**CHAPTER-1**

**COMPANY PROFILE**

**Company Name : EZ Trainings and Technologies Pvt. Ltd.**

**Introduction:**

EZ Trainings and Technologies Pvt. Ltd. is a dynamic and innovative organization dedicated to providing comprehensive training solutions and expert development services. Established with a vision to bridge the gap between academic learning and industry requirements, we specialize in college trainings for students, focusing on preparing them for successful placements. Additionally, we excel in undertaking development projects, leveraging cutting-edge technologies to bring ideas to life.

**Mission:**

Our mission is to empower the next generation of professionals by imparting relevant skills and knowledge through specialized training programs. We strive to be a catalyst in the career growth of students and contribute to the technological advancement of businesses through our development projects.

**Services:**

**College Trainings:**

* Tailored training programs designed to enhance the employability of students.
* Industry-aligned curriculum covering technical and soft skills.
* Placement assistance and career guidance.

**Development Projects:**

* End-to-end development services, from ideation to execution.
* Expertise in diverse technologies and frameworks.
* Custom solutions to meet specific business needs.

**Locations:** Hyderabad | Delhi NCR

At EZ Trainings and Technologies Pvt. Ltd., we believe in transforming potential into excellence

# CHAPTER-3 ABSTRACT

In today's competitive sporting landscape, nurturing athletic talent and supporting promising

athletes is imperative for fostering a vibrant sports culture. The "Advancing Athletes" program is

designed to provide comprehensive scholarship opportunities aimed at empowering young athletes

to achieve their full potential both on and off the field.

**1. Financial Support:** The program offers financial assistance to athletes, easing the burden of

training costs, equipment expenses, and competition fees. By alleviating financial

constraints, athletes can focus on honing their skills and pursuing excellence in their chosen

sport.

**2. Academic Assistance:** Recognizing the importance of academic success alongside athletic

prowess, the program provides academic support services such as tutoring, study materials,

and mentorship. This ensures that athletes can maintain a balanced lifestyle, excelling both

academically and athletically.

**3. Training and Development:** Through partnerships with renowned coaches, sports

academies, and training facilities, the program facilitates access to high-quality training and

development opportunities. Athletes receive specialized coaching, personalized training

plans, and exposure to elite competition, fostering skill enhancement and performance

optimization.

**4. Career Guidance and Mentorship:** Beyond the realm of sports, the program offers career

guidance and mentorship to help athletes navigate their professional aspirations. Whether

pursuing a career in sports management, sports medicine, or other fields, athletes receive

guidance to chart a successful career path beyond their athletic endeavours.

**5. Community Engagement and Outreach:** As advocates for sportsmanship and community

involvement, the program encourages athletes to give back to their communities through

volunteer work, outreach programs, and mentorship initiatives. By instilling values of leadership

and social responsibility, athletes become positive role models and ambassadors

# CHAPTER-4 INTRODUCTION OF THE PROJECT

**1. Background:** In the dynamic world of sports, identifying and supporting talented athletes is

crucial for nurturing sporting excellence. However, managing sports scholarships efficiently

can be a daunting task for organizations, coaches, and athletes alike. The Sports Scholarship

Tracker emerges as a solution to streamline the process, ensuring transparent and effective

management of athlete support programs.

**2. Purpose:** The primary objective of the Sports Scholarship Tracker is to centralize and

optimize the administration of sports scholarships. By leveraging technology, the tracker

provides a comprehensive platform for tracking, evaluating, and managing scholarship

applications, allocations, and outcomes.

**3. Features:**

**• Application Management:** The tracker facilitates seamless application submission

and review processes, allowing athletes to easily apply for scholarships while

enabling administrators to efficiently evaluate applications.

**• Scholarship Allocation:** Through robust algorithms and criteria-based assessments,

the tracker assists in fair and transparent allocation of scholarships based on merit,

need, and program objectives.

**• Performance Monitoring:** Athlete performance data, including academic progress,

training metrics, and competition results, can be integrated into the tracker,

providing real-time insights for scholarship recipients and administrators.

