

CRICKET LIVE SCORE MANAGEMENT SYSTEM

A project work submitted to VHNSN College (Autonomous)

In partial fulfillment for the award of the
Degree of Bachelor of Computer Applications

Project work undertaken at
MCA Computer Centre,
Department of Computer Applications,
VHNSN College (Autonomous),

A PROJECT REPORT

Submitted by

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Department of Computer Applications

Virudhunagar Hindu Nadar's Senthikumara Nadar College

(An Autonomous Institution, Affiliated to Madurai Kamaraj University)

(Accredited with 'A' Grade Status by NAAC)

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V.H.N. SENTHIKUMARA NADAR COLLEGE(AUTONOMOUS)

VIRUDHUNAGAR

ACCREDITED WITH 'A' GRADE By NAAC

Department of Computer Applications

Certificate

This is to certify that the project work entitled **CRICKET LIVE SCORE MANAGEMENT SYSTEM** is submitted by **G. DINESH**, Reg.No.**20SUCA023** at Department of computer Applications in partial fulfillment of the requirements for award of **Bachelor of Computer Applications** degree by the Madurai Kamaraj University during the academic year 2020-2023. The Project represents the independent work done by the candidate under my guidance.

Internal Guide

Head of the Department

Submitted for the Viva-Voce Examination held on 13.04.2023 at V.H.N.Senthikumara Nadar College (Autonomous), Virudhunagar.

Internal Examiner

External Examiner

DECLARATION

I hereby declare that the project work entitled **CRICKET LIVE SCORE MANAGEMENT SYSTEM** submitted to Virudhunagar Hindu Nadar's Senthikumara Nadar College (Autonomous), Virudhunagar. This project work has not formed the basis for any Degree or similar title to any candidate in any university.

Place: Virudhunagar

Date:

Signature

[DINESH G]

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TABLE OF CONTENTS

CHAPTER NO	TITLE	PAGE NO
	ABSTRACT	1
1. INTRODUCTION		
1.1. Problem Definition		3
1.2. Modules		4
2. SYSTEM ANALYSIS		
2.1. Existing System		6
2.2. Proposed System		6
3. SYSTEM SPECIFICATION		
3.1. Hardware Requirements		8
3.2. Software Requirements		8
4. SOFTWARE DESCRIPTION		
4.1. Front End		
4.1.1. PHP		10
4.1.2. CSS		10
4.2. Back End		
4.2.1. My SQL		11
5. SYSTEM DESIGN		
5.1. Module Diagram		13
5.2. Data Flow Diagram		14
5.3. Database Tables		15
6. PROJECT DESCRIPTION		
6.1. Overview of the Project		19
6.2. Module Description		19
6.3. Implementation of the Project		20
7. SYSTEM IMPLEMENTATIONS		
7.1. Post Implementation Review		22
7.2. Software Maintenance		22

8. TESTING

8.1. Test Case Reports	24
------------------------	----

9. PERFORMANCE

9.1. Introduction	26
-------------------	----

10.FUTURE ENHANCEMENTS

APPENDIX

Sample Coding	28
---------------	----

Screen Design	47
---------------	----

Bibliography	59
--------------	----

ABSTRACT

Cricket Score Management System is about showing live scores of the cricket match online mode. People may view the live scores at their working place through online mode. The proposed system “Cricket Score Management System” has an Admin who constantly updated the scores. The system also provides a timetable of all the matches that would be going to be held for users to know in prior about the matches.

INTRODUCTION

1. INTRODUCTION

1.1. PROBLEM DEFINITION

Cricket is a popular sport played and followed by millions of fans worldwide. Fans rely on live score updates to stay informed about the ongoing matches and to track their favorite teams and players. The traditional method of live score updates through scoreboards or television broadcasts is limited in its coverage and accessibility. With the increasing popularity of mobile devices and internet connectivity, there is a growing demand for real-time score updates that can be accessed from anywhere, anytime.

PROBLEM STATEMENT:

The lack of an efficient and reliable system for providing real-time cricket score updates to fans is causing inconvenience and frustration to cricket enthusiasts worldwide.

OBJECTIVES:

- To develop a web-based platform that provides real-time live score updates for cricket matches.
- To ensure the platform is accessible from any device with an internet connection.
- To provide fans with comprehensive match statistics and analysis.
- To enable users to set up customized alerts for their favorite teams and players.

SCOPE:

The project will cover the development of a web-based platform for live score updates of cricket matches. The platform will be accessible from desktops, laptops, tablets, and mobile devices. The platform will provide live score updates, match statistics, and analysis for all major cricket leagues and tournaments worldwide.

CONCLUSION:

The cricket live score management project aims to develop a user-friendly and reliable platform that provides real-time cricket score updates and comprehensive match statistics to fans worldwide. The platform will be accessible from any device with an internet connection and will enable users to set up customized alerts for their favorite teams and players. The successful completion of this project will result in a valuable resource for cricket enthusiasts, enhancing their experience of the sport and increasing engagement with the cricket community.

1.2. MODULES

➤ User:

- Home
- Matches
- Points Table
- News
- Contact Us
- Login

➤ Admin:

- Home
- Creation
 - Tournament
 - Team
 - Player
- Manage
 - Tournament
 - Team
 - Player
- Fixtures
- Result
- News

SYSTEM ANALYSIS

2. SYSTEM ANALYSIS

2.1. EXISTING SYSTEM

In existing system, Cricket Scores displayed on Board during cricket matches, watched through on the television. Most matches are not scheduled on holidays and this will allow people access to the match regardless of their location. Some sites do exist that display text commentary but they are very impersonal.

2.2. PROPOSED SYSTEM

In proposed system titled “Cricket Live Score Management System will be designed to needs of cricket clubs, leagues, and tournaments. The system will allow users to record scores for different matches, view statistics, and generate reports. The system will have two types of users: administrators and regular users.

The administrators will have access to all the functionalities of the system, including adding/editing matches, teams, and players, while regular users will only be able to view scores and statistics.”

Advantages:

- The user can view the scores from anywhere through internet.
- Users can keep themselves updated about matches.
- The system is flexible to use and is cost-effective.

Disadvantages:

- Internet connection is requisite for this system.
- One cannot view live match if wishes.

SYSTEM SPECIFICATION

3. SYSTEM SPECIFICATION

3.1. HARDWARE REQUIREMENTS

Speed	:	2.80 GHZ
Hard Disk	:	512 GB
Monitor	:	15.6 inch
Mouse	:	Mouse-KM3322W
RAM	:	8GB
Processor	:	11th Gen Intel(R) Core (TM) i3-1115G4 @ 3.00GHz

3.2. SOFTWARE REQUIREMENTS

Operating system	:	Windows 7
Front End	:	PHP, HTML, CSS
Back End	:	MySQL

SOFTWARE DESCRIPTION

4. SOFTWARE DESCRIPTION

4.1. FRONT END

4.1.1. PHP

PHP (Hypertext Pre-processor) is a popular server-side programming language that is designed for web development. It was originally created in 1994 by Rasmus Lerdorf as a set of Common Gateway Interface (CGI) scripts to track visitors to his personal website. Over time, it has evolved into a powerful scripting language that is widely used to create dynamic web pages and web applications.

PHP is an open-source language, which means that it is free to use and is distributed under the PHP license. It can run on various operating systems, including Windows, macOS, and Linux. It is a server-side scripting language, which means that the code is executed on the server and not on the client-side.

One of the key features of PHP is its database integration capabilities. It can be used to interact with various databases such as MySQL, Oracle, and PostgreSQL. PHP also has a large and active community of developers who contribute to its development and provide support.

PHP supports Object-Oriented Programming (OOP), which allows developers to write modular and reusable code. This makes it easier to maintain and update the codebase over time. PHP also has various security features such as built-in functions to protect against SQL injection and cross-site scripting (XSS) attacks.

PHP is highly scalable, which means it can handle a large number of requests and can be used to build large web applications. It is also extensible, which means it can be extended using various libraries and frameworks such as Laravel, Symfony, and CodeIgniter, which can help to improve the development process and enhance the functionality of the application.

Overall, PHP is a powerful and versatile programming language that is widely used in web development. It has a relatively simple syntax, making it easy to learn for beginners, while also providing advanced features for experienced developers.

4.1.2. CSS

Cascading Style Sheets (**CSS**) is a style sheet language used for describing the presentation of a document written in a markup language.

- CSS stands for Cascading Style Sheets.

- CSS describe how HTML elements are to be displayed on Screen, paper, or in other media.
- CSS saves a lot of work. It can control the layout of multiple Web pages all at once.
- External style sheets are stored in CSS files.

4.2. BACK END

4.2.1. My SQL

MySQL pronounced either “My-S-Q-L” or “My Sequel” is an open-source relation database management system. It is based on the structure Query language (SQL), which is used for adding, removing, and modifying Information in the database. Standard SQL commands, such as ADD, DROP, INSERT and UPDATE can be used with MySQL.

