

PROFESSIONAL TRAINING REPORT

at
Sathyabama Institute of Science and Technology
(Deemed to be University)

Submitted in partial fulfillment of the requirements for the award of
Bachelor of Technology Degree in
Information Technology

By

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DEPARTMENT OF INFORMATION TECHNOLOGY
SCHOOL OF COMPUTING

SATHYABAMA
INSTITUTE OF SCIENCE AND TECHNOLOGY
(DEEMED TO BE UNIVERSITY)
Accredited with Grade "A" by NAAC
JEPPIAAR NAGAR, RAJIV GANDHI SALAI, CHENNAI - 600 119

AUGUST 20



SATHYABAMA

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SCHOOL OF COMPUTING

BONAFIDE CERTIFICATE

This is to certify that this Professional Training Report is the work of (Reg. No. 37120063) who underwent the professional training in “**EVENT MANAGEMENT SYSTEM**” under our supervision from June 2020 to August 2020.

Internal Guide

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Head of the Department

Dr R.SUBHASHINI M.E., Ph.D.,

Submitted for Viva voce Examination held on_____

Internal Examiner

External Examiner

DECLARATION

I'm SARANYA SHREE.S (Reg.No.37120063) hereby declare that the Project titled **"EVENT MANAGEMENT SYSTEM"** done by me under the guidance of **J.S.VIMALI, M .Tech, Ph.D.**, is submitted in partial fulfilment of the requirements for the award of Bachelor of Technology Degree Information Technology.

DATE

PLACE:

SIGNATURE OF THE CANDIDATE

ACKNOWLEDGEMENT

I am pleased to acknowledge my sincere thanks to Board of Management of **SATHYABAMA** or their encouragement in doing this project and for completing it Successfully .I am grateful to them.

I convey my thanks to **Dr .T SASIKALA M.E Ph.D.**, Dean, School Of Computing and **Dr .R SUBHASHINI M.E Ph.D.**, Head of the Department, Department .of Information Technology for providing me necessary support and details at the right time during the progressive reviews.

I would like to express my sincere and deep sense of gratitude to my Project Guide **J.S VIMALI, M .Tech, Ph.D.**, for her valuable guidance, suggestions and constant encouragement paved way for the successful completion of my project work.

I wish to express my thanks to all Teaching and Non-teaching staff members of the Department of Information Technology who were helpful in many ways for the completion of the project.

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INTERNSHIP CERTIFICATION

To whom it may concern,

This is to certify that the student SARANYA S worked in YOHO TECHNOLOGIES PVT LTD with excellent performance during her internship in WEB DEVELOPMENT from 12th May to 22th May 2020.

During the internship period, we found that she could bear hardship, having strong sense of responsibility and emphasizing team work, and she gets along well with colleagues and generally obtained high form them.

We wish her good luck in all her future endeavors.

Regards



Mithun v
HR Manager
Authorized Signatory

INFO/MAY/627

Certificate of Completion

*This is to certify that **Saranya shree. S**
successfully completed 4 total hours of **A
Beginner's Guide to Android App Development**
online course on Aug. 13, 2020*

Ed Yoda Digital University *Zaifi Khan*
EdYoda Digital University, Instructor Zaifi Khan, Instructor

&
 Udemy

Certificate no: UC-cb36e114-6d97-4650-a726-517093e13f21
Certificate url: ude.my/UC-cb36e114-6d97-4650-a726-517093e13f21

#BeAble

ABSTRACT

In this application user can access and arrange for hotels booking for any types of occasional events and for all their functions. It is a instant booking of hotels for any type of instant events occurring for user functional arrangements. User has to register the details and signup the details and the user can view the list of hostels which is available nearest to user location. User can select their event and book the hall, the total amount is displayed to the user after that user can pay the amount for the event. It offers user to pay the amount by direct more or through pay pal mode. All the selection of user is saved in separate database and admin has to maintain the database. Event management is the application of project management to the creation and development of large or small scale events such as festivals, conferences, ceremonies, formal parties, concerts, or conventions. The last few years have seen a rapid growth in the event management industry. In this paper we present an android mobile phone application to make it easier for a layman to plan an event in a hassle-free manner. This application will assist him/her in planning a successful and fun event.

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CHAPTER 1

INTRODUCTION

Banquet Management System is an integrated software solution that caters to the needs of most functions of a hotel. Data flows across departments electronically and accurately. Book My Function is constantly adding new venues with great amount of details in all top localities of major cities in India. Customers have the ability to search the venues based on their specific needs and the occasions. In today's world getting accurate information is time consuming and tiring, especially true if you are living in a metro city in any developing or a developed country. Event management involves studying the brand, identifying the target audience, devising the event concept, planning the logistics and coordinating the technical aspects before actually launching the event. The process of planning and coordinating the event is usually referred to as event planning and can include budgeting, scheduling, site selection, acquiring necessary permits, coordinating transportation and parking, arranging for speakers or entertainers, arranging decor, event security, catering and emergency plans. As the number of events increase, there is a growing realization about the continuing need to develop event management professionals who are able to create, organise and manage events.[1] The application 'EVENT MANAGEMENT' is designed keeping in mind the difficulties faced in planning a successful event. This is an all-in-one application wherein there are many categories for planning an event as mentioned above. These categories help the users to plan an event on a single console and avoids the need of going elsewhere, making it convenient for the users.

