

Event Management Android Application

Ritwik Shrivastav , Bhavya Goel , Shalini Banka

Department of Information Technology
SRM University, NCR Campus

ABSTRACT:

Android operating system is one of the mostly used mobile Operating System these days and also enhancing its use for making betterment in various areas of life. Android mobile operating system is based on the Linux kernel and is developed by Google and designed for smartphones and tablets. Considering the existing system problems related to event management we are developing an android application for event management. The application will be developed using Eclipse and back end will be managed in SQL database. Application will have easy and feasible GUI for all type of users.

KEYWORDS- Android, Events, Management, OTP, Notification

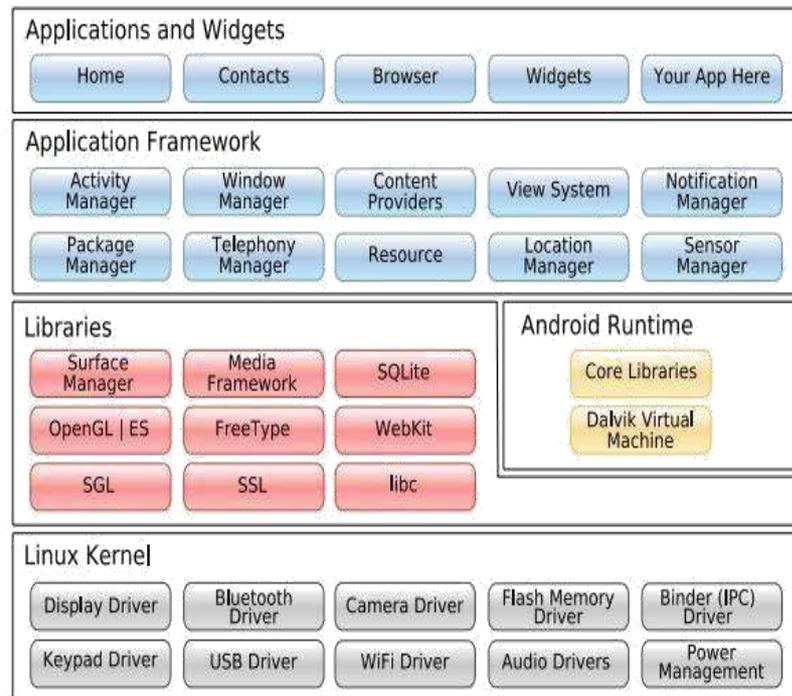
1. INTRODUCTION:

The emergence of smart phones has changed the definition of cellular phones. Now phone is no longer just a communication tool, but also an essential part of the people's communication and routine. Different applications added unlimited fun for people's lives. It is certain that the future of the communication network will be the mobile terminal.

Now the Android system in the electronics market is becoming more and more popular, especially in the smartphone world. Because of the open source, some of the development tools are freely available, so there are plenty of applications generated. This greatly inspires the people to use the Android system. In addition, it provides a very convenient hardware platform for developers so that they can spend less effort to realize the ideas. This makes Android can get further development. As the smart phones and Android system getting popular, the operations like listening music, watching videos, tweeting and some others can be moved from the computer to a phone now. These applications on the market today are mostly commercial applications, and contain a number of built-in advertising. If the user prefers to remove the built-in advertising, a certain price must be paid to reach that and this is not suitable. Meanwhile, because of the biased competition of IT, many applications built illegal program to steal user information and cause some damage to user's personal privacy. Sometimes, users will pay more attention to the user experience of the software. Therefore, the application development can not only be limited to the function, more attention should also be paid to the user's experience. After studying some previous Android applications and access to large amounts of materials, we utilize the Java language, the Eclipse platform, Android SDK and the Android ADT to develop these three mobile applications. These systems have a nice interface and smooth operation. These Applications won't steal any personal information, but can exclude useless information and bring a wonderful user experience.

2. ANDROID ARCHITETURE

Android systems are Linux-based system which use the software stack architecture design patterns. As shown in Figure 1, the android architecture consists of four layers: Linux kernel, Libraries and android runtime, Application framework and Applications. Each lower layer provides a sort of encapsulation, while providing call interface to the upper layers.



