

# CRICKET CLUB MANAGEMENT SYSTEM

## Chapter 1: Investigation

### 1.1 Synopsis:

#### 1.1.1 Abstract:

- Cricket club management system is developed keeping in mind the regular day-to-day operations of a cricket club. The club's entire operation is automated using this software.
- The Cricket club management system categorizes its visitors into different categories and presents them with the respective functionality as per their level of access.
- A new user can either register for batch booking or book the ground for desired number of days. A new user can also enrol in the activities of the cricket club.

#### 1.1.2 Introduction:

- The software system is designed to efficiently manage and maintain the functioning on a cricket club.
- The administrator account controls everything. A web project for managing a cricket club this software system consists of various online booking and management functionaries needed by a cricket club.
- It consists of ground bookings, member registrations, notice posting, member kit booking from gallery, batch registration and more features.
- A new user can either register for club membership or book the ground for desired number of days. A new user can also enrol in the activities of the cricket club.
- A details cost evaluation is done by the software when the user tries to book the ground. The user sees the estimated cost clearly at the time of booking.
- User and Admin Account: It has two login accounts member login and admin login.
- Ground Booking for events: Users can book ground for various events(marriage, show, other event.etc)
- Book amount calculation acc to period of booking: The amount for booking the ground is calculated and given by the system depending upon the number of days.
- Cricket vacation and regular batch registration: Users may register for vacation and regular batch of cricket coaching.
- Check user Details: Admin can check various registered user details.

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- Approve Disapprove Bookings: Admin can approve or disapprove ground booking.

## 1.1.3 Software Requirements:

- Windows 7 and above
- Sql 2008 and above
- Visual studio 2010 and above
- Internet browser

## 1.1.4 Hardware Components:

- Processor – i3 and above
- Hard Disk – 500 GB and above
- Memory – 2GB RAM and above
- Internet Connectivity

## 1.1.5 Advantages:

- Helps cricket clubs to register members online
- Allows cricket clubs to allow users to book ground online
- Automates the working of cricket club activities
- Users can pay online

## 1.1.6 Limitations:

- Users cannot chat with admin

## 1.1.7 Applications:

- Can be used to automate cricket club bookings
- It can be used in other sports clubs for online bookings

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## Chapter 2: Analysis

### 2.1 Project History:

- Earlier, the process of managing the cricket club is file based and manual.
- These obsolete management system slows down functionality of the club. For example, a new user wants to enrol in a training batch he/she has to visit the club and fill up the registration form.
- The form then passes through a hierarchy of club members before approval. It takes time as well as effort from a user's perspective.
- This is just a single case. Same problem persists in all the major operation of the club.
- The first online Cricket club website developed was Marylebone Cricket Club.

Official Website:- [www.lords.org/mcc](http://www.lords.org/mcc)

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## 2.2 Requirement Gathering:

### ❖ Software components required are:

- Windows 7 or higher
- Visual Studios
- SQL Server
- Internet Browser

### ❖ Hardware components required are:

- i3 based computer or higher
- Memory : 2GB and above
- Hard Disk : 500 GB and above
- Internet Connection

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## 2.3 Objective & Scope of Project:

### ❖ Objective:

- Cricket Club Management System facilitates online booking and management of a cricket club.
- The end users can register for membership, book ground, register for different training batches and receive notices from the management. The managerial functions are carried out by the Admin.
- Admin can approve the bookings done by end users, send notices to the online notice board, check different user of the club and the users registered for various training batches.
- This Cricket Club Management System project has been developed using the Microsoft dot net framework with Microsoft SQL Server as the back end database. The IDE used for developing the project is Visual Studio.
- The opening window has different sections where the users can register for booking the ground or register themselves for different training batches. There is a section where all the Notices from the Admin are displayed. The admin can login from the admin login section.

### ❖ Project Scope:

#### **Features available to user and admin after developing this web application are:**

- Home or a Main Page about Cricket Club.
- Membership information and application page.
- About page for Cricket club including Philosophy, History and Constitution of the club.
- Member Login page.
- Management information.
- Contact Us form.
- Cricket News feed on blog page.

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## 2.4 Existing System with Limitations:

- The existing Cricket Club Management System is file based. All the functions are carried out manually. All the booking requests are handled manually, one by one. With the file system approach, it is very difficult to notify the users about some news or event. There is a problem in regulating members with a file based manual system.
- These obsolete management system slows down functionality of the club. For example, a new user wants to enrol in a training batch he/she has to visit the club and fill up the registration form. The form then passes through a hierarchy of club members before approval. It takes time as well as effort from a user's perspective. This is just a single case. Same problem persists in all the major operation of the club.

### Drawbacks of Existing System:

- ✓ Time consuming.
- ✓ Consumes large volume of paper work.
- ✓ Needs manual calculations.
- ✓ More man power.

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## 2.5 Proposed System with Advantages:

The proposed Cricket Club Management System is completely automated. The proposed system allows the user to book ground for various days and register for the various training batches. Less effort is required for maintaining the database of club using this software. Margin of error will be reduced and regulating members will be a breeze by using this software.

- User friendly interface
- Less error
- Quick transaction
- No need of clumsy paper-work
- No manual processing of requests
- No need to be physically present to book the ground

## Expected Advantages of Proposed System:

- Minimize manual data entry.
- Minimum time needed for the various processing.
- Greater efficiency.
- Better service.
- User friendliness and interactive.
- Minimum time required.

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## 2.6 FEASIBILITY STUDY

- An important outcome of the preliminary investigation is to determine the feasibility of the project. The main aim of the feasibility study activity is to determine whether it would be financially and technically feasible to develop a project.
- The feasibility study activity involves the analysis of the problem and collection of all relevant information relating to the product such as the different data items which would be input to the system, the processing required to be carried out on these data, the output required to be produced by the system as well as the various constraints on the behaviour of the system.
- During feasibility study most of the high level architectural design decisions are made.

### ➤ OPERATIONAL FEASIBILITY:

- The proposed project is beneficial only if it is turned into information systems that will meet the organization's operating requirements. This test of feasibility asks if the system will work when it is developed and installed.
- A factor considered for operational feasibility is that the proposed project be beneficial to users because it offers greater support to potential members and pin regards to interface friendliness, easy access and easy in understanding the flow of the system.
- This project meets operational feasibility as it has information that is being continuously updated. Current requirement of Cricket club management system is to have a website where information can be updated and accessed. At present this web application is deployed on host server and is working as per set requirements.

### ➤ TECHNICAL FEASIBILITY:

- Technical feasibility involves the software and hardware requirements to develop this website. Hardware is not an issue as it runs on any computer which is connected to the Internet.
- The proposed technology has to meet all software requirements, by considering factors like, the browser support for PHP along with basic web technologies.
- This web application uses Word Press as CMS which is based on PHP and other applications are also developed using PHP or HTML. All the requirements are successfully meet with open source technologies.



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## ➤ **ECONOMICAL FEASIBILITY:**

- Suitable budget, financial benefits, investment vs. profit are big factors for economical feasibility. This web application only needs an administrator who can control both main application and blogs. Thus any extra man-power to maintain the site is not required.
- Also as this project was developed using open source technology no additional funding is needed for technology. So, this project is perfectly economically feasible.

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## 2.7 Cost Benefits Analysis:

- The most basic edition of Visual Studio, the Community edition, is available free of charge.
- It is declared an Open-source so we no need to pay for Visual Studio.
- To build this system we used Visual Studio, My SQL, Java Language
- To purchase domain name for website there are many provider like GoDaddy.
- GoDaddy provide domain name in 89 Rupees per month.
- Cost-benefit analysis is a technique used to compare the total costs of a program/project with its benefits, using a common metric.
- To store database and access into the database it needs internet connectivity.
- The charges are also applied to internet connectivity as per uses of the system.

### To build this project two things are required:

- ❖ Microsoft Visual Studio
- ❖ Microsoft SQL server

- The cost of project is depend upon the number of features .Visual studio is open source platform .So it will be freely download .We need not to paid for that.
- To build this system or project I use Windows 10 x64 bit operating system with the Intel i3 processor,4GB RAM which inputs 19.5 V and current 3.33A.
- To calculate the Watt formula is:

$$\text{Watt} = \text{Voltage} \times \text{Current}$$

Where, Voltage is 19.5 ,Current is 3.33A

$$\text{Watt} = 19.5 \times 3.33 = 64.935\text{W}$$

- The approximate Watt is 65 W.I will use approximately 1 hour per day to developing this project .So approximately 65 W energy per hour is used to build this project.
- In India cost for per kilowatt energy consume is approximately 5 Rs per hour.
- To convert the Watt into kilowatt the formula is :

$$\text{Kilowatt} = \text{Watts} / 1000$$

$$\text{Kilowatt} = 65 / 1000 = 0.065$$

- So , total Energy consume =  $0.065 \times 5 = 0.325$  Rs per hour.

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## 2.8 Requirement Specification:

### ➤ FUNCTIONAL REQUIREMENTS:

A functional requirement defines what a website and its component are and what these components are supposed to accomplish. The following functional requirements were gathered and their inputs, behaviour and output are discussed below.

- **Web application main page.**

Cricket club Youth Academy, Blog, Polls, Events, Gallery, Teams, Payments and Dues, About Us and Contact Us are provided for easy navigation. A user input is either by clicking on the tabs or hovering on the tab for dropdown menu and then selecting the tab.

- **Tab structure on main page.**

Depending upon the content of the information some of these tabs have a dropdown menu. Membership has three dropdown tabs User Login, User Information and Application for user.

- **Blog main page.**

Contact us tab takes the user to a page which has a form to contact administrator of the website.

### ➤ NON FUNCTIONAL REQUIREMENTS:

The non-functional requirements are listed in this section to identify the major operations of the system. There are various types of non-functional requirements like

**Contact us page.**

Performance, security, reliability, maintainability, extensibility, feasibility, economical, Operational, technical which are listed in this section and they are often called qualities.

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## 2.9 Tools and Technology:

### TOOLS:

#### ➤ VISUAL STUDIO:

Microsoft Visual Studio is an integrated development environment (IDE) from Microsoft. It is used to develop computer programs, as well as websites, web apps, web services and mobile apps.

- The most basic edition of Visual Studio, the Community edition, is available free of charge.
- Visual Studio supports 36 different programming languages and allows the code editor and debugger to support (to varying degrees) nearly any programming language, provided a language-specific service exists.
- Built-in languages include C, C++, C++/CLI, Visual Basic .NET, C#, F#, JavaScript, Type Script, XML, XSLT, HTML, and CSS. Support for other languages such as Python, Ruby, Node.js, and M among others is available via plug-ins. Java (and J#) were supported in the past.

### TECHNOLOGY:

#### ➤ My SQL:

- My SQL is free and open-source software.
- My SQL was owned and sponsored by the Swedish company.
- My SQL is used by many popular websites, including Facebook, Twitter, Flickr, and YouTube.
- Microsoft SQL Server is a relational database management system developed by Microsoft.
- As a database server, it is a software product with the primary function of storing and retrieving data as requested by other software applications—which may run either on the same computer or on another computer across a network.

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## Chapter 3: Design Phase

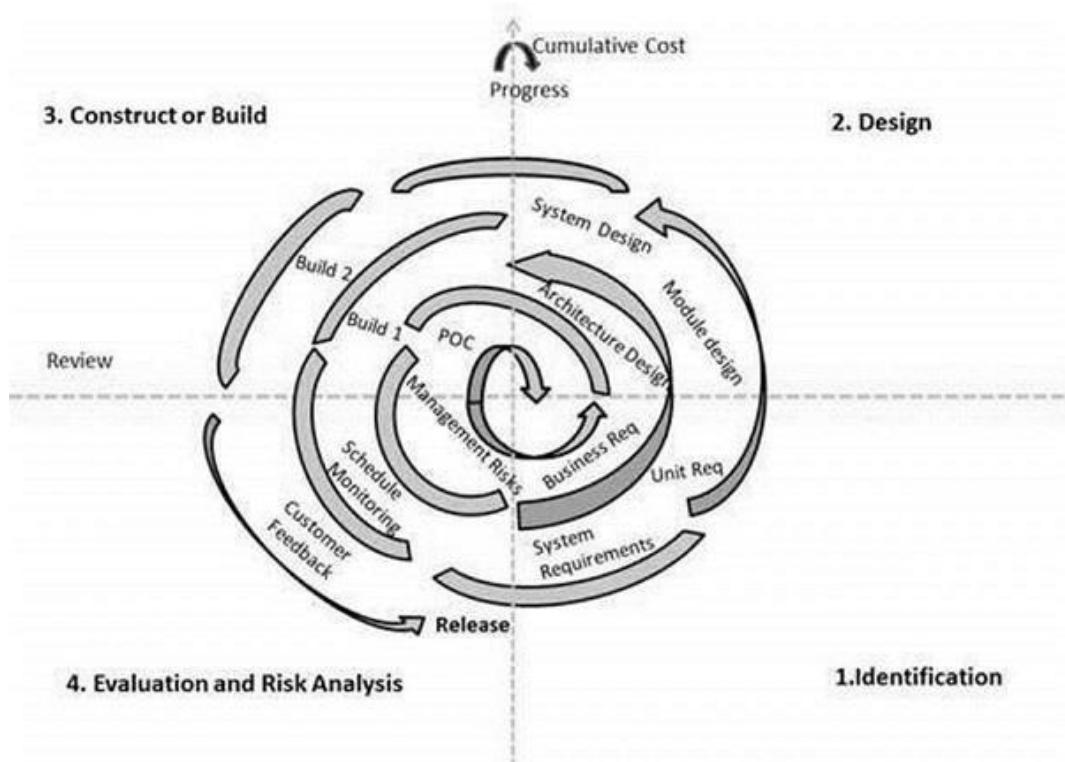
### 3.1 Detailed life cycle of the project (Logical Design):

The development life cycle model chosen for project is spiral model. The

#### Spiral Model:

This Spiral Model is a risk-driven process model generator for software projects. Based on unique risk patterns of given project, the spiral model guides a team to adopt elements of one or more process models, such as incremental waterfall or evolutionary prototyping.

