SCSJ3253
PROGRAMMING TECHNIQUE III

REPORT FOR PROJECT

Prepare for:

PM DR MOHD SHAHIZAN OTHMAN

1	NEOH SIEW TENG	SX180532CSJS04
2	RAMLI ABDUL RAHIM	SX161518CSJF04
3	ROHAYA BINTI ABDUL KARIM	SX180608CSJS04
4	NOR AMIRA BINTI AHMAD AZIZI	SX160105CSJS04

Contents

1. Project Overview
1.1 Title

The title of our project is **"The Historical Track of FIFA World Cup"**. We believed that there is no glory without a history, and being the most prestigious football tournament in the world, FIFA World Cup has a long list of history to tell and worth to trace.

1.2 Objective

Following the successful conclusion of 2022 FIFA Men's World Cup in Qatar, many are still flushed with the skills that Lionel Messi has performed in the final match against France. A month has over now but the news of the World Cup, Cristiano Ronaldo vs Lionel Messi still occupies the news leads.

During the tournament, we were updated by the latest news and results of World Cup 2022 everyday, but for those who just started following or watching the World Cup, few know the history of FIFA World Cup, i.e., when was the inaugural world cup, which countries were the champion, runner up, third place in the particular tournament? etc. We reckoned that the history is worth to trace, and worth to know. Therefore, we would like to developed a "learning" system about FIFA World Cup, for old fans and beginners to learn about the history of FIFA World Cup since its inaugural.

2. Tools & Technology Usage

Tools used in this project:

1.	Visual Studio 2022	All source code were written with Visual Studio 2022.
2.	Gliffy Diagrams	Entity Relationship Diagram, Use Case Diagram & Activity Diagrams were drawn with Gliffy Diagrams.
3.	Online	All information about FIFA Men's World Cup were collected online, links as per Part 6: References

Languages used in this project:

1.	VB	Used VB (Visual Basic.NET) to write source code for all web pages of the system
2.	SQL	Used to create instructions i.e., CREATE TABLE, INSERT INTO and SQL query for our modules.
3.	HTML	Used to create web pages

4	CSS	Used to control style, headings, etc. on the webpages

3. System Module

There will be three modules in this system, namely the Hosts Countries List & Years of Tournaments Module, Winners List Module and Top Goal Scorers List Module.

Users will get to view information as above mentioned selected by year, country or both on the user page. For admin page, the admin will manage relevant information from there.

3.1 Hosts Countries List & Years of Tournaments Module

For this module, data of hosts countries list and years of FIFA tournaments will be stored, published and be able to viewed by public users. Public Users will be able to sort and search through the list of data as well. Alongside the country name, the country flag will be shown at the side.

3.2 Winners List Module

For this module, data of winners (champion, runner up, third place) for every FIFA tournament will be stored, published and be able to viewed by public users. Public Users will be able to sort, filter and search through the list of data as well. Along side the country name of champion, the flag of the country will be shown as well.

3.3 Top Goal Scorers List Module

For this module, data of top scorer for every FIFA tournament will be stored, published and be able to viewed by public users. Public Users will be able to sort and search through the list of data as well. Along side the top scorer's name, his profile photo and the goals he scored will be shown at the side columns.

