

# **ABSTRACT**

# Cricket Club Management System

Cricket Club Management System is the software application developed for clubs that provides and manages various club activities. The existing system of cricket club management is not very efficient and consumes a lot of time as all the processes are done manually.

The proposed Cricket Club Management System is completely automated. The proposed system allows the club to book ground for various days, register for the various training batches and book tickets for the different matches conducted in a ground. The system works under the control of the administrator. This system has members, coaches and club owners. Less effort is required for maintaining the database of club using this software.

## **Admin:**

The Cricket Club Management System is managed by admin. Admin is responsible for registering/removing coaches and different grounds (stadium) in this system. He can either approve or deny any request for booking a ground. Admin can view details of members, coaches and bookings (ground) and tickets. Coaches will be allotted for users who need coaching.

## **Members:**

The users will be able to browse website, submit reviews and book seats. The user will be able to buy seat reservation tickets for all the matches that are conducted in different stadium. Members can request for coaching only if there is any vacancy under any of the coaches in a season. There is two sections for coaching-forenoon and afternoon.

## **Club owners:**

Club owners can register for tournaments or matches in a stadium according to their wish. He can see the summary of seat bookings (seat reservation tickets) for every matches they conduct.

## **Coaches:**

Registering a coach in the system is done by the admin. He can view details of all the students under his coaching. Notices about a different tournaments, training programs can be send to the students under him.

## **Password security system with 2-way authentication**

This paper proposes a password security system that allows the host not to store the passwords of its users at its end. Instead it creates and stores a derivative of the password with the help of a bitmap image uploaded by the user during the user creation process. During the login attempts of users, the user is required to enter the password and upload the same image. The proposed system verifies if the image uploaded during login matches with the original image that was provided during user creation by comparing their pixel information. Then, the system derives the password from the image with the help of the stored derivative. Then, the derived password is matched with the password entered by the user.

