

## Details

### Students

ID	Name	Contributions
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2020A7PS0221U	Anmol Deepak Kumar	Trees Documentation Theory
2020A7PS0224U	Maaz Chowdhry	Trees Tree Search GUI

### Title

Sports Database Management System

### Group Name

Algoriteam

### Problem Statement

To implement a Sports Database Management System, using as many concepts from Data Structures and Algorithms as possible.

## **Acknowledgement**

Firstly, we would like to thank our family and friends, for their constant support throughout out university life.

Moreover, we would like to express our sincere gratitude to the Department of Computer Science, for allowing us to apply our expertise in this assignment, and also for helping us develop the required knowledge to program using the JAVA programming language for this project.

Lastly, our humble and noteworthy appreciation is due to Dr. Pranav Motabhau Pawar for imparting his knowledge. We are thankful his guidance and assistance for the completion of this assignment.

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## Introduction

### Algorithm

It is a step-by-step procedure to solve a problem in finite time.



### **Binary Search**

Binary search is a fast search algorithm, that works on the principle of divide and conquer. It requires data in the sorted form.

It looks for a particular item by comparing the middle most item of the collection. If a match occurs, then the index of item is returned. If the middle item is greater than the item, then the item is searched in the sub-array to the left of the middle item. Otherwise, the item is searched for in the sub-array to the right of the middle item. This process continues on the sub-array as well until the size of the subarray reduces to zero.

### **Radix Sort**

Tuple-based sorting for multi-dimensional element/record.

### **Merge Sort**

Sorting algorithm that involves the following steps

1. Divide the list
2. Recursively sort the divisions
3. Merge the divisions

### **Hashing**

Hashing is a process of mapping keys and values into a hash table, using a hash function. The efficiency of mapping depends on the efficiency of the hash function used. It is used for accessing data faster, securing data, cryptography, generating unique IDs, etc.

### Complexity

Run-time complexity refers to the amount of time it takes to run an algorithm. The goal of a program is to maximize the best-case scenario and minimize the worst-case scenario.

The worst-case scenario is measured using order of complexity. The most common notation for representing this order of complexity is Big-Oh notation  $O$ .

Some common orders of complexity are

$$O(1) < O(\log n) < O(n) < O(n \log n) < O(n^2 \log n) < O(n^2) < \dots < O(2^n), O(e^n) \quad (1)$$

### Data Structure

It is the organization of data needed to solve the problem.

#### **Array**

It is a linear data-structure, where data is stored **sequentially**.

10	20	30	40	50
0	1	2	3	4

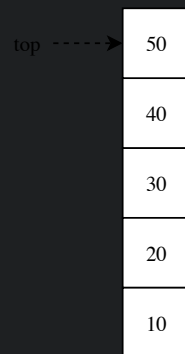
#### **Linked List**

A linked list is a linear data structure, in which the elements are **not** stored at contiguous memory locations. In other words, a linked list consists of nodes where each node contains a data field and a reference(link) to the next node in the list.



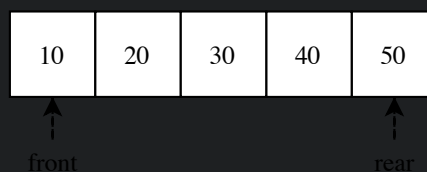
### Stack

Stack is a linear data structure in which the operations are performed in LIFO(Last In First Out) order. The elements are visualized to be stored as ‘on-top’ of each other. They are used in calculator operations, evaluating expressions, and in microprocessors.



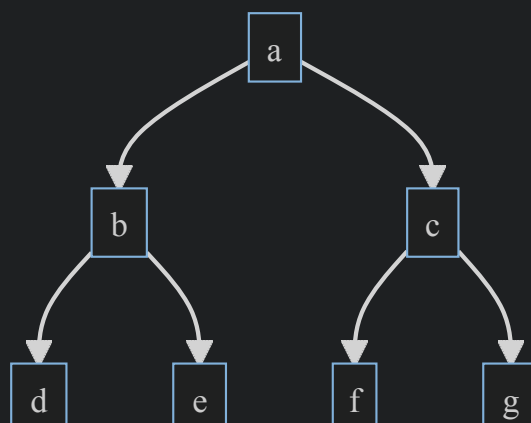
### Queue

Queue is a linear data structure in which the operations are performed in FIFO(First In First Out) order. The elements are visualized to be stored as ‘after’ each other. They are used in task scheduling, queuing operations, etc.