OBJECTIVE OF THE PROJECT:

Events play an important role in our society. Any happening or an activity can be referred as an event. Individuals often find they lack the expertise and time to plan events themselves. Independent planners are needed to step in and give these special events the attention they deserve. In the current scenario, planning an event requires a lot of patience and hustle bustle right from deciding the theme to deciding venue and events. Lots of factors need to be considered while making each decision. Also once the party is planned lot of on the day issues such as maintaining low noise levels after a particular time, or complaining about the

noise levels etc takes the fun out of the party/event. In order to manage such issues we require an easy to use app that will help in effectively tackling such problems.

CHAPTER 2

EXISTING SYSTEM

- In the Existing System we can just book our hall
- we don't have full description and details in the app.
- Existing System has only the direct pay options it does not have pay pal mode.
- User don't know the availability of the halls available as per the user's requirements.
- In the existing system there is no any kind of acknowledgement is send to the user.

DISADVANTAGES:

- Waste of travel cost to know the full detailed description.
- User can't be able to select the preferable timing.
- User pay only through the direct mode.

PROPOSED SYSTEM:

- In proposed system there is an easy access for the selecting of those halls, timing can be selected by the user for those halls either in the morning and evening session's based on our preferences and based on the availability of that hall on the specified time.
- In proposed system user can book the halls then also select the food arrangement for the party as per the user's need.

- user can also select menu list for the breakfast , lunch and dinner based on the time which they prefer as per their convenience.
- Finally after the selection of those hotels, halls, food arrangements user has to do the payment process that can be done by directly using pay pal mode.

CHAPTER 3

DEVELOPMENT ENVIRONMENT

The system requirements are main part in the analysing phase of the project. The analyser of the project has to properly analyse the hardware and software requirements. Otherwise in future the project designer will face more trouble with hardware and software required. They also the correct hardware and software to suit that particular project.

HARDWARE REQUIREMENT:

Processor : Intel i3
 Motherboard : Genuine Intel
 RAM : Min 2 GB
 Hard Disk : 80 GB

SOFTWARE REQUIREMENT:

Operating system : Windows XP
 Technology Used : Android
 IDE : Eclipse IDE
 Emulators : AVD

CHAPTER 4

SYSTEM TOOLS

ECLIPSE IDE:

- Eclipse is a community for individuals and organizations who wish to collaborate on commercially-friendly open source software.

- Its projects are focused on building an open development platform comprised of extensible frameworks, tools and run-times for building, deploying and managing software across the life cycle.
- The Eclipse Foundation is a not-for-profit, member supported corporation that hosts the Eclipse projects and helps cultivate both an open source community and an ecosystem of complementary products and services.
- By the end of 2003, this initial consortium had grown to over 80 members.
- On Feb 2, 2004 the Eclipse Board of Stewards announced Eclipse's reorganization into a not-for-profit corporation. Originally a consortium that formed when IBM released the Eclipse Platform into Open Source
- All technology and source code provided to and developed by this fast-growing community is made available royalty-free via the Eclipse Public License.

APPACHE TOMCAT:

The Apache HTTP server is a software (or program) that runs in the background under an appropriate operating system, which supports multi-tasking, and provides services to other applications that connect to it, such as client web browsers. It was first developed to work with Linux/Unix operating systems, but was later adapted to work under other systems, including Windows and Mac. The Apache binary running under UNIX is called *HTTPd* (short for HTTP daemon), and under win32 is called *Apache.exe*. Apache's original core is fairly basic and contains a limited number of features. Its power rather comes from added functionality introduced through many modules that are written by programmers and can be installed to extend the server's capabilities. To add a new module, all you need to do is install it and restart the Apache server. Functionality that you don't need or want can easily be removed which is actually considered a good

practice as it keeps the server small and light, starts faster, consumes less system resources and memory, and makes the server less prone to security holes. The Apache server also supports third party modules, some of which have been added to Apache 2 as permanent features.

MySQL:

MySQL is a fast, easy-to-use RDBMS being used for many small and big businesses. MySQL is developed, marketed and supported by MySQL AB, which is a Swedish company. MySQL is becoming so popular because of many good reasons

- MySQL is released under an open-source license. So you have nothing to pay to use it.
- MySQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.
- MySQL uses a standard form of the well-known SQL data language.
- MySQL works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA, etc.
- MySQL works very quickly and works well even with large data sets.
- MySQL is very friendly to PHP, the most appreciated language for web development.
- MySQL supports large databases, up to 50 million rows or more in a table. The default file size limit for a table is 4GB, but you can increase

This (if your operating system can handle it) to a theoretical limit of 8 million terabytes (TB).

CHAPTER 5

DESIGN

Design is the creation of a plan or convention for the construction of an object or a system. It is a road map or a strategic approach for someone to achieve a unique expectation.

5.1 SYSTEM DESIGN

System design is the process of defining the architecture (fig4.1.1), components, modules, interfaces and data for the system to satisfy specified requirements. It could be seen as the application of system to tax details availability.

