MINI PROJECT II REPORT

On

"FIFA MANAGEMENT SYSTEM"

Department of Computer Engineering and Application

Institute of Engineering and Technology

SUBMITTED TO :-

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(Technical Trainer)

SUBMITTED BY:-

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DECLARATION

We hereby declare that the project entitled –"FIFA MANAGEMENT SYSTEM" , which is being submitted as Mini project II of 6th semester in Computer Science and Engineering to GLA University , Mathura ,UP is an authentic record of our genuine work under the supervision of our mentor Mr. Abhishek Tiwari.

Group Members:

Shruti Bindal (191500791)

Chetan Singh (191500227)

Course: B.Tech (Computer Science and Engineering)

Year: 3rd

Semester : 6th

Supervised by: Mr Abhishek Tiwari (Technical Trainer)

GLA University

CERTIFICATE

This is to certify that the above statements made by the candidates are correct to the best of my/our knowledge and belief.

_____

Supervisor

Mr. Abhishek Tiwari

Technical Trainer

Dept of CEA, GLA University

_____

PROGRAM COORDINATOR:

(Shashi Shekhar)

TRAINING CERTIFICATES

- Shruti Bindal

- Chetan Singh

ACKNOWLEDGEMENT

A task or project cannot be completed alone. It requires the effort of many individuals .On the very outset of this project , we would like to extend our sincere and heartfelt obligations towards all the personages who helped us in this project . Without their active guidance ,help, cooperation and encouragement , we would not have made headway in the project.

It is our privilege to express our sincerest regards to our project mentor, Mr Abhishek Tiwari, for his valuable inputs, able guidance, encouragement,whole-hearted cooperation and constructive criticism throughout the duration of our project.

We are highly grateful to our Head of Department Mr Rohit Agrawal for encouraging us and providing necessary facilities during the course of work .At last but not least , gratitude goes to all faculty members who directly or indirectly helped me in this project.

Shruti Bindal (191500791)

Chetan Singh (191500227)

FIFA MANAGEMENT SYSTEM

ABSTRACT

Managing the ever increasing numbers of players in different parts of the world is a huge task. This project is aimed at developing a desktop-based application named 'FIFA Management System' for managing players using a robust database at the backend and a Web based GUI at the frontend.

The application will allow users to track complete details about a player starting from his personal details, going through club and nationality information to right down to his technicalities at each position in football world. The software also allows users to view the whole list of players, teams and football statistics at once, thereby helping them build their perspective. Users have the privilege to add new players to a particular team, and to modify their records when the player decides to retire. FIFA Management System also allows users to access players based on their rating other than their preferential position of playing thus guiding managers to build a strong positional team by selecting best rated player at each position. In conclusion, this application will come extremely handy in maintaining player spread across different teams and nations.

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INTRODUCTION

Objective

The project titled "**FIFA Management System**" is player management software for monitoring and accessing players based on their FIFA PC/XBOX Game ratings. It focuses on basic operation like adding a new player, new statistics, searching players with detailed information and edit as they grow their skills.

This project is a web based application designed and developed to help user's access players and organize teams. This software is easy to use, and it features a familiar and well- thought-out attractive user interface, combined with strong searching, insertion, and deletion with procedure capabilities. Analyzing players have been a huge task performed by professional scouting agents who are spread around the world. From personal details to football technicalities, FIFA Management system allows easy maintenance record of such skilled youth talent.

Sources

The source of our project will be available at the following link:-

https://github.com/Shruti1528/Mini-Project-II

Future Scope

There is a future scope of this project is to help managers and club staffs to get out the best youth talent across the world. Features like predicting players rating based on their current performances and training sessions helps team staffs to judge players according to the club's needs.

REQUIREMENTS

➢ SOFTWARE REQUIREMENTS

1. Languages used :- HTML, CSS , Javascript, PHP
2. IDE Used: Visual Studio Code, XAMP
3. Web Browser: Google Chrome, Microsoft Edge or any other web browser

GitHub: GitHub is a web-based version-control and collaboration platform for software developers. Microsoft, the biggest single contributor to GitHub, initiated an acquisition of GitHub for $7.5 billion in June,

2018. GitHub, which is delivered through a software-as-a-service (SaaS) business model, was started in 2008 and was founded on Git, an open source code management system created by Linus Torvalds to make software builds faster. GitHub Repository: A GitHub repository can be used to store a development project. It can contain folders and any type of files (HTML, CSS, JavaScript, Documents, Data, Images). A GitHub repository should also include a license file and a README file about the project. A GitHub repository can also be used to store ideas, or any resources that you want to share.

Visual Studio Code: Visual Studio Code is a lightweight but powerful source code editor which runs on your desktop and is available for Windows, macOS and Linux. It comes with built-in support for JavaScript, TypeScript and Node.js and has a rich ecosystem of extensions for other languages (such as C++, C#, Java, Python, PHP, Go) and runtimes (such as .NET and Unity). Users can change the theme, keyboard shortcuts, preferences, and install extensions that add additional functionality. Microsoft has released Visual Studio Code's source code on the VS Code repository of GitHub.com, under the permissive MIT License, while the compiled binaries are freeware.

XAMPP is an abbreviation where X stands for Cross-Platform, A stands for Apache, M stands for MYSQL, and the Ps stand for PHP and Perl, respectively. It is an open-source package of web solutions that includes Apache distribution for many servers and command-line executables along with modules such as Apache server, MariaDB, PHP, and Perl.

XAMPP helps a local host or server to test its website and clients via computers and laptops before releasing it to the main server. It is a platform that furnishes a suitable environment to test and verify the working of projects based on Apache, Perl, MySQL database, and PHP through the system of the host itself. Among these technologies, Perl is a programming language used for web development, PHP is a backend scripting language, and MariaDB is the most vividly used database developed by MySQL.

➢ HARDWARE REQUIREMENTS

- Processor Required: Intel i3, i5, i7 or i9
- Operating System: Windows 8/10 , Linux
- RAM: minimum 8GB
- Hardware Devices: Computer System
- Hard Disk: minimum 256G