### Tree

It is a non-linear hierarchical data structure, where there is a single root node and every other node contains a parent and/or child. Linear data structures like arrays, stacks, queues, and linked list can be traversed in only one way. But a hierarchical data structure like a tree can be traversed in different ways.



## **Program**

It is the implementation of algorithm in a programming language

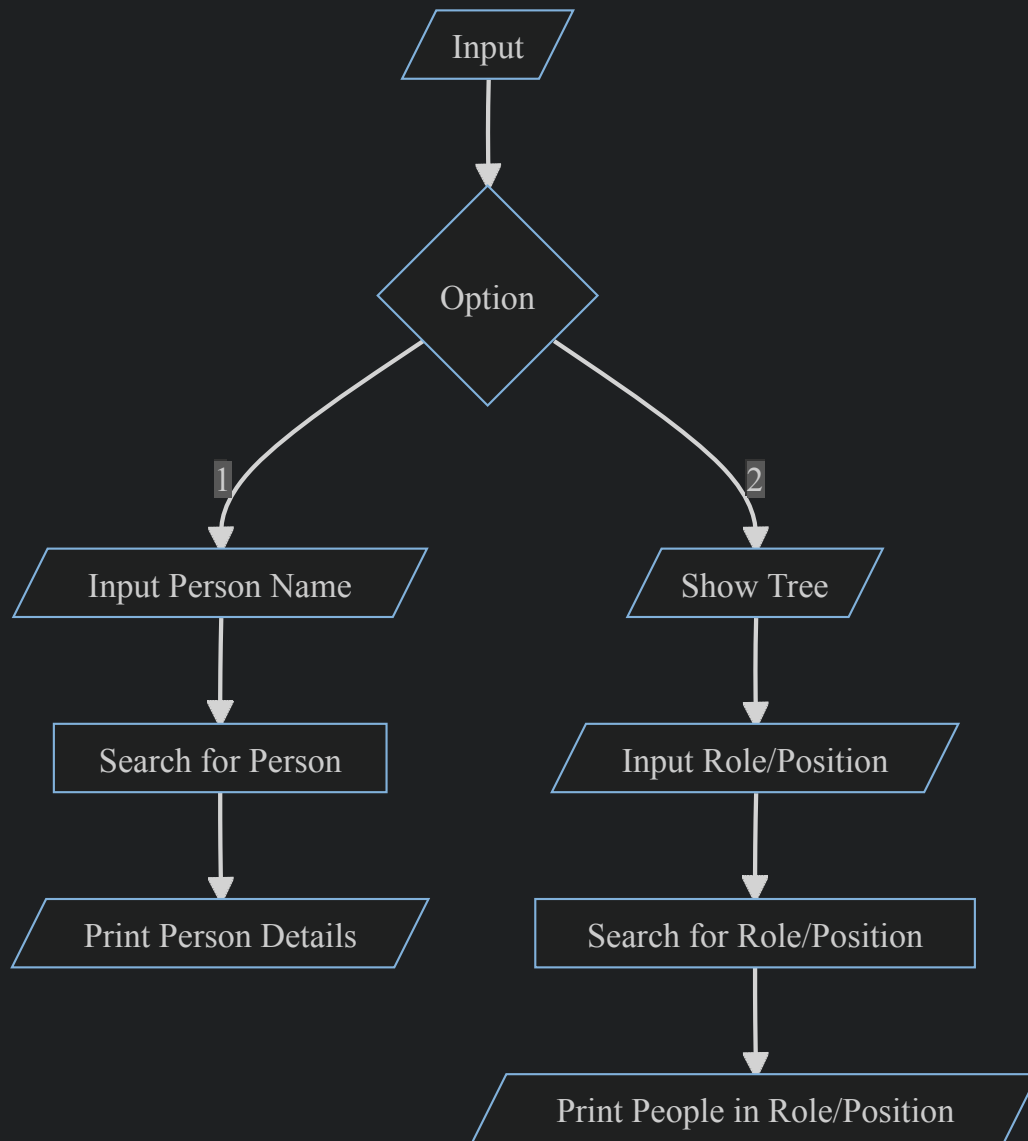
This project uses Java programming language for its implementation. Java is a programming language that is used globally to develop various application software.

