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TOURNAMENT MANAGEMENT

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—Team 2

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OVERVIEW:

This Tournament management project is mainly used for organising and administering tournaments organised using computers with Python and Database (MySQL). This makes manipulating and storing tournament records easier

NEED FOR COMPUTERISATION:

In this day man work is not mandatory , all the work needs to be done fast in this competitive world . So which made Computerisation a necessary task in our daily life.

- ▶ accuracy and speed
- ▶ simple and integrated
- ▶ instant reporting
- ▶ security
- ▶ reliability
- ▶ quick decision making
- ▶ scalability

REQUIRED SPECIFICATIONS:

Operating System: WIndows, Mac, Linux based OSs.

RAM: 2GB or above

CPU: Intel i3 or AMD a9 and above

Software requirements:

❄ Python v3.8.7

❄ MySQL Community v8.0

❄ Custom PyPI packages

ADVANTAGES OF

TOURNAMENT MANAGEMENT:

❖ Computerising Tournament management is necessary because it is saving lot's and lots of time for humans

❖ The record stored in database will be so secure and the accessibility of the data will be faster than the manual records

❖ The accounts prepared with the use of computerized accounting system are usually uniform, neat, accurate, and more legible than a manual job

❖ It provide transparency , so that any malpractices can be avoided

❖ By computerising ,it makes the tournament more attractive and it will attract more crowd to watch the tournament

LIMITATIONS OF

TOURNAMENT MANAGEMENT:

- ✳ Once if a mistake is done , it can not be changed
- ✳ only 5 teams can be given as input
- ✳ The data can't be stored in online for future purpose
- ✳ The data can't be accessed after the tournament has completed
- ✳ Match making in odd number

SOURCE CODE:

```
import mysql.connector

from pyfiglet import Figlet

from tabulate import tabulate


mydb=mysql.connector.connect(host="localhost",user="root",pass
wd="29@2004@sriram")

c=mydb.cursor()

c.execute('drop database if exists tournament')

def fun():

    c.execute("CREATE DATABASE IF NOT EXISTS tournament")

    c.execute('use tournament')


c.execute('create table if not exists tour(S_NO int primary key,\
team_name varchar(30),\
represented_school varchar(30),\
location varchar(20),\
player_1 varchar(20),\
player_2 varchar(20),\
```



```
player_3 varchar(20),\  
player_4 varchar(20),\  
player_5 varchar(20),\  
age varchar(10),\  
score int)')
```

```
c.execute('create table if not exists duplicate(S_NO int primary  
key,\  

```

```
team_name varchar(30),\  
represented_school varchar(30),\  
location varchar(20),\  
player_1 varchar(20),\  
player_2 varchar(20),\  
player_3 varchar(20),\  
player_4 varchar(20),\  
player_5 varchar(20),\  
age varchar(10),\  
score int)')
```

```
def start():
```

```
c.execute('use tournament')

m=input('enter \'m\' if you want to access management part
enter \'v\' if you want to access viewer mode : ')

print("")

if m.lower()=='m':

    pw=input('enter the password to confrim that you are from
managent : ')

    print("")

    if pw=='123':

        n=int(input('enter the number of teams participating : '))

        print("")

        list1=[]

        for i in range(1,n+1):

            team=input('enter the team name : ')

            represented_school=input('enter the school name which
the team is representing : ')

            location=input('enter the location of the school : ')

            player_1=input('enter the player 1 name : ')

            player_2=input('enter the player 2 name : ')

            player_3=input('enter the player 3 name : ')
```

```

player_4=input('enter the player 4 name : ')
player_5=input('enter the player 5 name : ')
age=input('enter the age category of the team : ')
score_val=int(input('enter the score of each teams : '))

print("")

c.execute("insert into tour
values(%s,%s,%s,%s,%s,%s,%s,%s,%s,%s,%s,%s)",(i,team,represented_s
chool,location,player_1,player_2,player_3,player_4,player_5,age,score_val))

mydb.commit()

def fun():

    s=int(input("'enter 1 for displaying the content
enter 2 for altering the table
enter 3 to update the values in table
enter 4 to delete the row in the table : '"))

    if s==1:

        c.execute('select*from tour')

        for i in c:

            print(i)

    elif s==2:

```

```
n2=input("enter in which attribute , the change need  
to be done:\nteam_name\nrepresented_school\nlocation : ")
```

```
if n2=='team_name':
```

```
q=int(input("enter 1 to increase the range\nenter 2  
to change the name of the table : "))
```

```
if q==1:
```

```
c.execute('alter table tour modify team_name  
varchar(40)')
```

```
elif q==2:
```

```
nf=input('enter the new name of the table : ')
```

```
print('nf in q2 of team name : ')
```

```
c.execute(f'alter table tour rename column  
team_name to {nf}')
```

```
print('comment executed on team')
```

```
elif n2=='represented_school':
```

```
    q=int(input('enter 1 to increase the range\nenter 2  
to change the name of the table : '))
```

```
    if q==1:
```

```
        c.execute('alter table tour modify  
represented_school varchar(40)')
```

```
    elif q==2:
```

```
        nf=input('enter the new name of the table : ')  
        c.execute(f'alter table tour rename column  
"represented_school" to {nf}')
```

```
elif n2=='location':
```

```
    print('entered the location : ')
```

```
    q=int(input('enter 1 to increase the range\nenter 2  
to change the name of the table : '))
```

```
if q==1:

    c.execute('alter table tour modify team_name
varchar(30)')
```

```
elif q==2:

    nf=input('enter the new name of the table : ')

    c.execute(f'alter table tour rename column
"location" to {nf}')
```

```
elif s==3:

    Recid = int(input("Enter the Record's S_No : "))

    colname = input("'enter the column name , in which
the update need to be done :
```

```
column name:player_1
```

```
player_2
```

```
player_3
```

```
player_4
```

```
player_5 : ''')
```

```
dict = {"player1" : ("player_1" ,"1" ,"player 1" ,"pla 1") ,  
        "player2" :("player_2","2" ,"player 2" ,"pla 2") ,  
        'player3' : ('player_3','3','player 3','pla 3') ,  
        "player4" :("player_4" ,"4" ,"player 4" ,"pla 4") ,  
        'player5' : ('player_5','5','player 5','pla 5'),  
        'score_val':('score','val','scr')}
```

```
for i in list(dict.values()) :
```

```
    if colname in i:
```

```
        change = input('Enter the value to be changed : ')
```

```
        c.execute("update tour set " + i[0] + " = %s where  
S_NO = %s" ,(change ,Recid))
```

```
        break
```

```
elif s==4:
```

```
    deleted_row=int(input('enter the row number to  
delete the team from the list : '))
```

```
        c.execute("delete from tour where S_NO=
'{}'.format(deleted_row))
```

```
        print('job done')
```

```
    else:
```

```
        print('the entered value is wrong!Please check the value
you have entered')
```

```
    fun()
```

```
elif m.lower()=='v':
```

```
    def viewer():
```

```
        c.execute('use tournament')
```

```
        c.execute('select*from tour')
```

```
        for i in c:
```

```
            print(i)
```

```
    else:
```

```
        print("not a valid value , please check the variable you have
entered")
```

```
    v=input('press yes if you want to continue : ')
```



```

    if v.lower()=='yes' or v.lower()=='y':

        start()

mydb.commit()

while True:

    w=input('enter "yes" or "y" to continue to managent or press
"no" or "n" to pass to next : ')

    if w.lower() in 'yes':

        fun()

    else:

        print('you will be in next phase')

        break

    p=input('enter "v" to get into viewer mode or "n" to get to next
phase : ')

    if p=='v':

        viewer()

def managment():

    c.execute('select max(score) from tour')

