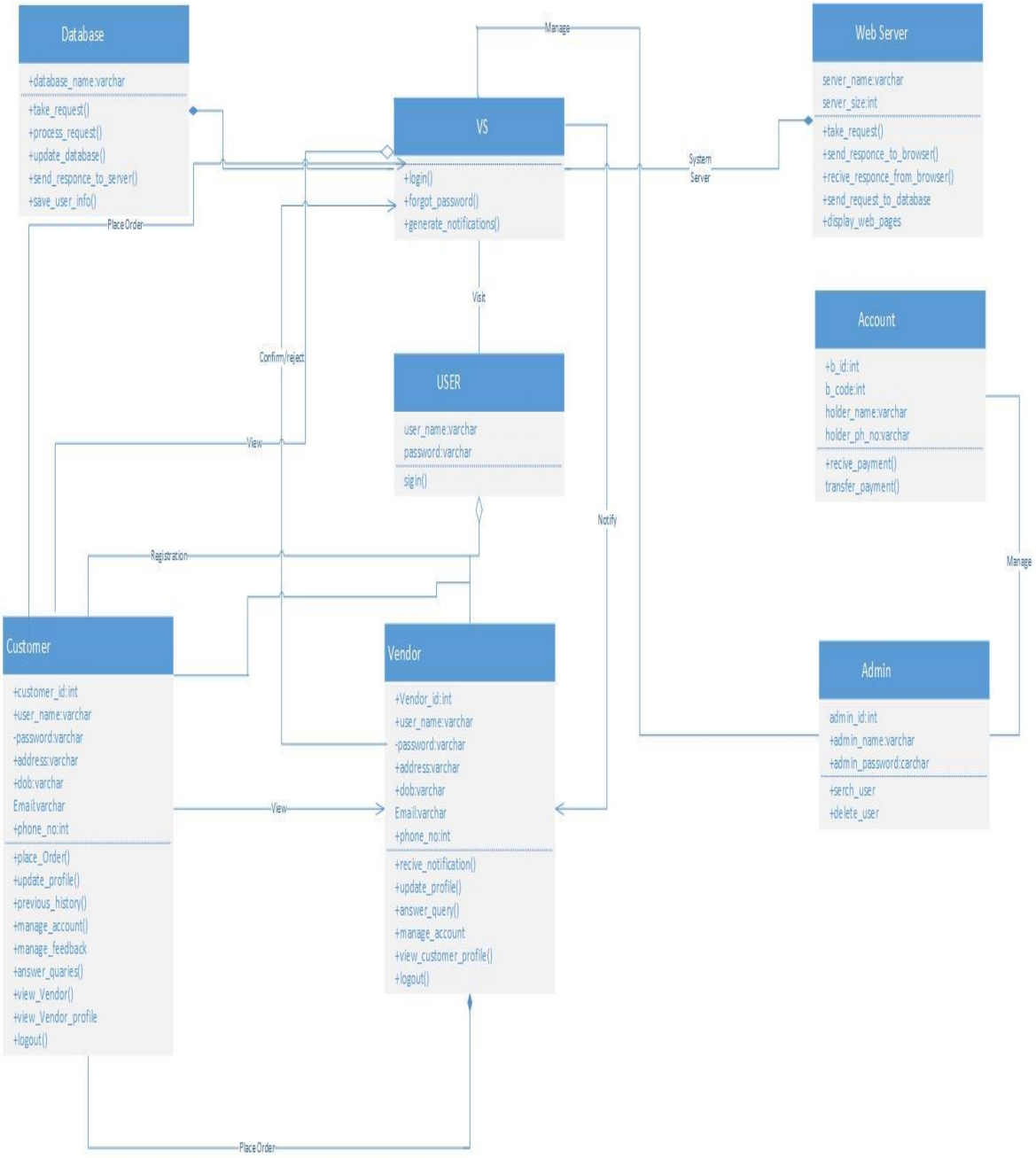
5.0 Class Diagram:

Classes architecture are the most important thing, they are the basics of the system, the foundation or architecture has been designed in the form of classes so that it easy to understand and better to manage as well.

Class has different capsules integrated with it, which are used for the execution of threads posting and retrieving data in between the classes. Different actions has been taken against them. The data has been sent and received via capsule.

In the classes format we associate the active classes as design classes and which coordinates with the other classes and it passively behave the active class. We call class active only if they have active instances owing to control the threads.

Class Diagram



The implementation of Venue Seeker(VS) will focus on efficiency, security, and reliability for user. The primary objective is to provide the useful and efficient services to all the users. Different types of services are delivered to both the customer and vendor. It is helpful both for the customers and for the vendors as well.

For vendors it helpful in regard to cheap marketing purpose and from customers perspective it is helpful in accessing different sort of venues with different categories while sitting at home. this system also can handle multiple users at the same time.

“Our system will ensure a transparent process which will be reliable by both vendors and customer. “

The most important benefit of Venue seeker is about the customer’s and vendor’s portability , some systems has been introduced previously but that were not that much reliable because of low quality run time servers we will work on the quality product of the system where the vendors and customers will be more reliable than other communications methods

CHAPTER 4

IMPLMENTATION

4.1.1 Technologies used

The following technologies are used in this project

- HTML, CSS Java Script, Bootstrap (frontend)
- Sql and PHP (Backend)
- Codeignitor (framework)

4.1.2 HTML, CSS, Java script (for front end) PHP and my SQL (for back end)

As we know that for web languages HTML is the basic language to construct any web page and to make it more beautiful and attractive we use CSS basically these are the two most common web basic languages and java scripting is use to add some sliders mouse hovers and more animated functionalists as well. These are the front end languages

4.1.3 PHP and SQL (back end languages)

SQL stands for Structures Query Language. This language allows you to manipulate and access your databases. It is approved by ANSI. By using this language, you can create, remove tables in database and also you can add, delete and update records in that tables. This language is most popular to handle the databases. That is why it is being used in this project.

PHP is the server side extensively used language for the web application development. Php usually runs on client server architecture with local host software availability. Request has been sent to the server and php runtime will execute it. Php is used for dynamic websites development as well as web app development.

PHP and SQL is used for back end programming. These are the specified languages used for databases

4.2 Tools used

4.2.1 Microsoft SQL Server

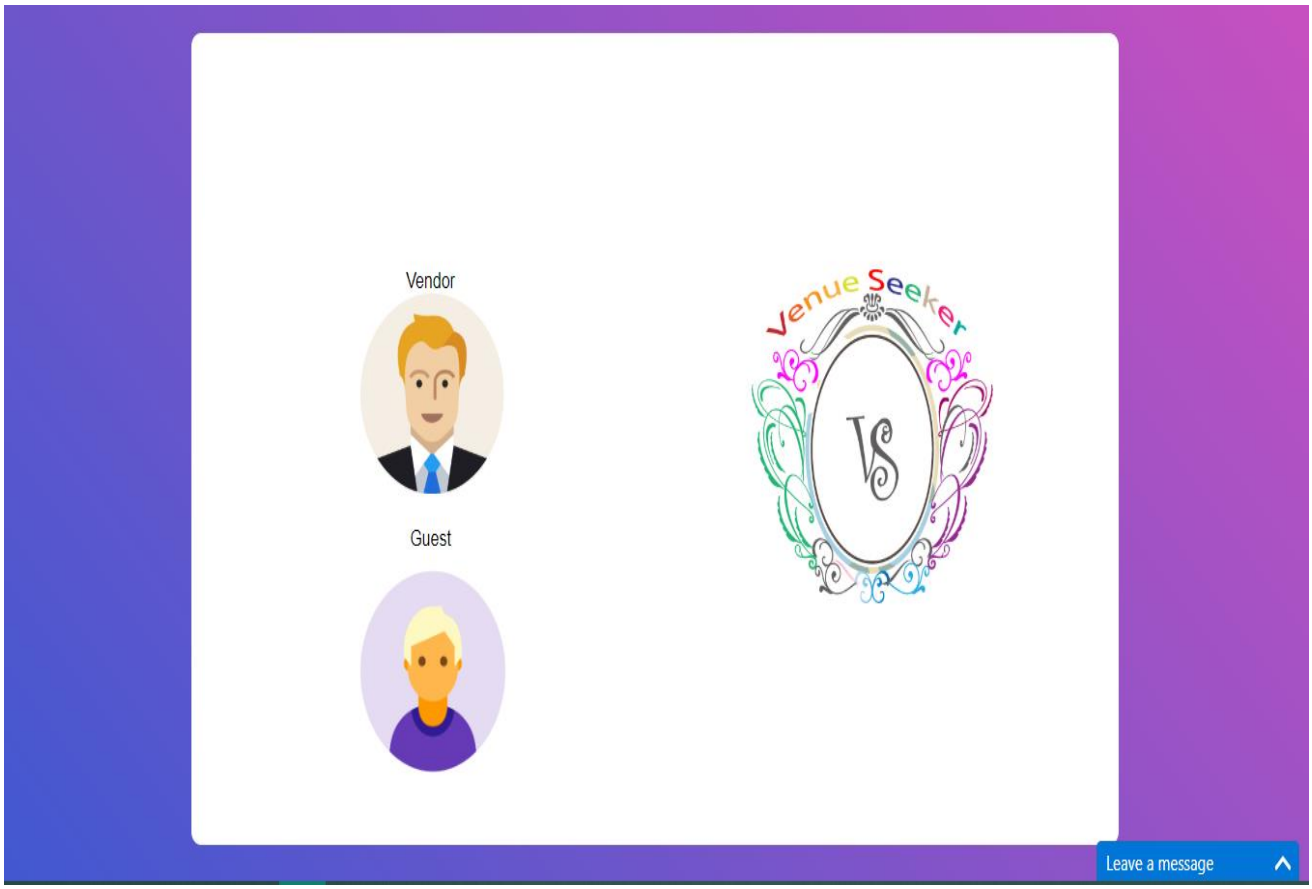
SQL server is developed by Microsoft and is a very popular platform to handle databases. It is a relational database management system. With a full support to be connected with Visual Studio. This is the reason why this DBMS was preferred over any other.