# Project

## Repository

The code base and this documentation is available on a [Github Repository](#)

## Flowchart



## Algorithms

## Stack

Algorithm	Complexity
isEmpty()	$O(1)$
isFull()	$O(1)$
push(a)	$O(1)$
pop(a)	$O(1)$
display()	$O(n)$
getSize()	$O(1)$
getStack()	$O(1)$

Algorithm isEmpty():

```

if t == -1 Then
    return True
return False

```

Algorithm isFull():

```

if getSize() == capacity Then
    return True
return False

```

Algorithm push(a):

```

INPUT: record a to be inserted into stack
OUTPUT: stack with newly inserted value and incremented top
if isFull() Then
    return "stack full"
Else
    t = t + 1
    stack[t] = a

```

Algorithm pop():

```

INPUT: None
OUTPUT: Deleted record from stack
initialise temporary record r

if not isEmpty() Then
    s = stack[t]
    stack[t] = Null
    t = t - 1
Return s

```

Algorithm display():

```

if not isEmpty() Then
    for i = 0 to i < getSize() Do
        if stack[i] ≠ Null Then
            stack[i].print()

```



```

Algorithm getSize():
    Return t + 1

Algorithm getStack():
    Return stack

```

## Queue

Algorithm	Complexity
enqueue(rec)	$O(1)$
dequeue(rec)	$O(1)$
getQ()	$O(1)$

```

Algorithm enqueue(rec):
INPUT: Record rec to be inserted into enqueue stack s1
OUTPUT: Stack s1 with new records
    s1.push(rec)

Algorithm dequeue():
    while !s1.isEmpty() do
        r1 = s1.pop();
        s2.push(r1);

Algorithm getQ():
    dequeue()
    Return dequeue stack

```

## Searching

Algorithm	Complexity
binarySearch()	$O(\log_2 n)$

```

Algorithm binarySearch(name):
INPUT: id to be searched
OUTPUT: displays whether record has been found

radixSort()

id_no= Hash.hash(name) //fetches hash code for name

stck= getQ()

records= stck.getStack()

right= upperbound(records)

```

```

left= lowerbound(records)
p=0

While left ≤ right Do
    mid= (left+right)/2

    id_mid= records[mid].getID()

    if id_mid== id_no then
        p=1
        record found
    Else if id_no> id_mid Do
        left= mid+ 1
    Else
        right= mid-1

    if p==1 then
        display record
    Else
        display name+ " not found"

```

## Sorting

Algorithm	Complexity
getMax(records, len)	$O(n)$
Merge Sort	$O(n \log_2 n)$

```

Algorithm radixSort():
    INPUT: Unsorted Stack
    OUTPUT: Sorted Stack

    stck= getQ()
    records= getStack()

    len= stck.getSize()
    max= getMax(records, len)

    for e=1 till max/e>0 Do
        sort(records, lowerbound(records) , upperbound(records))
        e*=10

```

```

Algorithm merge(arr, l ,m ,r):

    n1=  = m - l + 1
    n2 = r - m

    initialise array L of length n1

