A PROJECT REPORT ON

**SPORTEASE**

A Sport Management Platform

SUBMITTED IN PARTIAL

FULFILLMENT OF

DIPLOMA IN ADVANCED COMPUTING (PG-DAC)



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**ABSTRACT**

**INTRODUCTION**

Centre for Development of Advanced Computing (C-DAC) is the premier R&D organization of the Ministry of Electronics and Information Technology (MEIT.) for carrying out R&D in IT, Electronics and associated areas. Different areas of C-DAC, had originated at different times, many of which came out as a result of identification of opportunities.

C-DAC has today emerged as a premier R&D organization in IT&E (Information Technologies and Electronics) in the country working on strengthening national technological capabilities in the context of global developments in the field and responding to change in the market need in selected foundation areas.

C-DAC's Education and Training programmes are aimed at creating skilled manpower in the country by providing quality training programmes in the field of Electronics and ICT. This activity started almost two decades ago with a humble beginning of training about 20 students per year, but has today grown to an extent of training more than 5000 students per year. It also grew from just one training center to about 50 training centers across India and has even made its presence in several countries abroad.

In addition to conducting wide range of training programmes in the areas of Information, Communication and Electronics technologies, C-DAC also develops ICT tools and technologies for modern methods of imparting education and training to masses.

**2. PROJECT VIEW AND SUMMARY**

2.1 **PURPOSE**

Our project, “SPORTEASE APP”, is a web-based online sport management portal allows users to easily book sports facilities such as turf, football fields, cricket fields, or any other sports facility for a specific date and time. These apps can help users find and book sports facilities in their local area or in other locations, without the need for manual searching or phone calls.

2.2 **SCOPE**

The primary scope of “SPORTEASE APP” is to provide users with a platform to search compare and book sports facilities in their local area or in other locations. This app allow users to view available facilities, check pricing and availability, and make bookings based on their preferred date and time. The scope of this app also includes providing a seamless user experience through easy-to-use interfaces, secure payment methods, and real-time updates on booking status. SPORTEASE APP offer significant scope for Academy owners by providing them with a platform to promote their facilities, attract new customers, and streamline the booking process.it also includes the ability to create a profile for their Academy, list available time slots, and set pricing based on their preferred rates. By creating a profile, Academy owners can showcase the features and amenities of their facility, such as lighting, parking, and other amenities that may be attractive to potential customers. Turf booking apps can also provide Academy owners with valuable insights into user behaviour, allowing them to optimize their pricing, availability, and other features based on user demand.

**2.3 OVERVIEW**

A. TECHNOLOGIES USED

**i. Front End**

* HTML
* CSS
* Java Script
* BootStrap 5.0
* React.js
* Axios
* Ajax
* JQuery

**ii. Back End**

* Spring MVC
* Spring Boot
* Spring Data JPA
* Spring Security
* Java Mail API

**iii. Database Management System**

* MySQL

**B. Features Provided**

1. For Players -
2. Register – Players can register themselves if they want to register.

b. Login – Successfully registered player receive confirmation email

From admin and are now eligible to login.

c. View and Update Profile – After successful login, Players can view and

Update their profile and password.

d. Booking- Players can book sports facilities such as turf, football fields, cricket fields, and other sports venues according to best suitable price and slot.

e. Searching- Players can search academy by locations, by sports, by academy name

g. Give Reviews – Players can give reviews for academies based on

provided facilities.

h. Logout – After utilizing the app, Players can Logout from the app.

1. For Academy Owner –
2. Register – Academy Owner can register them if they want to register their own academy.
3. Login – Successfully registered Academy Owner receives confirmation email from admin and is now eligible to login.
4. View and Update Profile – After successful login, Academy Owner can view and Update their profile and password.
5. Booking- Open bookings and available time slots for customers, and set pricing based on their preferred rates.

**2.4 FEASIBILITY STUDY**

Feasibility is the determination of whether a project is worth undertaking or not. Before actually recommending the new system, it is important to investigate if it is feasible to develop it.

Before developing and implementing a system, we have to make sure that the system is feasible in the following ways:

**A. TECHINICAL FEASIBILITY**

In this type of feasibility study, the system analyst has to check whether it is possible or not to develop the requested system with the available manpower, software, hardware, etc.

This project makes use of cross-platform software and solutions like Java, and hence can run on any operating system. JavaScript, used in front-end, is swift and versatile framework when it comes to delivering the requested page. Also, as JavaScript is popular, it is easy to learn it and utilizing it as front end technology. The combination of Spring Boot, Spring Data JPA and Spring Security for backend makes for a fast, easy to set-up and reliable system to interact with the database, as they are secure and transactional in nature. Since the sensitive data of customers and admins need to be stored in a robust and secure database, MySQL database management system was chosen as it is an industry standard.

**B. OPERATIONAL FEASIBILITY**

In this type of feasibility study, the operation of the system is considered. An analysis is performed on whether it is feasible for the user department to use the application. Thus, the proposed system is said to be operationally feasible only if clients are able to understand the system clearly and correctly, and can use it with ease.

In the design of this project, we always kept user experience in mind. We made an effort to have a good user interface with consistent theme and alluring design to keep the users interested and engaged. In our project, the use of universally known icons and instructions that are easy to understand makes sure that the user will not need any special technical know-how to use the application. We made sure that the information available throughout the application is arranged in a logically coherent and consistent manner, guaranteeing that the users will have a smooth and effortless experience and even enjoy using the application.

**C. ECONOMIC FEASIBILITY**

In this type of feasibility study, the benefits of the system to the organization are considered by taking into consideration the cost-benefit analysis. All the software and technologies used in our project free, open-source, and widely available, with each of the technologies having an extensive community support. This makes “SPORTEASE APP” an economically feasible solution to the organizations that wish to implement it.

**3. REQUIREMENTS FULFILLED**

**3.1 FUNCTIONAL REQUIREMENTS**

Following are the functional requirements fulfilled by our project:

**3.2 NON-FUNCTIONAL REQUIREMENTS**

Following are the non-functional requirements fulfilled by our project:

**4. PROJECT DESIGN**

**4.1. DATA MODEL**

The following tables depict the database design used for “SPORTEASE APP” application:

**4.2. USE CASE DIAGRAM**

**5. PROJECT SCREENSHOTS**

**6. TESTING**

One of the main purposes of testing is to validate and verify that the system works as intended. No program or system design is perfect. However, if we implement the system without proper testing, then it may cause problems and lead to a bad user experience.

Testing and checking outcomes of each test gives us the best chance to detect and correct errors before the system is implemented in a production environment.

In the course of our project, we made an effort to manually test each component. In all cases, we obtained the desired results as demonstrated below.

**7. CONCLUSION**

**8. FUTURE SCOPE**

**9. REFERENCES**

Following is the list of websites we referred during the course of our project:

1. <https://getbootstrap.com/docs/5.1/getting-started/introduction/>

2. <https://www.baeldung.com/>

3. <https://www.w3schools.com/>

4. <https://docs.spring.io/springdata/jpa/docs/current/reference>

5. <https://javaee.github.io/javaee-spec/javadocs/>

6. <https://javadoc.io/doc/org.springframework.data/spring-datajpa/latest/index.html>