4. Module Functionality
4.1 Admin Login Page

Only Admin who has registered credentials (login name and password) can access to this page. Admin can view all pages, manage and update the list and contents of the site.
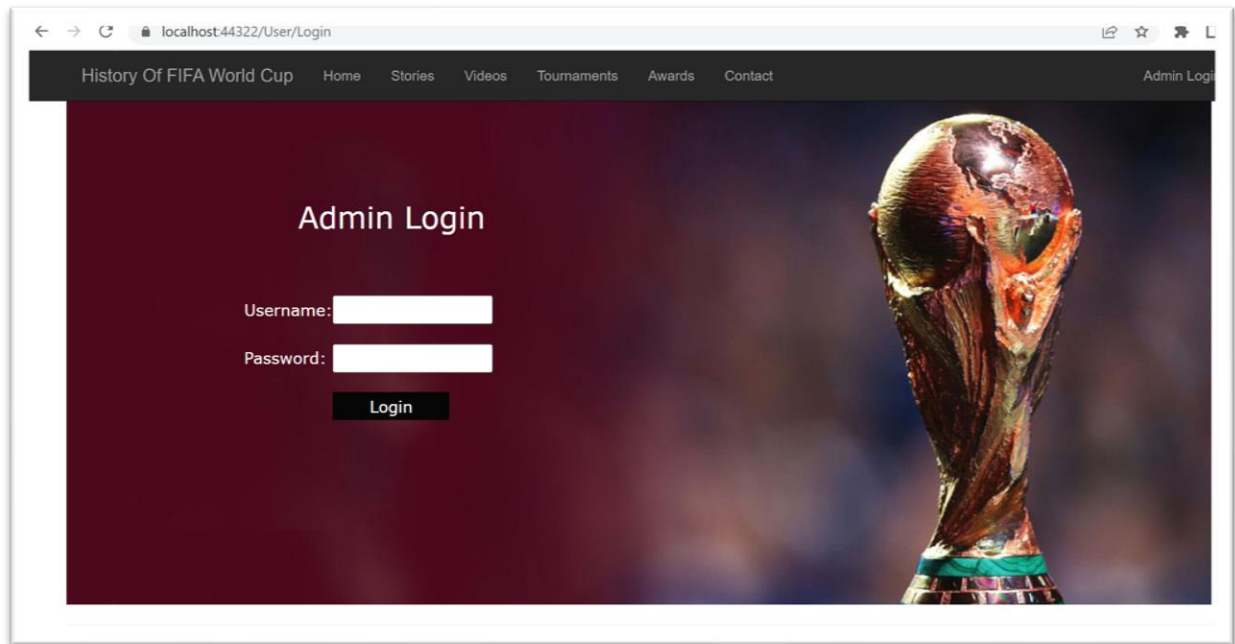
4.2 User Pages/ Content Pages

Here are the pages where public users would be able to view the contents uploaded on the site by admin. Public Users can choose to go to section like Stories, Videos, Tournaments or Awards to search/ view content regarding history of FIFA Men's World Cup.

Home Page

Stories Page

Inaugural FIFA World Cup Tournament

FIFA was founded in 1904, and the FIFA Men's World Cup was held in 1930 for the first time. This tournament was organised by the FIFA president Jules Rimet. In this inaugural tournament, the FIFA World Cup was joined by 13 teams which were invited by the FIFA itself, including countries like Belgium, France, Romania and Hungary that were persuaded by Rimet. In addition, FIFA named Uruguay to become the first host country. Uruguay was also the first country to win the World Cup.

Interesting fact: According to Wikipedia, no european country committed to send a team to take part in this tournament until two months before the start of the match, one of the reasons being the trip to Uruguay was long and costly.

World Cup Before the Outbreak of World War II

FIFA had successfully held another two World Cup tournaments before the Outbreak of World War II in 1939. The second World Cup was held in the year 1934 and was hosted by Italy. This was the first World Cup that included a qualification stage. A total of 16 teams from Europe, South America, Africa had qualified for this tournament. Italy, the host country, won this tournament.

Interesting fact: According to wikipedia, Egypt was the first African country to take part in this tournament. Uruguay boycotted the 1934 World Cup hence did not join this tournament.

The Third World Cup was held in France in 1938, a year before the outbreak of World War II. 15 countries competed in the finals, with Italy successfully retaining their title by beating Hungary in the final match.
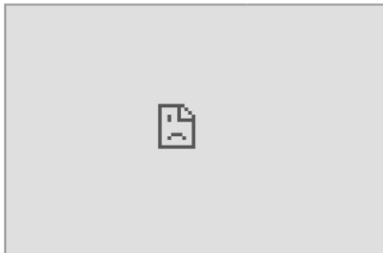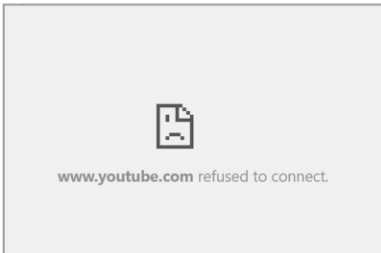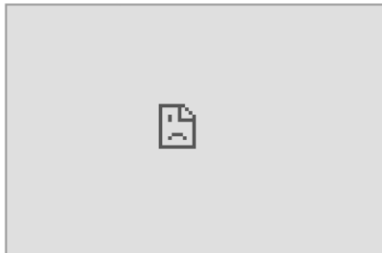
Interesting fact: According to Wikipedia, Polish striker Ernest Willimowski became the first player to score four goals in a World Cup game and this record was not bettered until 1994 World Cup.

