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Lab Project Name: Player Management System

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[For Teachers use only: Don't Write Anything inside this box]

Lab Project Status

Marks:

Signature:

Comments:

Date:

Table of Contents

Chapter 1 Introduction	3
1.1 Introduction	3
1.2 Design Goals/Objective	3
Chapter 2 Design/Development/Implementation of the Project	4-15
2.1 Project Diagram	4
2.2 Implementation	5-10
2.3 Development	11-15
Chapter 3 Performance Evaluation	16-18
3.1 Simulation Environment/ Simulation Procedure	16-17
3.2 Results and Discussions	18
Chapter 4 Conclusion	19
4.1 Introduction	19
4.1 Practical Implications	19
4.2 Scope of Future Work	19
References	20

Chapter 1

Introduction

1.1 Introduction:

Player Management system (Foothub) is a system where user can see every player information. In player management system user can see the stats of players, News portal, point tables and Live score update. It contains information on how many goals a player has scored in his entire football career and how many goals he has scored sort by club wise. Along with the goal there will be his appearance, number of assists, number of yellow cards, number of red cards. Rather than that it contains players Salary, Marital status, players personal achievement.

1.2 Design Goals/Objectives:

For this project we have to know about how to create webpage using HTML & CSS and how to insert, delete, update, search data, array fetching in database using PHP.

- To improve reliable information of players in football.
- To improve trusted website for user.
- To design a website with high configuration.
- To implement news teller, transfer rumors & so on.

