

THIAGARAJAR COLLEGE OF ENGINEERING
(A Govt. Aided ISO 9001:2008 certified Autonomous
institution Affiliated to Anna University)
Madurai – 625 015



21CB390 - Software Engineering Lab
WEBSITE FOR PROMOTION OF REGIONAL-LEVEL
TOURNAMENT
SEMESTER III

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BONAFIDE CERTIFICATE

Certified that this mini project report “**WEBSITE FOR PROMOTION OF REGIONAL LEVEL TOURNAMENT**” is the bonafide work of the team of four students Kishore Kumar M-917721H024, Lokhesh Ram S V-917721H026 Surya Narayanan B-917721H067, Yogesh raj-917721H069, who carried out the project work under my supervision.

Signature

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1 CASE STUDY DESCRIPTION

1.1 Introduction:

Regional tournaments are tournaments usually representing an area, state or province of a particular country. In that sense, regional tournaments can be considered the first step to the World Championships.

Other promotional or unofficial regional tournaments are sometimes held with no real relation to the National or World Championships but are competitive in their own right due to the bragging rights on offer, as well as a competitive area to test out new deck types and so on

1.2 Purpose:

Most of the people who shine in sports don't get exposed to society or continue with their passion just because of their financial circumstances.

This website helps to find such talents and promotes the tournament so that most of the talents will be exposed, on the other hand, it helps in the mode of registration.

Any sports institution or team looking for a player can recruit players by seeing their performance which is displayed on our website with their contact details.

1.3 Intended Audience:

The audience of the website will be

- Host
- Spectators
- Team coaches and Recruiters

1.4 Project scope:

- It creates an opportunity for the players who shined throughout the tournament.
- The individual may get an offer from any sports institution or any other organization.
- People conducting the tournament will receive sponsorship.
- Cost of promotion and advertisement will be reduced.

2 REQUIREMENT SPECIFICATION

2.1 User Interfaces

2.1.1 Login page

This is the main login in the system. This interface is designed in such a way that anyone can log in but if you're a host you must have an account. Enter the correct credentials to log in to the website.

2.1.2 Home page

This page act as an index to the website. It contains every possible function of the website that redirects you to the required page. There are two different home pages one for the host and one for spectators.

2.1.3 Upload page

This page allows you to host a tournament and publish the needed information only if you're a host. No other people can edit the upload page. The host can upload star players and publish scores.

2.1.4 View page

This page is mainly for the spectators and recruiters who need a player or a participant in the tournament who wants to know about the performance of other teams. On this page, we can view the details of the tournament, the list of star players and the scorecard of the matches to date. Nothing can be edited on this page is only for viewing the details.

2.1.5 Hardware Interfaces

The only hardware interface is the device used to communicate with the webpage.

Data is stored in the database and ends with the device screen and web pages.

2.1.6 Software Interfaces

The system will use:

- 1) Web pages for the forms- HTML, CSS
- 2) Programming using JavaScript
- 3) Database created with help of Firebase.

2.2 FUNCTIONAL REQUIREMENTS

2.2.1 Host a tournament

Function: Anyone who's interested can host a tournament.

Priority: Top (Required for the first release)

Requirements: To host a tournament, the user must have registered as a host on the website so that he can upload the required details.

2.2.2 Upload details

Function: The host uploads the scorecard and star players.

Requirements: Only the host can upload the scorecard and star Players and not the spectators.

2.2.3 View details

Function: The spectators can view the entire overview of the tournament

Requirement: Anyone can view the website.

3 Design Diagram

3.1 Flowchart

There are two different flowcharts for the website that describes the flow of the website.

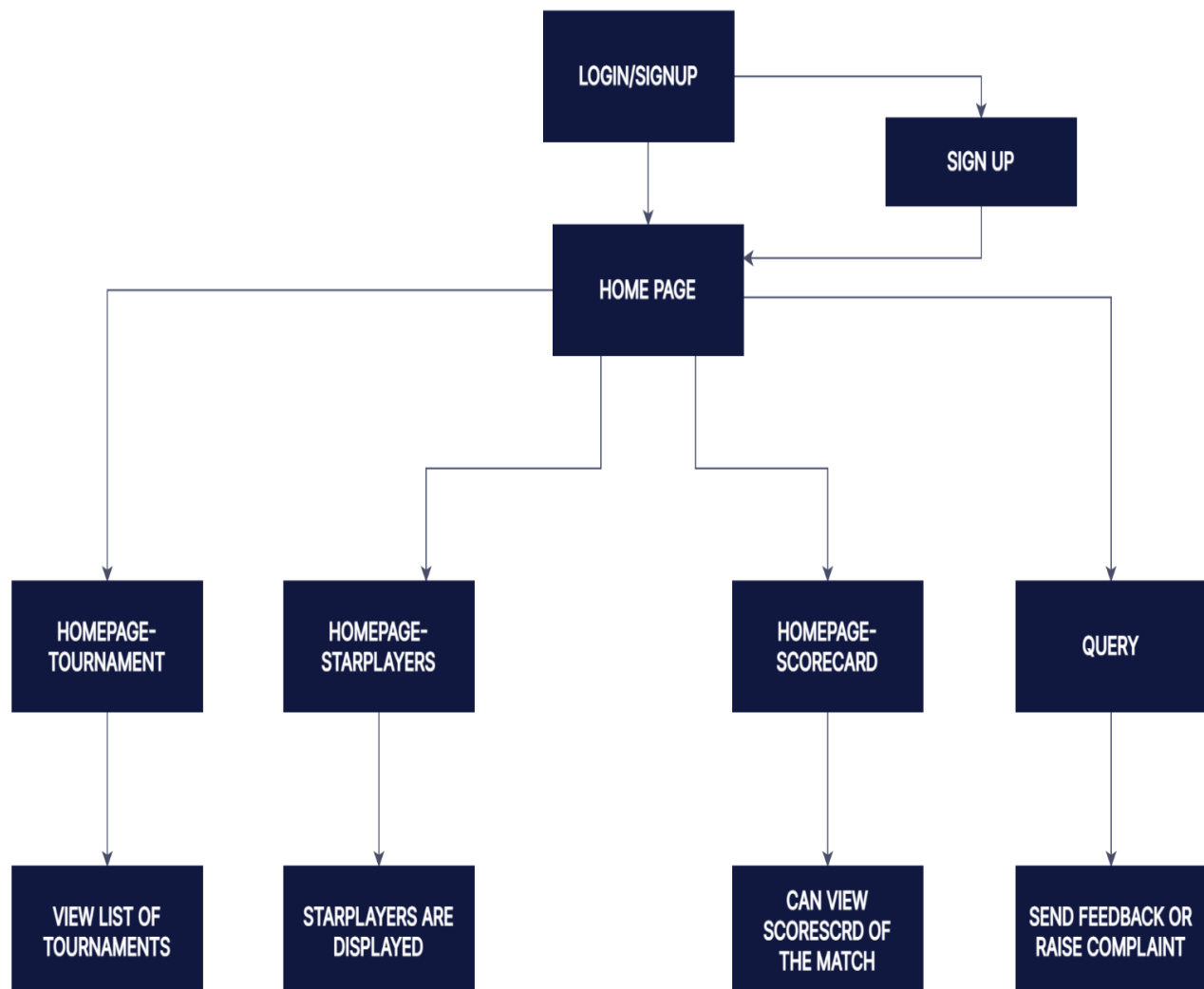
3.1.1 Flowchart for spectator

The first one describes a flow chart for spectators Which needs no verification. They can simply go through the Website and get the required information they need.

