

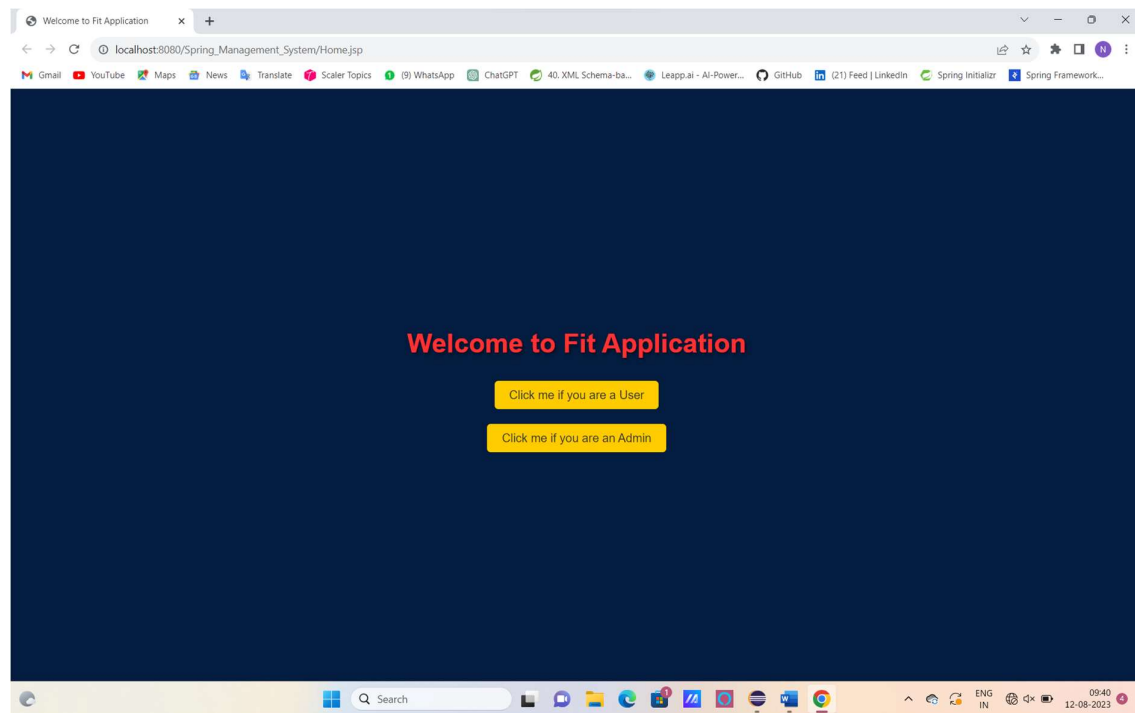
## **\*\*Project Description: Club Management System\*\***

The "Club Management System" is a web application designed to streamline the operations of a sporting club. The main objective of this project is to provide a user-friendly platform where club administrators can efficiently manage various aspects of the club, and users can easily register, select sports and time slots, make payments, and enjoy the club's offerings.

