VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"Jnana Sangama", Belagavi-560014

Data Base Management System

Mini Project Report

On

"FIFA 22 PLAYER MANAGEMENT SYSTEM"

Submitted in partial fulfillment of the requirement of V Semester

Data Base Management System Laboratory(18CSL58)

Submitted by,

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Chaitanya Layout, JP Nagar 8th Phase, Kothanur, Bengaluru-560076

2021-2022

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DEPARTMENT OF INFORMATION SCIENCE & ENGINEERING

Certificate

This is to certify that the mini-project work entitled **"FIFA 22 PLAYER MANAGEMENT SYSTEM"** is carried out by **Hamza Shahnawaz (1RF20IS022) and Anthony Shashanth J B (1RF20IS009)** in partial fulfillment for the requirement of V Semester Data Base Management System Laboratory(18CSL58) in **Information Science and Engineering** of the **Visvesvaraya Technological University, Belagavi** during the year 2021-2022. It is certified that all the corrections/ suggestions indicated for the given internal assessment have been incorporated in the report. This report has been approved as it satisfies the academic requirements with respect to the mini-project work.

Signature of the Project

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RVITM, Bangalore.

Name of the Examiners **Signature with date**

1.

2.

ABSTRACT

Managing the ever increasing numbers of players in different parts of the world is a huge task. This project is aimed at developing a desktop-based application named 'FIFA 22 player management system' for managing players using a robust database at the backend and a Web based GUI at the frontend.

The application will allow users to track complete details about a player starting from his personal details, going through club and nationality information to right down to his technicalities at each position in footballing world. The software also allows users to view the whole list of players, teams and footballing statistics at once, thereby helping them build their perspective. Users have the privilege to add new players to a particular team, and to modify their records when the player decides to retire. FIFA 22 player management system also allows users to access players based on their rating other than their preferential position of playing thus guiding managers to build a strong positional team by selecting best rated player at each position. In conclusion, this application will come extremely handy in maintaining player spread across different teams and nations.

ACKNOWLEDGEMENT

We express our profound gratitude to **Dr. Jayapal R, Principal, RVITM, Bangalore,** for providing the necessary facilities and an ambient environment to work.

We are grateful to **Dr. Latha C A, Head of Department, Information Science and Engineering, RVITM, Bangalore,** for her valuable suggestions and advice throughout my/our work period.

We would like to express our deepest gratitude and sincere thanks to our guide, **Mrs. Shruthi P,** and project coordinators, Mr. Deepak D J and Mrs. Shruthi P, for their keen interest and encouragement in the project, whose guidance made the project into reality.

We would like to thank all the staff members of **Department of Information Science and Engineering** for their support and encouragement during the course of this project.

TABLE OF CONTENTS

Sl. No.	CHAPTERS	PAGE NO.
1	Introduction	1
2	System Requirement	2
3	Design of the project	4
4	Implementation	11
5	Screenshots	54
6	Conclusion	61
7	Bibliography	62

LIST OF FIGURES

Sl. No.	Figures	PAGE NO.
2.1	Memory consumption by brackets web editor	2
2.2	Memory consumption by chrome	2
2.3	Project size on disk	3
2.4	Wamp web server size on disk	3
2.5	Memory consumption by local server (Wamp)	3
3.1	ER Diagram	5
3.2	Relational schema	6
3.3	Player table structure	7
3.4	Player stats table structure	7
3.5	Salary table structure	8
3.6	Position table structure	8
3.7	Club table structure	8
3.8	Delete logs trigger structure	9 3.9
Update logs trigger structure		9
3.10	Insert logs trigger structure	9
3.11	Stored procedures structure	10
5.1	Search input for stored procedures	54
5.2	Search result using stored procedure from frontend	54
5.3	Search result using stored procedure from backend	55
5.4	Selecting table for insertion	55
5.5	Successful insert instance page	56
5.6	Selecting table to modify record	56
5.7	Modifying records in real time	57
5.8	Selecting categories for deleting record	57
5.9 Successful deletion instance	58 5.10 Delete triggers table	58

5.11	Insert triggers table	58
5.12	Update triggers table	59
5.13	Player club table	59
5.14	Player salary table	59
5.15	Player position table	60
5.16	Player stats table	60
5.17	Player’s table	60

LIST OF TABLES

Sl. No.	Table Name	Page No.
3.3	Player table structure	6
3.4	Player stats table structure	7
3.5	Salary table structure	7
3.6	Position table structure	8
3.7	Club table structure	8
5.13	Player club table	59
5.14	Player salary table	59
5.15	Player position table	60
5.16	Player stats table	60
5.17	Player's table	60

Chapter 1

INTRODUCTION

The project titled "**FIFA 22 Player management system**" is player management software for monitoring and accessing players based on their FIFA 22 PC/XBOX Game ratings. This project is developed using HTML, CSS and JavaScript for front-end and PHP, MySQL for back-end, which focuses on basic operation like adding a new player, new statistics, searching players with detailed information and edit as they grow their skills.

This project is a web based application designed and developed to help user's access players and organize teams. This software is easy to use, and it features a familiar and wellthought-out attractive user interface, combined with strong searching, insertion, and deletion with procedure capabilities.

Analysing players have been a huge task performed by professional scouting agents who are spread around the world. From personal details to football technicalities, FIFA 22 Management system allows easy maintenance record of such skilled youth talent.

Chapter 2

SYSTEM REQUIREMENT

One of the most difficult tasks is that, the selection of the software, once system requirement is known is determining whether a software package fits the requirements. After initial selection further security is needed to determine the desirability of software compared with other candidates. This section first summarizes the application requirement question and then suggests more detailed comparisons.

Hardware Requirement

1. 32/64-bit processor
2. i3 or greater intel processor chip
3. 1.7 or more GHz processor

Software Requirement

1. Windows 7 or higher version OS
2. Google chrome v70.0.3538 or greater
3. WAMPP web server
4. Brackets web editor

2.1 Software and Executables memory size:

Fig 2.1 Memory consumption by brackets web editor

Fig 2.2 Memory consumption by chrome

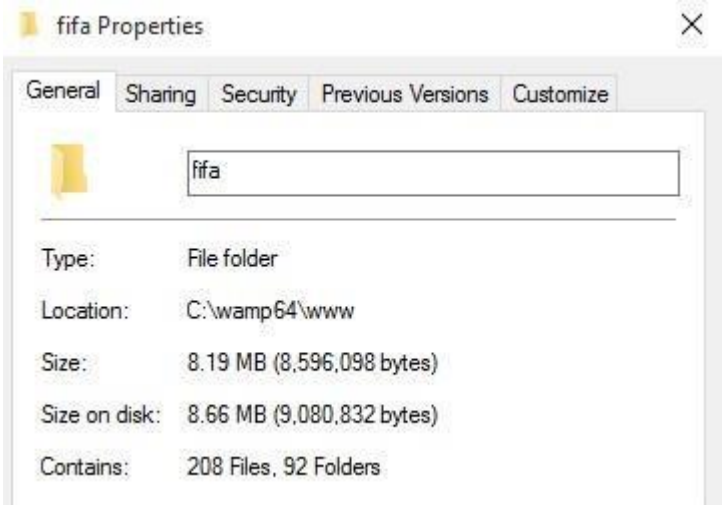

Fig 2.3 Project size on disk

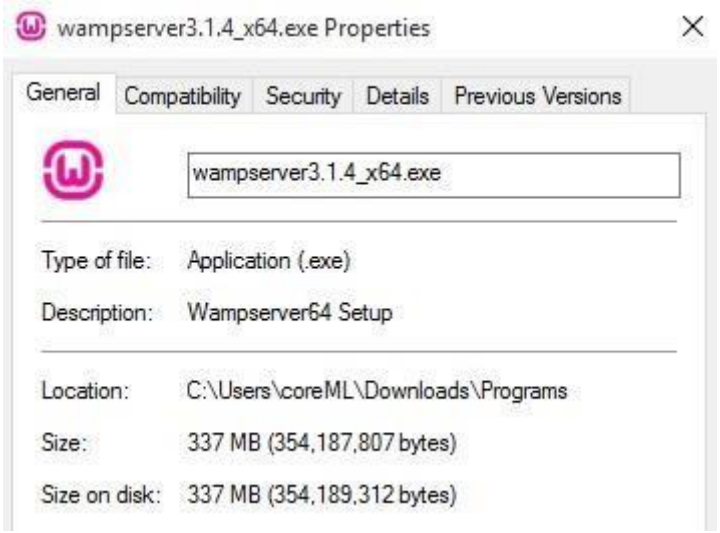

Fig 2.4 Wamp web server size on disk

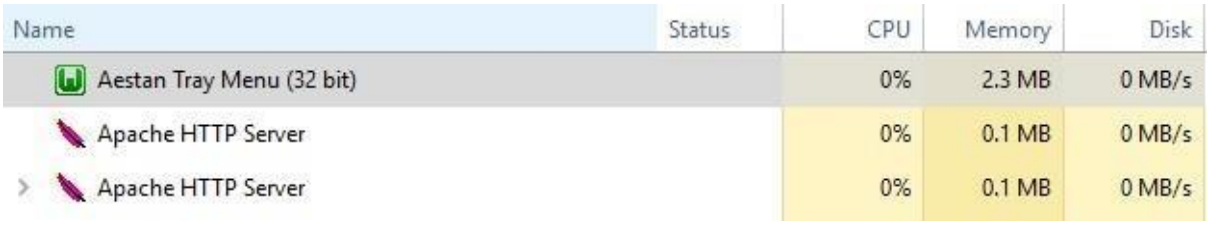

Fig 2.5 Memory consumption by local server (Wamp)

Chapter 3

DESIGN OF THE PROJECT

To analyse and access players on a daily basics can be hectic and huge effort demanding task. To help users, managers, staffs and scouting agents in football world, FIFA 22 player management system provides effortless player management system to help users to analyse, improve, train and access plays on a daily basis.

Description of the Project:

This project consists of player details, which describes about player biodata such as age and nationality. It also consists of player stats which describes about players technical skills. It also consists of tables containing details such as player earnings, club information and preferred position of playing. It also provide a strong searching, updating, deleting and inserting operations with a user friendly web based UI.

The project also helps the users to keep track of the player details in a computerized way without any trouble. The project contains **7 stored procedures** and 3 triggers per table. Stored procedures are used in search engine. Every time the user searches through the database, a procedure is called and the results is collected and displayed for the user in a structured manner. It also has 3 trigger namely "**Insert, Delete and Update**" triggers assigned separately to each table. Whenever operations such as insert or delete or update is performed on any table, these triggers are automatically called, and the logs are captured into 3 separate tables, individually for each trigger. Hence use of triggers provides users to trace back all the latest as well as the oldest changes into any table at any point of time.

This project is a simple prototype of managing larger numbers of players across different nations with different skill sets and attributes. It helps to access players and thus aids in building a strong positional team. It also helps in monitoring player growth.