MySQL can be used for a variety of applications, but is most commonly found on web server. A website that uses MySQL may include Web pages that access information from a database. These pages are often Referred to as “dynamic” meaning the content of each page is generated from database as the page loads.

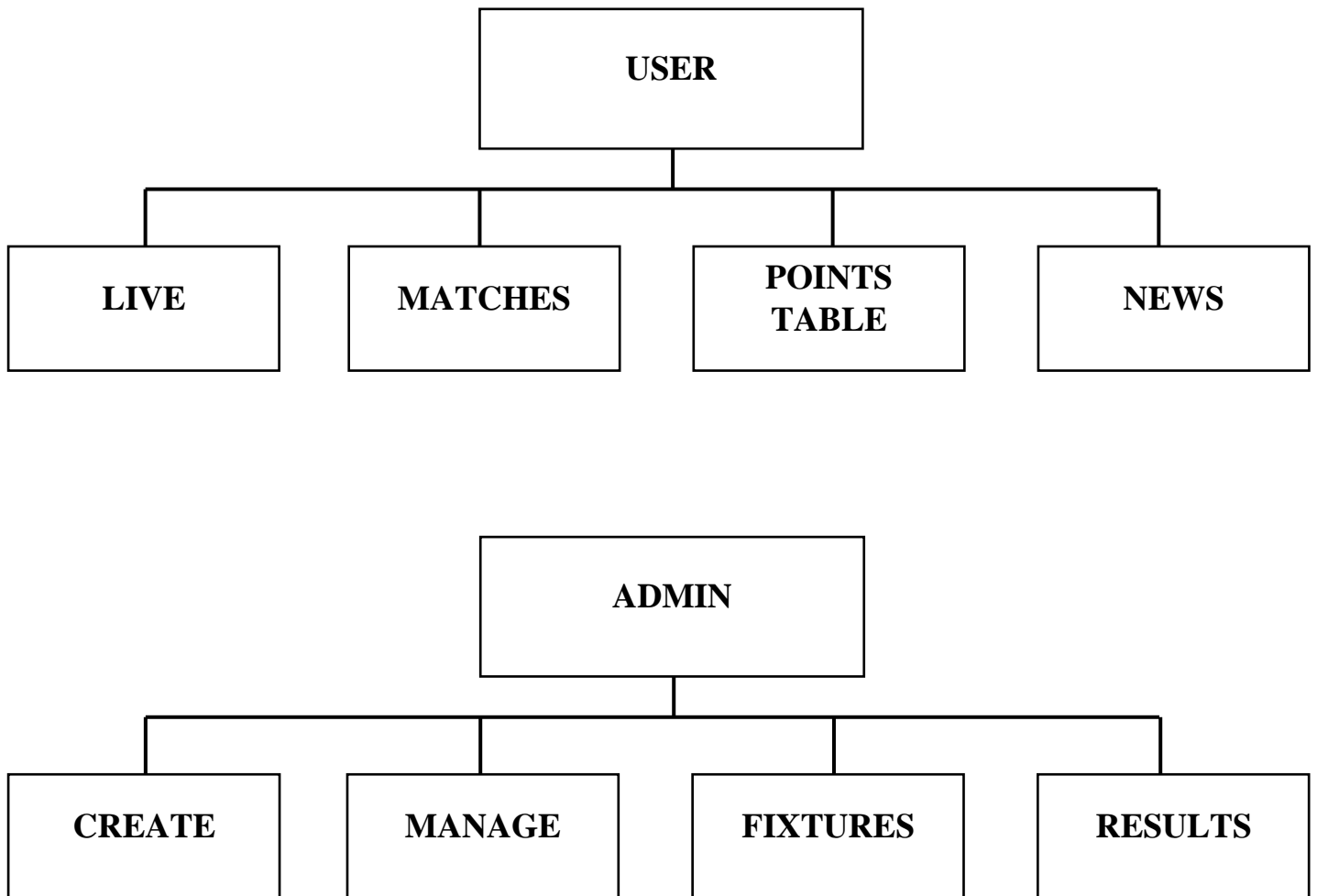
MySQL FEATURES:

- MySQL are very fast and much reliable for any type of Application.
- MySQL command line tool is very powerful and be used to run SQL queries against database.
- It is allowing change to structure of table while server is running.
- MySQL code is tested with different compilers.
- Cross-platform support.

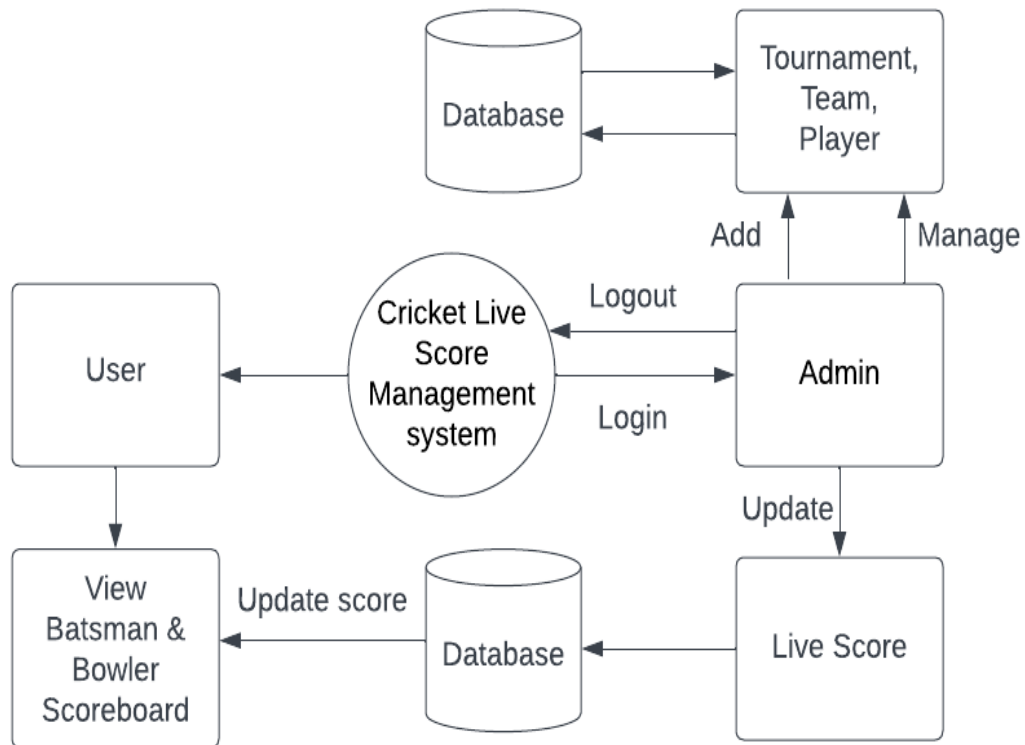
SYSTEM DESIGN

5. SYSTEM DESIGN

5.1. MODULE DIAGRAM



5.2. DATA FLOW DIAGRAM



5.3. DATABASE TABLE

A database is a separate application that stores a collection of data. Each database has one or more, distinct.

TOURNAMENT

Column	Type	Null	Default
Sno	int(11)	No	
tournament_id	varchar(255)	No	
tournament_name	varchar(255)	No	
start_date	Date	No	
Status	int(11)	No	

TEAM

Column	Type	Null	Default
Sno	int(11)	No	
tournament_id	varchar(255)	No	
team_id	varchar(255)	No	
team_name	varchar(255)	No	
short_name	varchar(255)	No	
Status	int(11)	No	

PLAYER

Column	Type	Null	Default
Sno	int(11)	No	
team_id	varchar(255)	No	
player_id	varchar(255)	No	
player_name	varchar(255)	No	
Role	varchar(255)	No	
Status	int(255)	No	

SCHEDULE

Column	Type	Null	Default
Sno	int(11)	No	
match_id	varchar(255)	No	
Tournament	varchar(255)	No	
team1	varchar(255)	No	
team2	varchar(255)	No	
Location	varchar(255)	No	
date&time	Datetime	No	
Status	int(11)	No	

LIVE

Column	Type	Null	Default
Sno	int(11)	No	
match_id	varchar(255)	No	
team_id	varchar(255)	No	
Innings	tinyint(4)	No	
Overs	decimal(4,1)	No	
Striker	varchar(255)	No	
Extras	smallint(6)	No	
Total	smallint(6)	No	
Wicket	tinyint(4)	No	
run_rate	decimal(5,2)	No	
req_run_rate	decimal(5,2)	No	
Status	int(11)	No	

ADMIN

Column	Type	Null	Default
Sno	int(11)	No	
Id	varchar(255)	No	
Username	varchar(255)	No	
Password	varchar(255)	No	

PROJECT DESCRIPTION

6. PROJECT DESCRIPTION

6.1. OVERVIEW OF THE PROJECT

The Cricket Score Management System is a web-based application designed to automate the process of recording, managing, and displaying cricket scores. The system will allow users to record scores for different matches, view statistics, and generate reports.