CHAPTER 5

USER MANUAL

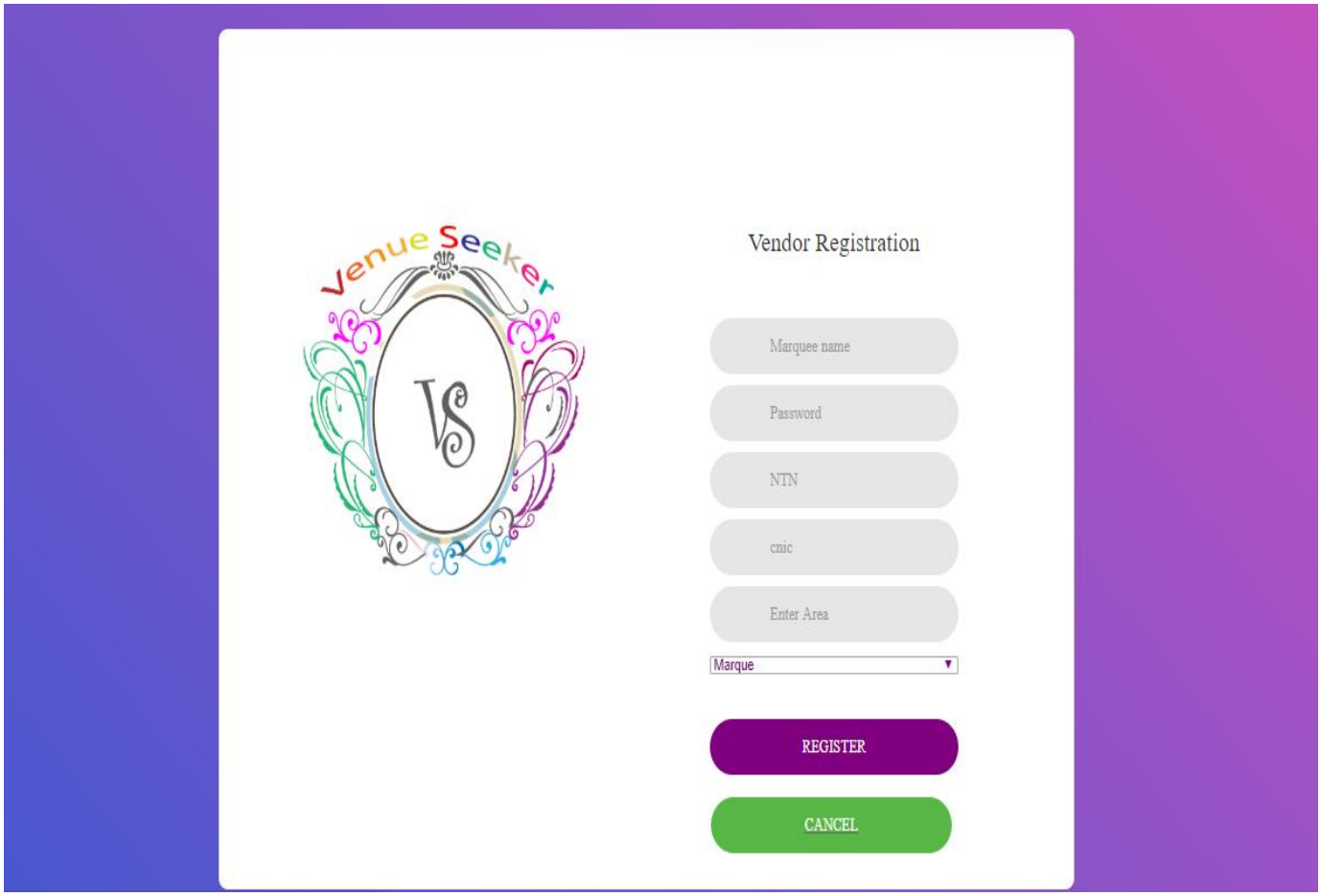
Home Page Screen:

The following screen will display to the users to see the home page screen of Venue seekers



Vendor Registration Screen:

This screen will be show to the users, so they can fill their registration form to further proceed to relevant activities.

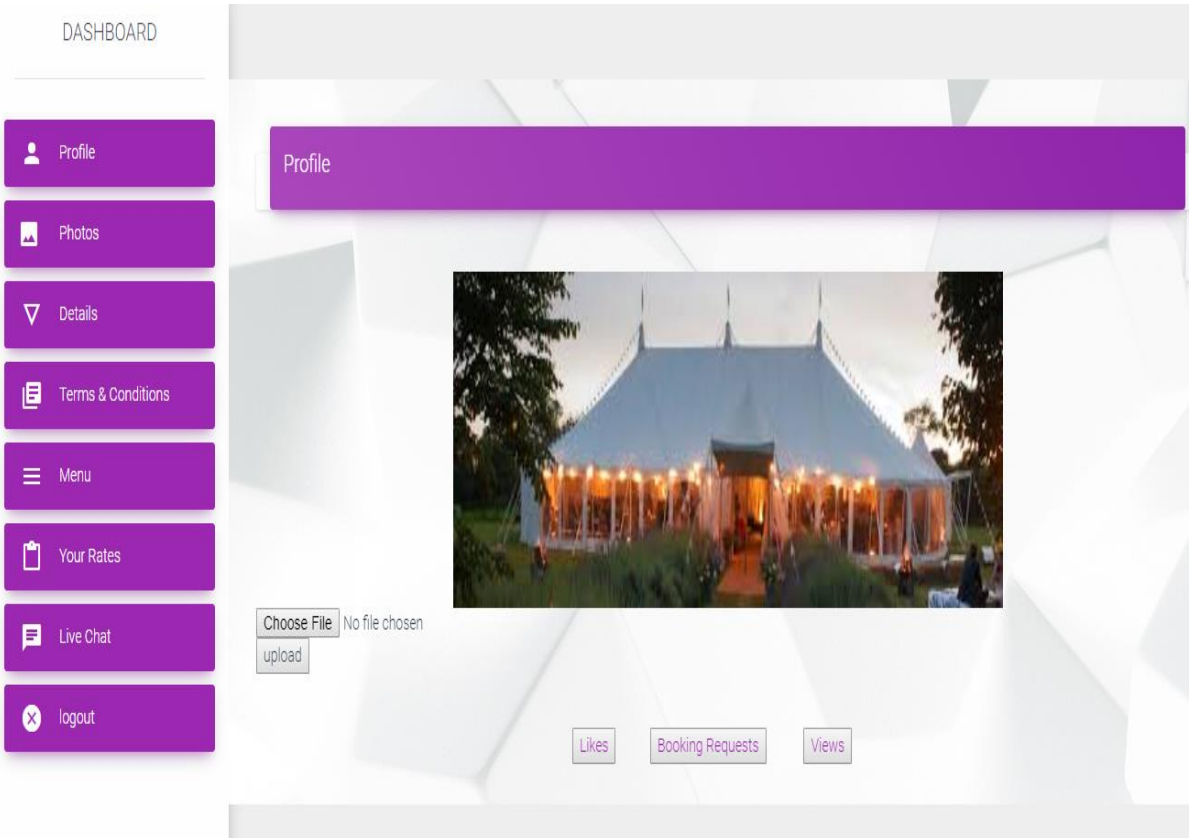


Vendor Login

After a successful registration vendor can login with the given username and password.

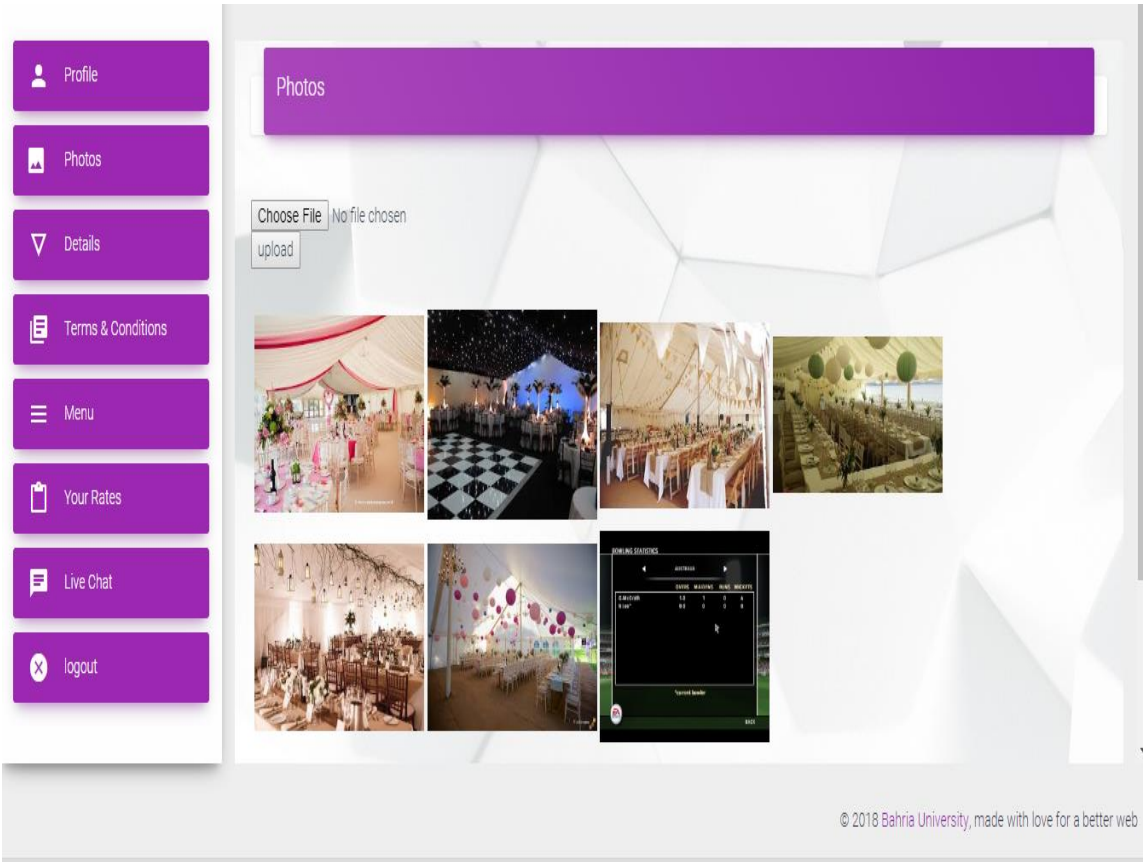
Vendor Profile Screen:

The following screen will allow the vendor to see his/her profile which include different sort of details.