3.1 ER Diagram:

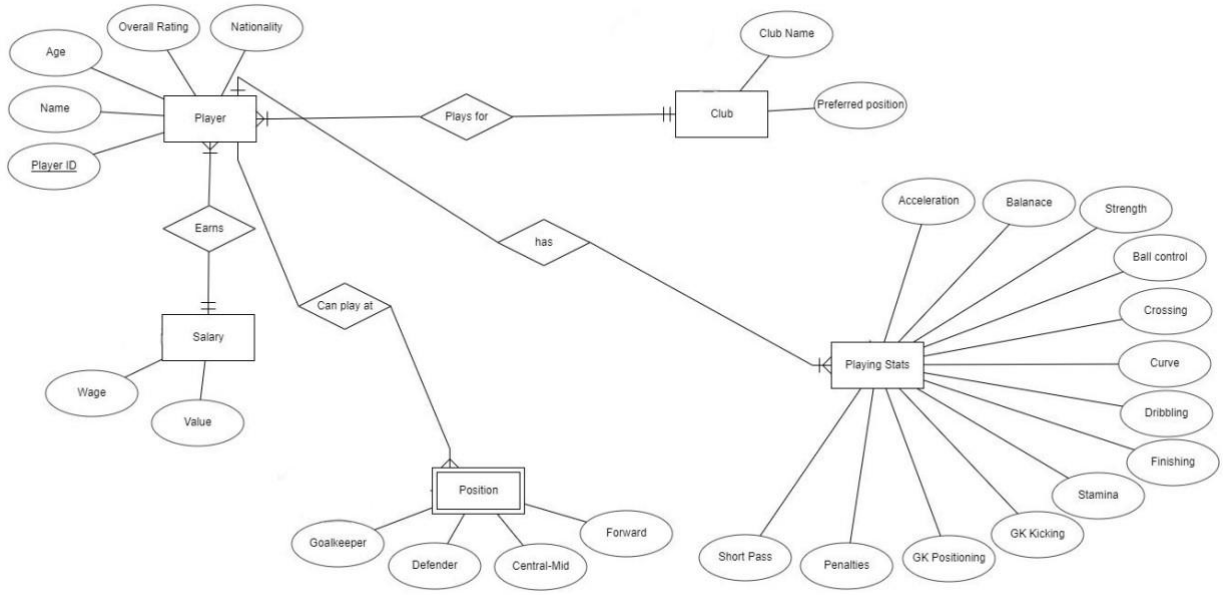

Fig 3.1 ER Diagram

3.2 Schema Diagram:

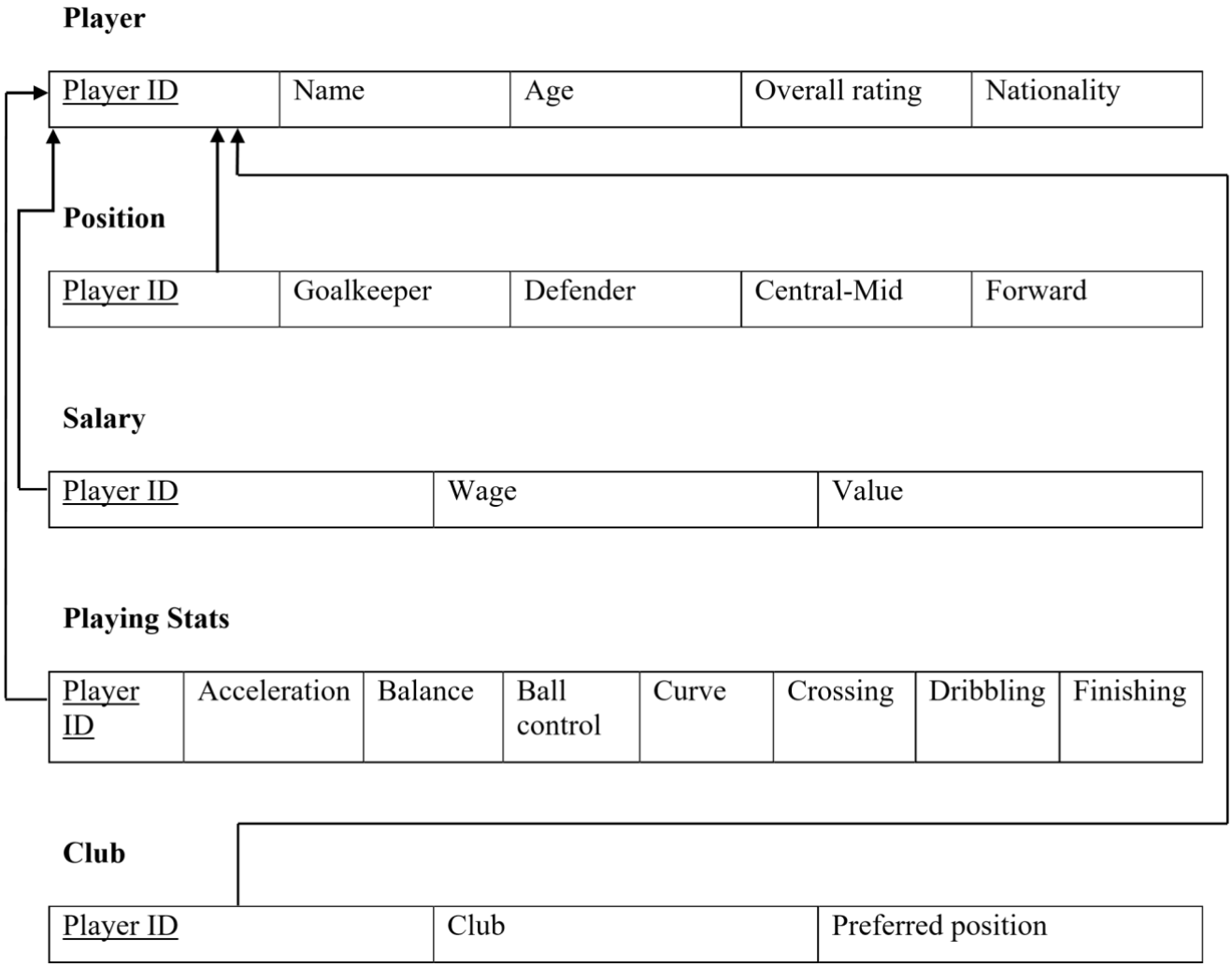

Fig 3.2 Relational schema

3.3 Table Structures:

3.3.1 Player details

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(11)			No	None		AUTO_INCREMENT	Change Drop More
2	player_id	int(7)			No	None			Change Drop More
3	player_name	char(30)	latin1_swedish_ci		No	None			Change Drop More
4	age	int(2)			Yes	NULL			Change Drop More
5	overall_rating	int(2)			Yes	NULL			Change Drop More
6	nationality	char(30)	latin1_swedish_ci		Yes	NULL			Change Drop More

Fig 3.3 Player table structure

The player table consists of 6 columns. Player_id and player_name are primary keys and player_id have references of other tables as well. To insert data, player_id should exist in this table before inserting into other tables.

3.3.2 Stats details

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(3)			No	None		AUTO_INCREMENT	Change Drop More
2	player_id	int(7)			No	None			Change Drop More
3	acceleration	int(2)			Yes	NULL			Change Drop More
4	balance	int(2)			Yes	NULL			Change Drop More
5	ball_control	int(2)			Yes	NULL			Change Drop More
6	crossing	int(2)			Yes	NULL			Change Drop More
7	curve	int(2)			Yes	NULL			Change Drop More
8	dribbling	int(2)			Yes	NULL			Change Drop More
9	finishing	int(2)			Yes	NULL			Change Drop More
10	gk_kicking	int(2)			Yes	NULL			Change Drop More
11	gk_positioning	int(2)			Yes	NULL			Change Drop More
12	penalties	int(2)			Yes	NULL			Change Drop More
13	short_pass	int(2)			Yes	NULL			Change Drop More
14	stamina	int(2)			Yes	NULL			Change Drop More
15	strength	int(2)			Yes	NULL			Change Drop More

Fig 3.4 Player stats table structure

Player stats table consists of 14 attributes, among which, player_id is primary key and also has a foreign key reference to “player” table. It is designed to contain all the football technicalities of a player.

3.3.3 Salary details

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(11)			No	None		AUTO_INCREMENT	Change Drop More
2	player_id	int(11)			No	None			Change Drop More
3	wage	int(11)			Yes	NULL			Change Drop More
4	value	int(11)			Yes	NULL			Change Drop More

Fig 3.5 Salary table structure

The salary table consists player_id as primary key and also have a foreign key reference to “player” table. It is designed to store player weekly wage and his current value in the market.

3.3.4 Position details

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(11)			No	None		AUTO_INCREMENT	Change Drop More
2	player_id	int(11)			No	None			Change Drop More
3	gk	int(11)			Yes	NULL			Change Drop More
4	df	int(11)			Yes	NULL			Change Drop More
5	cm	int(11)			Yes	NULL			Change Drop More
6	fr	int(11)			Yes	NULL			Change Drop More

Fig 3.6 Position table structure

The position table also have player_id as primary key and a foreign key reference to “player” table. It is designed to store the positions a player can play, if so, then how well he does on a scale of rating from 0 to 99. It helps user to access player based on positional play and decide the best position for a player.

3.3.5 Club details

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(11)			No	None		AUTO_INCREMENT	Change Drop More
2	player_id	int(11)			No	None			Change Drop More
3	club	char(30)	latin1_swedish_ci		Yes	NULL			Change Drop More
4	preferred_position	char(20)	latin1_swedish_ci		Yes	NULL			Change Drop More

Fig 3.7 Club table structure

The club details table has club information and the preferred position of a player at that club. It also have player_id as primary key and also a foreign key reference on “player” table.

3.3.6 Delete logs

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(10)			No	None		AUTO_INCREMENT	Change Drop More
2	action	varchar(50)	utf8mb4_unicode_ci		No	None			Change Drop More
3	time	timestamp			No	None			Change Drop More

Fig 3.8 Delete logs trigger structure

The delete logs table consists of 3 columns. ID column is unique and set to auto increment. Action column contain the action along with table name. Time column contains the time at which the trigger was automatically invoked based on the action.

3.3.7 Update logs

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(10)			No	None		AUTO_INCREMENT	Change Drop More
2	action	varchar(50)	utf8mb4_unicode_ci		No	None			Change Drop More
3	time	timestamp			No	None			Change Drop More

Fig 3.9 Update logs trigger structure

The Update logs table consists of 3 columns. ID column is unique and set to auto increment. Action column contain the action along with table name. Time column contains the time at which the trigger was automatically invoked based on the action.

3.3.8 Insert logs

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(10)			No	None		AUTO_INCREMENT	Change Drop More
2	action	varchar(50)	utf8mb4_unicode_ci		No	None			Change Drop More
3	time	timestamp			No	None			Change Drop More

Fig 3.10 Insert logs trigger structure

The Insert logs table consists of 3 columns. ID column is unique and set to auto increment. Action column contain the action along with table name. Time column contains the time at which the trigger was automatically invoked based on the action.

3.3.9 Stored procedures

Name	Action				Type
SearchAge	Edit	Execute	Export	Drop	PROCEDURE
SearchName	Edit	Execute	Export	Drop	PROCEDURE
SearchNationality	Edit	Execute	Export	Drop	PROCEDURE
SearchOverallRating	Edit	Execute	Export	Drop	PROCEDURE
SearchPosition	Edit	Execute	Export	Drop	PROCEDURE
SearchTeam	Edit	Execute	Export	Drop	PROCEDURE
Searchplayerid	Edit	Execute	Export	Drop	PROCEDURE

Fig 3.11 Stored procedures structure

There are 7 stored procedures present inside search page on the web application. These are called whenever any search instance occur on the web page. The results of the stored procedures are then displayed on the UI in a tabular structure.