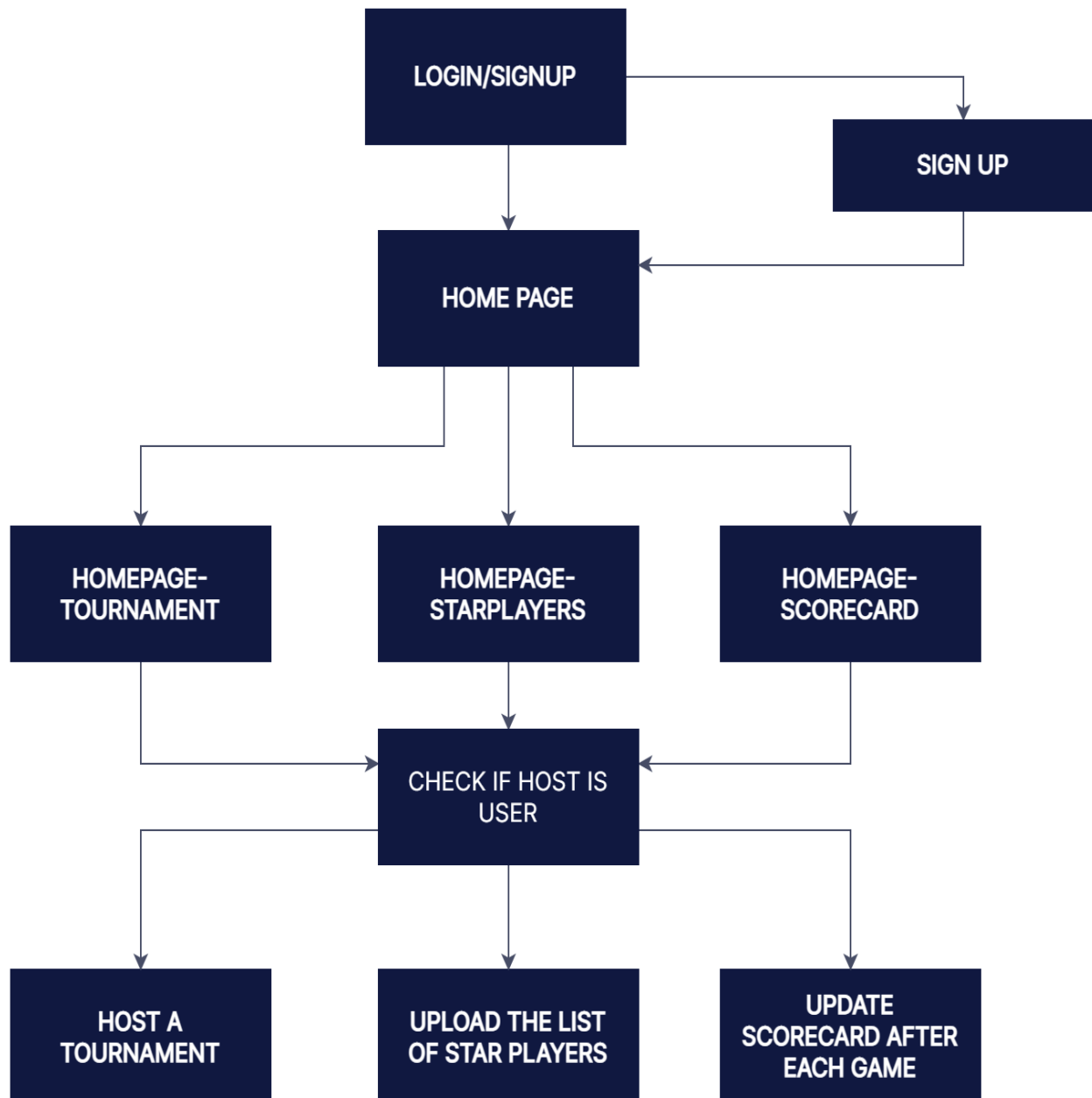
3.1.2 Flowchart for host

The second one describes the flow chart for the host in which there is verification so that only a host can upload the details.