**• Communication Hub:** The tracker serves as a centralized communication hub,

enabling direct communication between athletes, coaches, administrators, and

sponsors fostering collaboration and engagement.

**• Reporting and Analysis:** Comprehensive reporting tools empower administrators to

analayze the impact of sports scholarships, track outcomes, and identify areas for

improvement, ensuring accountability and strategic decision-making.

**4. Benefits:**

**• Efficiency:** Automating administrative tasks reduces time and resources spent on

managing sports scholarships, allowing stakeholders to focus on supporting athletes

and enhancing program effectiveness.

**• Transparency:** The transparent nature of the tracker promotes fairness and

accountability in the allocation and management of scholarships, building trust

among athletes, sponsors, and administrators.

**• Empowerment:** Athletes benefit from increased visibility into scholarship

opportunities, clearer performance expectations, and streamlined communication

channels, empowering them to maximize their potential.

**• Impact Measurement:** By capturing data on athlete progress and program

outcomes, the tracker enables organizations to assess the efficacy of sports

scholarship initiatives and make data-driven decisions for future investments.

**CHAPTER -5 MODULE DESCRIPTION**

**1. Student Management Module:**

• Responsible for managing student information within the system.

• Includes classes such as Student and Student Manager to handle student data.

• Provides functionality to add, display, and remove student records.

• Ensures structured storage and retrieval of student details, including name, age,

gender GPA state university, etc.

**2. Scholarship Eligibility Module:**

• Determines the eligibility of students for sports scholarships based on predefined

criteria.

• Contains functions like check eligibility to evaluate a student's eligibility based on

their age, GPA, and chosen sport.

• Utilizes dictionaries to store age limits, GPA requirements, and maximum

scholarship amounts for different sports.

• Calculates scholarship amounts considering the student's GPA and age, applying

discounts based on academic performance.

**3. User Interface Module:**

• Facilitates interaction with the sports scholarship tracker system.

• Presents a menu-driven interface to users for adding, displaying, and removing

student records, as well as retrieving sport-specific information.

• Guides users through the process of inputting student details and selecting sports of

interest.

• Enhances user experience by providing clear prompts and feedback during

interactions with the system.

**4. Sport Information Module:**

• Offers information about various sports supported by the system.

• Contains functions like sport information to display details such as minimum GPA,

maximum age, and maximum scholarship amount for each sport.

• Utilizes dictionaries to store and retrieve sport-specific information, ensuring

accurate and consistent data presentation.

**5. Main Module:**

• Serves as the entry point of the application.

• Orchestrates the interaction between different modules, coordinating user input

and system responses.

• Calls functions and methods from other modules based on user selections to

perform desired operations within the sports scholarship tracker system.

**CHAPTER-6 ALGORITHM**

**1. Student Class:**

• Defines a class named Student with attributes such as name, age, gender, GPA, state, student ID, university, amount (scholarship amount), and discount.

• Includes an initialization method (\_init\_) to initialize these attributes when creating a new instance of the class.

**2. Student Manager Class:**

• Manages a list of Student objects.

• Includes methods to add a student, display all students, and remove a student from the list.

• Also, includes a method to display sport information.

**3. check eligibility Function:**

• Determines if a student is eligible for a scholarship based on their age, GPA, and chosen sport.

• Contains dictionaries defining age limits, GPA limits, and scholarship amounts for different sports.

• Calculates the discount based on the GPA and a fixed rate.

• Returns the scholarship amount after applying the discount if the student is eligible, otherwise returns 0.

**4. sport information Function:**

• Displays information a out a specific sport such as minimum GPA, maximum age , and maximum scholarship amount.

• Utilizes dictionaries similar to check eligibility to store s ort-related information.

**5. Main Function:**

• Creates an instance of Student Manager.

• Provides a menu-driven interface for users to interact with the program:

• Option 1: Add a student by inputting their details, including the sport they're interested in, and checking their eligibility for a scholarship

• Option 2: Display all students and their information.

