Visvesvaraya Technological University

BELGAUM, KARNATAKA - 590 014.

A MINI-PROJECT REPORT

ON

"Cricket Management System"

Submitted By

Meghana.S.Bhat [4PM17CS046]

Chandana.K.S [4PM17CS025]

Submitted in partial fulfillment of the requirement for the award of degree of

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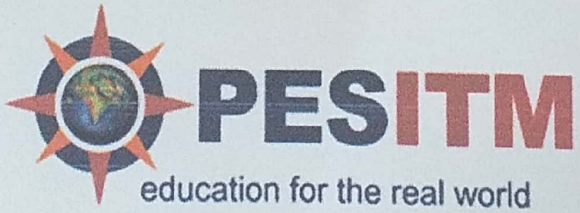
of

Mr. Raghavendra.K

Asst. Prof., Dept. of CS & E.

PESITM, Shivamogga



PES Institute of Technology and Management

Department of Computer Science & Engineering

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PES Institute of Technology & Management

NH-206, Sagar Road, Shivamogga-577 204

(Affiliated to Visvesvaraya Technological University, Belgaum)

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CERTIFICATE

Certified that the Mini-project work entitled "Cricket Management System" carried out jointly by ***Meghana.S.Bhat*** USN ***4PM17CS046*** and ***Chandana.K.S*** USN ***4PM17CS025*** bonafide students of ***PES INSTITUTE OF TECHNOLOGY & MANAGEMENT*** in partial fulfillment for the award of Bachelor of Engineering in ***COMPUTER SCIENCE & ENGINEERING*** of the Visvesvaraya Technological University, Belgaum during the year ***2018***. It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the report deposited in the department library. The project report has been approved as it satisfies the academic requirements in respect of project work prescribed for the said Degree.

GUIDE

Mr. Raghavendra.K
Assistant Professor,
Dept. of CS&E.
PESITM, Shivamogga.

Coordinator

Mr.Sunil Kumar.H.R
Assistant Professor,
Dept. of CS&E.
PESITM, Shivamogga.

HOD

Dr. Jagadeesha S N
Professor and Head,
Dept. of CS&E
PESITM, Shivamogga.

Name of the Examiners | **Signature with date**

1. SUNIL KUMAR H R
2. Sandesh K.P. 09/12/19

Abstract

The objective and scope of our Project CRICKET DATABASE MANAGEMENT is to record the details and various activities of user. It will simplify the task and reduce the paper work. Specific support will provided at key points within the academic calendar. Training will be provided on a timely basis, and you will be trained as the new Cricket Training Management rolled out to your area of responsibility. The system is very user friendly and it is anticipated that functions of the system will be easily accessed by administrators, academics, students, and applicants. Cricket statistics portal project is implemented in visual basic platform. This application consists information about cricket updates, live score board, latest news on cricket and database of every cricketer statistics along with different match statistics. Cricket statistics also provides information of upcoming match's analysis like pitch status, players information of both sides and weather status. The Laws of Cricket are maintained by the International Cricket Council (ICC) and the Marylebone Cricket Club (MCC) with additional Standard Playing Conditions for Test matches and One Day Internationals.

Acknowledgement

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CHAPTER 1

INTRODUCTION

Cricket Database Management software application is to manage all the activities concerned to the cricket. This project will help the cricket organization to store all cricket related information. This application is useful to store all the information related to the player, matches, grounds, etc. It also provides options to enter the match details one by one, so it can automatically show the score board, which in turn can be connected to the score board. The main objective of the application is to automate the existing method of managing data manually to systematic storage of data, which can be searched any time as and when required. The other main objective of this application is to store all the player, match, ground details, and project to show the score board when the match is going on. This application can be used by any cricket organization. So throughout the country this program is very useful. Also this program helps the organizer to store data in digital form.

In the following sections, a brief introduction about the tools, languages and the databases used to develop the project are discussed.

1.1 HTML

HTML, which stands for Hyper Text Mark-Up Language, is the language for describing structured documents as well as the language used to create web pages in the Internet. The language is based on an existing, international formatting standard SGML, Standard Generalized Mark-Up Language, which is used for text processing.

HTML documents are nothing but web pages which contains HTML tags and plain text. The purpose of a web browser is to read HTML documents and display them as web pages. The browser does not display the HTML tags, but uses the tags to interpret the content of the page.

History

HTML, which stands for Hyper Text Mark-Up Language, is the language for describing structured documents as well as the language used to create web pages in the Internet. The language is based on an existing, international formatting standard SGML, Standard Generalized Mark-Up Language, which is used for text processing. HTML is a simplified version of SGML.

Tools in order to use HTML

Tools help us in process of creating HTML document. Some are as follows

- TEXT EDITOR: To create the HTML code we require a text editor or a word processor. Such as, Notepad, WordPad. We are using notepad++ in developing this project.
- WEB BROWSER: The code created by an editor should be executed. This operation can be performed with help of a web browser. Such as Internet Explorer, Netscape navigator, Mozilla Firefox etc.
- GRAPHICS SOFTWARE: To include picture we require a graphic software like Adobe Photoshop.
- Web server: To make the document is to be available on the internet then, we will have to host it on a web server.