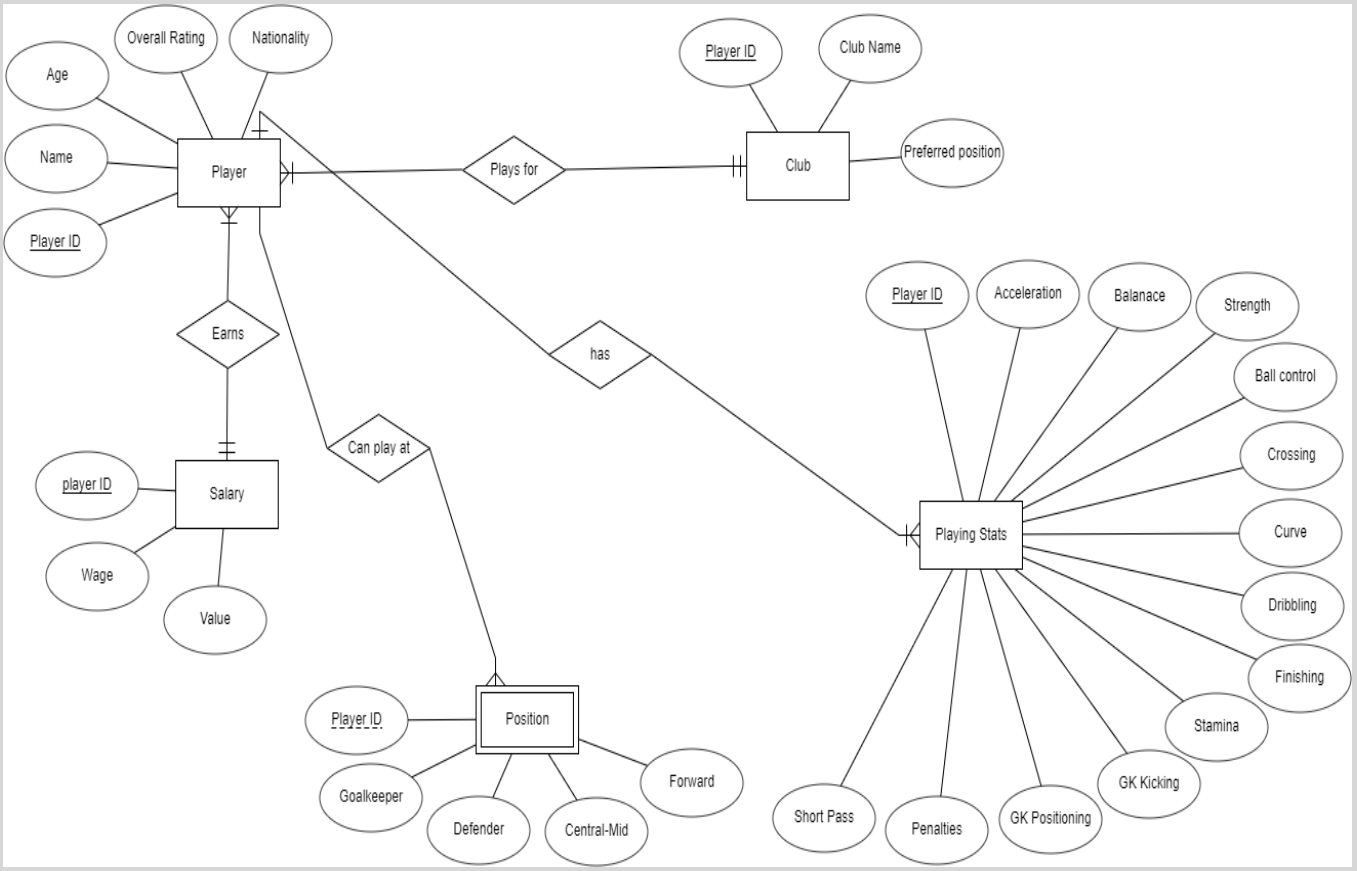
DESCRIPTION OF THE PROJECT

This project consists of player details, which describes about player biodata such as age and nationality. It also consists of player stats which describes about players technical skills. It also consists of tables containing details such as player earnings, club information and preferred position of playing. It also provide a strong searching, updating, deleting and inserting operations with a user friendly web based UI.

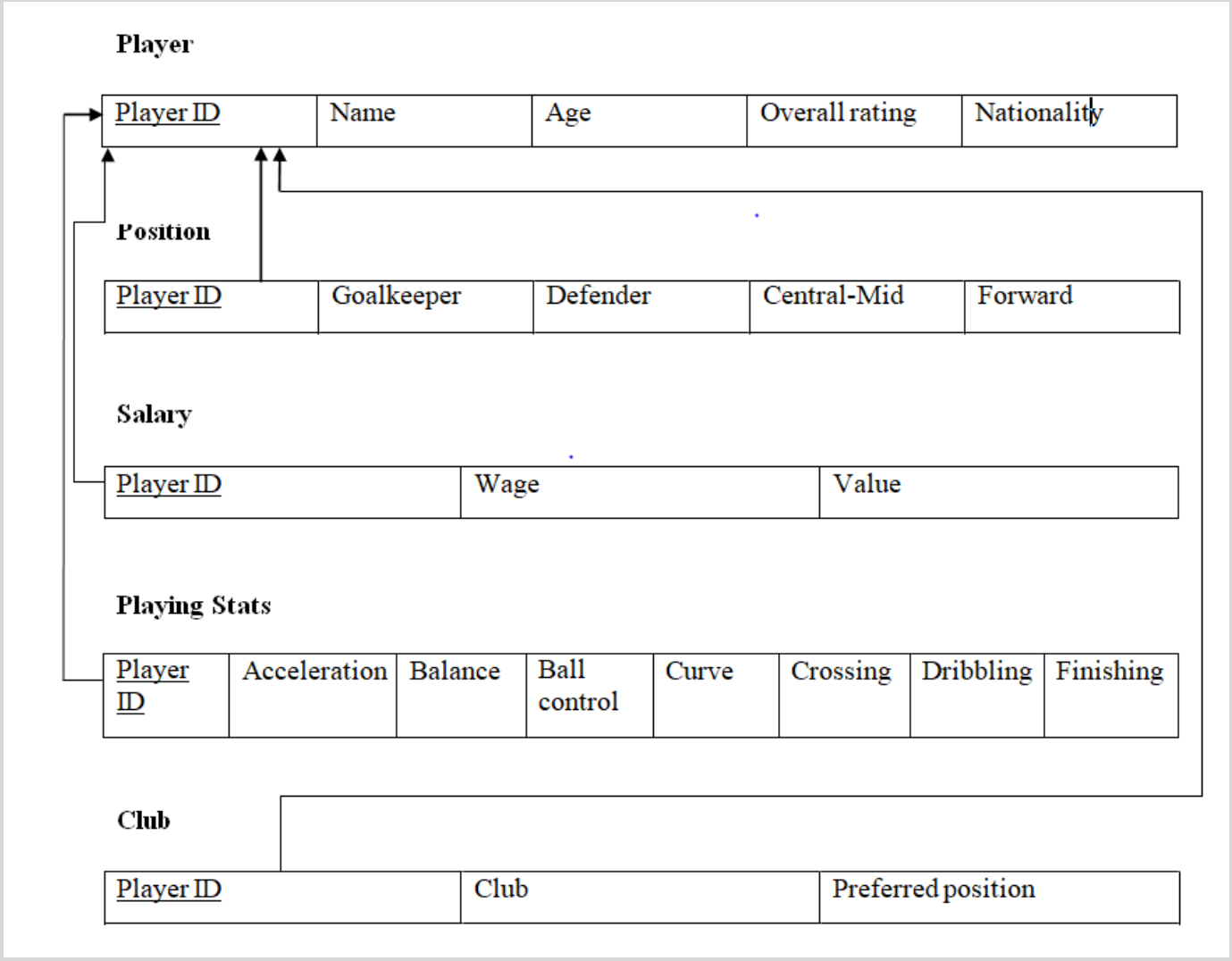
The project also helps the users to keep track of the player details in a computerized way without any trouble. The project contains **7 stored procedures** and 3 triggers per table. Stored procedures are used in search engine. Every time the user searches through the database, a procedure is called and the results is collected and displayed for the user in a structured manner. It also has 3 trigger namely "**Insert, Delete and Update**" triggers assigned separately to each table. Whenever operations such as insert or delete or update is performed on any table, these triggers are automatically called, and the logs are captured into 3 separate tables, individually for each trigger. Hence use of triggers provides users to trace back all the latest as well as the oldest changes into any table at any point of time.

This project is a simple prototype of managing larger numbers of players across different nations with different skill sets and attributes. It helps to access players and thus aids in building a strong positional team. It also helps in monitoring player growth.

ER Diagram


Overall Rating
Nationality
Age
Name
Player ID
Player
Plays for
Player ID
Club Name
Club
Preferred position
Earns
has
Can play at
player ID
Salary
Wage
Value
Player ID
Acceleration
Balanace
Strength
Ball control
Crossing
Curve
Dribbling
Finishing
Stamina
GK Kicking
GK Positioning
Penalties
Short Pass
Playing Stats
Player ID
Position
Goalkeeper
Defender
Central-Mid
Forward

SCHEMA DIAGRAM



TECHNOLOGIES USED:

HTML

Hypertext Markup Language revision 5 (HTML5) is markup language for the structure and presentation of World Wide Web contents. HTML5 supports the traditional HTML and XHTML-style syntax and other new features in its markup, New APIs, XHTML and error handling.

There are three organizations that are currently in charge of the specification of HTML5:

1. Web Hypertext Application Technology Working Group (WHATWG) created the HTML5 specification and is in charge of the HTML5 development that provides open collaboration of browser vendors and other involved parties.
2. World Wide Web Consortium (W3C) is in charge with delivering the HTML5 specification.
3. Internet Engineering Task Force (IETF) is in charge of the developmentof HTML5 WebSocket API.

New features of HTML5 include:

- New parsing rules that are not based on SGML but are oriented towards flexible parsing and compatibility.
- Support of use of inline Scalar Vector Graphics (SVG) and Mathematical Markup Language (MathML) in text/html.
- New available elements include article, aside, audio, bdi, canvas, command, datalist, details, embed, figcaption, figure, footer, header, hgroup, keygen, mark, meter, nav, output, progress, rp, rt, ruby, section, source, summary, time, video and wbr.
- New available types of form controls include dates and times, email, url, search, number, range, tel and color. New available attributes of charset on meta and async on script.

