ISHIK UNIVERSITY

Faculty of science

DEPARTMENT OF INFORMATION TECHNOLOGY

Graduation Project

Statistical Website For Kurdistan Football League

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Abstract:

In general countries are supporting and performing sport specifically football, since they find it as a part of their tradition and culture which they can show what they have to the world. This is a great advantage to use for representing themselves. Many tools available to represent sport activities in local and international level, thus the most effective and needed tool should be providing the data and the statistics about football leagues and championships to the followers. In Kurdistan, we have Kurdistan Football League but still we have issue in introducing and delivering the league to the audience and fans. The solution for this issue is delivering data and information about these tournaments like match schedules and top scorers records to everyone. In modern world the web pages, websites and social media are the top and most effective ways to provide statistic and data about the football league. In this project we are providing all the information that are needed for the followers through this website that can be a reason to build interest for further follow up.

Keywords: Football league, Statistic, data, football matches, top scorers, football club.

Chapter ONE

Introduction:

Football is one of the most famous and important sport that has got spotlight on it among the other games. Annually there are so many international and local tournaments and leagues around the world, that have international and local supporters audience and followers that cannot wait to watch and support their favorite and national teams. For instance like the Fifa World Cup and other international tournaments. In the football world, there are so many competitors around the world. They are willing to host such tournaments in their country. With no doubt everyone is willing enough to try their best to achieve the championship of these tournaments.

In Kurdistan region, as well we have football league in which so many Kurdish football clubs compete one another to win the league. During the present, Kurdistan Football League has trouble with introduction and delivery to the public, thus Kurdish league is weaker in terms of publicizing in contrast to global leagues. Back to the old days, people who enjoyed and admired football tended to read all about their favorite clubs, matches, and players whether it was through the work of newspapers, televisions, or radios. As for the modern world now, technology has evolved. With the help of internet, numerous countries like England use this particular route to promote their football leagues. As a result, people start to recognize their local football league and this could be proof for how popular the English Premier League (EPL) is nowadays.

Having technology in our lives has brought ease in every aspect and, indeed, in football field it has taken a huge role to spread and develop the game in physical and technical ways. Technology can definitely be used in football math scores deliveries minute by minute in an organized and well designed way to technology user and support fans as well. For more apprehension about international tournaments, there are multiple websites and mobile applications that instantly provide the information in the news about the matches, clubs, and footballer to their supporters in different leagues just so the user can stay on track and get updated on the latest data and changes.

The purpose for developing this project is to providing services such as introducing teams and Kurdish footballers through creating profiles for the teams and player. Kurdistan League intends to list the matches based on winning points and rankings on the table. None the less, it will also list the footballers with the most scores, along with the durations and results of the football matches. Along for each match in this project, there will be provided a list of special statistics, which have a variety of statistics, such as those of the ball possession for the teams, the number of offsides and the number of red cards and the yellow ones, the important statistics occur during the game and are recorded. Doubtlessly, this will provide a chance for those of the community who cannot stay updated with the new of their national league, Kurdistan league will give the missed chances and is indeed will be considered as a technological jump and development of the common sport life.

1.1 Problem Statement:

When researching this topic, it turned out to us that football, alongside every other field, is bound with this era's technology. In order to receive the news & activities of football, millions of people are able to find out the latest news & changes through websites. For example, in the European leagues the scores of matches, placing of the teams, and tens of stats & information are updated by the second for the fans. If we type in some tags through the search engines like Google Search, we can access tens of statistics & information regarding the European leagues quickly. However, when it comes to Kurdistan Region, in which football's the leading sport, we are still on a very basic level compared to other world leagues, and we are in need of more advanced & developed factors of introduction & management. Up to this day, finding the information about the Kurdish teams involved and the players are very challenging and difficult to be delivered for the spectators of the Kurdistan League of football, as well as there are important statistics for football fans such as the top scorers and top teams according to the points each team obtains. Such a service is not available properly for the fans of the Kurdistan League, and most importantly there is no specific source that can broadcast the result directly to and furthermore, no TV channel. That's why knowing the result of the game at the end is very difficult and can only happen with the present of the audience in the stadium and by using communication devices, such

as telephone. Most of the people who overtake the Kurdish league are composed of the television channels and sports newspapers, and they pay more attention to the top listed clubs and match results. Meanwhile in other countries football fans have access to all sorts of statistics and don't usually face a problem in which we face; the inability to stay updated on Kurdish football matches. It's difficult for people from different parts/outside of Kurdistan to stay updated on Kurdish football games. Not to mention, nowadays information on football games are globally shared through the internet in which Statistics for each specific match is published.

CHAPTER TWO

Literature review

In our field, many people have done researches. They were more about statistics and analyzing for the leagues in Europe and other countries in the world.

Muhammad Afiq Bin Azmi, from Universiti Malaysia Pahang.[7] In this research the author wants to see the Malaysian Football League take advantage of the technology to get more popularity, therefore he has presented a project of creating an Android application for that purpose. The problem of this project is the author mentioned the very sole purpose of it which is Malaysia Football League will benefit technology, so it must take course of wide range of operating systems of different devices including Apple iOS and Black Berry OS. The author starts to analysis the Android's application of football leagues, from those applications which are available and work now because of Google Cloud Messaging. And they will inform their users during the football match, but the problem of this system is that the old version of Android can't provide the new Google service, so those who have got old version of android like 2.2 version can't use this service. So for fixing this issue the writer has used API Android 2.2 and 4.3 together, it means the application can be used above 2.2 Android version. To make the efficiency of the application higher, the creator has leaned on java, PHP and MySQL. Features of the application may also include showing the news of the matches, as well as giving a feedback of the match's end. And one feature also was that in you can see the table of ranking the teams with addressed profiles for the players and the teams within the application. But one of the downside is that it doesn't give live feedback of the matches nor does it display the scores and the actions happening during the playtime.

Artyom Trushin offers an idea to collect all football statistics and data inside one project. [8] This research has worked for web applications for collecting major data in one project, in which the researcher believes that there still isn't a single project sufficient for every kind of data or analysis. The researcher has looked over the websites that contain similar projects. Then, the researcher analyzed them based on the data that these websites have offered and based on the copyright laws, to oversee the amount of data can be collected from these sources for no cost. Some of the websites that were used for this research are the following: http://flashscore.com, SoccerSTATS.com, Football-Data, 24score.com and worldfootball.com. Within this project and by using special algorithms, the final scores of matches have also been able to be predicted. The aim of this project was to collect all the statistical data in one project but at the end of the project the author admits that all these data can't be collected in one project since there is too much data. The project mentions Soccer Stats website which could collect most of the data in one project.

Antonis Antoniou from University of Manchester developed statistical website.[9] The downside of this project is that most of the data and information are available on the internet; examples are UEFA.com and Goal.com websites which are for covering the European leagues. So what he did isn't solve a certain problem. His project shows some of football statistics. In his research, the creator featured many points including, the ranking teams' table for the leagues, matches of the week, result of the matches, different clubs comparison, and the data available for every club. For instance, a certain club's data for the number of attacks, ball control, and the number of their wins & losses are shown. All along he mustn't have excluded a very important point which is the profiles of each and every team with a tweets section over one side which connected to the club's Twitter account. The authorities of the main admin of this research included altering the changing scores of the matches and creating new & different leagues and seasons. As for the users, only the contact page is available, in which they can contact the admin of the website. The developer of this research for the website has taken the responsiveness of the website into consideration as to how well it appears on mobile phones. One of the good point of this research is the admin can add extra league and new season directly from admin panel.

