Project Report

On

"SPORTS MANAGEMENT SYSTEM"

Designed and Developed

Ву

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For the PARTIAL FULFILMENT of Degree of

Bachelors of Science (COMPUTER SCIENCE)

UNIVERSITY OF MUMBAI

SEM V

2020-2021

UNDER THE GUIDANCE OF Prof. Srinivas Acharya

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ACKNOWLEDGEMENT

I have a great pleasure in representing this project report entitled "Sports Management System(Persona)" and I grab this opportunity to convey my immense regards towards all the distinguished people and who have their valuable contribution in the hour of the need.

I would like to thank our honorable Principal Dr. MANALI LONDHE for granting us different facilities to do the project under the guidance of our faculty. Because to their support this project was a success.

I take this opportunity to thank Prof. Shriniwas Acharya, Coordinator of the Department and all the professors of the Department of Computer Science of S. K. Somaiya Degree College of Arts, Science & Commerce, for giving me an opportunity to complete this project and the most needed guidance throughout the duration of the Programme.

I am extremely grateful to my project guide Prof. Shriniwas Acharya for his valuable guidance and necessary support during each phase of the project. He was the source of continuous encouragement as each milestone was crossed.

A special thanks to the University Of Mumbai for having prescribed this project work to me as a part of the academic requirement in the Final year of Bachelor of Science in Computer Science.

Sincere thanks from,

(SAMIKSHA RAJESH SHETTY)

<u>INTRODUCTION</u>

Project Title:

Sports Management System(Persona)

Introduction:

- Today we are living in a world of technology. We are using technology as our daily needs. Thus as a part of technology internet has become the most important thing. Cause now each and every kind of devices are connected to the cloud. Thus many of our daily tasks become dependent on web-based. Hence a sports person does know about the sports held internationally but not about the local tournaments. So i am trying to build something that is related to web technology and can make life easier for people. The admin will keep us updated regarding the tournaments/events being held and we will get the update only if we have applied for that sports.

As a sports player, it is also very important to keep in check our weight and fitness through this we will get to know about our BMI (Body mass index) which is very important for us sports players.

Objectives:

As a sports enthusiast, it has always been difficult for me to find different tournaments which are being held locally as the message is just forwarded through social media there is no proper system. Hence through this the user can find the tournaments being held with all the details as well as of other sports in which they are interested.

Objectives of the system to be built.

- To get proper details of the tournament
- Digitalize the entire process
- Allow us decide if we want to participate or not
- Friendly user interface

Advantages :

- After registration only if the admin accepts the request then only we can login
- We get information about the sports for which we have registered
- Reduce the chance of losing data by hardware failure
- Aesthetically pleasing and friendly user interface
- Save time of the user
- Minimize manual data entry
- Greater efficiency
- Better Service

Disadvantages:

- Data security loss or theft.

• Limitation:

- Users getting registered should have a valid email address, login using phone number doesn't work.
- A person does not get notification if the event has been edited they have to check the website again and again to be updated.

REQUIREMENT SPECIFICATION

Software Specifications:

FRONTEND: Java NetBeans 8.2

BACKEND: MySQL 8.0

Hardware Specifications:

PROCESSOR: Intel Core i5

HARD DISK: 256GB

RAM: 8GB

OPERATING SYSTEM: 64-bit Windows 10

SYSTEM DESIGN DETAILS

Entity Relationship Diagram

An entity–relationship model describes interrelated things of interest in a specific domain of knowledge. A basic ER model is composed of entity types and specifies relationships that can exist between entities.

Class Diagram

A class diagram in the Unified Modeling Language is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations, and the relationships among objects.

Flow Chart

A flowchart is a type of diagram that represents a workflow or process. A flowchart can also be defined as a diagrammatic representation of an algorithm, a systematic approach to solve a task. The flowchart shows the steps as boxes of various kinds, and their order by connecting the boxes with arrows.

