



UE21CS352B - Object Oriented Analysis & Design using Java

Mini Project Report

“IPL AUCTION SYSTEM”

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Designation

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**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
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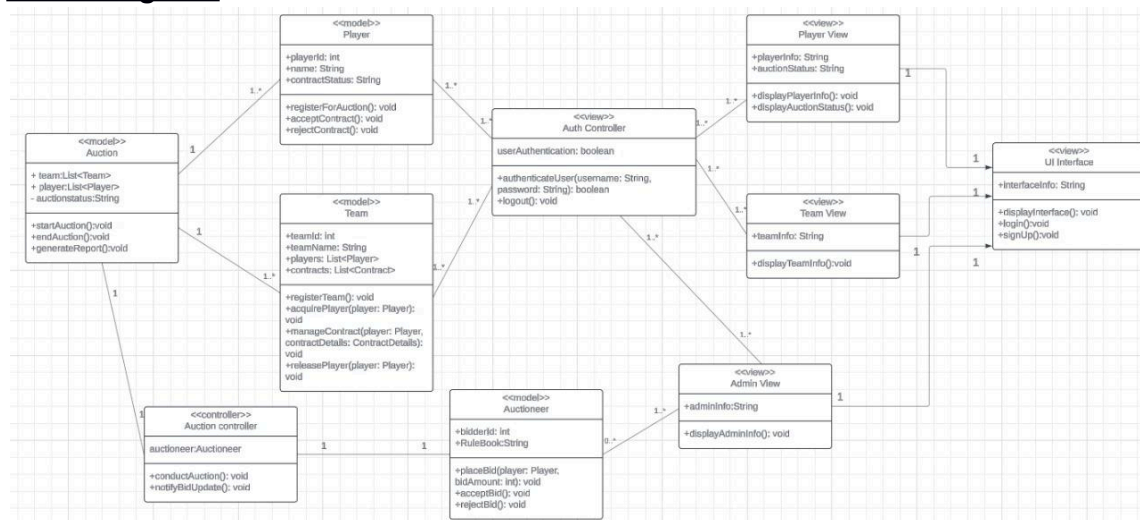
(Established under Karnataka Act No. 16 of 2013)
100ft Ring Road, Bengaluru – 560 085, Karnataka, India

PROBLEM STATEMENT(synopsis)

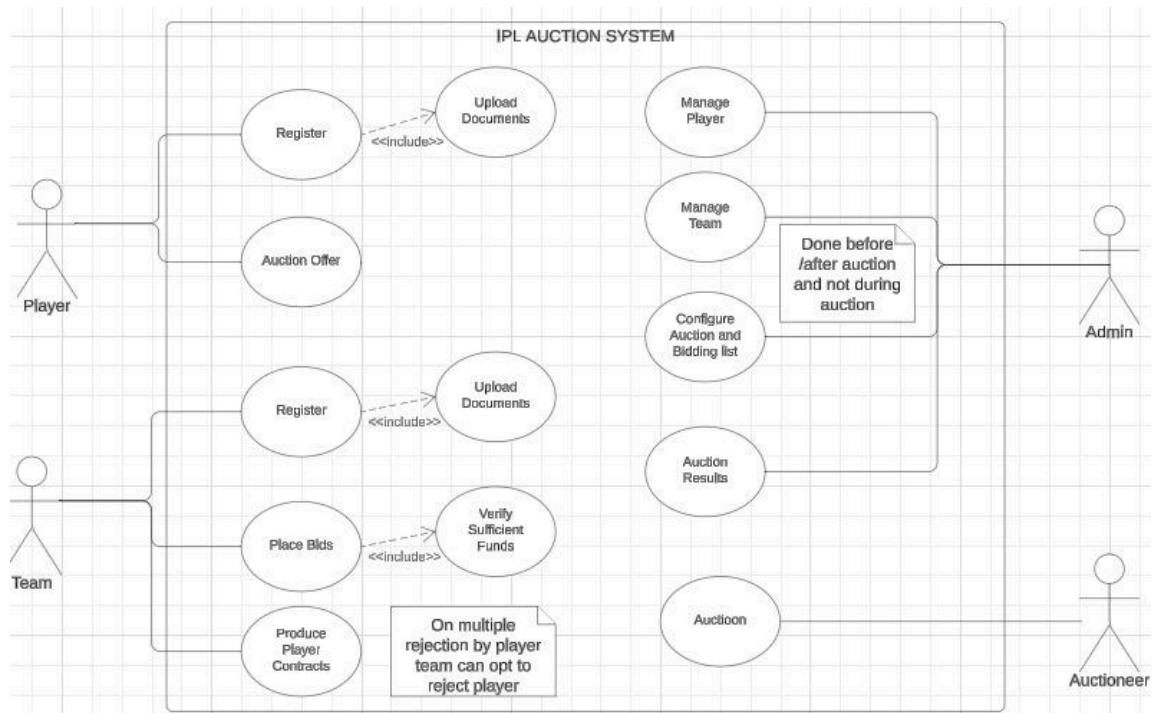
Design and develop a simplified IPL (Indian Premier League) auction system that facilitates the bidding process for cricket players by franchise teams. The system should allow franchise teams to bid for players in real-time auctions, considering factors such as player skills, performance metrics, team budgets, and bidding strategies. The system should support multiple concurrent auctions for different players and provide real-time updates on bidding progress, highest bids, and auction results. Additionally, it should offer features for managing player profiles, team budgets, auction scheduling, and result tracking. The goal is to create an efficient, scalable, and user-friendly platform that simulates the excitement and competitiveness of IPL player auctions while adhering to industry best practices and design principles.