APPLICATIONS:

Android gives a set of core applications including client, SMS program, calendar, maps, browser, contacts, and so on, all developed in Java.

APPLICATION FRAMEWORK:

The developer is allowed to access all the Application Program Interface framework of the core programs. The application framework simplifies the reuse of its components. Any other applications can release its functional components and all other applications can access and use this component by following the security aspects of the API framework. It is quite helpful for the developers to substitute the program components with this reuse mechanism.

LIBRARIES AND ANDROID RUNTIME:

The library is divided into 2 components: Android Library and Android Runtime. Android Runtime is consisted of a Java Core Library and Dalvik virtual machine. The Core Library provides Java core library with different functions. Dalvik virtual machine is a register virtual machine which makes some specific improvements for mobile device. Android system library is also used to support the application framework; it is also an important link connecting between application framework and Linux Kernel. The system libraries are developed in C or C++ language. These libraries can also be utilized by the different components in the android system. They provide service for the developers through the application framework.

LINUX KERNEL:

The kernel system service which is provided by android inner nuclear layer is based on Linux 2.6 kernel; operations like internal storage, process management, internet protocol, bottom-drive and other core service are all based on Linux kernel.

3. EVENT MANAGEMENT:



Event management is the application of the management science of project management to the creation and development of festivals and events.

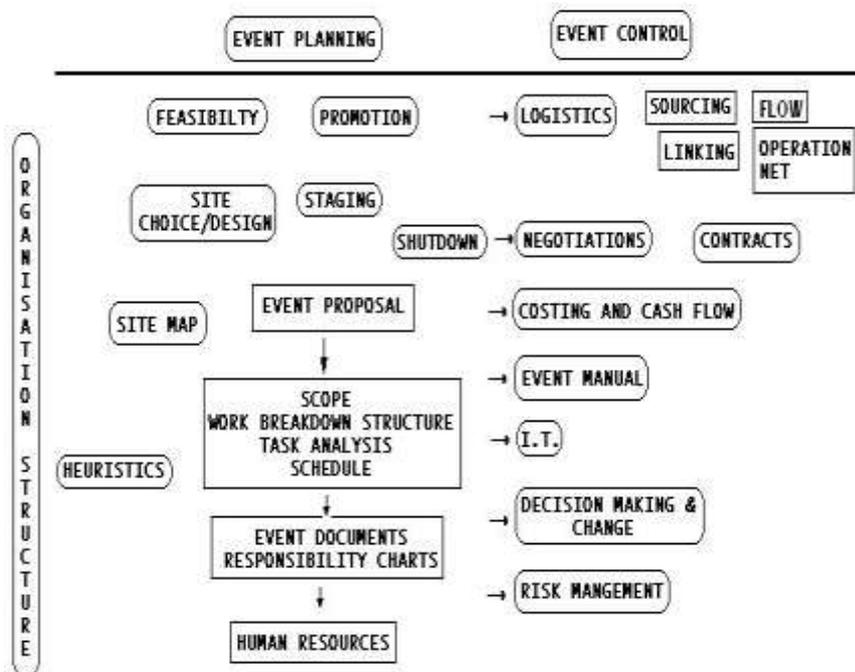
Event Management also includes studying the intricacies of the brand, identifying the target audience, devising the event concept, planning the logistics, coordinating the technical aspects before getting down to actually executing the modalities of the proposed event.

The recent growth of festivals and events as an industry around the globe, means that the management can no longer be ad hoc. Events and festivals, such as the Asian Games and the Dubai Shopping Festival, have a large impact on their communities and, in some cases, the whole country.

The industry now includes events of all sizes from the Olympics down to a breakfast meeting for ten business people. Every industry, charity, society and group will hold events of some type/size in order to market themselves, raise money or celebrate.

4. EVENT MANAGEMENT PROCESS

There are 2 stages of event management process namely, Event planning and Event control.