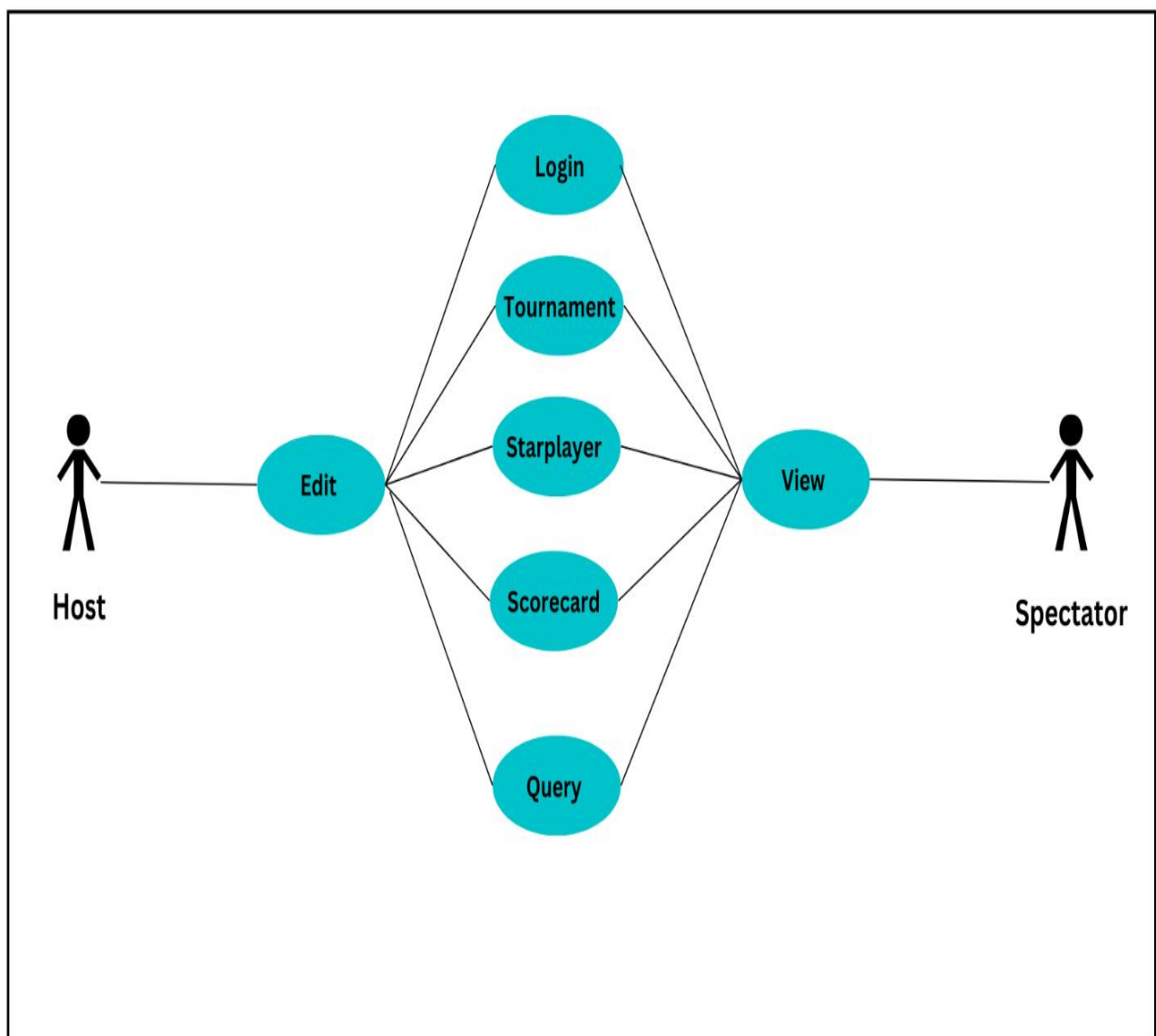
3.1.1 Flowchart for the spectator



3.1.2 Flowchart for the host/user



3.2 Design Diagram



4 Source code

4.1 Login page

```

1 <html>
2 <body>
3 <head>
4 <title>LOGIN</title>
5 <link rel="stylesheet" href="index.css">
6 <div class="login-box">
7 <h2>LOGIN</h2>
8 <form>
9 <div class="user-box">
10 <input type="text" id="name1" name="" required="">
11 <label>LOGIN IF A HOST</label>
12 </div>
13 <div class="password-box">
14 <input type="password" id="pass1" name="" required="">
15 <label>PASSWORD</label>
16 </div>
17
18 <a id="submit" >
19 <span></span>
20 <span></span>
21 <span></span>
22 <span></span>
23 hostpage
24 </a>
25 <a href="home.html">
26 <span></span>
27 <span></span>
28 <span></span>
29 <span></span>
30 spectate
31 </a>
32 <h2>
33 <a href="register.html">click here to sign in</a>
34 </h2>
35 </form>
36 </div>
37 </form>

```

```

41 <script type="module">
42 // Import the functions you need from the SDKs you need
43 import { initializeApp } from "https://www.gstatic.com/firebasejs/9.14.0/firebase-app.js";
44 import { getAnalytics } from "https://www.gstatic.com/firebasejs/9.13.0/firebase-analytics";
45 import { getDatabase, ref, get, set, child, update, remove } from "https://www.gstatic.com/f
46
47 // TODO: Add SDKs for Firebase products that you want to use
48 // https://firebase.google.com/docs/web/setup#available-libraries
49
50 // Your web app's Firebase configuration
51 const firebaseConfig = {
52   apiKey: "AIzaSyCernFjWfurqAcpJhV9xkl0h06Rxe4_1U",
53   authDomain: "login-c3ddb.firebaseio.com",
54   databaseURL: "https://login-c3ddb-default-rtdb.asia-southeast1.firebaseio.com",
55   projectId: "login-c3ddb",
56   storageBucket: "login-c3ddb.appspot.com",
57   messagingSenderId: "794850398401",
58   appId: "1:794850398401:web:41841cc198a9db67de8440"
59 };
60
61 // Initialize Firebase
62 const app = initializeApp(firebaseConfig);
63 const db = getDatabase();
64 var name1 = document.getElementById("name1");
65 var pass1 = document.getElementById("pass1");
66 var submit = document.getElementById("submit");
67
68 function insertData(){
69   const dbr = ref(db);
70   get(child(dbr, "Users/"+name1.value)).then((snapshot)->{
71     if(snapshot.exists()){
72       if(name1.value == snapshot.val().Name && pass1.value == snapshot.val().Password){
73         window.location.href="hosthome.html";
74         alert("Success!");
75       }
76     } else{
77       alert("NO USER FOUND");

```

4.2 Initiate tournament

```

1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4 <meta charset="UTF-8">
5 <meta name="viewport" content="width=device-width, initial-scale=1.0">
6
7 <body background="REG.jpg">
8 <div id="bg">
9 <br>
10
11 <h1>HOST FORM</h1>
12 <div id="form">
13 <form>
14 <table id="table">
15 <tr>
16 <td>FIRST NAME:</td>
17 <td>
18 <input type="text" id="username" size="30"
19   maxlength="30" placeholder="Enter first name" />
20 </td>
21 </tr>
22 <tr>
23 <td>CONTEST NAME:</td>
24 <td>
25 <input type="text" id="contestname" size="30"
26   maxlength="30" />
27 </td>
28 </tr>
29 <tr>
30 <td>
31 <td>
32 <tr>
33 <td>
34 <td>
35 <td>
36 <td>
37 <td>
38 <td>
39 <td>
40 <td>
41 <td>

