**OVERVIEW OF THEPROJECT**

The project brings the entire manual process of sports event management online which is built using JAVA as a front end and SQL Server as a backend. The main purpose of this project is to simplify the process of handling each sports event by providing a web interface for admin and teacher. The admin part consists of multiple modules to initiate with the sports event by adding the type of sport (indoor or outdoor), adding student who are interested in a particular sports activity, adding teachers who will conduct the particular sports activity which is allotted by the admin itself and lastly, viewing the results of sports event held in college. The teacher part has come up with handling all the sports related activity assigned by the admin. Teacher performs various task such as taking the attendance of the students who are registered for a particular sport event, viewing the list of students to mark the winner of each round, generating the results based on multiple rounds won by the student and also can view the 1st, 2nd and 3rd standings of student’s name for the particular sport event.

* 1. **MODULEDESCRIPTION**

The main module in this project are listed below

* User Registration
* Event Registration
* Team Registration
* Manage user details
* Booking Events

1. **User Registration**

This user registration will help to register the user, who interested to join this tournament. This will store into the user table, when need to open the login this will help to validate username and password.

1. **Event Registration**

Admin will focus the create the event name and details as well, once the registration has been completed, it will shows in the user screen. User easily figure out and follow the tournament details.

1. **Team Registration**

After the user login manually create the team, there is an n number peoples can be added in the team, it may differ based on the sports.

1. **Manage user details**

Admin can see the user detail in his portal, the registered user can visible into the admin screen, the collect the user information and try to reach them.

1. **Booking Events**

When user need to join the tournament, should before booking an event is an mandatory option to fill. Here the admin can store some condition to promote the changes as an no of team can be participate.