Chapter 2

Design/Development/Implementation of the Project

2.1 Project Diagram

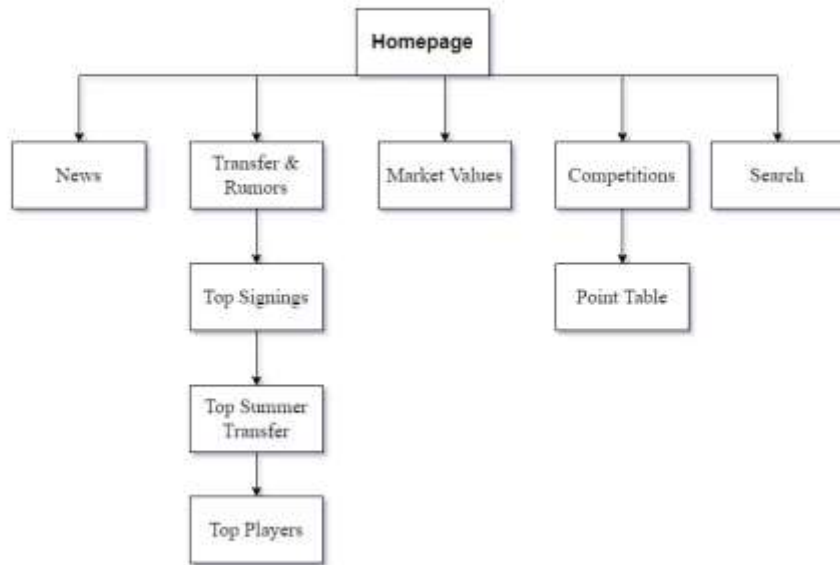


Figure 2.1: Project Diagram

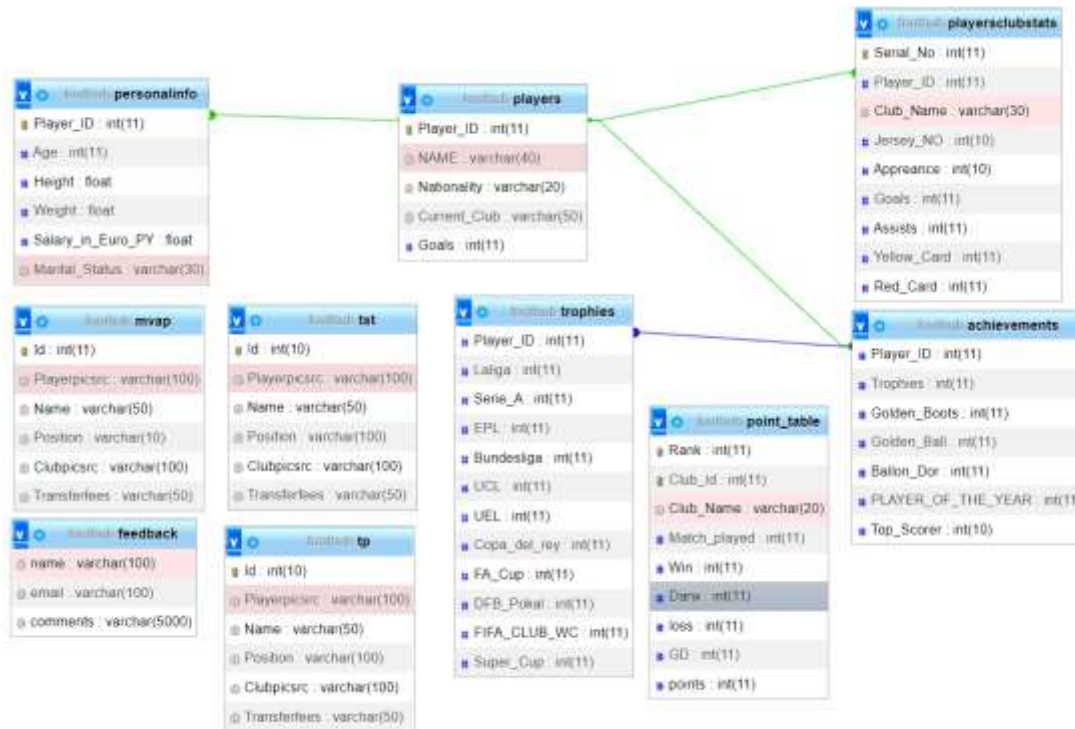


Figure 2.2: ER Diagram

2.2 Implementation

In this project I am using these Languages:

HTML: HTML stands for Hyper Text Markup Language, which is the most widely used language on Web to develop web pages.

HTML is a MUST for students and working professionals to become a great Software Engineer specially when they are working in Web Development Domain. I will list down some of the key advantages of learning HTML:

- **Create Web site** - You can create a website or customize an existing web template if you know HTML well.

- **Become a web designer** - If you want to start a career as a professional web designer, HTML and CSS designing is a must skill.
- **Understand web** - If you want to optimize your website, to boost its speed and performance, it is good to know HTML to yield best results.
- **Learn other languages** - Once you understand the basic of HTML then other related technologies like JavaScript, php, or angular are become easier to understand.

CSS: Cascading Style Sheets, fondly referred to as **CSS**, is a simple design language intended to simplify the process of making web pages presentable.

CSS is a MUST for students and working professionals to become a great Software Engineer specially when they are working in Web Development Domain. I will list down some of the key advantages of learning CSS:

- **Create Stunning Web site** - CSS handles the look and feel part of a web page. Using CSS, you can control the color of the text, the style of fonts, the spacing between paragraphs, how columns are sized and laid out, what background images or colors are used, layout designs, variations in display for different devices and screen sizes as well as a variety of other effects.
- **Become a web designer** - If you want to start a carrer as a professional web designer, HTML and CSS designing is a must skill.
- **Control web** - CSS is easy to learn and understand but it provides powerful control over the presentation of an HTML document. Most commonly, CSS is combined with the markup languages HTML or XHTML.

- **Learn other languages** - Once you understand the basic of HTML and CSS then other related technologies like javascript, php, or angular are become easier to understand.

JavaScript: JavaScript is a lightweight, interpreted programming language. It is designed for creating network-centric applications. It is complimentary to and integrated with Java. JavaScript is very easy to implement because it is integrated with HTML. It is open and cross-platform.