The system will be developed using PHP as the backend programming language and MySQL as the database management system. The system will have two types of users: administrators and regular users. Administrators will have access to all the functionalities of the system, including adding/editing matches, teams, and players, while regular users will only be able to view scores and statistics.

6.2. MODULE DESCRIPTION

6.2.1. User

- **View Batsman Score Board** - User can view the Batsman Score Board.
- **View Bowler Score Board** - User can view the Bowler Score Board.
- **View Scheduled Matches** - User can view scheduled date and time of the matches.
- **View Points Table** - User can view the team points in the tournament.
- **View News** - User can view the latest news about cricket.

6.2.2. Admin

- **Create Tournament** - Admin will create a tournament.
- **Create Team** - Admin will create a team of the match.
 - **Team A** - Team A will be the one set of players.
 - **Team B** - Team B will be the opponent of the team A.
- **Create Players** - Admin will create the players in the system.
 - **Assign Role - Bowler, Batsman, Bat & Wk, Allrounder** - The players role will be assigned by the admin as Bowler, Batsman, Bat & Wk, Allrounder.
- **Create Match** - Admin will create the matches in the tournament.

- **No. of Overs** - Admin can enter the no. of overs for the particular match.
- **Location** - Admin will enter the location of the match.
- **Date & Time** - Admin will enter the Date & Time Details of the match.
- **Toss Results** - Admin will update the Toss Results.
 - **Who will won the toss & elected to Bat or Bowl First** - The toss winners and their toss option also be updated.
- **Update Live Score** - Admin will update the live scores of the match.
 - **Strike Batsman - Non-Striker Batsman** - Admin will list the Batsman Order.
 - **Total Runs - Total Balls - 6s - 4s - Strike rate** - Batsman Scorecards will be updated.
 - **Bowler**
 - **Total overs - Maiden - Run - Wicket - ER** - Bowlers Performance will be updated.
 - **Update Ball by ball runs** - Admin will update score for every ball.
 - **Update** - Admin will do regular update on the website.
 - **No Ball, Wicket** - All extras and changes will be updated.
 - **System will add extra without counting batsman and bowler ball count** - Extras will be updated in the team score but not for the particular player.
- **Update News** - Admin will update the latest news of the match.

6.3. IMPLEMENTATION OF THE PROJECT

The admin will login using his username and password. If his username and password are correct, then website redirects the administrator dashboard. Administrator will have the all rights of the system, including adding/editing matches, teams, tournaments and players, while regular users will only be able to view scores and statistics.

SYSTEM IMPLEMENTATION

7. SYSTEM IMPLEMENTATION

Implementation means converting new system design into operation. Thus, the process of implementing the developed system to actual use is called as System Implementation. In this user training is essential for minimizing resistance to change and giving the new system a chance to prove its worth.

Implementation has two other aspects as state below:

- Post Implementation Review.
- Software Maintenance.

7.1. POST IMPLEMENTATION REVIEW

It is a formal process to determine how well the system is working, how it has been accepted and whether adjustments are needed. It is also important to gather information for the maintenance of the system. A Post implementation's review measures the system's performance against predefined requirements.

7.2. SOFTWARE MAINTENANCE

Maintenance is the enigma of system development. maintenance is not as rewarding or exciting as developing systems. It is perceived as requiring neither skill nor experience. Users are not fully cognizant of the maintenance problem or its high cost. Few tools and techniques are available for maintenance.

TESTING

8. TESTING

8.1. TEST CASE REPORTS

Testing is a series of different tests that whose primary purpose is to fully exercise the computer-based system. Although each test has a different purpose, all work should verify that all system element has been properly integrated and performed allocated function. Testing is the process of checking whether the developed system works according to the actual requirement and objective of the system.

Types of Testing:

- Unit Testing
- Validation Testing
- Output Testing

8.1.1. UNIT TESTING

All modules were tested and individually as soon as they were completed and were checked for their correct functionality.

8.1.2. VALIDATION TESTING

At the culmination of the black box testing software is completely assembled as a package. Interface errors have been uncovered and corrected and a final series of test. Validation succeeds when the software function in a manner that can be reasonably accepted by the Customer.

8.1.3. OUTPUT TESTING

After performing the validation testing the next step is output testing of the proposed system. Since the system cannot be useful if it does not produce the required output. Asking the user about the format in which the system is required tests the output displayed or generated by the system under consideration.

PERFORMANCE

9. PERFORMANCE

9.1. INTRODUCTION

Although I have put my best efforts to make the software flexible, easy to operate but limitations cannot be ruled by me. Through the software presents a broad range of options to its users some intricate option could not be covered into, partly because of logistic and partly due to lack of sophistication. Paucity of time was also major constraint; thus, it was not possible to make the software reliable and dynamic. Lack of time also compelled me to ignore some parts.

FUTURE ENHANCEMENT

APPENDIX

SAMPLE CODING

index.php

```
<!DOCTYPE html>

<html lang="en">


<head>

    <meta charset="UTF-8">

    <meta http-equiv="X-UA-Compatible" content="IE=edge">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>Go Score - Live Cricket Score</title>

    <link rel="stylesheet" href="assets/bootstrap/bootstrap.css">

    <link rel="stylesheet" href="assets/css/main.css">

    <link rel="stylesheet" href="assets/icons/icons.css">

</head>


<body>

    <?php

    include_once("header.php");

    ?>

    <div class="container-fluid">

        <div class="row">

            <div class="col-md-4">

                <div class="card p-3 my-3">
```

```

<div class="d-flex flex-row mb-3">

  <div class="d-flex flex-column ml-2">

    <span>

      <h3>Total No. of Tournaments</h3>

    </span>

  </div>

</div>

<div>

  <h2>5</h2>

  <div class="d-flex justify-content-end mt-3"><span class="text-
primary">View&nbsp;</span></div>

</div>

<div class="col-md-4">

  <div class="card p-3 my-3">

    <div class="d-flex flex-row mb-3">

      <div class="d-flex flex-column ml-2">

        <span>

          <h3>Total No. of Teams</h3>

        </span>

      </div>

    </div>

    <div>

      <h2>6</h2>

      <div class="d-flex justify-content-end mt-3"><span class="text-
primary">View&nbsp;</span></div>

    </div>

```

```

</div>

<div class="col-md-4">

  <div class="card p-3 my-3">

    <div class="d-flex flex-row mb-3">

      <div class="d-flex flex-column ml-2">

        <span>

          <h3>Total No. of Players</h3>

        </span>

      </div>

    </div>

  </div>

  <h2>28</h2>

  <div class="d-flex justify-content-end mt-3"><span class="text-
primary">View&nbsp;</span></div>

</div>

</div>

<div class="col-md-4">

  <div class="card p-3 my-3">

    <div class="d-flex flex-row mb-3">

      <div class="d-flex flex-column ml-2">

        <span>

          <h3>Today Matches</h3>

        </span>

      </div>

    </div>

  </div>

  <h2>5</h2>

```

```
<div class="d-flex justify-content-end mt-3"><span class="text-  
primary">View&nbsp;</span></div>
```

```
</div>
```

```
</div>
```

```
<div class="col-md-4">
```

```
<div class="card p-3 my-3">
```

```
<div class="d-flex flex-row mb-3">
```

```
<div class="d-flex flex-column ml-2">
```

```
<span>
```

```
<h3>Recent Winnings</h3>
```

```
</span>
```

```
</div>
```

```
</div>
```

```
<h2>India</h2>
```

```
<div class="d-flex justify-content-end mt-3"><span class="text-  
primary">View&nbsp;</span></div>
```

```
</div>
```

```
</div>
```

```
<div class="col-md-4">
```

```
<div class="card p-3 my-3">
```

```
<div class="d-flex flex-row mb-3">
```

```
<div class="d-flex flex-column ml-2">
```

```
<span>
```

```
<h3>Total Visitors</h3>
```

```
</span>
```

```

        </div>

    </div>

    <h2>1865</h2>

    <div class="d-flex justify-content-end mt-3"><span class="text-
primary">&nbsp;</span></div>

    </div>

</div>

</div>

</div>

<?php
include_once("footer.php");

?>

<script src="assets/js/main.js"></script>

<script src="assets/js/jquery.min.js"></script>

</body>

</html>

```

header.php

```

<div class="header">

    <header>

        <div class="logo">Go Score</div>

        <div id="hamburger" class="hamburger"></div>

        <nav id="nav-bar" class="nav-bar">

            <a href="javascript:void(0)" class="closebtn" onclick="closeNav()">&times;</a>