## **\*\*Key Features: \*\***

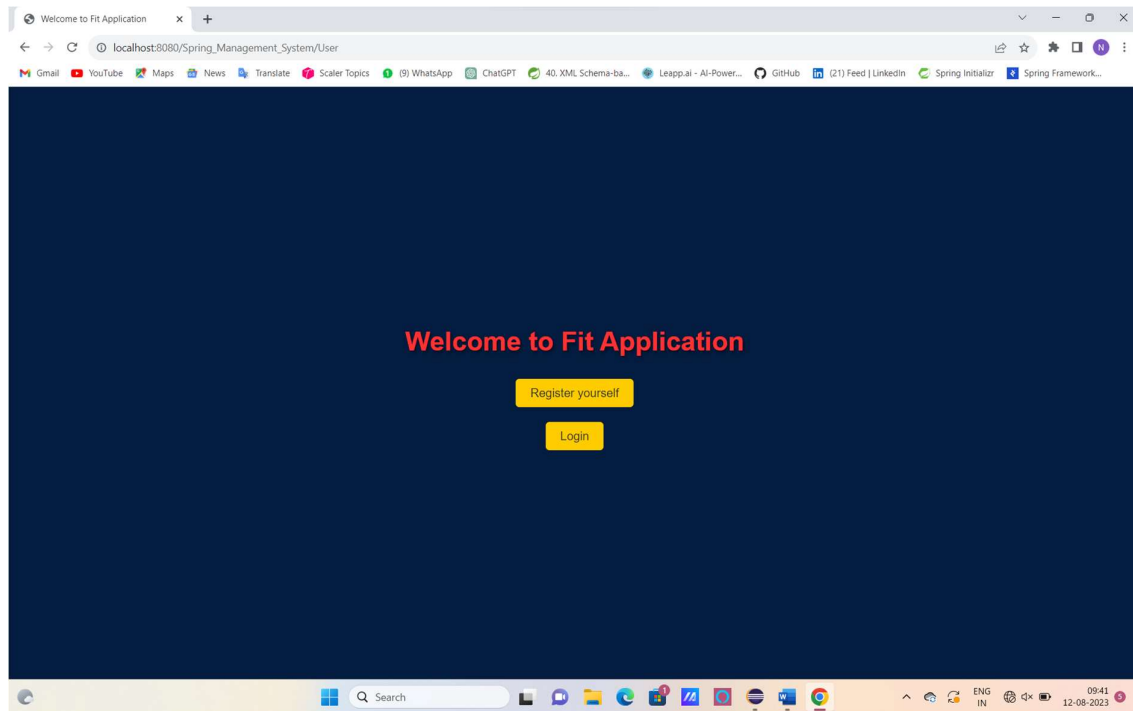
### **1. \*\*Admin Management: \*\***

- The admin has the authority to create and manage multiple branches of the sporting club.
- Admin can add various sports activities to each branch and define available time slots.
- Admin can delete users who violate club policies or are no longer active members.
- Admin has access to detailed user information and verification status.



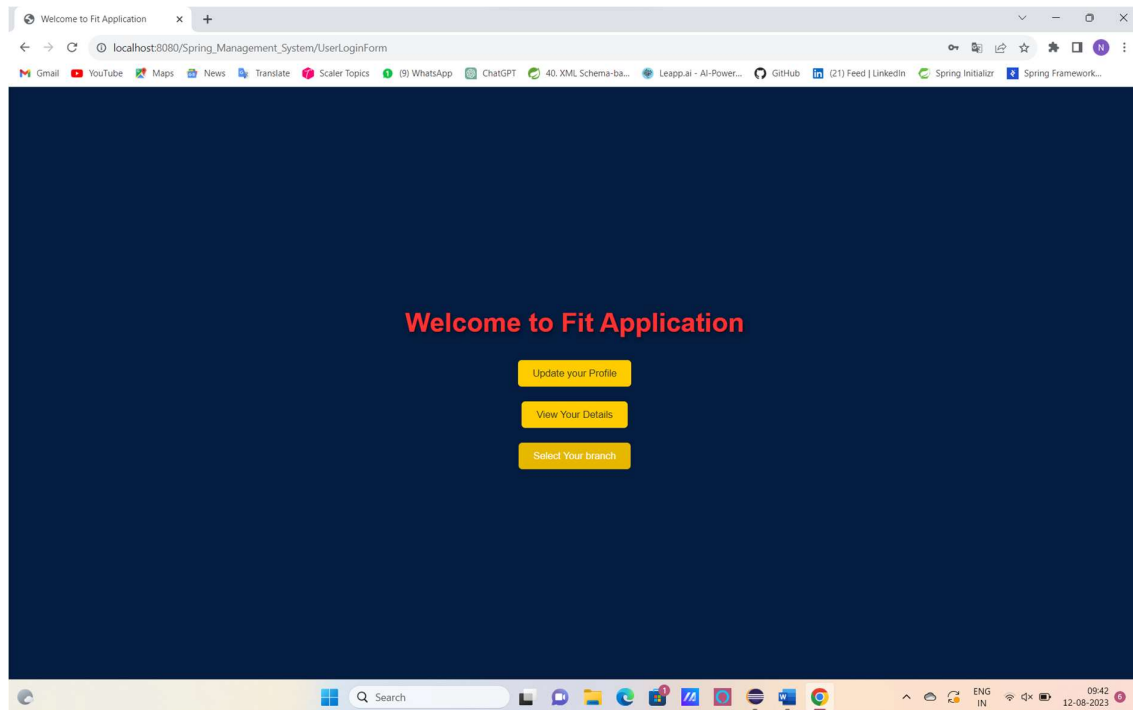
### **2. \*\*User Registration and Login: \*\***