5.2 ER DIAGRAM

- The unified modeling language allows the software engineer to express an analysis model using the modeling notation that is governed by a set of syntactic semantic and pragmatic rules.
- A UML system is represented using five different views that describe the system from distinctly different perspective. Each view is defined by a set of diagram, which is as follows.
- **User Model View**
 - i. This view represents the system from the user perspective.
 - ii. The analysis representation describes a usage scenario from the end-users perspective.

Structural model view

- In this model the data and functionality are arrived from inside the system.
- This model view models the static structures.

Behavioral Model View

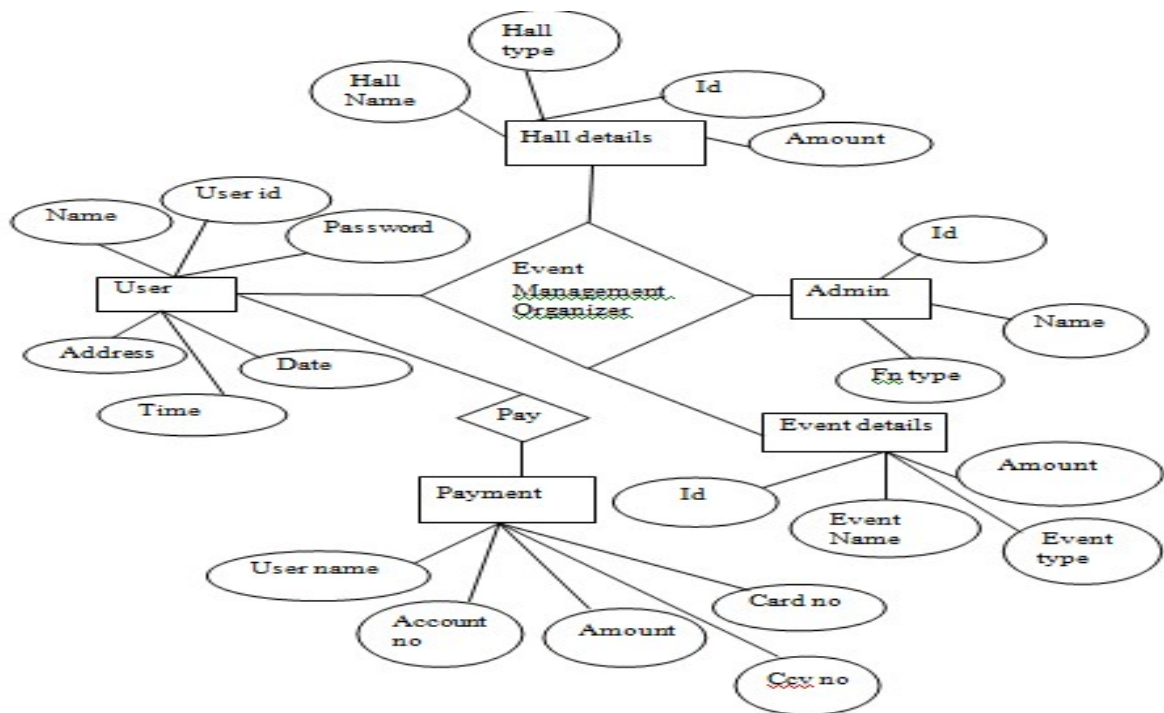
- It represents the dynamic of behavioral as parts of the system, depicting the interactions of collection between various structural elements describe in the user model and structural model view.

Implementation Model View

- In this the structural and behavioral as parts of the system are represented as they are to be built.