Javascript is a **MUST** for students and working professionals to become a great Software Engineer specially when they are working in Web Development Domain. I will list down some of the key advantages of learning Javascript:

- JavaScript is the most popular **programming language** in the world and that makes it a programmer's great choice. Once you learnt Javascript, it helps you developing great front-end as well as back-end software's using different Javascript based frameworks like jQuery, Node.JS etc.
- Javascript is everywhere, it comes installed on every modern web browser and so to learn Javascript you really do not need any special environment setup. For example, Chrome, Mozilla Firefox, Safari and every browser you know as of today, supports Javascript.
- Javascript helps you create really beautiful and crazy fast websites. You can develop your website with a console like look and feel and give your users the best Graphical User Experience.
- JavaScript usage has now extended to mobile app development, desktop app development, and game development. This opens many opportunities for you as Javascript Programmer.

- Due to high demand, there is tons of job growth and high pay for those who know JavaScript. You can navigate over to different job sites to see what having JavaScript skills looks like in the job market.
- Great thing about Javascript is that you will find tons of frameworks and Libraries already developed which can be used directly in your software development to reduce your time to market.

Functionalities are-

PHP: Create, Read, GET/POST, Dynamic Website.

Dynamic Website: Built using server-side language and technology, dynamic websites allow for the content of each page to be delivered and displayed dynamically, or on-the-fly, according to user behavior or from user-generated content.

Generally, dynamic websites are those which are content heavy and user-driven. Let's say the main purpose of your website is to act as a real estate listing website. You'll need to generate hundreds of pages to list hundreds of available properties. In order to improve the functionality of your site and accommodate a user's intent, the content on these pages will need to reflect the real-time availability of properties. Using dynamic pages will be the most efficient way to display these changes on your site.

Create, Read: CRUD is an acronym for Create, Read, Update, and Delete. As the name suggests, these operations manipulate data in a database that is important to any web application's basic functionality.

We can create a PHP application coupled with a MySQL database to perform these operations. In this project I use only Read & Create Operation.

GET/POST:

GET: PHP \$_GET is a PHP super global variable which is used to collect form data after submitting an HTML form with method="get".

\$_GET can also collect data sent in the URL.

POST: PHP \$_POST is a PHP super global variable which is used to collect form data after submitting an HTML form with method="post".
\$_POST is also widely used to pass variables.

Chapter 3

Performance Evolution

3.1 Simulation Environment/ Simulation Procedure

The screenshot displays a football simulation website. The top navigation bar includes links for NEWS, TRANSFERS & RUMOURS, MARKET VALUES, COMPETITIONS, and LIVE, along with a Feedback button. A search bar is also present. The main content area features a 'Spotlight' section with a large image of Cristiano Ronaldo in a Manchester United jersey, with the text 'RONALDO TO STAY OR LEAVE?' and the Manchester United crest. Below this, the 'Transfer' section is visible, containing three tables: 'Last Transfer', 'Top Summer Transfers', and 'Top Player'.

Last Transfer		
Player/Position	Club	Transfer Fee
Lionel Messi	FC Barcelona	50M
Cristiano Ronaldo	Manchester United	30M
Erling Haaland	Manchester City	120M
Pedri	FC Barcelona	80M
Robert Lewandowski	FC Barcelona	50M

Top Summer Transfers		
Player/Position	Club	Transfer Fee
Kyllen Mbappe	Paris Saint-Germain	180M
Kacchi de Brague	Manchester City	100M
Victor Jr.	Manchester City	110M
Antony	Manchester United	95M
Wendie Renard	Manchester United	80.4M

Top Player		
Player/Position	Club	Market Value
Lionel Messi	FC Barcelona	50M
Cristiano Ronaldo	Manchester United	10M
Erling Haaland	Manchester City	60M
Pedri	FC Barcelona	80M
Robert Lewandowski	FC Barcelona	45M