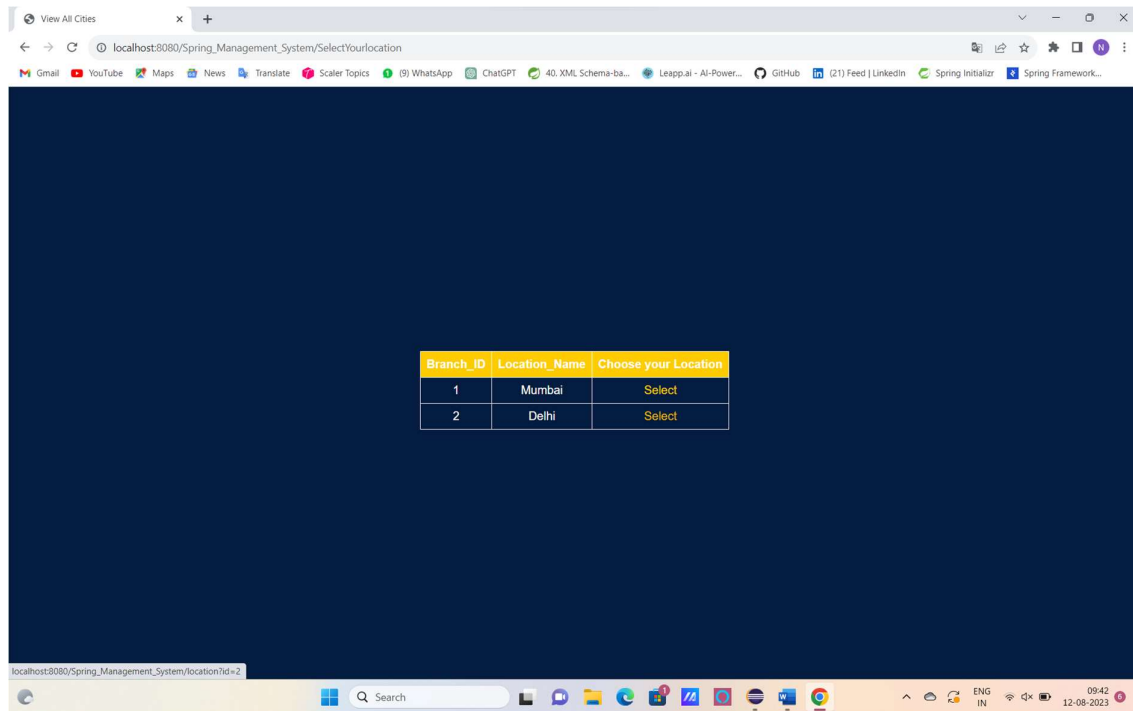
- Users can register by providing their personal details, including name, email, and password.
- After registration, users can log in using their credentials.



### 3. \*\*Location and Branch Selection: \*\*

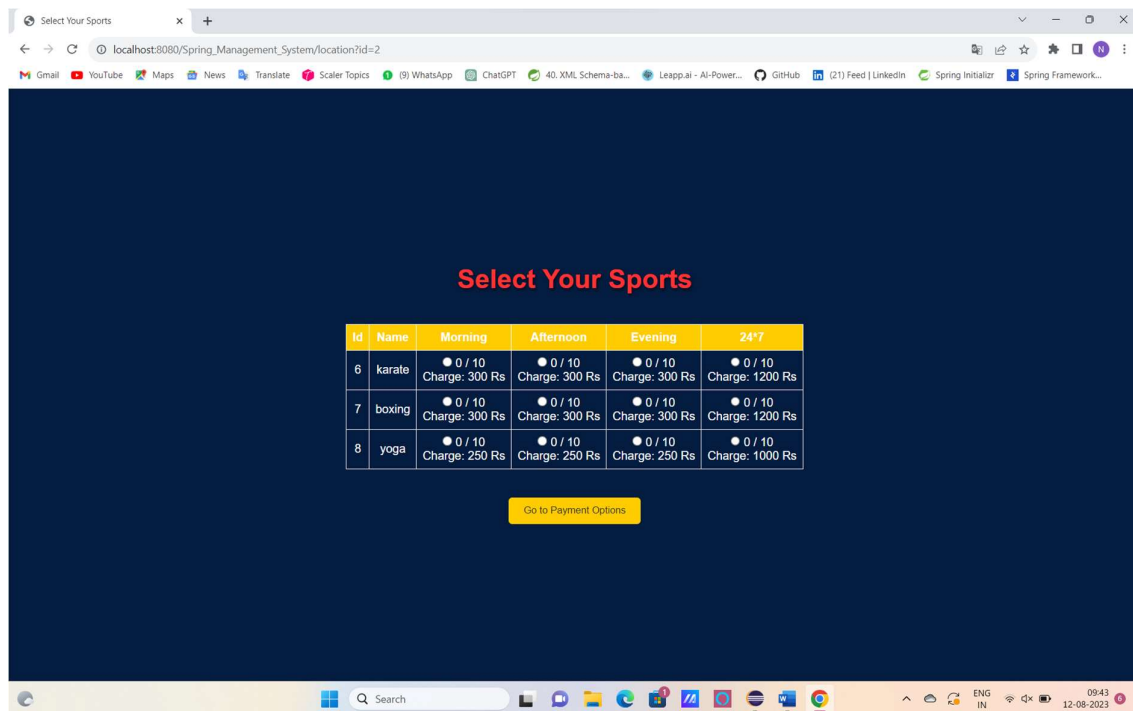
- Upon login, users are prompted to select their preferred branch or location from available options.
- Users can explore the sports activities offered at each branch.