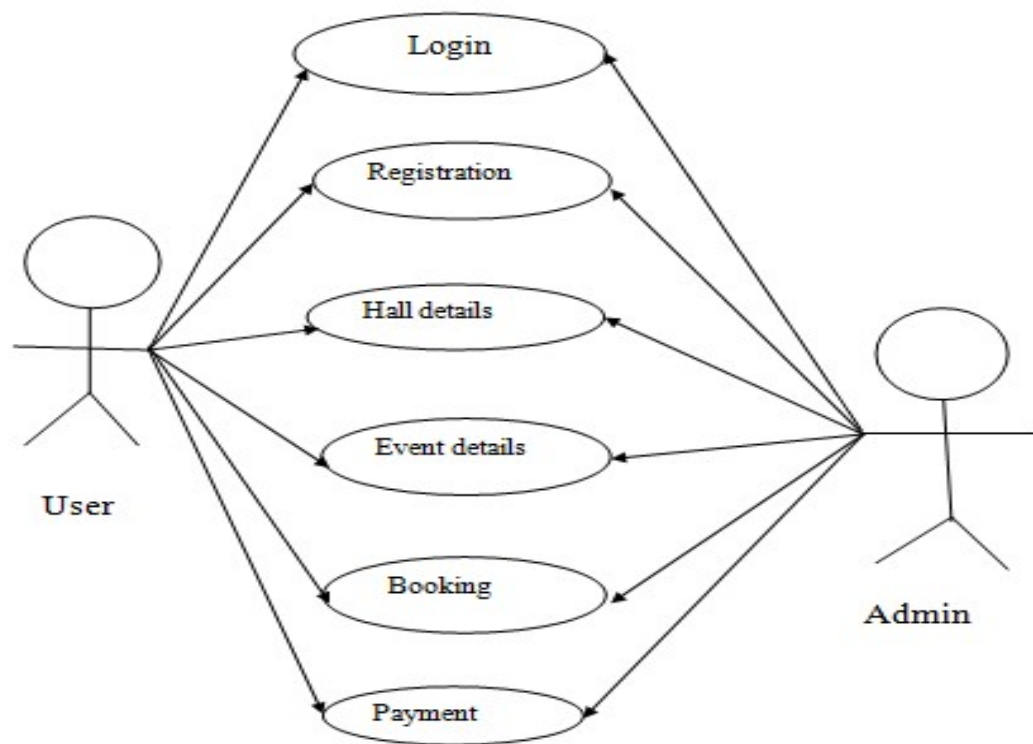
Environmental Model View

In this the structural and behavioral aspects of the environment in which the system is to be implemented are represented.



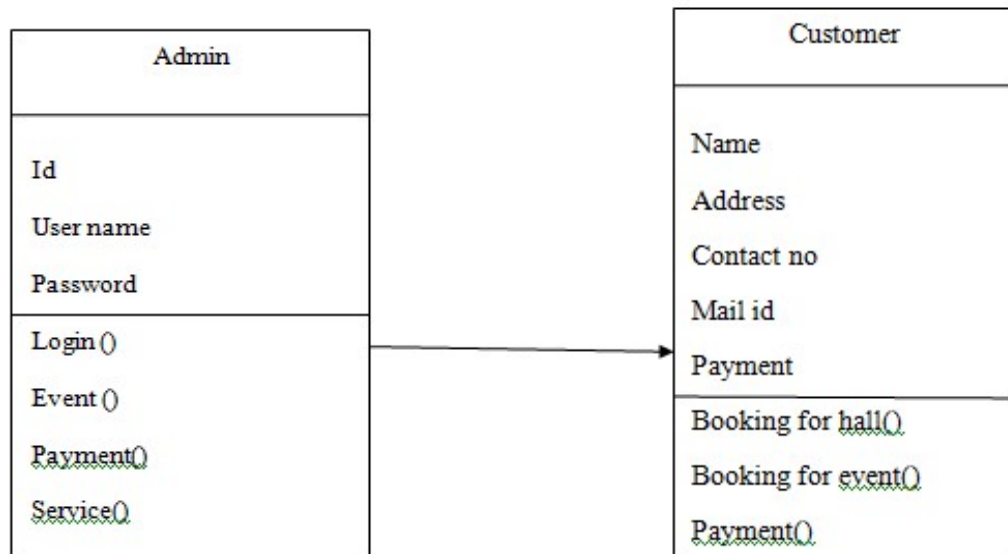
Use Case Diagrams:

A use case diagram at its simplest is a representation of a user's interaction with the system and the specification of a use case scenario for understanding the system requirements. Use case diagrams capture the user interaction and actor influences. A use case describes a sequence of action that provides something of measurable value to an action and is drawn as horizontal ellipse.



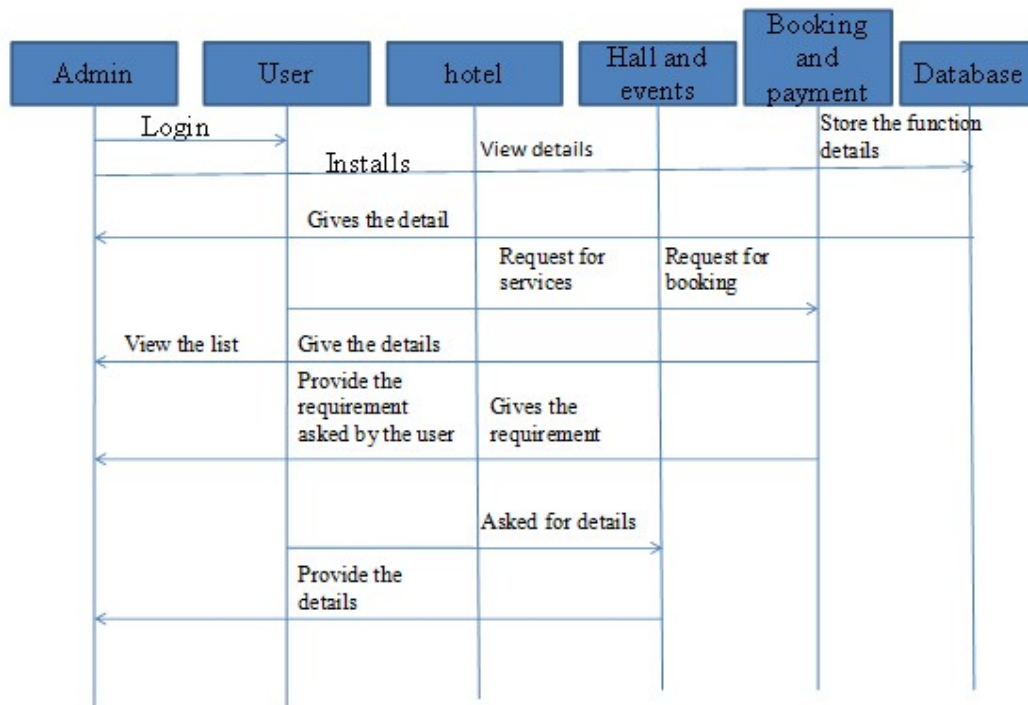
CLASS DIAGRAM:

The purpose of a class diagram is to depict the classes within a model. The fundamental element of the class diagram is an icon that represents a class. A class icon is simply a rectangle divided into three compartments. The topmost compartment contains the name of the class. The middle compartment contains a list of attributes (member variables), and the bottom compartment contains a list of operations (member function).