Global attributes that can be applied for every element that include id, tabindex, hidden, data-* or customer data attribute.

CSS3

Cascading Style Sheets (CSS) is a style sheet language used for describing the look and formatting of a document written in a markup language. CSS3 is a latest standard of css earlier versions(CSS2). The main difference between css2 and css3 is follows −

- Media Queries
- Namespaces
- Selectors Level 3
- Color

CSS3 modules

CSS3 is collaboration of CSS2 specifications and new specifications, we can called this collaboration is module. Some of the modules are shown below −

- Selectors
- Box Model
- Backgrounds
- Image Values and Replaced Content
- Text Effects
- 2D Transformations
- 3D Transformations
- Animations
- Multiple Column Layout
- User Interface

Use and Need of CSS3

CSS3 is used with HTML to create and format content structure. It is responsible for colours, font properties, text alignments, background images, graphics, tables, etc. It provides the positioning of various elements with the values being fixed, absolute, and relative.

JavaScript

JavaScript was initially created to “make web pages alive”.

The programs in this language are called scripts. They can be written right in a web page’s HTML and run automatically as the page loads.

Scripts are provided and executed as plain text. They don’t need special preparation or compilation to run.

JavaScript is the world's most popular programming language.

JavaScript is the programming language of the Web.

JavaScript is easy to learn.

Today, JavaScript can execute not only in the browser, but also on the server, or actually on any device that has a special program called the JavaScript engine.

The browser has an embedded engine sometimes called a “JavaScript virtual machine”.

Different engines have different “codenames”. For example:

- V8 – in Chrome, Opera and Edge.
- SpiderMonkey – in Firefox.
- There are other codenames like “Chakra” for IE, “JavaScriptCore”, “Nitro” and “SquirrelFish” for Safari, etc.

Modern JavaScript is a “safe” programming language. It does not provide low-level access to memory or CPU, because it was initially created for browsers which do not require it.

JavaScript’s capabilities greatly depend on the environment it’s running in. For instance, Node.js supports functions that allow JavaScript to read/write arbitrary files, perform network requests, etc.

In-browser JavaScript can do everything related to webpage manipulation, interaction with the user, and the webserver.

For instance, in-browser JavaScript is able to:

• Add new HTML to the page, change the existing content, modify styles.
• React to user actions, run on mouse clicks, pointer movements, key presses.
• Send requests over the network to remote servers, download and upload files (so-called AJAX and COMET technologies).
• Get and set cookies, ask questions to the visitor, show messages.
• Remember the data on the client-side (“local storage”).

PHP

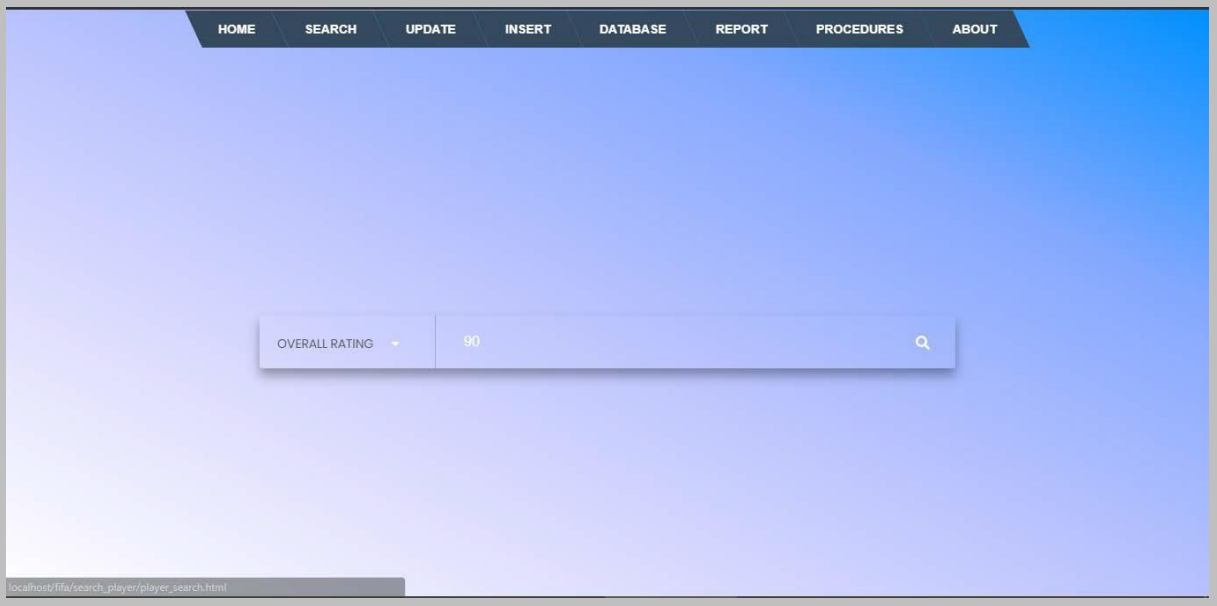
PHP is an open-source, interpreted, and object-oriented scripting language that can be executed at the server-side. PHP is well suited for web development. Therefore, it is used to develop web applications (an application that executes on the server and generates the dynamic page.).

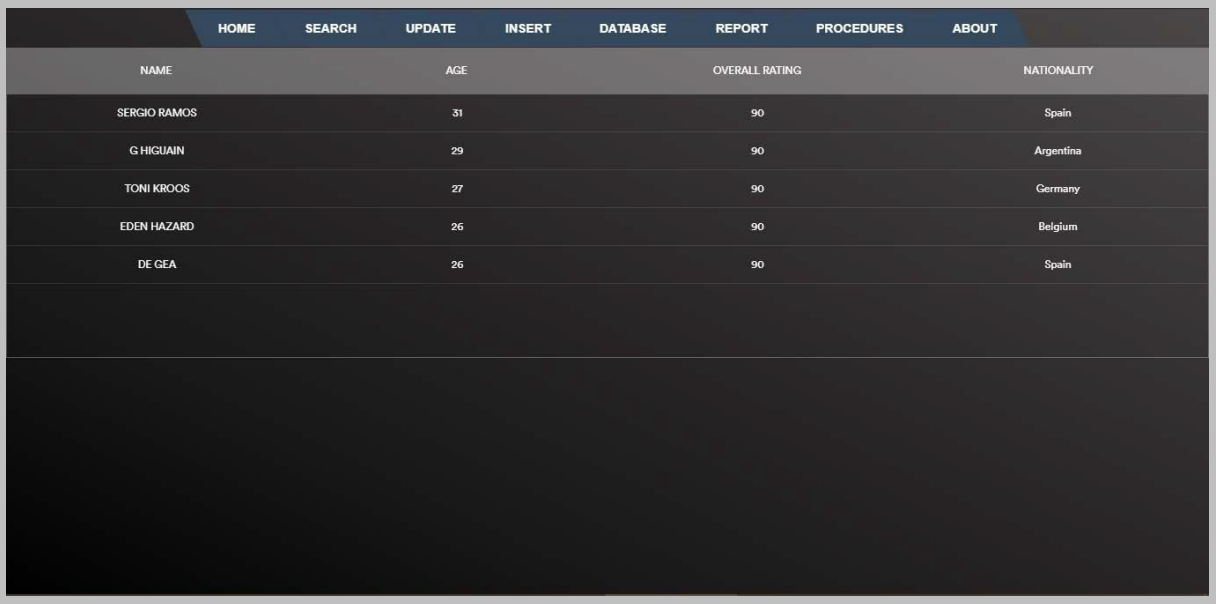
PHP was created by Rasmus Lerdorf in 1994 but appeared in the market in 1995. PHP 7.4.0 is the latest version of PHP, which was released on 28 November. Some important points need to be noticed about PHP are as followed:

- PHP stands for Hypertext Preprocessor.
- PHP is an interpreted language, i.e., there is no need for compilation.
- PHP is faster than other scripting languages, for example, ASP and JSP.
- PHP is a server-side scripting language, which is used to manage the dynamic content of the website.
- PHP can be embedded into HTML.
- PHP is an object-oriented language.
- PHP is an open-source scripting language.

