**DECLARATION**

I hereby certify that the project entitled **“Tournamentor”** by Dinesh.S (Reg.No.1532J0004) in partial fulfillment of requirements for the award of degree of M.Sc. Software Systems submitted in the Department of Software Systems at **KG COLLEGE OF ARTS AND SCIENCE** under **BHARATHIAR UNIVERSITY** is an authentic record of my own work carried out under the supervision of Ms.M.Kavitha MCA., M.Phil., Assistant Professor, Department of Electronics and Computer Systems. The project presented has not been submitted by me in any other University / Institute for the award of M.Sc. Software Systems Degree.

----------------------------

Dinesh.S

(Reg.No. 1532J0004)

This is to certify that the above statement made by the candidate is correct to the best of my knowledge.

Guide’s Name : Mr.M.Kavitha MCA., M.Phil.,

Guide’s Designation : Assistant Professor

Guide’s Signature :

Head of the Department

(Department of M.Sc. Software Systems)

**CERTIFICATE**

This is to certify that this is the Bonafide Project work done by the candidate under supervision in partial fulfillment of requirements for the award of M.Sc. Software Syestems

Dinesh.S 1532J0004

**Name of the Candidate Register Number**

------------------------------ ----------------------------Signature of the Guide Signature of the HOD

Place:

Date:

------------------------------- (College Seal) Signature of the Principal

Submitted for the Viva – Voce Examination held on

--------------------------- ---------------------------- Internal Examiner External Examiner

**ACKNOWLEDGEMENT**

I express my sincere thanks to **Dr. Ashok Bakthavathsalam, BE., MS.,** Managing Trustee and **Mrs. Divya Ashok** Trustee, KG College of Arts and Science for giving me an opportunity to undergo this course of study and to undertake this project work.

  I extend my sincere thanks to **Dr. Krishnapriya, MBA., M.Phil., PGDCA., Ph.D.,** Principal, KG College of Arts and Science for her kind and valuable guidance throughout the project.

            I sincerely thank **Mr. Alwin Pinakas James, M.Sc., M.Phil., (Ph.D).,** Head of the Department of M.Sc. Software systems for encouraging me to pursue new goals and ideas.

I express my heartiest thanks to my project guide **Ms. M. Kavitha, MCA., M.Phil.,** Assistant Professor, Department of Electronics and Computer Systems whose timely suggestions and advice led to the successful completion of the project.

            I extend my thanks to **Mr. Surya**, Senior software developer, Virtual Tech Gurus, who supported me to complete the project.

**SYNOPSIS**

The software “Tournamentor” was developed using HTML, CSS, JavaScript, jQuery, Bootstrap as Front end, NodeJS as Server side, MongoDB as Backend. This software is used for tournament organizers and sports people who wants conduct tournaments and participate in the tournaments. In today’s environments, it’s always good if there is lots of encouragement given to the sports people. It’s worth the effort, time and investment of the organizers too. This software overall, is useful for anyone who would like to conduct tournaments and participate in the tournaments. If this software present in production, sports people may get chance in playing higher order leagues. It allows users (organizers) to directly post the tournament information’s in online and participators directly through online. Important and good thing is, there is no intermediate between organizers and sports people.

**CHAPTER - I**

**INTRODUCTION**

**1.1 OVERVIEW OF THE PROJECT**

The software “Tournamentor” was developed using HTML, CSS, JavaScript, jQuery, Bootstrap as Front end, NodeJS as Server side, MongoDB as Backend. This software is used for tournament organizers and sports people who wants conduct tournaments and participate in the tournaments.

This software has lot of features like Map view, Sponsoring, Mailing, etc. Non-educated person can also easily use this software.

**1.2 NEED OF THE PROJECT**

In today’s environments, it’s always good if there is lots of encouragement given to the sports people. It’s worth the effort, time and investment of the organizers too. This software overall, is useful for anyone who would like to conduct tournaments and participate in the tournaments. If this software present in production, farmers problems may be reduced.

**1.2.1 Tournamentor as an Open Source Software (OSS)**

Open-Source Software (OSS) is [computer software](https://en.wikipedia.org/wiki/Computer_software) with its [source code](https://en.wikipedia.org/wiki/Source_code) made available with a [license](https://en.wikipedia.org/wiki/Open-source_license) in which the [copyright](https://en.wikipedia.org/wiki/Copyright) holder provides the rights to study, change, and distribute the software to anyone and for any purpose. Open-Source Software may be developed in a [collaborative public manner](https://en.wikipedia.org/wiki/Collaborative_software_development_model). According to scientists who studied it, open-source software is a prominent example of [open collaboration](https://en.wikipedia.org/wiki/Open_collaboration).

[Open-Source Software development](https://en.wikipedia.org/wiki/Open-source_software_development), or collaborative development from multiple independent sources, generates an increasingly more diverse scope of design perspective than any one company can develop and sustaining long term.