Figure 2.1: The league table on computer screen from Antonis Antoniou project

Biruk Mulatu from Addis Ababa University, his master's research is about creating a website for Ethiopian Football League.[10] The problem of this research is mixing two projects which are buying tickets and showing football statistics. Each of those projects could have been presented in different projects. In addition to unappealing design which can't attract users and not comfortable for using which means instead of mixing two project, the researcher could have spend more time on designing parts. The Researcher believes that his country lacks a proper systematic webpage for the football league fans. The news should only be in press or newspaper otherwise they have a hard time staying updated with the league news. He claims that he works for the Ethiopian League but his work mostly revolves around these systems that are present in Europe and South America. In this project, visiting the webpage does not only allow you to see the data, but you can also create user accounts to purchase a ticket. A manager will also be present, he/she will be responsible for managing the jobs and deleting along with adding other users. The

secretary would be a person who works for Ethiopian Football Association and he/she would also hold responsibilities such as deciding on the time of the matches and saving the data of the footballers. Another problem which the another try to solve it is that you can't buy the Ethiopian football match tickets beforehand, thus you have to buy it on the day of the match and it gets very overcrowded, but this researcher has rendered the opportunity for football fans to buy game tickets online before the day of the match. To buy a ticket, the customer must have a customer account on the web.
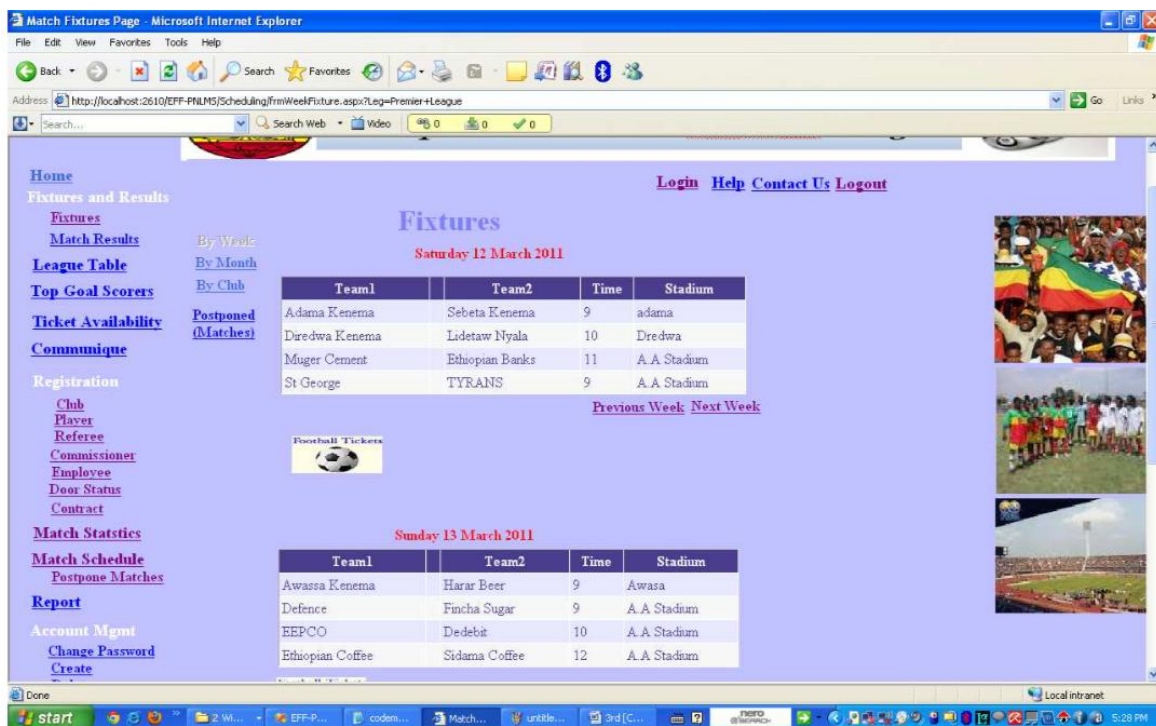

Figure 2.2 a screen Shot of Fixture Matches

Filip Germanov from University of Manchester,[11] in his research he succeeded in making a comparison of different websites including UEFA, which is the abbreviation of the European Football Association, BBC Live Score and Live Score. This research was to make "Web" application to display the table and the final results of the five European leagues, including the German league, French, Spanish, English, and Italian as well as showing the results directly and in the same original time to the spectators. In this web application, there is a table for top teams, top scorers and the time scheduling for matches. This research is based on JavaScript, and Node.JS. As well as depend on Mongo for database. In this research, the data of the five European leagues is provided using API, which helps to directly deliver the data to everyone and for free. http://football-data.org. Overall, what is available in this project, people may not be interested and resulting is a good project that is not preferred by viewers.

CHAPTER THREE

Methodology

In this chapter we described and defined those technologies and requirements which we are going to use to develop the website.

For this project we have written the requirements by using FURPS+ methods. FURPS was originally created by Robert Grady in 1992, then in 1999 it was extended with IBM relational software and it became FURPS+. At the beginning FURPS method was used for designing the requirements as Functionality, usability, reliability and performance but since 1999 it has been covering the design, implementation and interface requirements. [12]

Functional requirements are a process to define what the system should do as a function. We use MOSCOW method to prioritize the list of the functions which should be available in the website. On the other hand, we have non functional requirements which it's a way for describing the feature and the behavior of the system.

3.1 Functional Requirements

Must: the system must have those functions. First of all, it must show the most recent league schedule. Secondly, it must show the fixture and the result of each match. Thirdly, it must show each team's and player's profile.

Should: the system should show the top scorers of the league. Then, it should have a search button for searching teams and players. Thus, it should have shown each match's statistics. The system should be showing the matches' result on live. Finally, it should have a way to archive data and creating new season for the league.

Could: the system could have shown the contents in other languages especially in Central Kurdish (Sorani).

Won't: We are not going to create any mobile application, instead of that we have designed the responsive website that could be used on every mobiles and tablets.

3.2 Non Functional Requirements

Usability: We will follow some HCI rules for designing the website. The design will be simple as much as possible and we will use those colors which color blinded people are able to see it.

Reliability: If the user writes wrong URL link, it will redirect him/her to error page (Error 404).

Performance: The website has to open the web pages fast as much as possible.

Supportability: The website's design will can be displayed and shown on the recent Smartphone and tablet screen with no issues, which means our website design will be responsive

3.3 Technologies Requirements :

HTML: Hypertext Markup Language (HTML) is a standard for creating web pages. It was developed by Tim Berners-Lee. HTML developed by W3C & WHATWG. In this project we have used HTML to structure the web pages contents such as paragraph, label, form, table and more.