Sequence Diagram

A sequence diagram is an interaction diagram that show how processes operate with another and in what order. A sequence diagram commonly used for both analysis and design purpose enables both to document and validate the logic in the system. They are the most popular UML artifact for dynamic modeling, which forces on identifying the behavior within the system.



CHAPTER 6

IMPLEMENTATION

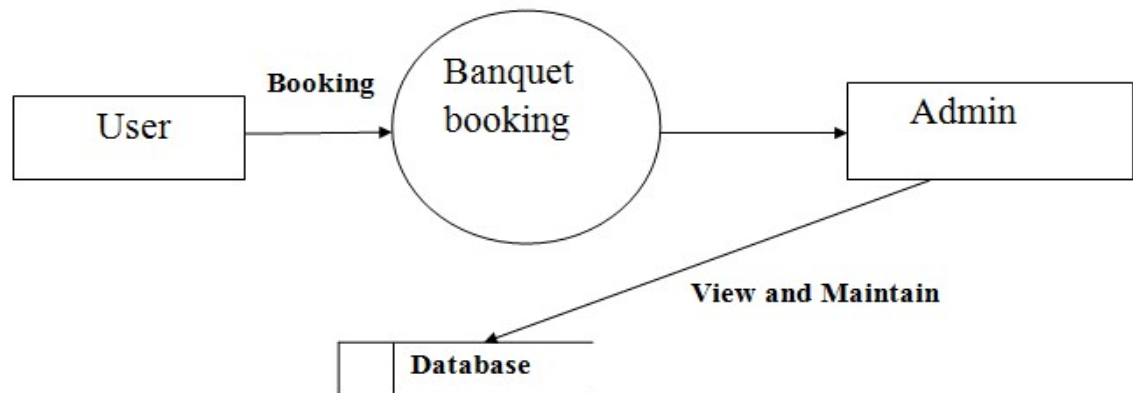
Modules Description:

- Login
- Hall details
- Event details
- Booking
- Payment

MODULE 1-login:

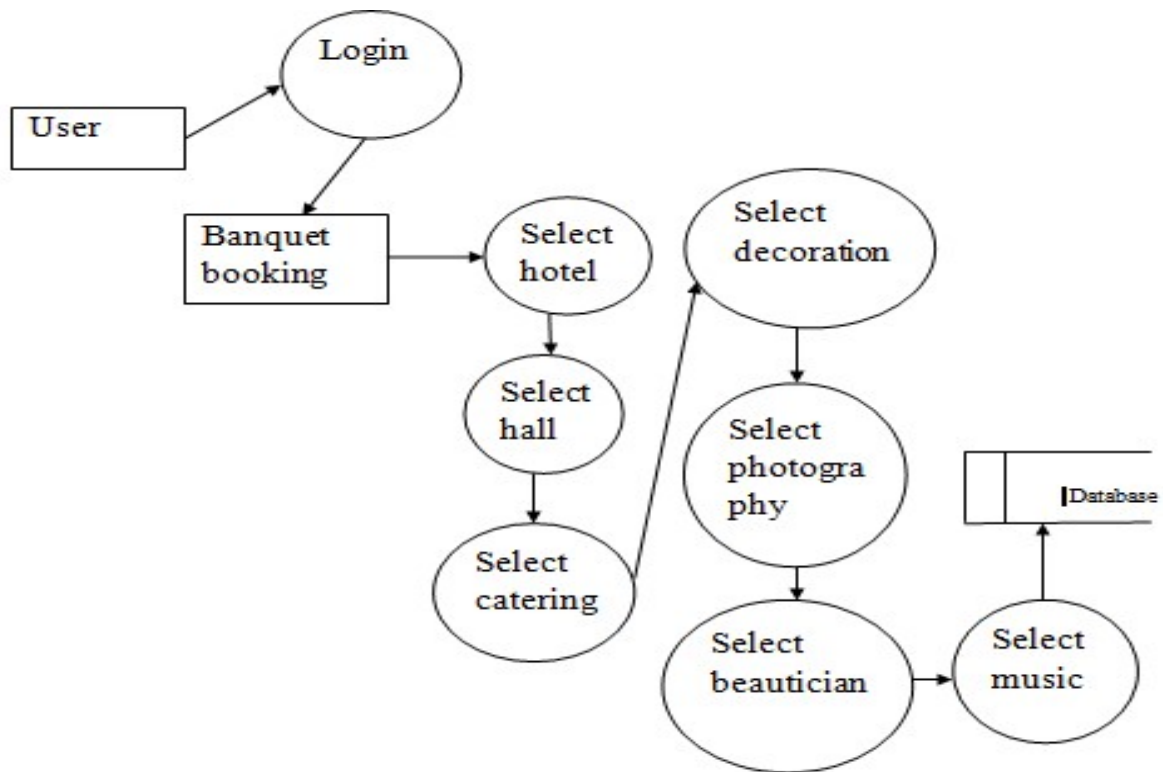
- Login module is used to get the details of new user if the user is already registered the will give only user name and password.