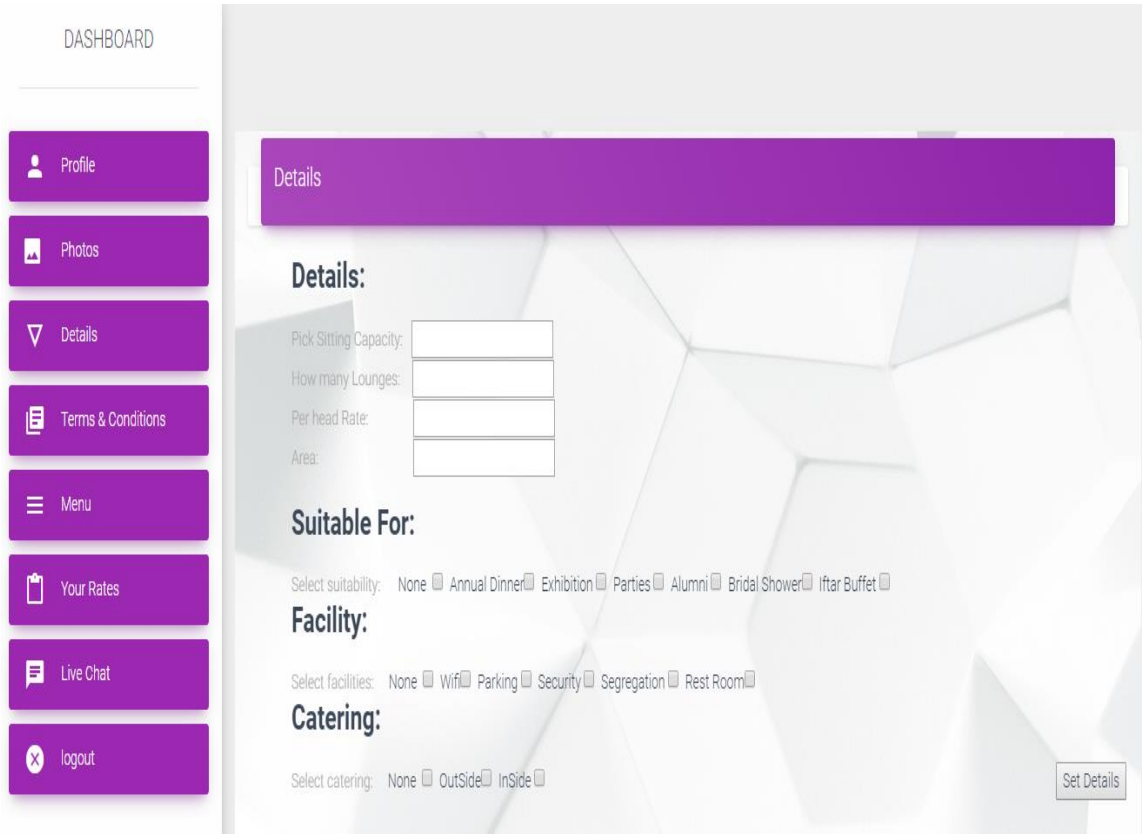
Vendor Different Events Profile Photos:

This screen will allow the vendor to upload different sort of events pictures.



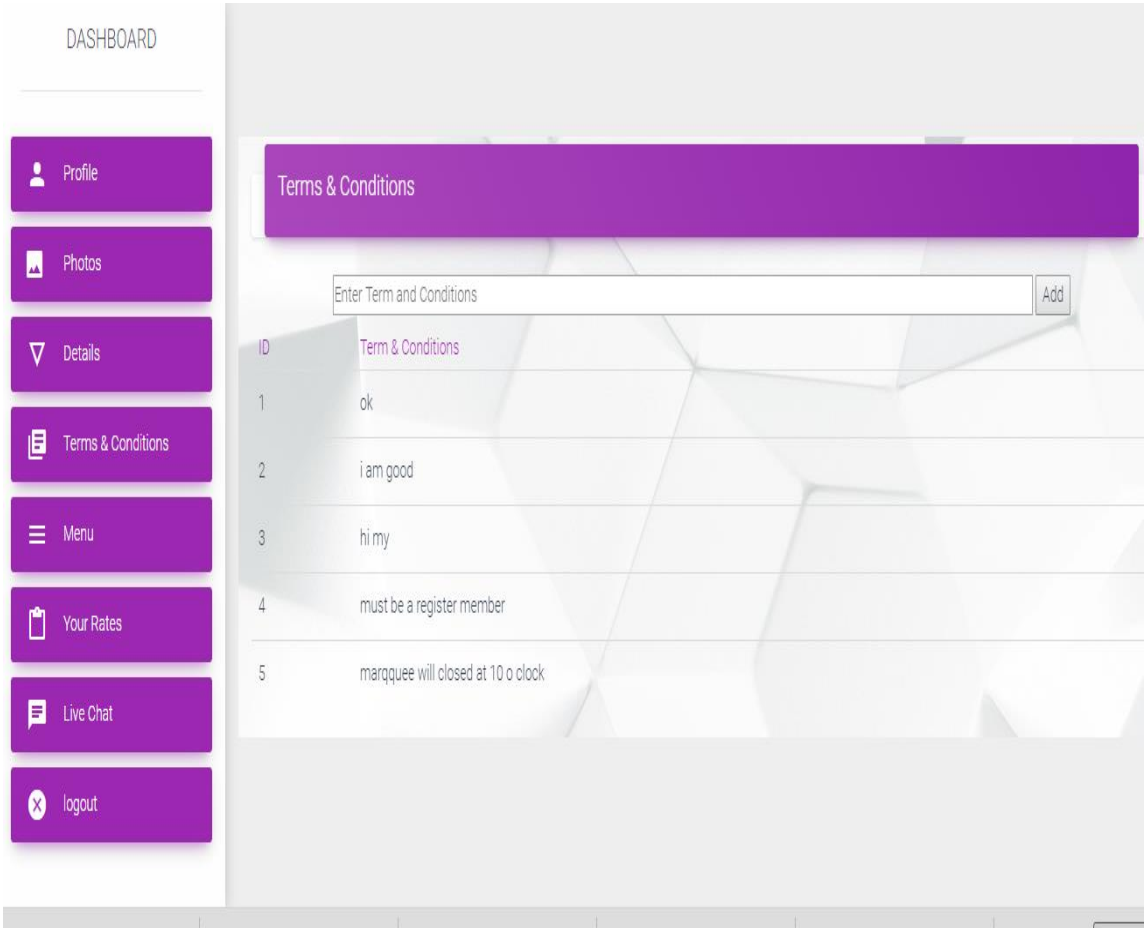
Vendor Venue Detail Screen:

This screen will allow the vendor to add different sort of description about his/her venue.