1.1.1 Significant Language Features

HTML files are written in ACSII text, so the user can use any text editor to create his/her web page, though a browser of one sort or another is necessary to view the web page. HTML is case insensitive with its language commands. The characters within the document, however, are case sensitive. The language consists of various "tags" which are known as elements. These allow the browser to understand (and put into the desired/specified format) the layout, background, headings, titles, lists, text and/or graphics on the page. The elements are classified according to their function in the HTML document. There are head elements and body elements. The head elements identify properties of the entire document, while body elements actually mark text as content and show a change in the appearance in one way or another. Most elements have a beginning and an ending which encompass the text the user wishes to mark with the tag. All HTML documents must begin with the element and end with the element. Some of the other elements which may be used are tags to create lists--both ordered lists as well as unordered lists.

The user may also create larger or smaller, bolder, italicized, or underlined text. Attributes may be used along with the elements. These perform functions such as placement of text, indication of the source files of images, and identification of links to the document or part of the document.

1.1.2 HTML Code

Copy and paste the following HTML code into your newly open text file. Which just displays hello world..

```
<html>
<header><title>This is title</title></header>
<body>
  This is sample text...
  <!-- We use this syntax to write comments -->
  <!-- Page content and rest of the tags here.... -->
  <!-- This is the actual area that gets shown in the browser →
Hello world
</body>
</html>
```

1.1.3 HTML TAGS

HTML tags are keywords surrounded by angle brackets like <html>. These are in pair format such that every first tag in pair is start tag where as second tag is end tag. These start and end tags are also called as opening tags and closing tags respectively.

Tags Used In Project

The HTML tags are the basis, in order to do this Project. By using some of the important and basically taught tags are used in this Project. Here are some of the tags used in making the Project called AUTOMOBILE MANAGEMENT SYSTEM.

HTML Attributes

Attributes provide additional information about HTML elements.

- HTML elements can have **attributes**
- Attributes provide **additional information** about an element
- Attributes are always specified in **the start tag**
- Attributes come in name/value pairs like: **name="value"**

Some basic text formatting HTML tags are listed:

Tag	**Description**
<html>	Defines an HTML document
<body>	Defines the document's body
<h1> to <h6>	Defines header 1 to header 6
<p>	Defines a paragraph
 	Inserts a single line break
<b>	Defines bold text
<!-->	Defines a comment
<small>	Defines small text

Some of the HTML tags used to create a table are listed:

In an HTML file we can create tables with the Table tags, which in turn will render the browser to display the table in the web page.

Tag	**Description**
<table>	Defines a table
<th>	Defines a table header
<tr>	Defines a table row
<td>	Defines a table cell
<tbody>	Defines a table body
<tfoot>	Defines a table footer

A Simple Form

A form in a web page allows the users to input various data online. In an HTML document; forms can be created with the Form tags. In the following table, some basic Form tags are listed:

Tag	Description
<form>	Defines a form for user input
<input>	Defines an input field
<textarea>	Defines a text-area
<label>	Defines a label to a control
<fieldset>	Defines a fieldset
<legend>	Defines a caption for a fieldset
<select>	Defines a selectable list
<optgroup>	Defines an option group
<option>	Defines an option in the drop box
<button>	Defines a push button

Image Tags

In an HTML document we can insert and display images by using the image tags. In the following table, some basic Image tags are listed:

Tag	Description
<IMG SRC attributes>	Defines an image

The “src” attribute is used to display an image on a web page. “src” stands for “source”, and its value is the url of the image to be displayed on the page. The url indicates the location where the image is stored. Attributes may be height, width, align so on.

Background colour

Using bgcolour attribute this can be done. This is body tag attribute. Six digit hexadecimal code represent the colours.

Syntax: <body text=”text_color” bgcolor = ”background_color”>

Anchor tag

Anchor tag is used to link two or more different web pages.

Ex: click here where href stands for hyper link reference.

Areas of Application

HTML only has one area of application at this time and that is the development of web pages. However, not all browsers support all the tags in all versions of HTML. Because of this, it is wise not to design your web page for a specific browser, because what may look fantastic on your browser has no guarantee of looking great on someone else's browser.

1.2 PHP

PHP is a general-purpose scripting language that is especially suited to server-side web development, in which case PHP generally runs on a web server. Any PHP code in a requested file is executed by the PHP runtime, usually to create dynamic web page content or dynamic images used on websites or elsewhere.

PHP originally stood for Personal Home Page, but it now stands for the recursive backronym PHP. Hypertext Pre-processor. PHP code may be embedded into HTML code, or it can be used in combination with various web template systems, web content management system and web frameworks.

PHP developer

PHP developers develop programs, applications, and web sites using the dynamic scripting language PHP. PHP is known for web development and business applications. Depending on job function, PHP developers may be classified as software developers or web developers.

Tags Description

<?php to open PHP section

?> to close PHP sections

ECHO prints the lines

1.3 DATABASE

A database is a collection of information that is organized so that it can easily be accessed, managed, and updated. In one view, databases can be classified according to types of content: bibliographic, full-text, numeric, and images. **Database** software systems are programmed in SQL, and examples include Microsoft SQL Server, MySQL, Oracle SAP HANA and FoxPro.