```

```

initialise array R of length n2

for i=0 to i<n1 Do
    L[i]= arr[l + i]
    i= i+1

for j=0 to j<n2 Do
    L[j]= arr[1 + m+ j]
    j= j+1

i=0
j=0
k=l

While i < n1 && j < n2 Do
    if L[i].getID() ≤ L[j].getID() Then
        arr[k] = L[i]
        i= i+1
    Else
        arr[k] = R[j]
        j= j+1
    k= k+ 1

While i< n1 Do
    arr[k] = L[i]
    i = i + 1
    k= k + 1

While j< n2 Do
    arr[k] = R[j]
    j = j + 1
    k= k + 1

Algorithm sort(arr, l ,r):
    INPUT: Array arr to be sorted with its upper and lowerbounds
    OUTPUT: sorted array arr
    if l< r then
        m= l + (r-l)/ 2
        sort(arr, l, m)
        sort(arr, m + 1, r)
        merge(arr, l, m, r)

Algorithm getMax(r, len):
    INPUT: Array r of length len
    OUTPUT: Maximum value present in array r based on ID number

    max= r[0].getID()

    for i=1 to i< len Do

```

```

        if max < r[i].getID() Then
            max = r[i].getID()
    Return max

```

## Hashing

Algorithm	Complexity
hash()	$O(n)$

```

Algorithm hash()
    INPUT name
    OUTPUT hashed sum

    sum ← 0

    toTitleCase(name) // ensure case-insensitivity

    a ← 10
    for i ← 0 to name → length
        sum += Math.pow(a, i) * name.charAt(i) // a^n * char

    return sum

```

## Tree

Algorithm	Complexity
search(t, str)	$O(1)$ , as the number of categories will be finite (no more than 10 or so)
traverse(t, str, root, out)	$O(n)$
join(m, t)	$O(1)$

Time complexity of the tree increases as the height  $h$  of the tree increases -  $O(h)$ . So, to reduce the worst-case complexity of the program for the given number of vertices (entered by user), tree must be structured in a way that the height is minimum - ensuring that  $O(h)$  can be the least.

```

Algorithm Search(t, str)
    if (str == t.s)
        return t
    c ← 0
    while (t.child[c] ≠ null)
        x ← Search(t.child[c], str)
        if (x = null IS NOT TRUE)
            return x
        c ← c + 1
    return null

```

```

Algorithm traverse(t, str, root, out)
    if(t=root IS NOT TRUE)
        if(t.p=10)
            out←out+"\n"+ str+"├──"+t.s
        else
            out←out+"\n"+ str+"└──"+t.s
        if(t.p=10)
            str←str+("│  ")
        else
            str← str+("  ")
    else
        out←t.s
    c ← 0
    while(t.child[c]=null IS NOT TRUE)
        out← traverse(t.child[c],str,root,out)
        c←c+1
    return out

```

```

Algorithm join(m, t)
    if(m.x > -1)
        m.child[m.x].p←10
    m.x←m.x+1
    m.child[m.x]←new Tree(t);
    if(m.x=0)
        m.child[m.x].p←0
    else
        m.child[m.x].p←1

```

```

Algorithm main()
    in ← "data.csv"
    sc = new Scanner(new File(in))
    Root ← new Tree("Football")

    while(sc.hasNext())
        line ← sc.nextLine()
        line ← line.toLowerCase().replaceAll(" ", "")
        i2 ← line.lastIndexOf(',')
        r ← line.substring(0,i2)
        t ← line.substring(i2+1)
        if(Search(Root,t)=null)
            join(Root,t)

        m ← Search(Root,t)
        i1 ← r.lastIndexOf(',')
        u ← r.substring(0,i1)
        v ← r.substring(i1+1)
        if(Search(Root,v)=null)
            join(m,v)

        i ← u.indexOf(',')

```

```

    u←u.substring(0,i)
    z ← m.child[m.x]
    join(z,u)

output ← traverse(Root,"",Root,"")
Display output

Display ("Enter Role/Position to be searched")
ACCEPT r
if(Search(Root,r)=null)
    Display("Not Found!")
else
    tr ← Search(Root,r)
    if(tr.child[0]=null)
        Display(r+" is a name!")
    else if(tr=Root)
        Display (r+" is the root!")
    else
        output ← traverse(tr,"",tr,"")
        Display (output)