```

```

299 // Your web app's Firebase configuration
300 const firebaseConfig = {
301   apiKey: "AIzaSyCernFjWfurqAcpJhV9xkl0h06Rxe4_1U",
302   authDomain: "login-c3ddb.firebaseio.com",
303   databaseURL: "https://login-c3ddb-default-rtdb.asia-southeast1.firebaseio.com",
304   projectId: "login-c3ddb",
305   storageBucket: "login-c3ddb.appspot.com",
306   messagingSenderId: "794850398401",
307   appId: "1:794850398401:web:41841cc198a9db67de8440"
308 };
309
310 // Initialize Firebase
311 const app = initializeApp(firebaseConfig);
312 const db = getDatabase();
313
314 var username = document.getElementById("username");
315 var contestname = document.getElementById("contestname");
316 var number = document.getElementById("number");
317 var fee = document.getElementById("fee");
318 var deadend = document.getElementById("deadend");
319 var venue = document.getElementById("venue");
320 var prize = document.getElementById("prize");
321 var size = document.getElementById("size");
322 var submit = document.getElementById("submit");
323
324 function insertData(){
325   set(ref(db, "host/"+contestname.value),{
326     hostname : username.value,
327     contestname : contestname.value,
328     number : number.value,
329     prize : prize.value,
330     fee : fee.value,
331     venue : venue.value,
332     lastdate : deadend.value,
333     size : size.value
334   }).then(()=>{
335     alert("registered");
336   }).catch((error)->{
337     alert("error"+error);

```

4.3 Update Score

```

4 <title>SCORE</title>
5
6 <div class="login-box">
7 <h2>UPLOAD</h2>
8 <form>
9
10 <div class="user-box">
11 <input type="text" id="tname" required="">
12 <label>TOURNAMENT NAME</label>
13 </div>
14 <div class="user-box">
15 <input type="text" id="m" required="">
16 <label>MATCH</label>
17 </div>
18 <div class="user-box">
19 <input type="text" id="t1" required="">
20 <label>TEAM 1</label>
21 </div>
22 <div class="user-box">
23 <input type="text" id="s1" required="">
24 <label>SCORE WITH WICKETS</label>
25 </div>
26 <div class="user-box">
27 <input type="text" id="t2" id="" required="">
28 <label>TEAM 2</label>
29 </div>
30 <div class="user-box">
31 <input type="text" id="s2" required="">
32 <label>SCORE WITH WICKETS</label>
33 </div>
34 <div class="user-box">
35 <input type="text" id="mom" required="">
36 <label>MAN OF THE MATCH</label>
37 </div>
38 <div class="user-box">
39 <input type="text" id="r" required="">
40 <label>RESULT</label>
41 </div>
42
43 <a id="submit">
44 <span></span>

```

```

77 const firebaseConfig = {
78   apiKey: "AIzaSyCerunFjWfurqAcP3hv9xk10ho6Rxe4_10",
79   authDomain: "login-c3ddb.firebaseio.com",
80   databaseURL: "https://login-c3ddb-default-rtdb.asia-southeast1.firebaseio.com",
81   projectId: "login-c3ddb",
82   storageBucket: "login-c3ddb.appspot.com",
83   messagingSenderId: "794850398401",
84   appId: "1:794850398401:web:41841cc198a9db67de8440"
85 };
86
87 // Initialize Firebase
88 const app = initializeApp(firebaseConfig);
89 const db = getDatabase();
90
91 var tname = document.getElementById("tname");
92 var m = document.getElementById("m");
93 var t1 = document.getElementById("t1");
94 var s1 = document.getElementById("s1");
95 var t2 = document.getElementById("t2");
96 var s2 = document.getElementById("s2");
97 var mom = document.getElementById("mom");
98 var r = document.getElementById("r");
99
100
101 var submit = document.getElementById("submit");
102
103 function insertData(){
104   set(ref(db, "score/"+m.value),{
105     tname:tname.value,
106     m:m.value,
107     t1:t1.value,
108     s1:s1.value,
109     t2:t2.value,
110     s2:s2.value,
111     mom:mom.value,
112     r:r.value
113   }).then(()=>{
114     alert("data stored");
115   }).catch((error)=>{
116     alert("error"+error);
117   }));

```

4.4 Publish Star Players

```

starhost.html
<h1>STARPLAYERS</h1>
<form>
  <div class="user-box">
    <input type="text" id="match" name="" required="" >
    <label>MATCH NAME</label>
  </div>
  <div class="user-box">
    <input type="text" id="p1" name="" required="" >
    <label>starplayer-1(role) </label>
  </div>
  <div class="user-box">
    <input type="number" id="n1" name="" required="" >
    <label>CONTACT NO OF PLAYER</label>
  </div>
  <div class="user-box">
    <input type="text" id="p2" name="" required="" >
    <label>starplayer-2</label>
  </div>
  <div class="user-box">
    <input type="number" id="n2" name="" required="" >
    <label>CONTACT NO OF PLAYER</label>
  </div>
  <div class="user-box">
    <input type="text" id="p3" name="" required="" >
    <label>starplayer-3</label>
  </div>
  <div class="user-box">
    <input type="number" id="n3" name="" required="" >
    <label>CONTACT NO OF PLAYER</label>
  </div>
  <div class="user-box">
    <input type="text" id="p4" name="" required="" >
    <label>starplayer-4</label>
  </div>
  <div class="user-box">
    <input type="number" id="n4" name="" required="" >

```

```

starhost.html starhost.html() "starhost.html"
storageBucket: "login-c3ddb.appspot.com",
messagingSenderId: "794850398401",
appId: "1:794850398401:web:41841cc198a9db67de8440"
});
// Initialize Firebase
const app = initializeApp(firebaseConfig);
const db = getDatabase();
var match = document.getElementById("match");
var p1 = document.getElementById("p1");
var p2 = document.getElementById("p2");
var p3 = document.getElementById("p3");
var p4 = document.getElementById("p4");
var n1 = document.getElementById("n1");
var n2 = document.getElementById("n2");
var n3 = document.getElementById("n3");
var n4 = document.getElementById("n4");
function insertData(){
  set(ref(db, "starplayers/"+match.value),{
    match:match.value,
    p1:p1.value,
    n1:n1.value,
    p2:p2.value,
    n2:n2.value,
    p3:p3.value,
    n3:n3.value,
    p4:p4.value,
    n4:n4.value
  }).then(()=>{
    alert("data stored");
  }).catch((error)=>{
    alert("error"+error);
  }));
submit.addEventListener("click",insertData);
</script>