CSS: (Cascading Style Sheets) is used for adding style to the web pages. For this project, CSS is used for designing and formatting html (e.g., fonts, colors, layout, spacing, images). [1]

PHP (Hypertext Preprocessor), server-side scripting language is used for web development, the main goal for using PHP is to develop dynamic web pages. PHP is cross-platform which means it can be run on all platforms such as Microsoft Windows, Linux and Mac OS and the other operating systems. PHP Can be Embedded with HTML. [3]
We have chosen PHP over the other alternatives (Node.JS, ASP.NET and others), since we have studied it during two semesters and we are familiar with it.

MySQLi is the improved version of MySQL, it is used for creating and managing relational database management system. It is being used with PHP. MySQLi is supported by the most recent PHP's versions, which means MySQL is no more used by developers. In this project, we have used MySQLi to create database and used it alongside PHP.[3]

Bootstrap is a free and open source framework. Bootstrap is used for designing responsive webpage. It works with HTML & CSS to arrange fonts, buttons, forms, navigation and etc. Since using HTML & CSS directly doesn't make your website responsive, we used Bootstrap in this project to make the website responsive and support all the mobile and tablet screens.

JavaScript: Is an interpreted programming language. We used JS for very small part of programming.

3.4 Software Requirements:

Atom: In this project, we used Atom as software development environment. It's a free text editor software and its open source. Atom is developed by GitHub Inc. and its first version released in 2014. It's available for Microsoft Windows, Linux and Mac OS. It can be embedded with Git Control to control all the developer's source code versions. [5] We have used Atom in our project since it's easy to use, it highlights the codes, remember the names and variables that we have used before.

XAMPP: It's web server solution stack software which is developed by Apache Friends. It's free and open source package. It runs on all the operating systems such as Linux, Mac OS and Microsoft Windows which means it's a cross platform. We used XAMMP to run apache web server and MySQLi database. [6]

3.5 Use Case Diagram

The diagram below shows the relationship between the visitor, editor, referee and the admin also, it shows the authority and the responsibility of each one of them.
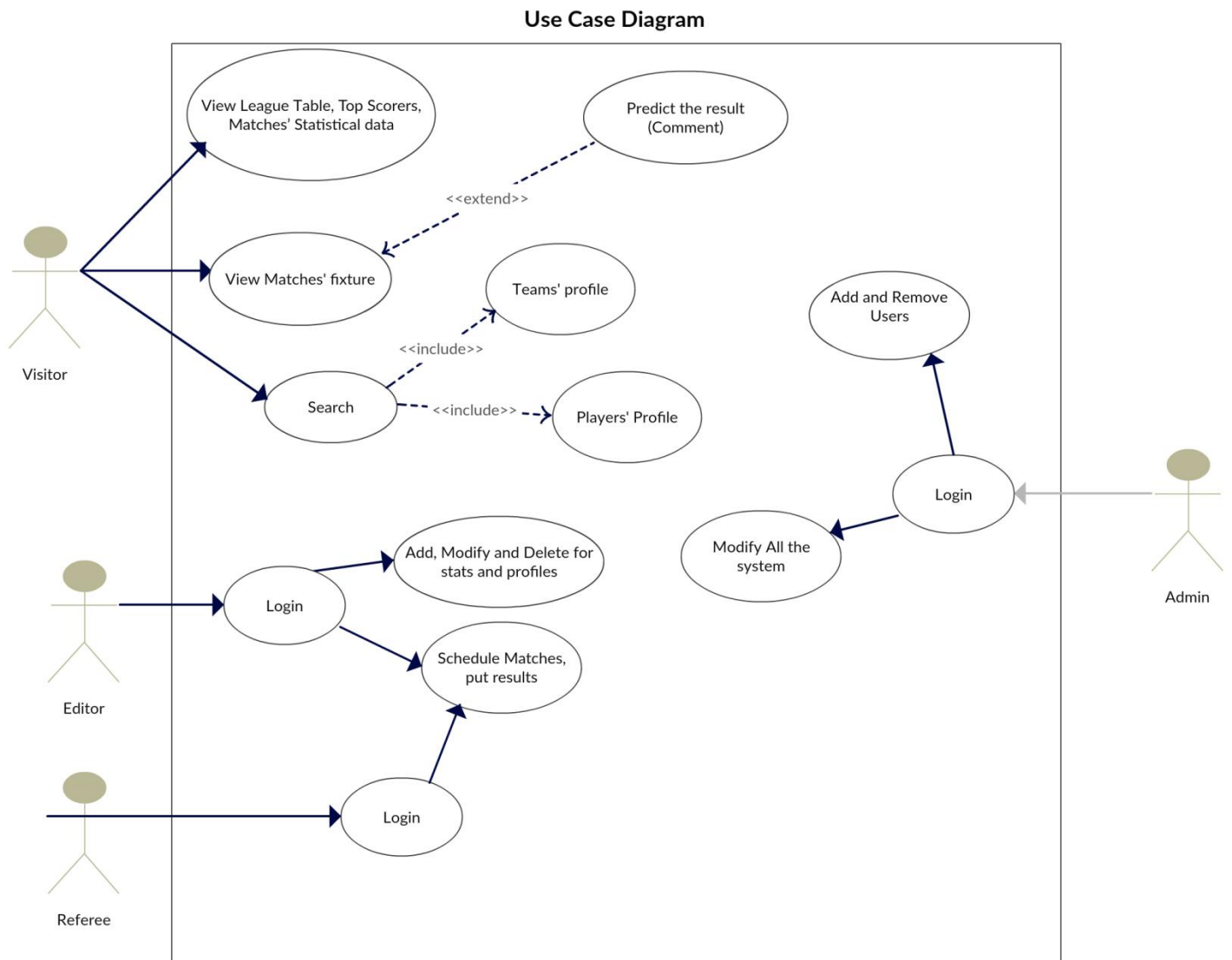
Use Case Diagram

View League Table, Top Scorers, Matches' Statistical data

Predict the result (Comment)

<<extend>>

View Matches' fixture

Teams' profile

Add and Remove Users

Visitor

<<include>>

Search

<<include>>

Players' Profile

Login

Admin

Add, Modify and Delete for stats and profiles

Modify All the system

Login

Schedule Matches, put results

Editor

Login

Referee

Figure 3.1: Use Case Diagram

3.6 ER Diagram

The diagram below is ER Diagram which shows tables which used to store data. The database shows no relation between the tables together, when there is need to use two tables together then nested query or joining is used.