- The spiral model is a risk driven process model generator for software project.
- This provides support for risk handling.
- It is an iterative model.
- It allows incremental releases of product or incremental refinement through each iteration around the spiral



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**Phases of spiral model are:**

1. Identification
2. Design
3. Construct or Build
4. Evaluation and risk analysis

## **1. Identification:**

- This phase consists of gathering the requirements for this project.

## **2. Design:**

- This interface of system is developed keeping in mind that it should be good looking, attract at first sight, easy to understand and self-explanatory.
- The scope clearly defines the boundaries of proposed system.

## **3. Construction:**

1. The system will bridge the gap between the seller and the customer.
2. They all can communicate each other and availability of thing will increase.

**The main features while executions phase are: -**

- **Efficiency**

The Efficiency of any system is concerned with the minimum processing time as well as the optimal use of system resource in designing the proposed system; the efficiency factor has been taken well into consideration.

- **User-Friendly Interface**

The interface will be user friendly so that a common user can use It easily. It makes it very easy for user to jump from one section to another.

Another uniqueness of design\_Id that it is based on fluid interface it can adjust itself accordingly to device in which system is being used.

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- **Data Security and Integrity**

Data Security and integrity is our top most priority we will make sure that private data of every single user remains confidential and never be compromised. For this purpose, we will use efficient security mechanisms.

- **Feasibility**

Our application solution is aimed to provide with: Technology and Control.

- **Extensibility**

Key features of proposed solution would be its extensibility. Our solution enables a new levels of remote automation, programmability and extensibility using modern technology.

- **Scalability**

Scalability can be defined as the ease with which a system or components can be modified to fit the problems are. Our system will easily be modified.

## 4. Evaluation and risk analysis

- Risk Analysis include identifying, estimating and monitoring technical feasibility and management risks such as loss of internet connection or done legacy problems.
- Evaluation is the process which overcomes all the risk analysis and modified the risk analysis and modified the application and adds various data or keeps the application updated.

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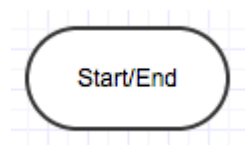
## 3.2 Flow Chart:

### ❖ Description:

- Flowchart is a type of diagram that represents an algorithm, workflow or process.
- Flowchart is used in analyzing, designing, documenting or managing a process or problem in various fields.
- It is made up of a set of basic symbols: decision process, connection and comment symbols.
- They are linked using flow lines to indicate the flow of control through the program or system.
- It uses different symbols to represent different terminology as follows:

#### 1. The Oval :- An End or a Beginning

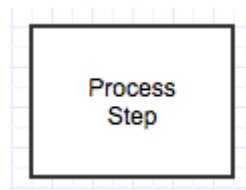
The oval is used to represent the start and end of a process.



Oval

#### 2. The Rectangle : - A Step in the Flowcharting Process

The rectangle is your go-to symbol. It represents any step in the process you're depicting and is the workhorse of the flowchart diagram.



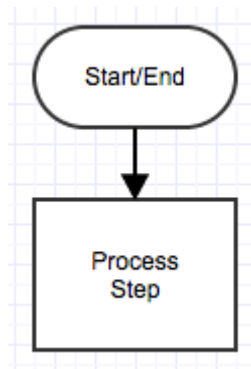
Rectangle



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## 3. The Arrow : - Directional Flow

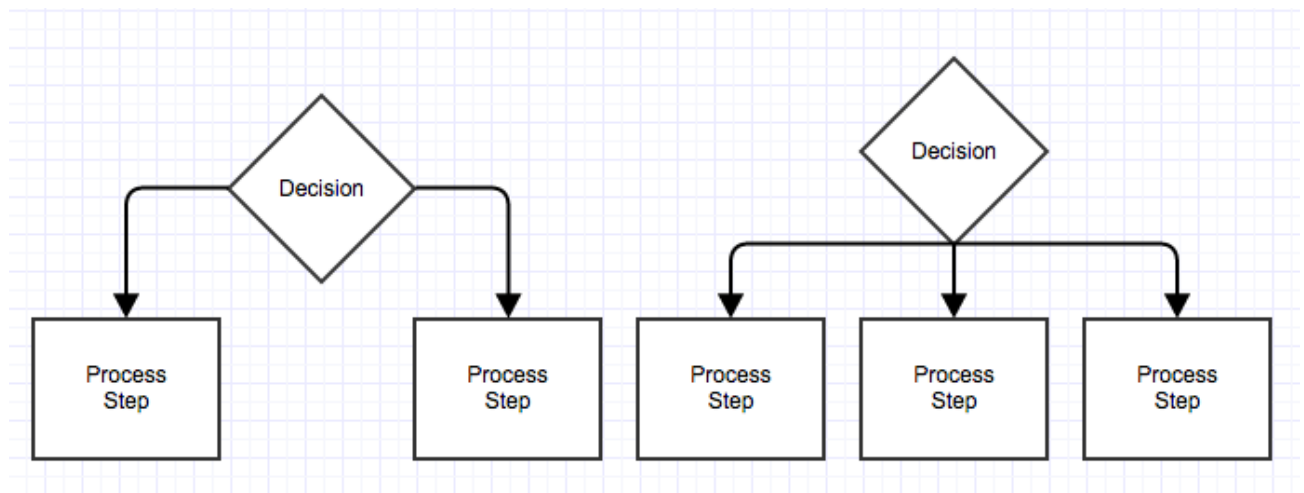
The arrow is used to guide the viewer along their flowcharting path



Arrow

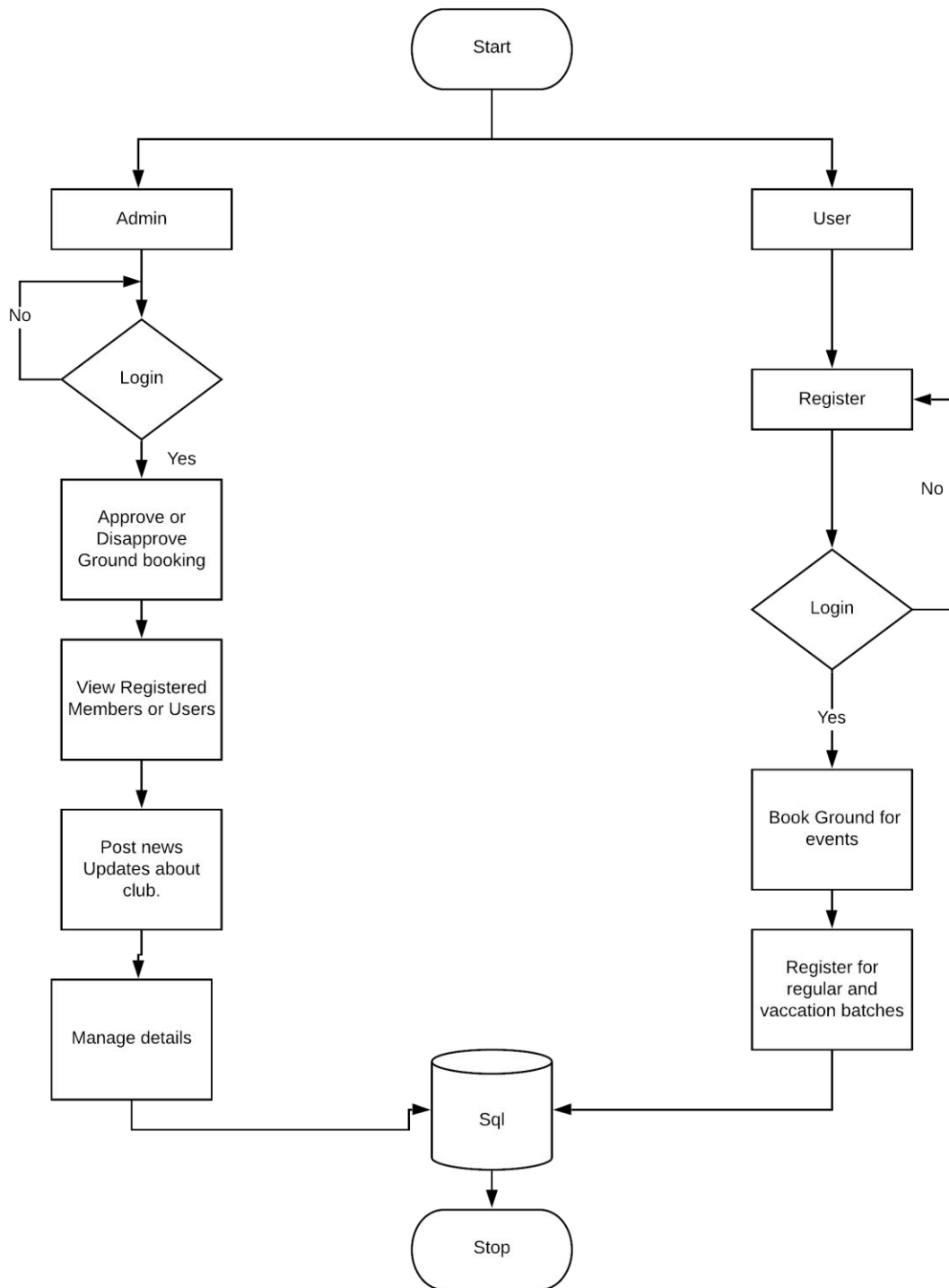
## 4. The Diamond : - Call for a Decision

The diamond symbolizes that a decision needs to be made.



Diamond

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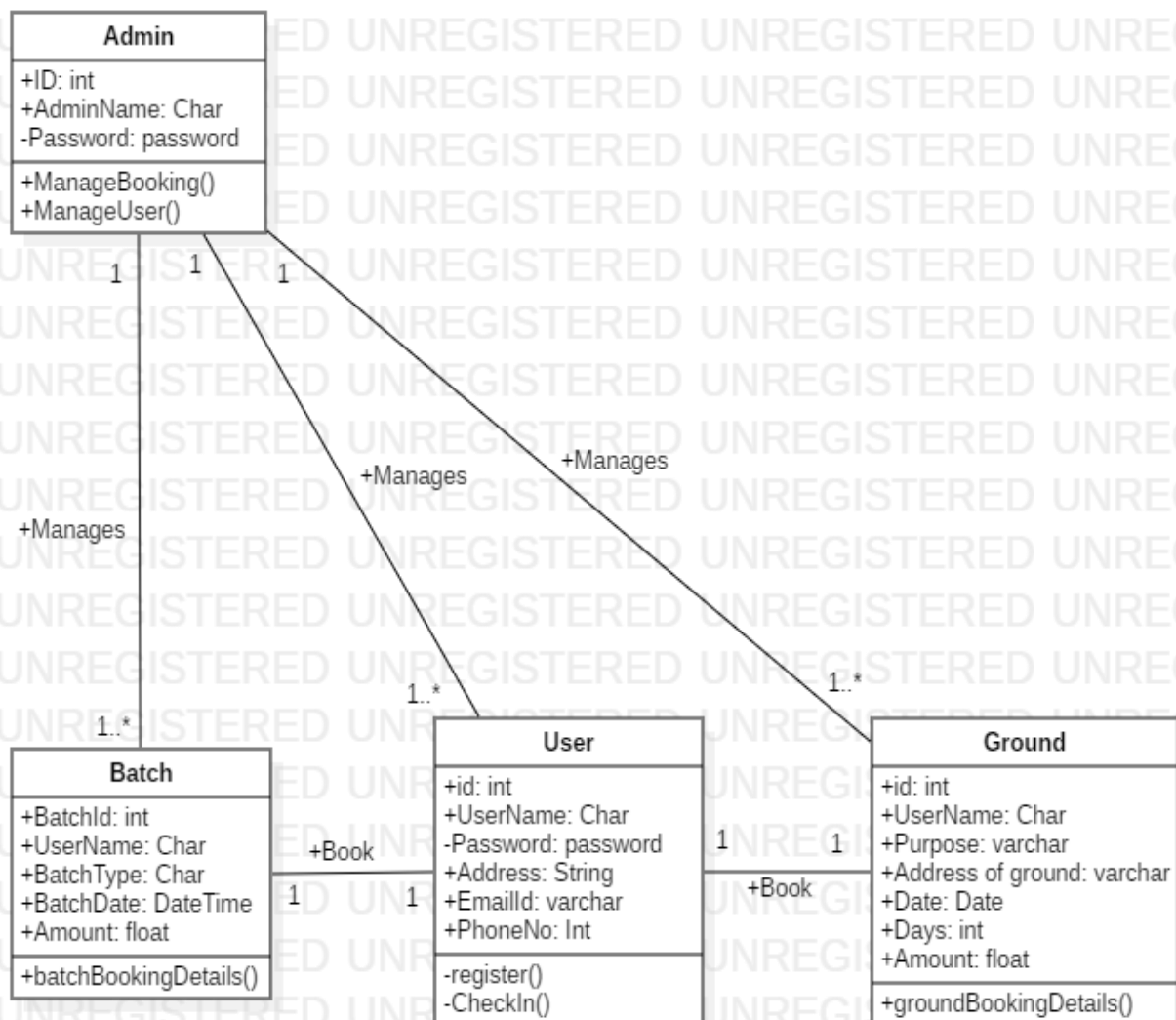


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## 3.3 Class Diagram:

### ❖ Description:

- It is a type of static structure diagram.
- It describes the structure of the system by showing the system classes, their attributes and Operations.
- It is building block of object oriented modelling.
- The classes in the diagram represent both main elements, interactions in application and classes to be programmed.



