
SPORTS REGISTRATION FORM

INTRODUCTION:

Sports Registration form is meant for gathering the information of the contestants participating in the conducting sports event. Also, to reduce the work for the contestants and to the event organizer to make someone to sit in the registration desk to fill the forms or to help the contestants. Simply to say to reduce the manpower in the registration process.

Aim / Objective:

To create an application for students to register for the sports they're interested in to participate without any extra paperwork. In making this possible by using GUI. Events included: Basketball, Volleyball, Badminton, Tennis, Table tennis. Each game can have single or double participation if available.

Technologies used:

Software Requirements:

The major software requirements of the project are as follows: Language Java.

Operating system: Windows Xp or later.

Java and NetBeans IDE.

Assumptions taken:

If you're the manager or organizer of the football, basketball or cricket and other sports events, you can simply collect personal, contact details, fee payments, parent signatures and formalities online through Sports Registration Forms. To start registering players for your team, to match your sport, available for players to participate, and watch the submissions roll in. All responses are securely stored and easily accessible on any device by the user.

Details handled:

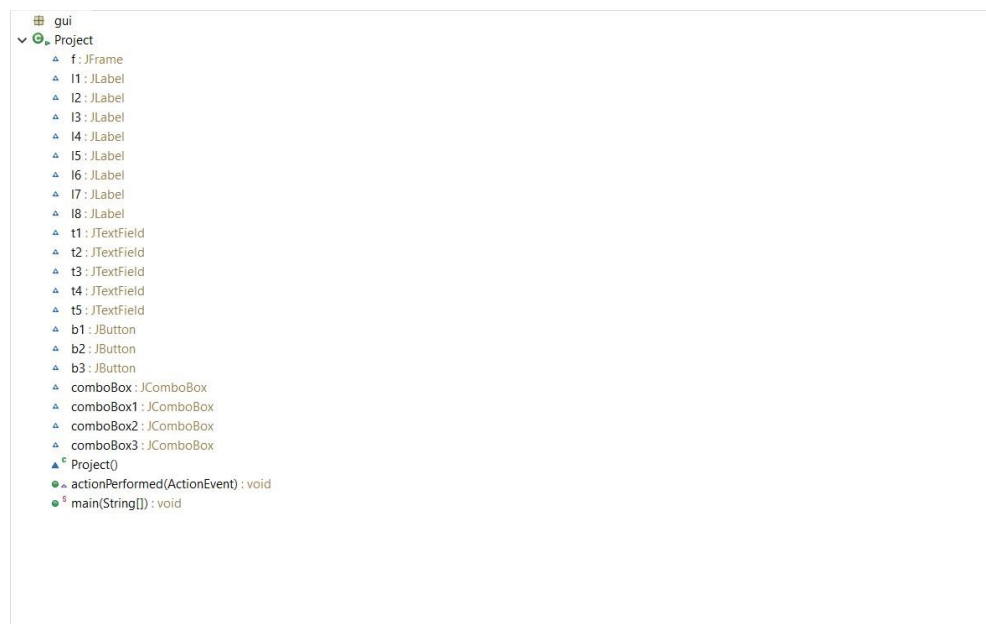
1. **Information:** Form collects personal details like name, age, address, and requirements necessary for the eligibility to participate.
2. **Responses:** An online form is additional convenient for anyone; therefore you'll get additional participations.
3. **Organized:** Going paperless, keeping player data in one place and searchable so you can easily find what you're looking for.
4. **Engagement:** Attract attention to your sports registration form by this user-friendly application.
5. **Money** Get those fees in on time by permitting users to pay participation fees (for few sports if for T-Shirts and safety purposes if needed).

Sample scenarios:

The complete sports management and registration system form that is gui built, spends a lot less time on paperwork, so you can spend more time on the selecting your favorite sport. Running your sports club or association shouldn't be a full-time job.

Who can use this application in real life: Our online sports registration application helps many sports organizers automate their administrative work and manage their players. The advantage of this application is to reduce the paperwork for participants and to reduce the burden of man power in the registration process.

CLASS DIAGRAM:



IMPLEMENTATION :

