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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:

```python
import mysql.connector

from pyfiglet import Figlet

from tabulate import tabulate


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

c=mydb.cursor()

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),\
```

```python
            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():
```

```python
    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 : ')
```

```python
        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)",(i,team,represented_s
chool,location,player_1,player_2,player_3,player_4,player_5,age,scor
e_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:
```

```python
            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 : ')
```

```python
                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 : ')
```

```python
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 updade need to be done :
column name:player_1

    player_2

    player_3
```

```python
                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:
```

```python
                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 enterd value is wrong!Please check the value
you have entered')
        fun()
    elif m.lower()=='v':


        c.execute('use tournament')

        c.execute('select*from tour')

        for i in c:

            print(i)
```
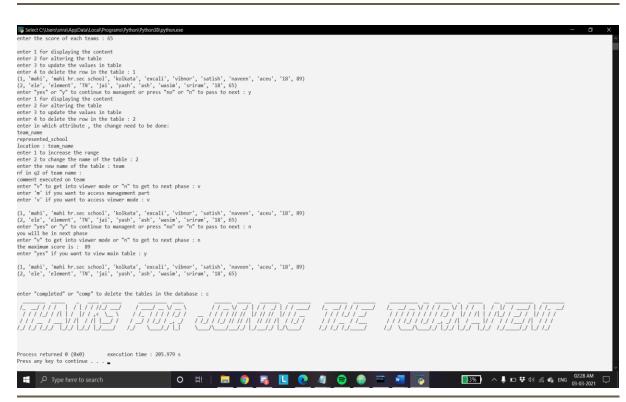
```python
    else:

        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()




    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')

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

    if p=='v':
```

```python
        start()

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)
```
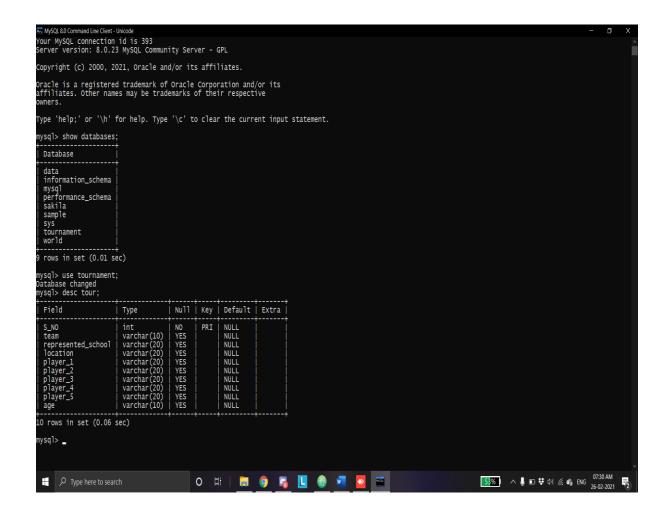
```python
    print('')

    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 '))
```

SQL OUTPUT:

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