soccer stadiums
- stadium_id : int(11)
- stadium_name : varchar(255)
- stadium_city : varchar(255)
- stadium_capacity : int(11)

soccer players
- player_code : int(11)
- player_name : varchar(255)
- player_team : int(11)
- player_position : varchar(255)
- player_nationality : varchar(255)
- player_dob : date
- player_dressno : int(11)
- player_photo : text

soccer login
- userid : int(11)
- username : varchar(255)
- fullname : varchar(255)
- password : varchar(255)
- email : varchar(255)
- image : text
- level : varchar(100)

soccer settings
- setting_no : int(11)
- title : varchar(255)
- logo : varchar(255)
- sfooter : text
- slide1 : varchar(255)
- stitle1 : varchar(255)
- sbody1 : text
- slide2 : varchar(255)
- stitle2 : varchar(255)
- sbody2 : text
- copyright : varchar(255)

soccer teams
- team_code : int(11)
- team_name : varchar(255)
- team_abb : varchar(255)
- team_stadium : varchar(255)
- team_coach : varchar(255)
- team_info : text
- team_founded : varchar(255)
- team_logo : varchar(255)
- team_photo : text
- trophy : int(11)

soccer leagues
- league_id : int(11)
- league_name : varchar(255)
- league_teams : int(11)
- league_year : varchar(255)
- league_winner : varchar(255)

soccer vote
- v_id : int(11)
- game_id : int(11)
- winner : varchar(255)

soccer games
- game_code : int(11)
- game_home : varchar(255)
- game_home_goal : int(11)
- game_away : varchar(255)
- game_away_goals : int(11)
- game_stadium : varchar(255)
- game_date : date
- game_time : time
- game_status : varchar(255)
- game_winner : varchar(255)
- game_week : int(11)

soccer details
- match_id : int(11)
- match_details : int(11)
- home_goal : int(11)
- away_goal : int(11)
- home_shoot : int(11)
- away_shoot : int(11)
- home_target : int(11)
- away_target : int(11)
- home_corner : int(11)
- away_corner : int(11)
- home_save : int(11)
- away_save : int(11)
- home_yellow : int(11)
- away_yellow : int(11)
- home_red : int(11)
- away_red : int(11)

Figure 3.2: Shows the ER Diagram

3.7 Initial design

As the initial steps before writing the codes, we drew the design and the idea of the website on a paper. After the implementation most of the work was same as the drawn work but we had to edit and fix some part of it during implementation.
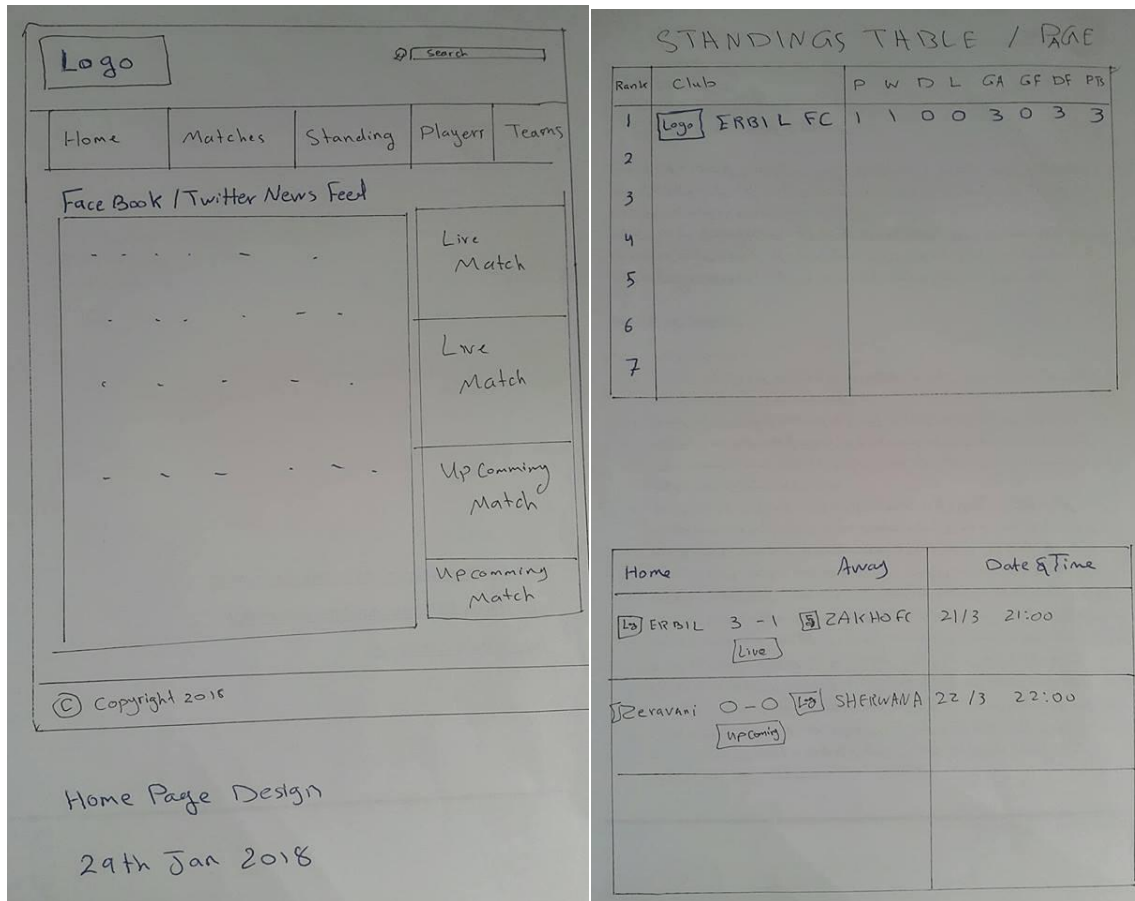
Figure 3.3 on the left, the initial design for home page of the website. On the right, picture of the main design of the teams and their ranks and game schedules

CHAPTER FOUR

Implementation

In this chapter we will mention the process of implementation and the important requirements in a website will be made clear.

4.1 Twitter News Feed:

Based on the surveys we have conducted, social media is very important in the process of being aware about activities and news. Also it's for this reason we have created a section in the webpage that directly transfers the Tweets from Twitter to the home page which has this code:

```
<div class="twitter"></div>
<a class="twitter-timeline"
data-height="650" data-theme="light" href="https://twitter.com/KurdistanLeague?
ref_src=twsrc%5Etfw">Tweets by KurdistanLeague</a>
<script async src="https://platform.twitter.com/widgets.js" charset="utf-8"></script>
</article>
</div>
```

4.2 Auto refresh

Matches page will refresh every 19000 millisecond to show either the result is changed or not.

```
<body onload="JavaScript:AutoRefresh(19000);">
```

4.3 Match Prediction:

A visitor can give their opinion about the winner, the loser, and the draw of the game. And the code of the survey is constructed as follow:

```php
<div class="game-info-countdown">
<?php
            if(isset($_SESSION["vote"]))
            {
echo "You've Already voted";
$sqlv="SELECT COUNT(*) FROM vote WHERE game_id='$code'";
$queryv=mysqli_query($conn,$sqlv);
while($v=mysqli_fetch_array($queryv))
{
  $count=$v["COUNT(*)"];
}
$sqlvh="SELECT COUNT(*) FROM vote WHERE game_id='$code' AND winner='home'";
$queryvh=mysqli_query($conn,$sqlvh);
while($vh=mysqli_fetch_array($queryvh))
{
  $homew=($vh["COUNT(*)"]/$count)*100;
}

$sqlva="SELECT COUNT(*) FROM vote WHERE game_id='$code' AND winner='away'";
$queryva=mysqli_query($conn,$sqlva);
while($va=mysqli_fetch_array($queryva))
{
  $awayw=($va["COUNT(*)"]/$count)*100;
}

$sqlvd="SELECT COUNT(*) FROM vote WHERE game_id='$code' AND winner='draw'";
$queryvd=mysqli_query($conn,$sqlvd);
while($vd=mysqli_fetch_array($queryvd))
{
  $drawv=($vd["COUNT(*)"]/$count)*100;
}

echo "</br>";
echo "Home : %".floor($homew)."</br>";
echo "AWAY : %".floor($awayw)."</br>";
echo "DRAW : %".floor($drawv)."</br>";

            }
            else {
             ?>
<div>
<form action="index.php" method="POST">
<input type="hidden" value="<?php echo $code;?>" name="game">
Who will win this game ? <br><input type="radio" name="vote" value="home">  Home <input
type="radio" name="vote" value="away">  Away <input type="radio" name="vote"
value="draw">  Draw
<br>
<button class="btn btn-success" type="submit"name="vv">Vote</button>
</form>
```

```
</div>
<?php } ?>
</div>
```