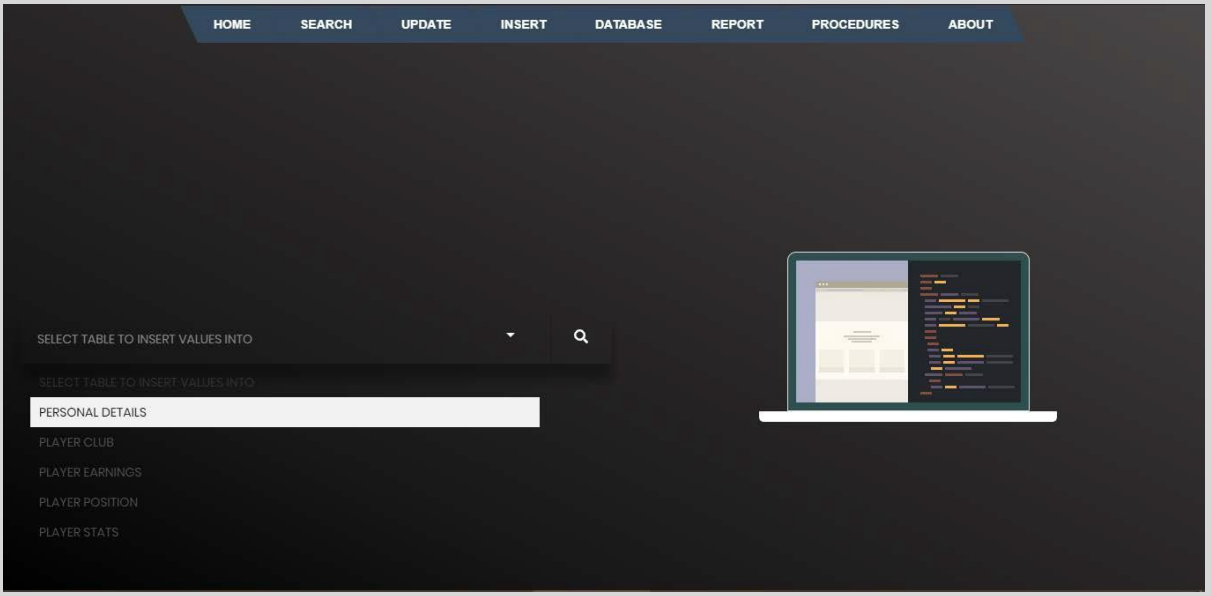
List of Figures

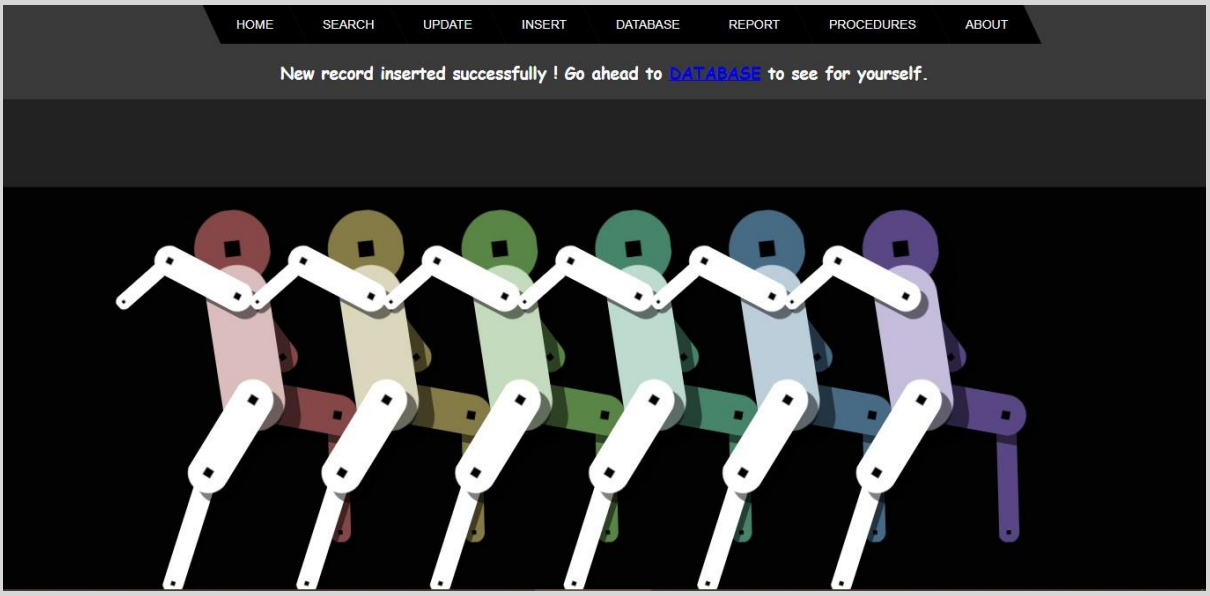
Stored procedures:



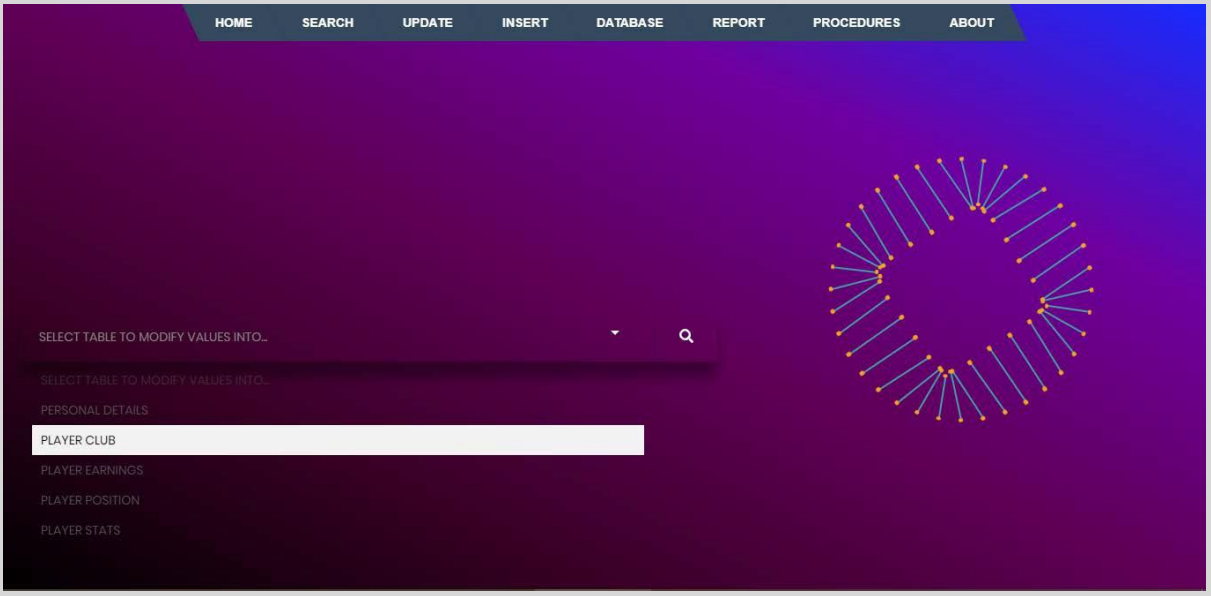


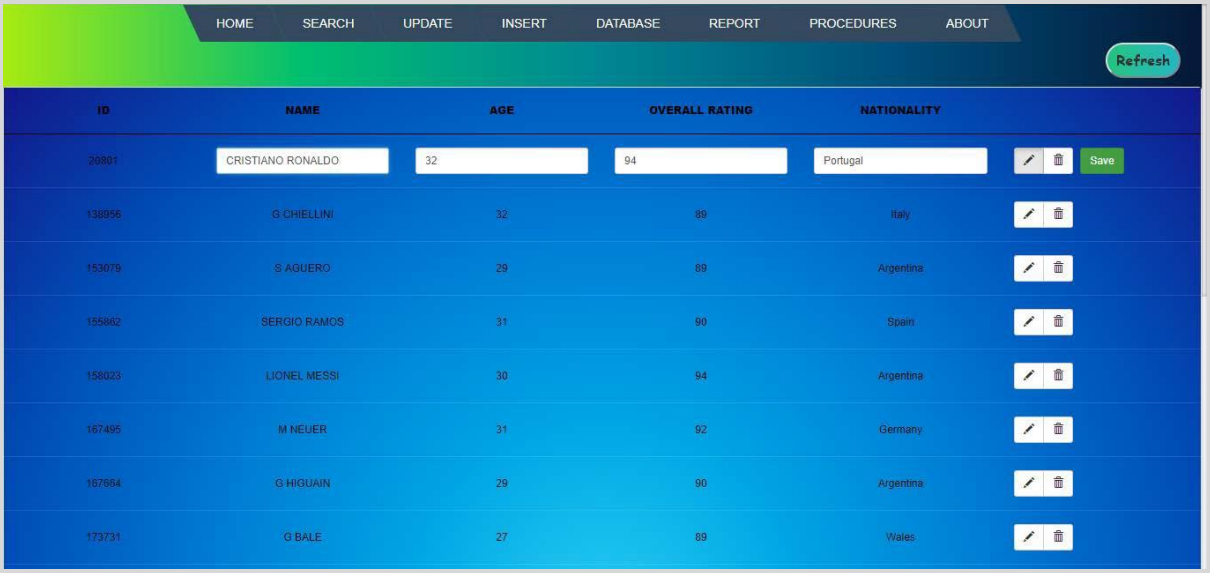
Inserting new records:



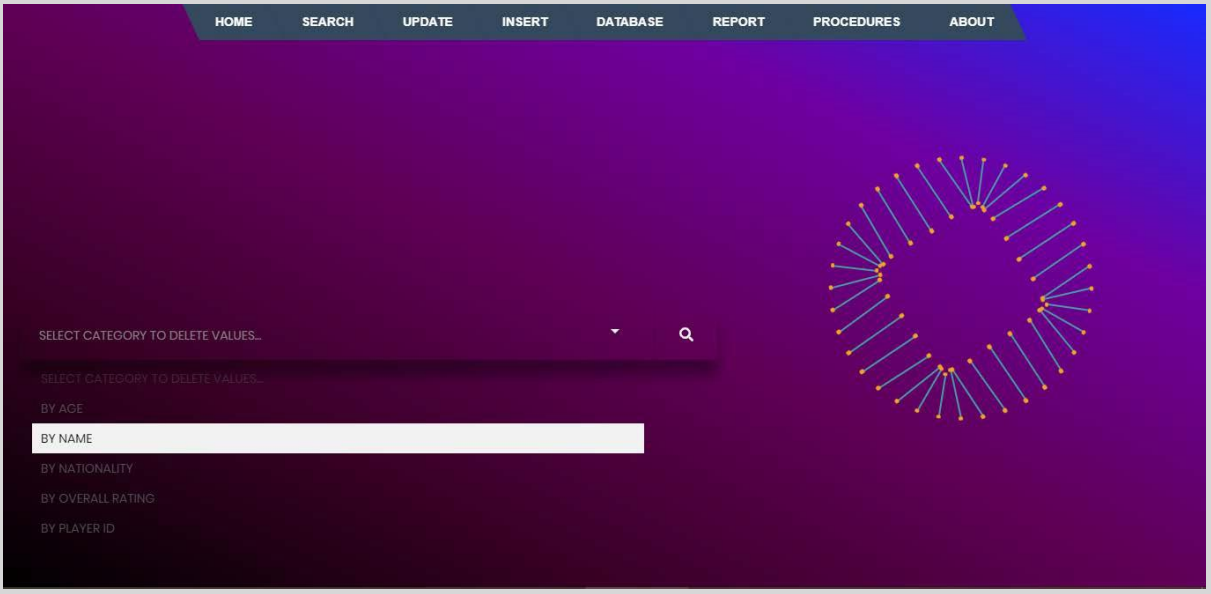


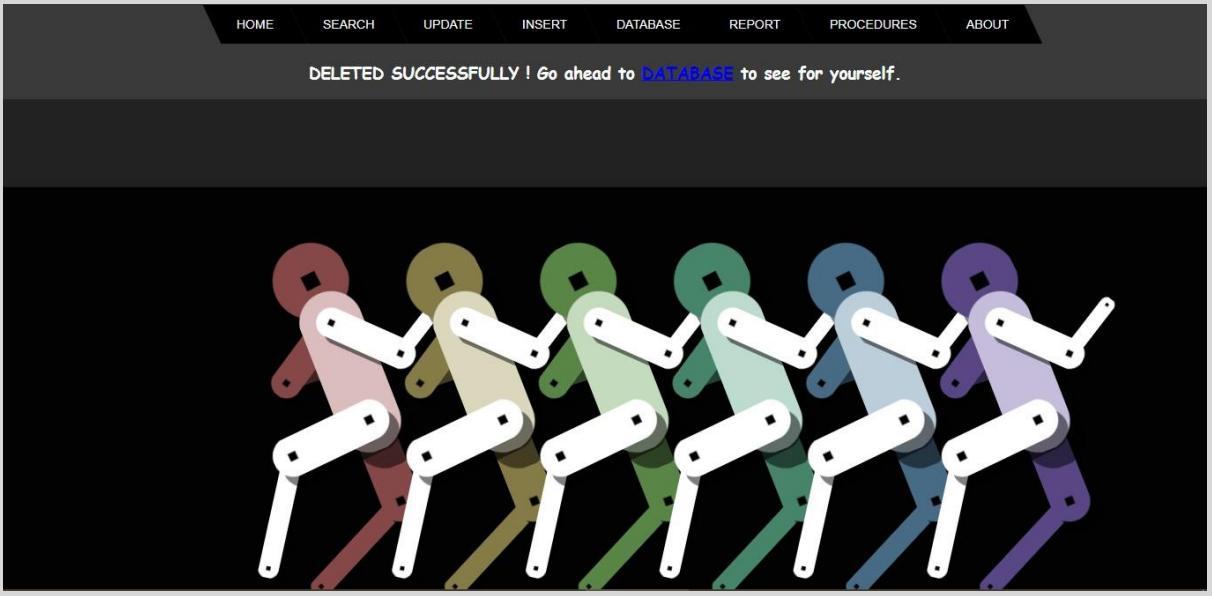
Update existing records:





Deleting records:





Triggers:

DELETE TRIGGERS

ID	ACTION	TIME
15	Deleted Successfully in PERSONAL DETAILS Table	2018-12-09 13:14:33
16	Deleted Successfully in PLAYER CLUB'S Table	2018-12-09 13:43:36
17	Deleted Successfully in PLAYER CLUB'S Table	2018-12-09 13:50:21
18	Deleted Successfully in PLAYER'S POSITION Table	2018-12-09 13:56:29
19	Deleted Successfully in PLAYER'S SALARY Table	2018-12-09 15:33:03
20	Deleted Successfully in PLAYER'S POSITION Table	2018-12-09 15:33:42

INSERT TRIGGERS

ID	ACTION	TIME
13	Inserted Successfully in PERSONAL DETAILS Table	2018-12-09 13:07:05
14	Inserted Successfully in PERSONAL DETAILS Table	2018-12-09 13:39:09
15	Inserted Successfully in PLAYER CLUB'S Table	2018-12-09 13:39:31
22	Inserted Successfully in PLAYER STATS Table	2018-12-09 13:42:05
23	Inserted Successfully in PLAYER'S POSITION Table	2018-12-09 13:42:18
24	Inserted Successfully in PLAYER SALARY Table	2018-12-09 13:42:29

UPDATE TRIGGERS

ID	ACTION	TIME
10	Updated Successfully in PERSONAL DETAILS Table	2018-12-09 13:17:32
11	Updated Successfully in PERSONAL DETAILS Table	2018-12-09 13:17:50
12	Updated Successfully in PERSONAL DETAILS Table	2018-12-09 13:44:47
13	Updated Successfully in CLUB's Table	2018-12-09 13:49:48
14	Updated Successfully in CLUB's Table	2018-12-09 13:50:00
15	Updated Successfully in CLUB's Table	2018-12-09 13:50:12
16	Updated Successfully in PLAYER SALARY Table	2018-12-09 15:31:00