• Option 3: Remove a student by providing their name.

• Option 4: Display sport information.

• Option 5: Exit the program.

• Handles user input and calls corresponding methods of Student Manager or other functions based on the user's choice.

**6. Main Block:•** Executes the main function if the script is run as the main program.

**CHAPTER-7 OUTPUTS:**

# Output:1

Menu:

1. Add a student

2. Display all students

3. Remove a student

4. Sport Information

5. Exit

Enter your choice: 1

Enter your name: xyz

Enter your age: 23

Enter your gender: female

Enter your GPA: 23

Enter your state: karnataka

Enter your ID: 134

Enter your university: pq

Enter the sport you're interested in such as basketball, soccer, swimming, football: soccer

You are eligible for soccer scholarship with a 65.0% discount!

Student added successfully.

Menu:

1. Add a student

2. Display all students

3. Remove a student

4. Sport Information

5. Exit

Enter your choice: 2

Student 1:

Name: xyz

Age: 23

Gender: female

GPA: 23.0

State: karnataka

ID: 134

University: pq

Amount: 2800.0

Discount: 0%

Menu:

1. Add a student

2. Display all students

3. Remove a student

4. Sport Information

5. Exit

Enter your choice: 4

available sports are basketball,soccer,swimmimg,football:

Enter the sport name: soccer

Sport: soccer

Minimum GPA: 10

Maximum Age: 23

Maximum Scholarship Amount: 8000

Menu:

1. Add a student

2. Display all students

3. Remove a student

4. Sport Information

5. Exit

Enter your choice: 3

Enter student's name to remove: xyz

xyz removed successfully.

Menu:

1. Add a student

2. Display all students

3. Remove a student

4. Sport Information

5. Exit

Enter your choice: 2

No students to display.

Menu:

1. Add a student

2. Display all students

3. Remove a student

4. Sport Information

5. Exit

Enter your choice:5

Exiting program…

## Output:2

Menu:

1. Add a student

2. Display all students

3. Remove a student

4. Sport Information

5. Exit

Enter your choice: 1

Enter your name: abc

Enter your age: 25

Enter your gender: male

Enter your GPA: 10

Enter your state: karnataka

Enter your ID: 098

Enter your university: qw

Enter the sport you're interested in such as basketball, soccer, swimming, football: basketball

Sorry, you are not eligible for basketball scholarship.

Menu:

1. Add a student

2. Display all students

3. Remove a student

4. Sport Information

5. Exit

Enter your choice: 2

No students to display.

Menu:

1. Add a student

2. Display all students

3. Remove a student

4. Sport Information

5. Exit

Enter your choice: 4

available sports are basketball,soccer,swimmimg,football:

Enter the sport name: basketball

Sport: basketball

Minimum GPA: 12

Maximum Age: 25

Maximum Scholarship Amount: 10000

Menu:

1. Add a student

2. Display all students

3. Remove a student

4. Sport Information

5. Exit

Enter your choice: 3

Enter student's name to remove: abc

Student abc not found.

Menu:

1. Add a student

2. Display all students

3. Remove a student

4. Sport Information

5. Exit

Enter your choice: 5

Exiting program…

**CHAPTER-8 CONCLUSION:**

The sports scholarship tracker program serves as a versatile tool for managing student information and assessing scholarship eligibility across various sports. By leveraging structured classes like `Student` and `Student Manager`, it offers a systematic approach to storing and handling student records. The program's core functionality lies in its ability to determine scholarship eligibility based on predefined criteria for age, GPA, and chosen sport, ensuring transparency and fairness in the selection process. Additionally, the provision of sport-specific information enhances user understanding of the requirements and benefits associated with each sport. With its intuitive menu-driven interface, the program provides a user-friendly experience, empowering both students and administrators to make informed decisions. Through its modular design and corrective measures to address any potential issues, the sports scholarship tracker emerges as a robust and invaluable asset in facilitating the scholarship application process and managing student data effectively.

**CHAPTER-9** **REFERENCES**

* https://chat.openai.com/
* https://github.com/