Chapter 4

IMPLEMENTATION

4.1 Stored procedures:

The Stored procedures are executed using PHP and MySQL in the application file. The result of stored procedure is shown in Fig 5.2.

Use: Use of stored procedures allows modular programming, reduces network traffic, faster execution, and can be used as security mechanism.

Given below is a code snippet of implementation of all the 7 stored procedure present inside the web application.

```
<section>
<ul class="menu cf">
   <li><a href="../../../../INDEX.html">Home</a></li>
   <li><a href="../../../../search_player/player_search.html">Search</a> </li>
   <li><a href="../../../../update_player/update_player.html">Update</a></li>
   <li><a href="../../../../insert_player/insert_new_player.html">Insert</a></li>
   <li><a href="../../../../database/database.php">Database</a></li>
   <li><a href="../../../../report/project_report.html">Report</a></li>
   <li><a href="../../../procedures.html">Procedures</a></li>
   <li><a href="../../../../about/about.html">About</a></li>
</ul>


<?php
$servername = "localhost";
$username = "root";
$password = "";
```

```
$dbname = "fifa";

// Create connection
$conn = new mysqli($servername, $username, $password, $dbname);
// Check connection if ($conn->connect_error) {
die("Connection failed: " . $conn->connect_error);
}

$choices = $_POST['choices-single-defaul'];
$input_name = $_POST['input_search_keyword'];



#stored procedures

$spforage = mysqli_query($conn, "CREATE DEFINER=`root`@`localhost` PROCEDURE
`SearchAge`(IN `page` INT(11)) NOT DETERMINISTIC CONTAINS SQL SQL SECURITY
DEFINER SELECT player_name,age,overall_rating,nationality FROM personal_details WHERE
personal_details.age = page;");

$spfornationality = mysqli_query($conn, "CREATE DEFINER=`root`@`localhost`
PROCEDURE `SearchNationality`(IN `page` VARCHAR(30)) NOT DETERMINISTIC
CONTAINS SQL SQL SECURITY DEFINER SELECT * FROM personal_details WHERE
personal_details.nationality=page;");

$spforoverallrating = mysqli_query($conn, "CREATE DEFINER=`root`@`localhost`
PROCEDURE `SearchOverallRating`(IN `page` INT(11)) NOT DETERMINISTIC CONTAINS
SQL SQL SECURITY DEFINER SELECT * FROM personal_details WHERE
personal_details.overall_rating = page;");

$spforteam = mysqli_query($conn, "CREATE DEFINER=`root`@`localhost` PROCEDURE
`SearchTeam`(IN `page` VARCHAR(30)) NOT DETERMINISTIC CONTAINS SQL SQL
SECURITY DEFINER SELECT
pd.player_name,pd.overall_rating,pd.age,pd.nationality,od.club FROM personal_details
pd,other_details od WHERE od.club = page AND pd.player_id = od.player_id ORDER BY
pd.player_id;");
```

```
$spforname = mysqli_query($conn, "CREATE DEFINER=`root`@`localhost` PROCEDURE `SearchName`(IN `page` VARCHAR(30)) NOT DETERMINISTIC CONTAINS SQL SQL SECURITY DEFINER SELECT * FROM personal_details WHERE player_name = page");
$spforplayerid = mysqli_query($conn, "CREATE DEFINER=`root`@`localhost` PROCEDURE `Searchplayerid`(IN `page` INT(11)) NOT DETERMINISTIC CONTAINS SQL SQL SECURITY DEFINER SELECT * FROM personal_details WHERE player_id = page;");


$spforposition = mysqli_query($conn, "CREATE DEFINER=`root`@`localhost` PROCEDURE `SearchPosition`(IN `page` VARCHAR(11)) NOT DETERMINISTIC CONTAINS SQL SQL SECURITY DEFINER SELECT pd.player_name, pd.overall_rating, od.preferred_position, p.gk, p.df, p.cm, p.fr FROM personal_details pd, other_details od, position p WHERE od.preferred_position = page AND p.player_id = od.player_id AND p.player_id = pd.player_id GROUP BY pd.player_id;");



if ($choices == 'AGE' && ctype_digit(strval($input_name))) {
   $call = "CALL SearchAge('$input_name')";
?>
<div class="tbl-header">
<table cellpadding="0" cellspacing="0" border="0">
<thead>
   <tr>
      <th>NAME</th>
      <th>AGE</th>
      <th>OVERALL RATING</th>
      <th>NATIONALITY</th>
   </tr>
</thead>
</table>
</div>
<div class="tbl-content">
<table cellpadding="0" cellspacing="0" border="0">
<tbody>
```

```
<?php
$result = mysqli_query($conn, $call) ; if
($result) {
// output data of each row     while($row = $result->fetch_assoc()) {              echo
"<tr>";             echo("<td>" . $row["player_name"] . "</td> <td>" . $row["age"] . "</td>
<td>" .
$row["overall_rating"] . "</td><td>" .$row["nationality"]. "</td>");
echo "</tr>";
      }
   }
}

else if ($choices == 'NATIONALITY' && !ctype_digit(strval($input_name))) {
$call = "CALL SearchNationality('$input_name')";
?>
</tbody>
</table>
</div>

<div class="tbl-header">
<table cellpadding="0" cellspacing="0" border="0">
<thead>
   <tr>
      <th>NAME</th>
      <th>AGE</th>
      <th>OVERALL RATING</th>
      <th>NATIONALITY</th>
   </tr>
</thead>
</table>
```

```
</div>
```

```
<div class="tbl-content">
<table cellpadding="0" cellspacing="0" border="0">
<tbody>
<?php
                                                                                -
$result = mysqli_query($conn, $call) ; if ($result) {      while($row = $result
>fetch_assoc()) {          echo "<tr>";          echo("<td>" . $row["player_name"] .
"</td> <td>" . $row["age"] . "</td> <td>" .
$row["overall_rating"] . "</td><td>" .$row["nationality"]. "</td>");
echo "</tr>";
        }
    }
}

else if ($choices == 'OVERALL RATING' && ctype_digit(strval($input_name)))
{     $call = "CALL SearchOverallRating('$input_name')";
?>
</tbody>
</table>
</div>
<div class="tbl-header">
<table cellpadding="0" cellspacing="0" border="0">
<thead>
    <tr>
        <th>NAME</th>
        <th>AGE</th>
        <th>OVERALL RATING</th>




</div>
```

```
<div class="tbl-content">
<table cellpadding="0" cellspacing="0" border="0">
<tbody>
<?php
                                                                    -
      <th>NATIONALITY</th>
   </tr>
</thead>
</table>
$result = mysqli_query($conn, $call) ; if ($result) {     while($row = $result
>fetch_assoc()) {          echo "<tr>";          echo("<td>" . $row["player_name"] .
"</td> <td>" . $row["age"] . "</td> <td>" .
$row["overall_rating"] . "</td><td>" .$row["nationality"]. "</td>");
echo "</tr>";
   }
}
}

else if ($choices == 'PLAYER ID' && ctype_digit(strval($input_name))) {
   $call = "CALL Searchplayerid('$input_name')";
?>
</tbody>
</table>
</div>
<div class="tbl-header">
<table cellpadding="0" cellspacing="0" border="0">
<thead>




</div>
```

```
<div class="tbl-content">
<table cellpadding="0" cellspacing="0" border="0">
<tbody>
<?php
                                                                    -
   <tr>
      <th>NAME</th>
      <th>AGE</th>
      <th>OVERALL RATING</th>
      <th>NATIONALITY</th>
   </tr>
</thead>
</table>
$result = mysqli_query($conn, $call) ; if ($result) {     while($row = $result
>fetch_assoc()) {          echo "<tr>";         echo("<td>" . $row["player_name"] .
"</td> <td>" . $row["age"] . "</td> <td>" .
$row["overall_rating"] . "</td><td>" .$row["nationality"]. "</td>");
echo "</tr>";
   }
}
}

else if ($choices == 'PLAYER NAME' && !ctype_digit(strval($input_name))) {
   $call = "CALL SearchName('$input_name')";
?>
</tbody>
</table>




</div>
```

```
<div class="tbl-content">
<table cellpadding="0" cellspacing="0" border="0">
<tbody>
<?php
                                                                    -
</div>
<div class="tbl-header">
<table cellpadding="0" cellspacing="0" border="0">
<thead>
   <tr>
      <th>NAME</th>
      <th>AGE</th>
      <th>OVERALL RATING</th>
      <th>NATIONALITY</th>
   </tr>
</thead>
</table>
```

```
</div>
```

```
<div class="tbl-content">
<table cellpadding="0" cellspacing="0" border="0">
<tbody>
<?php
$result = mysqli_query($conn, $call) ; if ($result) {     while($row = $result
>fetch_assoc()) {         echo "<tr>";         echo("<td>" . $row["player_name"] .
"</td> <td>" . $row["age"] . "</td> <td>" .
$row["overall_rating"] . "</td><td>" .$row["nationality"]. "</td>");
echo "</tr>";
   }
}
}

else if ($choices == 'TEAM' && !ctype_digit(strval($input_name))) {
$call = "CALL SearchTeam('$input_name')";
?>
</tbody>
</table>
</div>
<div class="tbl-header">
<table cellpadding="0" cellspacing="0" border="0">
<thead>
   <tr>
      <th>NAME</th>
      <th>AGE</th>
      <th>OVERALL RATING</th>
      <th>NATIONALITY</th>
      <th>TEAM</th>
   </tr>
</thead>
```

```
</table>
</div>
<div class="tbl-content">
<table cellpadding="0" cellspacing="0" border="0">
<tbody>
<?php
$result = mysqli_query($conn, $call) ; if ($result) {      while($row = $result-
>fetch_assoc()) {          echo "<tr>";          echo("<td>" . $row["player_name"] . "</td>
<td>" . $row["age"] . "</td> <td>" . $row["overall_rating"] . "</td><td>"
.$row["nationality"]. "</td><td>" . $row["club"] .
"</td>");
echo "</tr>";
    }
}
}

else if ($choices == 'PLAYING POSITION' && !ctype_digit(strval($input_name))) {      $call
= "CALL SearchPosition('$input_name')";
?>
</tbody>
</table>
</div>
<div class="tbl-header">
<table cellpadding="0" cellspacing="0" border="0">
<thead>
    <tr>
        <th>NAME</th>
        <th>PLAYING POSITION</th>
        <th>OVERALL RATING</th>
        <th colspan="4">RATING AT OTHER POSITIONS</th>
```

```
    </tr>
    <tr>
        <th></th>
        <th></th>
        <th></th>
        <th>GOALKEEPER</th>
        <th>DEFENDER</th>
        <th>CENTER-MID</th>
        <th>FORWARD</th>
    </tr>
</thead>
</table>
</div>
<div class="tbl-content">
<table cellpadding="0" cellspacing="0" border="0">
<tbody>
<?php
$result = mysqli_query($conn, $call) ; if
($result) {
// output data of each row     while($row = $result->fetch_assoc()) {          echo "<tr>";
echo("<td>" . $row["player_name"] . "</td> <td>" . $row["preferred_position"] . "</td>
<td>" . $row["overall_rating"] . "</td><td>" .$row["gk"]. "</td><td>" . $row["df"] .
"</td><td>" . $row["cm"] . "</td><td>" . $row["fr"] . "</td>");
echo "</tr>";
        }
    }  }      else {
header("Location:index.html");
}

$conn->close();
?>
```

4.2 Inserting new records:

The insert page allows users to select the table to insert values into [Fig 5.4]. It then asks users to input required data columns for the particular table and upon successful insertion, a new page is displayed [Fig 5.5] with appropriate message. Upon failure, another page is displayed with appropriate message and a possible solution.