Database tables:

PLAYER CLUB

PLAYER ID	CLUB	PREFERRED POSITION
20801	Real Madrid CF	LW
158023	FC Barcelona	RW
190871	Paris Saint-Germain	LW
176580	FC Barcelona	ST
167495	FC Bayern Munich	GK
188545	FC Bayern Munich	ST

PLAYER EARNINGS

PLAYER ID	WAGE	VALUE
20801	565	95500000
158023	565	10500000
190871	280	12300000
176580	510	9700000
167495	230	6100000
188545	335	9200000

PLAYER POSITIONS

PLAYER ID	GOALKEEPER	DEFENDER	CENTRAL-MID	FORWARD
20801	13	26	82	94
158023	6	45	82	94
190871	10	46	79	93
176580	12	50	80	92
167495	92	10	8	4
188545	12	57	78	91

PLAYER STATS

PLAYER ID	ACCELERATION	BALANCE	BALL CONTROL	CROSSING	CURVE	DRIBBLING	FINISHING	GK KICKING	GK POSITIONING	PENALTIES	SHORT PASS	STAMINA	STRENGTH
20801	89	63	93	85	81	91	94	15	14	85	83	92	80
158023	92	95	95	77	89	97	95	15	14	74	88	73	59
190871	94	82	95	75	81	96	89	15	15	81	81	78	53
176580	88	60	91	77	86	86	94	31	33	85	83	89	80
167495	58	35	48	15	14	30	13	95	91	47	55	44	83
188545	79	80	89	62	77	85	91	12	8	81	83	79	84

PERSONAL DETAILS

PLAYER ID	NAME	AGE	OVERALL RATING	NATIONALITY
20801	CRISTIANO RONALDO	32	94	Portugal
158023	LIONEL MESSI	30	94	Argentina
190871	NEYMAR	25	92	Brazil
176580	LUIS SUAREZ	30	92	Uruguay
167495	M NEUER	31	92	Germany
188545	R LEWANDOWSKI	28	91	Poland

Table Structures:

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(11)			No	None		AUTO_INCREMENT	Change Drop More
2	player_id	int(7)			No	None			Change Drop More
3	player_name	char(30)	latin1_swedish_ci		No	None			Change Drop More
4	age	int(2)			Yes	NULL			Change Drop More
5	overall_rating	int(2)			Yes	NULL			Change Drop More
6	nationality	char(30)	latin1_swedish_ci		Yes	NULL			Change Drop More

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(3)			No	None		AUTO_INCREMENT	Change Drop More
2	player_id	int(7)			No	None			Change Drop More
3	acceleration	int(2)			Yes	NULL			Change Drop More
4	balance	int(2)			Yes	NULL			Change Drop More
5	ball_control	int(2)			Yes	NULL			Change Drop More
6	crossing	int(2)			Yes	NULL			Change Drop More
7	curve	int(2)			Yes	NULL			Change Drop More
8	dribbling	int(2)			Yes	NULL			Change Drop More
9	finishing	int(2)			Yes	NULL			Change Drop More
10	gk_kicking	int(2)			Yes	NULL			Change Drop More
11	gk_positioning	int(2)			Yes	NULL			Change Drop More
12	penalties	int(2)			Yes	NULL			Change Drop More
13	short_pass	int(2)			Yes	NULL			Change Drop More
14	stamina	int(2)			Yes	NULL			Change Drop More
15	strength	int(2)			Yes	NULL			Change Drop More

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(11)			No	None		AUTO_INCREMENT	Change Drop More
2	player_id	int(11)			No	None			Change Drop More
3	wage	int(11)			Yes	NULL			Change Drop More
4	value	int(11)			Yes	NULL			Change Drop More

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
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2	player_id	int(11)			No	None			Change Drop More
3	gk	int(11)			Yes	NULL			Change Drop More
4	df	int(11)			Yes	NULL			Change Drop More
5	cm	int(11)			Yes	NULL			Change Drop More
6	fr	int(11)			Yes	NULL			Change Drop More

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(11)			No	None		AUTO_INCREMENT	Change Drop More
2	player_id	int(11)			No	None			Change Drop More
3	club	char(30)	latin1_swedish_ci		Yes	NULL			Change Drop More
4	preferred_position	char(20)	latin1_swedish_ci		Yes	NULL			Change Drop More

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2	action	varchar(50)	utf8mb4_unicode_ci		No	None			Change Drop More
3	time	timestamp			No	None			Change Drop More

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(10)			No	None		AUTO_INCREMENT	Change Drop More
2	action	varchar(50)	utf8mb4_unicode_ci		No	None			Change Drop More
3	time	timestamp			No	None			Change Drop More

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	id	int(10)			No	None		AUTO_INCREMENT	Change Drop More
2	action	varchar(50)	utf8mb4_unicode_ci		No	None			Change Drop More
3	time	timestamp			No	None			Change Drop More

Name	Action	Type
SearchAge	Edit Execute Export Drop	PROCEDURE
SearchName	Edit Execute Export Drop	PROCEDURE
SearchNationality	Edit Execute Export Drop	PROCEDURE
SearchOverallRating	Edit Execute Export Drop	PROCEDURE
SearchPosition	Edit Execute Export Drop	PROCEDURE
SearchTeam	Edit Execute Export Drop	PROCEDURE
Searchplayerid	Edit Execute Export Drop	PROCEDURE

Codes

Index.html

```html
<!DOCTYPE html>
<html lang="en" >

<head>
  <meta charset="UTF-8">
  <title>Home</title>

    <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/meyer-reset/2.0/reset.min.css">

  <link rel="stylesheet" href="css/menu.css">
      <style>
      /* NOTE: The styles were added inline because Prefixfree needs access to your styles and they must be inlined if they are on
      @import 'https://fonts.googleapis.com/css?family=Roboto+Mono:100';
html,
body {
  font-family: 'Roboto Mono', monospace;
  background: #212121;
  height: 100%;
}
.container {
  height: 100%;
  width: 100%;
  justify-content: center;
  align-items: center;
  display: flex;
}
.text {
  font-weight: 100;
  font-size: 28px;
  color: #fafafa;
}
.dud {
  color: #757575;
}

    </style>
<script type="text/javascript">alert("IF YOU THINK THE PROJECT IS COPIED, PLEASE CHECK THE ABOUT PAGE.")</script>
```

INDEX.html

```html
</head>
<body style="background:linear-gradient(to right top, #050744, #004283, #007fb8, #00bee1, #5fffff); overflow: hidden;">
<div class="parent">
  <ul class="menu cf">
    <li><a href="INDEX.html">Home</a></li>
    <li><a href="search_player/player_search.html">Search</a> </li>
    <li><a href="update_player/update_player.html">Update</a></li>
    <li><a href="insert_player/insert_new_player.html">Insert</a></li>
    <li><a href="database/database.php">Database</a></li>
      <li><a href="report/project_report.html">Report</a></li>
    <li><a href="procedures/procedures.html">Procedures</a></li>
    <li><a href="about/about.html">About</a></li>
  </ul>

    <div class="container" style="margin-top: 20%;">
   <div class="text" style="font-size: 33px; font-weight: 900; outline: inherit; text-decoration-style: doted;"></div>
  </div>

    </div>

    <script  src="js/index.js"></script>



</body>

</html>
```

Insert

```
var colors = ['#FF324A', '#31FFA6', '#206EFF', '#FFFF99'];

var createCircle = function(x,y) {
  var p = {};
  p.x = x;
  p.y = y;
  p.color = colors[anime.random(0, colors.length - 1)];
  p.color = '#FFF';
  p.radius = 0;
  p.alpha = 1;
  p.lineWidth = 6;
  p.draw = function() {
    ctx.globalAlpha = p.alpha;
    ctx.beginPath();
    ctx.arc(p.x, p.y, p.radius, 0, 2 * Math.PI, true);
    ctx.lineWidth = p.lineWidth;
    ctx.strokeStyle = p.color;
    ctx.stroke();
    ctx.globalAlpha = 1;
  }
  return p;
}

var createParticule = function(x,y) {
  var p = {};
  p.x = x;
  p.y = y;
  p.color = colors[anime.random(0, colors.length - 1)];
  p.radius = anime.random(getFontSize(), getFontSize() * 2);
  p.draw = function() {
    ctx.beginPath();
    ctx.arc(p.x, p.y, p.radius, 0, 2 * Math.PI, true);
    ctx.fillStyle = p.color;
    ctx.fill();
  }
  return p;
```