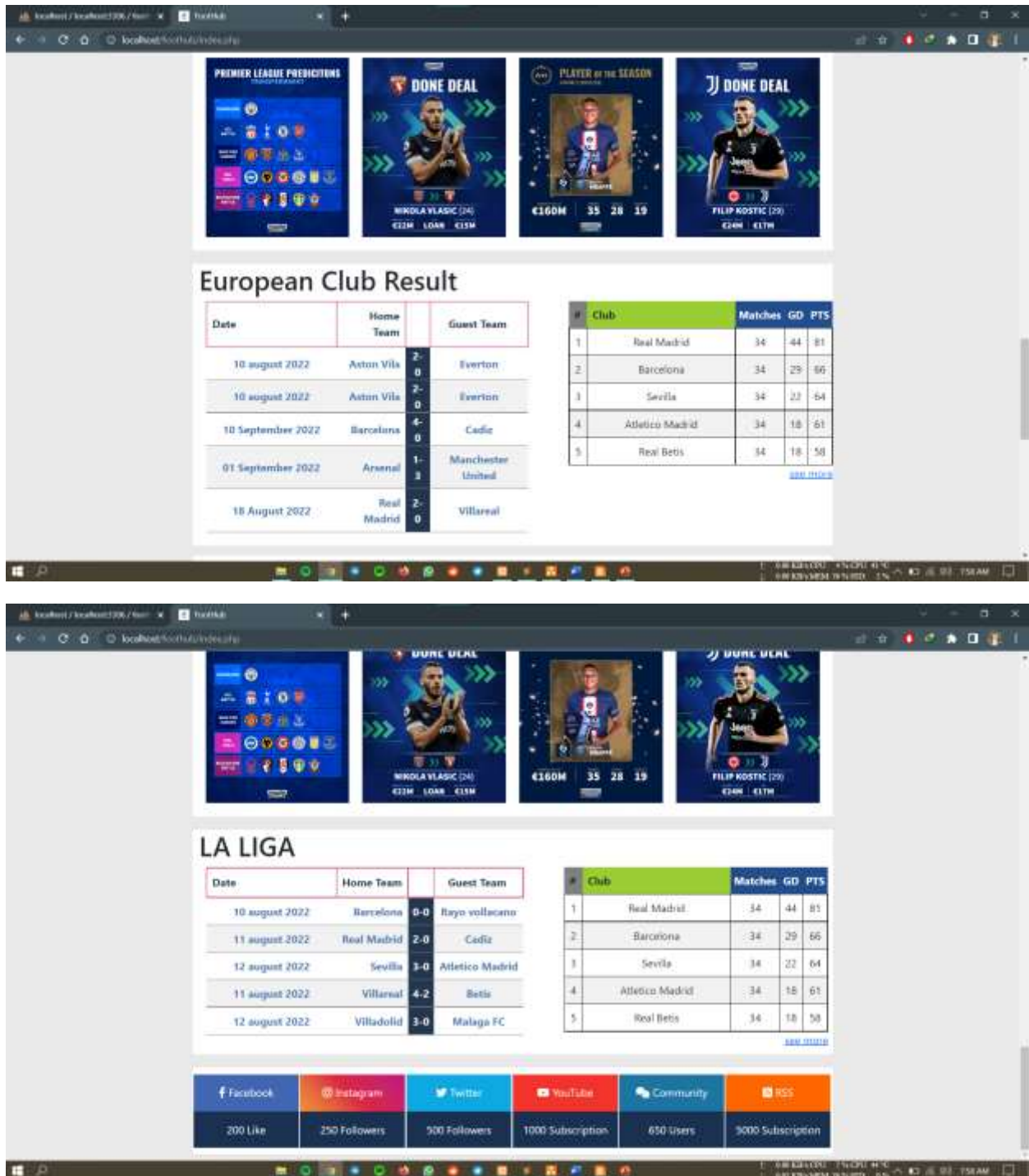


Figure No 3.1: Homepage

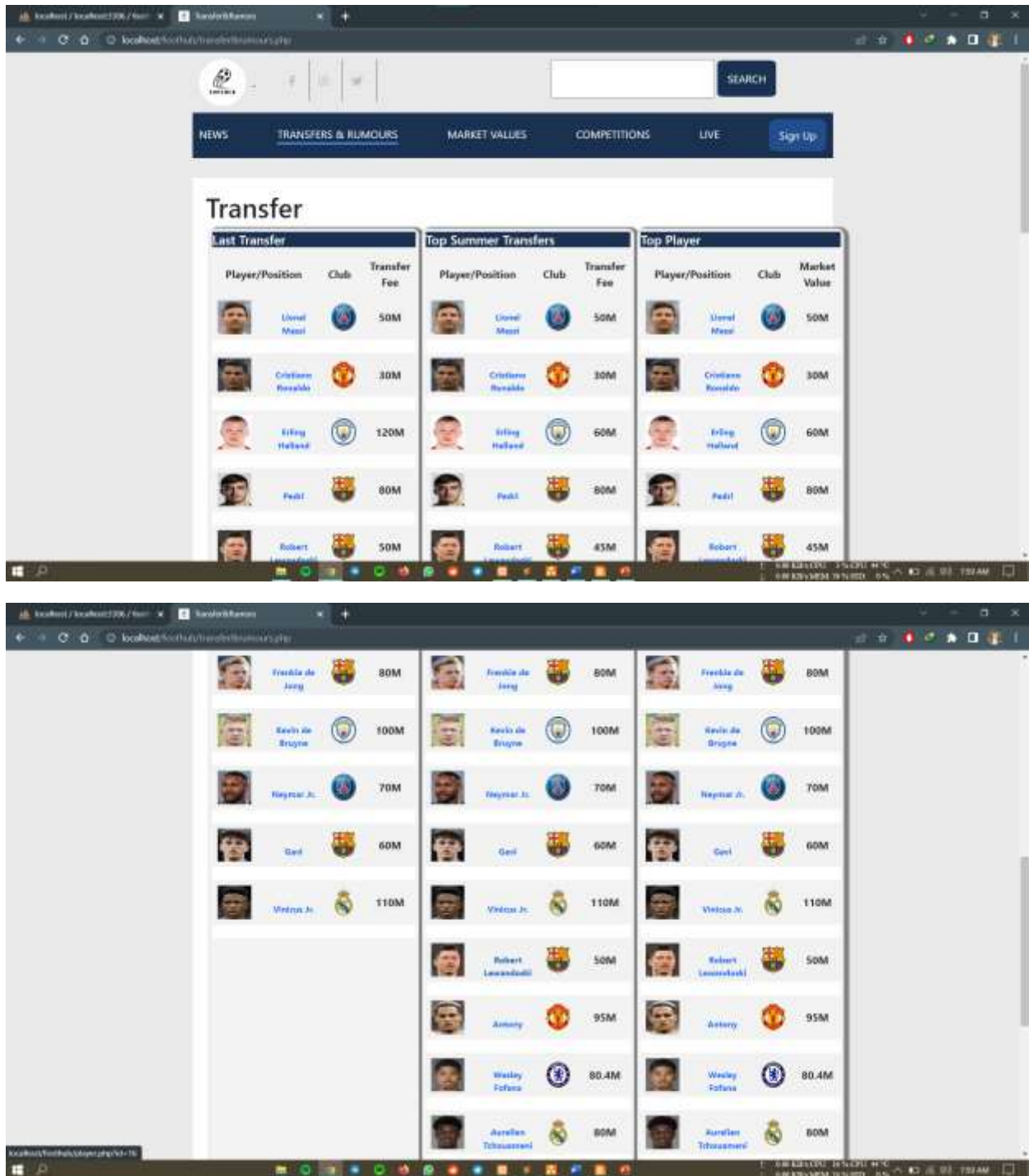


Figure No 3.2: Transfer & Rumors page

Most Valued Players

Player/Position	Club	Transfer Fee
Lionel Messi	FC Barcelona	50M
Cristiano Ronaldo	Manchester United	30M
Erling Haaland	Manchester City	60M
Pedri	FC Barcelona	80M
Robert Lewandowski	FC Barcelona	45M
Kylian Mbappe	Paris Saint-Germain	180M

Figure No 3.3: Most Valued Player page

Competitions

#	Club	Matches	GD	PTS
1	Real Madrid	34	44	81
2	Barcelona	34	29	66
3	Sevilla	34	22	64
4	Atletico Madrid	34	18	61
5	Real Betis	34	18	58
6	Real Sociedad	35	0	56
7	Villarreal	34	-21	52
8	Athletic Club	34	-7	51
9	Osasuna	34	-10	45
10	Valencia	34	-4	43
11	Rayo Vallecano	34	-4	41
12	Celta Vigo	34	-5	40
13	Elche	34	-8	20