Activity Diagram

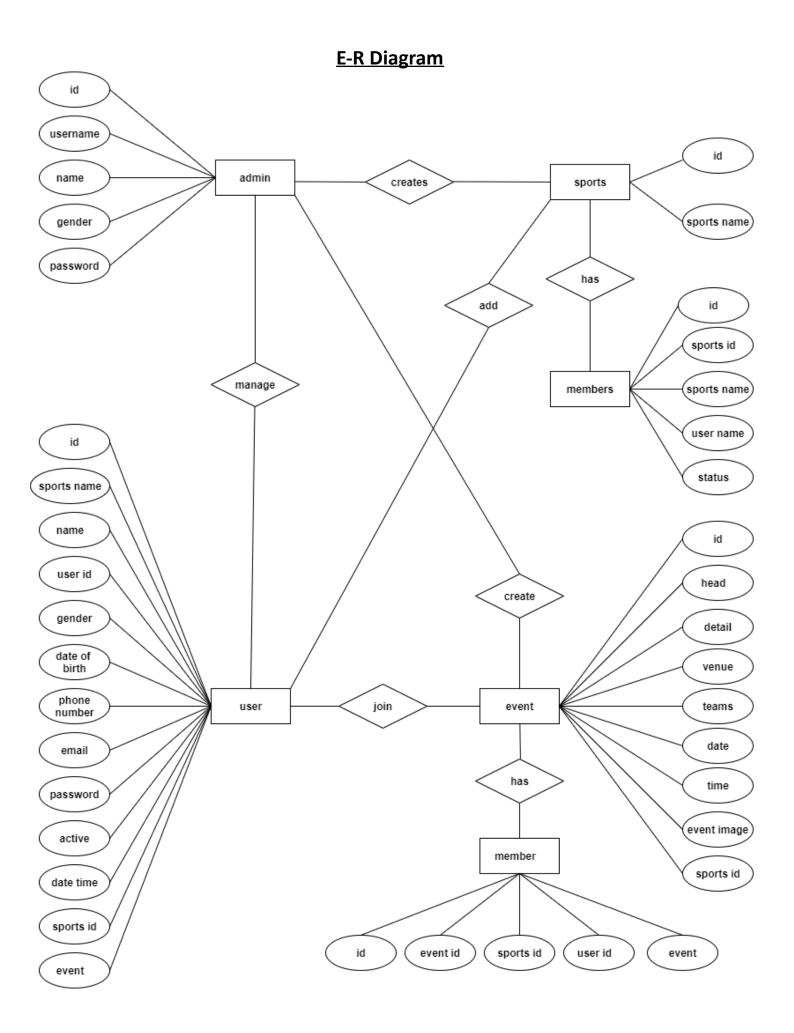
The activity diagram used to describe flow of activity through a series of actions. Activity diagram is an important diagram to describe the system. The activity described as an action or operation of the system.

Sequence Diagram

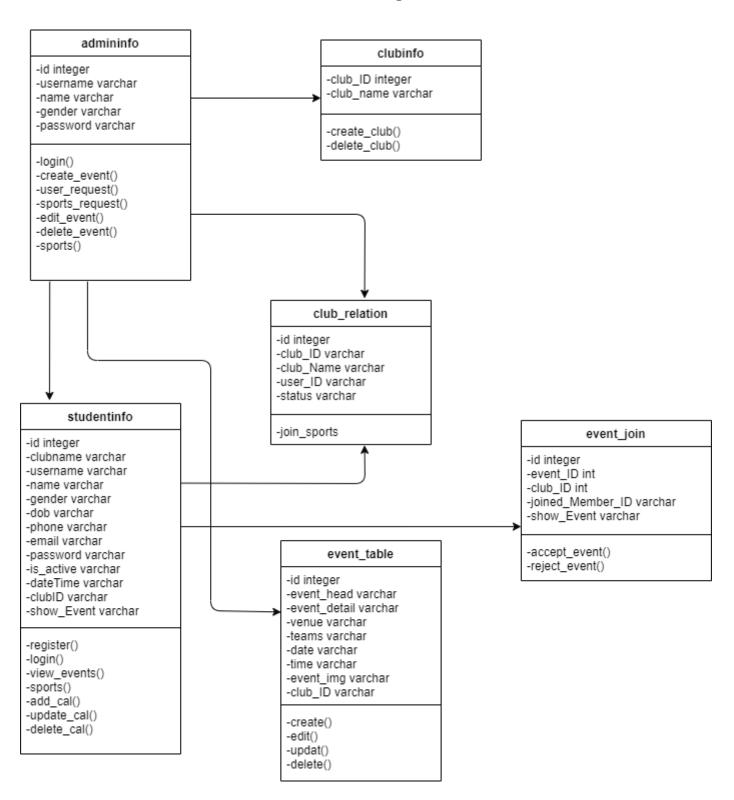
A sequence diagram shows object interactions arranged in time sequence. It depicts the objects involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario. Sequence diagrams are typically associated with use case realizations in the Logical View of the system under development. Sequence diagrams are sometimes called event diagrams or event scenarios.