4.4 Ranking of the teams:

One of the most important parts of the website is the ranking of the teams. In this section you will see all the data of the teams to the number of games, the number of points, the number of their goals, and the number of the goals that have been scored on them. The code of this section is constructed as follow:

```php
<?php
$cnt=1;
$tsql="SELECT * FROM teams";
$tquery=mysqli_query($conn,$tsql);
while($trow=mysqli_fetch_array($tquery))
{
?>
<tr>
<td><span><?php echo $cnt;?></span></td>
<td class="team-inline">
<div class="team-figure"><img src="images/teams/logos/<?php
echo $trow["team_logo"];?>" alt="" width="37" height="37"/>
</div>
<div class="team-title">
<div class="team-name"><span style="color:#122e48;"><b><a
href="teams.php?details=<?php echo$trow["team_code"];?>"><?php echo
$team=$trow["team_name"];?></b></span></div>
</div>
</td>
<td><span style="color:green;">
<?php
$playqu=mysqli_query($conn,"SELECT COUNT(*) FROM
games WHERE game_home='$trow[team_name]' or game_away='$trow[team_name]'");
while($playrow=mysqli_fetch_array($playqu))
{
echo $playrow["COUNT(*)"];
}
?>
</span></td>
<td>
<?php
$wint=0;
$winqu=mysqli_query($conn,"SELECT
COUNT(game_winner) FROM games WHERE game_winner='$trow[team_name]'");
while($winrow=mysqli_fetch_array($winqu))
{
echo $wint=$winrow["COUNT(game_winner)"];
}
?>
</td>
<td>
```

```php
<?php
$drawt=0;
$drawqu=mysqli_query($conn,"SELECT
COUNT(game_winner) FROM games WHERE game_home='$trow[team_name]' OR
game_away='$trow[team_name]' AND game_winner='draw'");
while($drawrow=mysqli_fetch_array($drawqu))
{
echo $drawt=$drawrow["COUNT(game_winner)"];
}
?>
</td>
<td>
<?php
$loset=0;
$losequ=mysqli_query($conn,"SELECT
COUNT(game_winner) FROM games WHERE game_home='$trow[team_name]' OR
game_away='$trow[team_name]' AND game_winner!='draw' AND
game_winner!='$trow[team_name]'");
while($loserow=mysqli_fetch_array($losequ))
{
echo $loset=$loserow["COUNT(game_winner)"];
}
?>
</td>
<td><span style="color:blue;">
<?php
$gaaqu=mysqli_query($conn,"SELECT
SUM(game_away_goals) FROM games WHERE game_away='$trow[team_name]'");
while($gaarow=mysqli_fetch_array($gaaqu))
{
$GA1=$gaarow["SUM(game_away_goals)"];
}
$gahqu=mysqli_query($conn,"SELECT
SUM(game_home_goal) FROM games WHERE game_home='$trow[team_name]'");
while($gahrow=mysqli_fetch_array($gahqu))
{
$GA2=$gahrow["SUM(game_home_goal)"];
}
echo $GAT=$GA1+$GA2;
?>
</span></td>
<td><span style="color:red;">
<?php
$gfaqu=mysqli_query($conn,"SELECT
SUM(game_home_goal) FROM games WHERE game_away='$trow[team_name]'");
while($gfarow=mysqli_fetch_array($gfaqu))
{
$GF1=$gfarow["SUM(game_home_goal)"];
}
$gfhqu=mysqli_query($conn,"SELECT
SUM(game_away_goals) FROM games WHERE game_home='$trow[team_name]'");
while($gfhrow=mysqli_fetch_array($gfhqu))
{
$GF2=$gfhrow["SUM(game_away_goals)"];
}
echo $GFT=$GF1+$GF2;
```

```php
?>
</span></td>
<td><?php echo $GAT-$GFT; ?></td>
<td class="sortnr">
<b><?php echo ($wint*3)+($loset*0)+($drawt*1);
?></b></td>
<td>
<?php
$stqu=mysqli_query($conn,"SELECT * FROM games WHERE
game_home='$team' OR game_away='$team' LIMIT 5");
while($strow=mysqli_fetch_array($stqu))
{
$winner=$strow["game_winner"];
if($winner==$team)
{
echo "<span class='badge badgekask'>
W</span>";
}
elseif($winner=="draw")
{
echo "<span class='badge badgenarnj'>
D</span>";
}
else
{
echo "<span class='badge badgesor'>
L</span>";
}
}
?>
</td>
</tr>
<?php
$cnt++;
}
?>
```

4.5 Google reCaptcha

When you enter admin page, you could see the Admin title will be next to the admin user and password once you sign in you will face a Captcha test to verify that you are not a robot.

```php
<?php
if($error)
{
?>
<div class="bs-component">
<div class="alert alert-danger alert-dismissable">
<button type="button" class="close" data-dismiss="alert" aria-hidden="true">×</button>
<i class="fa fa-remove pr10"></i>
<strong>Worrning!</strong> please verify you are not a robot and try again.
</div>
</div>
<?php
}
?>
<div class="g-recaptcha" data-sitekey="6Ldc71wUAAAAAJRJiSaUM7uHWntWXUP9Kidpopk7"></div>
</center>
```

// When you click on submit button, it will check either your success on CAPTCHA test or not

```php
<?php

$error=false;
if(isset($_POST["login"]))
{
$user=$_POST["username"];
$pass=$_POST["password"];
$captcha=$_POST["g-recaptcha-response"];
$result=mysqli_query($conn,"SELECT * FROM login WHERE username='$user' AND
password='$pass'");
if(mysqli_num_rows($result)==1)
{
if(!$captcha){
$error=true;
}
else
{
$error=false;
$_SESSION['login']=$user;
header("location: index.php");
}
}
else{
?>
```

CHAPTER FIVE

Results & Conclusion

In this part (chapter) we are going to display the results and work of the website on computer and mobile screens.