```

## Source Code

```

package Code; // This program is in a subfolder

import java.io.File;
import java.io.FileNotFoundException;
import java.util.Scanner;
import java.util.StringTokenizer;

import javax.swing.*;
import java.awt.event.*;
import java.awt.*;

class Hash {
    public static int hash(String name) {
        // polynomial hashing
        int sum = 0;

        name = name.toLowerCase(); // ensure case-insensitivity

        int a = 10;
        for (int i = 0; i < name.length(); i++) {
            sum += Math.pow(a, i) * name.charAt(i); // a^n * char
        }

        return sum;
    }
}

```

```

class Case {
    public static String toTitleCase(String text) {
        if (text == null || text.isEmpty()) {
            return text;
        }

        StringBuilder converted = new StringBuilder();

        boolean convertNext = true;
        for (char ch : text.toCharArray()) {
            if (Character.isSpaceChar(ch)) {
                convertNext = true;
            } else if (convertNext) {
                ch = Character.toTitleCase(ch);
                convertNext = false;
            } else {
                ch = Character.toLowerCase(ch);
            }
            converted.append(ch);
        }

        return converted.toString();
    }
}

class Record { // STORE RECORDS
    int id;
    String name;
    int age;
    String role;
    String position;

    public Record(String rec) {
        StringTokenizer st = new StringTokenizer(rec, ",");

        name = st.nextToken();
        name = Case.toTitleCase(name);

        id = Hash.hash(name);
        age = Integer.parseInt(st.nextToken());

        position = st.nextToken();
        position = Case.toTitleCase(position);

        role = st.nextToken();
        role = Case.toTitleCase(role);
    }

    public Record() {
    }

    void print() { // PRINT RECORD DETAILS

```

```

        JOptionPane.showMessageDialog(null,
            "Id: " + id + "\n" +
            "Name: " + name + "\n" +
            "Age: " + age + "\n" +
            "Role: " + role + "\n" +
            "Position: " + position,
            "Output", 3);
    }

    int getID() {
        return id;
    }

    String getName() {
        return name;
    }

    int getAge() {
        return age;
    }

    String getRole() {
        return role;
    }

    String getPos() {
        return position;
    }
}

class Queue {

    int last = 0;
    int capacity = 1000; // TOTAL CAPACITY OF STACK
    static Stack s1; // ENQ STACK
    static Stack s2; // DEQ STACK

    class Stack // SUBCLASS STACK FOR CREATING STACK OBJECTS
    {
        int t = -1;

        Record[] stack;

        public Stack() { // INITIALISES STACK WITH MENTIONED DEFAULT
CAPACITY
            stack = new Record[capacity];
        }

        boolean isEmpty() {
            if (t == -1)
                return true;

```



```

        return false;
    }

    boolean isFull() {
        if (getSize() == capacity) {
            return true;
        }
        return false;
    }

    void push(Record a) {

        if (isFull())
            JOptionPane.showMessageDialog(null, "Stack Full",
"Error", 3);
        else {

            t = t + 1;
            stack[t] = a;
        }

    }

    Record pop() { // POP FROM STACK
        Record s = new Record();

        if (!isEmpty()) {
            s = stack[t];
            stack[t] = null;
            t = t - 1;
        }

        return s;
    }

    void display() { // DISPLAYS RECORDS PRESENT IN STACK
        if (!isEmpty()) {
            for (int i = 0; i < getSize(); i++) {
                if (stack[i] != null)
                    stack[i].print();
            }
        }
    }

    Record[] getStack() {
        return stack;
    } // RETURNS THE STACK ARRAY

    int getSize() {
        return t + 1;
    }