Database Design

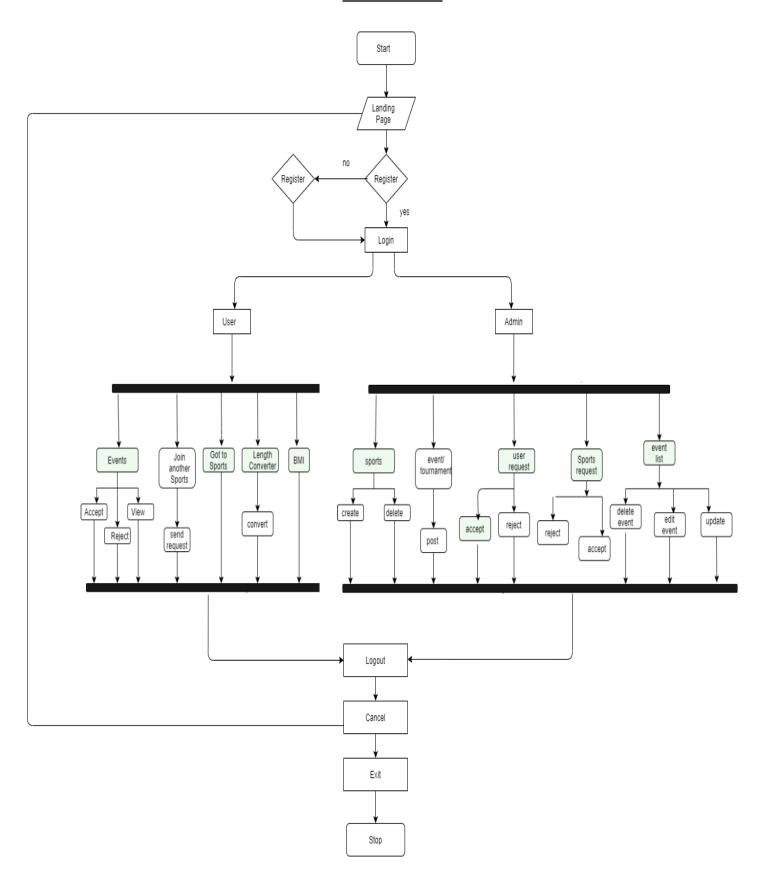
Database design is the organization of data according to a database model. The designer determines what data must be stored and how the data elements interrelate. With this information, they can begin to fit the data to the database model. Database management system manages the data accordingly.