Videos Page

Tournaments Page

Awards Page

Contact Page

5. Database Design

5.1 Entity Relationship Diagram

Figure 1.1: Database Diagram for "The Historical Track of FIFA World Cup"

The above database has 8 tables:

1. The Match_year table stores the data of year that has the FIFA tournament.

2. The Hosts table stores data about host country of each tournament.

3. The Tournaments table stores data about year of tournament and the host country.

4. The Winners table stores data of champion, runner up and third place of the tournaments and the goals result.
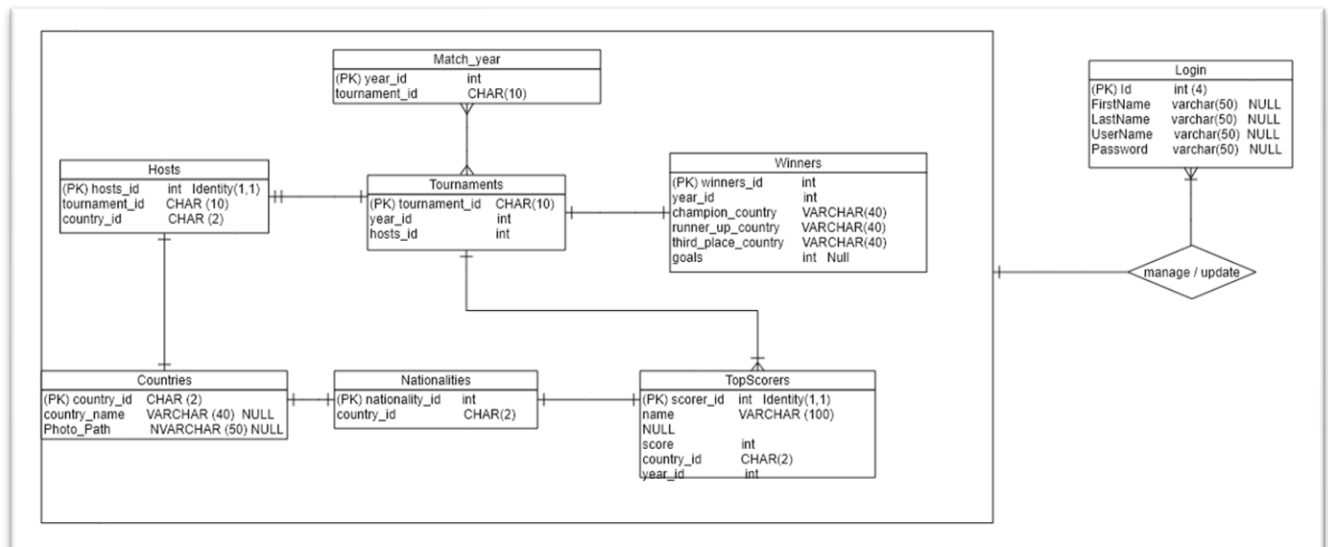
5. The Countries table stores data of countries where the tournaments were hosts, winners and the nationality of top scorers (which country they represented)

6. The Nationalities table stores the nationality data of the scorer (which country they belong to/ represent to play in the tournament)

7. The TopScorers table stores data of the players who score the most goals in a particular tournament and their scores.

8. The Login table stores data of admin's login credentials, i.e., admin first name, last name, username and password.
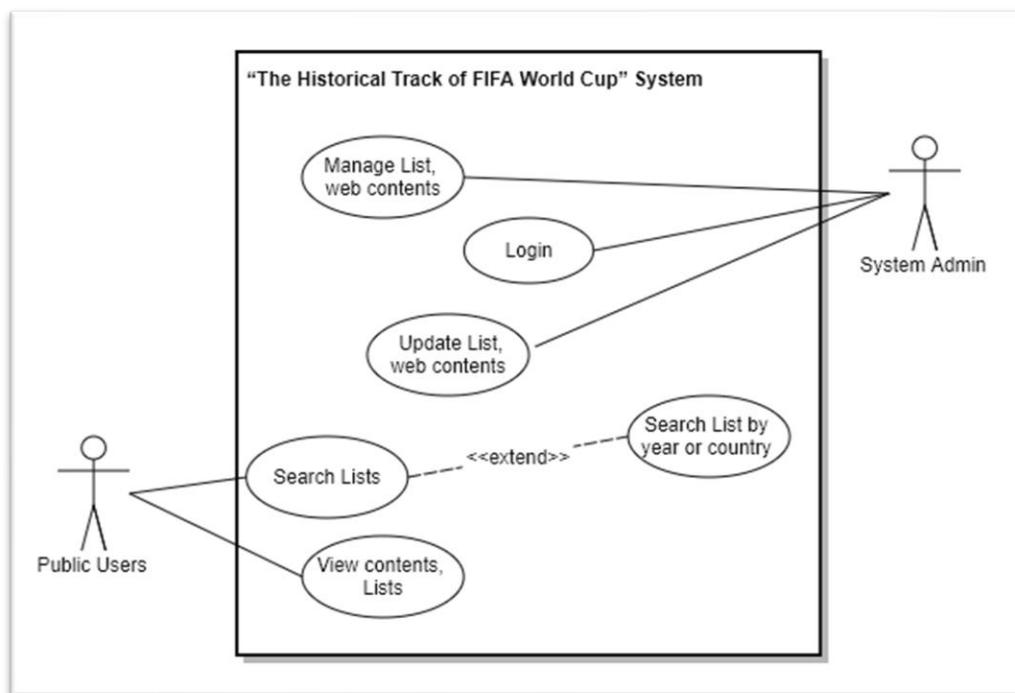
5.2 Use Case Diagram

