**Modules to be done for the admin.(each academy have their own server)**

1. Add the coach (done)

<http://stage1.optipacetech.com/badminton/varun/admin/add_coach.php>

* 1. Coach: Name of the coach. (master table) and CoachID.
  2. Level: checkbox of levels for which he teaches.
  3. Submit: button to add the above-entered values to the server.

2. Add the academy(done but dropdown doesnt work (admin.php))

<http://stage1.optipacetech.com/badminton/varun/admin/Admin.php>

**Using** [**https://indian-cities-api-nocbegfhqg.now.sh/cities**](https://indian-cities-api-nocbegfhqg.now.sh/cities)**API, fetch state and city name and store it in a server database with table name LOCATIONS. It is a one time activity.**

1. State: label containing the text box, it should auto-fill the state name when the admin types the state name,which comes from the server database.
2. City: label containing the text box, it should auto-fill the cities of the state selected above.
3. Area/place: text box, for an admin to type.
4. Institute Name: Text box.
5. Coach: Name of the coach. (master table) and ID.(dropdown)
6. Level: checkbox of levels for which he teaches.
7. submit: button to add the above-entered values to the server.

Ultimate result: insert into coach.

3. Add player(mapping the coach ) (name-plyer.php)

<http://stage1.optipacetech.com/badminton/varun/admin/plyer.php>---no (coachId and level)

<http://stage1.optipacetech.com/badminton/varun/admin/player.php> (player name and academy)

1. Academy: drop-down to select the academy.(city, location, name) (picked from academy table)
2. Player Info: Player names are listed.
3. Coach Info: list of coach names and their ID for the selected academy.
4. Level: Level of a player.
5. Submit button, on click of it, should store the details on to the database.

Ultimate result: name of all the player for the selected academy.

overruled

4. 3.modified: Add Player.

1. Coach(coachId)\*: a drop-down of coach Id with text area, auto fill
2. Academy: drpdown fot the academy for selected coach
3. Level: Level of a player.
4. Submit button, on click of it, should store the details on to the database.