```

```

    } // SIZE OF THE STACK(GETS UPDATED)
}

public Queue() { // INITIALIZES 2 STACKS- ONE FOR ENQUEUE AND
ONE FOR DEQUEUE

    s1 = new Stack();
    s2 = new Stack();
}

void enqueue(Record rec) {
    s1.push(rec); // CREATING ENQUEUE STACK
}

void dequeue() {
    while (!s1.isEmpty()) { // CREATING DEQUEUE STACK
        Record r1 = s1.pop();
        s2.push(r1);
    }
}

Stack getQ() { // DEQUEUES THE ENQ STACK, S1, INTO S2 AND
RETURNS S2
    dequeue();
    return s2;
}

void binSearch(String name) { // SEARCHES BASED ON ID
    radixSort();

    int id_no = Hash.hash(name);

    Stack stck = getQ(); // FETCHES DEQUEUE STACK OBJECT
    Record[] records = stck.getStack(); // FETCHES STACK ARRAY
FOR SEARCHING

    int r = stck.getSize() - 1;
    int l = 0;
    int p = 0;

    Record rex = new Record(); // EMPTY RECORD FOR ASSIGNING
FOUND RECORD

    while (l ≤ r) {
        int mid = (l + r) / 2;

        int id_mid = records[mid].getID();

        if (id_mid == id_no) {
            rex = records[mid];
            p = 1;

```

```

        break;
    }

    else if (id_mid < id_no) { // this was >
        l = mid + 1;
    }

    else {
        r = mid - 1;
    }

}

if (p == 1) {
    rex.print();
} else {
    JOptionPane.showMessageDialog(null, name + " not found",
"Output", 3);
}
}

void radixSort() {
    Stack stck = getQ(); // FETCHES DEQUEUE STACK OBJECT

    Record[] records = stck.getStack(); // FETCHES STACK ARRAY
FOR SEARCHING

    int len = stck.getSize(); // FETCHES THE SIZE OF THE STACK
    int max = getMax(records, len);

    for (int e = 1; max / e > 0; e *= 10) {
        sort(records, 0, len - 1);
    }
}

void merge(Record arr[], int l, int m, int r) {
    // Find sizes of two subarrays to be merged
    int n1 = m - l + 1;
    int n2 = r - m;

    /* Create temp arrays */
    Record L[] = new Record[n1];
    Record R[] = new Record[n2];

    /* Copy data to temp arrays */
    for (int i = 0; i < n1; ++i)
        L[i] = arr[l + i];
    for (int j = 0; j < n2; ++j)
        R[j] = arr[m + 1 + j];

    /* Merge the temp arrays */

```

```

// Initial indexes of first and second subarrays
int i = 0, j = 0;

// Initial index of merged subarray array
int k = l;
while (i < n1 && j < n2) {
    if (L[i].getID() ≤ R[j].getID()) {
        arr[k] = L[i];
        i++;
    } else {
        arr[k] = R[j];
        j++;
    }
    k++;
}

/* Copy remaining elements of L[] if any */
while (i < n1) {
    arr[k] = L[i];
    i++;
    k++;
}

/* Copy remaining elements of R[] if any */
while (j < n2) {
    arr[k] = R[j];
    j++;
    k++;
}
}

void sort(Record arr[], int l, int r) {
    if (l < r) {
        // Find the middle point
        int m = l + (r - l) / 2;

        // Sort first and second halves
        sort(arr, l, m);
        sort(arr, m + 1, r);

        // Merge the sorted halves
        merge(arr, l, m, r);
    }
}

int getMax(Record[] r, int len) {
    int max = r[0].getID();

    for (int i = 1; i < len; i++) {
        if (max < r[i].getID()) {
            max = r[i].getID();
        }
    }
}