Given below is the code snippet of the insert page which is execute in the application using PHP and MySQL.

```
<ul class="menu cf">
<li><a href="../../INDEX.html">Home</a></li>
<li><a href="../../search_player/player_search.html">Search</a> </li>
<li><a href="../../update_player/update_player.html">Update</a></li>
<li><a href="../insert_new_player.html">Insert</a></li>
<li><a href="../../database/database.php">Database</a></li>
<li><a href="../../report/project_report.html">Report</a></li>
<li><a href="../../procedures/procedures.html">Procedures</a></li>
<li><a href="../../about/about.html">About</a></li>
</ul>

<?php
$servername = "localhost";
$username = "root";
$password = "";

// Create connection
$conn = new mysqli($servername, $username, $password);
```

```
// Check connection if ($conn->connect_error) {
die("Connection failed: " . $conn-
>connect_error);
}

$choices = $_POST["choices-single-defaul"];
?>

<?php  if($choices=='PERSONAL DETAILS'){  echo "<form
action=\"php_submit/into_personal_details.php\" method=\"post\">"; echo "<input
        id=\"input-1s\"          type=\"text\"   placeholder=\"PlayerID\"      required
        autofocus name=\"pid\"/>";  echo "<label for=\"input-1\">";  echo "<span
class=\"label-text\">Player ID</span>"; echo "<span class=\"nav-dot\"></span>"; echo
"</label>";  echo  "<input      id=\"input-2\"  type=\"text\"  placeholder=\"Player
Name\"
 required name=\"pname\"/>"; echo "<label for=\"input-
2\">";  echo "<span class=\"label-text\">Player
Name</span>"; echo "<span class=\"nav-dot\"></span>";
echo
"</label>";  echo "<input id=\"input-3\" type=\"text\" placeholder=\"Age\" required
name=\"page\"/>"; echo "<label for=\"input-3\">";
```

```
                    \"label-text\
echo " <span class=                ">Player Age</span>";
echo "  <span class=\"nav-dot\"></span>"; echo
"</label>";  echo  "<input      id=\"input-4\"  type=\"text\"  placeholder=\"Overall
        Rating\"
 required name=\"poverallrating\"/>"; echo "<label for=\"input-
4\">";  echo "  <span class=\"label-text\">Overall Rating</span>";
echo "  <span class=\"nav-dot\"></span>"; echo
"</label>";

echo  "<input             id=\"input-5\"  type=\"text\"  placeholder=\"Nationality\"  required
name=\"pnationality\"/>"; echo "<label for=\"input-5\">";
echo "  <span class=\"label-text\">Nationality</span>";
echo "  <span class=\"nav-dot\"></span>"; echo
"</label>";
echo  "<button          type=\"submit\"
 onclick=\"php_submit/into_personal_details.php\"
class=\"signupbutton\">INSERT</button>"; echo "<p class=\"tip\">Press Tab</p>"; echo
"</form>";
}

else  if($choices=='PLAYER CLUB'){

echo "<form action=\"php_submit/into_other_details.php\" method=\"post\">"; echo "<input
id=\"input-1s\" type=\"text\" placeholder=\"PlayerID\" required autofocus name=\"pid\"/>";
echo "<label for=\"input-1\">";
```

```
                    \"label-text\
echo "<span class=                ">Player ID</span>";
echo "<span class=\"nav-dot\"></span>"; echo
"</label>";  echo  "<input      id=\"input-2\"  type=\"text\"  placeholder=\"Player  Club\"
required
name=\"pclub\"/>"; echo "<label for=\"input-2\">";  echo
"<span class=\"label-text\">Player Club</span>";  echo
"<span class=\"nav-dot\"></span>"; echo
"</label>";  echo "<input id=\"input-3\" type=\"text\" placeholder=\"Preferred
Position\" required
name=\"ppreferredposition\"/>"; echo "<label for=\"input-3\">";  echo " <span
class=\"label-text\">Preferred Position</span>"; echo "  <span class=\"nav-dot\"></span>";
echo "</label>";  echo  "<button        type=\"submit\"
          onclick=\"php_submit/into_other_details.php\" class=\"signup-
button\">INSERT</button>"; echo "<p class=\"tip\">Press Tab</p>"; echo "</form>";

}

else  if($choices=='PLAYER POSITION'){

echo "<form action=\"php_submit/into_position.php\" method=\"post\">";  echo
"<input id=\"input-1s\" type=\"text\" placeholder=\"PlayerID\" required autofocus
name=\"pid\"/>";  echo "<label
for=\"input-1\">";  echo
```

```
                    \"label-text\
"<span class=  ">Player

ID</span>";

echo "<span class=\"nav-dot\"></span>"; echo

"</label>";

echo "<input id=\"input-2\" type=\"text\" placeholder=\"Player@GoalKeeper\" required

name=\"pgk\"/>"; echo "<label for=\"input-2\">";  echo "<span class=\"label-

text\">Player@Goalkeeper Rating</span>"; echo "<span class=\"nav-

dot\"></span>"; echo "</label>";  echo "<input id=\"input-3\" type=\"text\"

placeholder=\"Player@Defender\" required

name=\"pdf\"/>"; echo "<label for=\"input-3\">";  echo " <span class=\"label-

text\">Player@Defender Rating</span>"; echo "  <span class=\"nav-dot\"></span>";

echo "</label>";  echo "<input id=\"input-4\" type=\"text\"

placeholder=\"Player@Central-Mid\" required

name=\"pcm\"/>"; echo "<label for=\"input-4\">";  echo "  <span class=\"label-

text\">Player@Central-mid Rating</span>"; echo "  <span class=\"nav-

dot\"></span>"; echo "</label>";  echo  "<input       id=\"input-5\"  type=\"text\"

placeholder=\"Player@Forward\"

 required name=\"pfr\"/>";  echo "<label for=\"input-5\">";  echo "  <span

class=\"label-text\">Player@Forward   Rating</span>";  echo  "     <span

class=\"nav-dot\"></span>";     echo     "</label>";          echo     "<button

type=\"submit\" onclick=\"php_submit/into_position.php\"

class=\"signupbutton\">INSERT</button>";  echo

"<p class=\"tip\">Press Tab</p>"; echo
```

```
                \"label-text\
"</form>";

}
```

```
else  if($choices=='PLAYER STATS'){


echo "<form action=\"php_submit/into_player_stats.php\" method=\"post\">";  echo
"<input id=\"input-1s\" type=\"text\" placeholder=\"PlayerID\" required autofocus
name=\"pid\"/>";  echo "<label for=\"input-1\">";
echo "<span class=\"label-text\">Player
ID</span>"; echo "<span class=\"nav-
dot\"></span>"; echo
"</label>";  echo "<input id=\"input-2\" type=\"text\" placeholder=\"Player
Acceleration\" required
name=\"pacceleration\"/>"; echo "<label for=\"input-2\">";
echo "<span class=\"label-text\">Acceleration</span>";
echo "<span class=\"nav-dot\"></span>"; echo
"</label>";  echo  "<input      id=\"input-3\"  type=\"text\"  placeholder=\"Player
Balance\"
 required name=\"pbalance\" />"; echo "<label for=\"input-
3\">";  echo " <span class=\"label-text\">Balance</span>"; echo
"  <span class=\"nav-dot\"></span>"; echo
"</label>";

echo "<input id=\"input-4\" type=\"text\" placeholder=\"Player Ball Control\" required
name=\"pballcontrol\"/>"; echo "<label for=\"input-4\">";
echo "  <span class=\"label-text\">Ball Control</span>";
echo "  <span class=\"nav-dot\"></span>"; echo
```

```
"</label>";
echo "<input id=\"input-5\" type=\"text\" placeholder=\"Player Crossing\" required
name=\"pcrossing\"/>"; echo "<label for=\"input-5\">";
echo "  <span class=\"label-text\">Crossing</span>";
echo "  <span class=\"nav-dot\"></span>"; echo
"</label>";  echo  "<input      id=\"input-5\"  type=\"text\"  placeholder=\"Player
Curve\"
 required name=\"pcurve\"/>"; echo "<label for=\"input-
5\">";  echo "  <span class=\"label-text\">Curve</span>";
echo "  <span class=\"nav-dot\"></span>"; echo
"</label>";  echo "<input id=\"input-5\" type=\"text\" placeholder=\"Player
Dribbling\" required
name=\"pdribbling\"/>"; echo "<label for=\"input-5\">";
echo "  <span class=\"label-text\">Dribbling</span>";
echo "  <span class=\"nav-dot\"></span>"; echo
"</label>";  echo "<input id=\"input-5\" type=\"text\" placeholder=\"Player
Finishing\" required
name=\"pfinishing\"/>";
echo "<label for=\"input-5\">";  echo "  <span
class=\"label-text\">Finishing</span>"; echo "  <span
class=\"nav-dot\"></span>"; echo
"</label>";  echo "<input id=\"input-5\" type=\"text\" placeholder=\"Player GK Kicking\"
required
```

```
name=\"pgkk\"/>"; echo "<label for=\"input-5\">";  echo
"  <span class=\"label-text\">GK kicking</span>"; echo
"  <span class=\"nav-dot\"></span>"; echo
"</label>";
echo "<input id=\"input-5\" type=\"text\" placeholder=\"Player GK Positioning\" required
name=\"pgkp\"/>"; echo "<label for=\"input-5\">";  echo "  <span class=\"label-
text\">GK Positioning</span>"; echo "  <span class=\"nav-dot\"></span>"; echo
"</label>";  echo "<input id=\"input-5\" type=\"text\" placeholder=\"Player
Penalties\" required
name=\"ppenalties\"/>"; echo "<label for=\"input-5\">";
echo "  <span class=\"label-text\">Penalties</span>";
echo "  <span class=\"nav-dot\"></span>"; echo
"</label>";  echo "<input id=\"input-5\" type=\"text\" placeholder=\"Player Short
Pass\" required
name=\"pshortpass\"/>"; echo "<label for=\"input-5\">";
echo "  <span class=\"label-text\">Short pass</span>";
echo "  <span class=\"nav-dot\"></span>"; echo
"</label>";  echo  "<input      id=\"input-5\"  type=\"text\"  placeholder=\"Player
Stamina\"
 required name=\"pstamina\"/>"; echo "<label for=\"input-
5\">";  echo "  <span class=\"label-text\">Stamina</span>";
echo "  <span class=\"nav-dot\"></span>"; echo
"</label>";  echo  "<input      id=\"input-5\"  type=\"text\"  placeholder=\"Player
Strength\"
```

```
 required name=\"pstrength\"/>"; echo "<label for=\"input-
5\">";  echo "  <span class=\"label-text\">Strength</span>";
echo "  <span class=\"nav-dot\"></span>"; echo
"</label>";
echo "<button type=\"submit\" onclick=\"php_submit/into_player_stats.php\"
class=\"signupbutton\">INSERT</button>"; echo "<p class=\"tip\">Press Tab</p>"; echo
"</form>";
  }
else if($choices=='PLAYER EARNINGS'){

echo "<form action=\"php_submit/into_salary.php\" method=\"post\">";  echo "<input
id=\"input-1s\" type=\"text\" placeholder=\"PlayerID\" required autofocus
name=\"pid\" />"; echo "<label for=\"input-1\">";  echo
"<span class=\"label-text\">Player ID</span>"; echo
"<span class=\"nav-dot\"></span>"; echo
"</label>";  echo  "<input  id=\"input-2\"  type=\"text\"  placeholder=\"Player
Wages\"
 required name=\"pwage\"/>"; echo "<label for=\"input-
2\">";  echo "<span class=\"label-text\">Player
Wage</span>"; echo "<span class=\"nav-dot\"></span>";
echo
"</label>";  echo  "<input  id=\"input-3\"  type=\"text\"  placeholder=\"Player
Value\"
 required name=\"pvalue\"/>"; echo "<label for=\"input-
3\">";  echo " <span class=\"label-text\">Player
```

```
Value</span>"; echo "  <span class=\"nav-dot\"></span>";

echo

"</label>";

echo "<button type=\"submit\" onclick=\"php_submit/into_salary.php\"

class=\"signupbutton\">INSERT</button>"; echo "<p class=\"tip\">Press Tab</p>"; echo

"</form>";


} else

{

head

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;


}

?>
```