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## 3.4 E-R Diagram:

### ❖ Description:

- A graphical model of the data needed by the system
- It including think about which information is stored and the relationship among them , produced in structured analysis and information engineering.
- The traditional approaches to system development place a great deal of emphasis on data storage requirement including data entities.
- The symbol used in ER as follows:

1. **Entities** : which are represented by rectangles. An entity is an object or concept about which you want to store information.



A **weak entity** is an entity that must defined by a foreign key relationship with another entity as it cannot be uniquely identified by its own attributes alone.



2. **Actions** : which are represented by diamond shapes, show how two entities share information in the database.



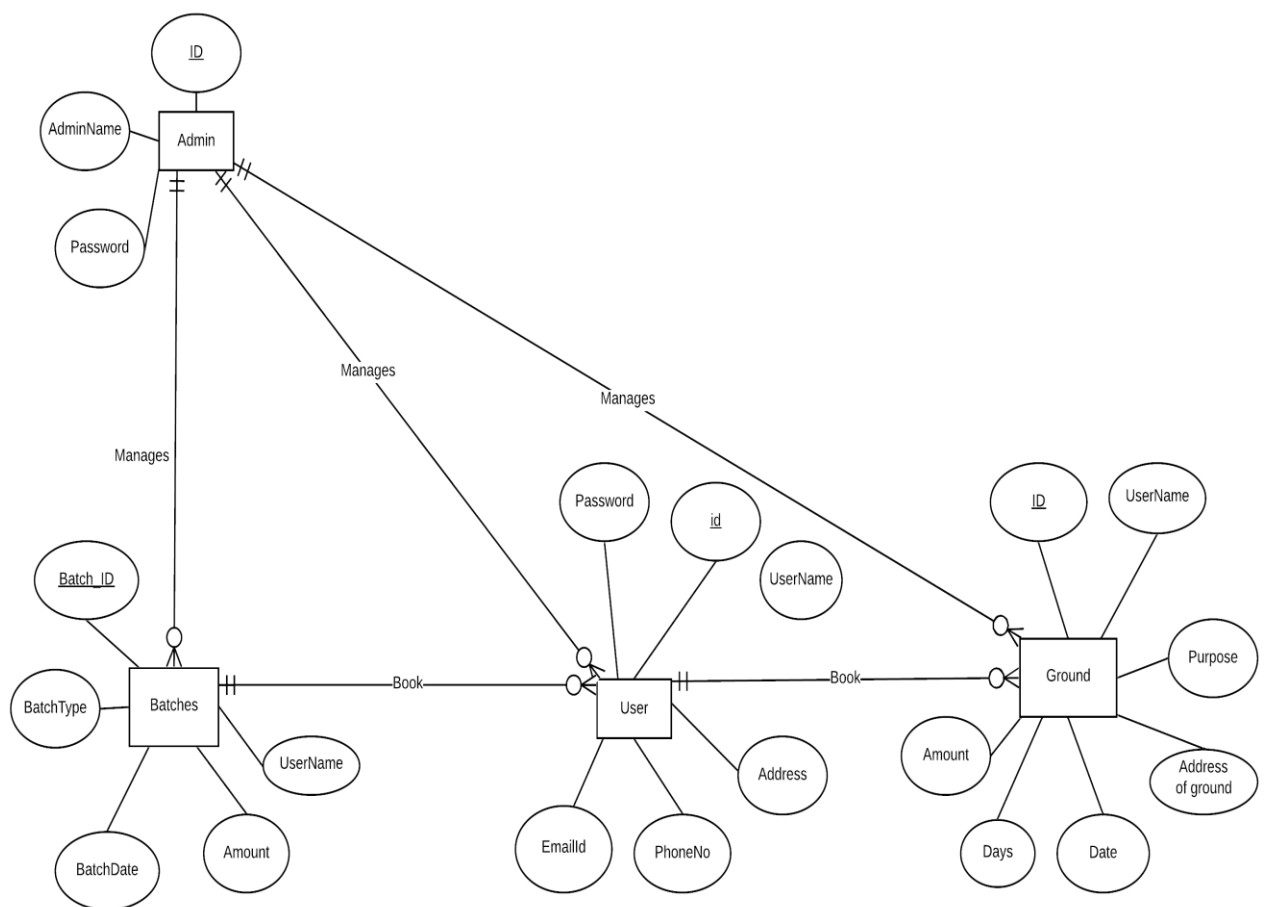
3. **Attributes** : which are represented by ovals. A key attribute is the unique, distinguishing characteristic of the entity. For example, an employee's social security number might be the employee's key attribute.

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Attribute

A multi valued attribute can have more than one value. For example, an employee entity can have multiple skill values.

Attribute



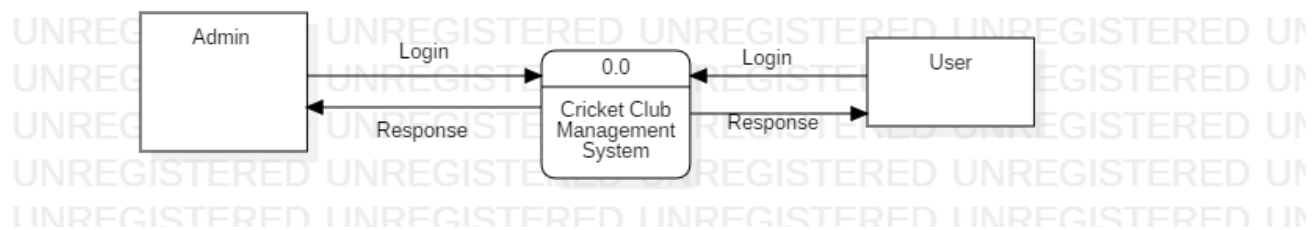
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## 3.5 Data Flow Diagram:

### ❖ Description:

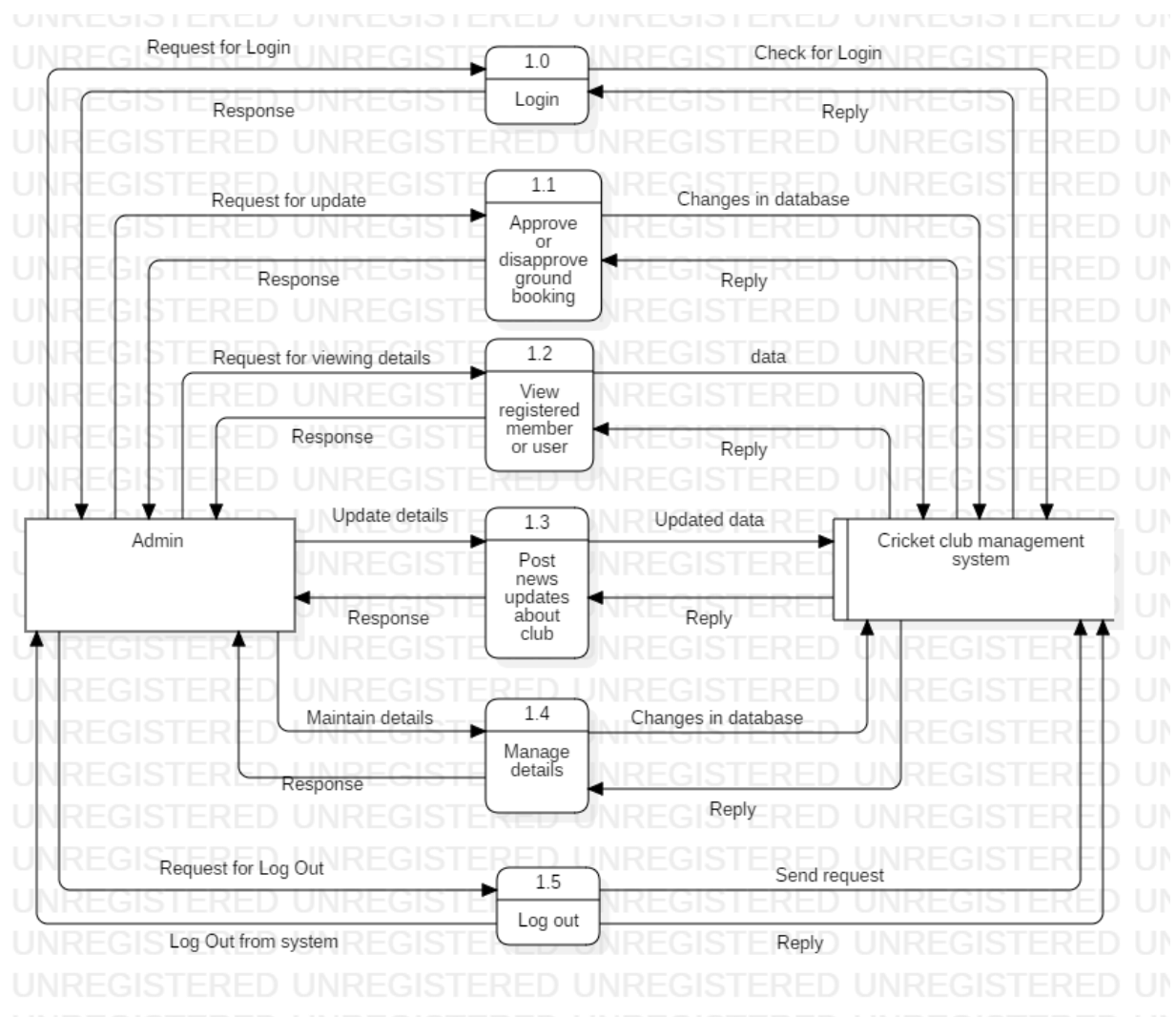
- DFD is a diagrammatic representation of the data flow within system, Various levels of DFD as follows:
- **1. Zero level:-**This level basically represents input and output of the system.
- **2. First level:-**This basic/core module of the system is represented in this phase and how data can gates through different modules is shown.
- **3. Second level:-**The module details represented in the level. Therefore detailed DFD can be drawn with regard to the complexity of system.

### Data level 0:



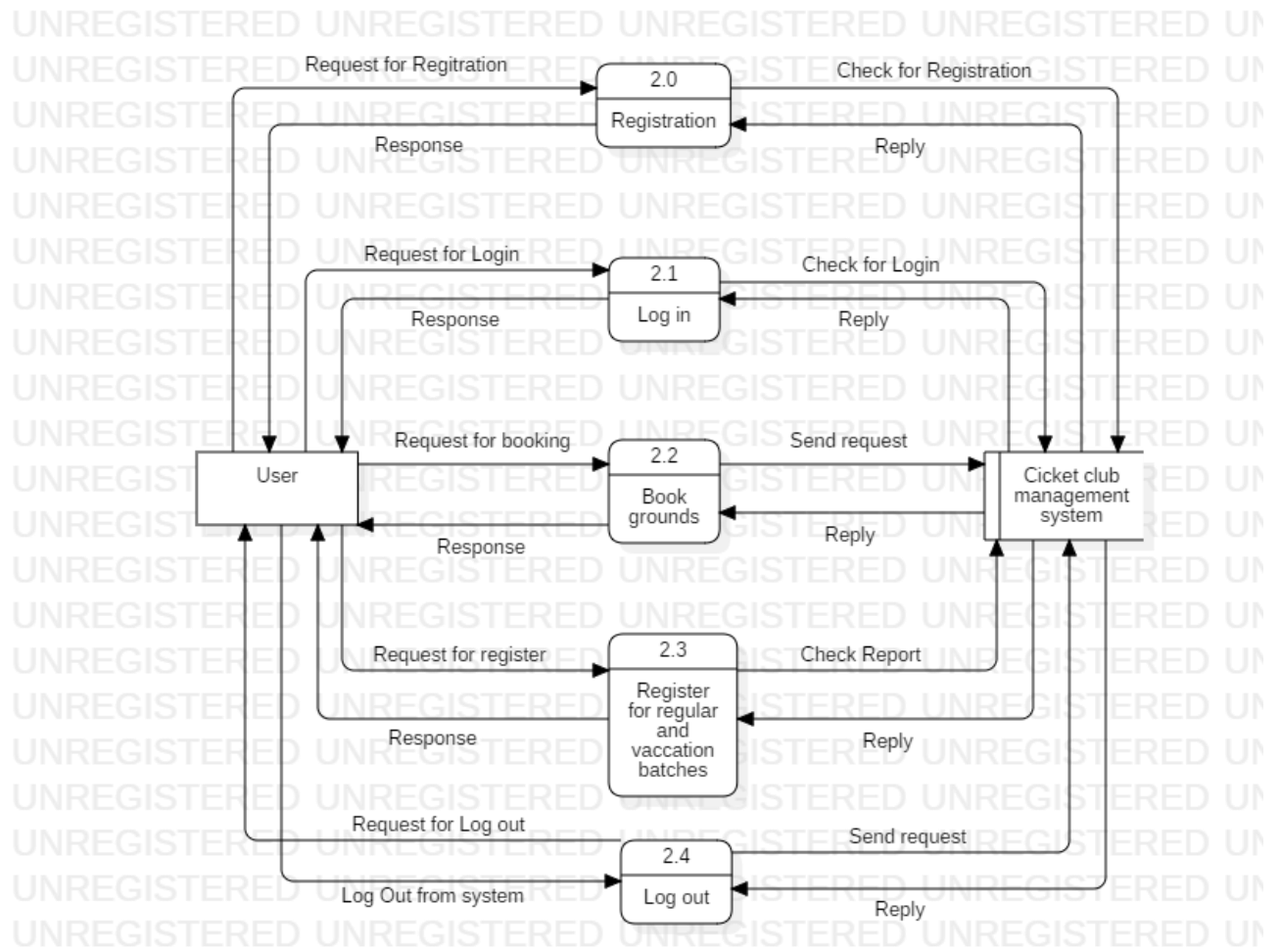
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## Data level 1:



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## Data level 2:





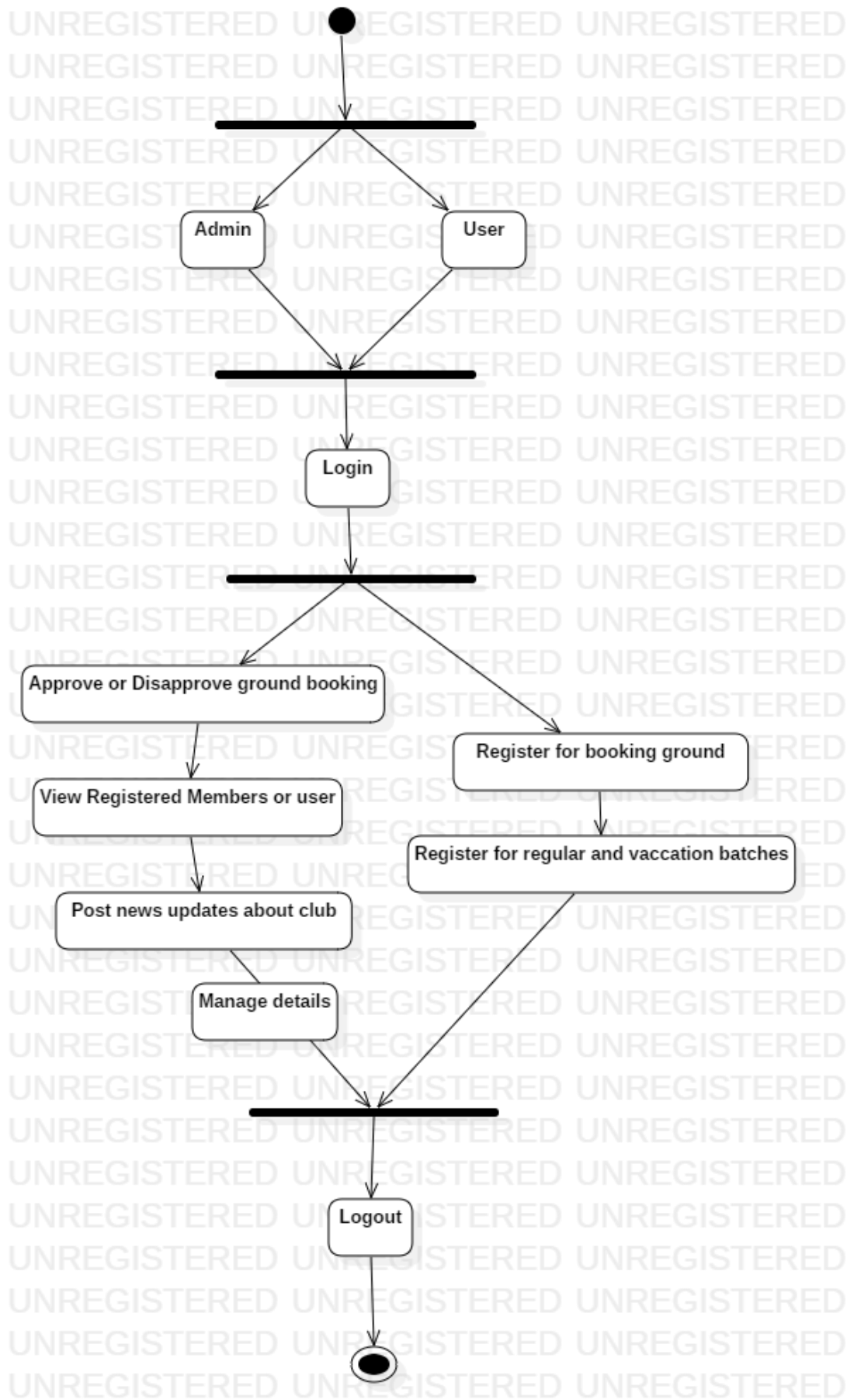
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## 3.6 Activity Diagram:

### ❖ Description:

- Activity diagram is another important diagram in UML to describe the dynamic aspects of the system.
- Activity diagram is basically a flowchart to represent the flow from one activity to another activity.
- The activity can be described as an operation of the system. The control flow is drawn from one operation to another.
- This flow can be sequential, branched, or concurrent. Activity diagrams deal with all type of flow control by using different elements such as fork, join.
- The purpose of an activity diagram can be described as
  1. Draw the activity flow of a system.
  2. Describe the sequence from one activity to another.
  3. Describe the parallel, branched and concurrent flow of the system.

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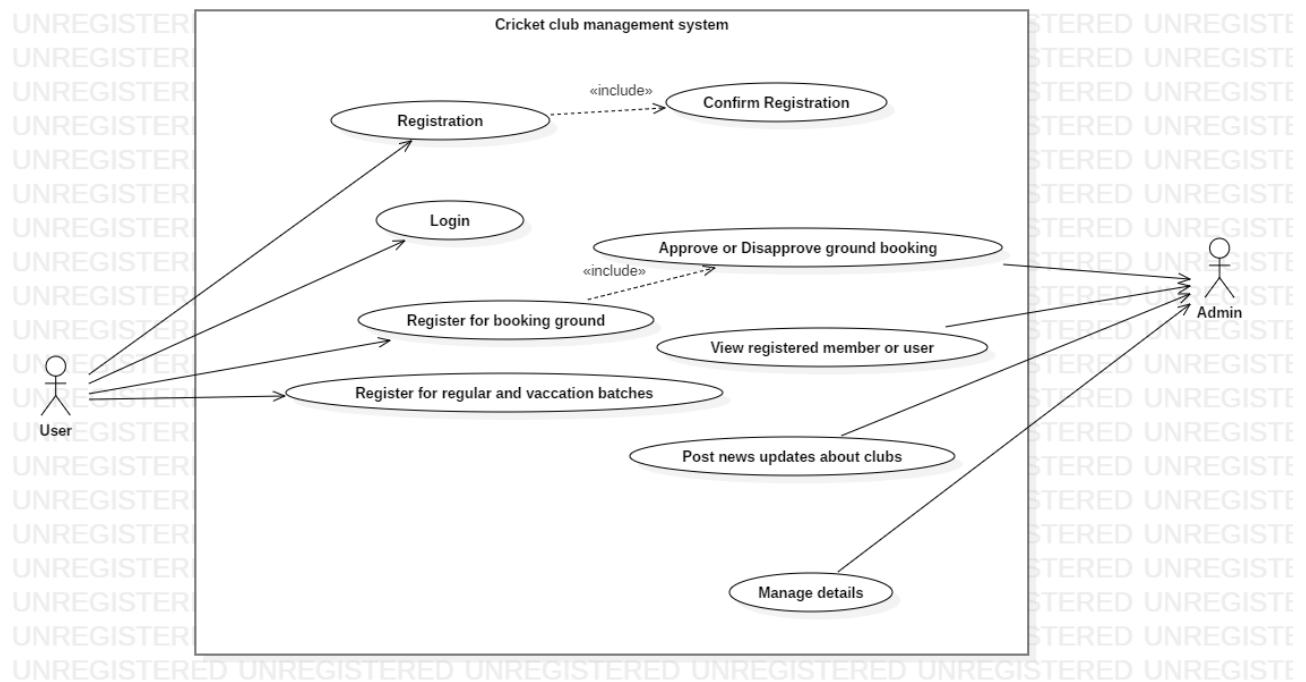


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## 3.7 Use Case Diagram:

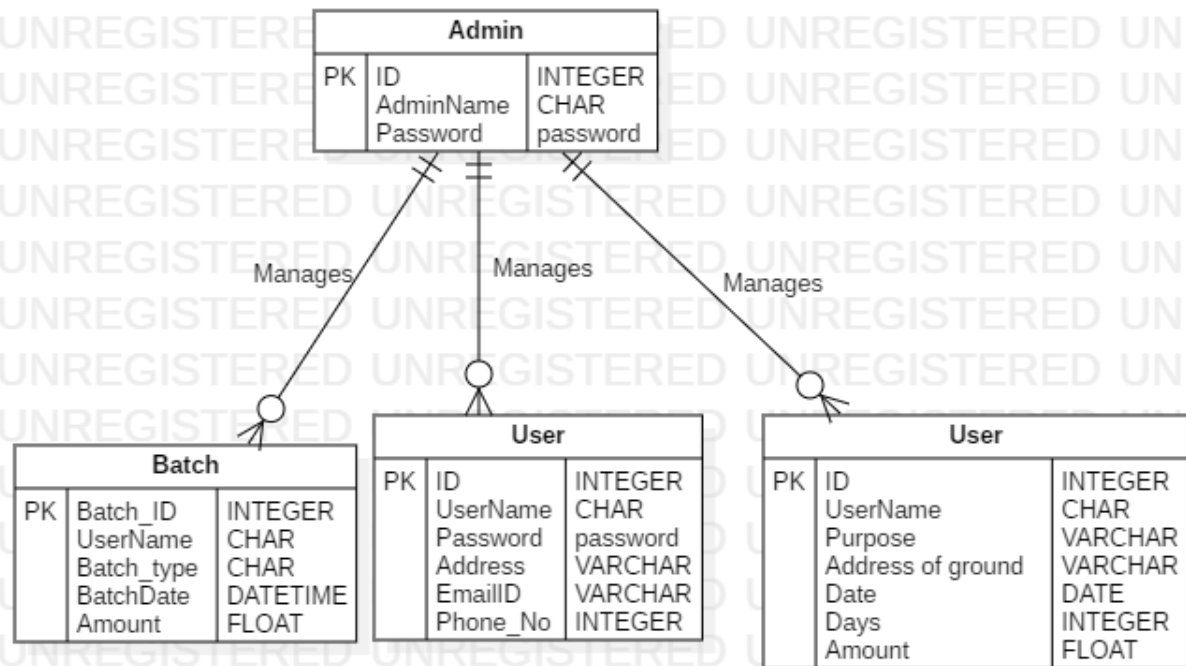
### ❖ Description:

- It is a simplest representation of user interactions with the system.
- It shows the relationship between users and different use cases in which user is involved.
- A use case diagram can identify types of users of a system and different use cases and often be accomplished by other types of diagram as well.
- It is used to define the core elements and process that make up system.
- The key element is termed as” actors” and process are called as “use cases”.
- Actors are always stakeholders.
  1. It is an object outside the system which plays a particular role.
  2. Represent user of system.
  3. Interact with system through user cases.
  4. May participate in more than one user cases.
  5. May or may not be represented as class or object in object model.
  6. Also known as agents.



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## 3.8 Data Relationship Diagram:



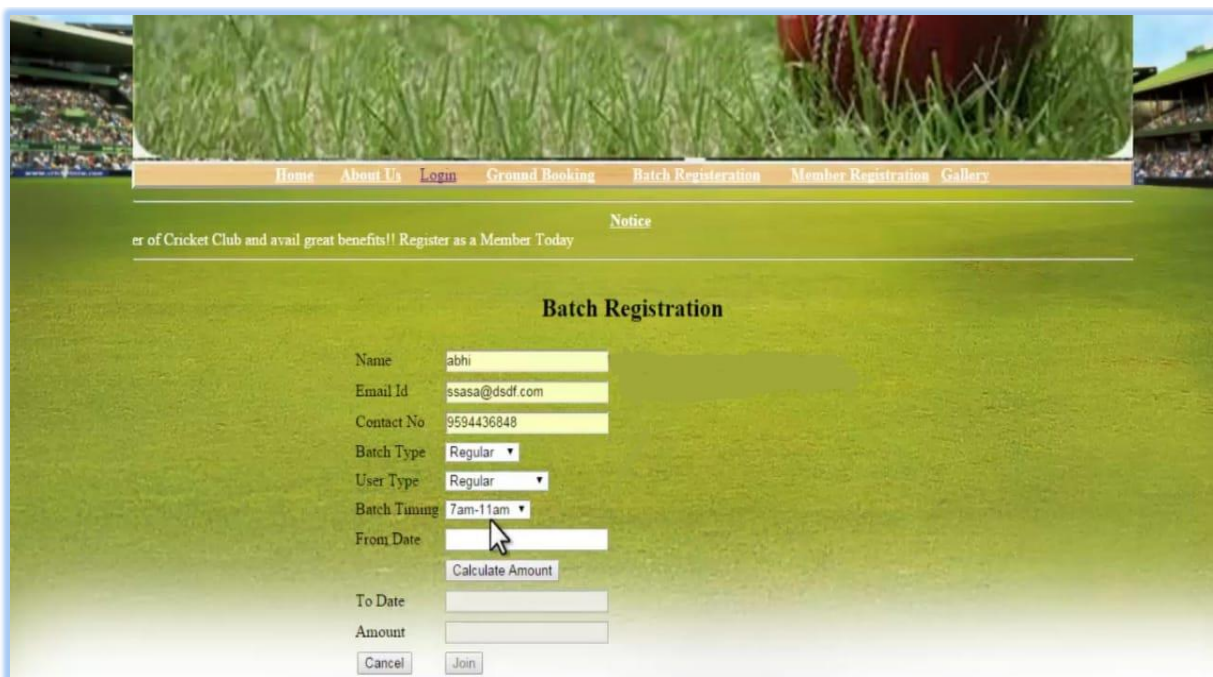
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## 3.9 Event Table:

Event	Trigger	Source	Response	Destination
Login	Check Login	User/Admin	Login Successful	Data send to the database
Register	Check	User	Details	Data send to the database
User wants to register for ground booking	Check for registration	User	Details of ground	User
User wants to register for Batch booking	Check for registration	User	Details of the batch	User
View registered member or user	Check for details	Admin	Details of the user	Admin
Post news updates about club	Request for update	Admin	Details of update	Data send to the database
Manage details	Request for managing details	Admin	Details for managing	Data send to the database

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## Chapter 4: GUI Design





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The screenshot shows the 'Ground Booking Form' interface. At the top, there is a navigation bar with links: Home, About Us, Login, Ground Booking, Match Registration, Member Registration, and Gallery. Below the navigation bar, there is a 'Notice' section with the text 'Become a member of Cricket Club and avail great benefits!! Register as a Member 1'. The main form area is titled 'Ground Booking Form' and contains the following fields and buttons:

Name	abhi
Email Id	ssasa@dsdf.com
Contact No	9594436848
Purpose	Event
Date	02-04-15 00:42:33
Days	5
To Date	07-04-15 00:42:33
Amount	10000

Below the form fields, there are two buttons: 'Calculate Amount' and 'Send'. A mouse cursor is hovering over the 'Send' button.