```

```

    }
    return max;
}

}

class Tree {
    Tree child[] = new Tree[100];
    int x = -1;
    String s;
    int p;

    Tree(String str) {
        s = Case.toTitleCase(str);
    }

    static Tree Search(Tree t, String str) {
        if (str.equalsIgnoreCase(t.s))
            return t;
        int c = 0;
        while (t.child[c] != null) {
            Tree x = Search(t.child[c], str);
            if (x != null)
                return x;
            c++;
        }
        return null;
    }

    static String traverse(Tree t, String str, Tree root, String
out) {
        if (t != root) {
            if (t.p == 10)
                out = out + "\n" + str + "├—" + t.s;
            else
                out = out + "\n" + str + "└—" + t.s;
            if ((t.p == 10)) {
                str = str + ("├  ");
            } else {
                str = str + ("  ");
            }
        } else {
            out = t.s;
        }
        int c = 0;
        while (t.child[c] != null) {
            out = traverse(t.child[c], str, root, out);
            c++;
        }
        return out;
    }
}

```

```

static void join(Tree m, String t) {
    if (m.x > -1) {
        m.child[m.x].p = 10;
    }
    m.x++;
    m.child[m.x] = new Tree(t);
    if (m.x == 0)
        m.child[m.x].p = 0;
    else
        m.child[m.x].p = 1;
}

public static void main() throws FileNotFoundException {
    String in = "data.csv";
    Scanner sc = new Scanner(new File(in));
    Tree Root = new Tree("Football");

    while (sc.hasNext()) {
        String line = sc.nextLine();
        int i2 = line.lastIndexOf(',');
        String r = Case.toTitleCase(
            line.substring(0, i2));
        String t = Case.toTitleCase(
            line.substring(i2 + 1));
        if (Search(Root, t) == null) {
            join(Root, t);
        }
        Tree m = Search(Root, t);
        int i1 = r.lastIndexOf(',');
        String u = r.substring(0, i1);
        String v = r.substring(i1 + 1);
        if (Search(Root, v) == null) {
            join(m, v);
        }
        int i = u.indexOf(',');
        u = u.substring(0, i);
        Tree z = m.child[m.x];
        join(z, u);
    }
    String output = traverse(Root, "", Root, "");
    System.out.println(output);
    System.out.println();
    System.out.println();
    System.out.println();

    String r = JOptionPane.showInputDialog(null, "Enter
Role/Position to be searched", "Tree Search", 3).trim();
    if (Search(Root, r) == null)
        JOptionPane.showMessageDialog(null, "Not Found!", "Error",
3);
    else {
        Tree tr = Search(Root, r);
    }
}

```

```

        if (tr.child[0] == null)
            System.out.println(r + " is a name! Invalid Option");
        else if (tr == Root)
            System.out.println(r + " is the root! Invalid Option");
        else {
            output = traverse(tr, "", tr, "");
            System.out.println(output);
        }
    }
}

}

}

public class dsa extends Frame implements ActionListener,
WindowListener {
    static Scanner s = new Scanner(System.in);
    static File f = new File("data.csv");
    static Scanner sc;
    static Queue q = new Queue(); // 1st stack

    public static void clearScreen() {
        System.out.print("\033[H\033[2J");
        System.out.flush();
    }

    public static void input() throws FileNotFoundException {
        sc = new Scanner(f, "utf-8");
        while (sc.hasNextLine()) {

            String line = sc.nextLine();

            Record recn = new Record(line);
            q.enqueue(recn); // INSERTS RECORDS INTO STACK S1
        }
        sc.close();
    }

    public static void menu() {
        String response1 = JOptionPane.showInputDialog(null, "Name
to be searched (Case-Insensitive)", "Binary Search", 3);
        String name = response1;
        q.binSearch(name);
        menu();
    }

    public static void main(String[] args) {
        try {
            String in = JOptionPane.showInputDialog(null, "Enter 1 to
Search, 2 to see the Tree", "Choose", 3);
            char c = in.charAt(0);
            switch (c) {

```

```

        case '1': {
            input();
            menu();
            break;
        }
        case '2': {
            Tree.main();
            break;
        }

        default: {
            break;
        }

    }

} catch (Exception e) {
    e.printStackTrace();
}
}

/*(ActionEvent) handler */
@Override
public void actionPerformed(ActionEvent evt) {

}

/* WindowEvent handlers */
// Called back upon clicking close-window button
@Override
public void windowClosing(WindowEvent evt) {
    System.exit(0);
}

@Override
public void windowOpened(WindowEvent evt) {
}

@Override
public void windowClosed(WindowEvent evt) {
}

@Override
public void windowIconified(WindowEvent evt) {
}

@Override
public void windowDeiconified(WindowEvent evt) {
}

@Override
public void windowActivated(WindowEvent evt) {
}

