

Premier League Teams Statistics of 2016/17

Project Member:

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Objective:

1. To understand the concept and utilization of database management system.
2. To develop a database regarding the game statistics of Premier League teams

System Design:

1. Programming Language: Java
2. Database Management System: MySQL

Structures and Tables composing the database:

1. Goals related Statistics by Teams
2. Goals related Statistics by Players
3. Assists related Statistics by Players
4. Attacking Output by Players
5. Fouls Statistics by Team
6. Fouls Statistics by Players
7. Points Statistics by Teams at Home Ground
8. Point Statistics by Teams at Away Ground
9. Transfers Activity by Teams
10. Transfer Activity by Player
11. Passing Statistics by Teams
12. Passing Statistics by Players
13. Set Pieces Statistics by Teams
14. Shots Statistics by Teams
15. Revenues Statistics by Teams
16. Defensive Statistics by Teams
17. Defensive Statistics by Players
18. Standings Table

Schemes:

The application will have a general view interface, where user will able to only view the available data.