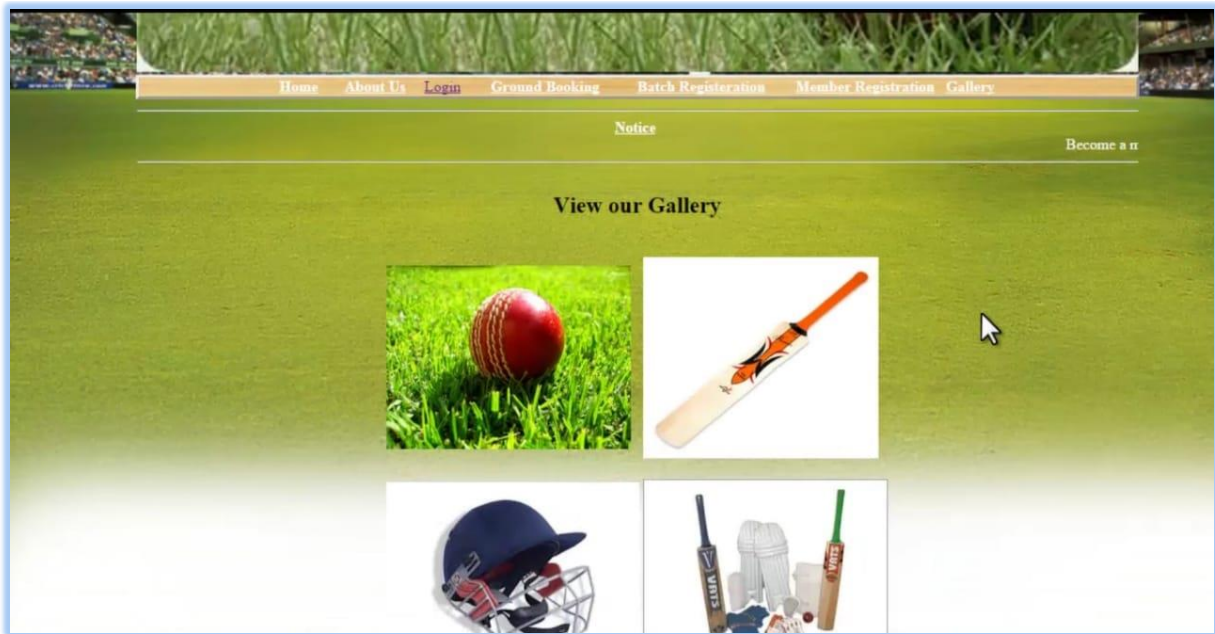
The screenshot shows the 'Login' interface. At the top, there is a navigation bar with links: Home, About Us, Login, Ground Booking, Match Registration, Member Registration, and Gallery. Below the navigation bar, there is a 'Notice' section with the text 'Become a member of Cricket Club and avail great benefits!! Register as a Member 1'. The main form area is titled 'Login' and contains the following fields and buttons:

Username	admin
Password	*****

Below the form fields, there are two buttons: 'Cancel' and 'Login'. A mouse cursor is hovering over the 'Login' button.

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## Chapter 5: Implementation and Testing

### 5.1 Implementation: -

Step 1:

The user will first register on the website. There they need to enter details like username, name, password and contact number.

Step 2:

The user will have to login into the website for accessing the system. There they need to enter username and password which they did for registering.

Step 3:

Then select the user profile if the user wants to book ground and book batch.

Step 4:

Then the user need to fill the form for each and every booking.

Step 5:

Then the user will get access to details related to their booking.



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```

        <li><a href="Gallery.aspx">Gallery</a></li>
        <li><a href="Contact.aspx">Contact Us</a></li>
        <li><a href="Login2.aspx">Login</a></li>
    </ul>

</div>
<br />
<br />
<div style="width:1270px; background-color:#FFFF00; height: 66px;">
    <h2 style="align-items:center">Notice</h2>
    <marquee direction="right" style="height:66px; width:1270px;"><strong>Become a
member of the Cricket Club and avail great benefits....Register as a Member
Today</strong></marquee>
</div>
<br />
<div class="content">
    <asp:ContentPlaceHolder ID="ContentBody" runat="server">
    </asp:ContentPlaceHolder>
</div>
</div>
</form>
</body>
</html>

```

## Default.aspx

[illegible]

[illegible]

<br style=" box-sizing: border-box; color: rgb(51, 51, 51); font-family: &quot;Open Sans&quot;, &quot;Helvetica Neue&quot;, Helvetica, Arial, sans-serif; font-size: 20px; font-style: normal; font-variant-ligatures: normal; font-variant-caps: normal; font-weight: 400; letter-spacing: normal; orphans: 2; text-align: center; text-indent: 0px; text-transform: none; white-space: normal; widows: 2; word-spacing: 0px; -webkit-text-stroke-width: 0px; background-color: rgb(255, 255, 255); text-decoration-style: initial; text-decoration-color: initial;" />

<span style="color: rgba(0, 0, 0, 0.84); font-family: "Minion Pro", serif; font-size: 22px; font-style: normal; font-variant-ligatures: normal; font-variant-caps: normal; font-weight: 400; letter-spacing: -0.286px; orphans: 2; text-align: justify; text-indent: 0px; text-transform: none; white-space: normal; widows: 2; word-spacing: 0px; -webkit-text-stroke-width: 0px; background-color: rgb(255, 255, 255); text-decoration-style: initial; text-decoration-color: initial; display: inline !important; float: none;">Cricket is a sport that requires the use of a bat and ball. It is easily one of the most prevalent

sports in the world. This game consists of two teams that include 11 players each. The main

<br />

aim of the game is to score the highest number of runs. It is played on a pitch in a field that is

 well-maintained for the same purpose. Cricket is particularly famous in England and India.   

There is a lot of potential in Cricket which allows players to earn well. Cricket does not have

one single format but various ones. Similarly, each format has a different set of rules and

<br />

duration.

$\langle p \rangle$

<span style="color: rgba(0, 0, 0, 0.84); font-family: "Minion Pro";, serif; font-size: 22px; font-style: normal; font-variant-ligatures: normal; font-variant-caps: normal; font-weight: 400; letter-spacing: -0.286px; orphans: 2; text-align: justify; text-indent: 0px; text-transform: none; white-space: normal; widows: 2; word-spacing: 0px; -webkit-text-stroke-width: 0px; background-color: rgb(255, 255, 255); text-decoration-style: initial; text-decoration-color: initial; display: inline !important; float: none;"><span class="style54">

[illegible]

[illegible]

```
<%@ Page Title="" Language="C#" MasterPageFile="~/MasterPage.master"
AutoEventWireup="true" CodeFile="Default.aspx.cs" Inherits="_Default" %>
```

Page 37

# CRICKET CLUB MANAGEMENT SYSTEM

style: normal; font-variant-ligatures: normal; font-variant-caps: normal; font-weight: 400; letter-spacing: normal; orphans: 2; text-align: center; text-indent: 0px; text-transform: none; white-space: normal; widows: 2; word-spacing: 0px; -webkit-text-stroke-width: 0px; background-color: rgb(255, 255, 255); text-decoration-style: initial; text-decoration-color: initial;" />

<strong class="title font-lg" style="box-sizing: border-box; font-weight: 600; font-size: 20px; color: rgb(51, 51, 51); font-family: &quot;Open Sans&quot;, &quot;Helvetica Neue&quot;, Helvetica, Arial, sans-serif; font-style: normal; font-variant-ligatures: normal; font-variant-caps: normal; letter-spacing: normal; orphans: 2; text-align: center; text-indent: 0px; text-transform: none; white-space: normal; widows: 2; word-spacing: 0px; -webkit-text-stroke-width: 0px; background-color: rgb(255, 255, 255); text-decoration-style: initial; text-decoration-color: initial;">What are we doing?</strong><p class="text-justify" style="box-sizing: border-box; margin: 0px 0px 10px; text-align: justify; font-size: 20px; line-height: 24px; color: rgb(51, 51, 51); font-family: &quot;Open Sans&quot;, &quot;Helvetica Neue&quot;, Helvetica, Arial, sans-serif; font-style: normal; font-variant-ligatures: normal; font-variant-caps: normal; font-weight: 400; letter-spacing: normal; orphans: 2; text-indent: 0px; text-transform: none; white-space: normal; widows: 2; word-spacing: 0px; -webkit-text-stroke-width: 0px; background-color: rgb(255, 255, 255); text-decoration-style: initial; text-decoration-color: initial;">

Started in 2014 in Hyderabad, India. Elite cricket club now present in multiple cities of India. With just a click of a button, Elite cricket club&nbsp; is revolutionizing how pickup games are planned and booked in India. Running one of the most simplified platform to find similar skill players and book “play n play” slots at sports facility. Facilitating over 1 lac users and Offering over 600 bookable sports facilities across various sport like Cricket and cricket nets in different cities of India. Elite cricket club event team also organizes one of the most professionally run corporate cricket leagues in different cities and is also preferred vendor of various multinational company for organizing their intra company sports events. Elite cricket club’s mission to facilitate over 10 Cr Indians by 2023 and our vision is to make sports an integral part of Health & Fitness regime.</p>

<br style="box-sizing: border-box; color: rgb(51, 51, 51); font-family: &quot;Open Sans&quot;, &quot;Helvetica Neue&quot;, Helvetica, Arial, sans-serif; font-size: 20px; font-style: normal; font-variant-ligatures: normal; font-variant-caps: normal; font-weight: 400; letter-spacing: normal; orphans: 2; text-align: center; text-indent: 0px; text-transform: none; white-space: normal; widows: 2; word-spacing: 0px; -webkit-text-stroke-width: 0px; background-color: rgb(255, 255, 255); text-decoration-style: initial; text-decoration-color: initial;" />

<br style="box-sizing: border-box; color: rgb(51, 51, 51); font-family: &quot;Open Sans&quot;, &quot;Helvetica Neue&quot;, Helvetica, Arial, sans-serif; font-size: 20px; font-style: normal; font-variant-ligatures: normal; font-variant-caps: normal; font-weight: 400; letter-spacing: normal; orphans: 2; text-align: center; text-indent: 0px; text-transform: none; white-space: normal; widows: 2; word-spacing: 0px; -webkit-text-stroke-width: 0px; background-color: rgb(255, 255, 255); text-decoration-style: initial; text-decoration-color: initial;" />

<strong class="title font-lg" style="box-sizing: border-box; font-weight: 600; font-size: 20px; color: rgb(51, 51, 51); font-family: &quot;Open Sans&quot;, &quot;Helvetica Neue&quot;, Helvetica, Arial, sans-serif; font-style: normal; font-variant-ligatures: normal; font-variant-caps: normal; letter-spacing: normal; orphans: 2; text-align: center; text-indent: 0px; text-transform: none; white-space: normal; widows: 2; word-spacing: 0px; -webkit-text-stroke-width: 0px; background-color: rgb(255, 255, 255); text-decoration-style: initial; text-decoration-color: initial;">Why choose us?</strong><p class="text-justify" style="box-

# CRICKET CLUB MANAGEMENT SYSTEM

sizing: border-box; margin: 0px 0px 10px; text-align: justify; font-size: 20px; line-height: 24px; color: rgb(51, 51, 51); font-family: "Open Sans", "Helvetica Neue", Helvetica, Arial, sans-serif; font-style: normal; font-variant-ligatures: normal; font-variant-caps: normal; font-weight: 400; letter-spacing: normal; orphans: 2; text-indent: 0px; text-transform: none; white-space: normal; widows: 2; word-spacing: 0px; -webkit-text-stroke-width: 0px; background-color: rgb(255, 255, 255); text-decoration-style: initial; text-decoration-color: initial;">

Elite cricket club provides cricket enthusiast, the most uncomplicated and quickest booking experience. The platform offers the most comprehensive categories of cricket on its platform so if you are an expert of cover drive or a free kick or a Smash, we have got your back. Find similar skilled players and opponent teams by creating a game in our “Connect” section and enjoy competitive pickup games. With Elite cricket club Pro subscription book cricket facility in just 30 secs, Book now pay later, single click booking, cash backs etc. Choose and register in cricket & fitness activities happening near you, in our “Participate” section. So next time you or your company plan to play cricket do check with us.