A DBMS system is also required to protect the integrity of data and provide its security. A database management system (**DBMS**) is system software for creating and managing databases. The **DBMS** provides users and programmers with a systematic way to create, retrieve, update and manage data.

1.4 MYSQL

MySql is a powerful database. It's very good and free of charge. Many developers in the world selected mysql and php for developing their website.

The MySQL database has become the world's most popular open source database because of its consistent fast performance, high reliability and ease of use. It's used in more than 6 million installations ranging from large corporations to specialized embedded applications on every continent in the world. (Yes, even Antarctica!)

Not only is MySQL the world's most popular open source database, it's also become the database of choice for a new generation of applications built on the LAMP stack (Linux, Apache, MySQL, PHP / Perl / Python.) MySQL runs on more than 20 platforms including Linux, WAMP, OS/X, HP-UX, AIX, Netware, giving you the kind of flexibility that puts you in control. Whether you're new to database technology or an experienced developer or DBA, MySQL offers

a comprehensive range of certified software, support, training and consulting to make you successful.

1.5 WAMP

The acronym WAMP refers to a set of free (open source) applications, combined with Microsoft Windows, which are commonly used in Web server environments. The WAMP stack provides developers with the four key elements of a Web server: an operating system, database, Web server and Web scripting software. The combined usage of these programs is called a server stack. In this stack, Microsoft Windows is the operating system (OS), Apache is the Web server, MySQL handles the database components, while PHP, Python, or PERL represents the dynamic scripting languages.

1.6 Notepad++

Notepad++ is a text editor and source code editor for use with Microsoft Windows. Unlike Microsoft Notepad, the built-in Windows text editor, it supports tabbed editing, which allows working with multiple open files in a single window. The project's name comes from the C increment operator.

Notepad++ is distributed as free software. At first the project was hosted on SourceForge.net, from where it has been downloaded over 28 million times.

1.7 Web Browser

Google Chrome is a free web browser from Google which we are using here. With its clean design and advanced features, Chrome has quickly become one of the most popular web browsers worldwide. In this lesson, we'll talk about the features of Google Chrome, how to download and install Chrome to your computer, and how to sign in to Chrome using a Google account.

CHAPTER 2

System Analysis and Design

In this chapter, a complete description of the project development is discussed. The requirements of the project identified are showcased. The database design is done Using High-Level Conceptual Data Models

2.1 Requirement Analysis

Following requirements were identified during the requirement collection and analysis.

1. Cricket Management System is organized into many entities like, Match, Player, Team, Coach, Sponser, Captain etc….
2. Match database has attributes like, unique m_id, match_date, match_venue, innings and Umpire.
3. Player has unique player_id, pname. Player plays a role like bowler, batsman, alrounder it is called as skill and all players has their unique jersey number.
4. Team has unique team_id , team_name, team_score, team_members , and cups.
5. Coach database has unique coach_id, coach_name, coach_experience, coach_type and coach_description.
6. Sponser database has unique sponser_id , sponser_name and sponser_amount.
7. Captain database has unique captain_id and captain_name.
8. Match_team has a relation between match_id and team_id, sponser_team has a relationship between sponser_id and team_id and player_team has relationship between player_id and team_id.

2.2 ER-Diagram

Following is the conceptual representation of the requirements identified as an ER-Diagram