**ADVANTAGES OF PROPOSED SYSTEM**

* With Tournamentor organizers can directly post the tournament information’s.
* It’s ideal for creating software for organizers, sports people and advertising companies.
* User friendliness is provided in the application with various options.
* The system makes the happening of tournaments much easier and flexible.
* Tournamentor has the advance feature of sending the alert through the mail.
* Tournamentor has an advantage of viewing the products in map.

**1.3 OBJECTIVES OF THE PROJECT**

The main objective of the project is to help the organizers, sponsors and sports people to be in the sports field without the interceptions of third parties. The proposed system offers organizers to directly the tournament information’s in online easily.

It helps sports people to directly contact the organizers with more satisfaction. Important and good thing is, there is no intermediate between organizers and participants.

It is built with more security like no sharing personal information.

**CHAPTER - II**

**SYSTEM ANALYSIS**

**2.1 BACKGROUND STUDY**

System analysis is concerned with the comparison study about the existing system and the proposed system. The system analysis is essential when the software is interfaced with other elements such as other software, hardware, people and other resources. The essential purpose of the place is to find the need and to define the problem that needs to be solved.

**2.1.1 EXISTING SYSTEM**

In the existing system there consists of product which is not easy to search through the products. In this no map view, it is hard to always search the products using keyboard. It is not too popular, one of the reasons is not good user-friendly. There is an alert given through the text message through the mail, but there is no notification sent inside the software.

**2.1.2 PROPOSED SYSTEM**

Tournamentor is the process of providing the online tournament organizing platform to especially help the sports people. In today’s environments, it’s always good encourage the sports enthusiastic people. This software allows the organizers to directly post the tournament information’s in online. This is software is user-friendly. Alert will be given through the mail. Lot of features like mailing, live chat, map view. Therefore, the main aim of this software is to encourage the sports.

**2.2 SYSTEM SPECIFICATION**

**2.2.1 HARDWARE SPECIFICATION**

The hardware requirements that are required to process the system are as follows:

Processor : Pentium(R) Dual-Core (TM) CPU T4500 @ 2.30GHz

RAM : 2.00GB

System type : 32-bit Operating System

**2.2.2 SOFTWARE SPECIFICATION**

Operating System : Windows 7

Front End : HTML 5, CSS 3, JS, JQUERY, Bootstrap

Back End : MongoDB

Server-Side Language : NodeJS

**2.2.3 Application Specification**

**FRONT END**

**HTML AND CSS**

**Hypertext Markup Language** (**HTML**) is the standard [markup language](https://en.wikipedia.org/wiki/Markup_language) for creating [web pages](https://en.wikipedia.org/wiki/Web_page) and [web applications](https://en.wikipedia.org/wiki/Web_application). With [Cascading Style Sheets](https://en.wikipedia.org/wiki/Cascading_Style_Sheets) (CSS) and [JavaScript](https://en.wikipedia.org/wiki/JavaScript) it forms a triad of cornerstone technologies for the [World Wide Web](https://en.wikipedia.org/wiki/World_Wide_Web).[Web browsers](https://en.wikipedia.org/wiki/Web_browser) receive HTML documents from a [web server](https://en.wikipedia.org/wiki/Web_server) or from local storage and render them into multimedia web pages. HTML describes the structure of a web page [semantically](https://en.wikipedia.org/wiki/Semantic_Web) and originally included cues for the appearance of the document.

HTML can embed programs written in a [scripting language](https://en.wikipedia.org/wiki/Scripting_language) such as [JavaScript](https://en.wikipedia.org/wiki/JavaScript) which affect the behavior and content of web pages. Inclusion of CSS defines the look and layout of content. The [World Wide Web Consortium](https://en.wikipedia.org/wiki/World_Wide_Web_Consortium) (W3C), maintainer of both the HTML and the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.

**BACK END**

**MONGODB**

MongoDB is a document database with the scalability and flexibility that you want with the querying and indexing that you need. MongoDB stores data in flexible, JSON-like documents, meaning fields can vary from document to document and data structure can be changed over time. MongoDB is a non-SQL language. MongoDB’s document model is simple for developers to learn and use, while still providing all the capabilities needed to meet complex requirements at any scale. MongoDB unleash the power of software and date for innovators everywhere

# APPLICATION SERVER

**NODEJS**

Node.js is a JavaScript runtime built on Chrome’s V8 JavaScript engine. As an asynchronous event driven JavaScript runtime, Node is designed to build scalable network applications. Node can handle many connections concurrently. Upon each connection the callback is fired, but if there is no work to be done, Node will sleep. This is in contrast to today’s more common concurrency model where OS threads are employed. Thread-based networking is relatively inefficient and very difficult to use. Furthermore, users of Node are free from worries of dead locking the process, since there are no locks.