```



```
@Override
public void windowDeactivated(WindowEvent evt) {
}
}
```

## Input

The input data is in `data.csv`

```
loki,46,keeper,player
thor,32,coach,staff
superman,34,forward,staff
batman,25,keeper,player
spiderman,46,manager,staff
megha,62,keeper,player
manoj,37,assistant manager,staff
ahmed,44,assistant manager,staff
thahir,30,keeper,player
anmol,60,keeper,player
deepak,50,coach,staff
kumar,38,midfielder,player
maaz,53,defender,player
chowdury,44,midfielder,player
ahamed,35,keeper,player
jameel,56,assistant manager,staff
pranav,46,assistant manager,staff
pawar,61,coach,staff
sujala,33,coach,staff
shetty,30,coach,staff
vijaykumar,40,assistant manager,staff
raj,44,coach,staff
shyam,27,assistant manager,staff
abirami,59,coach,staff
donald,49,forward,staff
azhar,32,keeper,player
rohit,61,defender,player
ishan,55,coach,staff
anurag,41,keeper,player
bharat,40,midfielder,player
krishen,31,forward,staff
shiven,44,defender,player
```

## Output

Choose

Enter 1 to Search, 2 to see the Tree

OK Cancel

Search

Binary Search

Name to be searched (Case-Insensitive)

ahmed

OK Cancel

Output

Id: 1113037  
Name: Ahmed  
Age: 38  
Role: Staff  
Position: Assistant Manager

OK


Tree

```

Football
├── Staff
│   ├── Coach
│   │   ├── Loki
│   │   ├── Thor
│   │   ├── Superman
│   │   └── Megha
│   ├── Assistant Manager
│   │   ├── Manoj
│   │   └── Ahmed
│   └── Manager
│       ├── Thahir
│       ├── Kumar
│       ├── Chowdury
│       ├── Pranav
│       ├── Sujala
│       ├── Vijaykumar
│       ├── Raj
│       └── Bharat
└── Player
    └── Defender
  
```

- Batman
- Forward
  - Spiderman
  - Anmol
- Keeper
  - Deepak
  - Maaz
  - Ahamed
  - Jameel
- Midfielder
  - Pawar
  - Shetty
  - Shyam
  - Abirami
  - Donald
  - Azhar
  - Rohit
  - Ishan
  - Anurag
  - Krishen
  - Shiven

Tree Search



Enter Role/Position to be searched

midfielder

OK

Cancel

Midfielder

- Pawar
- Shetty
- Shyam
- Abirami
- Donald
- Azhar
- Rohit
- Ishan
- Anurag
- Krishen
- Shiven

## Conclusion

Using JAVA we were able to connect and apply the knowledge we learned in Data Structures and Algorithms. We learned that programming can be used to solve real life problems.

During this assignment, a new concept we learned was that we could use the gui and using various data structures to make a database portal. Our project provides a very efficient service to the users, and its system is well-planned and organized for anyone to run it smoothly. This system can be used to store and access players details. Overall, this was an excellent application activity and benefit to our learning experience.

We have built this project with the skill and knowledge of the following concepts.

### DSA

- ☒ Arrays
- ☒ Stacks
- ☒ Queues
- ☒ Hashing - Polynomial
- ☒ Sorting - Radix Sort
- ☒ Sorting - Merge Sort
- ☒ Searching - Binary Search
- ☒ Trees
- ☒ Linked List (Tree Implementation)
- ☒ Searching - Binary Tree Search

### Miscellaneous

- ☒ Classes
- ☒ Objects
- ☒ File Handling
- ☒ Exceptions and Exception Handling
- ☒ GUI

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