COMSATS University Islamabad (CUI)

Project Proposal

"FPMS"
(Football Player Management System)

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BSE-3-A

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FPMS

(Football Player Management System)

Project Description:

FPMS is a menu-driven Football Management System created in C++ using Data Structures. FPMS includes 5 teams and has basic functionalities through which you can add Players in Teams, Display Players of Specific Teams, Search Players, Delete Players, Edit Players info etc. The Data Structures used in the project are given below.

Data Structure Used:

- Linked List
- Stacks

Project Features:

1. **Adding Player Information:**
   Allows User to add player information in specific teams like name, jersey number, goals scored, red and yellow cards received, pass accuracy, and key pass status.
2. **Editing Player information:**
   Allows User to edit existing player details by specifying the match number and player identity.
3. **Displaying Players in all Teams:**
   Allows User to view the list of players in all the teams, along with their performance statistics.

4. **Displaying Specific Team info:**
   Allows User to display information of a specific team.

5. **Searching Player:**
   Allows User to find player details based on their name and jersey number, searching through all the five teams.

6. **Deleting Player:**
   Allows User to delete the data of player present in a team and then update the stack.

7. **Undoing Last Addition:**
   Allows User to undo the last addition of player from the stack by popping the top player.

Thank You!