Acknowledgements

We are really grateful as we were successful in completing our project- ***Sports Club Management System*** within the given time period by our Computer Science teachers **Ms. Viji Venugopal** and **Ms. Malini Vincent**.This assignment might not have been completed without the effort and co-operation from my partner and team member Rushabh Gajab.We also sincerely thank our teachers of **Computer Science Department, Ms. Malini Vincent and Ms. Viji Venugopal** for the encouragement and guidance in finishing this project and also for teaching us in this course. Last but not the least; we would like to express our gratitude to our friends and respondents for the support and willingness to help whenever needed during the whole session.

**1.1Purpose of this project**

**User Documentation**

* Understanding of python applications
* Showcasing various advantages given by python
* Showcasing various advantages of using classes and files with Python.
* To check the completeness while working on python platform
* To show the useful of Python in the field of Database Management.

**1.2** **Use of this documentation**

This documentation addressed to the user forms a guidance, in order to install the ***Sports Club Management System*** programmed by Garry Kurian and Rushabh Gajab. It includes:

* System Requirements for installation procedure
* Steps for installation of the Database Management System
* The source code of the program ***Sports Club Management System***
* Steps to be taken if bugs are encountered
* Troubleshooting Techniques

**1.3 Installation Procedure**

**1.3.1 System Requirements**

Installation of the game of the game requires the following:

* OS Name: Microsoft Windows XP/ 7/8/10/ (Prefered Windows 7 or 8)
* Processor: Intel(R) Core(TM) i5/i3/(any) CPU M 480 @ 2.67GHz, 2667 Mhz, 2 Core(s), 4 Logical Processor(s)
* Python: Prefered Python version 2.7.4

**1.3.2** **How to install our program**

In order to install the ***Sports Club Management System*** it is needed that the user first installs *Python* . This can be done by following steps:

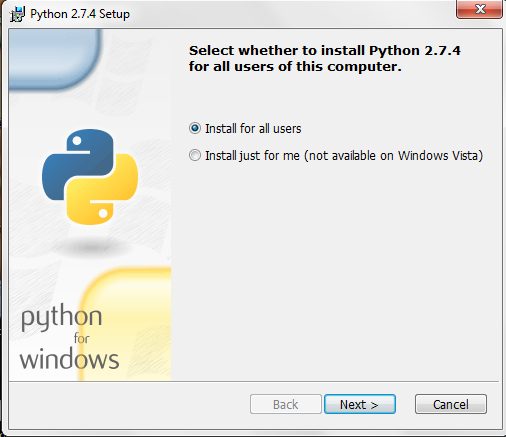
1. **Obtained a Python distribution**

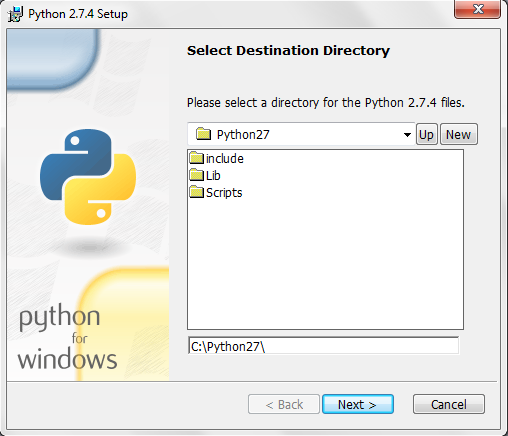
You can download different python distributions from [www.python.org/download](http://www.python.org/download). In our case we deal with 32 bit windows, we downloaded from link python2.7.4 windows x86 MSI installer. For 62 bit windows, you can download x86-64 installer. Further installation can be done by downloading through readymade CD-ROM available in stores.

**ii)** **Process for the Installation of Python**

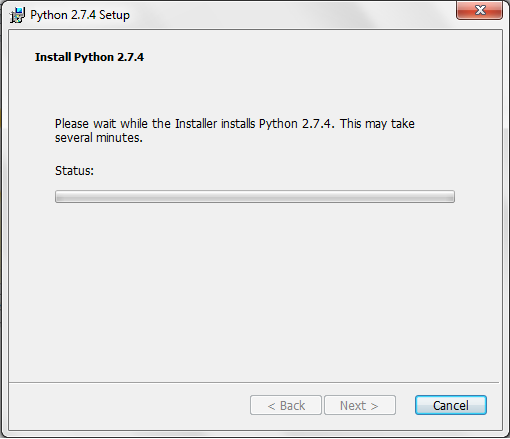
After downloading the Python distribution, all you need to do is execute it. When you double-click the downloaded installer software, it will raise an alert. Click Run and installation process starts ; just keep the following instruction and click Next button.