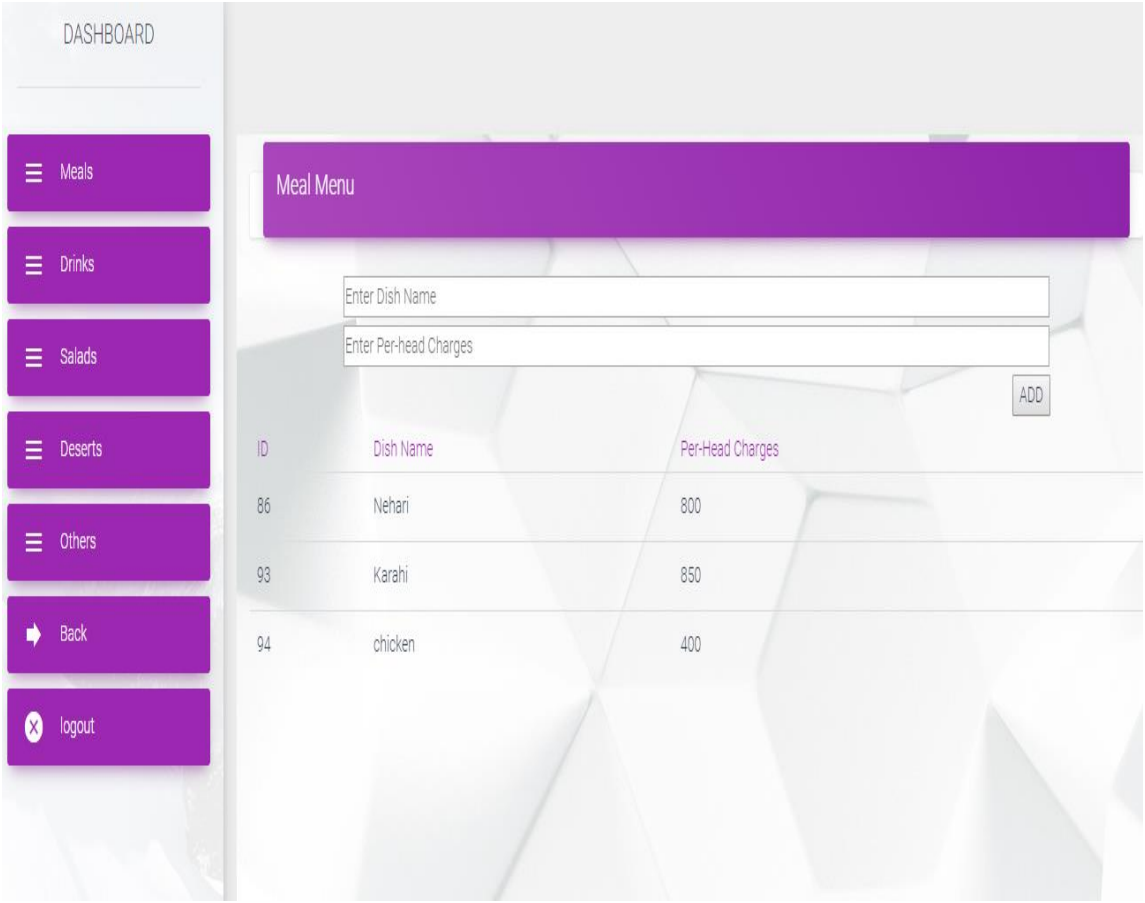
Vendor Terms & Conditions Screen:

The following screen will display different sort of terms and conditions for the vendors



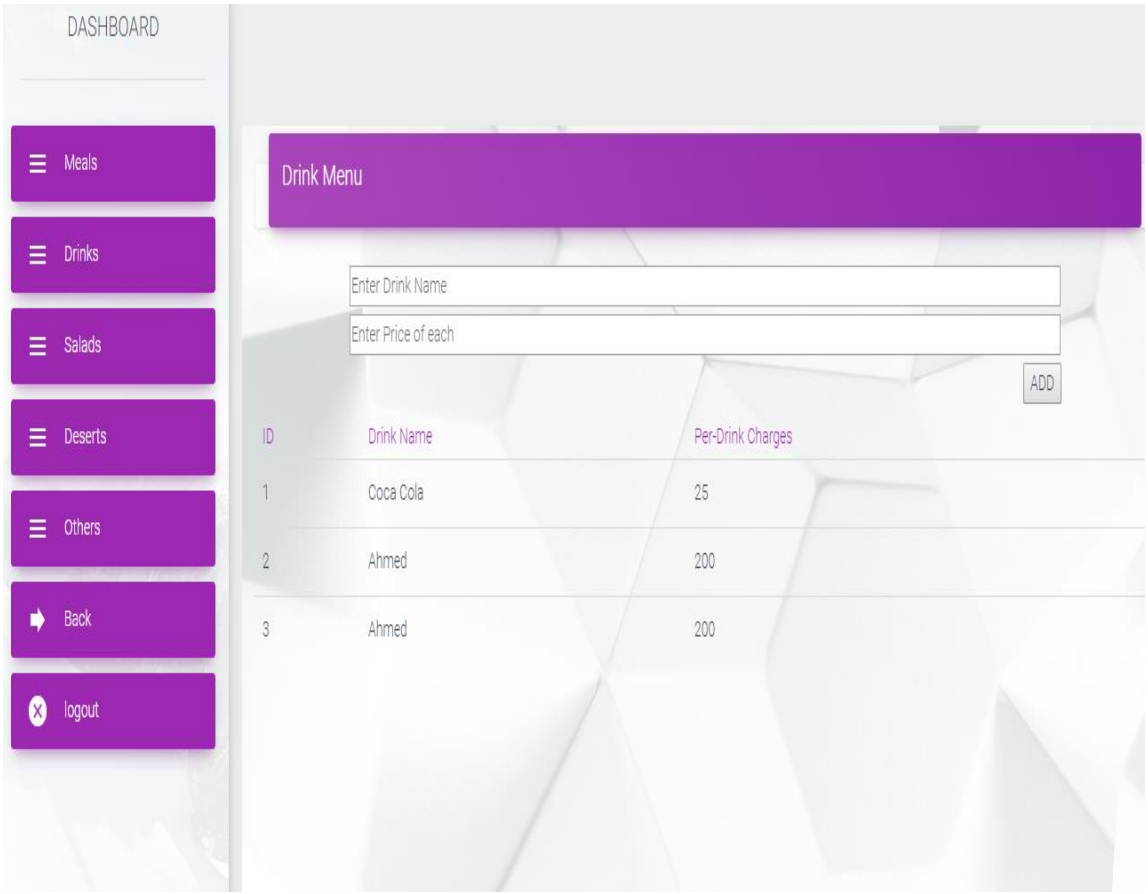
Vendors Meal Menu Screen:

The following screen will display the descriptive data about different meals.



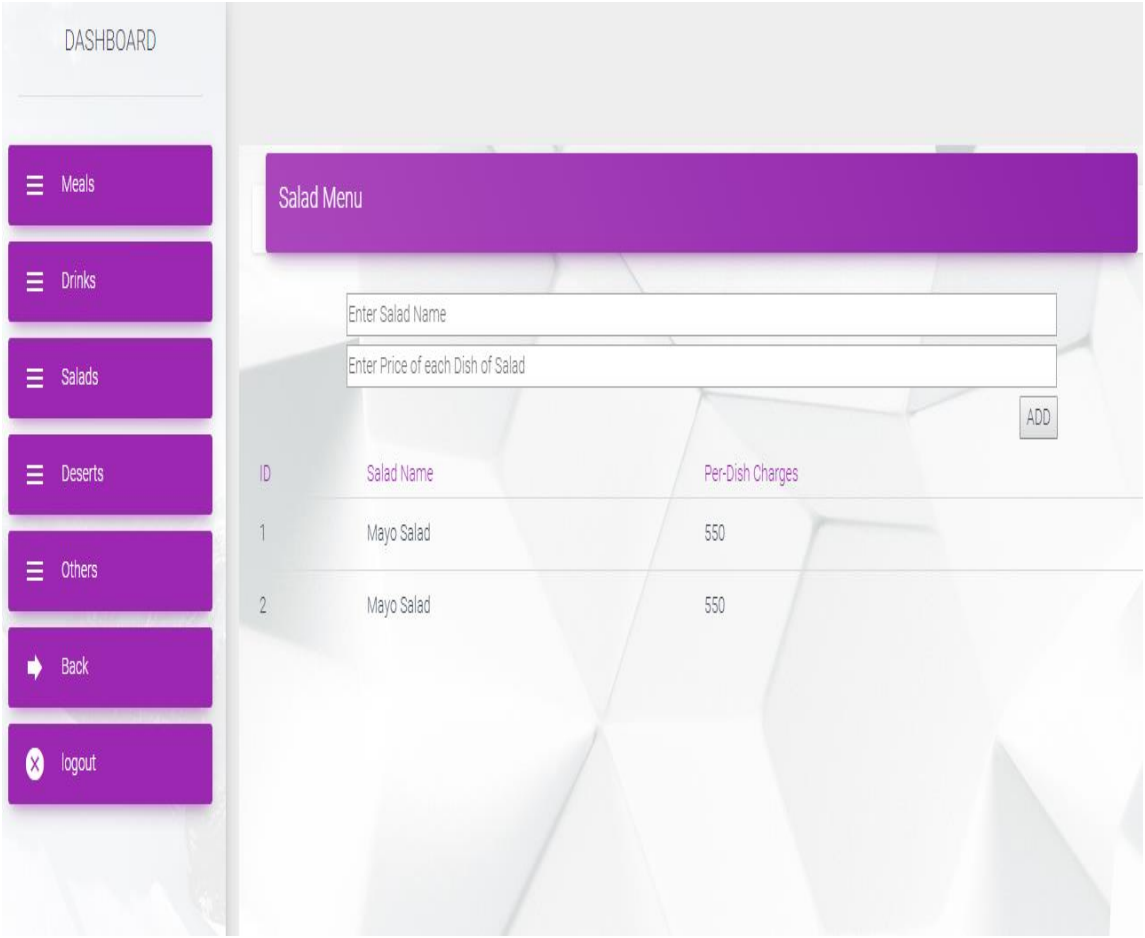
Vendor Drink Menu:

The following screen will display the descriptive data about different drinks.