```

4.5 View Page

```

18 <div class="column">
19   <table class="table table-success table-striped table-hover">
20     <tr><th>MATCH NAME</th>
21     <th>HOST</th>
22     <th>ENTRYFEE</th>
23     <th>MAX TEAM</th>
24     <th>LASTDATE</th>
25     <th>PRIZEPOOL</th>
26     <th>CONTACT</th>
27     <th>VENUE</th>
28
29     <tbody id="table-body">
30
31     </tbody>
32
33   </table>
34 </div>
35
36 <script src="https://www.gstatic.com/firebasejs/7.15.5/firebase-app.js"></script>
37 <script src="https://www.gstatic.com/firebasejs/7.15.5/firebase-auth.js"></script>
38 <script src="https://www.gstatic.com/firebasejs/7.15.5/firebase-database.js"></script>
39
40 <script>
41   const firebaseConfig = {
42     apiKey: "AIzaSyCerunFjWfurgAcPjhv9xkl0ho6Rxe4_1U",
43     authDomain: "login-c3ddb.firebaseio.com",
44     databaseURL: "https://login-c3ddb-default-rtdb.asia-southeast1.firebaseio.com",
45     projectId: "login-c3ddb",
46     storageBucket: "login-c3ddb.appspot.com",
47     messagingSenderId: "794850398401",
48     appId: "1:794850398401:web:41841cc198a9db67de8440"
49   };
50
51   firebase.initializeApp(firebaseConfig);
52   function selectalldata(){
53     firebase.database().ref('host').once('value',
54       function(AllRecords){
55         AllRecords.forEach(
56           function(CurrentRecord){
57             var trophy=CurrentRecord.val().contestname;
58
59
60
61             var cprize = CurrentRecord.val().prize;
62             var entry = CurrentRecord.val().fee;
63             var deadend = CurrentRecord.val().lastdate;
64             var no = CurrentRecord.val().number;
65             var ven = CurrentRecord.val().venue;
66             AddItemsToTable(trophy,host,csize,cprize,entry,deadend,no,ven);
67
68           });
69
70         });
71   window.onload = selectalldata;
72
73   function AddItemsToTable(trophy,host,csize,cprize,entry,deadend,no,ven){
74     var tbody = document.getElementById('table-body');
75     var tr = document.createElement('tr');
76     var td1 = document.createElement('td');
77     var td2 = document.createElement('td');
78     var td3 = document.createElement('td');
79     var td4 = document.createElement('td');
80     var td5 = document.createElement('td');
81     var td6 = document.createElement('td');
82     var td7 = document.createElement('td');
83     var td8 = document.createElement('td');
84     td1.innerHTML = trophy;
85     td2.innerHTML = host;
86     td3.innerHTML = entry;
87     td4.innerHTML = csize;
88     td5.innerHTML = deadend;
89     td6.innerHTML = cprize;
90     td7.innerHTML = no;
91     td8.innerHTML = ven;
92     tr.appendChild(td1);
93     tr.appendChild(td2);
94     tr.appendChild(td3);