Class Diagram

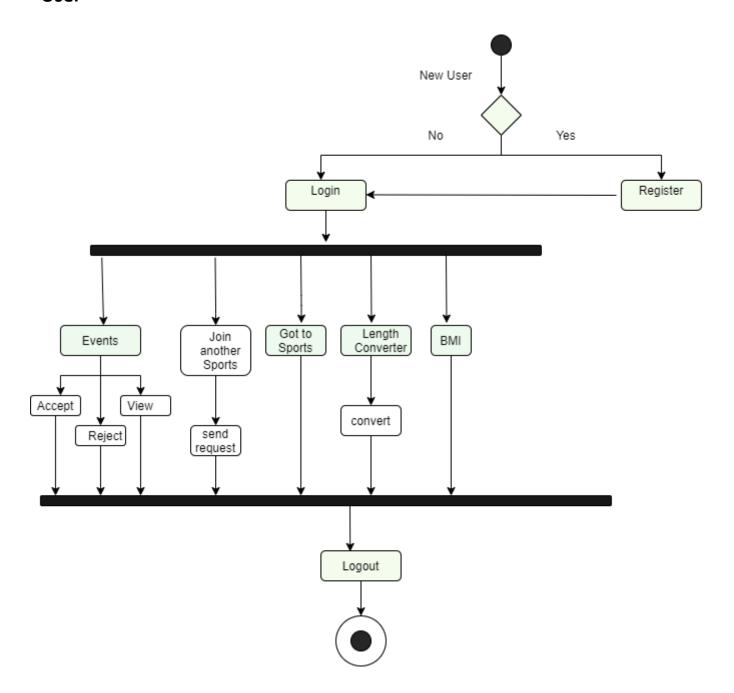


Flow Chart

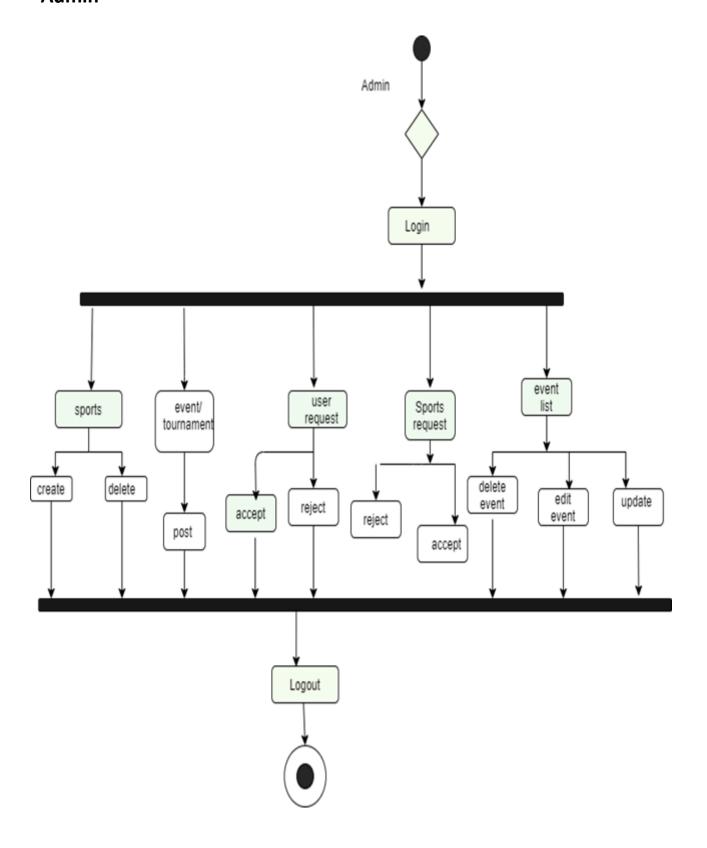


Activity Diagram

User

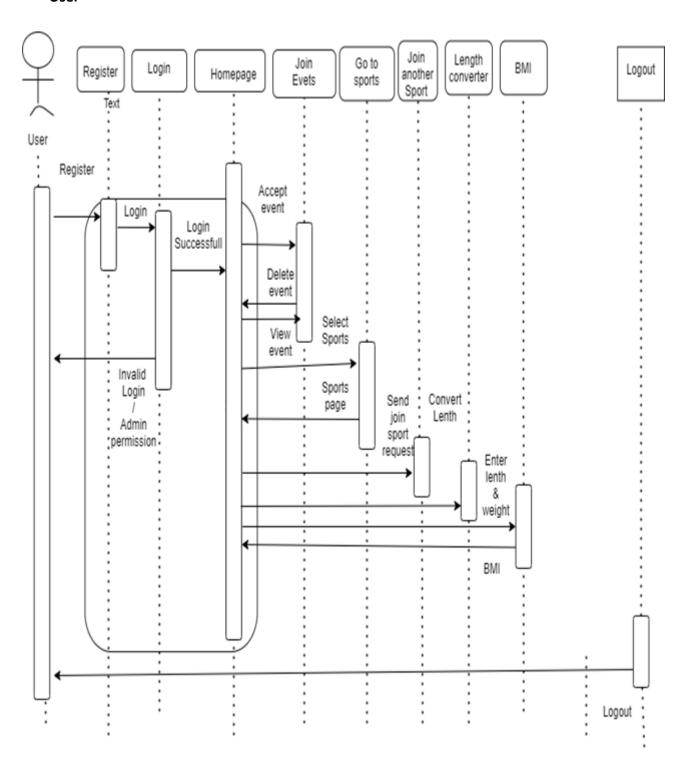


Admin

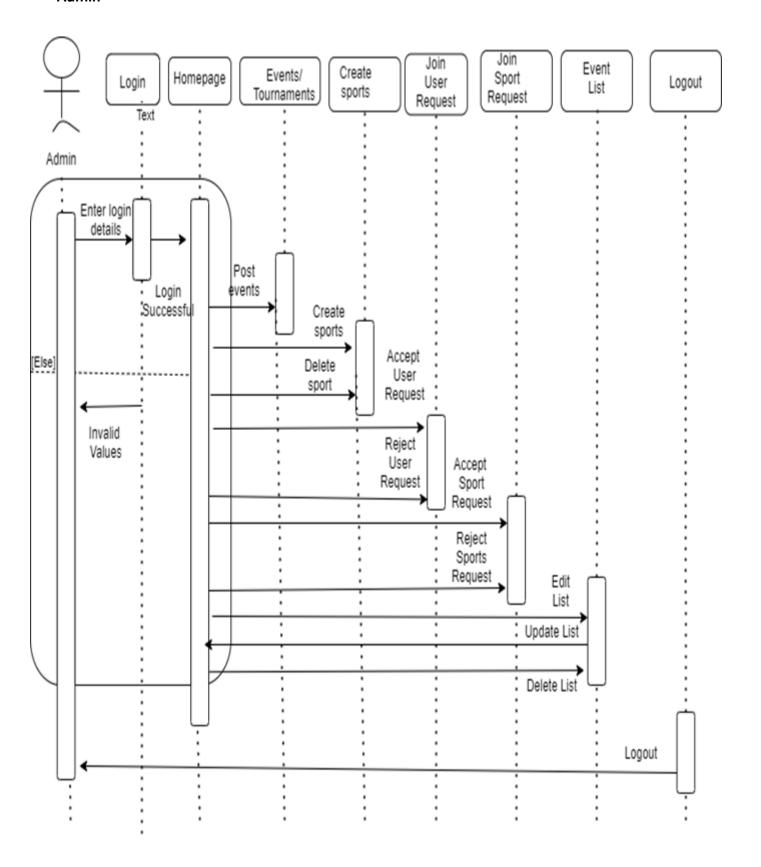


Sequence Diagram

User



Admin



Database Design

1. Admininfo

Field	Туре	Null	++ Key Default	++ Extra
id username name gender password	int varchar(30) varchar(200) varchar(10) varchar(100)	NO NO NO NO NO	PRI NULL NULL NULL NULL NULL NULL	auto_increment

2. Studentinfo

id int NO PRI NULL auto_increment clubname varchar(100) NO NULL nume NULL nume varchar(100) NO PRI NULL nume nume<	Field	+ Type	 Null	 Key	Default	Extra