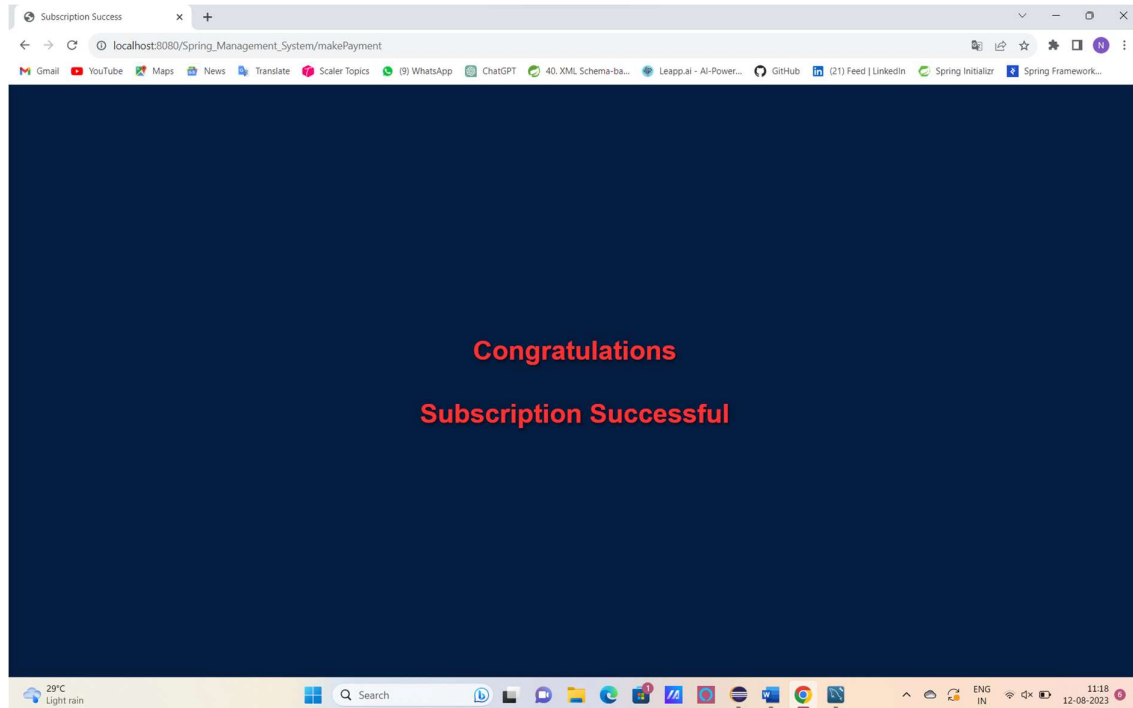
#### 4. \*\*Sport and Time Slot Selection: \*\*

- Users can choose a sport of their choice from the list available at their selected branch.
- Users can also select a preferred time slot for their chosen sport.
- The system keeps track of the number of users registered for each time slot to avoid overbooking.



#### 5. **\*\*Subscription and Payment: \*\***

- After selecting a sport and time slot, users are presented with subscription charges.
- Users can proceed to make online payments securely through the application.
- Payment confirmation is displayed to users upon successful completion.



#### 6. **\*\*User Verification: \*\***

- Admin verifies registered users to ensure legitimate memberships.
- Only verified users are allowed to access sports facilities.

#### **\*\*Technologies Used: \*\***

- Spring MVC Framework: Used to develop the application's structure and manage interactions.
- Tomcat 9: The web server responsible for serving the application.
- MySQL Database: Stores user data, branch information, sports details, and payment history.

#### **\*\*User Flow: \*\***

##### 1. User Registration:

- Users register with their personal details to create an account.

## 2. User Login:

- Users log in using their credentials.

## 3. Branch Selection:

- Users select their preferred branch to access sports activities.

## 4. Sport and Time Slot Selection:

- Users choose a sport and time slot from available options.

## 5. Subscription and Payment:

- Users view subscription charges and make online payments.

## 6. Admin Actions:

- Admin manages branches, sports, and user verification.

## **\*\*Deployment: \*\***

The Club Management System is deployed on a Tomcat 9 server, accessible through a web browser. Users can register, log in, select branches, sports, and time slots, make payments, and enjoy the club's offerings seamlessly.

## **\*\*Challenges Faced: \*\***

- Implementing secure user authentication and authorization to ensure data privacy.
- Ensuring accurate tracking of available time slots and avoiding overbooking.
- Designing an intuitive user interface for both admin and user interactions.

**\*\*Project Status: \*\*** The Club Management System is a functional web application developed using the Spring MVC framework, Tomcat 9, and MySQL database. It is ready for deployment, enabling users to manage their club membership, select sports, and enjoy a seamless club experience.