After this you will need to go through the following window and dialog boxes,continue through the process, till the installation finishes.









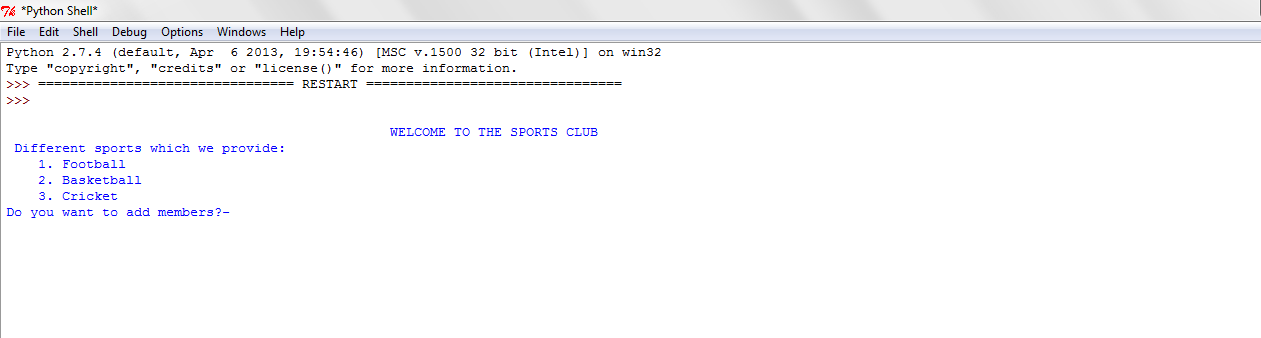
Once you install python open IDLE GUI Python Shell and then from the File menu select New.

Copy the provided source code into the New opened Python Shell.

Then press F5 or select Run Module option from the Run menu

The program for the ***Sports Club Management System***  has been executed.

If the following Window appears on the screen the program has been correctly executed:



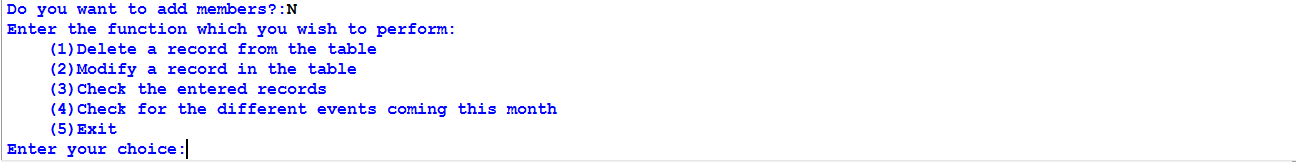
If you enter “Yes”,”Y” or “y” the program will be executed further as follows:



Once entered “No” ,”no” or “N” the following options will be printed:



The user is required to enter the function which he wishes to perform from the following:



Once the user inputs the choice function will be run and the user will be asked whether he wishes the program to be terminated.

Start

Do want add?

Input the required information

Do you want to perform any func?

Choice 5

Choice 4

Choice 3

Choice 2

Choice 1

Execution done

Table Displayed

Enter element to modify

Enter element to delete

Entered element modified

Entered element deleted

Stop

**Technical Documentation**

There are two programs (Final1.py,Final2.py) and Final2.py is imported in Final1.py

**2.1 Source Code:**

**Final1.py**

import os

import pickle

import datetime

class sport\_club:

def \_\_init\_\_(self): # initialising

self.MRec=[]

self.Mno=0

self.Mname=""

self.MSport=""

self.MTransport=""

self.Area=""

self.Mfees=0

print "\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t\t","WELCOME TO THE SPORTS CLUB"

def Member\_add(self): #adding members

print ("Enter Information for Membership")

self.Mno=input("Enter member no. : ")

self.Mname=raw\_input("Enter member name : ").upper()

self.MSport = raw\_input("Enter sport name [F/B/C] : ").upper()

if self.MSport=="F":

self.Mfees=300

if self.MSport=="B":

self.Mfees=300

if self.MSport=="C":

self.Mfees==300

if self.MSport=="F"and "C":

self.Mfees==600

if self.MSport=="C"and "F":

self.Mfees==600

if self.MSport=="F"and "B":

self.Mfees==600

if self.MSport=="B"and "F":

self.Mfees==600

if self.MSport=="B"and "C":

self.Mfees==600

if self.MSport=="C"and "B":

self.Mfees==600

print ("""Areas for which we provide transport

1. Karama

2. Bur Dubai

3. Satwa

4. Deira

5. Qusais

6. Sharjah

""")

self.MTransport=raw\_input(" Do you want transport[Y/N]")

if self.MTransport in ("Yesyes"):

self.Transport\_Info()

if self.MTransport in ("Nono"):

pass

def Transport\_Info(self): #adding Transport

self.Area=raw\_input("Enter area[K/B/S/D/Q/S]").upper()

if self.Area in ("KB"):

self.Mfees+=250

if self.Area in ("SD"):

self.Mfees+=300

if self.Area in ("QS"):

self.Mfees+=350

def M\_output(self): #displaying details

X=open("Sports Club.dat","rb")