(Inside into_personal_details.php)

```
<?php

$servername = "localhost";

$username = "root";

$password = "";

$dbname = "fifa";
```

```
// Create connection
$conn = new mysqli($servername, $username, $password, $dbname);
// Check connection if ($conn->connect_error) {
die("Connection failed: " . $conn-
>connect_error);
}

$spid = $_POST["pid"];
$spname = $_POST["pname"];
$spage = $_POST["page"];
$spoverallrating = $_POST["poverallrating"];
$spnationality = $_POST["pnationality"];
?>
<ul class="menu cf">
<li><a href="../../../INDEX.html">Home</a></li>
<li><a href="../../../search_player/player_search.html">Search</a> </li>
<li><a href="../../../update_player/update_player.html">Update</a></li>
<li><a href="../../insert_new_player.html">Insert</a></li>
<li><a href="../../../database/database.php">Database</a></li>
<li><a href="../../../report/project_report.html">Report</a></li>
<li><a href="../../../procedures/procedures.html">Procedures</a></li>
<li><a href="../../../about/about.html">About</a></li>
</ul>
```

```
<?php
$sql = "INSERT INTO $dbname.personal_details (player_id, player_name, age,overall_rating,nationality) VALUES ('$spid','$spname','$spage','$spoverallrating','$spnationality')";

if ($conn->query($sql) === TRUE) {  echo "<h3 id=\"result\" style=\"color:white; text-align:center; font-family:cursive;\">New record  inserted  successfully  !  Go ahead  to  <a href=\"../../../database/database.php\">DATABASE</a> to see for yourself.</h3>"; }
else {
//  header("Location:index.html"); echo "Error: " . $sql . "<br>" . $conn->error;
}
$conn->close();
?>
```

(Inside into_other_details.php)

```
<?php
$servername = "localhost";
$username = "root";
$password = "";
$dbname = "fifa";

// Create connection
$conn = new mysqli($servername, $username, $password, $dbname);
```

```
// Check connection if ($conn->connect_error) {

die("Connection failed: " . $conn-

>connect_error);

}


$spid = $_POST["pid"];

$spclub = $_POST["pclub"];

$sppreferredposition = $_POST["ppreferredposition"];

?>

<ul class="menu cf">

<li><a href="../../../INDEX.html">Home</a></li>

<li><a href="../../../search_player/player_search.html">Search</a> </li>

<li><a href="../../../update_player/update_player.html">Update</a></li>

<li><a href="../../insert_new_player.html">Insert</a></li>

<li><a href="../../../database/database.php">Database</a></li>
<li><a href="../../../report/project_report.html">Report</a></li>

<li><a href="../../../procedures/procedures.html">Procedures</a></li>

<li><a href="../../../about/about.html">About</a></li>

</ul>


<?php

$sql = "INSERT INTO $dbname.other_details (player_id, club, preferred_position) VALUES
('$spid','$spclub','$sppreferredposition')";


if ($conn->query($sql) === TRUE) {
```

```
echo "<h3 style=\"color:white;text-align:center; font-family:cursive;\">New record inserted successfully ! Go ahead to <a href=\"../../../database/database.php\">DATABASE</a> to see for yourself.</h3>";

} else {
header("Location:index.html");
//          echo "Error: " . $sql . "<br>" . $conn->error;
}
$conn->close();
?>
```

4.3 Updating existing records:

The update page allows users to look at a selected table and edit the table live on frontend. The user first selects the table he/she wants to modify [Fig 5.6]. Upon selection, a new page is created with respective table. This table consists of editable rows that can be modified and result can be seen real time [Fig 5.7].

Given below is a code snippet of implementation of update page. It is created using PHP, MySQL and JavaScript. Use of JavaScript makes the UI more flexible by providing real time data interaction.

```
<?php   include('db-
connect.php');
$row1 = mysqli_query($con,"SELECT * FROM personal_details");
?>
<!DOCTYPE html>
<html>
<head>
<script src="jquery.tabledit.js"></script>
```

```
<link rel="stylesheet"
href="https://cdnjs.cloudflare.com/ajax/libs/meyerreset/2.0/reset.min.css">

<link href="css/menu.css" rel="stylesheet" type="text/css">

<script type="text/javascript">


$(document).ready(function(){


$('#example1').Tabledit({ url: 'logic-edit-delete.php', columns: {  identifier:

[0,  'player_id'],  editable:  [[1,  'player_name'],  [2,  'age'],[3,

'overall_rating'],[4, 'nationality']]

},

onDraw: function() {
console.log('onDraw()');

},

onSuccess: function(data, textStatus, jqXHR) {

console.log('onSuccess(data, textStatus, jqXHR)');

console.log(data); console.log(textStatus);

console.log(jqXHR);

},

onFail: function(jqXHR, textStatus, errorThrown) {

console.log('onFail(jqXHR, textStatus, errorThrown)');

console.log(jqXHR); console.log(textStatus); console.log(errorThrown);

},

onAlways: function() { console.log('onAlways()');

},
```

```
onAjax: function(action, serialize) {

console.log('onAjax(action, serialize)'); console.log(action);

console.log(serialize);

}

});

});


</script>


<body>

<ul class="menu cf">

<li><a href="../../../../INDEX.html">Home</a></li>

<li><a href="../../../../search_player/player_search.html">Search</a> </li>

<li><a href="../../../update_player.html">Update</a></li>

<li><a href="../../../../insert_player/insert_new_player.html">Insert</a></li>

<li><a href="../../../../database/database.php">Database</a></li>

<li><a href="../../../../report/project_report.html">Report</a></li>

<li><a href="../../../../procedures/procedures.html">Procedures</a></li>

<li><a href="../../../../about/about.html">About</a></li>

</ul>


<input TYPE="button" onClick="history.go(0)" VALUE="Refresh" class="input_style">

<div class="panel panel-default">

<div class="tbl-header">
```

```
<table cellpadding="0" cellspacing="0" border="0" id="example1">
<tr><th>Id</th><th>Name</th><th>Age</th><th>Overall
Rating</th><th>Nationality</th></tr>

<?php while($row = mysqli_fetch_assoc($row1)) {?>

<tr>

<td><?php echo $row['player_id'];?></td>

<td><?php echo $row['player_name']; ?></td>

<td><?php echo $row['age']; ?></td>

<td><?php echo $row['overall_rating']; ?></td>

<td><?php echo $row['nationality']; ?></td>

</tr>

<?php } ?>

</table>

</div>

</div>

$input = filter_input_array(INPUT_POST);


if ($input['action'] === 'edit')

{

        $sql = "UPDATE personal_details SET player_name ='" . $input['player_name'] .
"',age ='" . $input['age'] . "',overall_rating ='" . $input['overall_rating'] . "', nationality='" .
$input['nationality'] . "' ." WHERE player_id='" . $input['player_id'] . "';


   mysqli_query($con,$sql);

}
```

```
<?php
$servername = "localhost";
$username = "root";
$password = "";
$database = "fifa";

// Create connection
$conn = new mysqli($servername, $username, $password,$database);

// Check connection if ($conn->connect_error) {
die("Connection failed: " . $conn->connect_error);
}

$choices = $_POST["choices-single-defaul"];

if($choices=='PERSONAL DETAILS'){
header("Location:test_personal_details/inline-table-edit.php");
}
else  if($choices=='PLAYER EARNINGS'){     header("Location:test_player_salary/inlinetable-
edit.php");
}

else  if($choices=='PLAYER POSITION'){ header("Location:test_player_position/inlinetable-
edit.php");
}
```

```
else  if($choices=='PLAYER CLUB'){  header("Location:test_player_club/inline-table-
edit.php");
}
else if($choices=='PLAYER STATS'){  header("Location:test_player_stats/inline-table-
edit.php");

} else {
header("Location:index.html");
}
 ?>
```

4.4 Deleting existing records:

The delete page allows users to delete data based on categories like age, nationality, player ID, name and overall rating [Fig 5.8]. Choosing from different categories provides better user-database interface. Upon deletion, a new page is displayed with appropriate message [Fig 5.9] and upon failing, a new page with error information and possible solutions.