Update

```
var animateParticules = function(x, y) {
  setCanvasSize();
  var particules = createParticles(x, y);
  var circle = createCircle(x, y);
  var particulesAnimation = anime({
    targets: particules,
    x: function(p) { return p.x + anime.random(-distance, distance); },
    y: function(p) { return p.y + anime.random(-distance, distance); },
    radius: 0,
    duration: function() { return anime.random(1200, 1800); },
    easing: 'easeOutExpo',
    complete: removeAnimation
  });
  var circleAnimation = anime({
    targets: circle,
    radius: function() { return anime.random(getFontSize() * 8.75, getFontSize() * 11.25); },
    lineWidth: 0,
    alpha: {
      value: 0,
      easing: 'linear',
      duration: function() { return anime.random(400, 600); }
    },
    duration: function() { return anime.random(1200, 1800); },
    easing: 'easeOutExpo',
    complete: removeAnimation
  });
  animations.push(particulesAnimation);
  animations.push(circleAnimation);
}

var mainLoop = anime({
  duration: Infinity,
  update: function() {
    ctx.clearRect(0, 0, canvas.width, canvas.height);
    animations.forEach(function(anim) {
      anim.animatables.forEach(function(animatable) {
        animatable.target.draw();
```

Search

```
var iOS = !!navigator.platform && /iPad|iPhone|iPod/.test(navigator.platform);
var ff = navigator.userAgent.indexOf('Firefox') > 0;
var tap = ('ontouchstart' in window || navigator.msMaxTouchPoints) ? 'touchstart' : 'mousedown';
if (iOS) document.body.classList.add('iOS');

var fireworks = (function() {

  var getFontSize = function() {
    return parseFloat(getComputedStyle(document.documentElement).fontSize);
  }

  var canvas = document.querySelector('.fireworks');
  var ctx = canvas.getContext('2d');
  var numberOfParticules = 24;
  var distance = 200;
  var x = 0;
  var y = 0;
  var animations = [];

  var setCanvasSize = function() {
    canvas.width = window.innerWidth;
    canvas.height = window.innerHeight;
  }

  var updateCoords = function(e) {
    x = e.clientX || e.touches[0].clientX;
    y = e.clientY || e.touches[0].clientY;
  }

  var colors = ['#FF324A', '#31FFA6', '#206EFF', '#FFFF99'];

  var createCircle = function(x,y) {
    var p = {};
    p.x = x;
    p.y = y;
    p.color = colors[anime.random(0, colors.length - 1)];
    p.color = '#FFF';
```

About

```
<!DOCTYPE html>
<html lang="en" >

<head>
  <meta charset="UTF-8">
  <title>About</title>
  <link href="https://fonts.googleapis.com/css?family=Roboto:100i,300,400,500,700" rel="stylesheet">
    <link href="https://fonts.googleapis.com/css?family=Allura" rel="stylesheet">

  <link rel='stylesheet' href='https://maxcdn.bootstrapcdn.com/bootstrap/3.3.6/css/bootstrap.min.css'>
<link rel="stylesheet" href="css/menu.css">
      <link rel="stylesheet" href="css/style.css">

</head>

<body style="background-image: radial-gradient(circle, #000000, #383239, #646677, #85a3b8, #a8e5ee);">
  <ul class="menu cf">
    <li><a href="../INDEX.html">Home</a></li>
    <li><a href="../search_player/player_search.html">Search</a> </li>
    <li><a href="../update_player/update_player.html">Update</a></li>
    <li><a href="../insert_player/insert_new_player.html">Insert</a></li>
    <li><a href="../database/database.php">Database</a></li>
      <li><a href="../report/project_report.html">Report</a></li>
    <li><a href="../procedures/procedures.html">Procedures</a></li>
    <li><a href="about.html">About</a></li>
  </ul>
  <header>
  <div class="container text-center">
    <p style="font-weight: 900; color: white;">Praveen kumar</p>
    <p>1mj16cs105</p>
  </div>
</header>

<section class="timeline">
  <div class="container">

    <div class="timeline-item">
```

Procedures

```
.cf:before, .cf:after {
  content:" ";
  display: table;
}
.cf:after {
  clear: both;
}
.cf {
  *zoom: 1;
}
.menu {
  list-style:none;
  margin: 1px auto;
  width: 800px;
  width: -moz-fit-content;
  width: -webkit-fit-content;
  width: fit-content;
}
.menu > li {
  background: #34495e;
  float: left;
  position: relative;
  -webkit-transform: skewX(25deg);
}
.menu a {
  display: block;
  color: #fff;
  text-transform: uppercase;
  text-decoration: none;
  font-family: Arial, Helvetica;
  font-size: 14px;
}
.menu li:hover {
  background: #e74c3c;
}
.menu > li > a {
  -webkit-transform: skewX(-25deg);
```