is_active varchar(1) YES N	clubname name username gender dob phone email password is_active dateTime clubID	varchar(100) varchar(100) varchar(25) varchar(10) varchar(100) varchar(50) varchar(100) varchar(1) varchar(1) varchar(20)	NO NO NO NO NO NO NO NO YES YES		NULL NULL NULL NULL NULL NULL NULL NULL	auto_increment

3. clubinfo

Field	Туре			+ Default	
club_ID club_Name	int varchar(100)	NO NO	PRI	NULL NULL	
++	+	+	+	+	+

4. club_relation

Field	Туре	Null	Key	Default	Extra
id club_ID club_Name user_ID status	int varchar(20) varchar(100) varchar(50) varchar(20)	NO NO NO NO NO	PRI 	NULL NULL NULL NULL N	auto_increment

5. event_table

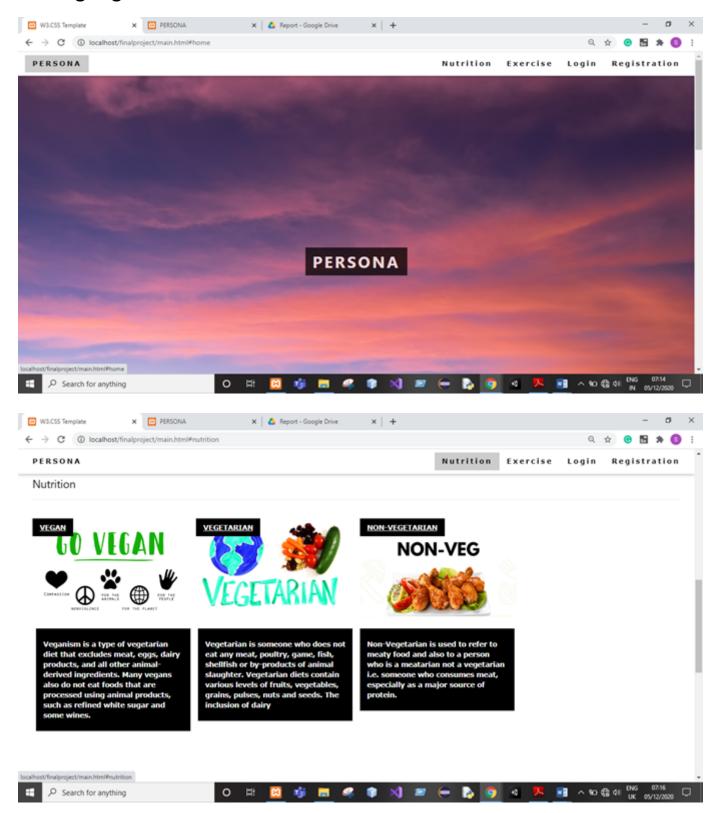
id	Type Null Key Default Extra	
event_detail varchar(500) NO	varchar(200) NO NULL	rement

