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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",passwd="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)",(i,team,represented\_school,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 updade 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 enterd 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')

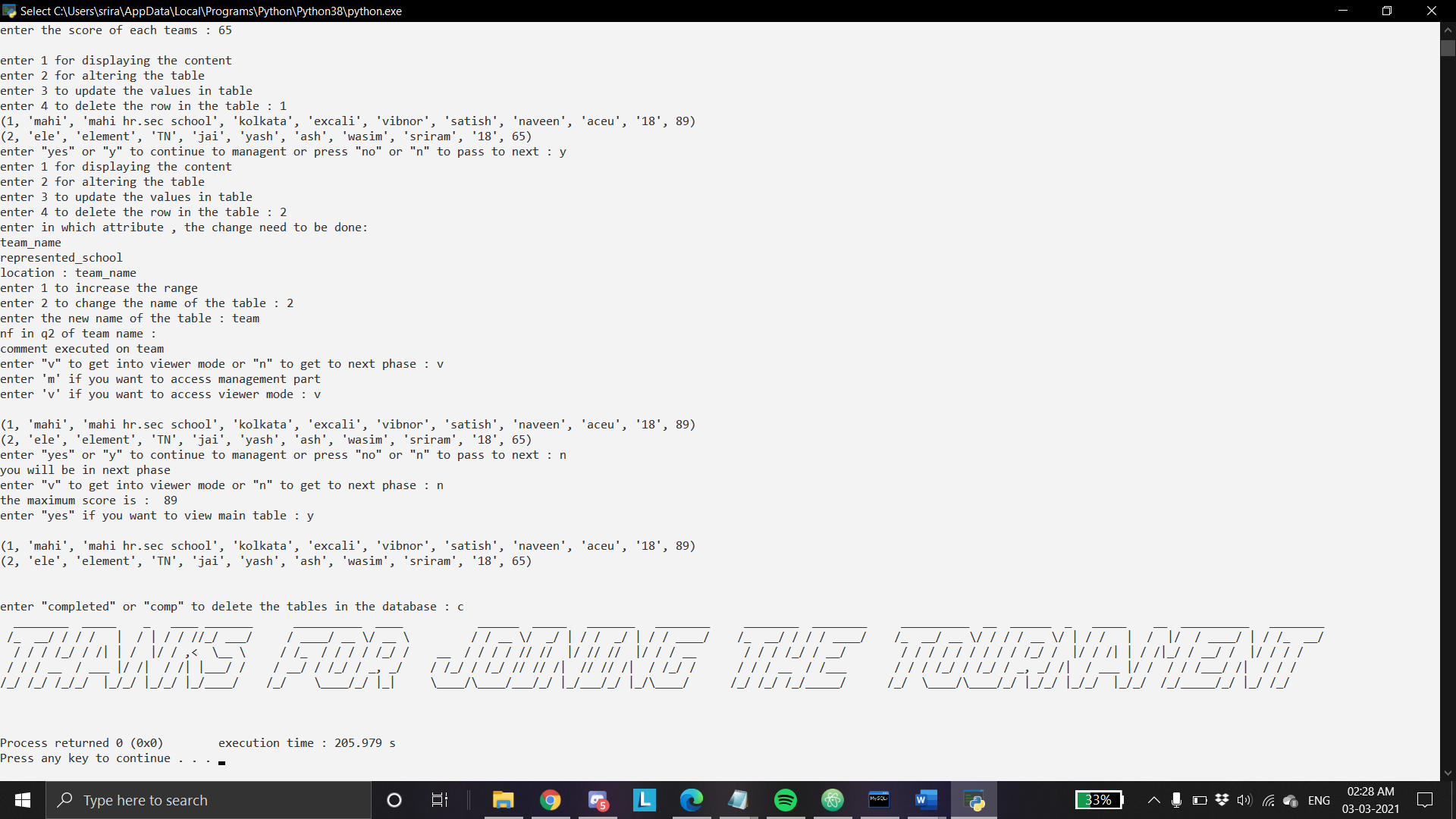
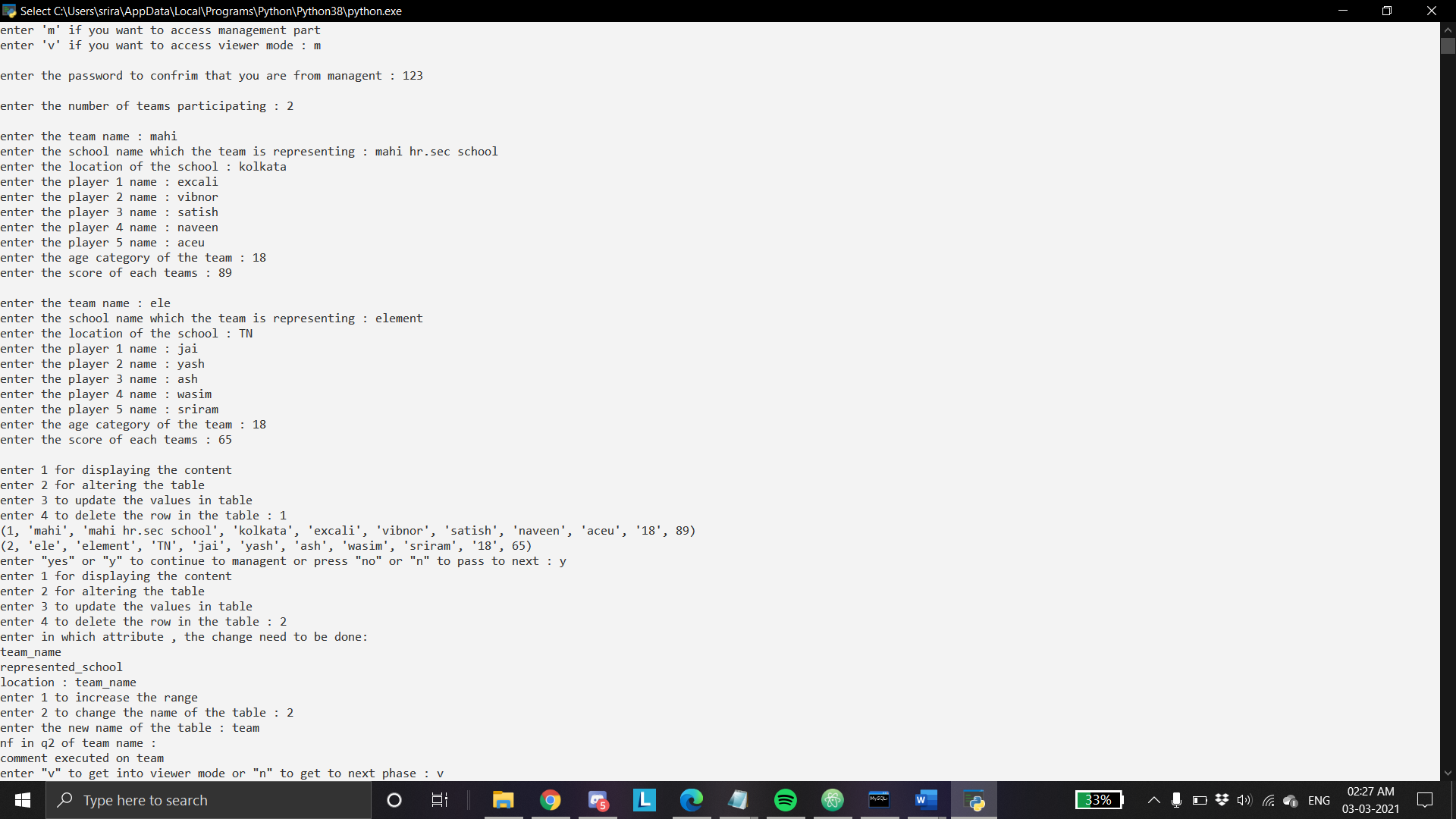
c.execute('delete from duplicate')

mydb.commit()