95     tr.appendChild(td4);
96     tr.appendChild(td5);
97     tr.appendChild(td6);
98     tr.appendChild(td7);
99     tr.appendChild(td8);
100    tbody.appendChild(tr);
101  }

```

4.6 Check User

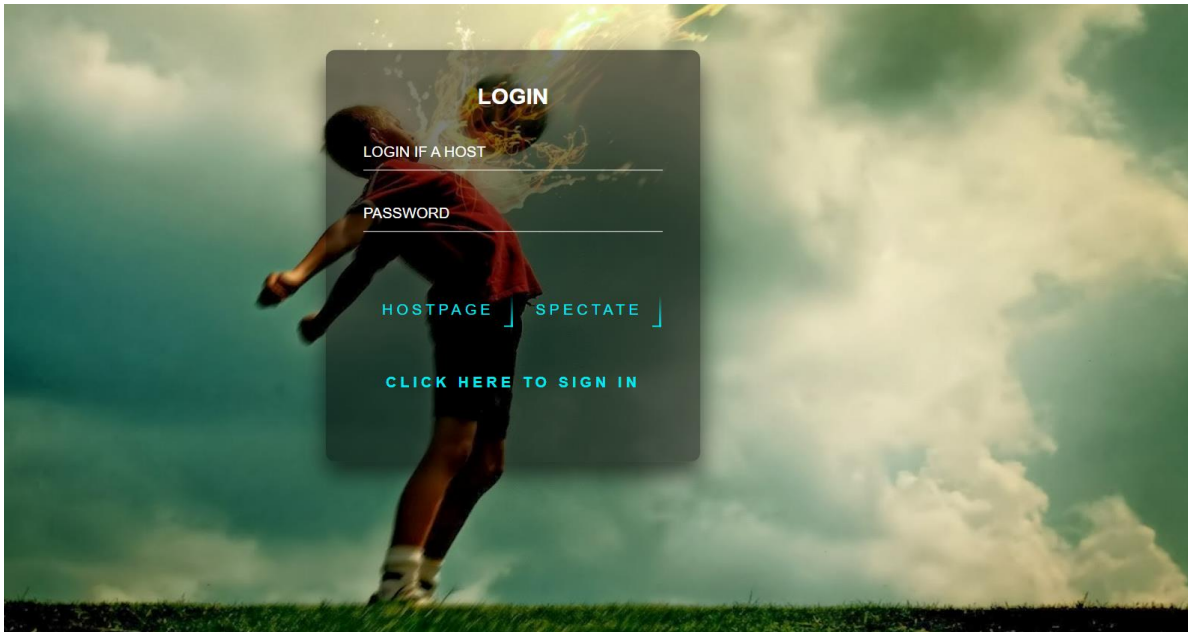
```

1 <html>
2 <body>
3 <head>
4   <title>check user</title>
5   <link rel="stylesheet" href="register.css">
6 <div class="login-box">
7   <h2>HOST LOGIN</h2>
8   <form>
9     <div class="user-box">
10      <input type="text" id="name1" name="" required="">
11      <label>ENTER USERNAME</label>
12    </div>
13    <div class="user-box">
14      <input type="password" id="pass1" name="" required="">
15      <label>PASSWORD</label>
16    </div>
17
18    <a id="submit">
19      <span></span>
20      <span></span>
21      <span></span>
22      <span></span>
23      Submit
24    </a>
25
26    <a href="hosthome.html">
27      <span></span>
28      <span></span>
29      <span></span>
30      <span></span>
31      return
32    </a>
33  </form>
34 </div>
35 </form>
36 </div>
37 </head>
38 <script type="module">
39   // Import the functions you need from the SDKs you need
40   import { initializeApp } from "https://www.gstatic.com/firebasejs/9.14.0/firebase-app.js";
41   import { getAnalytics } from "https://www.gstatic.com/firebasejs/9.13.0/firebase-analytics.js";
42
43   // Your web app's Firebase configuration
44   const firebaseConfig = {
45     apiKey: "AIzaSyCerunFjWfurgAcPjhv9xkl0ho6Rxe4_1U",
46     authDomain: "login-c3ddb.firebaseio.com",
47     databaseURL: "https://login-c3ddb-default-rtdb.asia-southeast1.firebaseio.com",
48     projectId: "login-c3ddb",
49     storageBucket: "login-c3ddb.appspot.com",
50     messagingSenderId: "794850398401",
51     appId: "1:794850398401:web:41841cc198a9db67de8440"
52   };
53
54   // Initialize Firebase
55   const app = initializeApp(firebaseConfig);
56   const db = getDatabase();
57   var name1 = document.getElementById("name1");
58   var pass1 = document.getElementById("pass1");
59   var submit = document.getElementById("submit");
60
61   function insertData(){
62     const dbr = ref(db);
63     get(child(dbr,"Users/"+name1.value)).then((snapshot)=>{
64       if(snapshot.exists()){
65         if(name1.value == snapshot.val().Name && pass1.value == snapshot.val().password){
66           window.location.href="host.html";
67           alert("Success!");
68         }
69         else{
70           alert("NO USER FOUND");
71         }
72       }
73       else{
74         alert("NO USER FOUND");
75       }
76     }).catch((error)=>{
77       alert("Unsuccessful !"+error);
78     });
79   }
80
81   submit.addEventListener("click",insertData);
82 </script>

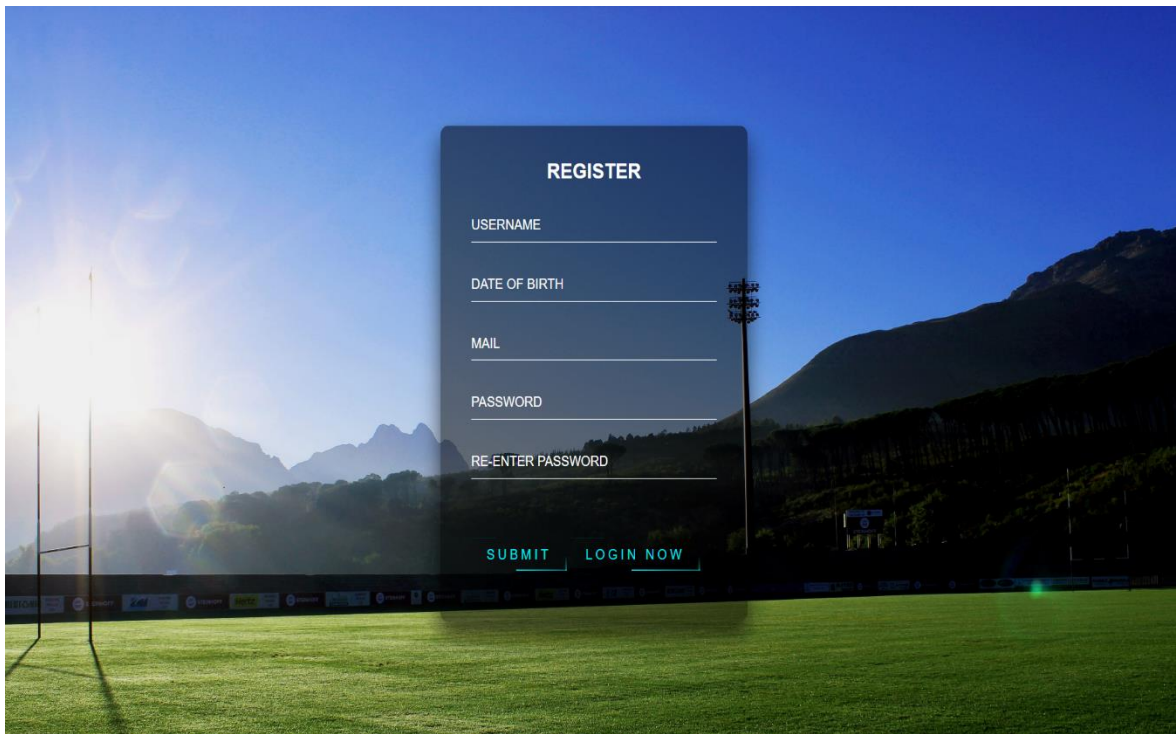
```