```

```

<ul id="nav-link" class="nav-link">

    <li><a href="home.php">Home</a></li>

    <li><a href="match.php">Matches</a></li>

    <li><a href="#">Points Table</a></li>

    <li><a href="news.php">News</a></li>

    <li><a href="#footer">Contact Us</a></li>

    <li><a href="admin/">Login</a></li>

</ul>

</nav>

</header>

</div>

```

footer.php

```

<footer id="footer" class="footer">

    <div class="container">

        <div class="row gy-4">

            <div class="col-lg-5 col-md-12 footer-info">

                <a href="index.php" class="logo d-flex align-items-center">

                    <span>Go Score</span>

                </a>

                <p>Cricket Score Application is about showing lives scores of the cricket match
online.Thus user can view cricket scores in real time.</p>

                <div class="social-links d-flex mt-4 mb-4">

                    <a href="#" class="twitter"><i class="bi bi-twitter"></i></a>

                    <a href="#" class="facebook"><i class="bi bi-facebook"></i></a>

```

```

        <a href="#" class="instagram"><i class="bi bi-instagram"></i></a>

        <a href="#" class="linkedin"><i class="bi bi-linkedin"></i></a>

    </div>

</div>

<div class="col-lg-2 col-6 footer-links">

    <h4>Useful Links</h4>

    <ul>

        <li><a href="#">Home</a></li>

        <li><a href="#">About us</a></li>

        <li><a href="#">Services</a></li>

        <li><a href="#">Terms of service</a></li>

        <li><a href="#">Privacy policy</a></li>

    </ul>

</div>

<div class="col-lg-2 col-6 footer-links">

    <h4>Our Services</h4>

    <ul>

        <li><a href="#">Web Design</a></li>

        <li><a href="#">Web Development</a></li>

        <li><a href="#">Product Management</a></li>

    </ul>

</div>

<div class="col-lg-3 col-md-12 footer-contact text-center">

    <h4>Contact Us</h4>

```



```
<p>

    A108 East Street <br>

    Virudhunagar, 626001<br>

    Tamilnadu<br>

    India <br><br>

    <strong>Phone:</strong> +1 5589 55488 55<br>

    <strong>Email:</strong> info@example.com<br>

</p>

</div>

</div>

</div>

<div class="container mt-4">

    <div class="copyright">

        &copy; Copyright <strong><span>Go Score</span></strong>. All Rights Reserved

    </div>

</div>

</div>

</footer>
```

login.php

```
<?php

include 'config.php';

session_start();

error_reporting(0);

if (isset($_SESSION['username'])) {
```

```

        header("Location: index.php");
    }

    if (isset($_POST['submit'])) {

        $uname = trim($_POST['uname']);

        $pass = md5($_POST['pass']);

        $sql = "SELECT * FROM `admin` WHERE BINARY `username`= BINARY '$uname'
AND `password`= '$pass'";

        $result = mysqli_query($conn, $sql);

        if ($result->num_rows > 0) {

            $row = mysqli_fetch_assoc($result);

            $_SESSION['id'] = $row['id'];

            $_SESSION['username'] = $row['username'];

            header("Location: index.php");

        } else {

            echo "<script>alert('Woops! Email or Password is Wrong.*)</script>";

        }

    }

?>

```

```

<!DOCTYPE html>

```

```

<html lang="en">

```

```

<head>

```

```

    <meta charset="UTF-8">

```

```

    <meta http-equiv="X-UA-Compatible" content="IE=edge">

```

```
<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Log In</title>

<link rel="stylesheet" href="..\assets\css\main.css">

<link rel="stylesheet" href="..\assets\bootstrap\bootstrap.css">

<style>

  body {

    background-color: #111;

  }

  .card {

    background-color: #212121;

    box-shadow: none;

  }

  .input:focus~label,

  input:valid~label {

    transform: translateY(-50%) scale(0.8);

    background-color: #212121;

    padding: 0 .2em;

    color: #fefefe;

  }

</style>

</head>
```

```

<body>

<div class="vh-100 container py-5 h-100">

  <div class="row d-flex justify-content-center align-items-center h-100">

    <div class="col-12 col-md-8 col-lg-6 col-xl-5">

      <div class="card text-white" style="border-radius: 1rem;">

        <div class="card-body p-5 text-center">

          <form action="" method="POST">

            <h2 class="mb-4">Login</h2>

            <div class="input-group">

              <input type="text" class="input" name="uname" value="<?php echo
$username; ?>" autocomplete="off" required>

              <label class="user-label">Username</label>

            </div>

            <div class="input-group">

              <input type="password" class="input" name="pass" value="<?php echo
$_POST['pass'] ?>" autocomplete="off" required>

              <label class="user-label">Password</label>

            </div>

            <button class="login-btn" name="submit">Submit</button>

          </form>

        </div>

      </div>

    </div>

  </div>

</div>

```

```
</section>

</body>

</html>
```

addplayer.php

```
<?php

session_start();

include_once('config.php');

if (!isset($_SESSION['username'])) {

    header("Location: login.php");

}

if (isset($_POST['submit']) && $_POST['randcheck'] == $_SESSION['rand']) {

    unset($_SESSION['rand']);

    $sql = "SELECT `player_id` from player ORDER BY `player_id` DESC LIMIT 1";

    $res = mysqli_query($conn, $sql);

    if ($res) {

        if ($res->num_rows > 0) {

            $row = mysqli_fetch_assoc($res);

            $player = $row['player_id'];

        } else {

            $player = "P000";

        }

    }

}
```

```

$value2 = substr($player, 1);

$value2 = $value2 + 1;

$value2 = sprintf('%03s', $value2);

$player_id = "P" . $value2;

$team_id = $_POST['sel_team'];

$player_name = $_POST['player_name'];

$role = $_POST['sel_role'];

$sql = "INSERT INTO player(`team_id`,`player_id`,`player_name`,`role`) VALUES
('$team_id','$player_id','$player_name','$role') ";

$res = mysqli_query($conn, $sql);

if($res) {

    echo "<script>window.location.href=location.href;</script>";

}

}

?>

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta http-equiv="X-UA-Compatible" content="IE=edge">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>Go Score - Live Cricket Score</title>

    <link rel="stylesheet" href="../assets/bootstrap/bootstrap.css">

    <link rel="stylesheet" href="../assets/css/main.css">

```

```

    <link rel="stylesheet" href="../assets/icons/icons.css">

</head>

<body>

    <?php

    include_once("header.php");

    ?>

    <div class="container">

        <div class="row mt-3">

            <div class="flex-wrap">

                <div class="col-12">

                    <button type="button" class="login-btn float-end" data-bs-toggle="modal" data-
bs-target="#staticBackdrop" style="width:200px;">Add Player</button>

                </div>

            </div>

        </div>

        <div class="row mt-4 mb-4">

            <div class="flex-wrap">

                <div class="card">

                    <div class="card-header">

                        <h2 align="center">Players</h2>

                    </div>

                    <div class="card-body">

                        <?php

                        $sql = "SELECT * from team WHERE `status`= 0";

```

```

$res = mysqli_query($conn, $sql);

while ($row = mysqli_fetch_assoc($res)) {

    $t_id = $row['team_id'];

    ?>

    <div class="card mb-4">

        <div class="card-header">

            <div class="row">

                <div class="col-7">

                    <?php

                        $sql1 = "SELECT * from tournament WHERE
`tournament_id`='" . $row['tournament_id'] . "' AND `status`= 0";

                        $res1 = mysqli_query($conn, $sql1);

                        if ($row1 = mysqli_fetch_assoc($res1)) {

                            echo "<h6>" . $row1['tournament_name'] . "</h6>";

                        }

                    ?>

                </div>

                <div class="col-5">

                    <h6>No. of Players</h6>

                </div>

            </div>

        </div>

    <div class="card-body">

        <div class="row">

            <div class="col-7">

```



```

        <?php echo $row['team_name']; ?>

    </div>

    <div class="col-5">

        <?php

            $sql2 = "SELECT COUNT(`player_id`) AS total FROM `player`
WHERE `team_id`='{$t_id}'";

            $res2 = mysqli_query($conn, $sql2);

            $row2 = mysqli_fetch_assoc($res2);

            echo $row2['total'];

        ?>

    </div>

</div>

<div class="card-footer mx-2">

    <a href="" onclick="openModal('<?php echo $t_id; ?>');" data-bs-
toggle="modal" id="openModal">View Players</a>

</div>

</div>

<?php } ?>

</div>

</div>

</div>

<!-- Modal -->