Models (Use Case, Class Models, State & Activity)

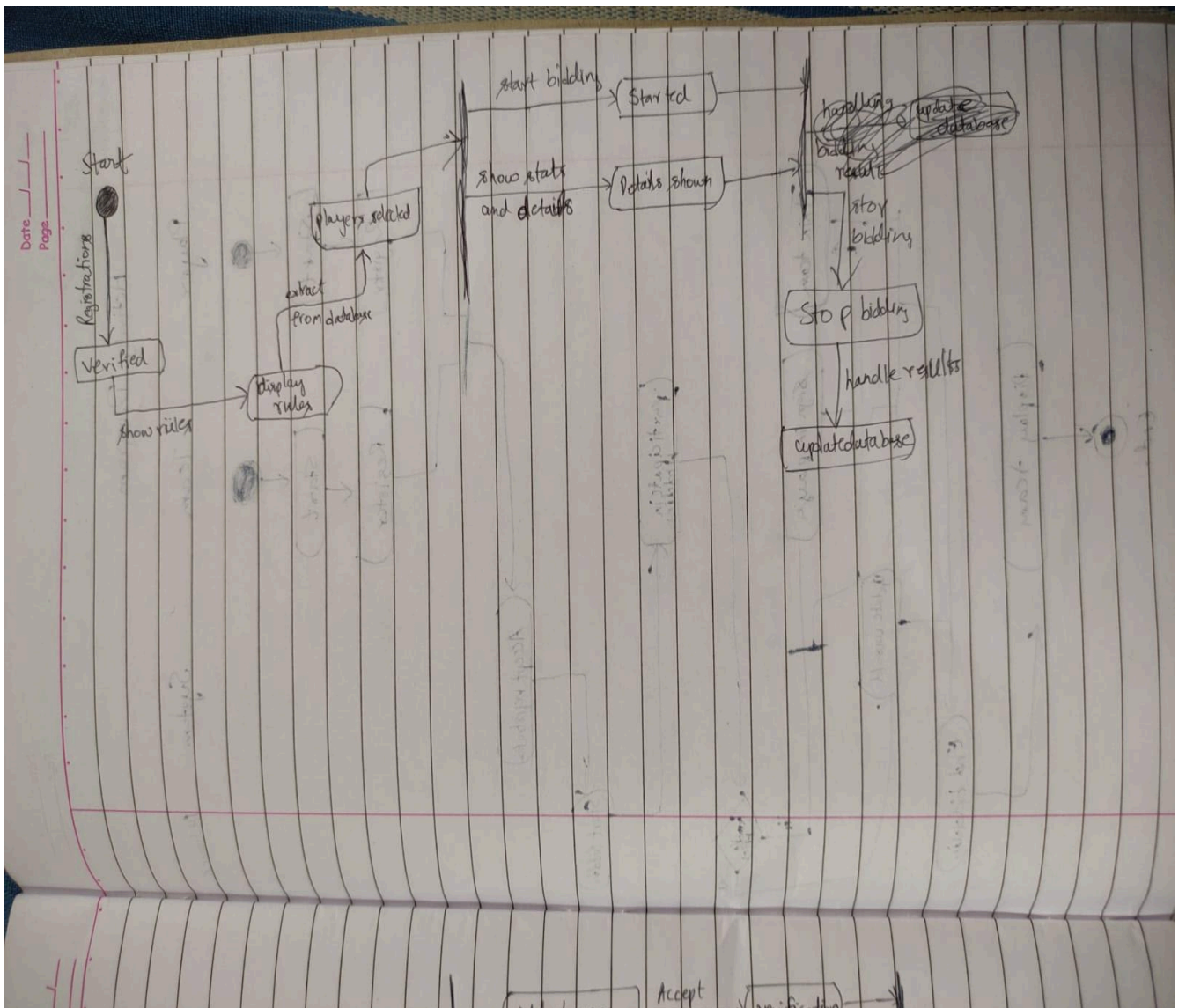
Class Diagram:



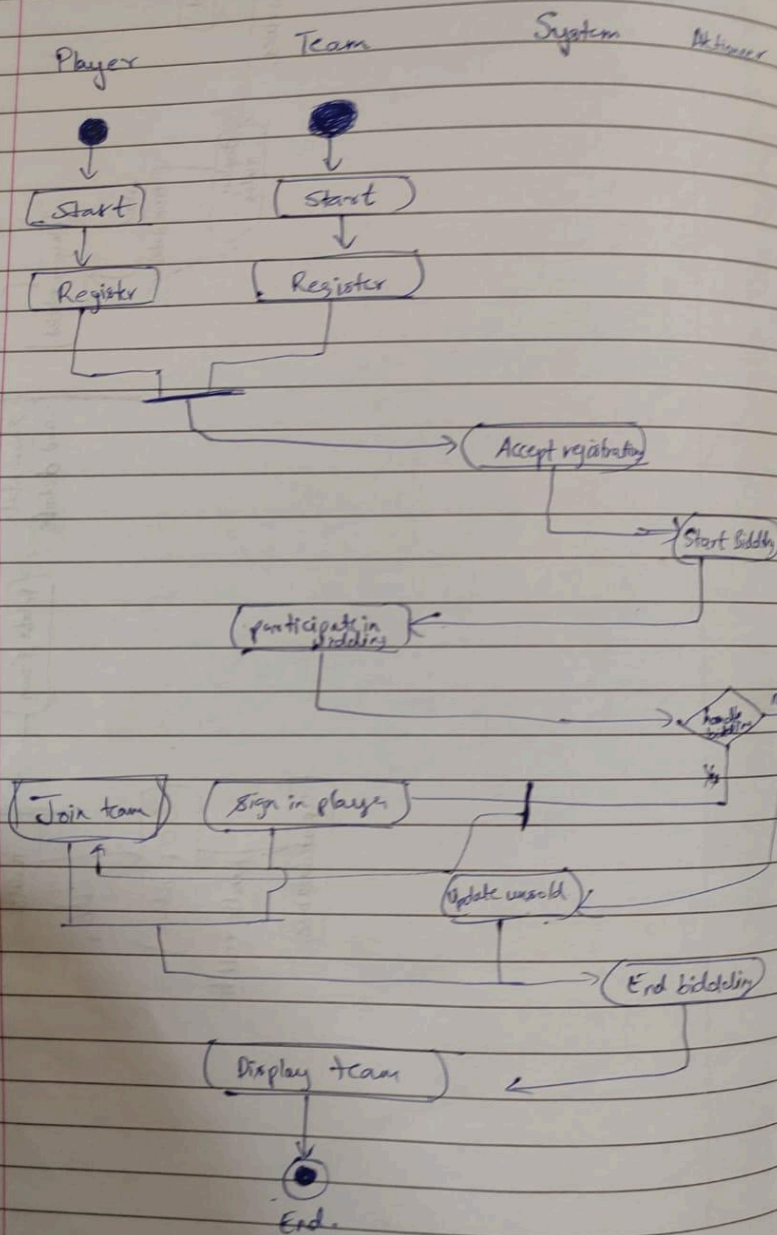
Use Case Diagram:



ACTIVITY DIAGRAM:



Activity Diagram

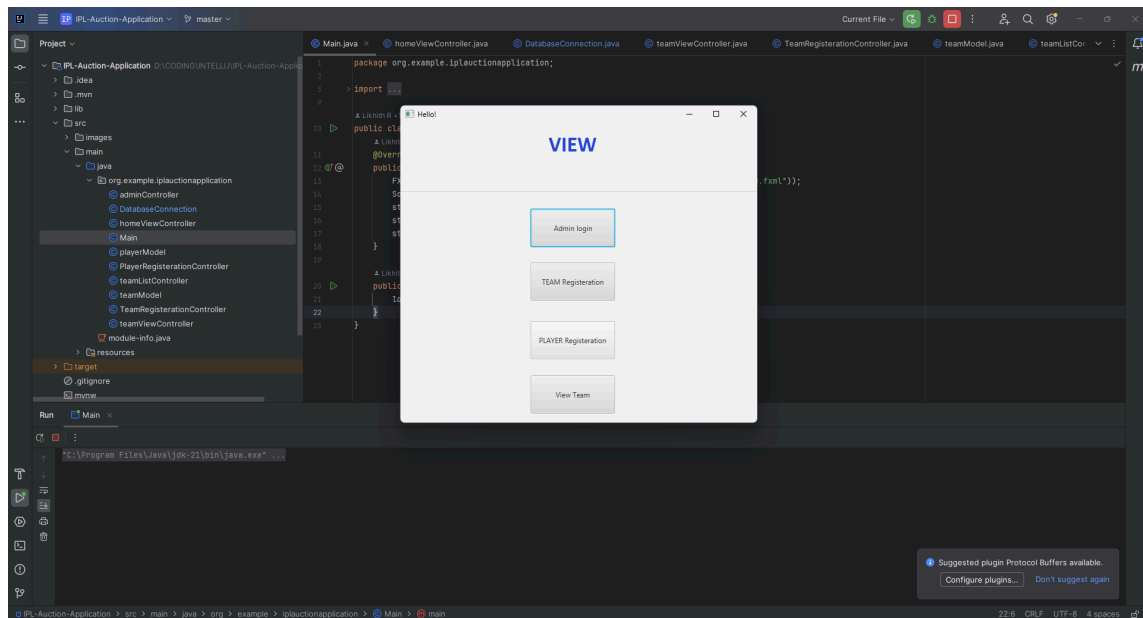



Architecture Patterns, Design Principles, and Design Patterns are used:

In designing an IPL auction system, a combination of architecture patterns, design principles, and design patterns can be employed to ensure a robust, scalable, and maintainable solution. Utilizing a layered architecture, such as Model-View-Controller (MVC), can help separate concerns and enhance modularity. Following SOLID principles aids in creating well-structured and flexible code. For instance, Single Responsibility Principle (SRP) ensures that each class or module has only one reason to change, promoting maintainability. Design patterns like Observer can facilitate real-time updates on bidding, while Strategy can enable various auction strategies to be implemented interchangeably. Employing Factory Method for creating player objects or Abstract Factory for generating different types of bids can enhance extensibility. By incorporating these approaches, the IPL auction system can efficiently handle the complexities of player bidding, provide a seamless user experience, and adapt to evolving requirements with ease.

Github link to the Codebase: <https://github.com/LikhithRanga/IPL-Auction-Application>

SCREENSHOTS:



 Hello! — □ ×

Admin Login

USERNAME:

PASSWORD:

[Start Auction](#)

[Back To Home](#)

Team Registration

Enter Team Details:-

Team Name :

GGG

Team Owner:

Likith M C

Register

Back To Home

PLAYER REGISTRATION

Enter the Player Details:-

Player Name : K L Rahul

Player Age : 33

Player Role : WicketKeeper

Set Base Price: 20000000

Player Image: rahul.jpg

Submit

Back To Home

Team List

Enter Team Name

RCB

Enter

Back To Home

RCB

Keshava S H

Lakshmeesh

ABD

Shreyas Iyer

K L Rahul

AUCTION

Start Bid

Next Player

End Auction

Player Role: WicketKeeper

Player Age: 33

Base Price: 20000000

16

Current Bid:

55000000

CURRENT PLAYER

K L Rahul

Team	Purse Remaining:
RCB	765000000
SRH	957000000
CSK	895500000
GGG	929500000

Team: RCB

Team: SRH

Team: CSK

Team: GGG

Bid

Bid

Bid

Bid

Ignore Player

Ignore Player

Ignore Player

Ignore Player