Figure No 3.4: Point Tables(Competition)

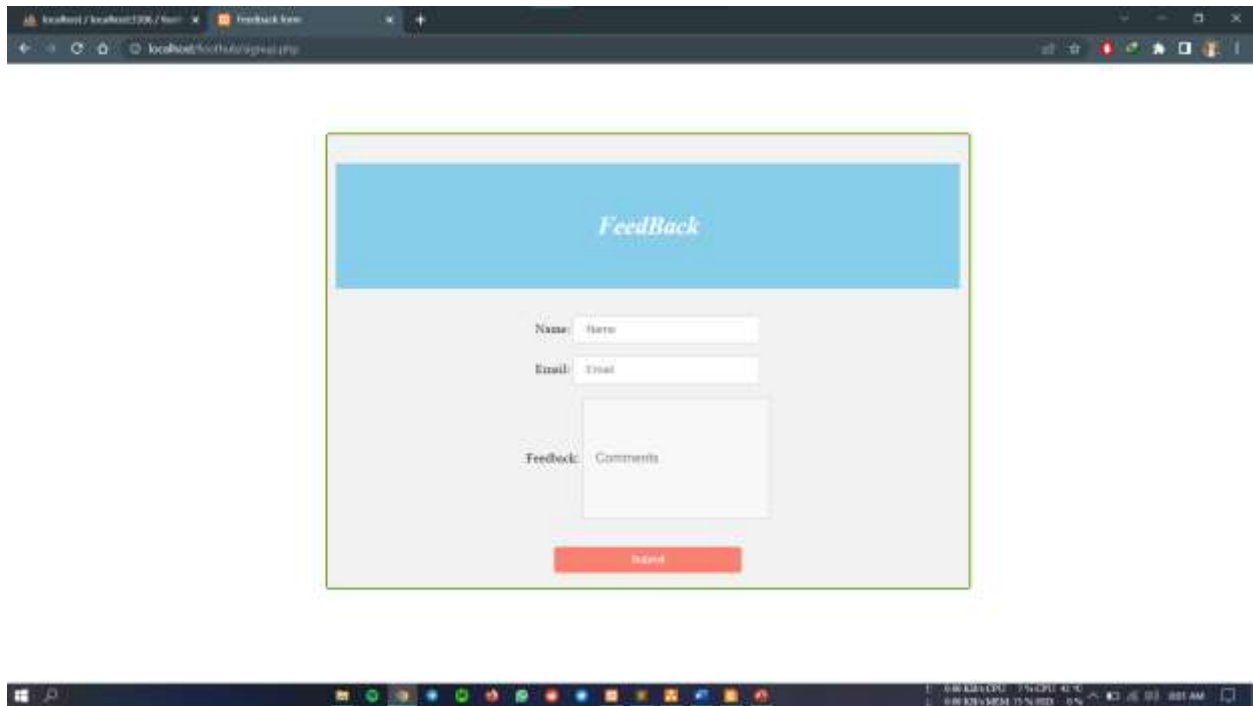


Figure No 3.5: Feedback Form

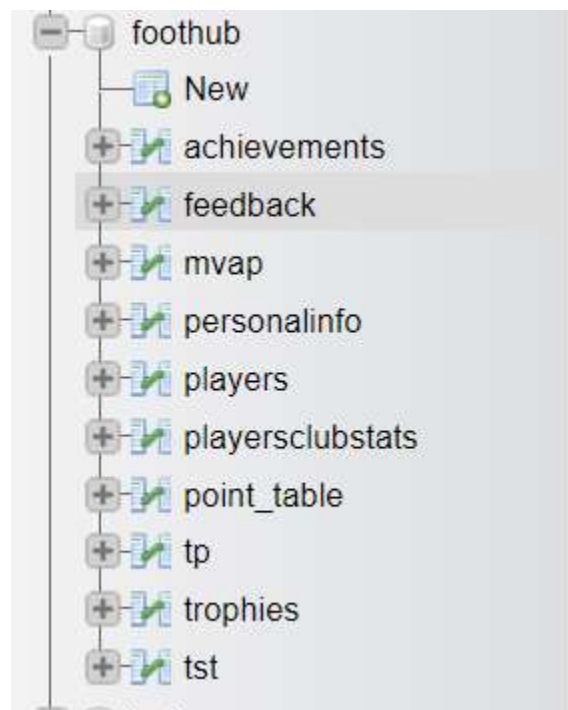


Figure No 3.6: Entire Database

Player_ID	NAME	Nationality	Current_Club	Goals
1	Lionel Messi	Argentina	PSG	686
2	Cristiano Ronaldo	Portugal	Manchester United	888
3	Neymar Jr	Brazil	PSG	274
4	Kevin de Bruyne	Belgium	Manchester City	155
5	Riyad Mahrez	Algeria	Manchester City	121
6	Jack Grealish	England	Manchester City	48
7	Pierre-Emerick Aubameyang	Gabon	FC Barcelona	336
8	Ousmane Dembélé	France	FC Barcelona	54
9	Fermin Lopez	Spain	FC Barcelona	33
10	Iñaki Williams	Spain	FC Barcelona	22
11	Memphis Depay	Netherlands	FC Barcelona	158
12	Gavi	Spain	FC Barcelona	2
13	Ansu Fati	Spain	FC Barcelona	23
14	Florian Grill	Netherlands	FC Barcelona	38