"""print ("\t\t Sport Club Management Database")

print ("\t\t===================================")

CurDate = datetime.datetime.now()

print ('\t\t\t\t\t\t\t\tDate: %d-%d-%d' % (CurDate.day, CurDate.month, CurDate.year))

print ("{0:<20} {1:<30} {2:^15}".format("Member No.", "Member Name", "Sport","Transport","Area","Fees"))

print ("-" \* 100)

"""

print self.Mno,

print "\t""\t""\t",self.Mname,

print "\t""\t""\t""\t",self.MSport,

print "\t""\t",self.MTransport,

print "\t""\t",self.Area,

print "\t""\t""\t""\t""\t",self.Mfees

def create(): #creating file sportsclub

X=open("Sports Club.dat","wb")

S=sport\_club()

print(""" Different sports which we provide:

1. Football

2. Basketball

3. Cricket""")

ch=raw\_input("Do you want to add members?-")

while ch in ("Yesyes"):

S.Member\_add()

pickle.dump(S,X)

print " THANK YOU"

ch=raw\_input("Do you want to add members?:")

X.close()

def display(): #displaying the file

X=open("Sports Club.dat","rb")

print ("\t\t Sport Club Management Database")

print ("\t\t===================================")

CurDate = datetime.datetime.now()

print ('\t\t\t\t\t\t\t\tDate: %d-%d-%d' % (CurDate.day, CurDate.month, CurDate.year))

print ("{0:<20} {1:<30} {2:^15}{3:<20} {4:<30} {5:^15}".format("Member No.", "Member Name", "Sport","Transport","Area","Fees"))

print ("-" \* 133)

while True:

try:

S=pickle.load(X)

S.M\_output()

except EOFError:

pass

X.close()

def delete(): #deletion of a record

print "Enter Information for Deletion"

X=open("Sports Club.dat","rb")

Y=open("Temp.dat","wb")

record=int(input("Enter the Member No. to be Deleted"))

try:

while True:

S=pickle.load(X)

if S.Mno!=record:

pickle.dump(S,Y)

except EOFError:

pass

X.close()

Y.close()

os.remove("Sports Club.dat")

os.rename("Temp.dat","Sports Club.dat")

def modify(): #modifying a record

X=open("Sports Club.dat","rb")

Y=open("Temp.dat","wb")

mod=int(input("Enter the Member No. to be Modified"))

try:

while True:

S=pickle.load(X)

if S.Mno==mod:

S.Member\_add()

pickle.dump(S,Y)

except EOFError:

pass

X.close()

Y.close()

def Options():

ans = "Y" #performing various function using the table

while ans=="Y":

print """Enter the function which you wish to perform:

(1)Delete a record from the table

(2)Modify a record in the table

(3)Check the entered records

(4)Check for the different events coming this month

(5)Exit"""

ch=input("Enter your choice:")

if ch==1:

delete()

elif ch==2:

modify()

elif ch==3:

display()

elif ch==4:

import Final2 #file imported Final2.py

Final2.Login()

elif ch==5:

exit

else:

print "Invalid Input"

# main

create()

S=sport\_club()

Options()

**Final2.py**

import Tkinter #imported module Tkinter

def Login(): #for logging in (GUI part)

global entUsername

window=Tkinter.Tk()

window.configure(background="#a1dbcd")

window.title("Welcome")

lblHead=Tkinter.Label(window,text="WELCOME TO THE SPORTS CLUB!",fg="#383a39",bg="#a1dbcd",font=("Helvetica",16))

lblHead.pack()

lblInst=Tkinter.Label(window,text="Please login to continue:",fg="#383a39",bg="#a1dbcd",font=("Helvetica",16))

lblInst.pack()

lblUsername=Tkinter.Label(window,text="Username:",fg="#383a39",bg="#a1dbcd")

entUsername=Tkinter.Entry(window) #username= your name

lblUsername.pack()

entUsername.pack()

lblPassword=Tkinter.Label(window,text="Password:",fg="#383a39",bg="#a1dbcd")

entPassword=Tkinter.Entry(window) #password:sportclub

lblPassword.pack()

entPassword.pack()

btn=Tkinter.Button(window,text="Login",command=Register,fg="#a1dbcd",bg="#383a39")

btn.pack()

window.mainloop()

def Register(): #registering for the upcoming events

print "\t\t\t\t\t\t\t","""\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* THE UPCOMING EVENTS THIS MONTH \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