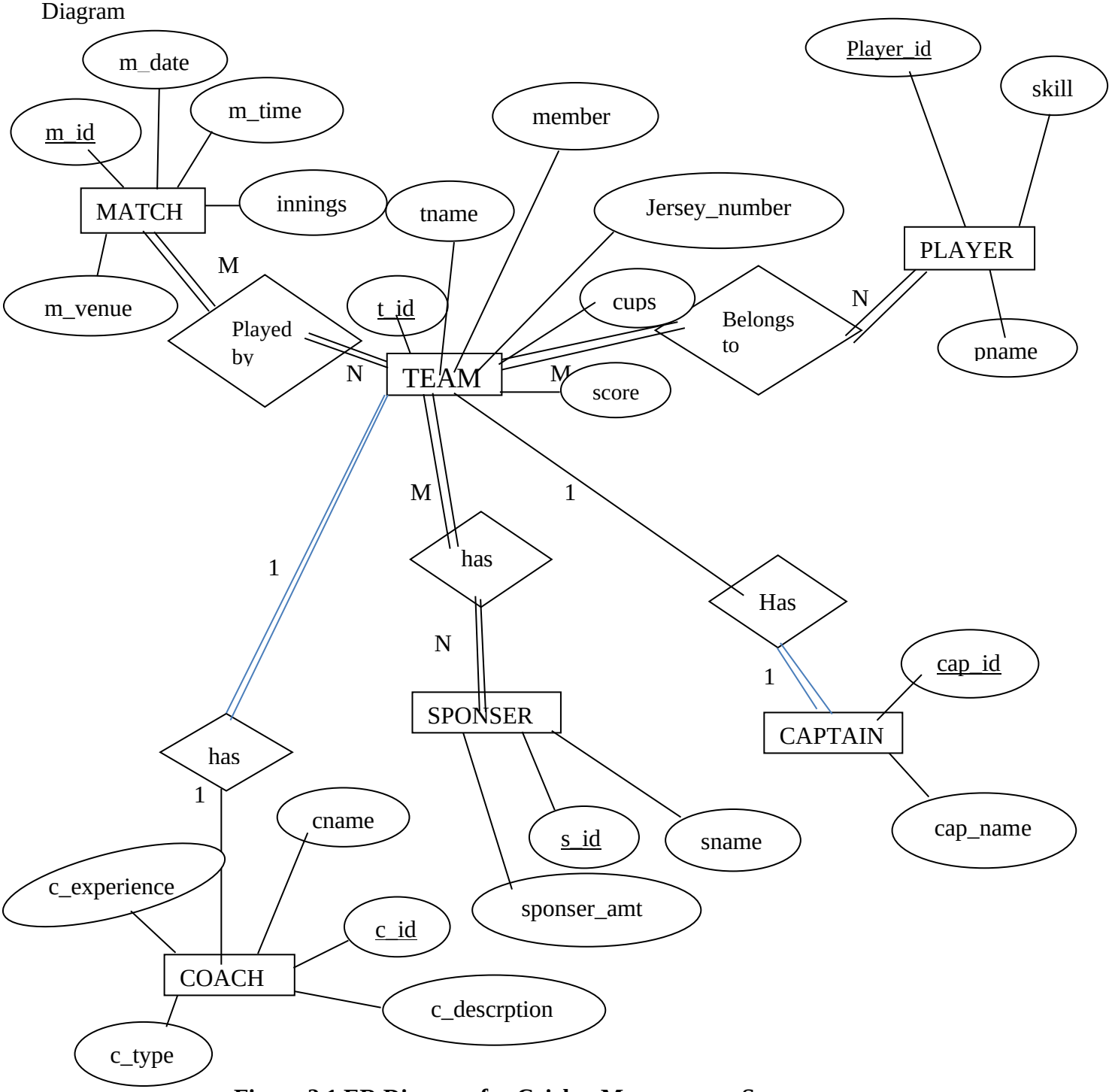

Figure 2.1 ER Diagram for Cricket Management System

2.3 Relational Schema

The relational schema diagram has been derived from the ER-Diagram in Figure 2.1 using the ER-Relational mapping algorithm