- While new user will give their details like name, email, phone no, password and address, after that they will proceed for next process.



MODULE 2-Hall Details:

- In hall details the halls are represented with the pictures.
- It makes the user to select their required hall each hall has their own facility.
- Each hall has their own amount based on the requirement of the user.
- There are so many halls are available to the user in that user can select their required hall.

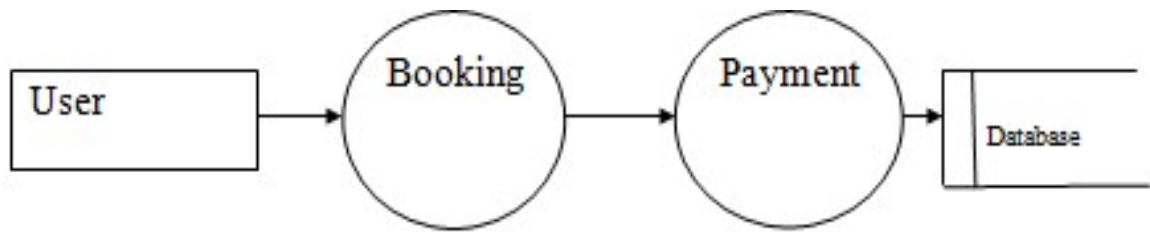


MODULE 3-Event Details:

- This fields contains the many kind of events like catering, decoration, and beautician etc..
- After selecting the hall the user is asked to select the events.
- The events are represented with the pictures.
- It has the sequenced processing.
- User can select the events which are required to their functions.

MODULE 3-Booking:

Booking is the last process after the user selected the halls and events it will display all the requirements which are selected by the customer. After checking that user is asked to book.



MODULE 3-Payment:

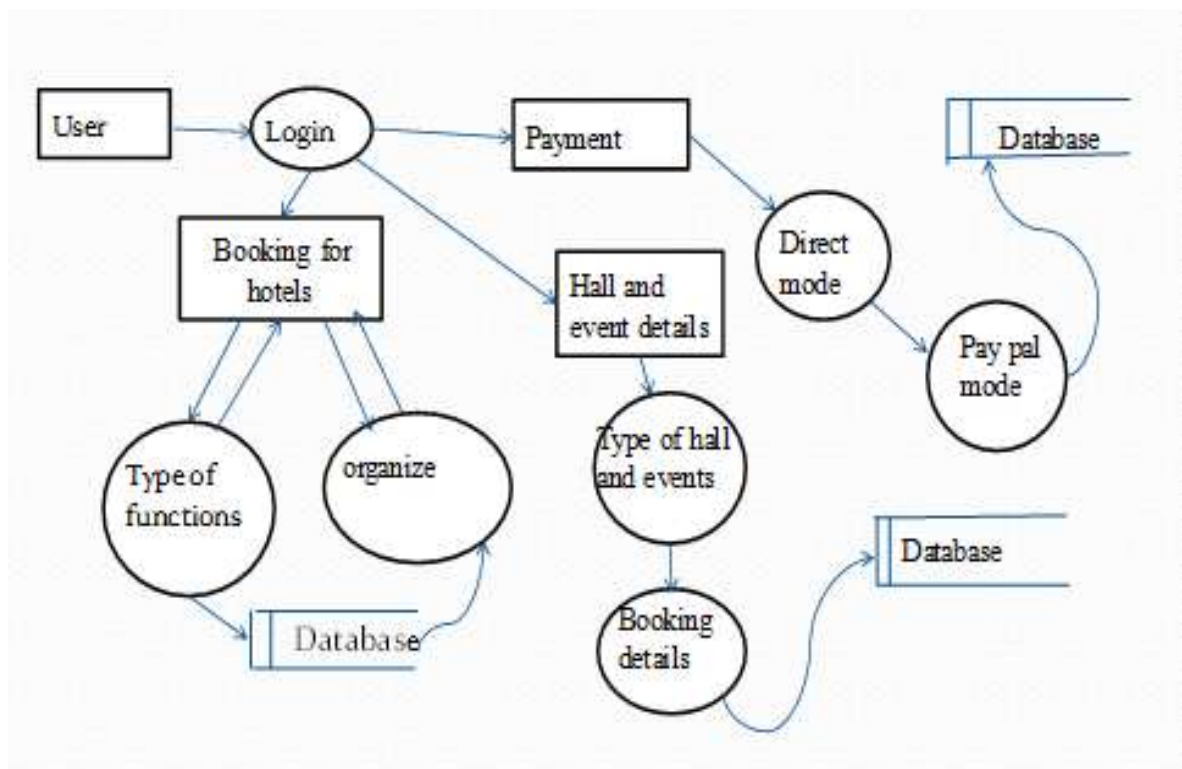
After booking the user will pay for their requirements.