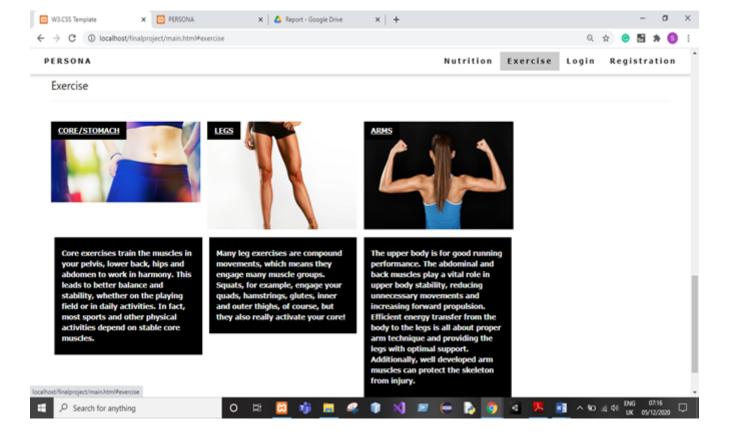
6. event_join

Field	Туре	Null	Key	Default	Extra	į
id event_ID club_ID joined_Member_ID show_Event	int int int varchar(50) varchar(5)	NO NO NO NO NO	PRI	NULL NULL NULL NULL Y	auto_increment	·

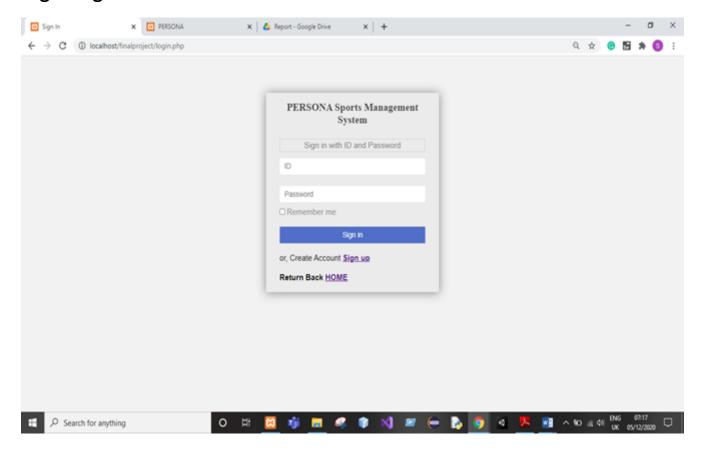
Screenshots of Web Application

Landing Page:

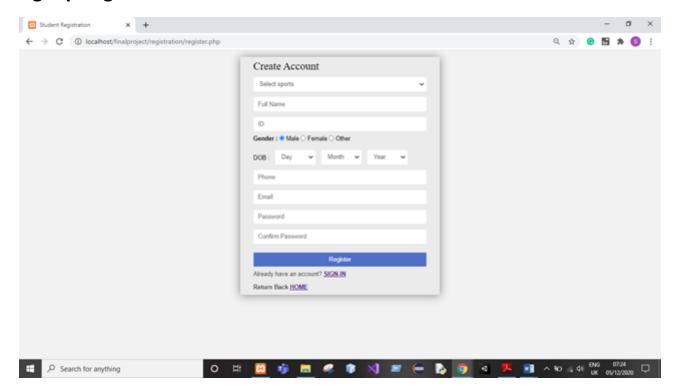




Login Page:

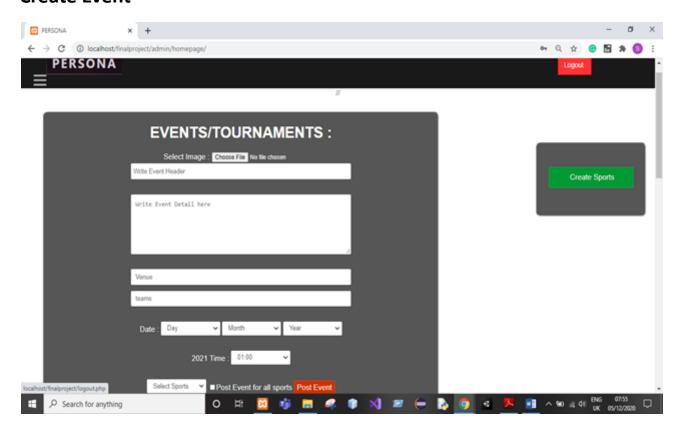


Signup Page:

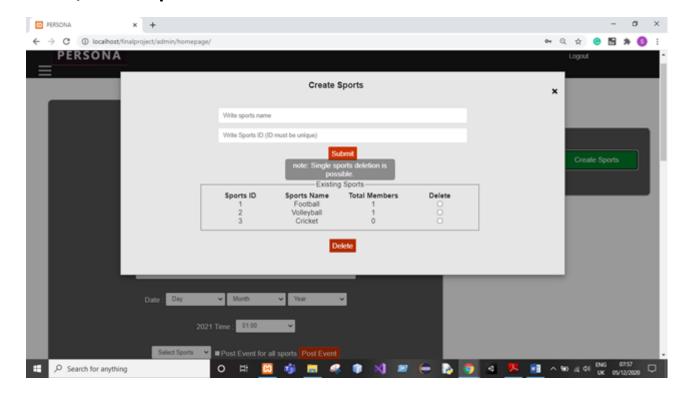


Admin Side

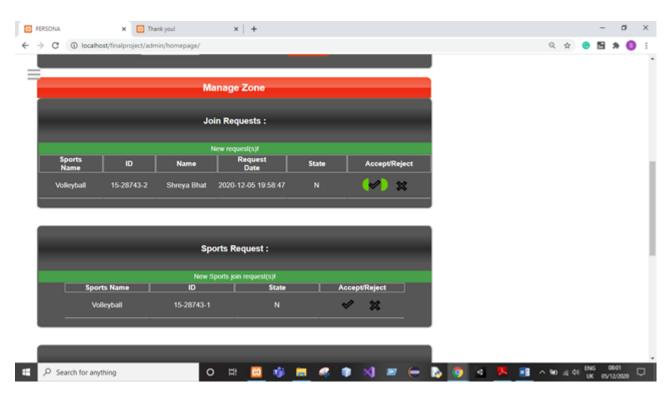
Create Event



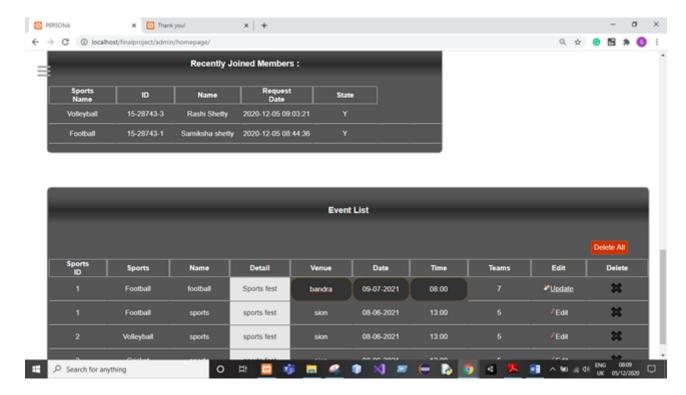
Create/Delete Sports



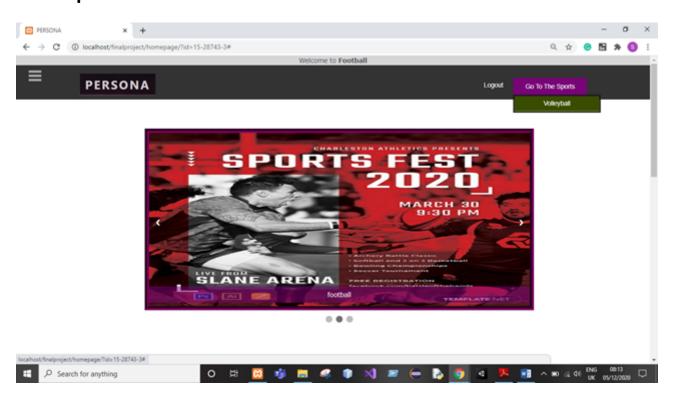
Accept/Reject User request & Accept/Reject Sports request