5 Screenshots

5.1 Login if you're a user if not you can spectate



5.1.1 Create an account if you want to be a host.



5.2 Homepage(Only host can access)



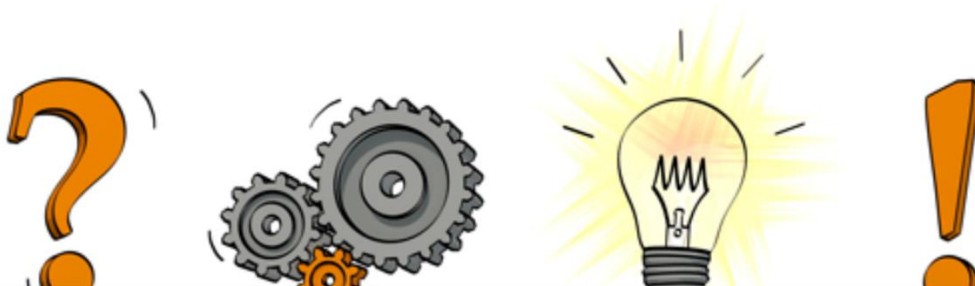
TOURNAMENT



SCORECARD

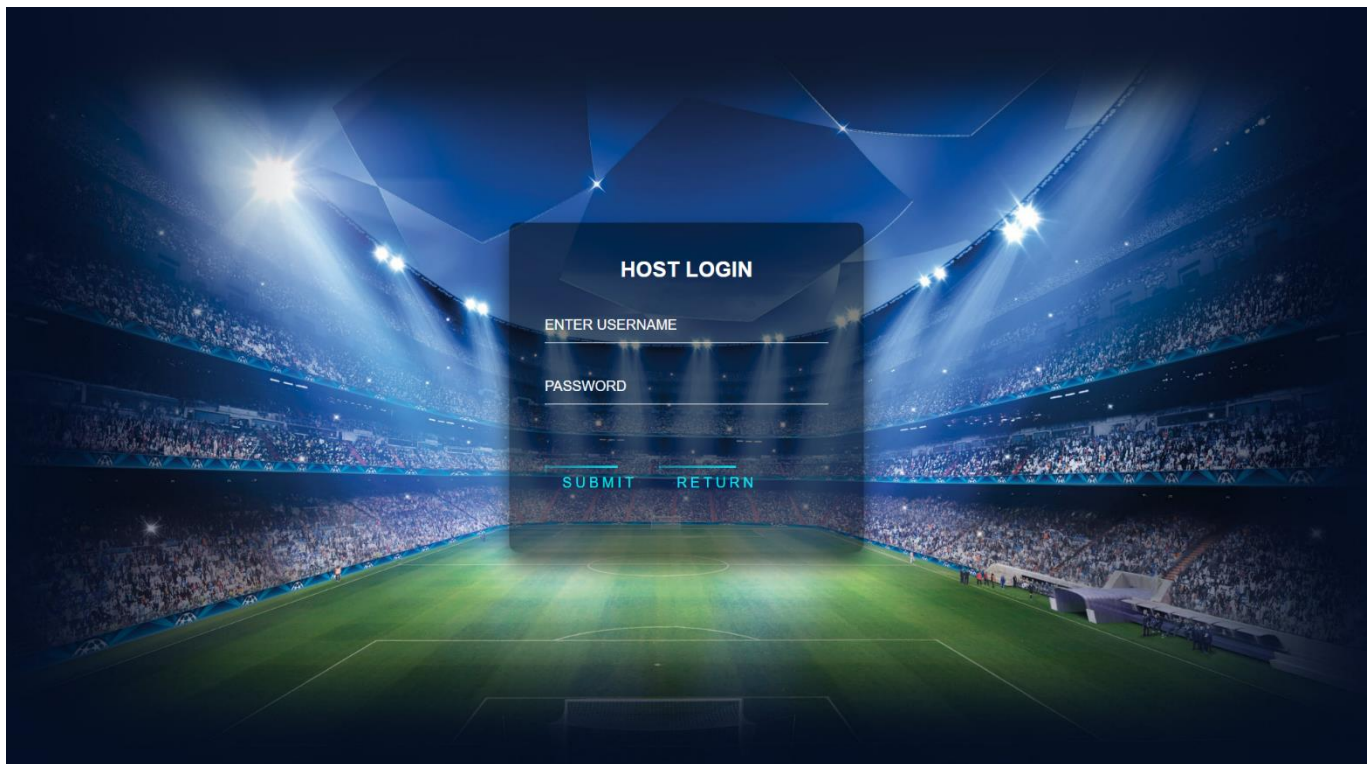


STAR PLAYERS



SEND QUERIES

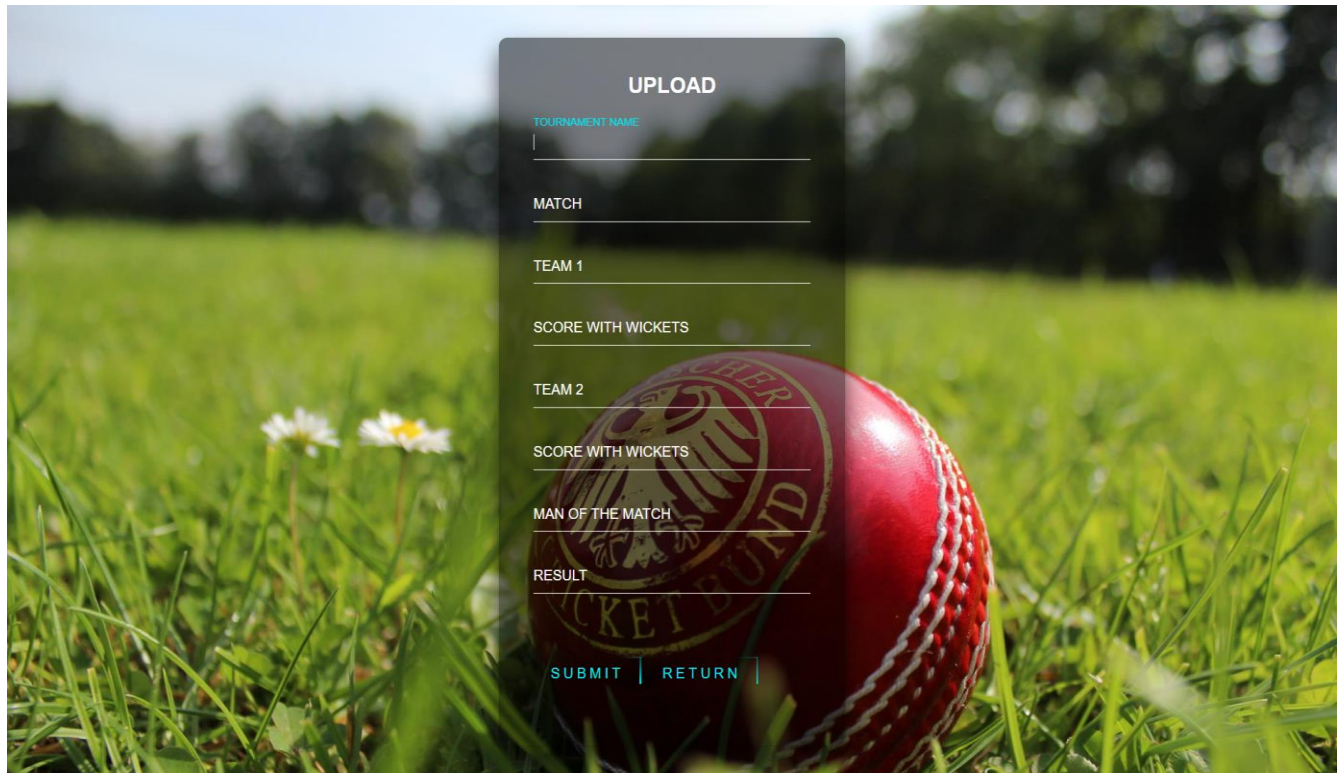
5.2 Check page(To check the individual is host or not)



5.2.1 Host a tournament

A screenshot of a 'HOST FORM' page. The page has a dark blue background with a repeating image of a cricket player in white gear swinging a bat. The form is titled 'HOST FORM' at the top. It contains several input fields and labels: 'FIRST NAME:' with a text input field; 'CONTEST NAME:' with a text input field; 'DATE OF BIRTH:' with three dropdown menus for 'Day', 'Month', and 'Year'; 'EMAIL ID:' with a text input field; 'MOBILE NO:' with a text input field and a note '(10 digits number)'; 'CONTEST SIZE:' with a text input field; 'CONTEST PRIZE' with a text input field; 'ADDRESS:' with a large text area; and 'ENTRY:' with a text input field labeled 'ENTRY FEE'.

