JAVA Project

Intra BMS Football Auction

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ABSTRACT

Auction is the process of selection of teams for the purpose of playing them in the tournament. This project helps to make a fair and strong team with each teams having same chance of getting the best players and managing them according to the fixed budget.

PROBLEM STATEMENT

TO BUILD A PROGRAM USING VARIOUS CONCEPTS OF JAVA SUCH THAT AN AUCTION CAN BE CARRIED OUT WITH MINIMUM AMOUNT OF WORK DONE BY THE USER TO MAKE IT USER FRIENDLY SUCH THAT EACH TEAM HAS AN EQUAL AMOUNT OF CHANCE TO MAKE THE BEST TEAM FOR THE UPCOMING FOOTBALL TOURNAMENT.

CLEAR AND DISTINCT SECTIONS TO BE ASSIGNED WITH PROPER STORAGE AND CALCULATION OF DATA.

INTRODUCTION

- Auctions are meant for fair distribution of players amongst the teams according to the fixed budget
- This is normally a very hectic job keeping track of all the players and sorting them by their roles and putting a price tag on them
- Through this project we want to make this task easier and a little less complicated
- For the upcoming football tournament in college, we will try to implement this code and make the distribution task more efficient.

Tools Used:

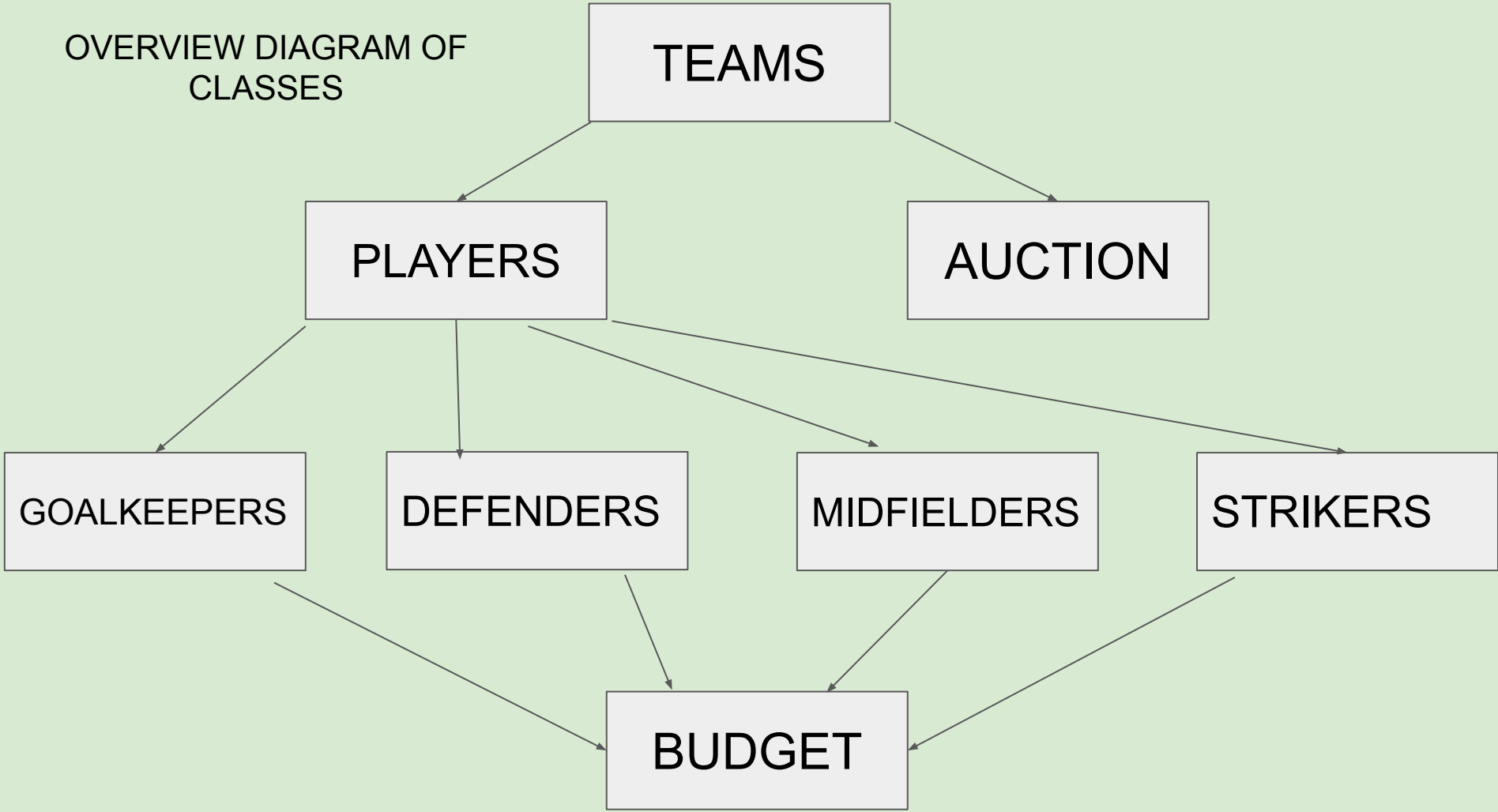
Java Swing

Final-Display all the teams with their position and their assigned price using java swing.