It has two methods like pay pal mode and direct mode.

In this the account number, card number, amount are get from the user.

The user will give their account details for online payment

SYSTEM ARCHITECTURE:



CHAPTER 7

DATA DICTIONARY

LOGIN:

Field name	Type	Size	Constraints	Description
User name	<u>VarChar</u>	20	Not null	Describes the user name
Password	<u>Varchar</u>	10	Primary key	It describes password
Mail id	<u>Varchar</u>	20	Not null	It describes mail id of user
Ph no	<u>Int</u>	10	Not null	It describes ph no of the user
address	<u>varchar</u>	30	Not null	It describes address of the user

|

HALL DETAILS:

Field name	Type	Size	Constraints	Description
Name	<u>VarChar</u>	20	Not null	Describes the hall name
id	<u>Varchar</u>	10	Primary key	It describes id of hall
Amount	<u>varchar</u>	20	Not null	It describes amount for hall

EVENT DETAILS:

Field name	Type	Size	Constraints	Description
Name	VarChar	20	Not null	Describes the event name
id	Varchar	10	Primary key	It describes id of hall
Amount	Varchar	20	Not null	It describes amount for hall

PAYMENT:

Field name	Type	Size	Constraints	Description
Name	VarChar	20	Not null	Describes the user name
Account number	Varchar	10	Primary key	It describes acc no
Amount	Date	20	Not null	It describes amount for function
Card no	Varchar	10	Not null	It describes card no

CHAPTER 8

TESTING

8.1 DEFINITION OF TESTING

The system testing is a part of checking a project and the problems faced while developing stage. Most of the difficult situation arises on data base side. The errors are occurred retrieval of a query.

On compilation, the project committed syntax and semantics errors and rectified on verification the project removes error like database linking. While fast typing the project may face data type conversion error, and also be corrected. In general, ASP.NET programmers must be careful in personal web server, that may cause server connection error. While conclude the project, these are all the error are faced and rectified on system testing.

Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design and coding. Software testing fundamentals define the overriding objectives for software testing. Testing is one of the steps in the software engineering process that could be viewed (Psychotically, at least) as destructive rather than constructive.

8.2 TESTING OBJECTIVE:

Testing is the process of executing a program with the intention of finding an error. A good testing is one that has a high probability of finding an as-yet undiscovered errors. A successful test is that in which no errors are found. The objective is to design test that systematically uncover different classes of errors and do so with a minimum amount.

8.3 NUNIT TESTING

Nunit testing involves the design of test cases that validate, that the internal program logic is functioning properly, and that the program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software Nunit of the application.

It is done after the completion of an individual Nunit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive. Nunit tests perform basic tests at component level and test a specific business process, application, and/or system configuration.

Nunit tests ensure that each unique path of a business process performs accurately to the documented specifications and contains clearly defined inputs and expected results.

Nunit testing is usually conducted as part of a combined code and Nunit test phase of the software lifecycle, although it is not uncommon for coding and Nunit testing to be conducted as two distinct phases.

CHAPTER 9

FEASIBILITY STUDY

A feasibility study is carried out to select the best system that meets performance requirements. The main aim of the feasibility study activity is to determine whether it would be financially and technically feasible to develop the product. The feasibility study activity involves the analysis of the problem and collection of all relevant information relating to the product such as the different data items which would be input to the system, the processing required to be carried out on these data, the output data required to be produced by the system as well as various constraints on the behaviour of the system.

Technical Feasibility

This is concerned with specifying equipment and software that will successfully satisfy the user requirement. The technical needs of the system may vary considerably, but might include:

- The facility to produce outputs in a given time.
- Response time under certain conditions.
- Ability to process a certain volume of transaction at a particular speed.
- Facility to communicate data to distant locations.

In examining technical feasibility, configuration of the system is given more importance than the actual make of hardware. The configuration should give the complete picture about the system's requirements.

Economic Feasibility

Economic analysis is the most frequently used technique for evaluating the effectiveness of a proposed system. More commonly known as Cost / Benefit analysis, the procedure is to determine the benefits and savings that are expected from a proposed system and compare them with costs. If benefits outweigh costs, a decision is taken to design and implement the system. Otherwise, further justification or alternative in the proposed system will have to be made if it is to have a chance of being approved. This is an ongoing effort that improves in accuracy at each phase of the system life cycle.

Operational Feasibility

This is mainly related to human organizational and political aspects. The points to be considered are:

- What changes will be brought with the system?
- What organizational structure are disturbed?

This feasibility study is carried out by a small group of people who are familiar with information system technique and are skilled in system analysis and design process. Proposed projects are beneficial only if they can be turned into information system that will meet the operating requirements of the organization. This test of feasibility asks if the system will work when it is developed and installed.

FUTURE ENHANCEMENT:

- Add additional functionalities to Android application such as improved UI, deployment on the Android market.
- Develop the event manager application for the Blackberry OS using principles of code reuse.

