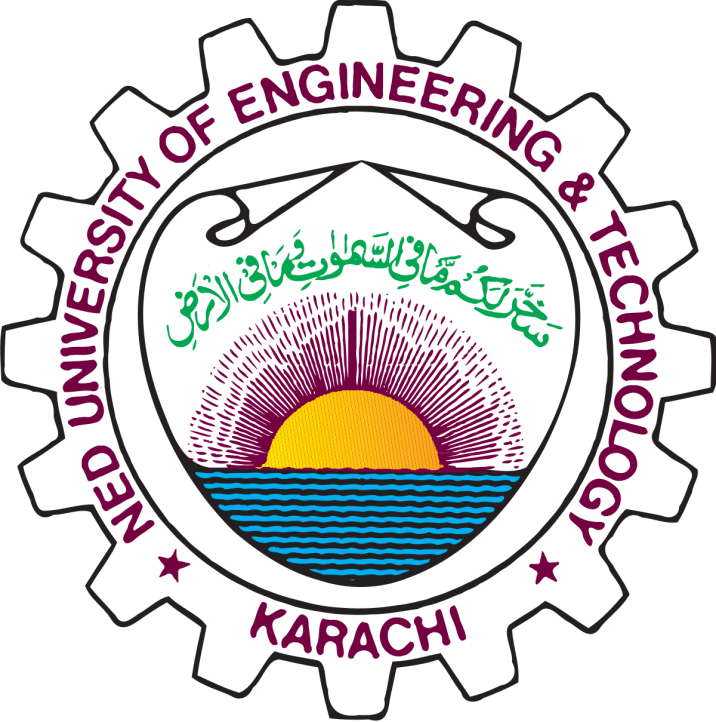
**PSL PAKISTAN SUPER LEAGUE MANAGEMENT** **SYSTEM**



**PROJECT PROGRESS REPORT**

GROUP MEMBERS:

1)Muhammad Bilal Zubairi Cs-21091

2)Muhammad Faizan Cs-21070

3)Muhammad Salman Cs-21099

**ABSTRACT**

The project will require developing a database to store data about teams, players, match timings and names of diffirent grounds where two diffirent teams will play against each other.The categorization of diffirent entities like pitch report, commentary,umpiring will help in finely managing the diffirent operations of cricket ground. The next essential feature is to contruct an application for managing diffirent operations including scheduling of matches, standing of teams,stats of diffirent players and seating arrangement of crowd. Umpiring, scoreboard of batting and bowling and drafting of players. Moreover, it will also provide quick search facility to retrieve player information, team information, match timings and ground managing staff in the ground.

**REQUIREMENT FORMULATION AND ANALYSIS**

**(DATABASE DESIGNING)**

This application is related to the database of different teams,players information of HBL PSL 6 edition.This database will give be applicable in searching player information and retrieving their stats and category.In the database each player will be having player id and player name and the data of different teams played in this mega event for example each player will be playing for a particular team and the team will be having a team id and team name and the database will also contain the information about the match schedule because every team will play a match with their opponents so each match have unique attributes like match id and date and the match toss will be decided by umpires so every umpires will have an umpire id and umpire name. This will facitilates in searching each data of every players in read only mode for the user. Only the database administrator will have the access to edit the information about players,match schedules or managing staff of the ground we can further also add more previous HBL PSL edition database about cricketers and match schedules in future for the advancement of the database and applications.

Moreover each player information will be obtained by just searching player name all their stats will be displayed.Database also maintains the category of each of the team players and retrieving umpires information of the matches and team standings.Every match will be played in the stadium so the database will also maintains the information regarding in which stadium the match is played. Every stadium will have a stadium Id and stadium name. In the database each stadium information will also contain the pitch report of the stadium and also stores the location of the stadium and its capacity. scheduling of matches, standing of teams,stats of diffirent players and seating arrangement of crowd. Umpiring, scoreboard of batting and bowling and drafting of players. Moreover, it will also provide quick search facility to retrieve player information, team information, match timings and ground managing staff in the ground.

System Requirements

1)Queries regarding player information searching will run efficiently in database.

2)Only the database administrator will have the access to edit the database. The user will only be allowed to read or search the information regarding teams,players.

**ER DIAGRAM**

Stadium

Is played in

Umpire

Match

Has a

Team

PLAYER

Decided by

Plays for

TABLE DERIVED FROM ER DIAGRAM

1)Team(ID,Name,Location,Owner,coach,captain,performance)

2)Players(ID,Name,DOB,Role,Style,Height,team\_id,Nationality,Performance,category)

3)stadium(st\_ID,st\_Name,st\_pitch\_report,st\_location,st\_capacity)

4)Match(ID,Matchtimings,toss,commentator,Match\_date,umpire\_id,score,stats,st\_id,match\_between,match\_number)

5)Umpire(umpire\_id,umpire\_name,nationality,experience)

