

5. Implementation Technology

For the implementation of this project and as we specified in our repository main page we considered a dynamic approach to our web based management system. ClickSport is a standardized Web Application, developed in Html, Css, Javascript with the help of other languages such as PHP and SQL.

While implementing the project a client – server architecture model is required because it is a web application. The architecture models are one tier, two tiers and three tier.

The used architecture model in this project is three – tier model. The purpose of selecting this architecture model is because of the development time, future flexibility and maintenance of the application.

The three – tier architecture model is the fundamental framework for the logical design model. It separates into three tiers of services an application's components.

We chose this approach as it is not only suitable for our project's scope but also because we decided as a team that we could take all the lessons and information the university has given us, and make a final product that is polished and well done. In order to create ClickSport connection with the database we had to explore multiple options such as using python but ultimately went with PHP PDO.

Some Key Parts Of The Technology Used And Their Purpose:

- **Html – The foundation of the program**
- **Css – Helps to make the interface more friendly and appealing**
- **Javascript – To make the html page into a more dynamically driven web page**
- **SQL – Used to store, modify, use all information**
- **PHP – The backend of the program, it establishes multiple connections with the databases and implements the four basic functions (CRUD)**