```

```

<div class="modal fade" id="staticBackdrop" data-bs-backdrop="static" data-bs-
keyboard="false" tabindex="-1" aria-labelledby="staticBackdropLabel" aria-hidden="true">

  <div class="modal-dialog modal-dialog-centered">

    <div class="modal-content">

      <div class="modal-header">

        <h5 class="modal-title" id="staticBackdropLabel">Add Player</h5>

        <button type="button" class="btn-close" data-bs-dismiss="modal" aria-
label="Close"></button>

      </div>

      <form action="" method="post">

        <div class="modal-body">

          <div class="row mx-3 mb-2">

            <div class="form-group">

              <label for="sel_tour" class="form-label">Select Tournament :</label>

              <select name="sel_tour" id="sel_tour" class="form-select"
onchange="tour_id(this.value);" required>

                <option value="">- - SELECT - -</option>

                <?php

                  $sql = "SELECT * from tournament WHERE `status`= 0";

                  $res = mysqli_query($conn, $sql);

                  while ($row = mysqli_fetch_assoc($res)) {

                    ?>

                    <option value="<?php echo $row['tournament_id'] ?>"><?php
echo $row['tournament_name'] ?></option>

                    <?php } ?>

```

```

        </select>

    </div>

</div>

<div class="row mx-3 mb-2">

    <div class="form-group">

        <label for="sel_team" class="form-label">Select Team :</label>

        <select name="sel_team" id="sel_team" class="form-select" required>

            <option value="">- - SELECT - -</option>

        </select>

    </div>

</div>

<div class="row mx-3 mb-2">

    <div class="form-group">

        <label for="player_name" class="form-label">Player Name :</label>

        <input type="text" class="form-control" id="player_name"
name="player_name" placeholder="Enter Player Name" required>

    </div>

</div>

<div class="row mx-3 mb-2">

    <div class="form-group">

        <label for="sel_role" class="form-label">Select Role :</label>

        <select name="sel_role" id="sel_role" class="form-select" required>

            <option value="">- - SELECT - -</option>

            <option value="Batsman">Batsman</option>

            <option value="Bowler">Bowler</option>

```

```

        <option value="Allrounder">Allrounder</option>

        <option value="Bat & Wkt">Bat & Wkt</option>

        <option value="Allrounder (C)">Allrounder (C)</option>

        <option value="Bat & Wkt (C)">Bat & Wkt (C)</option>

    </select>

</div>

</div>

</div>

<div class="modal-footer">

    <button type="button" class="btn btn-secondary" data-bs-
dismiss="modal">Close</button>

    <button type="submit" name="submit" class="btn btn-
primary">Create</button>

</div>

</form>

</div>

</div>

</div>

<div id="view-players"></div>

</div>

<script src="../assets/js/main.js"></script>

<script src="../assets/js/jquery.min.js"></script>

<script src="../assets/bootstrap/bootstrap.bundle.min.js"></script>

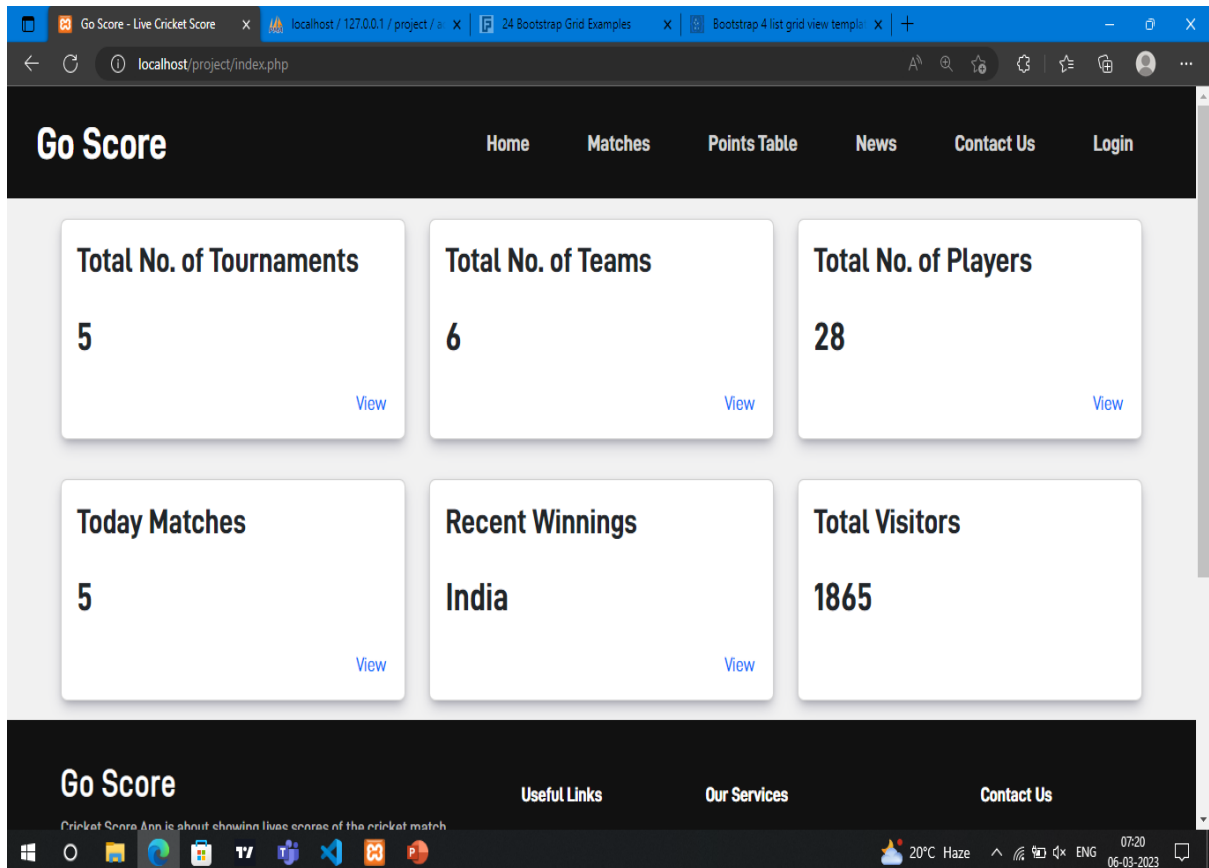
</body>

</html>

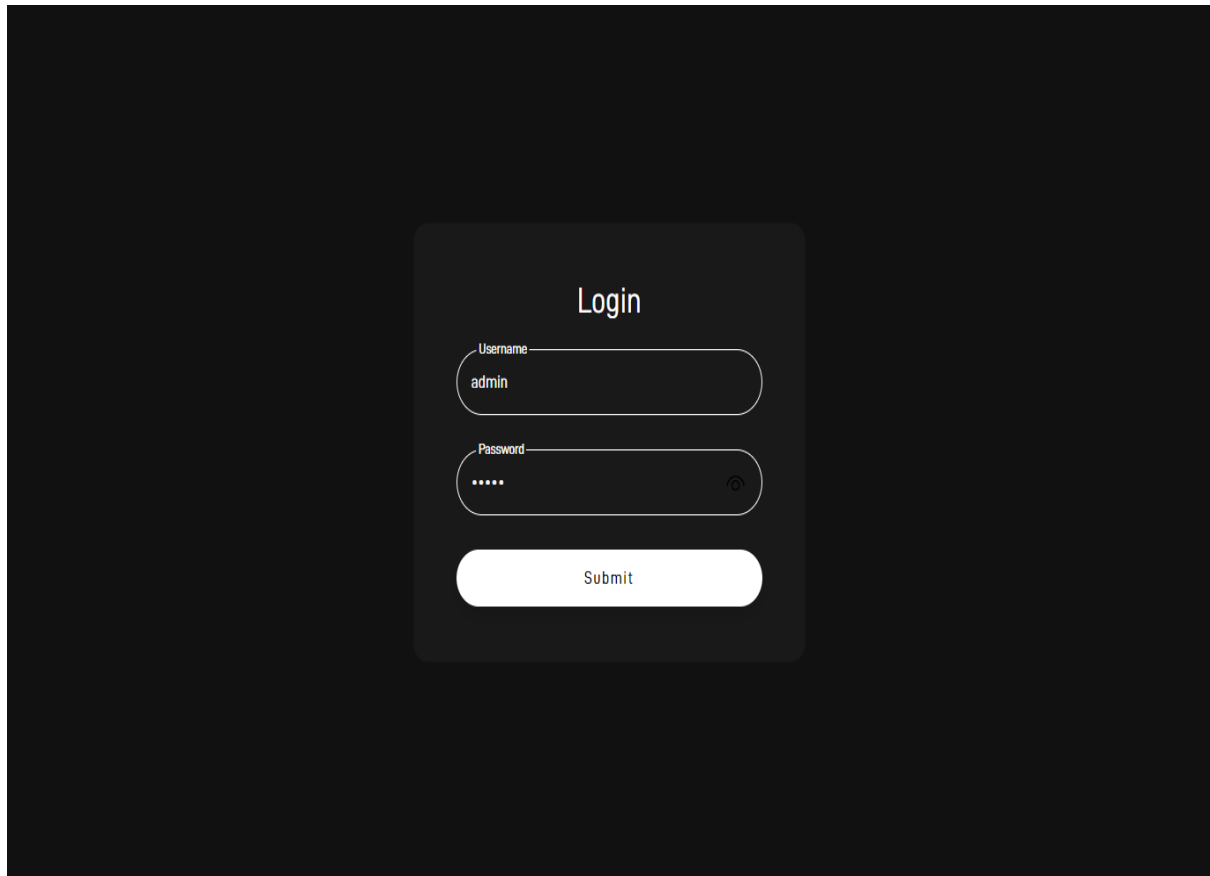
```