```

```
for i in c:
```

```
    print('the maximum score is : ',i[0])
```

```
mydb.commit()
```

```
fun()
```

```
start()
```

```
managment()
```

```
l=input('enter "yes" if you want to view main table : ')
```

```
print("")
```

```
if l.lower()=='yes' or l.lower()=='y':
```

```
    c.execute('select*from tour')
```

```
    for i in c:
```

```
        print(i)
```

```
    print("")
```

```
    c.execute('select*from duplicate')
```

```
    for i in c:
```

```
        print(i)
```

```
    print("")
```

```
l=input('enter "completed" or "comp" to delete the tables in the  
database : ')
```

```
if l.lower() in 'completed':
```

```
    c.execute('delete from tour')
```

```
    c.execute('delete from duplicate')
```

```
mydb.commit()
```

```
figlet=Figlet(font='slant')
```

```
print(figlet.renderText('THANKS FOR JOINING THE  
TOURNAMENT '))
```

```
Select C:\Users\srira\AppData\Local\Programs\Python\Python38\python.exe
enter 'm' if you want to access management part
enter 'v' if you want to access viewer mode : m

enter the password to confirm that you are from management : 123

enter the number of teams participating : 2

enter the team name : mahi
enter the school name which the team is representing : mahi hr.sec school
enter the location of the school : kolkata
enter the player 1 name : excali
enter the player 2 name : vibnor
enter the player 3 name : satish
enter the player 4 name : naveen
enter the player 5 name : aceu
enter the age category of the team : 18
enter the score of each teams : 89

enter the team name : ele
enter the school name which the team is representing : element
enter the location of the school : TN
enter the player 1 name : jai
enter the player 2 name : yash
enter the player 3 name : ash
enter the player 4 name : wasim
enter the player 5 name : sriram
enter the age category of the team : 18
enter the score of each teams : 65

enter 1 for displaying the content
enter 2 for altering the table
enter 3 to update the values in table
enter 4 to delete the row in the table : 1
(1, 'mah', 'mah hr.sec school', 'kolkata', 'excali', 'vibnor', 'satish', 'naveen', 'aceu', '18', 89)
(2, 'ele', 'element', 'TN', 'jai', 'yash', 'ash', 'wasim', 'sriram', '18', 65)
enter 'yes' or 'y' to continue to management or press 'no' or 'n' to pass to next : y
enter 1 for displaying the content
enter 2 for altering the table
enter 3 to update the values in table
enter 4 to delete the row in the table : 2
enter in which attribute , the change need to be done:
team_name
represented_school
location : team_name
enter 1 to increase the range
enter 2 to change the name of the table : 2
enter the new name of the table : team
nf in q2 of team name :
comment executed on team
enter 'v' to get into viewer mode or 'n' to get to next phase : v
```

```

Select C:\Users\srirra\AppData\Local\Programs\Python\Python38\python.exe
enter the score of each teams : 65

enter 1 for displaying the content
enter 2 for altering the table
enter 3 to update the values in table
enter 4 to delete the row in the table : 1
(1, 'mahi', 'mahi hr.sec school', 'kolkata', 'excali', 'vibnor', 'satish', 'naveen', 'aceu', '18', 89)
(2, 'ele', 'element', 'TN', 'jai', 'yash', 'ash', 'wasim', 'sriram', '18', 65)
enter "yes" or "y" to continue to manage or press "no" or "n" to pass to next : y
enter 1 for displaying the content
enter 2 for altering the table
enter 3 to update the values in table
enter 4 to delete the row in the table : 2
enter in which attribute , the change need to be done:
team_name
represented_school
location : team_name
enter 1 to increase the range
enter 2 to change the name of the table : 2
enter the new name of the table : team
nf in q2 of team name :
comment executed on team
enter "v" to get into viewer mode or "n" to get to next phase : v
enter "m" if you want to access management part
enter "v" if you want to access viewer mode : v

(1, 'mahi', 'mahi hr.sec school', 'kolkata', 'excali', 'vibnor', 'satish', 'naveen', 'aceu', '18', 89)
(2, 'ele', 'element', 'TN', 'jai', 'yash', 'ash', 'wasim', 'sriram', '18', 65)
enter "yes" or "y" to continue to manage or press "no" or "n" to pass to next : n
you will be in next phase
enter "v" to get into viewer mode or "n" to get to next phase : n
the maximum score is : 89
enter "yes" if you want to view main table : y

(1, 'mahi', 'mahi hr.sec school', 'kolkata', 'excali', 'vibnor', 'satish', 'naveen', 'aceu', '18', 89)
(2, 'ele', 'element', 'TN', 'jai', 'yash', 'ash', 'wasim', 'sriram', '18', 65)

enter "completed" or "comp" to delete the tables in the database : c

[ASCII ART]

Process returned 0 (0x0)    execution time : 205.979 s
Press any key to continue . . .

```

SQL OUTPUT:

```
MySQL 8.0 Command Line Client - Unicode
Your MySQL connection id is 393
Server version: 8.0.23 MySQL Community Server - GPL

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owners.

Type 'help;' or '\h' for help. Type '\c' to clear the current input statement.

mysql> show databases;
+-----+
| Database |
+-----+
| data     |
| information_schema |
| mysql    |
| performance_schema |
| sakila   |
| sample   |
| sys      |
| tournament |
| world    |
+-----+
9 rows in set (0.01 sec)

mysql> use tournament;
Database changed
mysql> desc tour;
+-----+-----+-----+-----+-----+-----+
| Field | Type | Null | Key | Default | Extra |
+-----+-----+-----+-----+-----+-----+
| S_NO  | int  | NO   | PRI | NULL    |       |
| team  | varchar(10) | YES |     | NULL    |       |
| represented_school | varchar(20) | YES |     | NULL    |       |
| location | varchar(20) | YES |     | NULL    |       |
| player_1 | varchar(20) | YES |     | NULL    |       |
| player_2 | varchar(20) | YES |     | NULL    |       |
| player_3 | varchar(20) | YES |     | NULL    |       |
| player_4 | varchar(20) | YES |     | NULL    |       |
| player_5 | varchar(20) | YES |     | NULL    |       |
| age   | varchar(10) | YES |     | NULL    |       |
+-----+-----+-----+-----+-----+-----+
10 rows in set (0.06 sec)

mysql> _
```

FUTURE ENHANCEMENT:

- ❄ Number of teams will be decided by the user
- ❄ Match making for all number (both even and odd)
- ❄ all matches data will be stored even after the tournament has completed

BIBLIOGRAPHY:

❄stackoverflow

❄w3school

❄mysql related websites

❄sumita arora