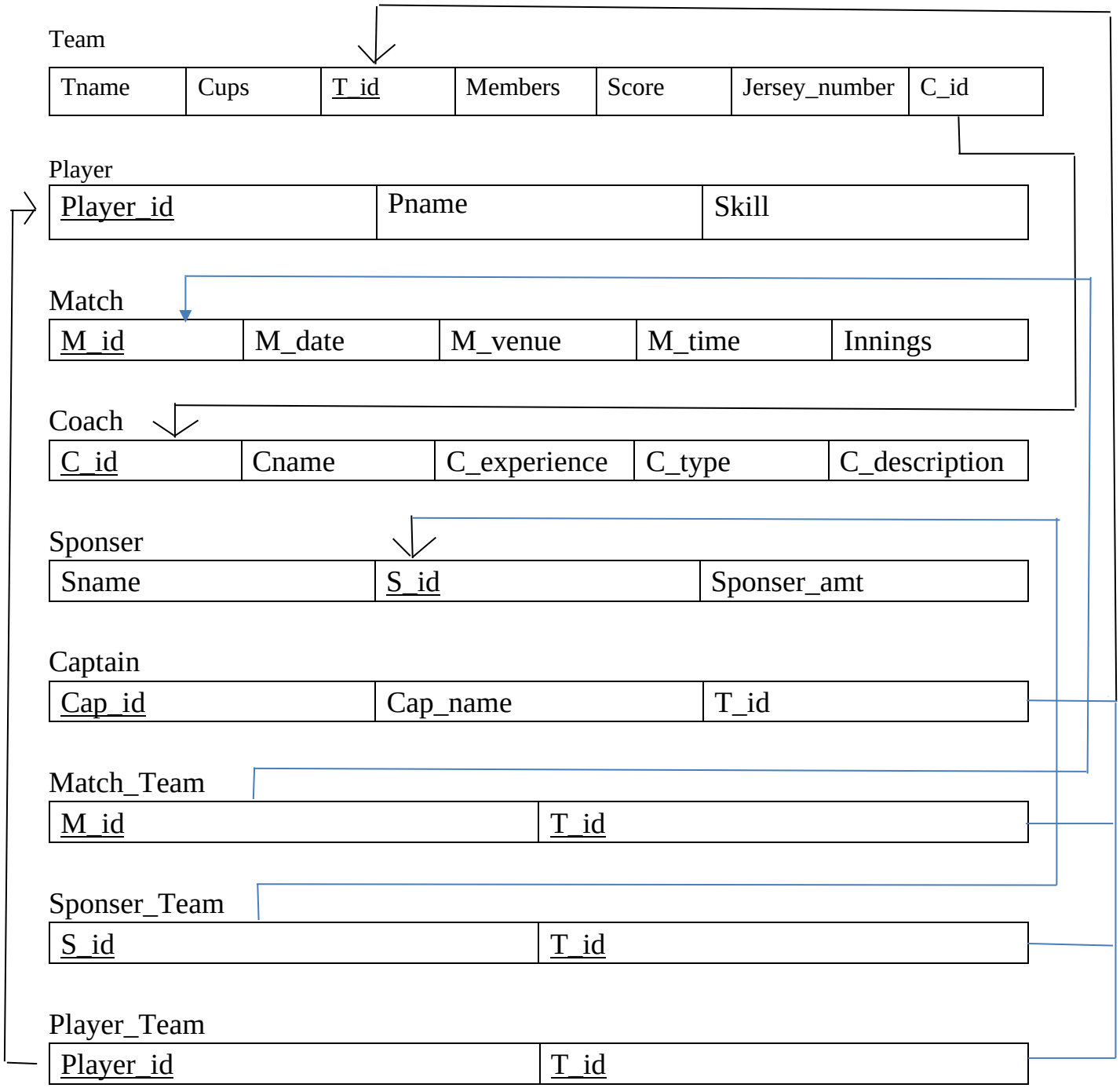

Figure 2.2 Relational Schema Diagram Showing the Primary key and Foreign key relationships

Feasibility Study

The feasibility study carried out showed that the requirements that were to be included could be provided by the use of RDBMS software such as MySQL which is available as an open source and for the front end HTML pages with processing capability provided by the Scripting language such as PHP.

2.4 Functional Requirements

Functional requirements of a software project interpret the function of a part. It defines its functions, input and output. The typical functional requirements include:

1. Distributed Database: Distributed database implies that a single application should be able to operate transparently on data that is spread across a variety of different databases .
2. Client/Server System: The client/server refers primarily to an architecture or logical division of responsibilities, the client is the application (also known as front-end), and the server is the DBMS (also known as back-end).
    - All the data resides at the server sites.
    - All applications execute at the client side.

2.5 Non- Functional Requirements

A non-functional requirement specifies the canon of the articular process not the particular judgment of the system and particular behavior of the process. Non-functional requirements define how the system works.

1. E-R Diagram: The E-R diagram constitutes a technique for representing the logical structure of a database in a pictorial manner. This analysis is then used to organize data as a relation, normalizing relation and finally obtaining a relation database
    - Entities : Which specify distinct real-world items in an application.
    - Attributes : Which specify properties of an entity and relationships.
    - Realtionships: Which connect entities and represent meaningful dependencies.

2. Normalization: The basic objective of normalization is to reduce redundancy which means that information is to be stored only once. Storing information several times leads to wastage of storage space and increase in total size of the data store .

    - Normalization is the process of breaking down the table into smaller tables. So that each table deals with the single theme.

2.6 Use Case Diagram

The use case diagrams usually refer to behavioral diagrams helps people to understand the interaction between user and system. Use case diagram identify different users of the system.It is used to define some set of actions, which is called as use cases.Actors are the result of some valuable use cases.Use case figures are also called as unified modeling language.

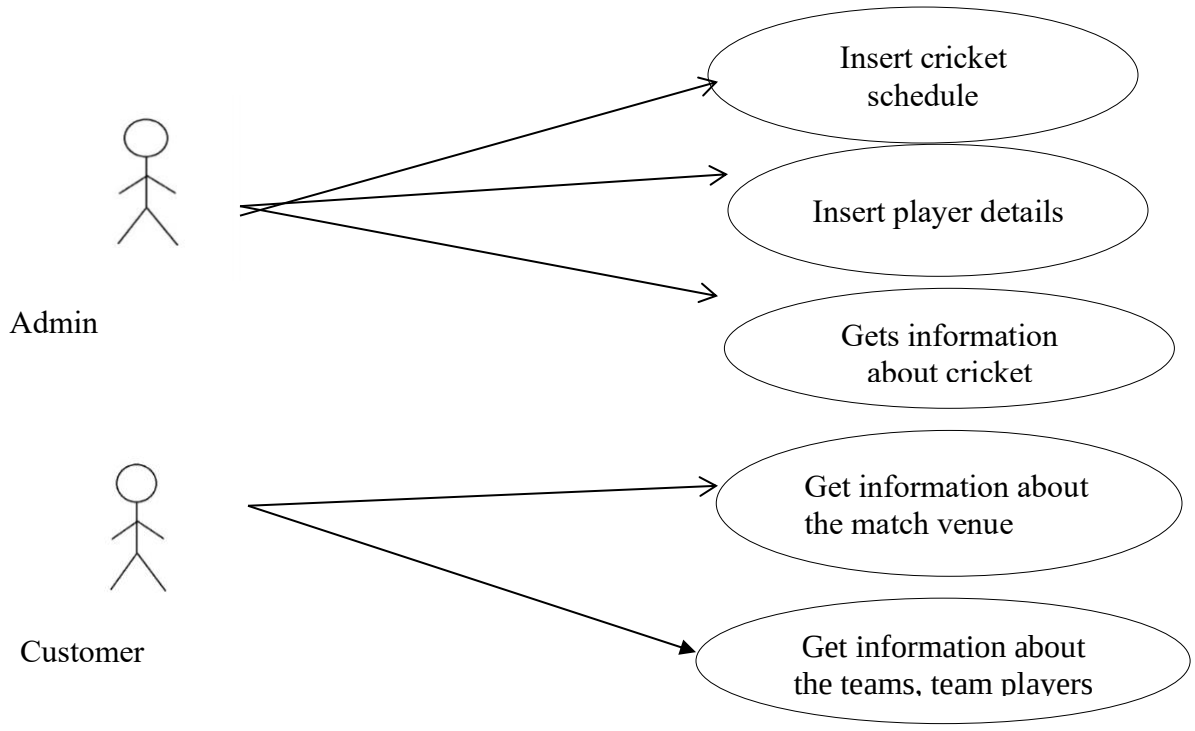

Figure 2.4 Use Case Diagram

CHAPTER 3

SYSTEM IMPLEMENTATION

This chapter provides information on Project Implementation. Database design and Connectivity using PHP to Database are discussed first. Later details of implementing insert, delete, update and retrieval operations are discussed.