PROJECT CODE:

```
package gui;

import javax.swing.*.*;

import java.awt.*.*;

import java.awt.event.*;

import javax.swing.JOptionPane;

public class Project implements ActionListener

{

    JFrame f;

    JLabel l1,l2,l3,l4,l5,l6,l7,l8;

    JTextField t1,t2,t3,t4,t5;

    JButton b1,b2,b3;

    JComboBox comboBox, comboBox1, comboBox2, comboBox3;

    Project(){

        f=new JFrame ("SPORTS REGISTRATION");

        l1 = new JLabel("PLAYER FIRST NAME");

        l2 = new JLabel("PLAYER SECOND NAME");

        l3 =new JLabel("ENTER YOUR AGE");

        l4 =new JLabel("ENTER YOUR SPORT");

        l5 = new JLabel("ENTER YOUR YOUR GENDER");

        l6 = new JLabel("HAVE YOU PLAYED ANY SPORTS
TOURNAMENT BEFORE");

        l7 = new JLabel("SELECT YOUR TEAM TO JOIN");

        l8 = new JLabel("ENTER CONTACT DETAILS");
```

```
t1 = new JTextField(20);

t2 = new JTextField(20);

t3 = new JTextField(2);

t4 = new JTextField(20);

t5 = new JTextField(20);

b1= new JButton("SUBMIT");

comboBox = new JComboBox();

comboBox1 = new JComboBox();

comboBox2= new JComboBox();

comboBox3 = new JComboBox();

f.setBounds(500, 300, 850, 300);

comboBox.setModel(new DefaultComboBoxModel(new
String[]{"Basketball","Volleyball","Badminton" ,"Cricket","Table
Tennis","Karate"}));

comboBox1.setModel(new DefaultComboBoxModel(new
String[]{"MALE","FEMALE","OTHER"}));

comboBox2.setModel(new DefaultComboBoxModel(new String[]
{"YES","NO"}));

comboBox3.setModel(new DefaultComboBoxModel(new String[]
{"TEAM A (RED)","TEAM B (BLUE)","TEAM C (YELLOW)","TEAM D
(PURPLE)}));

f.add(l1);

f.add(t1);

f.add(l2);

f.add(t2);

f.add(l3);

f.add(t3);
```

```

        f.add(l4);

        f.add(comboBox);

        f.add(l5);

        f.add(comboBox1);

        f.add(l6);

        f.add(comboBox2);

        f.add(l7);

        f.add(comboBox3);

        f.add(l8);

        f.add(t4);

        f.add(b1);

        f.setLayout(new FlowLayout());

        f.setVisible(true);

        b1.addActionListener(this);
    }

    public void actionPerformed(ActionEvent e)
    {
        int c = 0;

        if ((!t1.getText().matches(".*[^a-z].*"))||((!t1.getText().matches(".*[^A-Z].*"))));

        else

            { JOptionPane.showMessageDialog(null,"ENTER THE VALID FIRST NAME");

                c++;

            }
    }

```

```

        if ((!t1.getText().matches(".*^[a-z].*"))||(!t1.getText().matches(".*^[A-Z].*"))));

        else

            { JOptionPane.showMessageDialog(null,"ENTER THE VALID
SECOND NAME");

                c++;

            }

            if(Integer.parseInt(t2.getText())>=18);

            else { JOptionPane.showMessageDialog(null,"ENTER VALID
AGE");

                c++;

            }

            if(c==0) {

                if(e.getSource() == b1)

                    {

                        System.out.println("The first name is : " +
t1.getText());

                        System.out.println("Thesecond name is : " +
t2.getText());

                        System.out.println("The age is : "+t2.getText());

                        System.out.println(" THANKS FOR THE
REGISTRATION \nHAVE A GREAT DAY:");

                    }

```

```

    }

}

public static void main(String args[]) {

    new Project();

}

}

```

OUTPUT:



The screenshot shows a Java Swing window titled "SPORTS REGISTRATION". The form contains the following fields and controls:

- PLAYER FIRST NAME:** An empty text input field.
- PLAYER SECOND NAME:** An empty text input field.
- ENTER YOUR AGE:** An empty text input field.
- ENTER YOUR SPORT:** A dropdown menu with "Basketball" selected.
- ENTER YOUR YOUR GENDER:** A dropdown menu with "MALE" selected.
- HAVE YOU PLAYED ANY SPORTS TOURNAMENT BEFORE:** A dropdown menu with "YES" selected.
- SELECT YOUR TEAM TO JOIN:** A dropdown menu with "TEAM A (RED)" selected.
- ENTER CONTACT DETAILS:** An empty text input field.
- SUBMIT:** A blue button.

TEST CASES:

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The screenshot shows the same "SPORTS REGISTRATION" window, but with the following test data entered:

- PLAYER FIRST NAME:** HARI
- PLAYER SECOND NAME:** TEJA
- ENTER YOUR AGE:** 18
- ENTER YOUR SPORT:** Volleyball
- ENTER YOUR YOUR GENDER:** MALE
- HAVE YOU PLAYED ANY SPORTS TOURNAMENT BEFORE:** NO
- SELECT YOUR TEAM TO JOIN:** TEAM B (BLUE)
- ENTER CONTACT DETAILS:** 9030546781
- SUBMIT:** A blue button.

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SPORTS REGISTRATION

PLAYER FIRST NAME PLAYER SECOND NAME ENTER YOUR AGE

ENTER YOUR SPORT ENTER YOUR YOUR GENDER

HAVE YOU PLAYED ANY SPORTS TOURNAMENT BEFORE SELECT YOUR TEAM TO JOIN

ENTER CONTACT DETAILS

- The user input given is not eligible for the registration so it gives a message.