Database

```
<!DOCTYPE html>
<html lang="en" >

<head>
  <meta charset="UTF-8">
  <title>Database</title>

    <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/meyer-reset/2.0/reset.min.css">
    <link rel='stylesheet' href='css/34b729901a37198f5d0414728.css'>
      <link rel="stylesheet" href="css/style.css">
      <link href='https://fonts.googleapis.com/css?family=Codystar' rel='stylesheet' type='text/css'>
      <link href="css/menu.css" rel="stylesheet" type="text/css">
        <script src="https://ajax.googleapis.com/ajax/libs/webfont/1.4.7/webfont.js" type="text/javascript"></script>
      <link href="https://fonts.googleapis.com/css?family=Poppins" rel="stylesheet" />

</head>

<body style="background-image: linear-gradient(to right top, #1600ff, #9300a5, #930061, #751039, #4c2e2e);">
    <canvas class="fireworks">

    </canvas>
  <section>
      <ul class="menu cf navbar">
          <li><a href="../INDEX.html">Home</a></li>
          <li><a href="../search_player/player_search.html">Search</a> </li>
          <li><a href="../update_player/update_player.html">Update</a></li>
          <li><a href="../insert_player/insert_new_player.html">Insert</a></li>
          <li><a href="database.php">Database</a></li>
            <li><a href="../report/project_report.html">Report</a></li>
          <li><a href="../procedures/procedures.html">Procedures</a></li>
          <li><a href="../about/about.html">About</a></li>
        </ul>  <br>
<?php
$servername = "localhost";
$username = "root";
$password = "";
$dbname = "fifa";
```

```
// Check connection
if ($conn->connect_error) {
die("Connection failed: " . $conn->connect_error);
}
?>
  <h1>PERSONAL DETAILS</h1>
  <div class="tbl-header">
    <table cellpadding="0" cellspacing="0" border="0">
      <thead>
        <tr>
          <th>PLAYER ID</th>
          <th>NAME</th>
          <th>AGE</th>
          <th>OVERALL RATING</th>
          <th>NATIONALITY</th>
        </tr>
      </thead>
    </table>
  </div>
<div class="tbl-content">
<table cellpadding="0" cellspacing="0" border="0">
<!--<tbody>-->
<?php
$sql = "SELECT * FROM personal_details ORDER BY id";
$result = $conn->query($sql);
if ($result->num_rows >0 ) {
    while($row = $result->fetch_assoc()) {
        echo "<tbody>";
        echo "<tr>";
         echo "<td>" .$row["player_id"]. "</td>";
          echo "<td>" .$row["player_name"]. "</td>";
          echo "<td>" .$row["age"]. "</td>";
         echo "<td>" .$row["overall_rating"]. "</td>";
          echo "<td>" .$row["nationality"]. "</td>";
         echo "</tr>";
        echo "</tbody>";
    }
```

```
?>
<!-- </tbody>-->
</table>
</div><br>
        <h1>PLAYER STATS</h1>
  <div class="tbl-header">
    <table cellpadding="0" cellspacing="0" border="0">
      <thead>
        <tr>
          <th>PLAYER ID</th>
        <th>ACCELERA TION</th>
            <th>BALANCE</th>
            <th>BALL CONTROL</th>
            <th>CROSSING</th>
            <th>CURVE</th>
            <th>DRIBBLING</th>
            <th>FINISHING</th>
            <th>GK KICKING</th>
            <th>GK POSITIONING</th>
            <th>PENALTIES</th>
            <th>SHORT PASS</th>
            <th>STAMINA</th>
            <th>STRENGTH</th>
        </tr>
      </thead>
    </table>
  </div>
<div class="tbl-content">
<table cellpadding="0" cellspacing="0" border="0">
<!--<tbody>-->
<?php
$sql = "SELECT * FROM player_stats ORDER BY id";
$result = $conn->query($sql);
if ($result->num_rows >0 ) {
    while($row = $result->fetch_assoc()) {
        echo "<tbody>";
        echo "<tr>";
```

```
-- phpMyAdmin SQL Dump
-- version 4.8.3
-- https://www.phpmyadmin.net/
--
-- Host: 127.0.0.1:3306
-- Generation Time: Dec 09, 2018 at 06:23 PM
-- Server version: 5.7.23
-- PHP Version: 7.2.10

SET SQL_MODE = "NO_AUTO_VALUE_ON_ZERO";
SET AUTOCOMMIT = 0;
START TRANSACTION;
SET time_zone = "+00:00";


/*!40101 SET @OLD_CHARACTER_SET_CLIENT=@@CHARACTER_SET_CLIENT */;
/*!40101 SET @OLD_CHARACTER_SET_RESULTS=@@CHARACTER_SET_RESULTS */;
/*!40101 SET @OLD_COLLATION_CONNECTION=@@COLLATION_CONNECTION */;
/*!40101 SET NAMES utf8mb4 */;

--
-- Database: `fifa`
--

DELIMITER $$
--
-- Procedures
--
DROP PROCEDURE IF EXISTS `SearchAge`$$
CREATE DEFINER=`root`@`localhost` PROCEDURE `SearchAge` (IN `page` INT(11))  SELECT player_name,age,overall_rating,nationality FROM

DROP PROCEDURE IF EXISTS `SearchName`$$
CREATE DEFINER=`root`@`localhost` PROCEDURE `SearchName` (IN `page` VARCHAR(30))  SELECT * FROM personal_details WHERE player_name

DROP PROCEDURE IF EXISTS `SearchNationality`$$
CREATE DEFINER=`root`@`localhost` PROCEDURE `SearchNationality` (IN `page` VARCHAR(30))  SELECT * FROM personal_details WHERE natio
```

```sql
-- Table structure for table `delete_logs`
--

DROP TABLE IF EXISTS `delete_logs`;
CREATE TABLE IF NOT EXISTS `delete_logs` (
  `id` int(10) NOT NULL AUTO_INCREMENT,
  `action` varchar(50) CHARACTER SET utf8mb4 COLLATE utf8mb4_unicode_ci NOT NULL,
  `time` timestamp NOT NULL,
  UNIQUE KEY `id` (`id`)
) ENGINE=InnoDB AUTO_INCREMENT=26 DEFAULT CHARSET=latin1;

--
-- Dumping data for table `delete_logs`
--

INSERT INTO `delete_logs` (`id`, `action`, `time`) VALUES
(8, 'Deleted Successfully in PERSONAL DETAILS Table', '2018-12-02 13:26:45'),
(9, 'Deleted Successfully in PERSONAL DETAILS Table', '2018-12-03 10:05:10'),
(10, 'Deleted Successfully in PERSONAL DETAILS Table', '2018-12-07 20:30:46'),
(11, 'Deleted Successfully in PERSONAL DETAILS Table', '2018-12-08 19:34:11'),
(12, 'Deleted Successfully in PERSONAL DETAILS Table', '2018-12-08 19:34:29'),
(13, 'Deleted Successfully in PERSONAL DETAILS Table', '2018-12-08 19:34:29'),
(14, 'Deleted Successfully in PERSONAL DETAILS Table', '2018-12-09 07:36:37'),
(15, 'Deleted Successfully in PERSONAL DETAILS Table', '2018-12-09 07:44:33'),
(16, 'Deleted Successfully in PLAYER CLUB\'S Table', '2018-12-09 08:13:36'),
(17, 'Deleted Successfully in PLAYER CLUB\'S Table', '2018-12-09 08:20:21'),
(18, 'Deleted Successfully in PLAYER\'S POSITION Table', '2018-12-09 08:26:29'),
(19, 'Deleted Successfully in PLAYER\'S SALARY Table', '2018-12-09 10:03:03'),
(20, 'Deleted Successfully in PLAYER\'S POSITION Table', '2018-12-09 10:03:42'),
(21, 'Deleted Successfully in PLAYER STATS Table', '2018-12-09 10:18:02'),
(22, 'Deleted Successfully in PLAYER STATS Table', '2018-12-09 10:53:38'),
(23, 'Deleted Successfully in PERSONAL DETAILS Table', '2018-12-09 11:03:31'),
(24, 'Deleted Successfully in PERSONAL DETAILS Table', '2018-12-09 15:17:18'),
(25, 'Deleted Successfully in PERSONAL DETAILS Table', '2018-12-09 16:30:06');
```

```sql
DROP TABLE IF EXISTS `insert_logs`;
CREATE TABLE IF NOT EXISTS `insert_logs` (
  `id` int(10) NOT NULL AUTO_INCREMENT,
  `action` varchar(50) CHARACTER SET utf8mb4 COLLATE utf8mb4_unicode_ci NOT NULL,
  `time` timestamp NOT NULL,
  UNIQUE KEY `id` (`id`)
) ENGINE=InnoDB AUTO_INCREMENT=30 DEFAULT CHARSET=latin1;

--
-- Dumping data for table `insert_logs`
--

INSERT INTO `insert_logs` (`id`, `action`, `time`) VALUES
(6, 'Inserted Successfully in PERSONAL DETAILS Table', '2018-12-02 13:24:27'),
(7, 'Inserted Successfully in PERSONAL DETAILS Table', '2018-12-03 10:04:37'),
(8, 'Inserted Successfully in PERSONAL DETAILS Table', '2018-12-07 20:30:34'),
(9, 'Inserted Successfully in PERSONAL DETAILS Table', '2018-12-08 17:11:38'),
(10, 'Inserted Successfully in PERSONAL DETAILS Table', '2018-12-08 19:01:40'),
(11, 'Inserted Successfully in PERSONAL DETAILS Table', '2018-12-08 19:02:55'),
(12, 'Inserted Successfully in PERSONAL DETAILS Table', '2018-12-09 07:31:53'),
(13, 'Inserted Successfully in PERSONAL DETAILS Table', '2018-12-09 07:37:05'),
(14, 'Inserted Successfully in PERSONAL DETAILS Table', '2018-12-09 08:09:09'),
(15, 'Inserted Successfully in PLAYER CLUB\'S Table', '2018-12-09 08:09:31'),
(22, 'Inserted Successfully in PLAYER STATS Table', '2018-12-09 08:12:05'),
(23, 'Inserted Successfully in PLAYER\'S POSITION Table', '2018-12-09 08:12:18'),
(24, 'Inserted Successfully in PLAYER SALARY Table', '2018-12-09 08:12:29'),
(25, 'Inserted Successfully in PLAYER CLUB\'S Table', '2018-12-09 08:14:08'),
(26, 'Inserted Successfully in PLAYER\'S POSITION Table', '2018-12-09 08:26:45'),
(27, 'Inserted Successfully in PLAYER STATS Table', '2018-12-09 10:18:30'),
(28, 'Inserted Successfully in PERSONAL DETAILS Table', '2018-12-09 15:15:06'),
(29, 'Inserted Successfully in PERSONAL DETAILS Table', '2018-12-09 15:21:05');
```

CONCLUSION

This project is developed to nurture the needs of a user/scouting agent to monitor players and inspect their technicalities from every aspect on a football field. This is a computerized version of player management system which will benefit the players as well as the staff of a club.

In this entire process one can search player details, add new skilled players, Update ratings and view all the player statistics. The software takes care data and carefully stores all the player information. It provides security and encapsulation by the use of stored procedures.

BIBLIOGRAPHY

The content for the report has been taken from the following sources.

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