SCREEN DESIGN

User Page

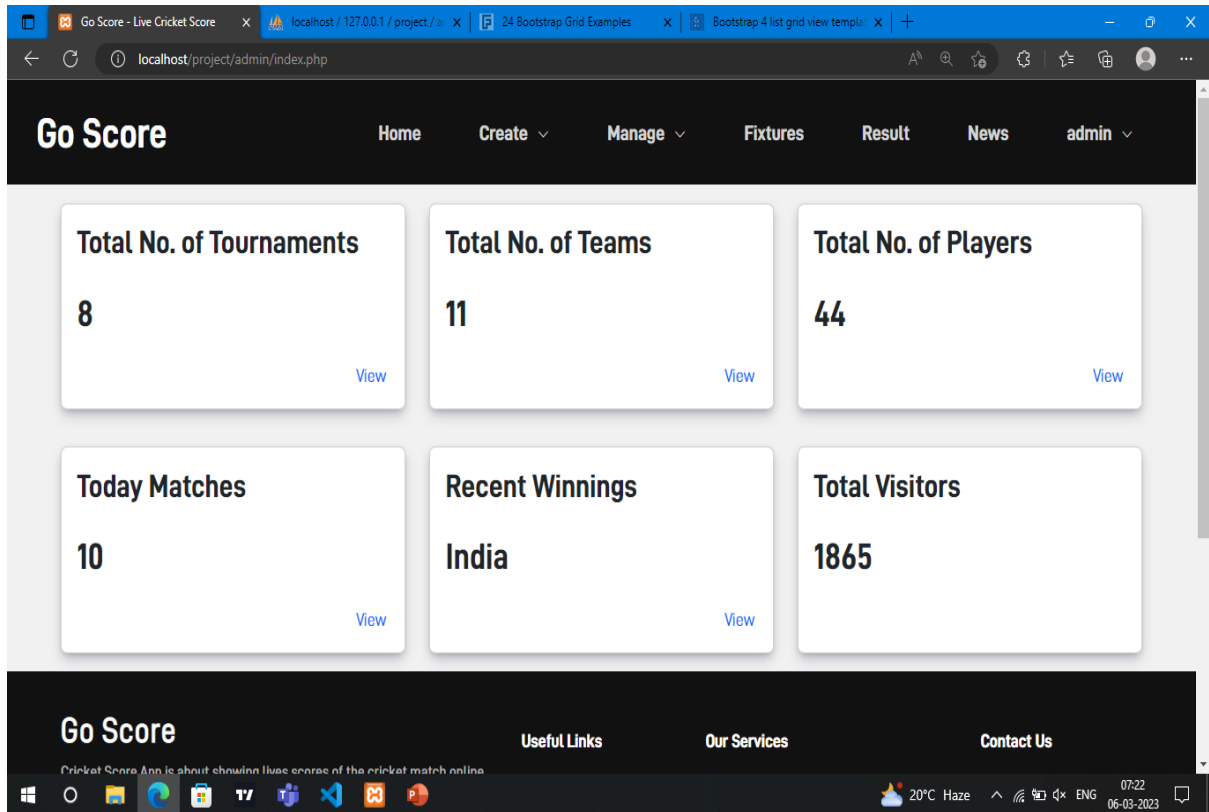


Login Page



The image shows a dark-themed login page. At the top center, the text "Login Page" is displayed in a bold, black font. Below this, a large black rectangle represents the page background. In the center of this background is a dark gray rounded rectangle containing the login form. The form has the title "Login" at the top. Below the title are two input fields: the first is labeled "Username" and contains the text "admin"; the second is labeled "Password" and contains five dots, with a small eye icon to its right for toggling visibility. At the bottom of the form is a white rounded button with the text "Submit".

