Event Virtual Assistance
Flora Thakkar¹, Harshit Shah², Arya Joshi³
BE Student¹,², B.Com Student³
Department of Computer Engineering¹,², Department of Commerce³
K J Somaiya College of Engineering, Mumbai, India¹
Shah & Anchor Kutchhi Engineering College, Mumbai, India²
K C College, Mumbai, India³

Abstract:
We have come up with an Android mobile application which promises to put all your network service provider’s options right in front of you on your Mobile screen. We have introduced Event Virtual Assistance on Android. Using this application one can see which event is going to occur at which place this android version has newer features, smarter interface, quicker navigation and enhanced functionality. Wi-Fi enabled mobile handset helps you to connect directly to your mobile account. This rich client based application needs to be installed on your mobile thereby enabling a single click access.

Keywords: Exhibitor, Android Studio, Vendor.

I. INTRODUCTION

Our aim is to develop an application which will involve all dignitaries related to an event. These would mainly be an event consisting of event organisers, vendors, exhibitors and the users/customers. Event organisers organises an event. The task performed by organiser is to add, delete, and update events. They can also communicate with exhibitors and vendors. Exhibitor will set up stalls, Exhibitor can communicate with Event organiser and Vendor if he has any queries. Vendors will supply the products needed for exhibition. User will initially register and later on user will get updates regarding the events. Object oriented programming approach applied in android programming. Android programming done by using Android Studio. Android programming includes Java and XML. Basically XML is used for all the Layout designing. All the UI and layout of the app is designed using XML. Unlike Java (which is Back Bone of your app), xml helps you to design your app, how it will look, how components like buttons, text view, etc will be placed. Apart from these, xml is also used for parsing data either from database or server into your android app. (Xml parsing). Java is the brain of the application. After the front-end elements are finalised, the most important step remains implementing logic for all the activities to work well. The logic needs to be implemented in the .java file from the .java file is the file that actually gets converted into Dalvik compatible format and runs the application.

II. PROPOSED SYSTEM

The modules include role selection activities of Event organiser, Exhibitor, Vendor and User
1. The user is prompted to select his role in the event. He can either be an Event organiser, Exhibitor, Vendor and User
2. The Event organiser will login into the application with his/her user ID and password. If the user ID and password is correct, user will be prompt to precede option else error message will be displayed.
3. After login, the Event organiser can view his dashboard he can organise events and add/delete/update event details
4. The exhibitor will login into application if his user id and password is correct he can view his dashboard, exhibitor set up stalls for the event he can communicate with both vendor and event organiser if any queries
5. The vendor will login into application if his user id and password is correct he can view his dashboard, vendor supplies the necessary products required for the event.
6. User will initially register and later on user will get updates. Figure 1 shows the flowchart of the user (Client side) with respect to Android Studio’s proposed model.

![Flowchart](image)

Figure 1. proposed system

III. FEATURES OF EVENT VIRTUAL ASSISTANCE

- Real time support using GCM.
- In this app event organiser, vendors, exhibitors and users are involved.
- There will be systematic customer support with contact details and email ID's.
• Every event will be given a separate category tag.
• Filtering will be done using category tags.
• New events can only be created by event organisers using their dedicated ID’s and passwords.
• 4 types of logins i.e. login as respective designation.
• Only the event organiser can upload relevant pictures.
• There will be proper maps for the respective events.

IV. SOFTWARE REQUIRED

• Android Studio

V. METHODOLOGY

This application involves four main dignitaries or type of users. They are as follows:
1. Event Organiser: The user who will create an event and is able to communicate with all the other dignitaries i.e., Users, Exhibitors, Vendors.
2. Exhibitor: This user is mainly responsible for buying stalls and sells his/her products. Exhibitor can communicate with the Organiser for the cost of stalls and with vendors for other requirements such as lights, carpentry work etc.
3. Vendor: This dignitary is responsible for providing services to exhibitors (services mentioned above). Communicates with exhibitors and organisers
4. User: The most important dignitary of all or the person through the the app will be used the most. Users are the people who will be able to see the list of events, See location of the exhibitions, communicate with Event Organisers for more detailed information etc.
VI. PROTOTYPE

Figure 2. organiser (server side flowchart)

Figure 3. user (client side flowchart)

VII. CONCLUSION AND FUTURE SCOPE

The Application developed would shape the future. Android based based application is created as a model with the use of java, xml, sql that allows users to perform the search process for a particular event of his/her choice. The main scope of this project is to provide users with an proper categorization of the events provide the facility of calling and chatting so if the user has any queries he can communicate with related dignitaries. This application provides the fraudulence of fake events since only registered organiser can organise the events. The chatting feature provided also makes easy for each dignitary to communicate with each other. The system’s ultimate aim is consumer convenience and time efficiency this system will reduce time, decrease human efforts and increase productivity.

VIII. REFERENCES

[3]. https://developer.android.com/studio/
[4]. https://www.github.com/