3.1 Database Design

```
Create table player
(
    Player_id int,
    Pname varchar(20),
    Skill varchar(30)
);
Create table team
(
    Tname varchar(20),
    Cups varchar(20),
    T_id  int,
   Members int,
   Score int,
    Jersey_number int,
    C_id int
);
```

```
Create table match
(
   M_id int,
   M_date date,
   M_venue varchar(50),
   M_time time,
   Innings int
);
Create table coach
(
    C_id int,
    Cname varchar(20),
    C_experience int,
    C_type varchar(20),
    C_description varchar(20)
);
Create table sponser
(
   Sname varchar(20),
   S_id int,
   Sponser_amt int
);
Create table captain
(
   Cap_id int,
   Cap_name varchar(20),
   T_id int
);
```

```
Create table match_team
(
 M_id int,
T_id int,
);
Create table sponser_team
(
  S_id int,
Player_id int
);
Create table player_team
(
 Player_id int,
Team int
);
```

3.2 Database Connectivity

```
<?php
$servername='localhost';
$username='root';
$password='';
$dbname='cricket';
$conn = new mysqli($servername, $username, $password, $dbname);
if(!$conn){
die('Could not Connect MySql:' .mysql_error());
}
```

3.3 Implementation of Database Operations

Insert

```
$sql = "INSERT INTO `player` (`player_id`, `pname`, `skill`) VALUES
('$player_id','$pname',’$skill’)";
if ($conn->query($sql) === TRUE)
{
echo "<script>
alert ('Data added successfully');
window.location.href='loginpage.html';
</script>";
}
```

Update

```
if(isset($_POST['update']))
{
$sql = "UPDATE `player` SET `player_id`="'.$pid.'" WHERE `player_id`=".$player_id;
$message="Record Updated Successfully!!";
}
```

Delete

```
if(isset($_POST['delete']))
{
$sql = "DELETE FROM `player` WHERE `player_id`=".$player_id;
$message="Record Deleted Successfully!!";
}
```

Retrieve

```
Sql>  Select * from player;
```

CHAPTER 4

Results and Discussion

In this chapter the results of the project are discussed. The snapshot of the project showing various functionalities like insert, delete, update and retrieval are showcased.

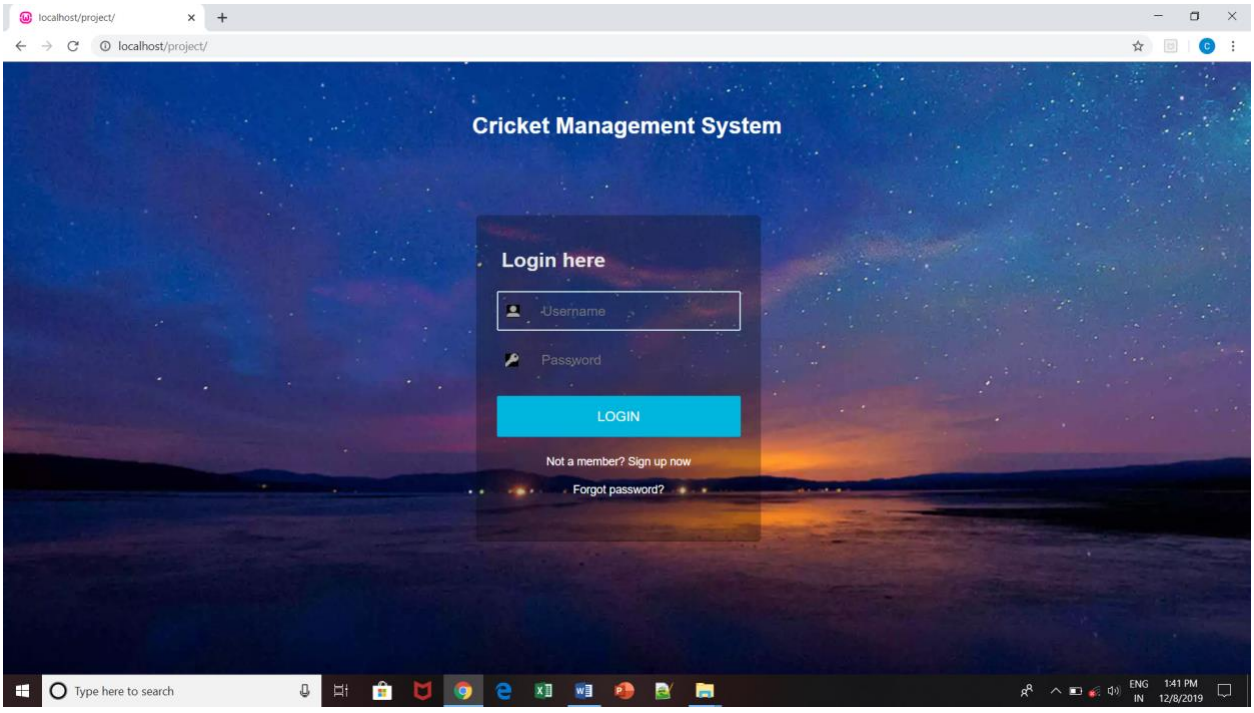

Fig. 4.1 Login page of the project

Figure 4.1 shows the login page of the project. In this page we login into our database.