Ex.

Player Name	Player Position	Player Price
ABc	Defender	6K
ABc	Defender	6K
ABc	Defender	6K

OVERVIEW DIAGRAM OF CLASSES



Core Java Concepts Used:

1)Inheritance

2)Abstraction

3)Sorting

4)functions for calculations

5)Objects Declaration

6)Constructors (default, Parameterized)

Default player value would be set to their minimum base price

Parameterized constructor-using super keyword

Core Java Concepts Used:

7)File handling –*to take player data store in txt files*

8)Generic function –*for sorting if a player has same bid value then sort them according to their names*

9)ArrayList –*to stores names of unsold players*

10)Exception Handling

11) Hash map/ Hash set

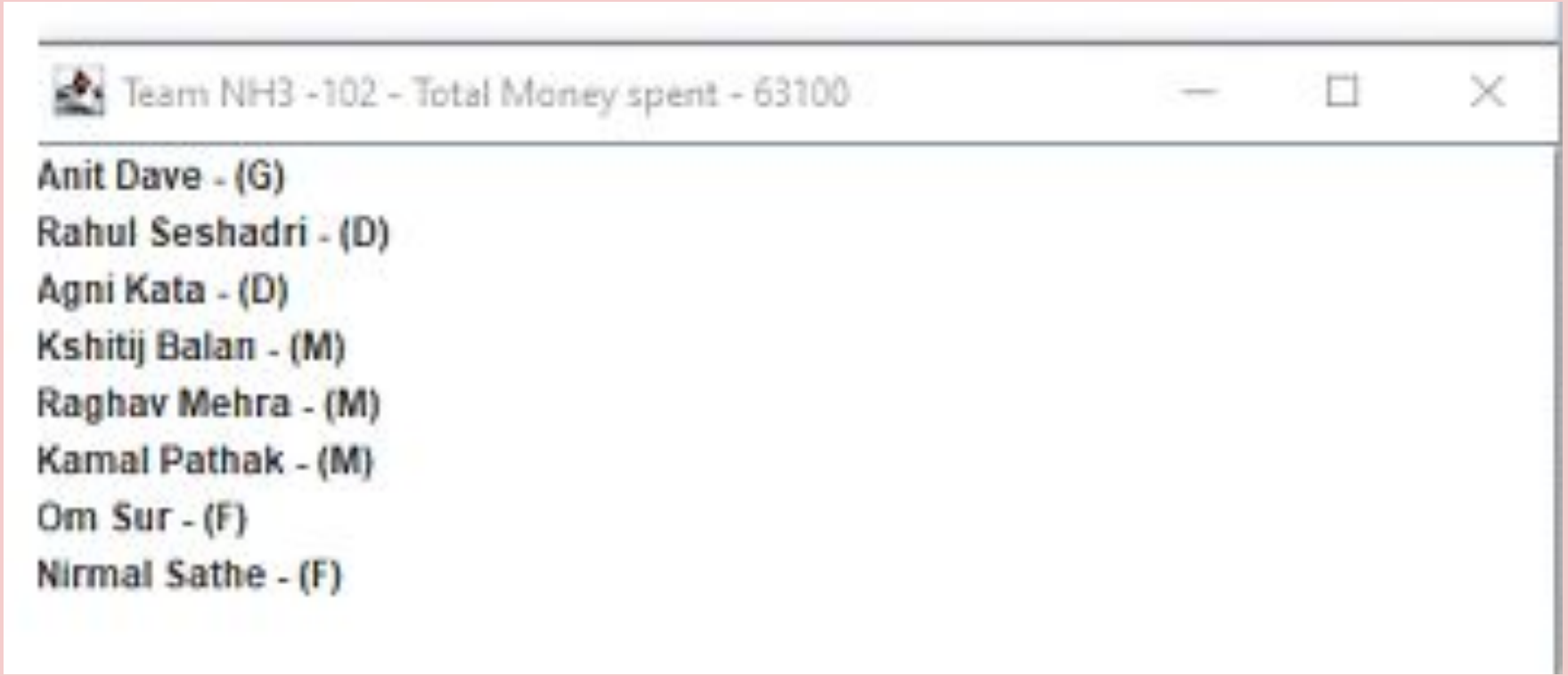
12) Swing

13) Packages

RESULT SNAPSHOT(1)

RESULT SNAPSHOT(2)

RESULT SNAPSHOT(3)



RESULT SNAPSHOT(4)

References:

- http://www.java2s.com/Tutorials/Java/Swing_How_to/JTable/Implement_jTable_from_Arraylist.htm
- https://www.w3schools.com/java/java_arraylist.asp
- https://www.geeksforgeeks.org/java-util-hashmap-in-java-with-examples/
- https://docs.oracle.com/javase/tutorial/uiswing/

THANK YOU!