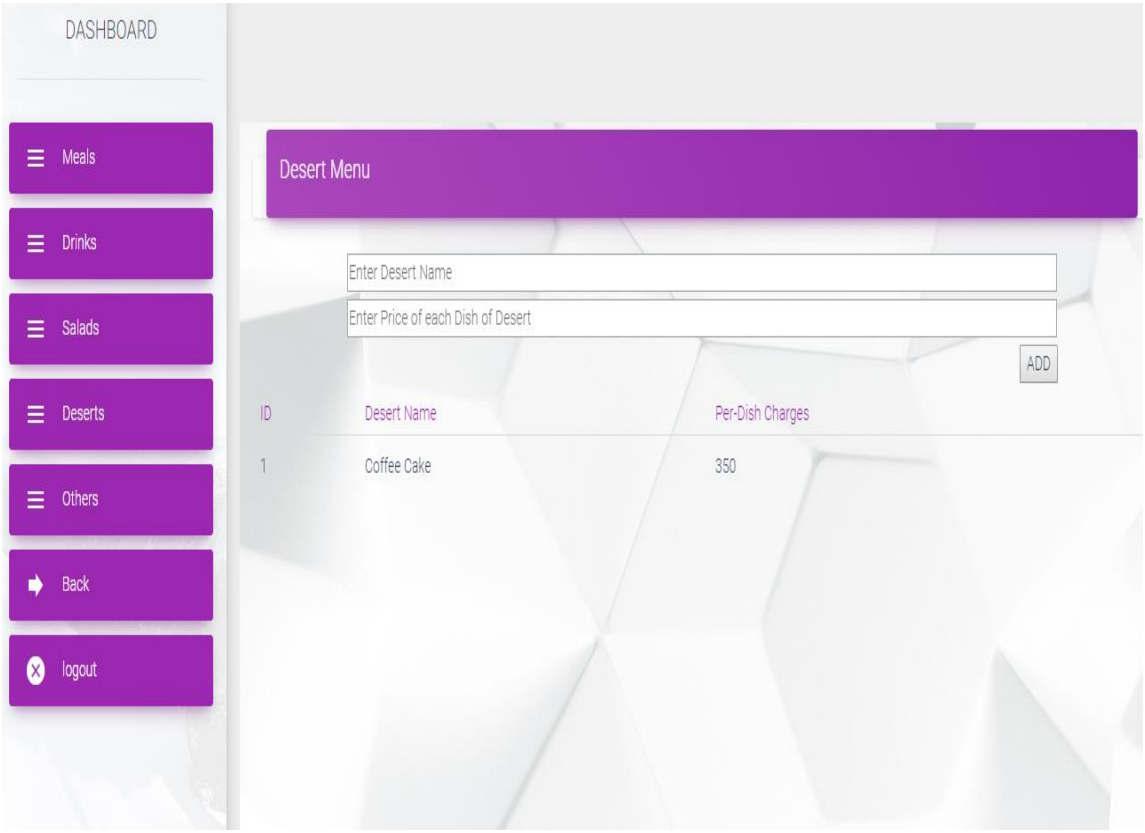
Vendors Salad Menu:

The following screen will display the descriptive data about different Salads.



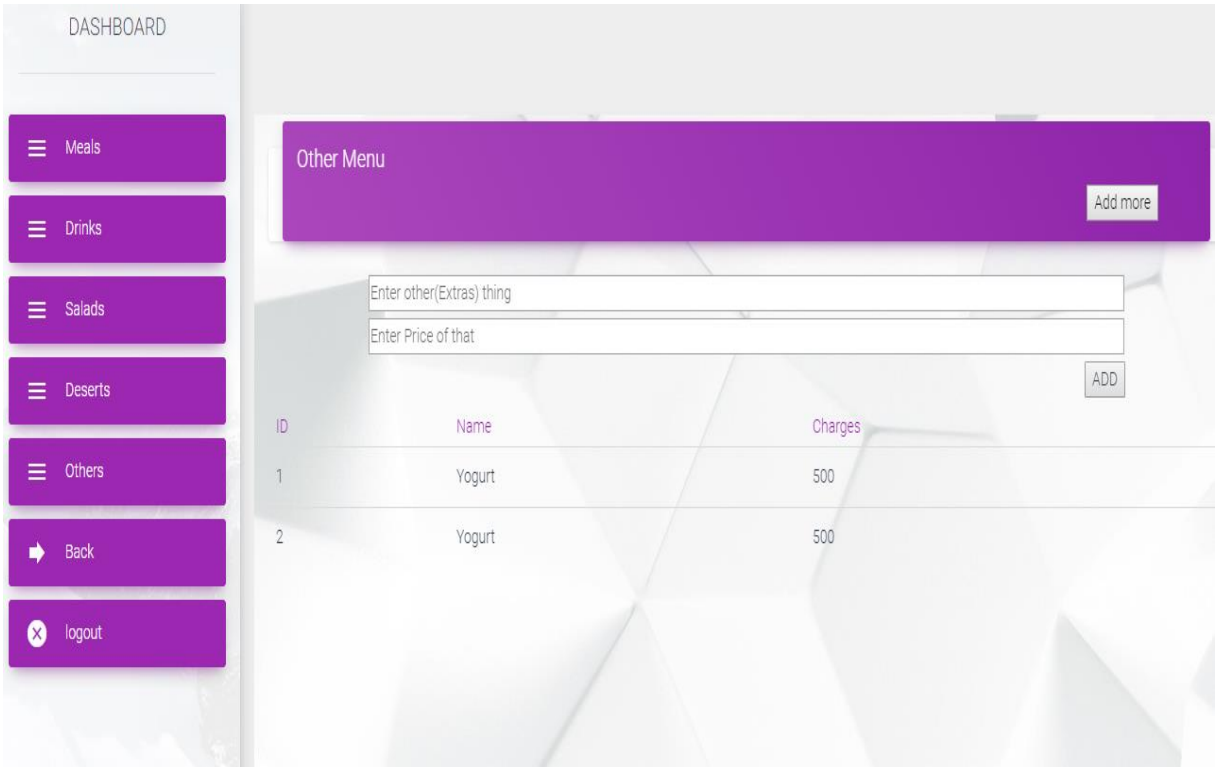
Vendors Desert Menu:

The following screen will display the descriptive data about different Desert menu.



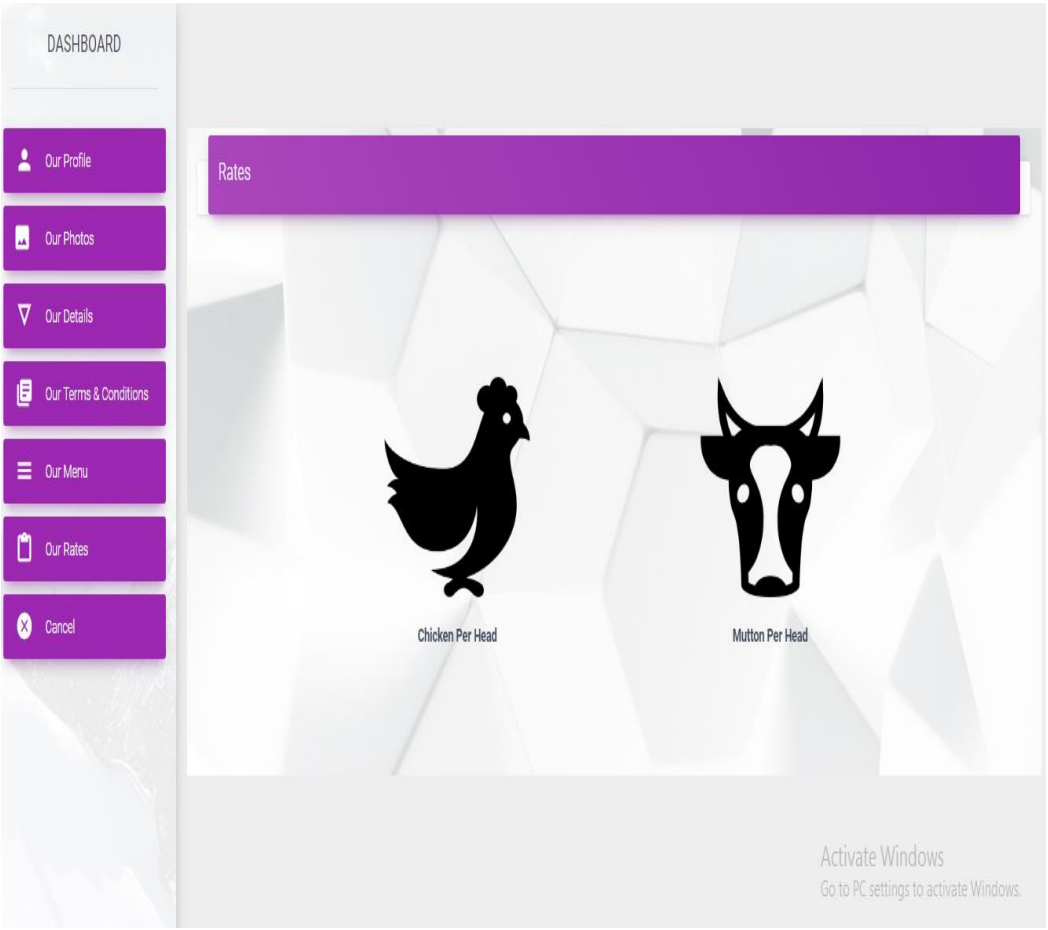
Vendors Other Menu Screen:

The following screen will allow the vendors to add different sort of menus regarding to its categories and specifications