5.1 User View

Home page in this page on the top part we have the logo of the website. You can see the navigation bar and next to it under them there is a slide show that contains some photos of football games in Kurdistan. Also under that there is the twitter news feed, which is connected to the twitter accounts and these tweets will be displayed, on the sidebar of the website the last three matches and other social media platforms such as twitter, Facebook and Instagram are also displayed.
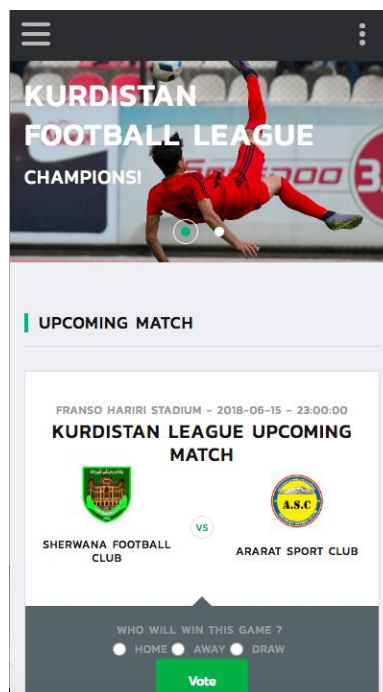
Figure 5.1 Top of the Home Page (Mobile View)
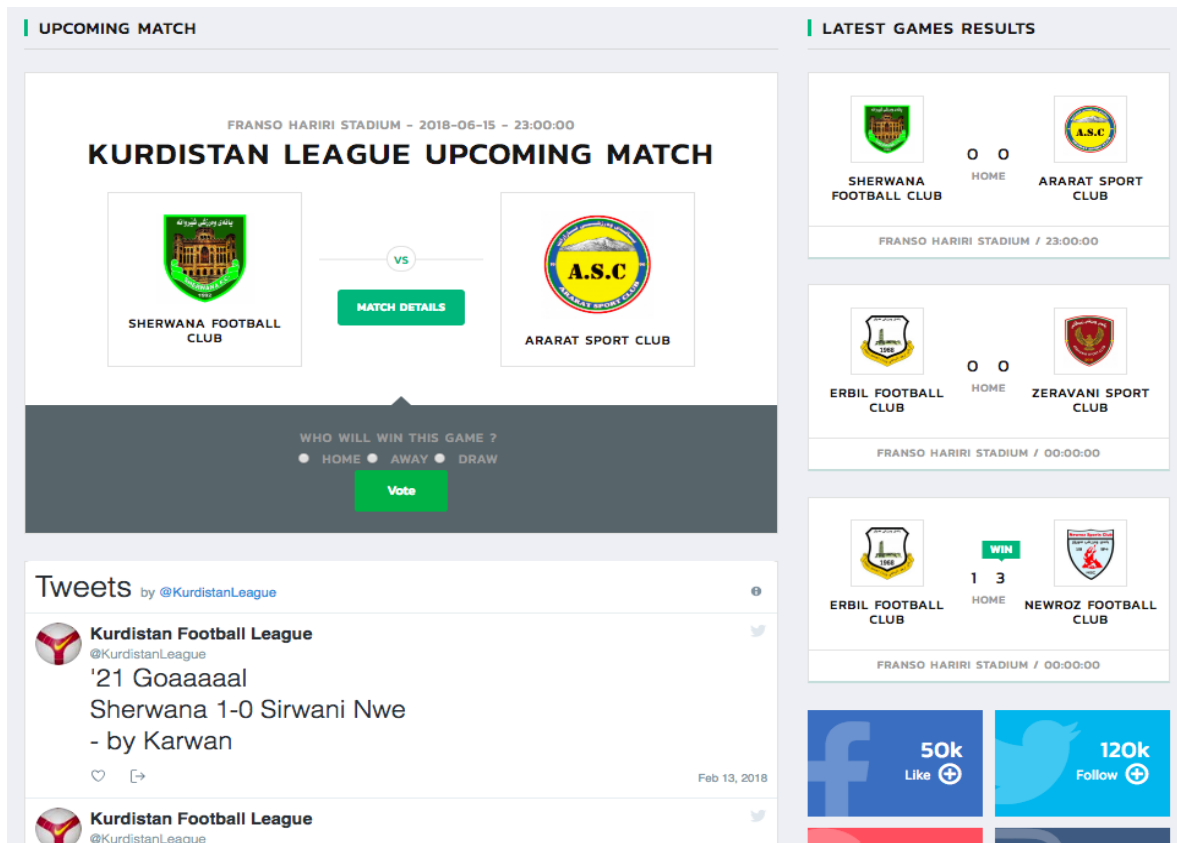
Figure 5.2 Home Page

Page of matches This page is specifically for showing the schedule & fixtures which the website provides the time and stadium to the audience. You can even know if the match is live, upcoming or finished. If the user presses any match he/she will have access to the details of the match.

Figure 5.3 Matches page

Standings This page is specifically for standings of the teams which have participated in the Kurdistan Football League where teams are listed depending on how many scores they've achieved. It shows how many games each team has won, lost, how many scores the team has and how many scores its rivalry teams has.

		P	W	D	L	GA	GF	DIF	PTS	LAST 5 GAME
1	ERBIL FOOTBALL CLUB	1	0	1	1	0	0	0	1	L
2	ZAXO SPORT CLUB	0	0	0	0	0	0	0	0	
3	NEWROZ FOOTBALL CLUB	0	0	0	0	0	0	0	0	
4	SHERWANA FOOTBALL CLUB	1	0	1	1	1	3	-2	1	L
5	BRAYATI FOOTBALL CLUB	1	0	0	1	3	1	2	0	L
6	PESHMERGA-ERBIL FOOTBALL CLUB	1	0	0	1	0	0	0	0	L
7	ZERAVANI SPORT CLUB	1	0	1	1	4	0	4	1	L
8	ARARAT SPORT CLUB	1	0	0	1	0	4	-4	0	L

Figure 5.4 Standing Page

Profile of the player This page is for showing information on the life and character of the player. Each player participating in the league has his/her own unique profile, which also provides many info such as the player's team, position of playing, nation and birthday.

Figure 5.5 Player profile page

Team profiles This page is specifically for the profiles of each participant of the Kurdistan Football League. The team info is displayed and it includes name of team's coach, the year it was founded, its stadium, its achievements and its players.
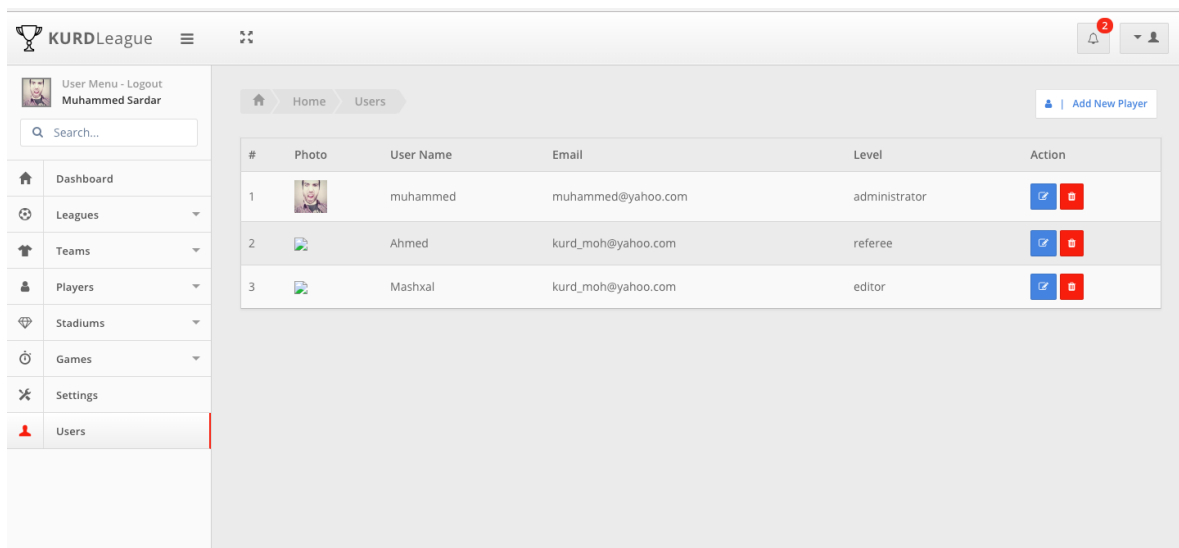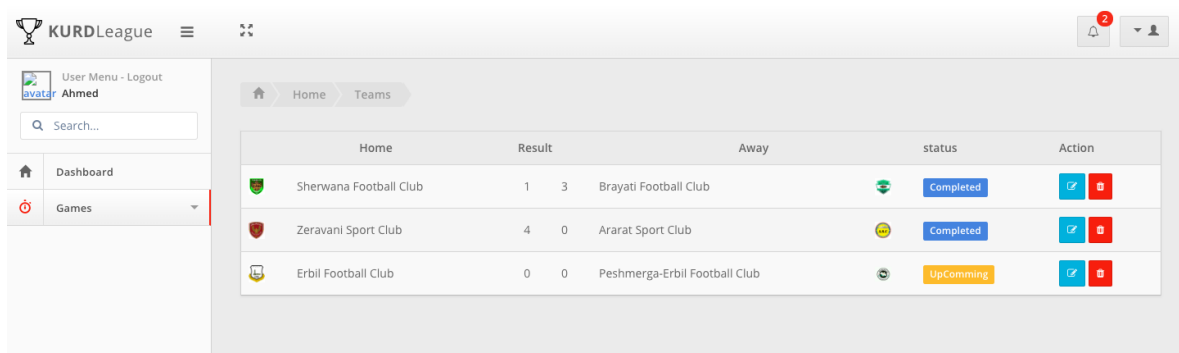