LITERATURE SURVEY:

1. Charles Arcordia and Sacha Reid reviewed the literature on professional associations and explored the strategic direction of event management associations. [3]

Location Tracking & Tracking of coordinators using GPS: The GLOBAL POSITIONING SYSTEM (GPS) is a space-based navigation system that

provides location and time information in all weather conditions, anywhere on or near the Earth where there is an unobstructed line of sight to four or more GPS satellites. Location tracking & GPS tracking of coordinators uses GPS. Be enabled in all the devices such that the people involved in a particular event will be tracked and location will be displayed accordingly [5]. Also Based on the data in the database (requirements) the nearby retail shops will be tracked and the tracking results will be provided to the user.

CHAPTER 10

CONCLUSION

In the existing system maximum work goes manually and it is error prone system. It takes time for any changes in the system. The big problem is the searching and updating of the customer data and also no notification method available for giving information to user expect the notice board. It enhances easy communication between admin and user through chat room. It gives the automation in all the processes like Registration, Updating, Searching .By using this app it provide the detail solution to the existing system problem

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APPENDIX

(ASOURCE CODE:

```
package com.example.eventmanagement;

import android.app.activity;
import android.content.Intent;
import android.content.SharedPreferences;
import android.content.SharedPreferences.Editor;
import android.database.Cursor;
import android.database.sqlite.SQLiteDatabase;
import android.os.Bundle;
import android.view.Menu;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
import android.widget.Toast;

public class MainActivity extends Activity {
    Button bLogin;
    EditText ePwd;
    EditText eUname;
    Editor ed;
    Editor editor;
    SharedPreferences preferences;
    String sPwd;
    String sUname;
    SharedPreferences sp;
    private SQLiteDatabase sq;
    TextView tSignup;

    /* renamed from: com.example.eventmanagement.MainActivity$1 */
    class C00661 implements OnClickListener {
        C00661() {
        }

        public void onClick(View arg0) {
            MainActivity.this.startActivity(new Intent(MainActivity.this, SignupActivity.class));
        }
    }

    /* renamed from: com.example.eventmanagement.MainActivity$2 */
    class C00672 implements OnClickListener {
        C00672() {
        }

        public void onClick(View arg0) {
            MainActivity.this.sUname = MainActivity.this.eUname.getText().toString();
        }
    }
}
```

```

        MainActivity.this.sPwd = MainActivity.this.ePwd.getText().toString();
        if
(MainActivity.this.sUname.equals(MainActivity.this.preferences.getString(Databasehelper
r.NAME, "")) &&
MainActivity.this.sPwd.equals(MainActivity.this.preferences.getString(Databasehelper.P
ASSWORD, ""))) {
            MainActivity.this.ed.putString("uCheck", MainActivity.this.sUname);
            MainActivity.this.ed.commit();
            MainActivity.this.startActivity(new Intent(MainActivity.this, HomeActivity.class));
            return;
        }
        Toast.makeText(MainActivity.this.getApplicationContext(),
"Username or password is incorrect", 0).show();
    }
}

```

```

protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(C0076R.layout.activity_main);
    this.eUname = (EditText) findViewById(C0076R.id.id_username);
    this.ePwd = (EditText) findViewById(C0076R.id.id_password);
    this.bLogin = (Button) findViewById(C0076R.id.id_submit);
    this.tSignup = (TextView) findViewById(C0076R.id.id_newUser);
    this.preferences = getSharedPreferences("userdetails", 0);
    this.sp = getSharedPreferences("usercheck", 0);
    this.ed = this.sp.edit();
    this.editor = this.preferences.edit();
    this.sq = openOrCreateDatabase("Eventmgmtnew", 0, null);
    this.tSignup.setOnClickListener(new C00661());
    this.bLogin.setOnClickListener(new C00672());
}

```

```

public boolean onCreateOptionsMenu(Menu menu) {
    getMenuInflater().inflate(C0076R.menu.main, menu);
    return true;
}

```

```

protected boolean verifyfying() {
    int i;
    Cursor cr = this.sq.rawQuery("select pwd from user_table where name=" +
this.sUname + ";;", null);
    if (cr != null) {
        i = 1;
    } else {
        i = 0;
    }
    if ((i & cr.moveToFirst()) != 0) {
        return cr.getString(0).equals(this.sPwd);
    }
    return false;
}

```

```
}  
}
```

```
package com.example.eventmanagement;
```

```
import android.app.Activity;  
import android.content.Intent;  
import android.os.Bundle;  
import android.view.View;
```

```
public class HomeActivity extends Activity {  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(C0076R.layout.activity_home);  
    }  
  
    public void hotel1(View view) {  
        startActivity(new Intent(this, HotelHomeActivity.class));  
    }  
  
    public void hotel2(View view) {  
        startActivity(new Intent(this, HotelHomeActivity.class));  
    }  
  
    public void hotel3(View view) {  
        startActivity(new Intent(this, HotelHomeActivity.class));  
    }  
  
    public void hotel4(View view) {  
        startActivity(new Intent(this, HotelHomeActivity.class));  
    }  
}
```

<http://schemas.android.com/apk/res/android>