5.2.2 Update score



UPDATE

TOURNAMENT NAME

MATCH

TEAM 1

SCORE WITH WICKETS

TEAM 2

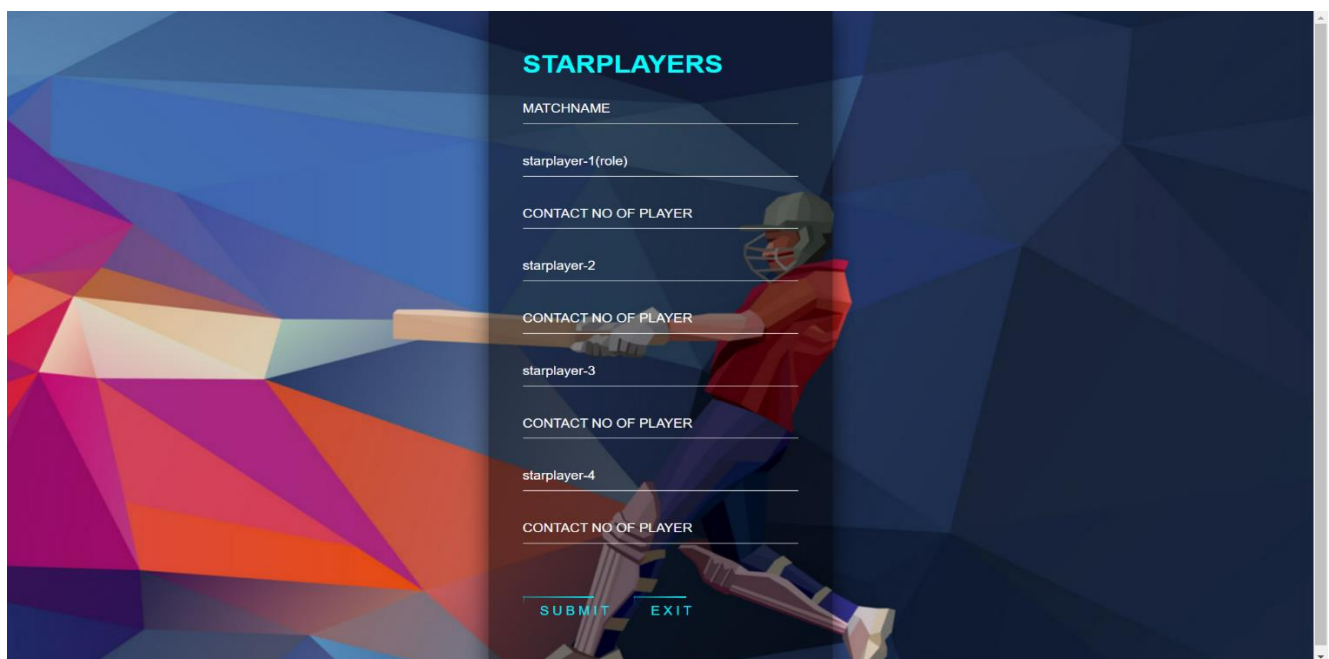
SCORE WITH WICKETS

MAN OF THE MATCH

RESULT

SUBMIT | RETURN

5.2.3 Publish star players



STARPLAYERS

MATCHNAME

starplayer-1(role)

CONTACT NO OF PLAYER

starplayer-2

CONTACT NO OF PLAYER

starplayer-3

CONTACT NO OF PLAYER

starplayer-4


CONTACT NO OF PLAYER

SUBMIT | EXIT

5.3 General page(Anyone can access)

5.3.1 Tournaments

LIST OF TOURNAMENTS							
MATCH NAME	HOST	ENTRYFEE	MAX TEAM	LASTDATE	PRIZEPOOL	CONTACT	VENUE
MADURAI PREMIER LEAGUE	CHIRANJITH	1000	72	31/12/23	50000	987654321	madurai
MADURAI TEST CHAMPIONSHIP	AADHISRI	5000	50	31/12/22	100000	765478903	BB KULAM
SUPER LEAGUE	NIGITHA	1000	36	31/12/22	30000	125678905	KADACHANENDHAL
WHO'S NEXT DHONI	NAGESH	500	50	31/12/22	25000	9876582490	AVANIYAPURAM
aadhi ninaivu trophy	kishore	20,000	16	31/12/22	10,00,000	1234556	madurai
memorial trophy	HRUSHI	1000	18	31/12/22	15000	123456789	madurai
u19 tournament	sakthi	1000	50	1/1/2023	50,000	98567896	madurai



5.3.2 Scorecard

SCORECARD	
MATCHNAME : HOSTELERS VS DAY SCHOLARS	
TOURNAMENT:TCE SUPER LEAGUE	
TEAM 1:DAY SCHOLARS	
SCORE :120-0	
TEAM 2: HOSTELERS	
SCORE :100-0	
MAN OF THE MATCH:AADHITHYA	
RESULT:DAY SCHOLARS WON BY 20 RUNS	
MATCHNAME :bb kulam vs sambakulam	
TOURNAMENT:madurai test championship	
TEAM 1:bb kulam	
SCORE :372-10	
TEAM 2: sambakulam	
SCORE :350-10	
MAN OF THE MATCH:anonymous	
RESULT:bb kulam won with 22 runs difference	
MATCHNAME :ind vs pak	
TOURNAMENT:mive trophy	
TEAM 1:ind	
SCORE :210-5	
TEAM 2: pak	
SCORE :160-5	
MAN OF THE MATCH:kohli	
RESULT:ind won the match	

5.3.3 Star players

STARPLAYERS								
MATCH NAME	STARPLAYER-1	contact	STARPLAYER-2	contact	STARPLAYER-3	contact	STARPLAYER-4	contact
BB KULAM VS SAMBAKULAM	ROSHAN(100*)	123456	BUSHAN(141*)	12348977	BABU(121*)	98765456	GOBU(4-4)	6547839
DAY SCHOLARS VS HOSTELERS	AADHITHYA(100*)	987654321	NAGESH(20*)	7890654331	KISHORE(80*)	12367890	KISHORE JR(20*)	12367890
IND VS ENG	KOHLI(134*)	123456789	BUTLER(121)	1234	ASHWIN(3-3)	6573	1	12345
SS VS DS	RAMESH(77*)	123345	SURESH(65434556*)	7654344	RAJESH(33*)	1256646	BABU(2-2)	123343243



5.3.4 Queries



6 Conclusion

Young talents will have more opportunities thanks to this application, and they will also receive more offers. Anyone who wants to host a tournament can do so with ease, and because the cost of advertising will be lower, the host won't have to bear as much of the burden

If any club or sports organisation is looking for players, they may browse our website's top players list and get in touch with them using the information provided there. This will pave the path for their successful future.

No talent should be lost in our society due to a lack of opportunities or financial limitations. With just a tiny spark, every player can succeed, and our website will be that spark for them.

7 Inference

- https://www.w3schools.com/html/html_scripts.asp
- <https://firebase.google.com/docs/web/setup>
- <https://www.pexels.com/search/4k%20wallpaper/>
- <https://codepen.io/>