5.6 Team Profile

5.2 Back-End

Back to end of the website is the place where admins can do the processes of [C R U D] for the games and Profile of the players and clubs. There will be three kinds of control where the main admin can add other admins for the website and edit the information and details of other admins like: their passwords, usernames, and emails with following things: logo and slideshow of the website, other admins with lower levels who are editors and referees can do limited actions.

5.7 Admin Panel for Administrator

5.8 Admin Panel for referee

5.3 Future Work

In this project we could show some of the important points of the project but in its first version we couldn't make lists of top players who scored goals and a list for comparing between data for two clubs. Translating the project into Kurdish will be in the second version with that we will add details and other data for the games and profile of the clubs with players.

5.4 Conclusion

Finally, through this website you can check the match's dates and results, club/players profiles and their rankings in fastest way on computer and mobile platforms. Although there are some other works and features that need to be added in this project and we have mentioned it in detailed in the future work part.

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Appendix 1

The following code includes the back-end code (Admin Panel) which will display admin panel according to the admin permission.

```php
<?php
session_start();
include('connection.php');
if(!isset($_SESSION["login"]))
{
header("location:login.php");
}
else
{
$sqluser="SELECT * FROM login WHERE username='$_SESSION[login]'";
$queryuser=mysqli_query($conn,$sqluser);
while($userrow=mysqli_fetch_array($queryuser))
{
$fullname=$userrow["fullname"];
$profimg=$userrow["image"];
$level=$userrow["level"];
}
$img="assets/img/users/".$profimg;
}
?>



//Using permission's level

<ul class="nav sidebar-menu sidebar-menu-border">
<li class="active">
<a href="index.php">
<span class="glyphicon glyphicon-home"></span>
<span class="sidebar-title">Dashboard</span>
</a>
</li>
<?php
if($level=="administrator")
{
?>
<li>
<a class="accordion-toggle" href="#">
<span class="glyphicons glyphicons-soccer_ball"></span>
<span class="sidebar-title">Leagues</span>
<span class="caret"></span>
</a>
<ul class="nav sub-nav">
<li>
<a href="leagues.php?add=new">
```

```
<span class="glyphicon glyphicon-plus"></span> Add New League</a>
</li>
<li>
<a href="leagues.php">
<span class="glyphicon glyphicon-wrench"></span> Manage League</a>
</li>
</ul>
</li>
<?php
}
?>
<?php
if($level=="administrator" OR $level=="editor")
{
?>
<li>
<a class="accordion-toggle" href="#">
<span class="glyphicons glyphicons-t-shirt"></span>
<span class="sidebar-title">Teams</span>
<span class="caret"></span>
</a>
<ul class="nav sub-nav">
<li>
<a href="teams.php?add=new">
<span class="glyphicon glyphicon-plus"></span> Add New Team </a>
</li>
<li>
<a href="teams.php">
<span class="glyphicon glyphicon-wrench"></span> Manage Teams </a>
</li>
</ul>
</li>
<?php
}
?>
<?php
if($level=="administrator" OR $level=="editor")
{
?>
<li>
<a class="accordion-toggle" href="#">
<span class="fa fa-user"></span>
<span class="sidebar-title">Players</span>
<span class="caret"></span>
</a>
<ul class="nav sub-nav">
<li>
<a href="players.php?add=new">
<span class="glyphicon glyphicon-plus"></span> Add New Player </a>
</li>
```

```html
<li>
<a href="players.php?transfers=player">
<span class="glyphicon glyphicon-transfer"></span> Transfer Players</a>
</li>
<li>
<a href="players.php">
<span class="glyphicon glyphicon-wrench"></span> Manage Players</a>
</li>
</ul>
</li>
<?php
}
?>
<?php
if($level=="administrator" OR $level=="editor")
{
?>
<li>
<a class="accordion-toggle" href="#">
<span class="fa fa-diamond"></span>
<span class="sidebar-title">Stadiums</span>
<span class="caret"></span>
</a>
<ul class="nav sub-nav">
<li>
<a href="stadiums.php?add=new">
<span class="fa fa-plus"></span> Add New Stadium</a>
</li>
<li>
<a href="stadiums.php">
<span class="fa fa-wrench"></span> Manage Stadiums </a>
</li>
</ul>
</li>
<?php
}
?>
<li>
<a class="accordion-toggle" href="#">
<span class="glyphicons glyphicons-stopwatch"></span>
<span class="sidebar-title">Games</span>
<span class="caret"></span>
</a>
<ul class="nav sub-nav">
<li>
<a href="games.php?add=new">
<span class="fa fa-plus"></span> Add New Game </a>
</li>
<li>
<a href="games.php">
```
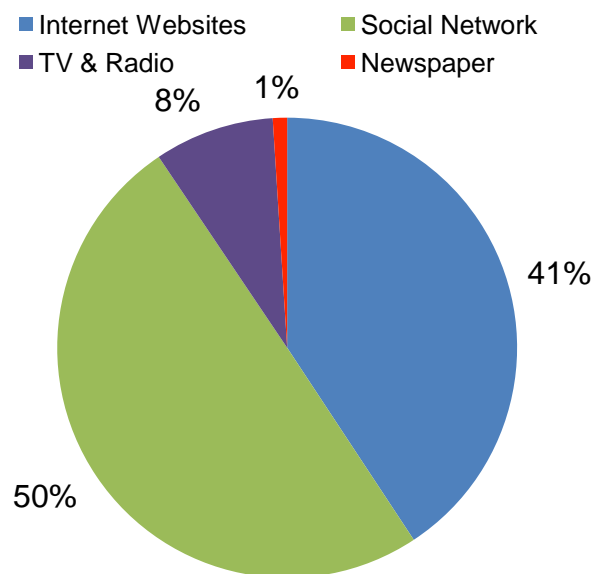
```php
<span class="fa fa-wrench"></span> Manage Games </a>
</li>
</ul>
</li>
<?php
if($level=="administrator")
{
?>
<li class="menu-item-bottom">
<a href="settings.php">
<span class="glyphicons glyphicons-settings"></span>
<span class="sidebar-title">Settings</span>
</a>
</li>
<li class="menu-item-bottom">
<a href="users.php">
<span class="glyphicons glyphicons-user"></span>
<span class="sidebar-title">Users</span>
</a>
</li>
<?php
}
?>
</ul>
```
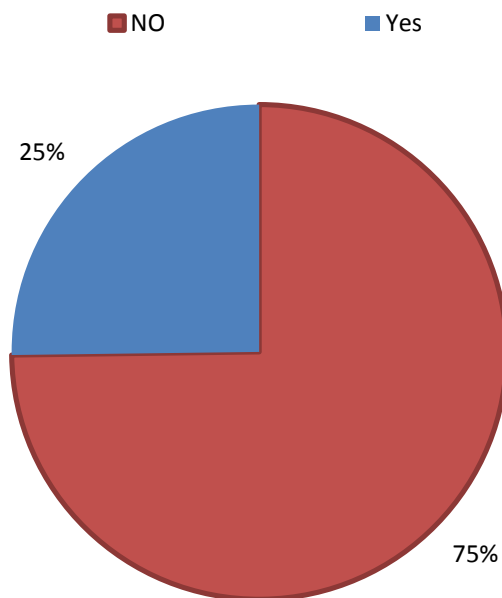
Appendix 2