```
<br class="Apple-interchange-newline" />
</div>
</asp:Content>
```

## Gallery.aspx

```
<%@ Page Title="" Language="C#" MasterPageFile="MasterPage.master" %>
<asp:Content ID="Content1" ContentPlaceHolderID="head" Runat="Server">
    <style type="text/css">
        .style53
        {
            width: 121px;
        }

        .style54
        {
            width: 200px;
            height: 200px;
        }
    </style>
</asp:Content>
<asp:Content ID="Content4" ContentPlaceHolderID="ContentBody" Runat="Server">
    <div style="width: 100%; background-image: url('Images/bg.jpg'); background-repeat: no-repeat; background-size: cover">
        <strong><em><span class="style28">
            Gallery!</span></em></strong><table>
        <tr>
        <td>

            </td>
        <td>
```



# CRICKET CLUB MANAGEMENT SYSTEM

```
</td>
<td>
  
</td>
<td>
  
</td>
</tr>
<tr>
  <td>
    
  </td>
  <td>
    
  </td>
  <td>
    
  </td>
  <td>
    
  </td>
</tr>
</table>
</div>
</asp:Content>
```

## Contact.aspx

```
<%@ Page Language="C#" AutoEventWireup="true" CodeFile="Contact.aspx.cs"
Inherits="Contact" %>
```

```
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Contact Us</title>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1">
<!--
=====
=====-->
  <link rel="icon" type="image/png" href="images/icons/favicon.ico"/>
<!--
=====
=====-->
  <link rel="stylesheet" type="text/css" href="vendor/bootstrap/css/bootstrap.min.css">
<!--
=====
=====-->
  <link rel="stylesheet" type="text/css" href="fonts/font-awesome-4.7.0/css/font-
awesome.min.css">
```



# CRICKET CLUB MANAGEMENT SYSTEM

```
<!--
=====
=====-->
    <link rel="stylesheet" type="text/css" href="fonts/Linearicons-Free-v1.0.0/icon-
font.min.css">
<!--
=====
=====-->
    <link rel="stylesheet" type="text/css" href="vendor/animate/animate.css">
<!--
=====
=====-->
    <link rel="stylesheet" type="text/css" href="vendor/css-
hamburgers/hamburgers.min.css">
<!--
=====
=====-->
    <link rel="stylesheet" type="text/css"
href="vendor/animation/css/animation.min.css">
<!--
=====
=====-->
    <link rel="stylesheet" type="text/css" href="vendor/select2/select2.min.css">
<!--
=====
=====-->
    <link rel="stylesheet" type="text/css"
href="vendor/daterangepicker/daterangepicker.css">
<!--
=====
=====-->
    <link rel="stylesheet" type="text/css" href="css/util.css">
    <link rel="stylesheet" type="text/css" href="css/main.css">
<!--
=====
=====-->
</head>
<body>

    <div class="container-contact100">
    <span class="right">
        <a href="Default.aspx">
            <strong>Back to HomePage</strong>
        </a>
    </span>
    <div class="wrap-contact100">
        <form class="contact100-form validate-form">
            <span class="contact100-form-title">
                Send Us A Message
```

# CRICKET CLUB MANAGEMENT SYSTEM

</span>

```
<div class="wrap-input100 validate-input" data-  
validate="Name is required">  
    <label class="label-input100" for="name">Full  
name</label>  
    <input id="name" class="input100" type="text"  
name="name" placeholder="Enter your name...">  
    <span class="focus-input100"></span>  
</div>
```

```
<div class="wrap-input100 validate-input" data-validate =  
"Valid email is required: ex@abc.xyz">  
    <label class="label-input100" for="email">Email  
Address</label>  
    <input id="email" class="input100" type="text"  
name="email" placeholder="Enter your email...">  
    <span class="focus-input100"></span>  
</div>
```

```
<div class="wrap-input100">  
    <div class="label-input100">What do you need?</div>  
    <div>  
        <select class="js-select2" name="service">  
            <option>Please chooses</option>  
            <option>Select</option>  
            <option>Complaints</option>  
            <option>Enquiry</option>  
            <option>Compliments</option>  
            <option>Suggestions</option>  
        </select>  
        <div class="dropDownSelect2"></div>  
    </div>  
    <span class="focus-input100"></span>  
</div>
```

```
<div class="wrap-input100 validate-input" data-validate =  
"Message is required">  
    <label class="label-input100"  
for="message">Message</label>  
    <textarea id="message" class="input100"  
name="message" placeholder="Type your message here..."></textarea>  
    <span class="focus-input100"></span>  
</div>
```

```
<div class="container-contact100-form-btn">  
    <button class="contact100-form-btn">  
        Send
```

# CRICKET CLUB MANAGEMENT SYSTEM

```

                                </button>
                            </div>

                            <div class="contact100-form-social flex-c-m">
                                <a href="#" class="contact100-form-social-item flex-c-
m bg1 m-r-5">
                                    <i class="fa fa-facebook-f" aria-
hidden="true"></i>
                                </a>

                                <a href="#" class="contact100-form-social-item flex-c-
m bg2 m-r-5">
                                    <i class="fa fa-twitter" aria-hidden="true"></i>
                                </a>

                                <a href="#" class="contact100-form-social-item flex-c-
m bg3">
                                    <i class="fa fa-youtube-play" aria-
hidden="true"></i>
                                </a>
                            </div>
                        </form>

                        <div class="contact100-more flex-col-c-m" style="background-image:
url('Images/bg7.jpg');">
                            </div>
                        </div>
                    </div>
                </div>

```

```

<!--
=====
=====-->
    <script src="vendor/jquery/jquery-3.2.1.min.js"></script>
<!--
=====
=====-->
    <script src="vendor/ansition/js/ansition.min.js"></script>
<!--
=====
=====-->
    <script src="vendor/bootstrap/js/popper.js"></script>
    <script src="vendor/bootstrap/js/bootstrap.min.js"></script>
<!--
=====
=====-->
    <script src="vendor/select2/select2.min.js"></script>

```

# CRICKET CLUB MANAGEMENT SYSTEM

```
<script>
    $(".js-select2").each(function(){
        $(this).select2({
            minimumResultsForSearch: 20,
            dropdownParent: $(this).next('.dropDownSelect2')
        });
    })
    $(".js-select2").each(function(){
        $(this).on('select2:open', function (e){
            $(this).parent().next().addClass('eff-focus-selection');
        });
    });
    $(".js-select2").each(function(){
        $(this).on('select2:close', function (e){
            $(this).parent().next().removeClass('eff-focus-selection');
        });
    });
</script>

<!--
=====
=====-->
    <script src="vendor/daterangepicker/moment.min.js"></script>
    <script src="vendor/daterangepicker/daterangepicker.js"></script>
<!--
=====
=====-->
    <script src="vendor/countdowntime/countdowntime.js"></script>
<!--
=====
=====-->
    <script src="js/main.js"></script>
    <!-- Global site tag (gtag.js) - Google Analytics -->
    <script async src="https://www.googletagmanager.com/gtag/js?id=UA-23581568-
13"></script>
    <script>
        window.dataLayer = window.dataLayer || [];
        function gtag(){dataLayer.push(arguments);}
        gtag('js', new Date());

        gtag('config', 'UA-23581568-13');
    </script>
</body>
</html>
```

# CRICKET CLUB MANAGEMENT SYSTEM

## Login2.aspx

```
<%@ Page Language="C#" AutoEventWireup="true" CodeFile="Login2.aspx.cs"
Inherits="Login2" %>

<!DOCTYPE html>
<!--[if lt IE 7 ]> <html lang="en" class="no-js ie6 lt8"> <![endif]-->
<!--[if IE 7 ]>  <html lang="en" class="no-js ie7 lt8"> <![endif]-->
<!--[if IE 8 ]>  <html lang="en" class="no-js ie8 lt8"> <![endif]-->
<!--[if IE 9 ]>  <html lang="en" class="no-js ie9"> <![endif]-->
<!--[if (gt IE 9)!!(IE)]><!-->
<html lang="en" class="no-js">
<!--<![endif]-->
<head>
  <meta charset="UTF-8" />
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <meta name="description" content="Login and Registration Form with HTML5 and
CSS3" />
  <meta name="keywords" content="html5, css3, form, switch, animation, :target, pseudo-
class" />
  <meta name="author" content="Codrops" />
  <link rel="shortcut icon" href="../favicon.ico">
  <link rel="stylesheet" type="text/css" href="css/demo.css" />
  <link rel="stylesheet" type="text/css" href="css/style.css" />
  <link rel="stylesheet" type="text/css" href="css/animate-custom.css" />
</head>
<body>
  <div class="container">
    <!-- Codrops top bar -->
    <div class="codrops-top">
      <span class="right">
        <a href="Default.aspx">
          <strong>Back to HomePage</strong>
        </a>
      </span>
      <div class="clr">
        <br />
      </div>
    </div><!--/ Codrops top bar -->
    <section>
      <div id="container_demo">
        <!-- hidden anchor to stop jump http://www.css3create.com/Astuce-Empecher-le-
scroll-avec-l-utilisation-de-target#wrap4 -->
        <a class="hiddenanchor" id="toregister"></a>
        <a class="hiddenanchor" id="tologin"></a>
        <div id="wrapper">
          <div id="login" class="animate form">
            <form action="Default2.aspx" autocomplete="on">
              <h1>Log in</h1>
              <p>
```

# CRICKET CLUB MANAGEMENT SYSTEM

```
<label for="username" class="uname" data-icon="u"> Your email or
username </label>
<input id="username" name="username" required="required"
type="text" placeholder="myusername or mymail@mail.com" />
</p>
<p>
<label for="password" class="youpasswd" data-icon="p"> Your
password </label>
<input id="password" name="password" required="required"
type="password" placeholder="eg. X8df!90EO" />
</p>
<p class="keeplogin">
<input type="checkbox" name="loginkeeping" id="loginkeeping"
value="loginkeeping" />
<label for="loginkeeping">Keep me logged in</label>
</p>
<p class="login button">
<a href="Default2.aspx"><input type="submit" value="Login"/></a>

</p>
<p class="change_link">
Not a member yet ?
<a href="#toregister" class="to_register">Join us</a>
</p>
</form>
</div>

<div id="register" class="animate form">
<form action="Login2.aspx" autocomplete="on">
<h1> Sign up </h1>
<p>
<label for="usernamesignup" class="uname" data-icon="u">Your
username</label>
<input id="usernamesignup" name="usernamesignup"
required="required" type="text" placeholder="mysuperusername690" />
</p>
<p>
<label for="emailsignup" class="youmail" data-icon="e"> Your
email</label>
<input id="emailsignup" name="emailsignup" required="required"
type="email" placeholder="mysupermail@mail.com" />
</p>
<p>
<label for="passwordsignup" class="youpasswd" data-icon="p">Your
password </label>
<input id="passwordsignup" name="passwordsignup"
required="required" type="password" placeholder="eg. X8df!90EO" />
</p>
<p>
```

# CRICKET CLUB MANAGEMENT SYSTEM

```
<label for="passwordsignup_confirm" class="youpasswd" data-
icon="p">Please confirm your password </label>
  <input id="passwordsignup_confirm" name="passwordsignup_confirm"
required="required" type="password" placeholder="eg. X8df!90EO" />
</p>
<p class="signin button">
  <input type="submit" value="Sign up" />
</p>
<p class="change_link">
  Already a member ?
  <a href="#tologin" class="to_register"> Go and log in </a>
</p>
</form>
</div>