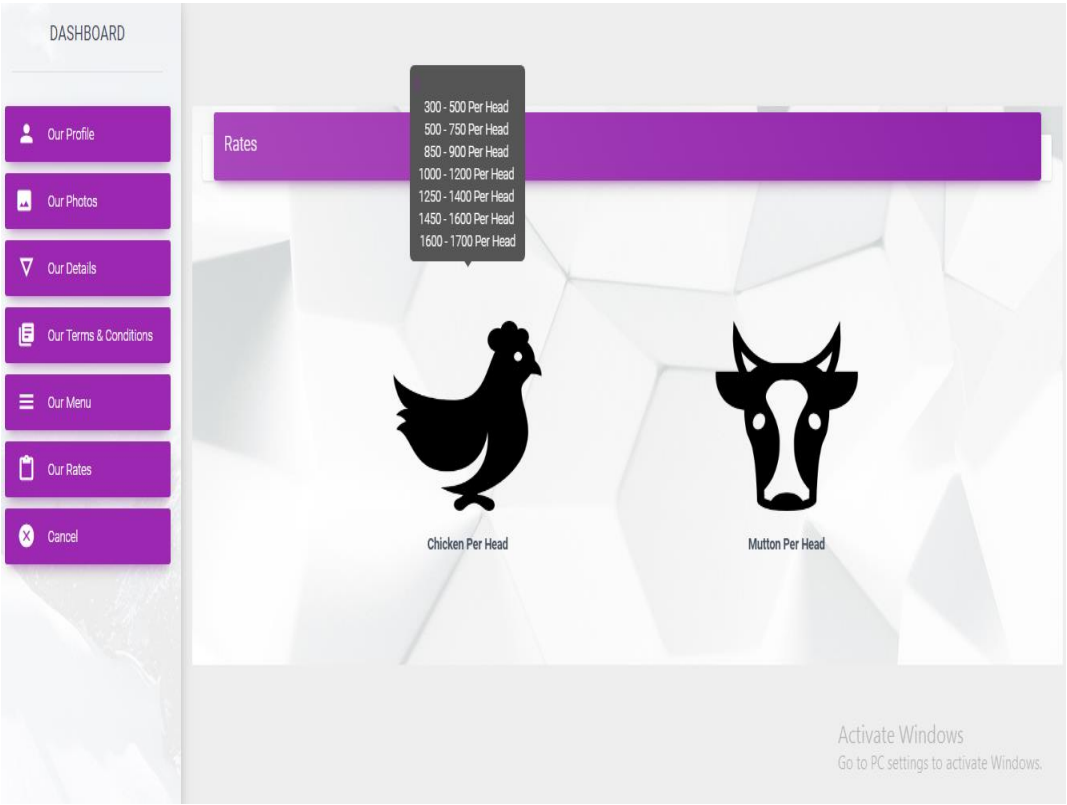
Vendors Menu Rates:

The following screen will comprise of different sort of menu rules



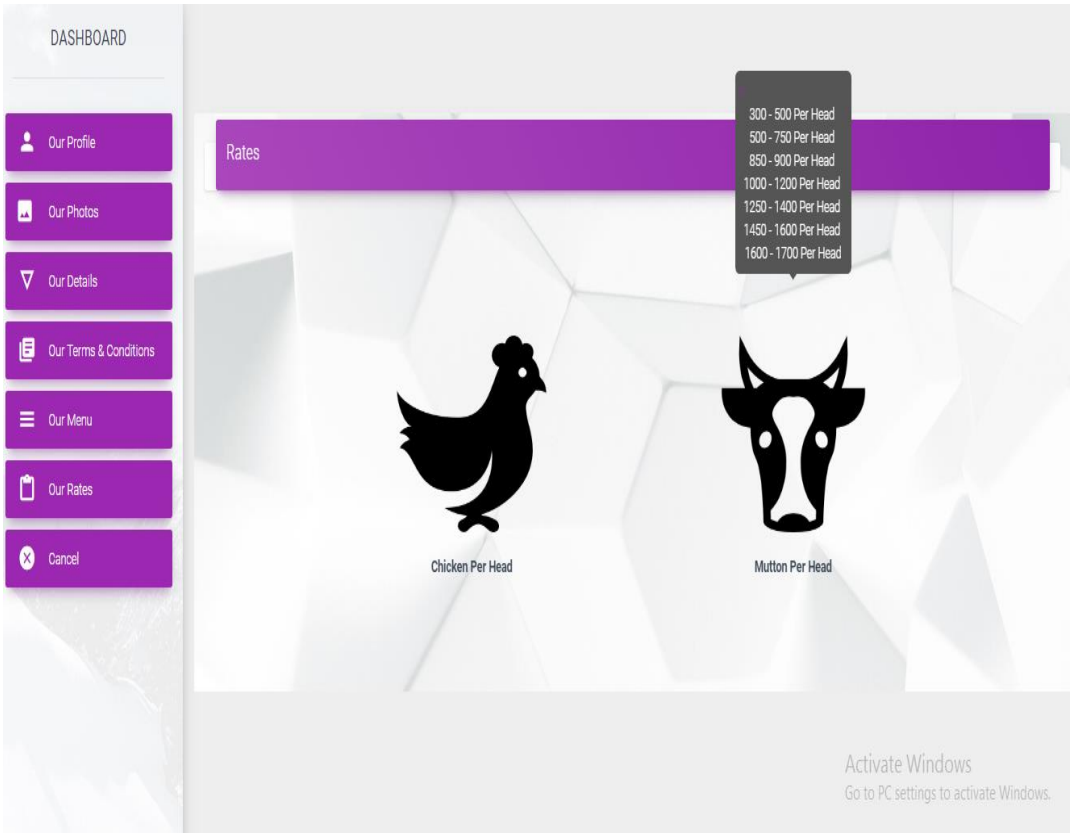
Vendors Chicken Rates Screen:

This screen will display different chicken rates which Vendors have placed or uploaded.



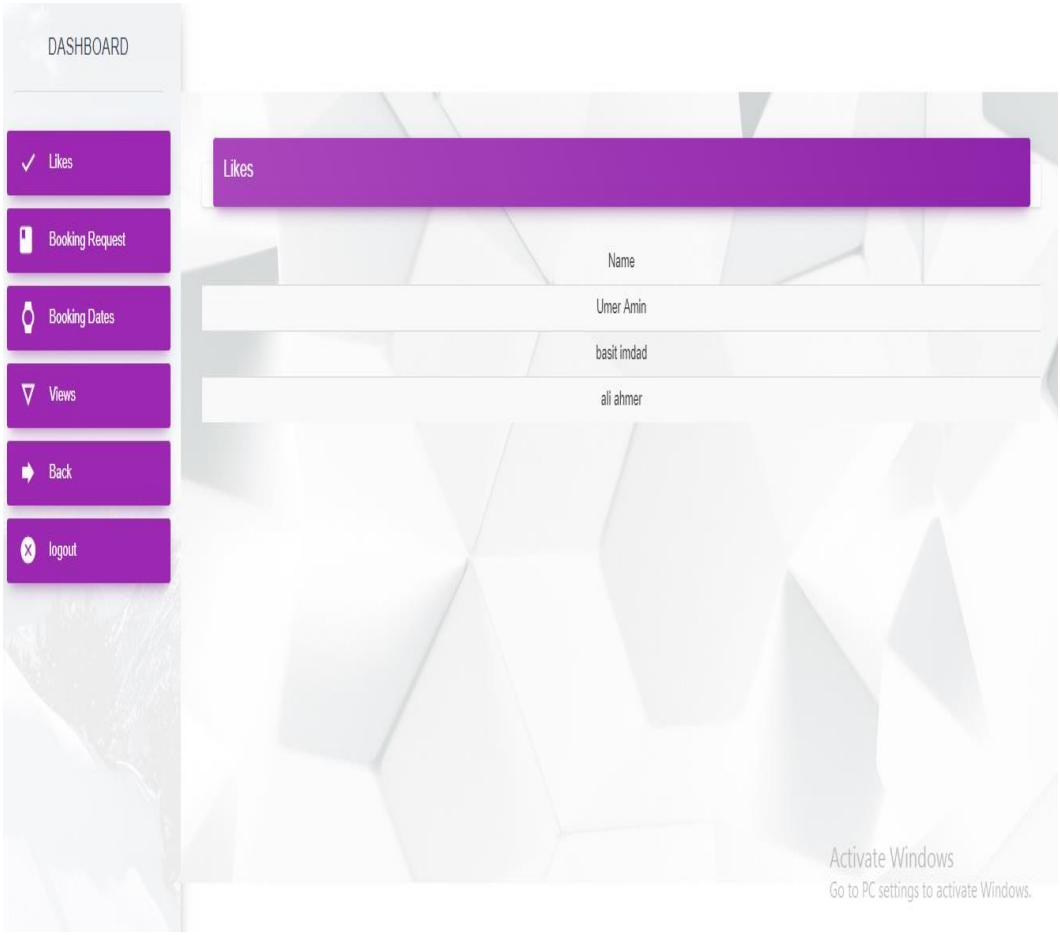
Vendors Mutton Rates Screen:

This screen will display different Mutton rates which Vendors have placed or uploaded.



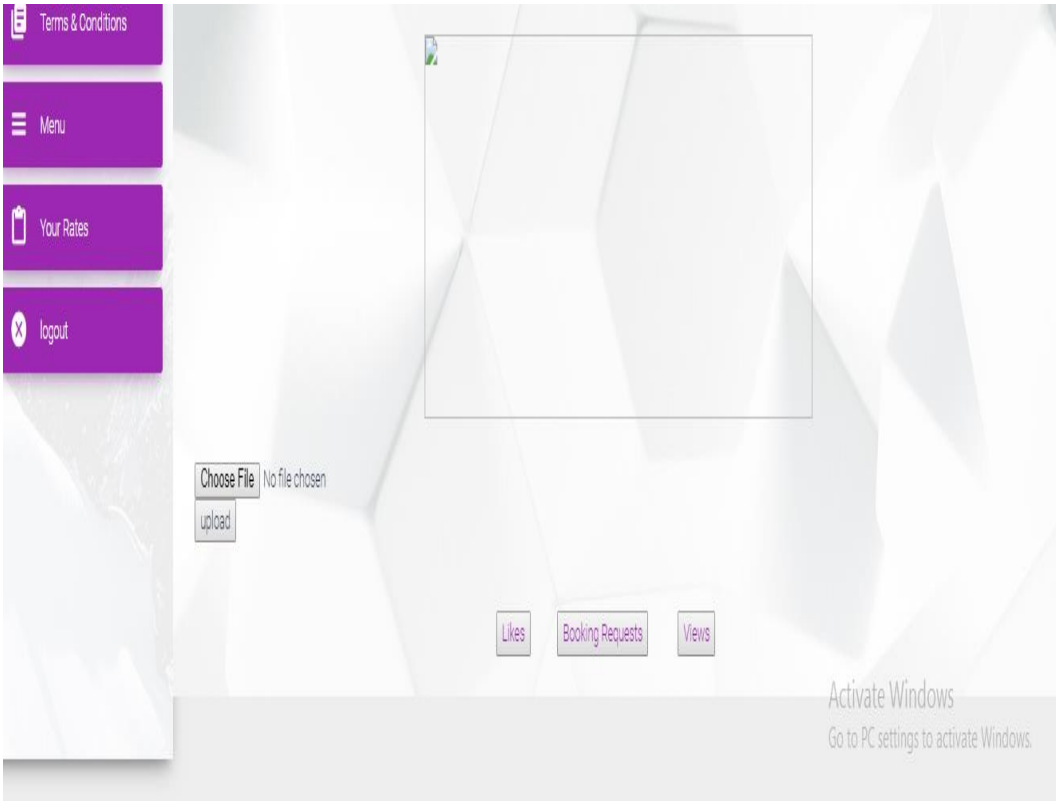
Vendors Venue Likes Screen:

This will show the vendor to see his/her rating based upon customer.