For this project, we have done a survey to know what the people want to be available in a website for Kurdistan Football League. Figures bellow shows the questions and the results of this survey.
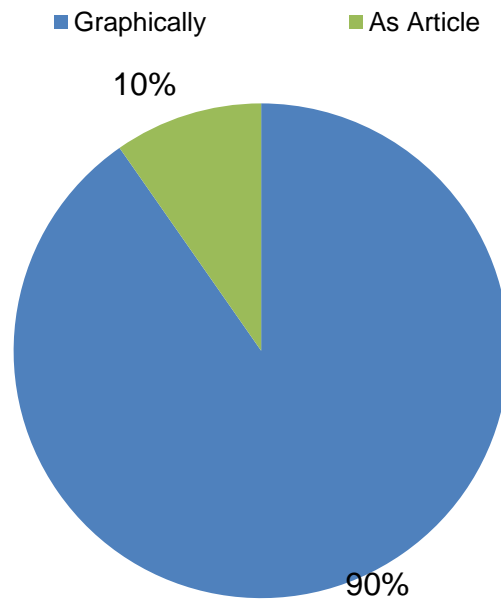
1) Which of these sources you depend on for football news and activity?

2) Do you believe Kurdistan Football League got benefits from technology in the past?

3) Which method do you prefer to get information from?

Graphically   As Article

10%

90%

4) To what extend it's important to have a website which sowing the most recent top teams and schedule the match for Kurdistan Football League?

Yes   No (I don't Care)

8%

92%
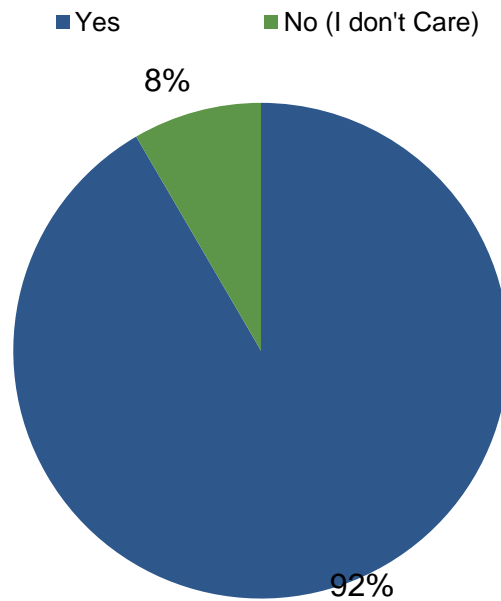
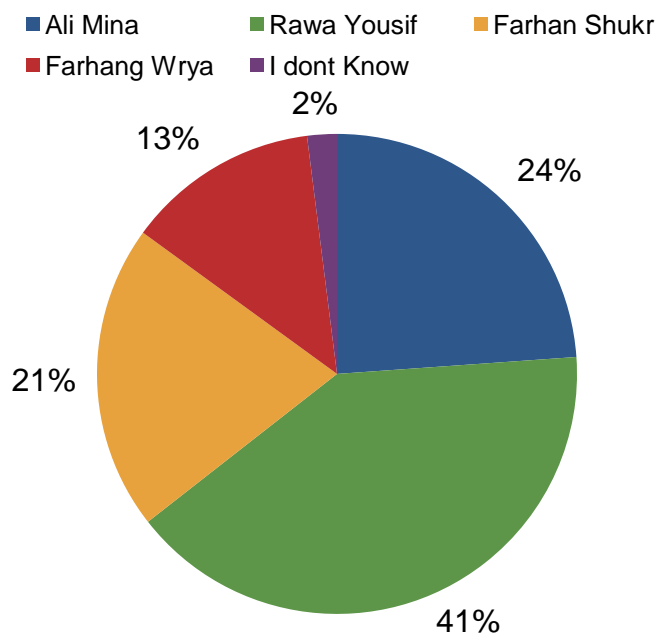5) Which of these two teams got first and second places in the Kurdistan Football League last year?
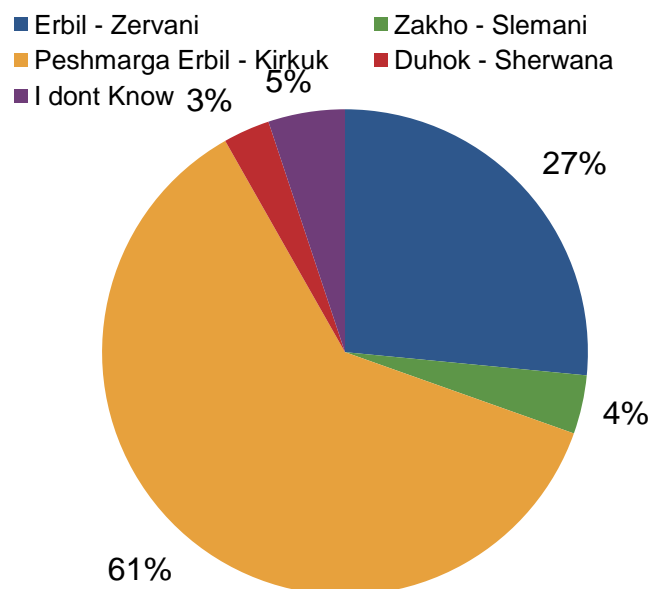
Answer: Peshmarga Erbil - Kirkuk
True Answer: 61%
Wrong Answer: 39%

6) Who won the best player award for the last year's league?

Answer: Rawa Yousif
True Answer: 41%
Wrong Answer: 59%