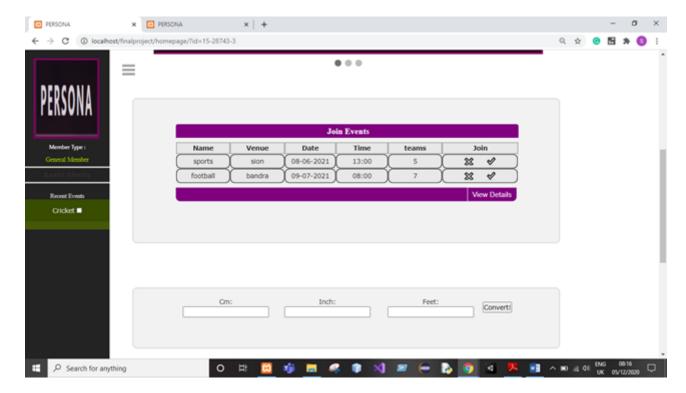
Show all users & Show events /Edit/Update the events



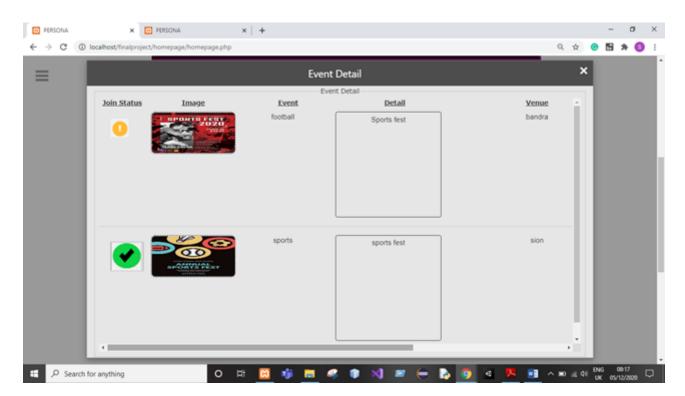
Go to sports



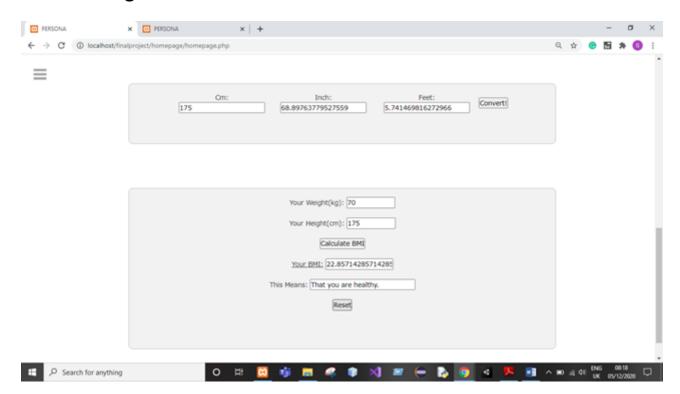
Join other sports & Accept/Reject events



View Events



Convert Length & Check BMI



Test Cases

Unit Testing:

Unit testing is a testing technique in which modules are tested individually. Small individual units of source code are tested to determine whether it is fit to use or not.

Integration Testing:

Integration testing is the technique in which individual components or modules are grouped together and tested. It occurs after testing. The input for the integrated testing are the modules that have already been unit tested.

System Testing:

System testing is conducted on the entire system as a whole to check whether the system meets its requirements or not. 'Valar Morghulis' was installed on different systems and any errors or bugs that occurred were fixed.

Acceptance Testing:

User Acceptance is defined as a type of testing performed by the Client to certify the system with respect to the requirements that was agreed upon. This testing happens in the final phase of testing before moving the software application to the Market or Production environment

Database Screenshots

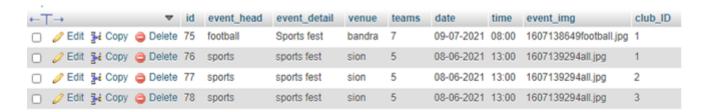
1) Studentinfo



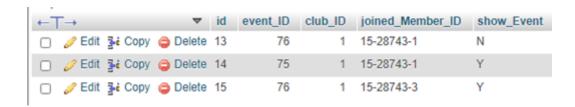
2) Admininfo



3) Event table



4) Event join



5) clubinfo



6) club_relation



Future Enhancements

- Login using gmail/phone number verification.
- Get notified when admin edits and updates the tournaments.
- Can message the admin if any query.
- Also personalized calender to put up all the important notifications.

Reference

- https://www.w3schools.com/w3css/w3css_templates.asp
- https://www.w3schools.com/php/default.asp