**NORMALIZATION**

**1NF**

Player­\_ID,Team\_ID,Match\_ID,Stadium­\_ID,Umpire\_ID🡪player\_Name,height,Role,Style,Nationality\_P,category,D.O.B\_P,Age\_P,Performance\_P,team\_Name,owner,coach,team\_loc,captain,performance-t,Match\_date,Match\_Time,teamId,Team-2,commentator,toss-winner,choose\_to target,stats,stadium\_name,stadium\_location,Pitch\_Report,stadium\_capacity,Umpire\_Name,D.O.B-u,Age-u,years of experience,Nationality-u

Player\_ID🡪player\_name,heightrole,style,Nationality-P,category,D.O.B-p,Age-p,performance-p

Team\_ID🡪team\_name,owner,coach,team-loc,captain,performance-t

Match\_ID🡪Match\_Date,Match\_Time,team 1,team 2,commentator,toss-winner

UmpireID🡪Umpire\_Name,D.O.B-U,Age-U,years of experience

**2NF**

FD1:Player­\_ID,Team\_ID,Match\_ID,Stadium­\_ID,Umpire\_ID🡪player\_Name,height,Role,Style,Nationality\_P,category,D.O.B\_P,Age\_P,Performance\_P,team\_Name,owner,coach,team\_loc,captain,performance-t,Match\_date,Match\_Time,teamId,Team-2,commentator,toss-winner,choose\_to target,stats,stadium\_name,stadium\_location,Pitch\_Report,stadium\_capacity,Umpire\_Name,D.O.B-u,Age-u,years of experience,Nationality-u

FD2:Player\_ID🡪player\_name,heightrole,style,Nationality-P,category,D.O.B-p,Age-p,performance-p

FD3:Team\_ID🡪team\_name,owner,coach,team-loc,captain,performance-t

FD4:Match\_ID🡪Match\_Date,Match\_Time,team 1,team 2,commentator,toss-winner

FD5:Umpire\_ID🡪Umpire\_Name,D.O.B-U,Age-U,years of experience

**3NF**

Player\_ID🡪Performance\_P,Age\_P,D.O.B\_P,category,nationality\_P,style,role,height,player\_Name

Team\_ID🡪performance\_t,captain,team\_loc,coach,owner,team\_Name

Match\_ID🡪toss\_winner,commentator,Team\_2,team\_1,Match\_Time,Match\_Date

Umpire\_ID🡪nationality\_u,yearsofexperience,Age\_u,D.O.B\_u,Umpire\_Name

SQL STATEMENT FOR THE PROJECT

CREATE TABLE psl.stadium(

Stadium\_id INT NOT NULL UNSIGNED AUTO\_INCREMENT,

Stadium\_Name VARCHAR(100) NOT NULL,

Location VARCHAR(100) NOT NULL,

Pitch\_condition VARCHAR(100) NOT NULL,

Capacity INT UNSIGNED NOT NULL,

PRIMARY KEY(stadium\_id));

CREATE TABLE psl.team (

Team\_id INT NOT NULL UNSIGNED AUTO\_INCREMENT,

Team\_Name VARCHAR(150) NOT NULL,

Location VARCHAR(100) NOT NULL,

Owner VARCHAR(100) NOT NULL,

Coach VARCHAR(100) NOT NULL,

Captain VARCHAR(100) NOT NULL,

PRIMARY KEY(team\_id));

CREATE TABLE psl.umpire(

Umpire\_ID INT NOT NULL UNSIGNED AUTO\_INCREMENT,

D.O.B DATE NOT NULL,

Umpire\_name VARCHAR(150) NOT NULL,

Nationality VARCHAR(150) NOT NULL,

Years\_of\_experience INT NOT NULL,

PRIMARY KEY(Umpire\_id));

CREATE TABLES psl.players(

Player\_id INT NOT NULL UNSIGNED AUTO\_INCREMENT,

Player\_name VARCHAR(250) NOT NULL,

D.O.B DATE NOT NULL,

Height INT NOT NULL UNSIGNED,

Role VARCHAR(50) NOT NULL,

Style VARCHAR(50) NOT NULL,

Nationality VARCHAR(80) NOT NULL,

Performance VARCHAR(80) NOT NULL,

Team\_id INT NOT NULL,

PRIMARY KEY(player\_id));

CREATE TABLE psl.match(

Match\_id INT NOT NULL UNSIGNED AUTO\_INCREMENT,

Match\_date DATE NOT NULL,

Match\_time TIME NOT NULL,

Team\_1\_id INT NOT NULL,

Team\_2\_id INT NOT NULL,

Toss\_winner INT NOT NULL,

Choose\_to VARCHAR(5) NOT NULL,

Score INT NOT NULL,

Stats VARCHAR(255) NOT NULL,

Match\_Winner INT NOT NULL,

Commentator VARCHAR(100) NOT NULL,

Umpire\_No INT NOT NULL,

Umpire\_id INT NOT NULL,

Stadium\_id INT NOT NULL,

PRIMARY KEY(match\_Id));