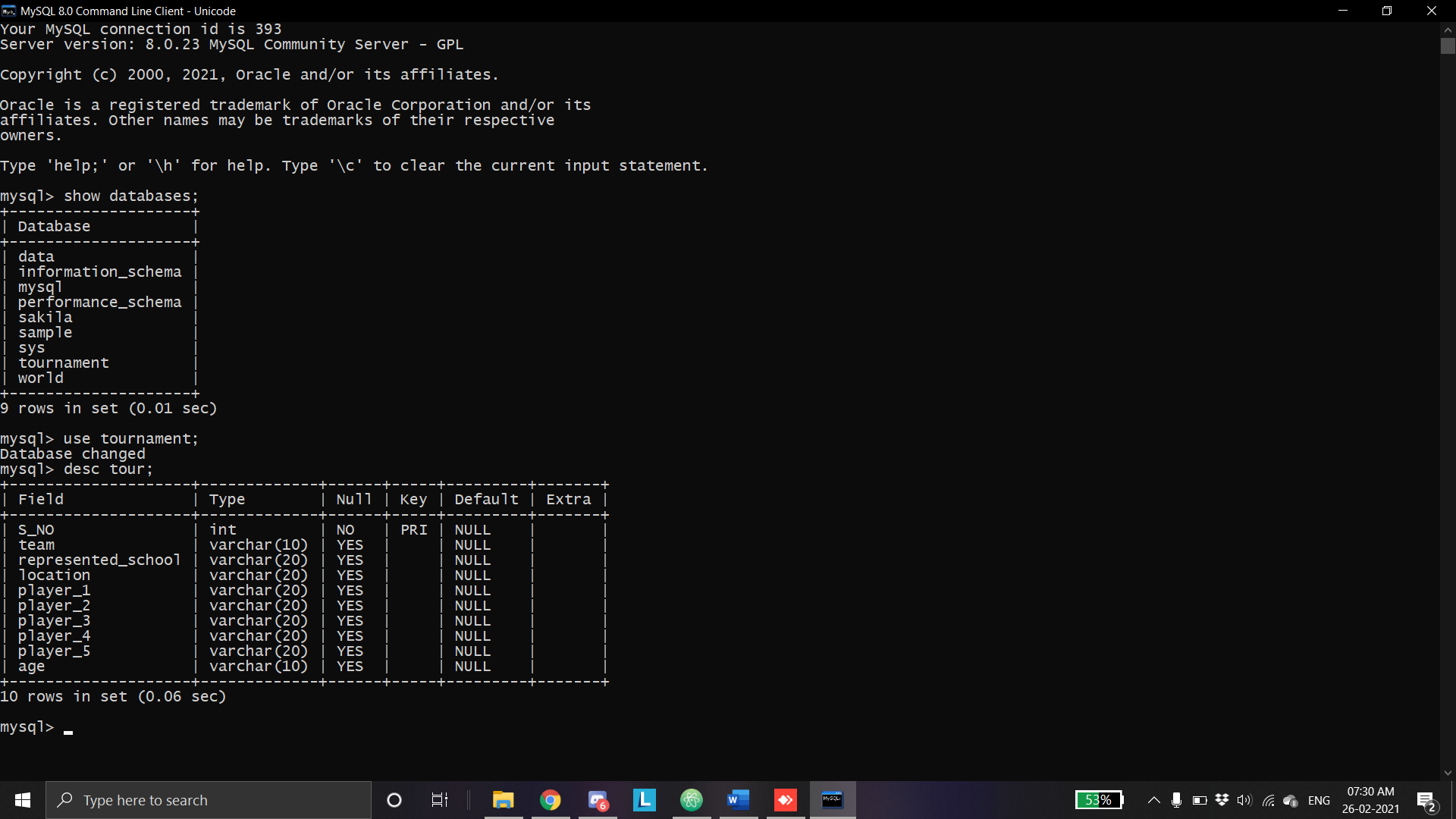
figlet=Figlet(font='slant')

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

**OUTPUT:**

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**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