Figure 1.2: Use Case Diagram for "The Historical Track of FIFA World Cup"
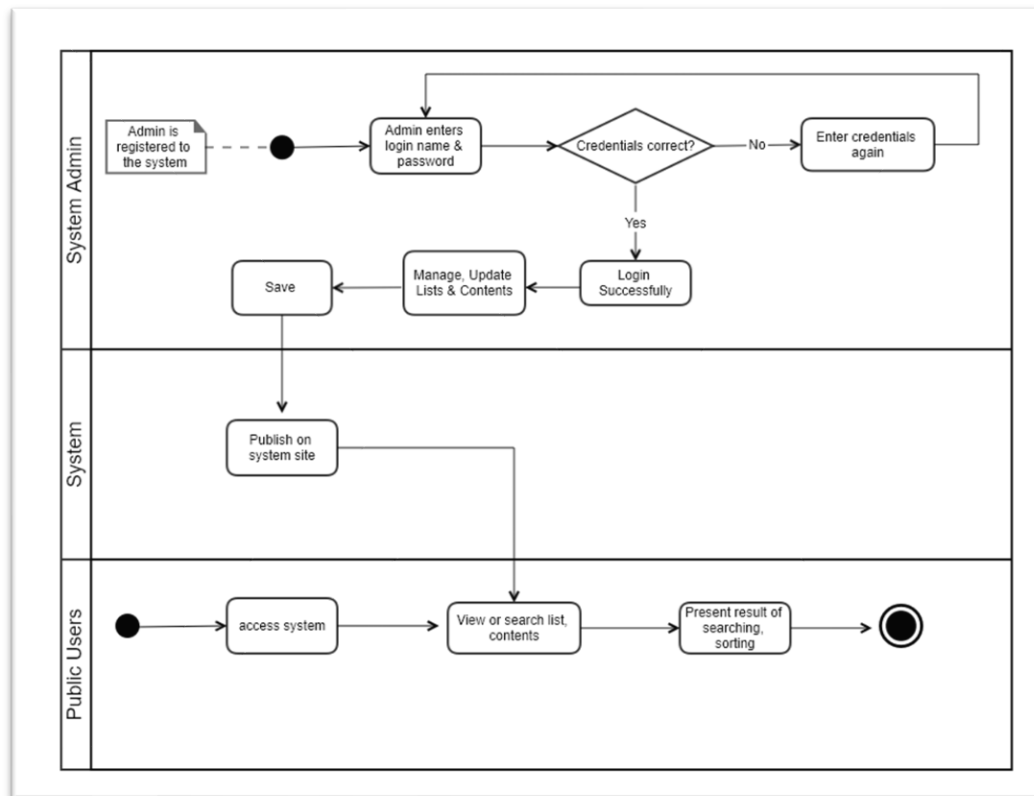
5.3 Activity Diagram

Figure 1.3: Activity Diagram for "The Historical Track of FIFA World Cup"

6. References

Football History.org (2015). *The history of FIFA World Cup.* Retrieved January 23, 2023, from

https://www.footballhistory.org/world-cup/index.html

FOX Sports (2022). *FIFA World Cup History.* Retrieved January 24, 2023, from

https://www.foxsports.com/soccer/2022-fifa-world-cup/history

Wikipedia (2023). *FIFA World Cup hosts*. Retrieved January 23, 2023, from,

https://en.wikipedia.org/wiki/FIFA_World_Cup_hosts

Wikipedia (2023). *History of the FIFA World Cup*. Retrieved January 24, 2023, from,

https://en.wikipedia.org/wiki/History_of_the_FIFA_World_Cup