Figure No 3.7: Players Details in every table according to features

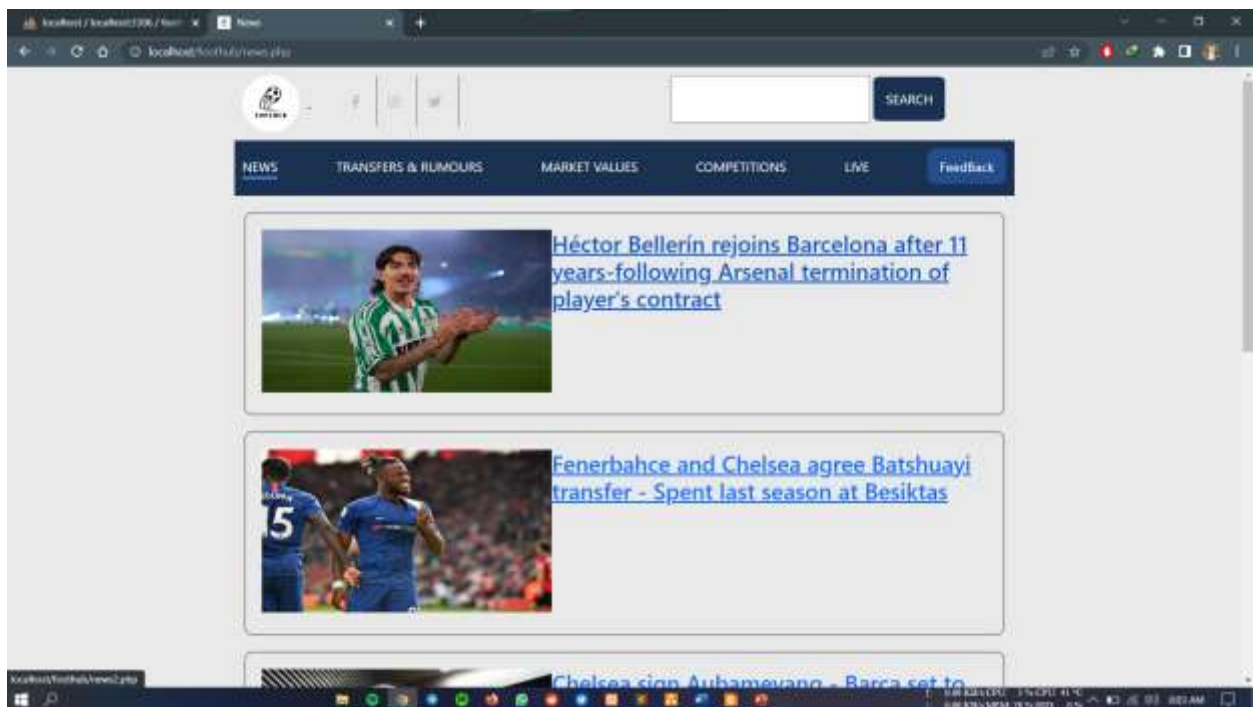


Figure No 3.8: News teller

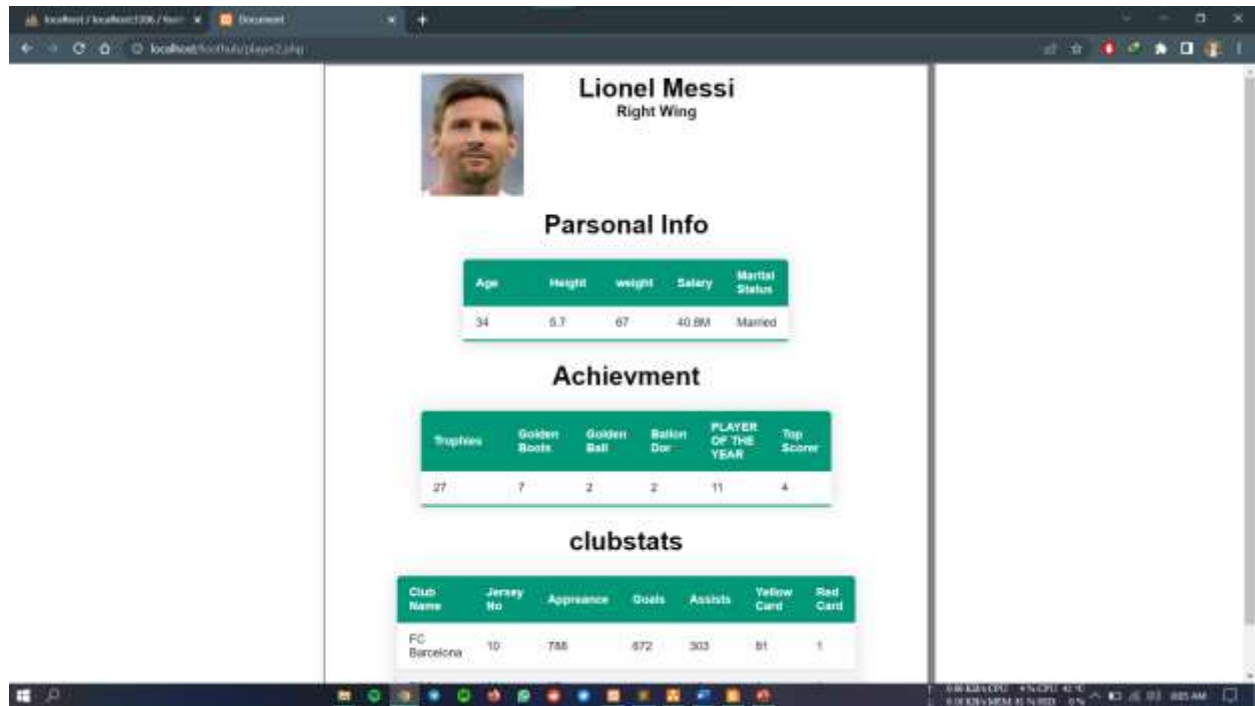


Figure No 3.9: Player profile view using search button

3.2 Result & Discussion

After complete execution of html, CSS, JS and query's, I am able to successfully compute the all the results of these project requirements with the help of PhpMyAdmin. Also, we successfully implement search button.

Chapter 4

Conclusion

4.1 Introduction

Player management system is an easy access project. This project helps the authority to manage their players. Talking about the project here, the user can manage their player profiles. He can search and update them in database. Also, this project helps in mitigating the risk of data loss. Whenever you save a player record it will be automatically added to the database.

4.2 Practical Implication

- a) It can be implemented in any website.
- b) It can be used for players management of any Club or Country's

4.3 Scope of Future Work

- a) Can be add Admin panel for ready made CRUD operation
- b) Can add more attributes in Trophies to add variety of players info who played in every stage in Football (i.e. Zlatan Ibrahimovic).
- c) Add coach, Club legends information for gathering more users.