</div>
</div>
</section>
</div>
</body>
</html>
```

# CRICKET CLUB MANAGEMENT SYSTEM

## 5.2 Testing: -

Testing is a process of executing a program with the intent of finding an error. Testing is a crucial element of software quality assurance and presents ultimate review of specification, design and coding.

System Testing is an important phase. Testing represents an interesting anomaly for the software. Thus a series of testing are performed for the proposed system before the system is ready for user acceptance testing.

A good test case is one that has a high probability of finding an as undiscovered error. A successful test is one that uncovers an as undiscovered error.

### Testing Objectives:

1. Testing is a process of executing a program with the intent of finding an error
2. A good test case is one that has a probability of finding an as yet undiscovered error
3. A successful test is one that uncovers an undiscovered error

The primary objective for test case design is to derive a set of tests that has the highest livelihood for uncovering defects in software. To accomplish this objective two different categories of test case design techniques are used. They are

- White box testing.
- Black box testing.

### White-box testing:

White box testing focus on the program control structure. Test cases are derived to ensure that all statements in the program have been executed at least once during testing and that all logical conditions have been executed.

### Block-box testing:

Black box testing is designed to validate functional requirements without regard to the internal workings of a program. Black box testing mainly focuses on the information domain of the software, deriving test cases by partitioning input and output in a manner



# CRICKET CLUB MANAGEMENT SYSTEM

that provides through test coverage. Incorrect and missing functions, interface errors, errors in data structures, error in functional logic are the errors falling in this category.

- All these phases go through the process of software testing levels. There are mainly three testing levels which are as follows:

1. Unit Testing
2. Integration Testing
3. System Testing

## 1. Unit Testing:

- A Unit is a smallest testable portion of system or application which can be compiled, linked, loaded, and executed. I test each module separately.
- The aim is to test each part of the software by separating it. It checks that component are fulfilling functionalities or not. I tested all the modules which is working properly or not.
- In this web application there are mainly two modules i.e. **Admin module and User module.**
- Admin can login into system with the help of login id and password which is predefined.
- Admin can keep the records of users , upload news, check registrations which is been applied by the users

## 2. Integration Testing:

- Integration means combining. In this testing phase, different software modules are combined and tested as a group to make sure that integrated system is ready for system testing.
- Integrating testing checks the data flow from one module to other modules. I tested all the activities in the manner of integration testing.
- Details regarding the ground booking and barch booking are stored in the database.
- Users can view news from the systems website.

# CRICKET CLUB MANAGEMENT SYSTEM

## 3. System Testing:

- System testing is performed on a complete, integrated system. It allows checking system's compliance as per the requirements.
- It tests the overall interaction of components. It involves load, performance, reliability and security.
- System testing is the final testing to verify that the system meets the specification. It evaluates both functional and non-functional need for the testing.
- In system testing I checked all validation are workable, properly or not, and ensuring that the all activities are correct or not.

### Test Cases:

Test cases are derived to ensure that all statements in the program have been executed at least once during testing and that all logical conditions have been executed.

Using White-Box testing methods, the software engineer can drive test cases that

- Guarantee that logical decisions on their true and false sides.
- Exercise all logical decisions on their true and false sides.
- Execute all loops at their boundaries and within their operational bounds.
- Exercise internal data structure to assure their validity.

The test case specification for system testing has to be submitted for review before system testing commences.

# CRICKET CLUB MANAGEMENT SYSTEM

## Test Case table: -

Test case ID	Test scenario	Operator action	Expected result	Actual result	Pass/Fail
T01	Check Admin login with valid ID and password	Enter admin ID and password	Admin should login in web application	Admin gets login into the system	Fail (wrong id and password)
T02	Check Admin login with valid ID and password	Enter admin ID and password	Admin should login in web application	Admin gets login into the system	Pass
T03	Check Admin login with invalid ID and invalid password	Enter admin ID and password	Admin should not login in web application	Pop-up message will appear "Invalid ID"	Pass
T04	Check user registration details	Enter user details	Pop-up message will appear "Registration successful"	Pop-up message will appear "Registration successful"	Pass
T05	Check user login with valid ID and password	Enter user ID and password	User should not login in web application	Student gets login into the system	Pass
T06	Check user login with invalid ID and invalid password	Enter user ID and password	User should not login in web application	Pop-up message will appear "Invalid ID"	Pass

# CRICKET CLUB MANAGEMENT SYSTEM

## Chapter 6: Result and Discussions

### 6.1 Result

Home Page: -



About Us Page: -



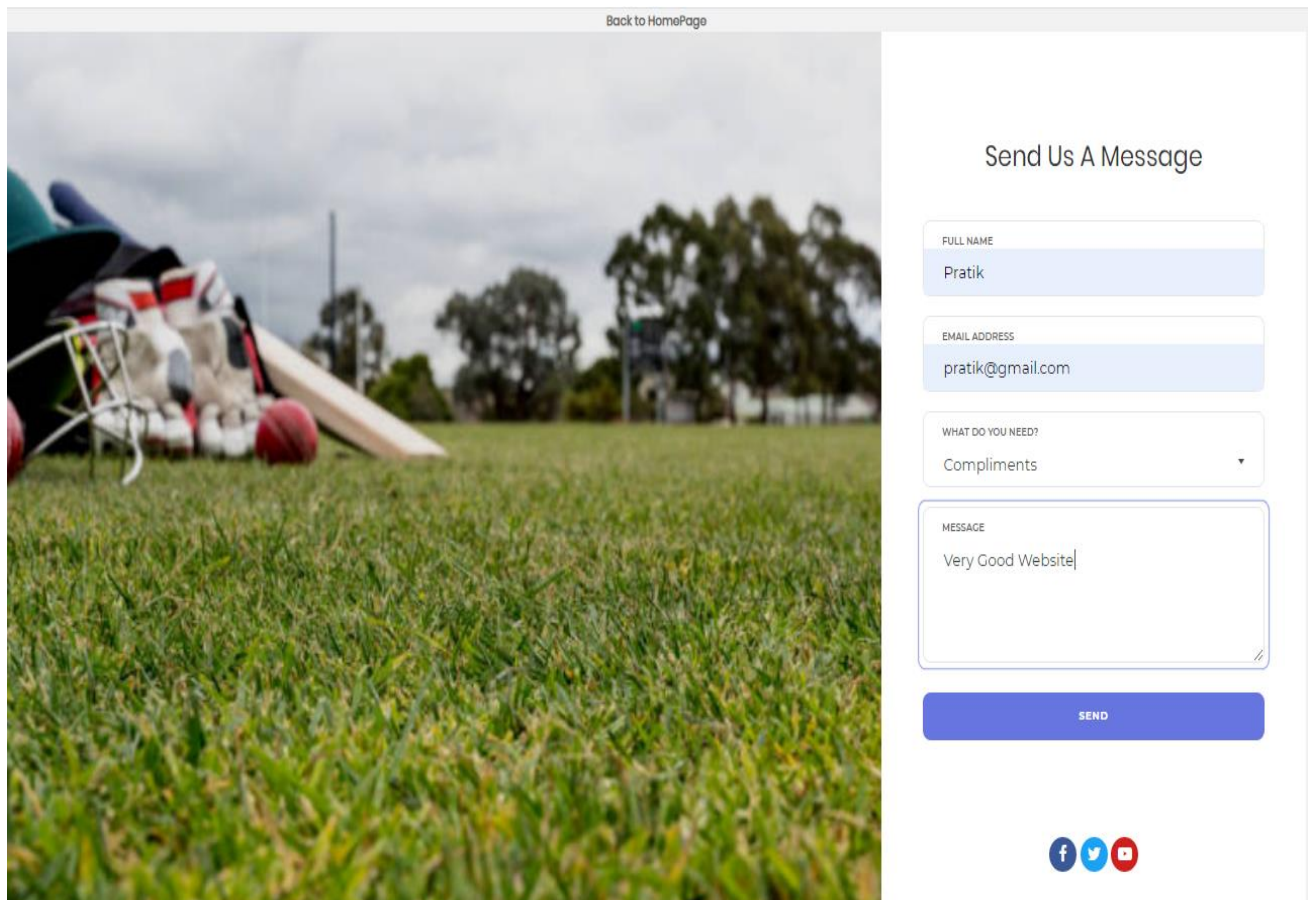


# CRICKET CLUB MANAGEMENT SYSTEM

Gallary page: -



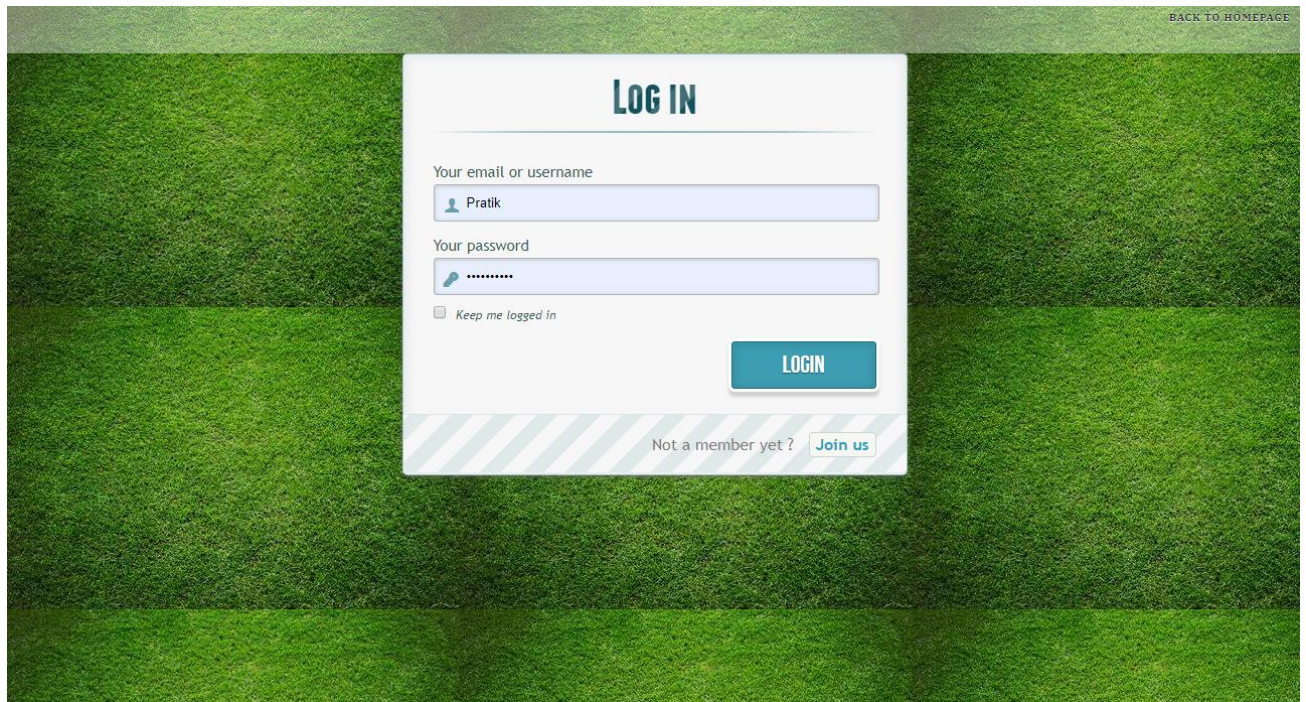
Contact Us Page: -





# CRICKET CLUB MANAGEMENT SYSTEM

## Login Page: -



BACK TO HOMEPAGE

### LOG IN

Your email or username

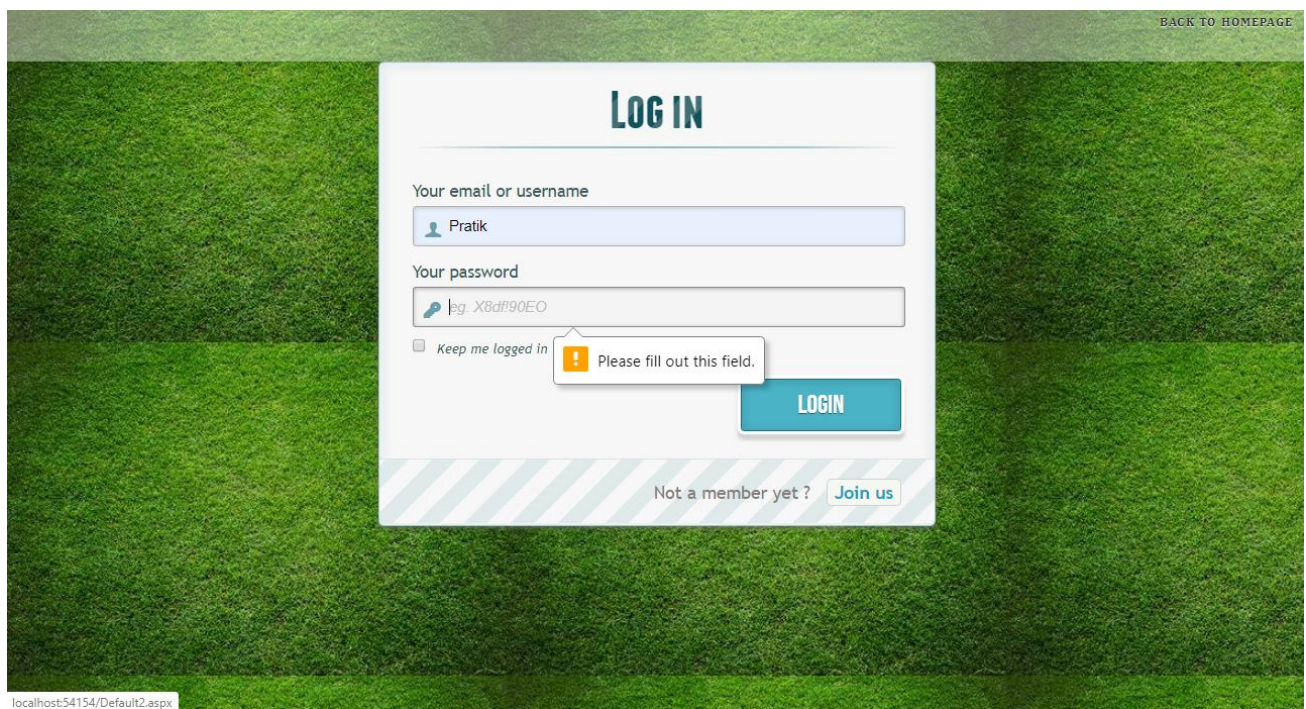
Your password

☐ Keep me logged in

[LOGIN](#)

Not a member yet? [Join us](#)

## Login Page without password: -



BACK TO HOMEPAGE

### LOG IN

Your email or username

Your password

☐ Keep me logged in

[LOGIN](#)

Not a member yet? [Join us](#)

Please fill out this field.

localhost:54154/Default2.aspx



# CRICKET CLUB MANAGEMENT SYSTEM

## Registration Page: -

BACK TO HOMEPAGE

### SIGN UP

Your username

Your email

Your password

Please confirm your password

[SIGN UP](#)

Already a member ? [Go and log in](#)

## Registration Page without Email ID: -

BACK TO HOMEPAGE

### SIGN UP

Your username

Your email

Your password  
 Please fill out this field.

Please confirm your password

[SIGN UP](#)

Already a member ? [Go and log in](#)



# CRICKET CLUB MANAGEMENT SYSTEM

## Ground Booking Form Page: -

CRICKET

ELITE CRICKET CLUB

Home

About Us

Ground Booking

Batch Registration

Contact Us

Log-Out

Notice

Ground Booking Form

Name

Pratik

Email Id

pratik@gmail.com

Contact No

9876543212

Purpose

Event

Date

12/12/12

Days

1

To date

12/12/12

Amount

1000

Calculate Amount

Cancel

Send

Ground Booking Form



## Batch Registration Page: -

ELITE CRICKET CLUB

Home

About Us

Ground Booking

Batch Registration

Contact Us

Log-Out

Notice

Batch Registration

Name

Pratik

Email Id

pratik@gmail.com

Contact No

9876543212

Batch Type

Regular

User Type

Regular

Batch Timeing

7am-11am

From Date

12/12/12

Calculate Amount

To Date

12/12/12

Amount

1000

Cancel

Join

Batch Registration





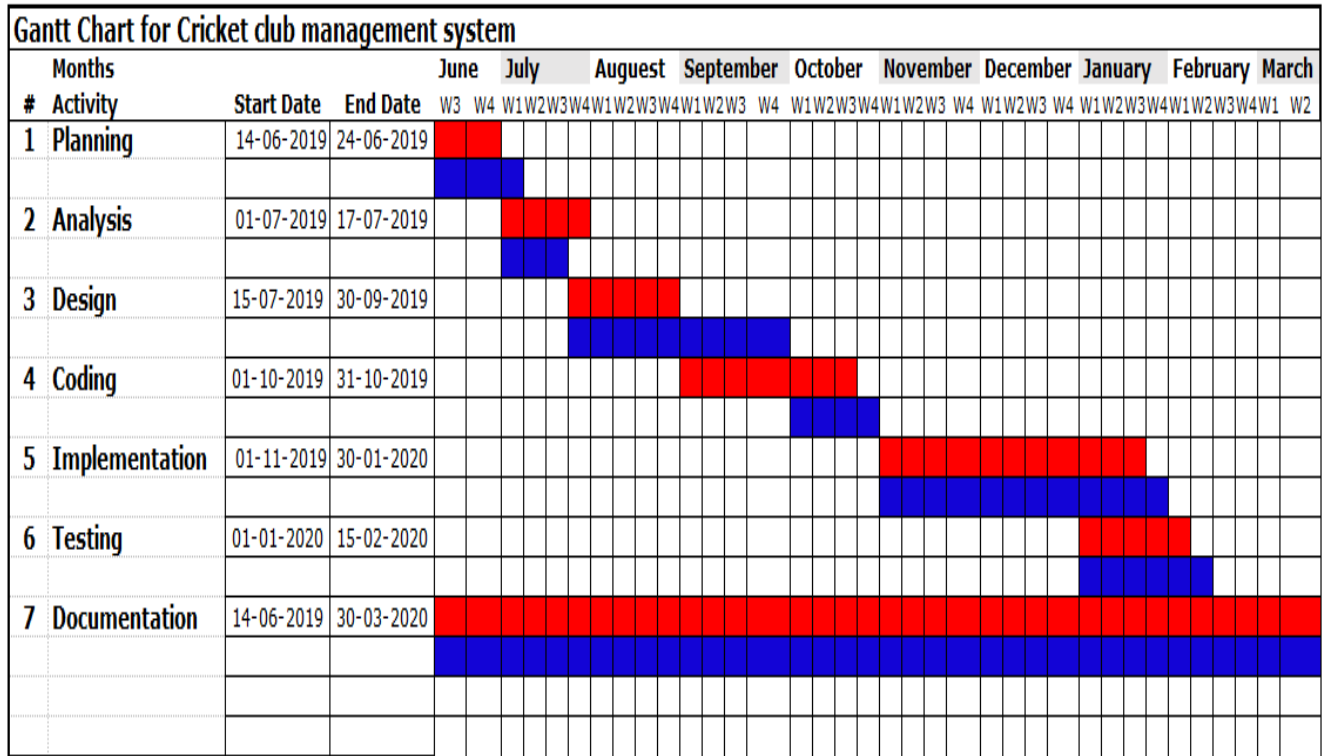
# CRICKET CLUB MANAGEMENT SYSTEM

## 6.2 Discussions

### 6.2.1 Gantt chart: -

- A Gantt chart, commonly used in project management, is one of the most popular and useful ways of showing activities (tasks or events) displayed against time.
- On the left of the chart is a list of the activities and along the top is a suitable time scale.
- Each activity is represented by a bar; the position and length of the bar reflects the start date, duration and end date of the activity.