Given below is a code snippet of implementation of delete page. It is created using PHP and MySQL.

```
<?php
$servername = "localhost"; $username
= "root";
$password = "";

// Create connection
$conn = new mysqli($servername, $username, $password);
```

```
// Check connection if ($conn-
>connect_error) { die("Connection failed:
" .
$conn->connect_error);

}

$choices = $_POST["choices-single-defaul"];
?> <?php  if($choices=='BY AGE'){  echo "<form
action=\"php_submit_delete/delete_byage.php\" method=\"post\">"; echo "<input
id=\"input-1s\" type=\"text\" placeholder=\"PLAYER AGE\" required autofocus
name=\"page\"/>"; echo "<label for=\"input-1\">";  echo "<span class=\"label-
text\">PLAYER AGE</span>"; echo "<span class=\"nav-dot\"></span>"; echo
"</label>";  echo "<button type=\"submit\"
onclick=\"php_submit_delete/delete_byage.php\"
class=\"signup-button\">DELETE</button>"; echo "<p class=\"tip\">Press Tab</p>";
//    echo "<div class=\"signup-button\">INSERT</div>"; echo
"</form>";
}

else  if($choices=='BY NAME'){

echo "<form action=\"php_submit_delete/delete_byname.php\" method=\"post\">";
echo "<input id=\"input-1s\" type=\"text\" placeholder=\"PLAYER NAME\" required
autofocus name=\"pname\"/>"; echo "<label for=\"input-1\">";  echo "<span
class=\"label-text\">PLAYER NAME</span>"; echo "<span class=\"nav-
```

```
dot\"></span>"; echo "</label>";  echo "<button type=\"submit\"
onclick=\"php_submit_delete/delete_byname.php\"
class=\"signup-button\">DELETE</button>"; echo "<p class=\"tip\">Press Tab</p>";
//    echo "<div class=\"signup-button\">INSERT</div>"; echo
"</form>";

}

else  if($choices=='BY PLAYER ID'){

echo "<form action=\"php_submit_delete/delete_byplayerid.php\" method=\"post\">";
echo "<input id=\"input-1s\" type=\"text\" placeholder=\"PLAYER ID\" required autofocus
name=\"pid\"/>"; echo "<label for=\"input-1\">";  echo "<span class=\"label-
text\">PLAYER ID</span>"; echo "<span class=\"nav-dot\"></span>"; echo
"</label>";  echo "<button type=\"submit\"
onclick=\"php_submit_delete/delete_playerid.php\"
class=\"signup-button\">DELETE</button>";  echo
"<p class=\"tip\">Press Tab</p>";
//    echo "<div class=\"signup-button\">INSERT</div>"; echo
"</form>";
}

else  if($choices=='BY OVERALL RATING'){
```

```
echo "<form action=\"php_submit_delete/delete_byoverallrating.php\" method=\"post\">";
echo "<input id=\"input-1s\" type=\"text\" placeholder=\"OVERALL RATING\" required
autofocus name=\"poverall_rating\"/>"; echo "<label for=\"input-1\">";  echo "<span
class=\"label-text\">PLAYER OVERALL RATING</span>"; echo "<span class=\"nav-
dot\"></span>"; echo "</label>";  echo "<button type=\"submit\"
onclick=\"php_submit_delete/delete_byoverallrating.php\"
class=\"signup-button\">DELETE</button>"; echo "<p class=\"tip\">Press Tab</p>";  //
echo "<div class=\"signup-button\">INSERT</div>"; echo
"</form>";
  }
else if($choices=='BY NATIONALITY'){

echo "<form action=\"php_submit_delete/delete_bynationality.php\" method=\"post\">";
echo "<input id=\"input-1s\" type=\"text\" placeholder=\"PLAYER NATIONALITY\"
required autofocus name=\"pnationality\" />"; echo "<label for=\"input-1\">";  echo "<span
class=\"label-text\">PLAYER NATIONALITY</span>"; echo "<span class=\"nav-
dot\"></span>"; echo "</label>";
echo "<button type=\"submit\" onclick=\"php_submit_delete/delete_bynationality.php\"
class=\"signup-button\">DELETE</button>"; echo "<p class=\"tip\">Press Tab</p>";
//    echo "<div class=\"signup-button\">INSERT</div>"; echo
"</form>";

} else
{  header("Location:index.html");
}
```

```
?>

<?php

$servername = "localhost";

$username = "root";

$password = "";

$dbname = "fifa";


// Create connection

$conn = new mysqli($servername, $username, $password, $dbname);
// Check connection if ($conn->connect_error) {

die("Connection failed: " . $conn-

>connect_error);

}


$spname = $_POST["pname"];

$spages = $_POST["page"];
$spnationality = $_POST["pnationality"];
$spid = $_POST["pid"];

$spoverallrating = $_POST["poverall_rating"];

?>

<?php

$sql = "DELETE FROM personal_details WHERE player_name=\"$spname\"";


if ($conn->query($sql) === TRUE) {  echo "<h3 style=\"color:white;text-align:center;

font-family:cursive;\"> DELETED SUCCESSFULLY ! Go ahead to <a
```

```
href=\"../../../../../database/database.php\">DATABASE</a> to see for
yourself.</h3>";
} else {
header("Location:index.html");
//                  echo "Error: " . $sql . "<br>" . $conn->error;  }

$sql = "DELETE FROM personal_details WHERE age=\"$spages\"";

if ($conn->query($sql) === TRUE) {  echo "<h3 style=\"color:white;text-
align:center; font-family:cursive;\"> DELETED SUCCESSFULLY ! Go ahead to <a
href=\"../../../../database/database.php\">DATABASE</a> to see for
yourself.</h3>";
} else {
header("Location:index.html");
//                  echo "Error: " . $sql . "<br>" . $conn->error;
}

$sql = "DELETE FROM personal_details WHERE nationality=\"$spnationality\"";

if ($conn->query($sql) === TRUE) {  echo "<h3 style=\"color:white;text-align:center;
font-family:cursive;\"> DELETED SUCCESSFULLY ! Go ahead to <a
href=\"../../../../../database/database.php\">DATABASE</a> to see for
yourself.</h3>";
} else {
header("Location:index.html");
//                  echo "Error: " . $sql . "<br>" . $conn->error;  }
```

```
$sql = "DELETE FROM personal_details WHERE overall_rating=\"$spoverallrating\"";

      if ($conn->query($sql) === TRUE) {      echo "<h3 style=\"color:white;text-
align:center; font-family:cursive;\"> DELETED SUCCESSFULLY ! Go ahead to <a
href=\"../../../../../database/database.php\">DATABASE</a> to see for
yourself.</h3>";
} else {
header("Location:index.html");
//                    echo "Error: " . $sql . "<br>" . $conn->error;  }

$sql = "DELETE FROM personal_details WHERE player_id=\"$spid\"";

      if ($conn->query($sql) === TRUE) {
   echo "<h3 style=\"color:white;text-align:center; font-family:cursive;\"> DELETED
SUCCESSFULLY ! Go ahead to <a
href=\"../../../../../database/database.php\">DATABASE</a> to see for yourself.</h3>";
} else {
header("Location:index.html");
//                    echo "Error: " . $sql . "<br>" . $conn->error;  }
$conn->close();
?>
```

4.5 Triggers:

The trigger page allows users to look at the database log of operations such as delete, update and insert.

Use: To improve data integrity, trigger can be used. When an action is performed on data, it is possible to check if the manipulation of the data concurs with the underlying business rules, and thus avoids erroneous entries in a table.

Given below is a code snippet of implementation of trigger page. It is created using PHP, MySQL and HTML. Use of HTML makes the UI show database logs in a structured manner. <?php if($choices=='TRIGGER PROCEDURE'){ echo " <h1>INSERT TRIGGERS</h1>"; echo

"<div class=\"tbl-header\">"; echo " <table cellpadding=\"0\"

cellspacing=\"0\" border=\"0\">"; echo "<thead>"; echo "<tr>";

echo " <th>ID</th>"; echo " <th>ACTION</th>"; echo "

<th>TIME</th>"; echo "</tr>"; echo " </thead>"; echo "

</table>"; echo " ";

echo "<div class=\"tbl-content\">"; echo "<table

cellpadding=\"0\" cellspacing=\"0\" border=\"0\">";

$sql = "SELECT * FROM insert_logs ORDER BY id";

$result = $conn->query($sql); if

($result->num_rows >0) { while($row

= $result->fetch_assoc()) { echo

"<tbody>"; echo "<tr>"; echo "<td>"

.$row["id"]. "</td>"; echo "<td>"

.$row["action"]. "</td>"; echo "<td>"

.$row["time"]. "</td>"; echo "</tr>";

echo "</tbody>";

} }else

```
{  echo "<h3 style=\"text-align:center; font-family:cursive;\">No changes yet
!</h3>";
}
echo "</table>"; echo
"</div><br>";



echo "  <h1>UPDATE TRIGGERS</h1>"; echo
"<div class=\"tbl-header\">";  echo " <table cellpadding=\"0\"
cellspacing=\"0\" border=\"0\">"; echo "<thead>"; echo "<tr>";
echo " <th>ID</th>"; echo " <th>ACTION</th>"; echo "
<th>TIME</th>"; echo "</tr>"; echo " </thead>"; echo "
</table>";  echo "</div>";  echo "<div class=\"tbl-content\">";
echo "<table cellpadding=\"0\" cellspacing=\"0\" border=\"0\">";
$sql = "SELECT * FROM update_logs ORDER BY id";
$result = $conn->query($sql); if
($result->num_rows >0 ) { while($row
= $result->fetch_assoc()) {  echo
"<tbody>"; echo "<tr>";  echo "<td>"
.$row["id"]. "</td>"; echo "<td>"
.$row["action"]. "</td>"; echo "<td>"
.$row["time"]. "</td>"; echo "</tr>";
echo "</tbody>";
} }else
```

```
{  echo "<h3 style=\"text-align:center; font-family:cursive;\">No changes yet
!</h3>";
}
echo "</table>"; echo
"</div><br>";



echo "  <h1>DELETE TRIGGERS</h1>"; echo
"<div class=\"tbl-header\">";
echo " <table cellpadding=\"0\" cellspacing=\"0\" border=\"0\">";
echo "<thead>"; echo "<tr>"; echo " <th>ID</th>"; echo "
<th>ACTION</th>"; echo " <th>TIME</th>"; echo "</tr>";
echo " </thead>"; echo " </table>"; echo "</div>";  echo "<div
class=\"tbl-content\">";  echo "<table cellpadding=\"0\"
cellspacing=\"0\" border=\"0\">";
$sql = "SELECT * FROM delete_logs ORDER BY id";
$result = $conn->query($sql); if
($result->num_rows >0 ) { while($row
= $result->fetch_assoc()) {  echo
"<tbody>"; echo "<tr>";  echo "<td>"
.$row["id"]. "</td>"; echo "<td>"
.$row["action"]. "</td>"; echo "<td>"
.$row["time"]. "</td>"; echo "</tr>";
echo "</tbody>";
```

```
} }else {  echo "<h3 style=\"text-align:center; font-family:cursive;\">No changes yet
!</h3>";
}

echo "</table>"; echo
"</div><br>";
}
```

Chapter 5

SCREENSHOTS

5.1 Stored procedures:

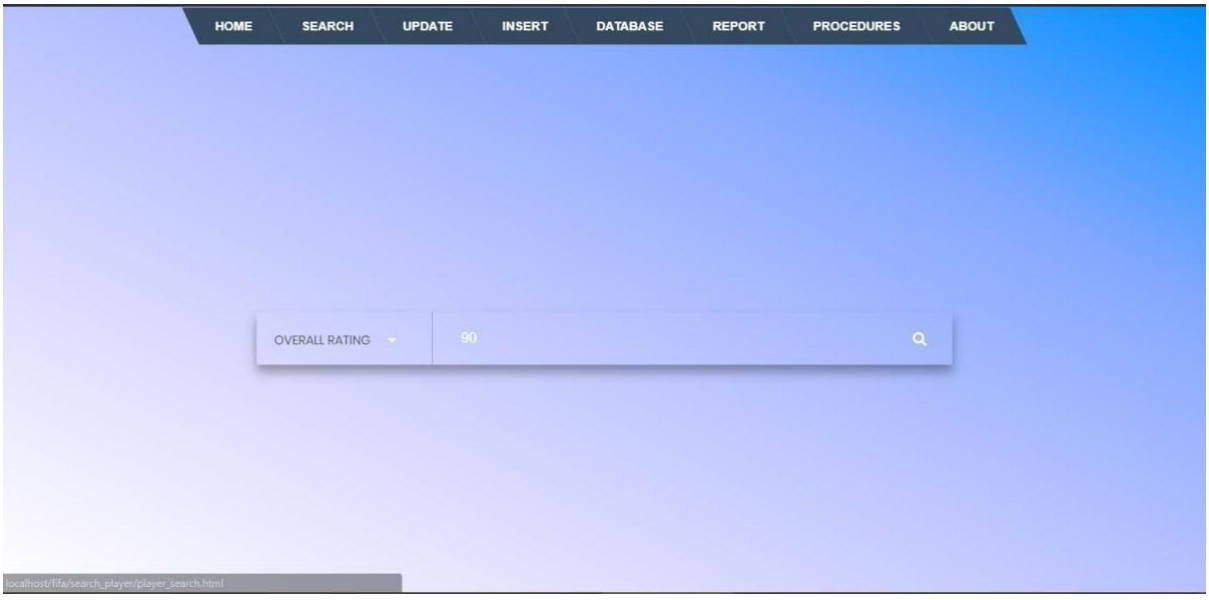

Fig 5.1 Search input for stored procedures.