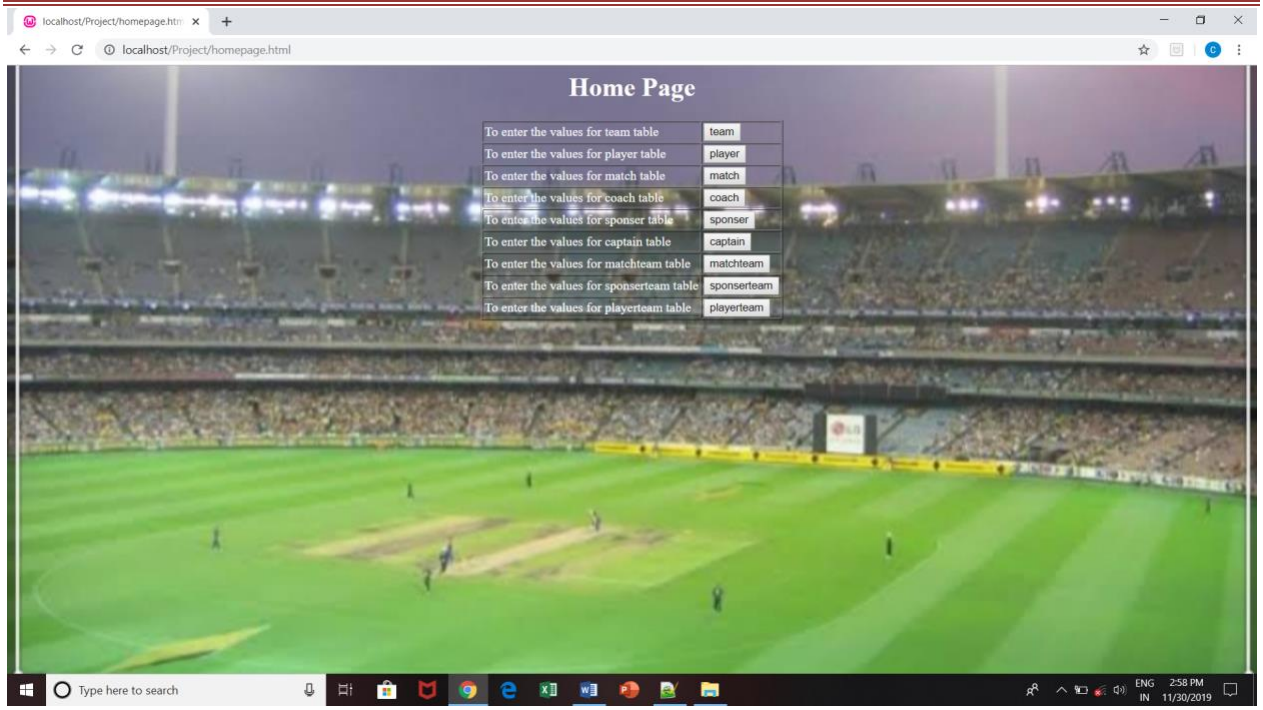

Fig. 4.2 Home page of the project.

Figure 4.2 shows the home page of the project. In this page we get to know the entities involved in this database.