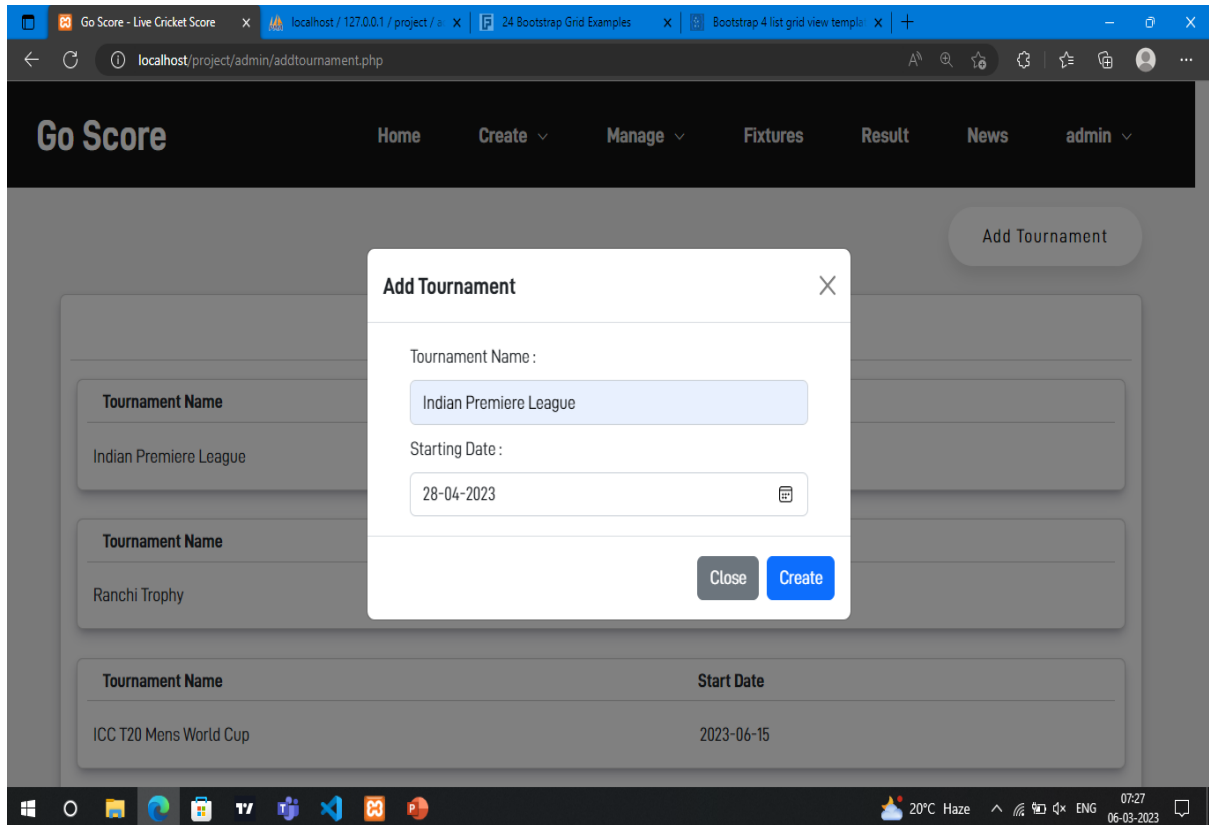
Admin Dashboard



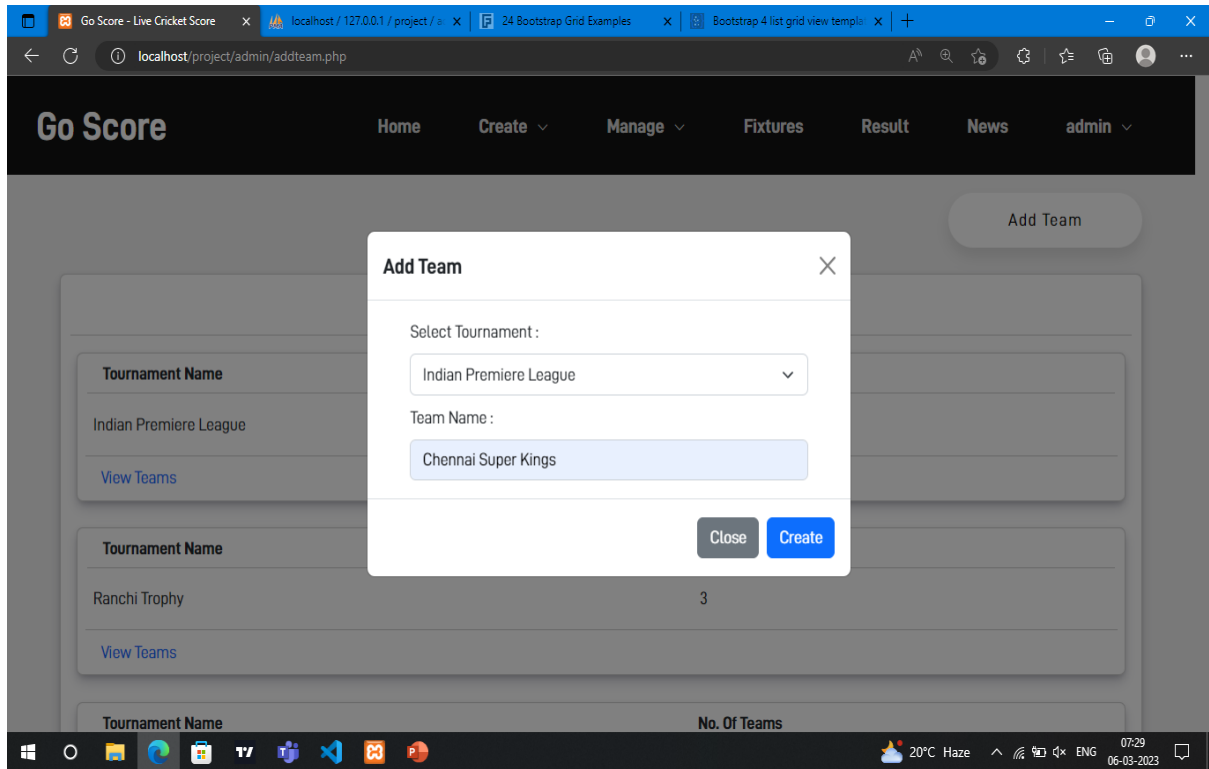
The screenshot displays the 'Go Score' Admin Dashboard in a web browser. The browser's address bar shows 'localhost/project/admin/index.php'. The dashboard features a dark navigation bar with the 'Go Score' logo and links for Home, Create, Manage, Fixtures, Result, News, and an admin dropdown. The main content area contains six white cards with rounded corners and shadows, each displaying a statistic and a 'View' link. The statistics are: Total No. of Tournaments (8), Total No. of Teams (11), Total No. of Players (44), Today Matches (10), Recent Winnings (India), and Total Visitors (1865). A dark footer bar includes the 'Go Score' logo, a description of the app, and links for Useful Links, Our Services, and Contact Us. The Windows taskbar at the bottom shows various application icons, system status (20°C, Haze), and the date/time (07:22, 06-03-2023).

Statistic	Value
Total No. of Tournaments	8
Total No. of Teams	11
Total No. of Players	44
Today Matches	10
Recent Winnings	India
Total Visitors	1865

Tournament Creation



Team Creation



Player Creation

The screenshot displays a web browser window with the URL `localhost/project/admin/addplayer.php`. The page features a navigation bar with links: Home, Create, Manage, Fixtures, Result, News, and admin. A modal titled "Add Player" is open, containing the following fields:

- Select Tournament : Indian Premiere League
- Select Team : Chennai Super Kings
- Player Name : MS Dhoni
- Select Role : Bat & Wkt (C)

At the bottom of the modal are two buttons: "Close" and "Create". The background shows a list of cricket leagues and teams, including "Indian Premiere League", "Chennai Super Kings", "Mumbai Indians", and "Ranchi Trophy".

Manage Tournaments

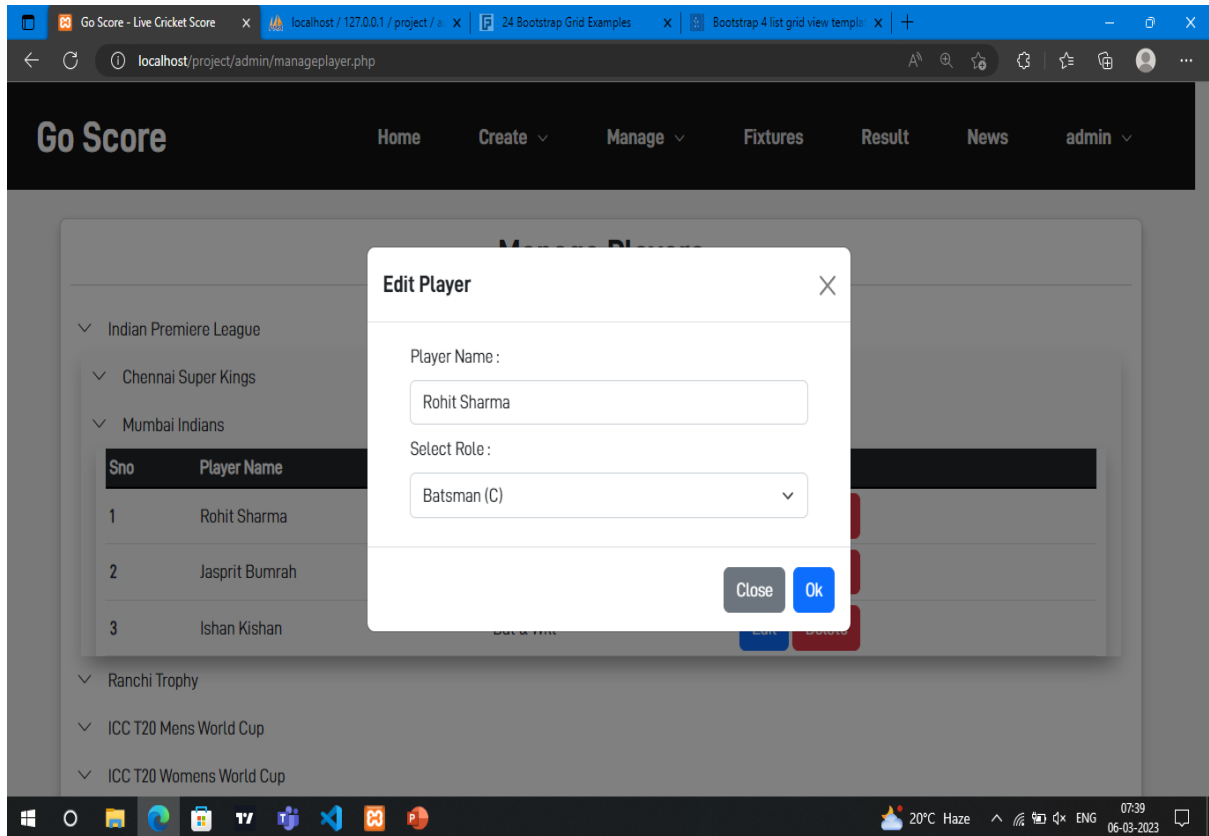
The screenshot displays a web application interface for managing cricket tournaments. The page title is "Go Score". The navigation menu includes "Home", "Create", "Manage", "Fixtures", "Result", "News", and "admin". The "Manage" menu is active, leading to the "Manage Tournament" page.

The "Manage Tournament" page features a table with the following data:

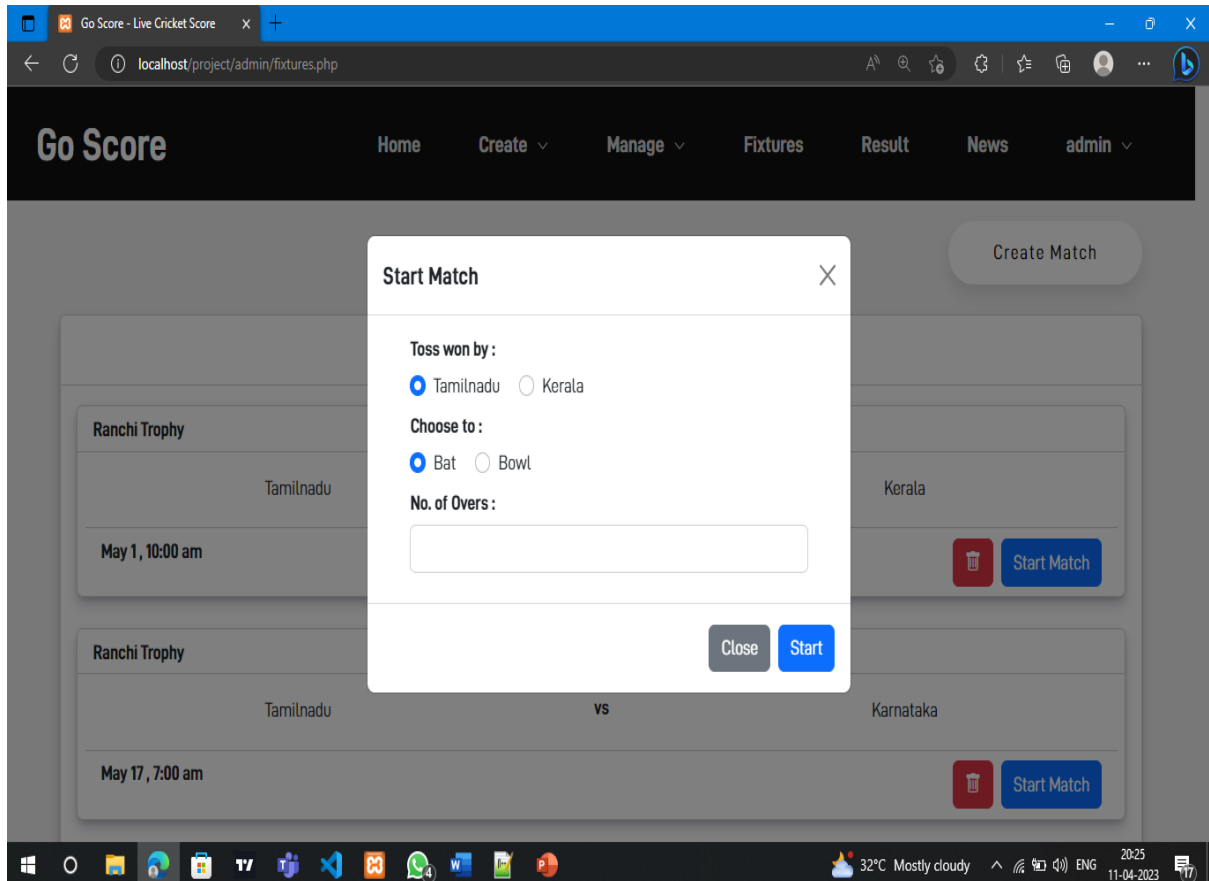
Sno	Tournament Name	Start Date	Actions
1	Indian Premiere League	2023-04-28	Edit Delete
2	Ranchi Trophy	2023-05-10	Edit Delete
3	ICC T20 Mens World Cup	2023-06-15	Edit Delete
4	ICC T20 Womens World Cup	2023-06-15	Edit Delete
5	Womens Premiere League	2023-04-07	Edit Delete

The browser address bar shows the URL: localhost/project/admin/managetournament.php. The Windows taskbar at the bottom indicates the system time is 07:34 on 06-03-2023, with a temperature of 20°C and a "Haze" weather condition.

Edit Records



Toss Decision



Update Score

Go Score - Live Cricket Score

localhost/project/admin/live.php?matchid=M001

Indian Premiere League

CSK vs MI, 1st innings

Chennai Super Kings opt to bowl

MI - 0 / 0

CSK

CRR : 0.00

Overs : 0.0

Batsman	R	B	4s	6s	SR
Rohit Sharma	0	0	0	0	0.00
Ishan Kishan	0	0	0	0	0.00

Bowler	O	M	R	W	ER
Deepak Chahar	0.0	0	0	0	0.00

This Over :

☐ Wide

☐ No Ball

☐ Byes

☐ Wicket

0

1

2

3

4

5

6

32°C Mostly cloudy

20:31

11-04-2023

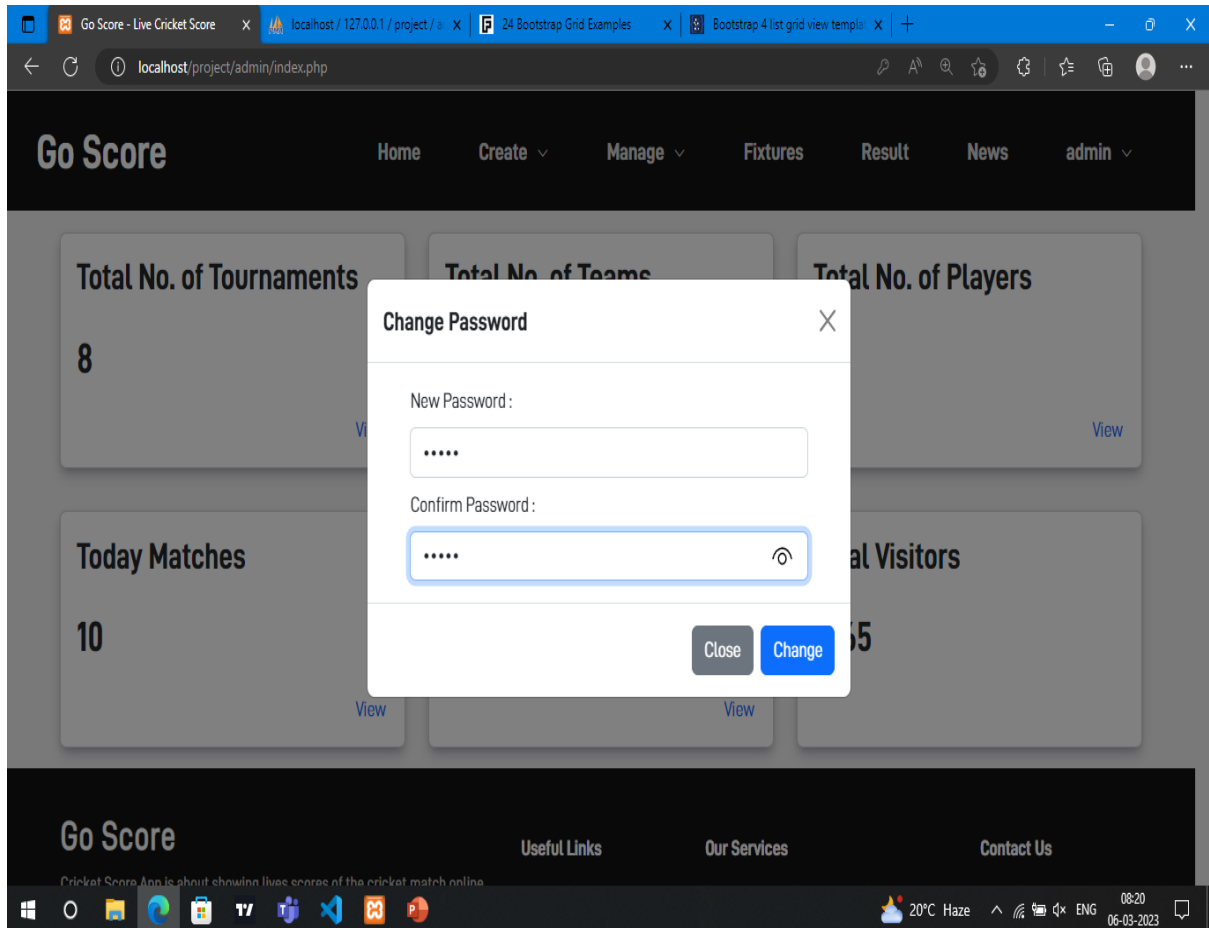
Add News

The screenshot shows a web browser at localhost:127.0.0.1/project/admin/news.php. The website has a dark navigation bar with the 'Go Score' logo and links for Home, Create, Manage, Fixtures, Result, News, and admin. A 'Add Post' button is located in the top right. The main content area displays four news articles in a grid:

- Cricket-Mumbai Indians win inaugural WPL title after Sciver-Brunt fifty**
Mumbai Indians were crowned champions at the inaugural Women's Premier League (WPL) after Nat Sciver-Brunt's unbeaten 60 secured their seven-wicket victory against Delhi Capitals in the final at the
- Cricket-Stokes likely to start IPL as specialist batter, says Hussey**
England captain Ben Stokes is set to start his Indian Premier League (IPL) campaign with the Chennai Super Kings as a specialist batter after having an injection in his troublesome left knee, the team's
- West Indies Beat South Africa by 7 Runs to Clinch Series 2-1**
South Africa won the toss and decided to bowl in the series-deciding third Twenty20 international against the West Indies at the Wanderers Stadium in Johannesburg on Tuesday. South African captain
- Virat Kohli reveals his 'GOAT' in cricket**
Ace India and Royal Challengers Bangalore (RCB) batter Virat Kohli on Wednesday revealed the names of two persons who he considers as the 'Greatest Of All Time' in the game of cricket. Describing why he considered them as 'GOAT', Kohli said

The Windows taskbar at the bottom shows the date as 30-03-2023 and the time as 11:59.

Change Password



BIBLIOGRAPHY

REFERENCE:

Larry Ullman – PHP 6 MySQL 5 FOR DYNAMIC WEBSITES

WEBSITE REFERENCE:

- <https://w3schools.com> – For References
- <https://getbootstrap.com> - For Bootstrap Classes