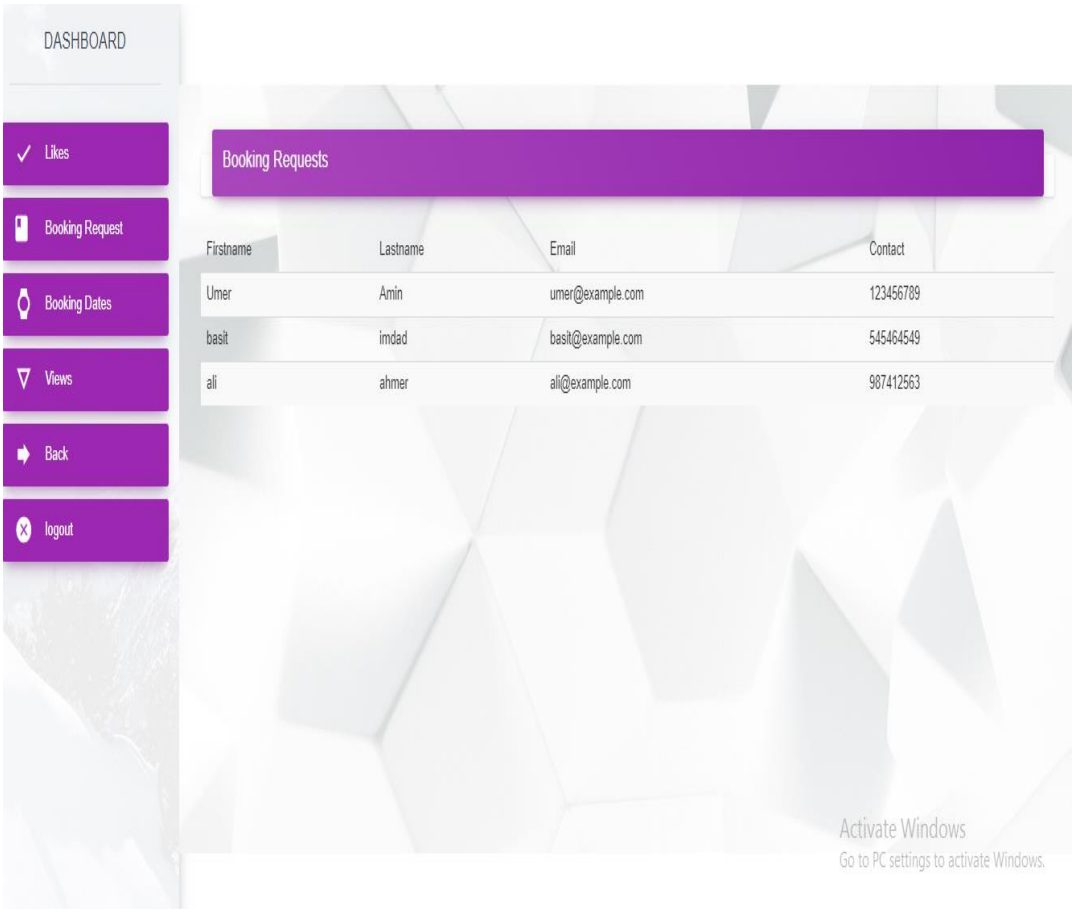
Vendors Venue Feedback Screen:

This will show the vendor to see his/her feedback based upon customer after delivering a successful order.



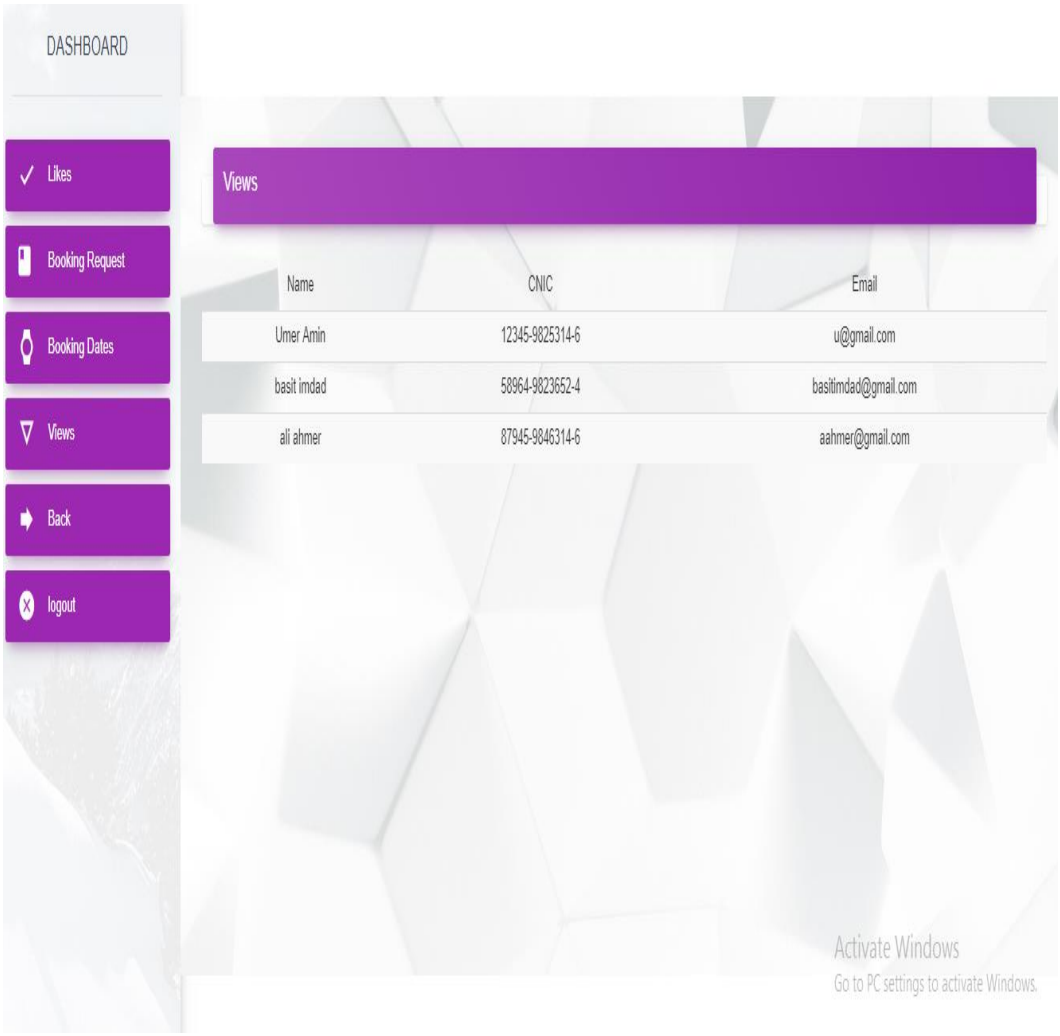
Vendors Booking Venue Screen:

This will display the no of venues which have been booked so far



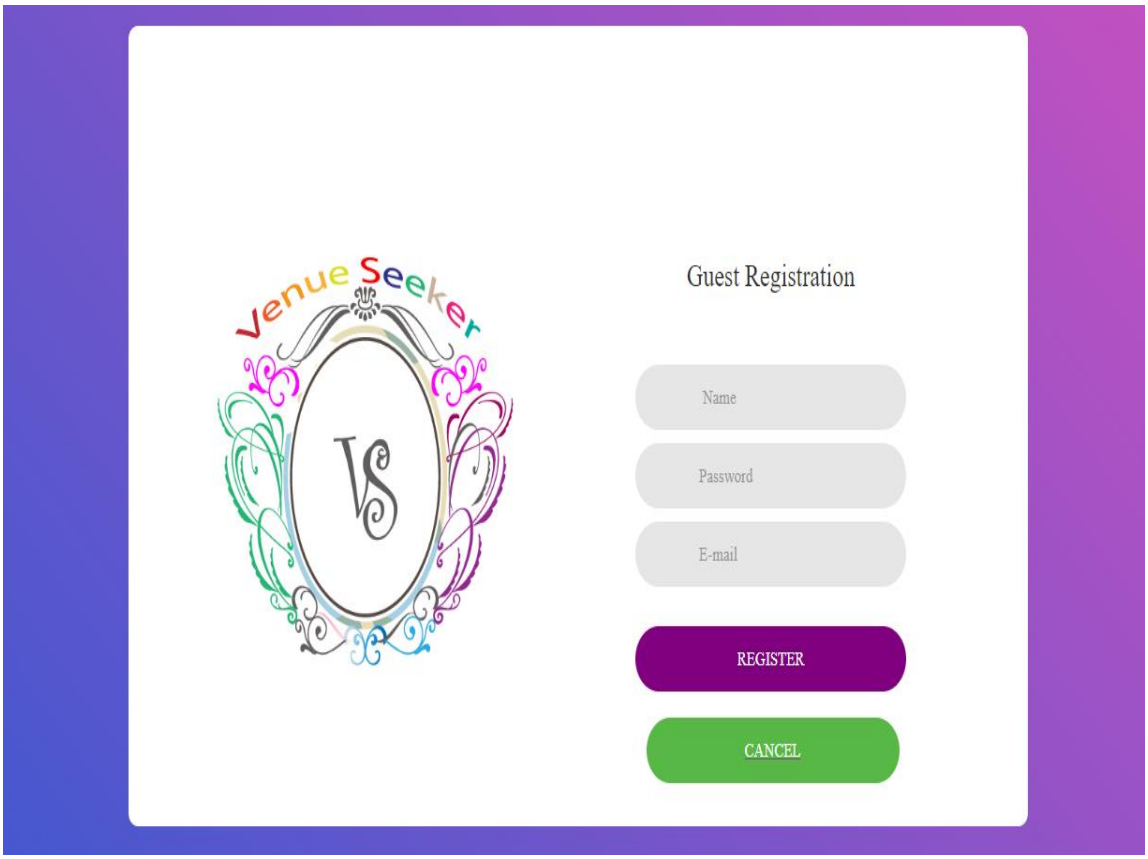
Vendors Venue Booking Dates Screen:

This will display the different dates which have been booked so far for different venues.



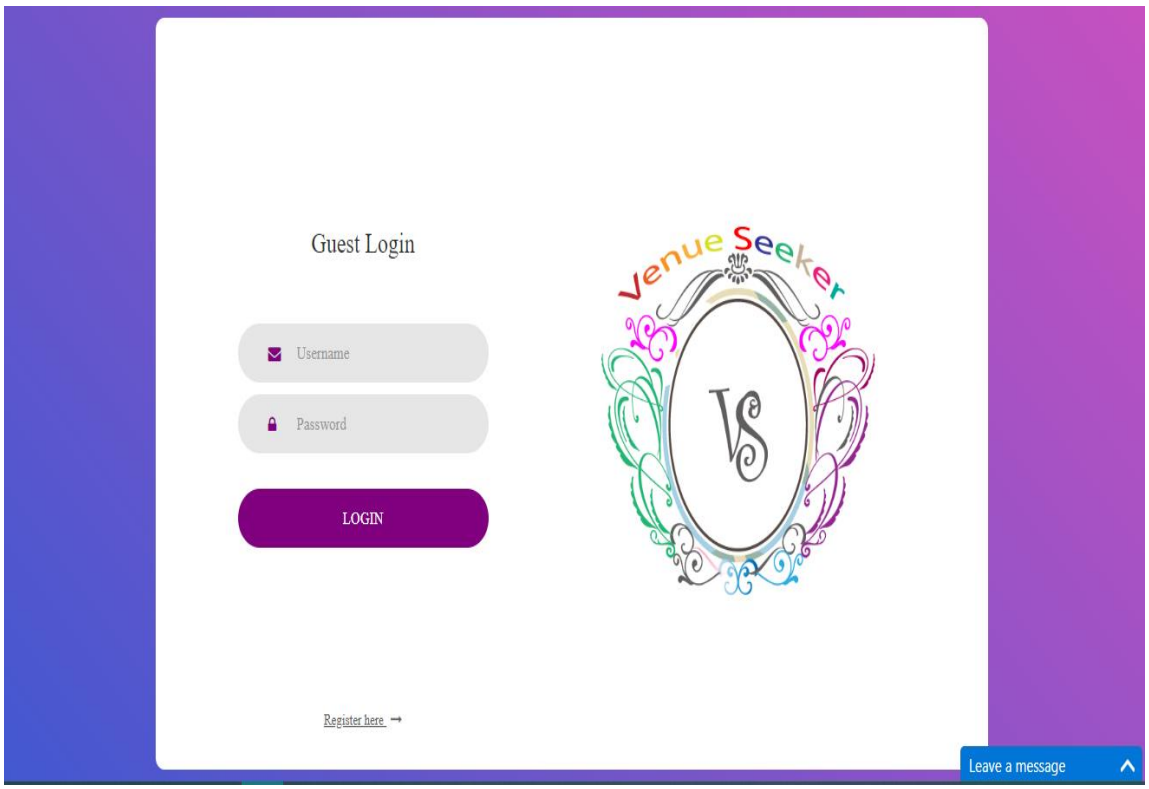
Customer Registration

This screen will be show to the users, so they can fill their registration form to further proceed to relevant activities.

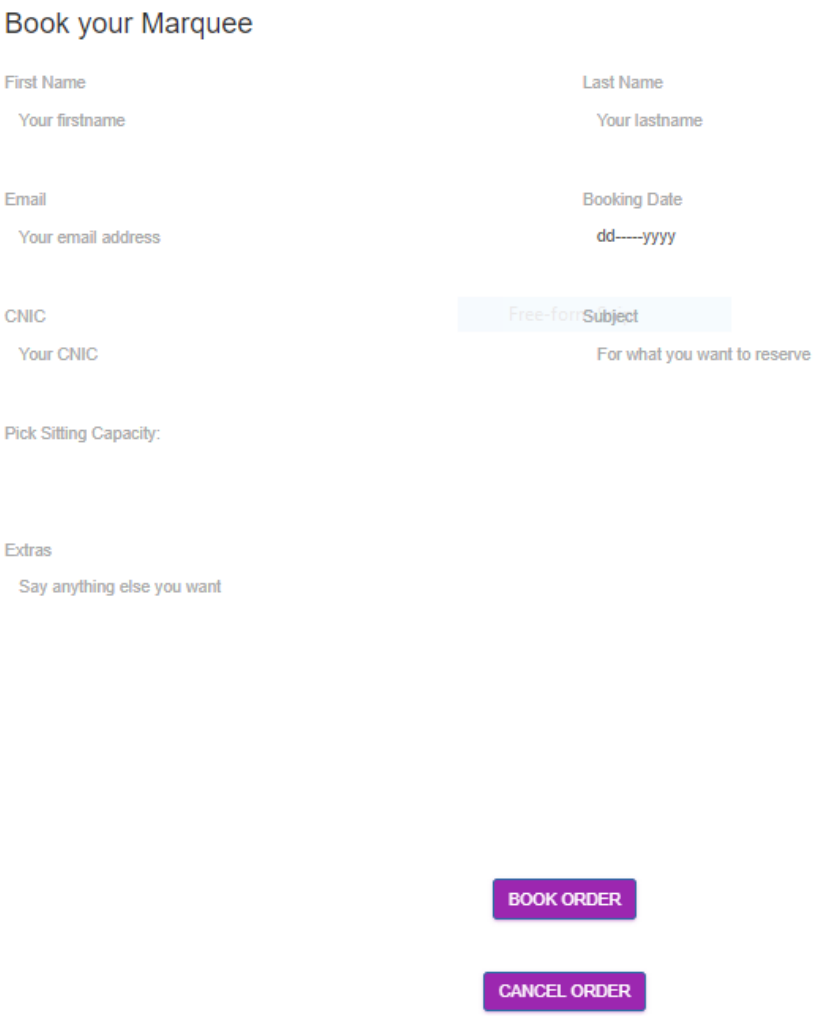


Customer Login

Customer can login after a successful registration and submit an order for booking.



Customer Booking Order



5.1 System Requirement

The most feasible system requirement is given in the below table:

Table 5.1: Feasible System Requirements

Device	**Operating System (OS)**	**OS Version**	**RAM**
PC,Laptop	**Windows**	**Vista,7,8,8.1,10**	**1GB or above**

5.2 Pre-requisite

i) User must be registered with a valid user name to use Venue Seeker.
ii) User must have a valid password to use Venue Seeker.

CHAPTER 6

CONCLUSION AND RECOMMENDATIONS

6.1 Conclusion

The implementation of Venue Seeker(VS) will focus on efficiency, security, and reliability for user. The primary objective will be to provide the useful and efficient services to all the users. Different types of services will be delivered to both the customer and vendor. It will helpful both for the customers and for the vendors as well.

For vendors it will helpful in regard to cheap marketing purpose and from customers perspective it will helpful in accessing different sort of venues with different categories while sitting at home. System can also handle multiple users at the same time.

“System will ensure a transparent process which will be reliable by both vendors and customer. “

The most important benefit of Venue seeker will be about the customer’s and vendor’s portability , some systems has been introduced previously but they were not that much reliable because of low quality run time servers VS will work on the quality product of the system where the vendors and customers will be more reliable than other communications methods.

6.2 Recommendations

As VS is a general-purpose Web base app, so in future it can be expanded for ddifferent sort of things. Also, in this project only a Web app has been made. So, in future it can be expanded to multi-platform support like Android and IOS app.

Also, many processes still can be added into this web app to make it more useful, attractive and efficient

REFERENCES

1. M. Barkat, Signal Detection and Estimation, 2nd Edition, ArtechHouse, Boston, MA. 2005

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3. A. Polydoros, ‘’A unified approach to serial search spread spectrum code acquisition-Part I: General theory’’, IEEE Transactions on Communications, vol. 32, pp. 542-549, May 1984.