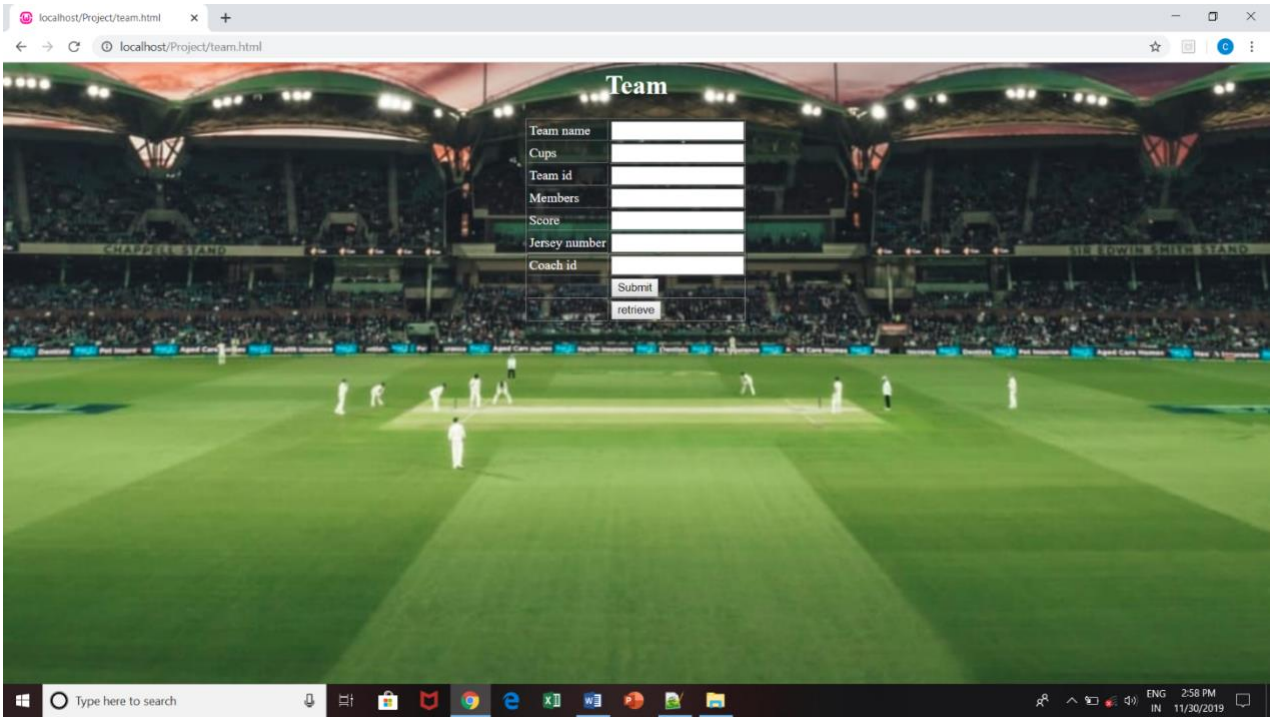

Fig. 4.3 Insert page of the project.

Figure 4.3 shows the insert page of the project. In this page we can insert values for the entities present in the database.

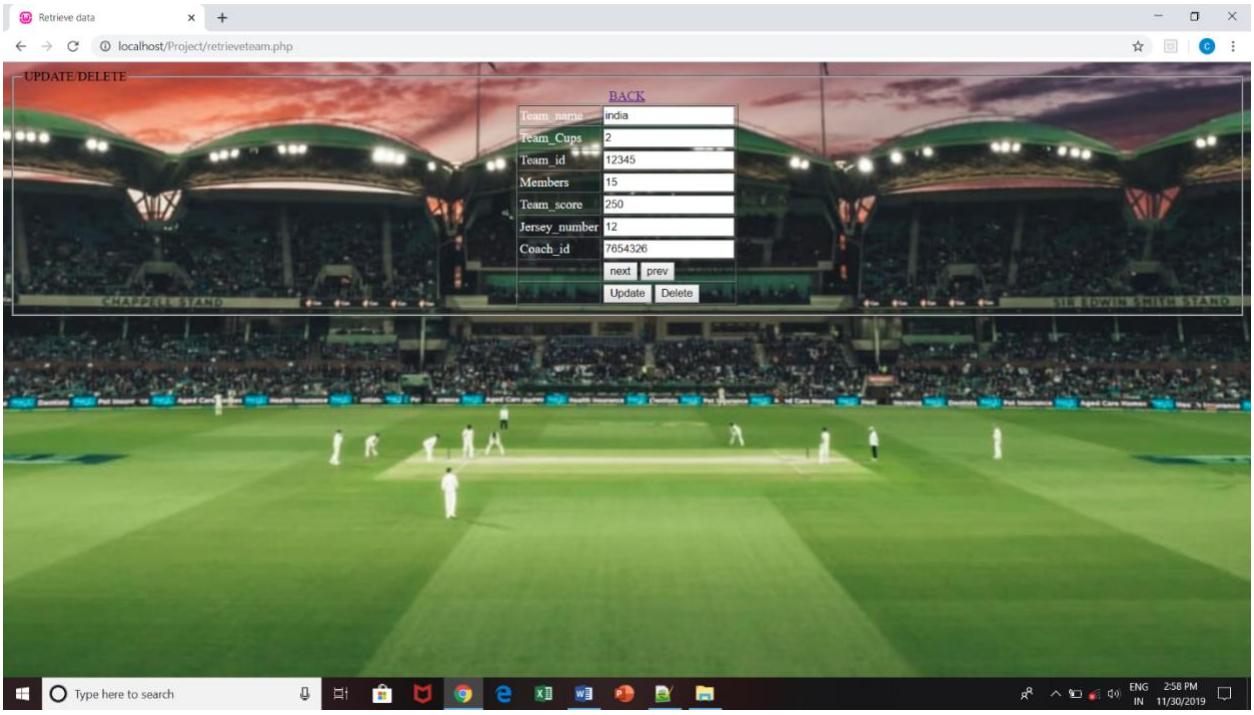

Fig. 4.4 Retrieval and Update page of the project .

Figure 4.4 shows the retrieval and update page of the project. In this page we can update the database as well as we can retrieve the values.

CHAPTER 5

CONCLUSION

Cricket Database Management helps in match scheduling can be done automatic or manual. It provides statistics of the match and also maintain player log. It will avoid duplication of tournament for a player, team and game. The theoretical process involved in database design has been practically implemented. The project provides user friendly interface for the users to interact with the database. All database operations including insertion, deletion, updation and retrievals are supported along with support for trigger and stored procedure.

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