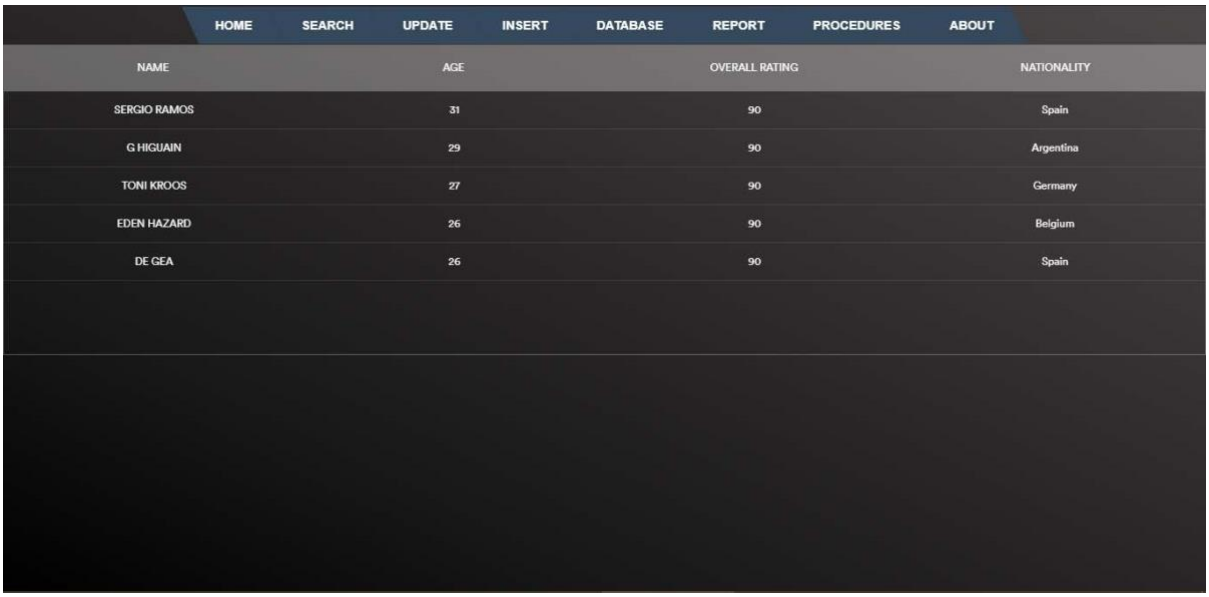

Fig 5.2 Search result using stored procedure from frontend.

Fig 5.3 Search result using stored procedure from backend.