(1) Swiming 100m-(Freestyle/Backstroke-stroke/Butterfly)----------------- (on 1st February 2016)REGISTER? (Y/N)

(2) Tri-athon (includes: Swimming,Cycling,Hundred Metre Running Race)----------------- (on 20th February 2016)REGISTER?(Y/N)

(3) Running Race- (100m,200m,400m)----------------------------------------------------(on 28th February 2016)REGISTER?(Y/N)

(4)Exit"""

chregi=raw\_input("Do u want to register for any event(Y/N):")

while chregi=='Y':

ch=input("enter the event u want to participate(1,2,3,4):")

if ch==1:

chswim=raw\_input("enter the Style (Freestyle/Backstroke-stroke/Butterfly):")

print entUsername,"u have successfully registered for the swimming event:",chswim

if ch==2:

print entUsername,"u have successfully registered for the triathon event:"

if ch==3:

chrun=raw\_input("enter the Style (100m,200m,400m):")

print entUsername,"u have successfully registered for the running event for",chrun

if ch==4:

import Final1 #imported Final1.py

Final1.Options()

if ch==5:

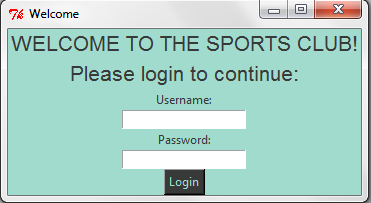
break

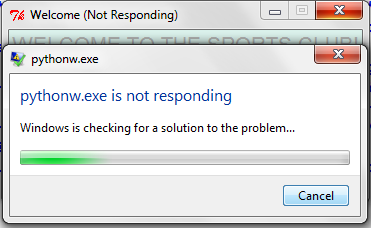
chregi=raw\_input("Enter 'Y' to continue : ")

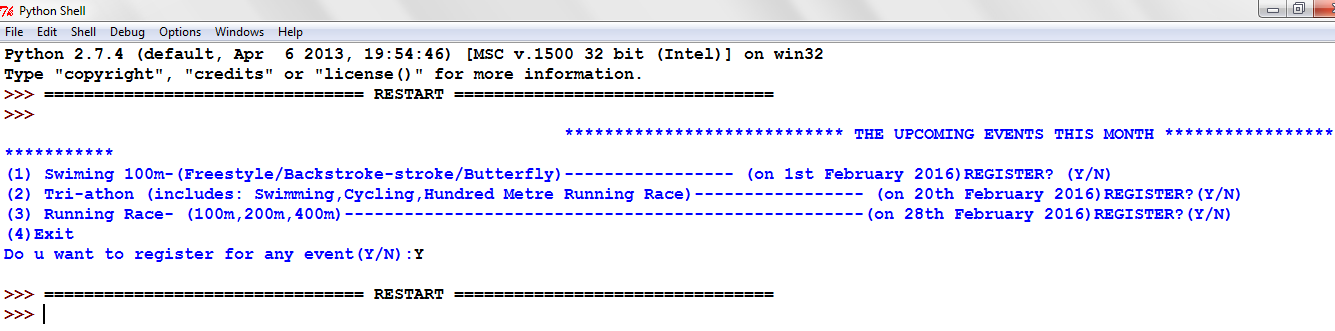
Login()

**2.2Bugs/Errors Encountered**

* One of the bugs encountered was that while accesing the the following functions ,when the 4th function is executed the WELCOME window shown in the next picture appears. If this window is closed it will terminate the whole program







**2.3 Troubleshooting Techniques**

* If there is any delay in running the program make sure that the all the apps or windows running on your desktop are closed. In order to do this you can go to the taskbar by pressing the following combinations of keys (Ctrl+Alt+Del) and make sure that all the apps are closed.
* To handle the WELCOME screen error the user has to minimize the WELCOME screen after pressing the LOGIN button instead of closing it .

**2.4 Further developments**

In our program we can further include a function to check the fees and dicplay the members who have paid the fees in this month

Bibliography

The following websites were a great help for us:

<http://www.pygame.org/download.shtml>

[www.youtube.com](http://www.youtube.com)

www.usingpython.com