- It is also known as Bar chart is used exclusively for scheduling purpose. It is a project controlling technique.
- It is used for scheduling. Budgeting and resourcing planning. A Gantt is a bar chart with each bar representing activity. The bars are drawn against a time line. The length of time planned for the activity.
- The Gantt chart in the figure shows the grey parts is slack time that is the latest by which a task has been finished.
- This allows you to see at a glance:
  - I. What the various activities are
  - II. When each activity begin & ends
  - III. How long each activity is scheduled to last
  - IV. Where activities overlap with other activities, & by how much
  - V. The start date & end date of the whole project

# CRICKET CLUB MANAGEMENT SYSTEM



 Planning

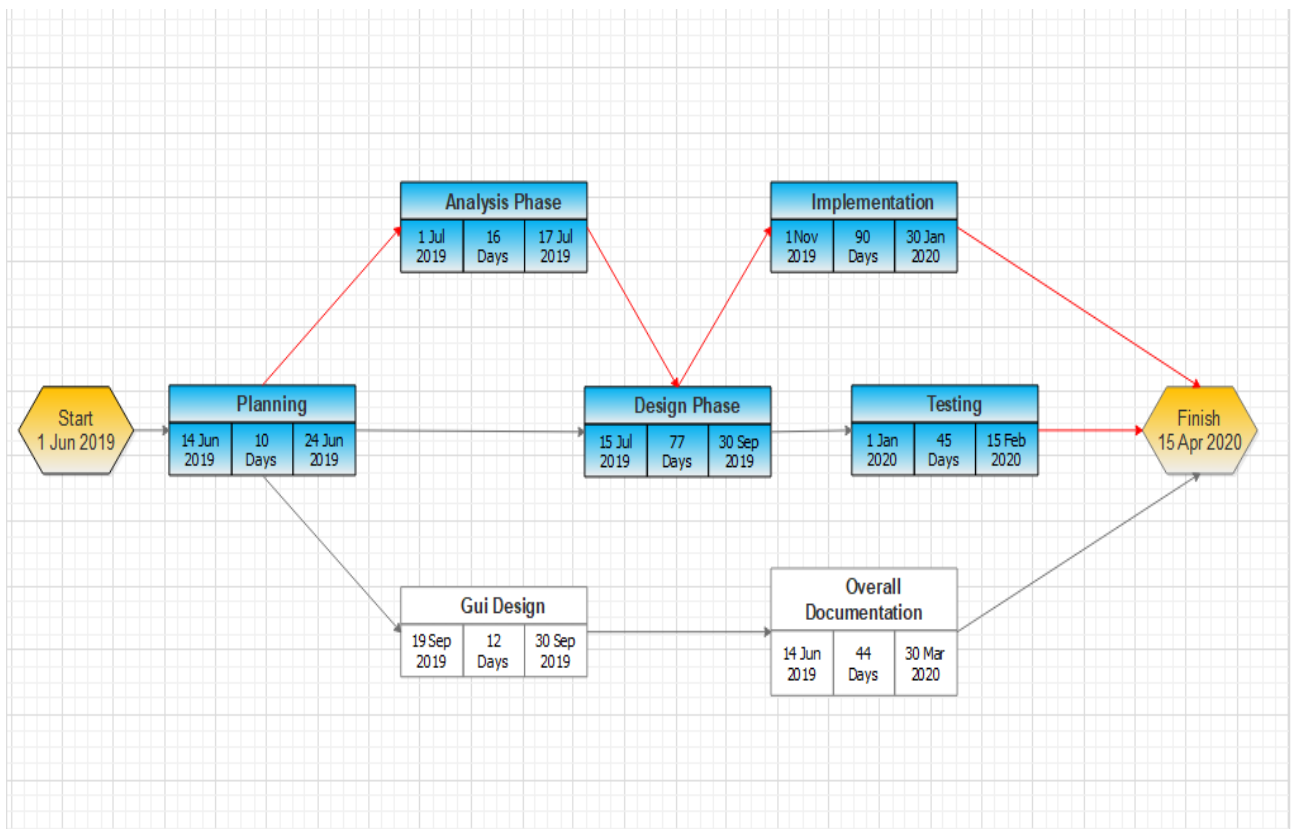
 Duration

# CRICKET CLUB MANAGEMENT SYSTEM

## 6.2.2 PERT chart (Program Evaluation Review Technique): -

A PERT chart is a project management tool that provides a graphical representation of a project's timeline. The Program Evaluation Review Technique (PERT) breaks down the individual tasks of a project for analysis.

- PERT charts were first created by the U.S. Navy's Special Projects Office in 1957 to guide the Polaris nuclear submarine project.
- A PERT chart uses circles or rectangles called nodes to represent project events or milestones. These nodes are linked by vectors, or lines, that represent various tasks.
- A PERT chart allows managers to evaluate the time and resources necessary to manage a project.



# CRICKET CLUB MANAGEMENT SYSTEM

## 6.2.3 Cost Estimation :-

### Effort Estimation Using COCOMO Model:-

- For any given set of the requirement it is essential to know how much it will cost to developed the application software to satisfy the given requirements and how much time it will take for the development.
- These estimates are needed before development is initiated.
- The primary reason for cost and schedule estimation is to enable client or developer to perform a cost benefits analysis and project monitoring and control.
- The project has been developed considering the COCOMO (Constructive Cost Model) which computer software development effort as a function of program size and set of “Cost Drivers” that includes product, hardware, personnel and project attribute.
- Cost effort is calculated in terms of person-month.

### Estimated Lines of code

- Minimum lines of codes,  $s_i = 500$
- Maximum lines of codes,  $s_n = 2000$
- Most likely lines of codes,  $s_m = 1200$
- Estimated lines of code=  $s_i + s_n + 0.67s_m = 3304$
- KLOC= Estimated lines of code/1000=  $3304/1000 = 3.304$

### Estimating B (disproportionate effort)

Rating (1-5)	
Development Flexibility	3
Architecture/ Risk Resolution	2
Man Power	1
Process Maturity	3
Total	10

$$B = (\text{sum}/100) + 1.01$$

# CRICKET CLUB MANAGEMENT SYSTEM

$$= 0.10 + 1.01$$

$$= 1.11$$

**Determine a set of 15 multiply factors from different attributes of the product which are**

- **Computer Attributes:**  
Execution Time Constraints, Main Storage, Constraints, Virtual machine, Volatility, Computer Turnaround Time.
- **Product Attributes:**  
Required Reliability, Product Complexity.
- **Personnel Attributes:**  
Analyst Capability, Application Experience, Programmer Capability, Virtual Machine Experience, Programming Language Experience.
- **Project Attributes:**  
Modern Programming Practices, Use Software Tools, Required Development Schedule.

**Estimating M (multiplier reflecting product, process & people attributes)**

Cost Drivers	Value	Rating
<b>Product Attribute</b>		
Requires attributes	High	1.00
Complexity of the product	High	0.95
<b>Hardware Attributes</b>		
Run time performance constraint	High	1.00
Memory constraint	Normal	1.00
Volatility of virtual machine environment	High	1.00
<b>Personnel Attribute</b>		
Analyst Capability	Very High	1.15

# CRICKET CLUB MANAGEMENT SYSTEM

Software engineer capability	Very High	1.15
Application experience	High	1.00
Programming language experience	Normal	0.95
<b>Project Attribute</b>		
Use of software tools	High	1.00
Application of SE method	High	1.00
Required development schedule	Normal	1.00

$$M=1.00*0.95*1.00*1.00*1.00*1.15*1.15*1.00*0.95*1.00*1.00*1.00=1.19$$

## Estimating Efforts

$$\text{Efforts} = A * \text{Size}^B * M$$

$$= 2.4 * 3.304^{1.11} * 1.19$$

$$= 10.76 \text{ PM}$$

## Development Time

$$\text{TDEV} = 3 * (\text{PM})^{(0.33 + 0.2 * (B - 1.01))}$$

$$= 6.89 \text{ Months}$$

## Actual Cost

- Electricity Cost: Rs.1000/-
- Material Cost: Rs.500/-
- Software Cost: Rs.1000/-

$$\text{Actual cost} = \text{Effort} * \text{Total cost}$$

$$= 6.89 * 2500$$

$$= \text{Rs.17,225/- A}$$

# CRICKET CLUB MANAGEMENT SYSTEM

## Chapter 7: Conclusion and Future Work

### 7.1 Conclusion: -

- This will allow the new user to enrol in the activities of the cricket club..
- Our project is only a humble venture to satisfy the needs to manage their project work.
- The club's entire operation is automated using this software.
- This system will save the time and money both by getting visible where the availability of internet.
- It will be very useful for those who do jobs and can't avail time for further studies.
- We included features and operations in detail.
- We designed user interface and security issues related to system
- Finally, the system is implemented and tested according to the test cases.

# CRICKET CLUB MANAGEMENT SYSTEM

## 7.2 Future Enhancement: -

- We can add details regarding the admin so that the user can have contact with the admin.
- We can give more advance software for cricket club including more facilities.
- We will host the platform on online servers to make it accessible worldwide.
- Integrate multiple load balancers to distribute the loads of the system.
- Create the master and slave database structure to reduce the overload of the database queries.
- Implement the backup mechanism for taking backup of codebase and database on regular basis on different servers.



# CRICKET CLUB MANAGEMENT SYSTEM

## 7.3 ACTUAL VS PROPOSED SYSTEM

- The proposed Cricket Club Management System is completely automated.
- The proposed system allows the user to book ground for various days and register for the various training batches.
- Less effort is required for maintaining the database of club using this software.
- Margin of error will be reduced and regulating members will be a breeze by using this software. The actual system is also the same as that of the proposed system.

# CRICKET CLUB MANAGEMENT SYSTEM

## 7.4 Limitation of Project

With all my efforts and hard work, I have created my website and made it user friendly as much as I can but limitations cannot be ruled out even by me. I have built the website in such a way that a person new to such kind of website can use the website easily. Although the website is user friendly and easy to use but the user needs may not be fulfilled as per his requirements for example as follows: -

- User cannot book the ground and register for batch directly.
- User need to register or login into the system for booking.
- User cannot chat with the admin.

# CRICKET CLUB MANAGEMENT SYSTEM

## Chapter 8: Bibliography

### 8.1 Website: -

Sr.No	Website Link	Visited date and Time
1	<a href="http://www.Neonprojects.com">www.Neonprojects.com</a>	5 June 2019 9 PM
2	<a href="http://www.w3schools.com">www.w3schools.com</a>	13 June 2019 8.30 PM
3	<a href="http://www.stackoverflow.com">www.stackoverflow.com</a>	10 July 2019 11.30 AM
4	<a href="http://www.uml.com">www.uml.com</a>	22 August 2019 7.00 PM
5	<a href="http://www.lucidchart.com">www.lucidchart.com</a>	18 September 2019 9.00 PM
6	<a href="https://youtu.be/fqNsbdFtf34">https://youtu.be/fqNsbdFtf34</a>	2 October 2019 6.00 PM
7	<a href="http://www.c-sharpcorner.com">www.c-sharpcorner.com</a>	20 December 2019 3.00 PM
8	<a href="https://github.com">https://github.com</a>	10 January 2020 10.00 PM
9	<a href="http://www.unacademy.com">www.unacademy.com</a>	5 Feb 2020 9.00 PM

### 8.2 Books:

- Complete reference of ASP.NET.
- ASP.NET black book programming.
- Complete reference book of SQL.
- HTML reference book.