5.2 Inserting new records:

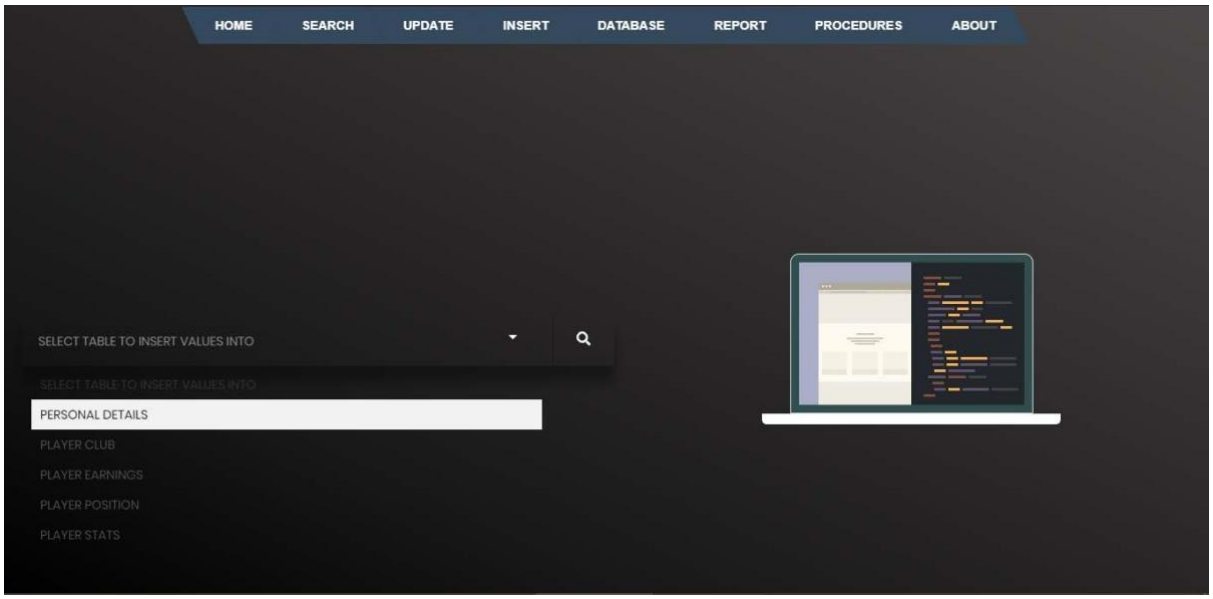

Fig 5.4 Selecting table for insertion

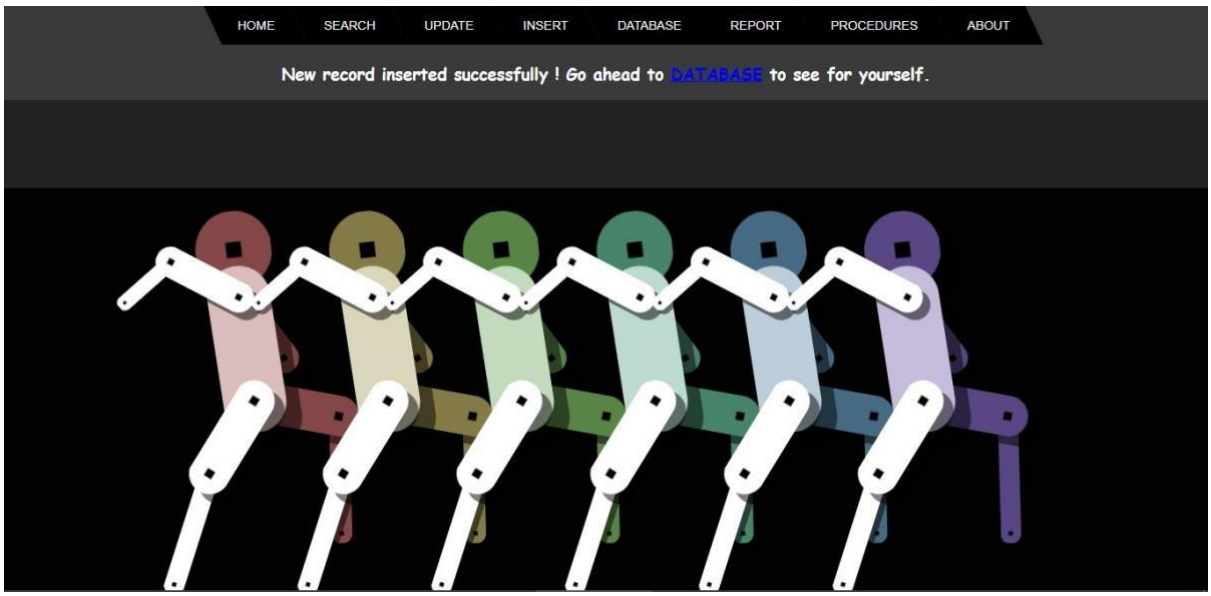

Fig 5.5 Successful insert instance page

5.3 Update existing records:

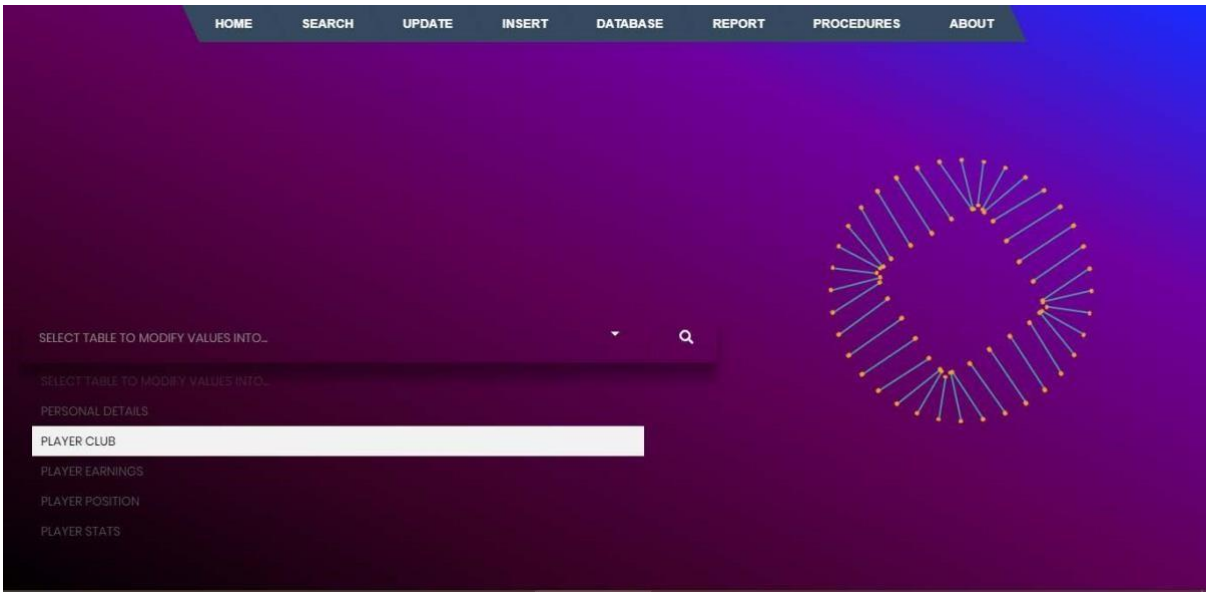

Fig 5.6 Selecting table to modify record

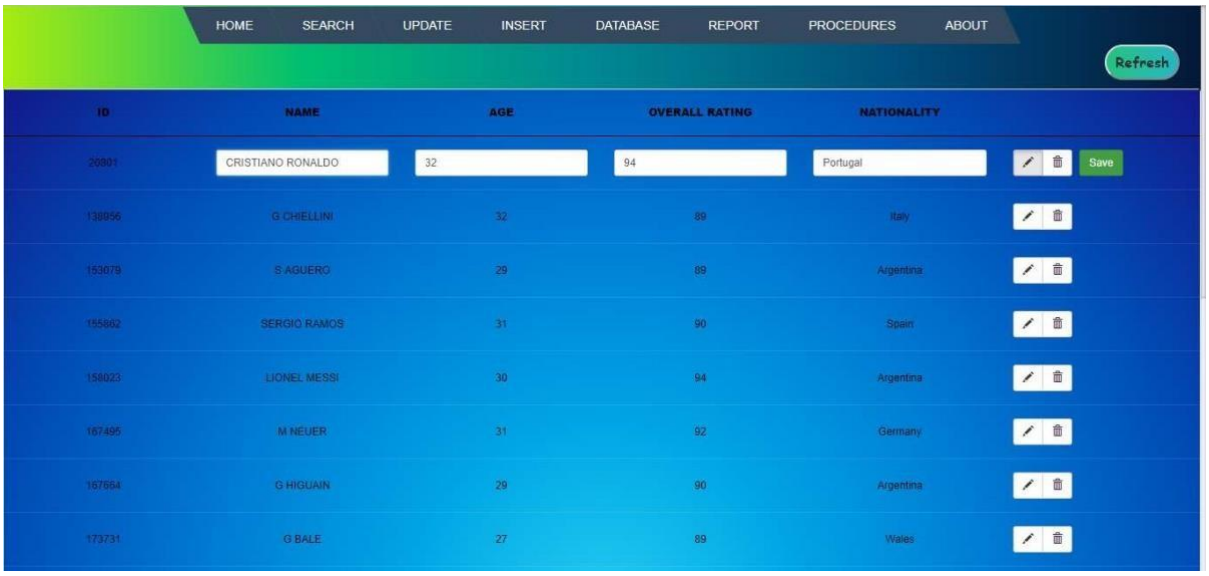

Fig 5.7 Modifying records in real time

5.4 Deleting records:

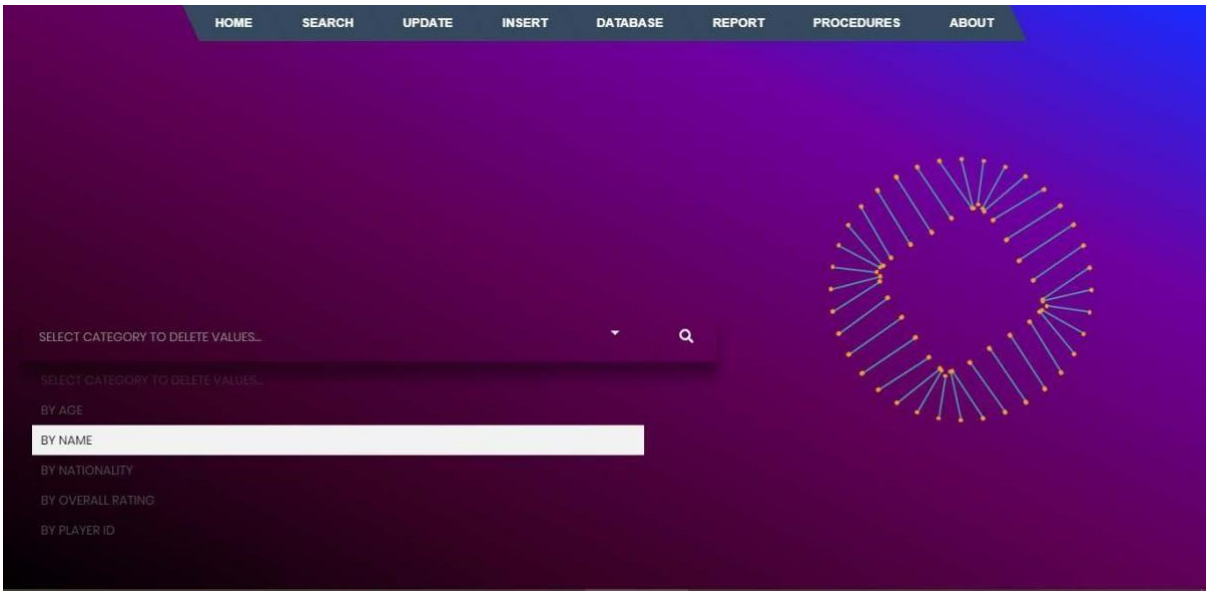

Fig 5.8 Selecting categories for deleting record

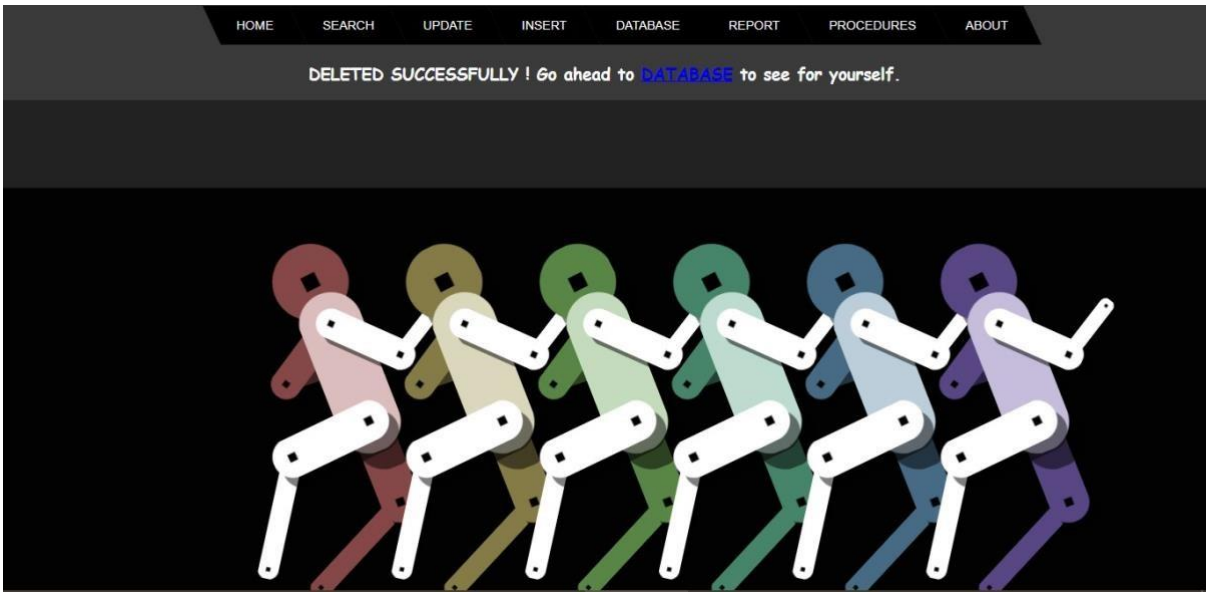

Fig 5.9 Successful deletion instance

5.5 Triggers:

DELETE TRIGGERS

ID	ACTION	TIME
15	Deleted Successfully in PERSONAL DETAILS Table	2018-12-09 13:14:33
16	Deleted Successfully in PLAYER CLUB'S Table	2018-12-09 13:43:36
17	Deleted Successfully in PLAYER CLUB'S Table	2018-12-09 13:50:21
18	Deleted Successfully in PLAYER'S POSITION Table	2018-12-09 13:56:29
19	Deleted Successfully in PLAYER'S SALARY Table	2018-12-09 15:33:03
20	Deleted Successfully in PLAYER'S POSITION Table	2018-12-09 15:33:42

Fig 5.10 Delete triggers table

INSERT TRIGGERS

ID	ACTION	TIME
13	Inserted Successfully in PERSONAL DETAILS Table	2018-12-09 13:07:05
14	Inserted Successfully in PERSONAL DETAILS Table	2018-12-09 13:39:09
15	Inserted Successfully in PLAYER CLUB'S Table	2018-12-09 13:39:31
22	Inserted Successfully in PLAYER STATS Table	2018-12-09 13:42:05
23	Inserted Successfully in PLAYER'S POSITION Table	2018-12-09 13:42:18
24	Inserted Successfully in PLAYER SALARY Table	2018-12-09 13:42:29

Fig 5.11 Insert triggers table

UPDATE TRIGGERS

ID	ACTION	TIME
10	Updated Successfully in PERSONAL DETAILS Table	2018-12-09 13:17:32
11	Updated Successfully in PERSONAL DETAILS Table	2018-12-09 13:17:50
12	Updated Successfully in PERSONAL DETAILS Table	2018-12-09 13:44:47
13	Updated Successfully in CLUB's Table	2018-12-09 13:49:48
14	Updated Successfully in CLUB's Table	2018-12-09 13:50:00
15	Updated Successfully in CLUB's Table	2018-12-09 13:50:12
16	Updated Successfully in PLAYER SALARY Table	2018-12-09 15:31:00

Fig 5.12 Update triggers table

5.6 Database tables:

PLAYER CLUB

PLAYER ID	CLUB	PREFERRED POSITION
20801	Real Madrid CF	LW
158023	FC Barcelona	RW
190871	Paris Saint-Germain	LW
176580	FC Barcelona	ST
167495	FC Bayern Munich	GK
188545	FC Bayern Munich	ST

Fig 5.13 Player club table

PLAYER EARNINGS

PLAYER ID	WAGE	VALUE
20801	565	95500000
158023	565	10500000
190871	280	12300000
176580	510	9700000
167495	230	6100000
188545	335	9200000

Fig 5.14 Player salary table

PLAYER POSITIONS

PLAYER ID	GOALKEEPER	DEFENDER	CENTRAL-MID	FORWARD
20801	13	26	82	94
158023	6	45	82	94
190871	10	46	79	93
176580	12	50	80	92
167495	92	10	8	4
188545	12	57	78	91

Fig 5.15 Player position table

PLAYER STATS

PLAYER ID	ACCELERATION	BALANCE	BALL CONTROL	CROSSING	CURVE	DRIBBLING	FINISHING	GK KICKING	GK POSITIONING	PENALTIES	SHORT PASS	STAMINA	STRENGTH
20801	89	63	93	85	81	91	94	15	14	85	83	92	80
158023	92	95	95	77	89	97	95	15	14	74	88	73	59
190871	94	82	95	75	81	96	89	15	15	81	81	78	53
176580	88	60	91	77	86	86	94	31	33	85	83	89	80
167495	58	35	48	15	14	30	13	95	91	47	55	44	83
188545	79	80	89	62	77	85	91	12	8	81	83	79	84

Fig 5.16 Player stats table

PERSONAL DETAILS

PLAYER ID	NAME	AGE	OVERALL RATING	NATIONALITY
20801	CRISTIANO RONALDO	32	94	Portugal
158023	LIONEL MESSI	30	94	Argentina
190871	NEYMAR	25	92	Brazil
176580	LUIS SUAREZ	30	92	Uruguay
167495	M NEUER	31	92	Germany
188545	R LEWANDOWSKI	28	91	Poland

Fig 5.17 Player's table

CONCLUSION

This project is developed to nurture the needs of a user/scouting agent to monitor players and inspect their technicalities from every aspect on a football field. This is a computerized version of player management system which will benefit the players as well as the staff of a club.

In this entire process one can search player details, add new skilled players, Update ratings and view all the player statistics. The software takes care data and carefully stores all the player information. It provides security and encapsulation by the use of stored procedures.

FUTURE SCOPE

There is a future scope of this project is to help managers and club staffs to get out the best youth talent across the world. Features like predicting players rating based on their current performances and training sessions helps team staffs to judge players according to the club's needs.

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