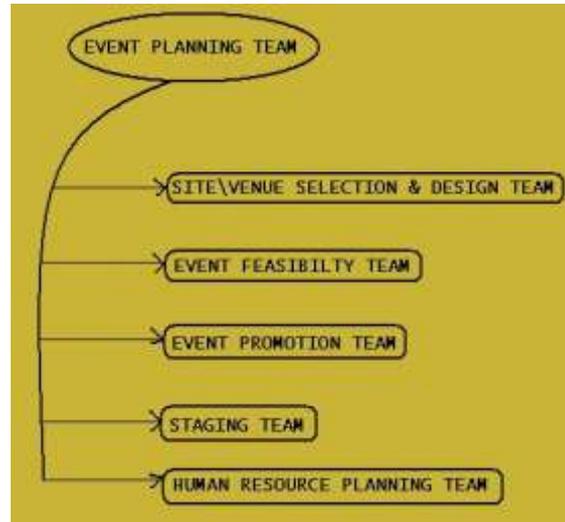
EVENT PLANNING:

To plan an event we must consider the following areas of an event, viz, feasibility, promotion, site choice/design, staging, shutdown, site map, event proposal.

EVENT CONTROL:

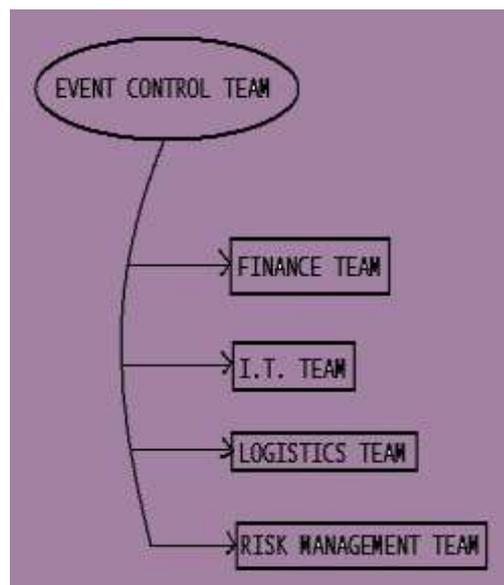
To control the events we must look on the following areas logistics, negotiations, costing & cash flow, event manual, I.T., decision making and change, risk management

EVENT PLANNING TEAM:



The aim of Event Planning Team is to plan all the required tasks so that changes and unforeseen problems can be dealt with in a focused way. This team deals with the planning of the site selection or design, preparing the feasibility report, promoting the event, designing the stage for the event, and planning the human resources. The above functions of event planning are divided into further sub-teams based on the area of responsibility.

EVENT CONTROL TEAM:



The aim of Event Control Team is to control the different factors for organizing an event. The whole event is controlled with the help of factors such as finance, logistics, I.T., etc. The Event Control Team is also further sub-divided into finance team, I.T. team, logistics team and risk management team.

5. ONE TIME PASSWORD:

This OTP is based on the very popular protocol SMTP. Although electronic mail servers and other mail transfer agents use SMTP to send and receive mail messages, user-level client mail applications typically use SMTP only for sending messages to a mail server for relaying.

In this Event Management, the new user first needs to register on the application by creating a unique account with an email id and needs to be verified with the One Time Password that will be generated and will be send to the user's mail. Entering the correct OTP will only allow the user to sign up.

6. LOCATION ACCESS:

The Android applications also access the device location through GPS that determines the current location and selected location. One of the unique features of mobile applications is location awareness. Mobile users take their devices with them everywhere they go, and adding location awareness to your app offers users a more contextual experience. The event management app allows us to know and discover the events happening on the selected location and the desired and interested user can thus know and participate or visit on that particular location for the event.

7. PUSH NOTIFICATION:

Push notifications let your app notify a user of new messages or events even when the user is not furiously using your application. On Android devices, when a device receives a push notification, your application's icon or a message appear in the status bar. When the user taps the notification, they are sent to your application. Notifications can be broadcast to all users, such as for a marketing campaign, or sent to just a subset of users, to give personalized information.

Android provides **NotificationManager** class for this purpose. In order to use this class, we need to instantiate an object of this class by requesting the android system through **getSystemService()** method.

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