1.INTRODUCTION

INTRODUCTION

The Online Sport Turf Booking System is a web-based application designed to simplify the process of booking sport turfs and purchasing sports items. The system is built using Python Django and SQL technologies to provide an efficient and user-friendly platform for users, sellers, sport academies, and event organizers. The system consists of five modules: Admin, User, Seller, Event, and Sport Academy, each serving a specific purpose in the booking process. The admin module provides the administrative functions for the system, while the User module allows users to register, search, and book sport turfs. The Seller module enables turf owners to list their turfs for booking, manage their listings, sell sports items, and receive payment for bookings and sales. The Event module allows users to create and manage sports events, while the Sport Academy module enables the booking of sport turfs for training purposes. The system's primary objective is to streamline the booking process for sport turfs and provide a convenient way for users to purchase sports items. With this system, users can search for available turfs and sports items, make bookings and purchases, and receive confirmation of their reservations and orders instantly. Additionally, turf owners and sellers can manage their listings, receive payment, and monitor their bookings and sales. In conclusion, the Online Sport Turf Booking System is a valuable tool for sports enthusiasts, event organizers, sport academies, turf owners, and sports item sellers. By simplifying the booking and purchasing process, the system provides a convenient and efficient way for users to book sport turfs and purchase sports items online, saving them time and effort.

1.1. PROJECT OVERVIEW

Sports are very essential for every human life which keeps them fit and fine and physical strength. It has great importance in each stage of life. It also improves the personality of people. Sports keep our all organs alert and our hearts become stronger by regularly playing some kind of sports. In this project enhance the importance of sports. In this project we can sell or buy any sports equipment's through online. it is helpful for finding nearby Turf for cricket and football, badminton court, other sports events paid turfs (turf means rented artificial play grounds) and book available slot. It is also helpful for finding the sports events occurred near our current location and also, we can book the event if it has ticket. it is helpful to find the different sports academy nearby us and their details and contact info. this project gives an option for users to post their own views about a sports match and another user can reply about the post through comment box.

Turf playground are used to play various sports like football, rugby, tennis, cricket, etc. People enjoy playing on the turf, it has vibrant environment and very safe to play. Many school teams and clubs prefer turf playground for practice and training purpose. Sometime it becomes difficult to book turf playground because of timing issue or the slot getting booked previously. This sports ground booking website is proposed for booking the turf in an easy and efficient way. In this project we can sell or buy any sports equipment's through online. This system has mainly five modules namely admin, user, seller, Turf manager, and sport academy management. online sports turf booking system is developed using Python and SQL. An online sports turf booking system is a software platform that allows individuals, organizations, or teams to book sports turf fields or facilities online. The system typically includes a user-friendly interface that displays the availability of the sports turf fields, their rates, and allows users to reserve a field or facility in advance.

1.2. OBJECTIVE OF THE PROJECT

One of the main objectives of the Online Sport Turf Booking System is to provide an all-in-one platform for the sports industry. The system's multiple modules, including admin, user, seller, event, sport academy, and sport items, cater to the needs of various stakeholders in the sports industry, making it a comprehensive solution for managing sport turfs and sports items. The system's user-friendly interface and streamlined processes enable sports enthusiasts to easily book sport turfs and purchase sports items, while the sellers, sport academies, and event organizers can manage their bookings and sales more efficiently. This ensures that the system can be used by a wide range of users and can cater to the needs of different types of sports activities, from individual bookings to large-scale events. Another objective is to provide a secure and reliable platform for online transactions. The system's detailed reporting and analytics features allow administrators to track system performance and user behaviour, providing valuable insights into how the system is being used and enabling them to make informed decisions about how to improve the platform. Overall, the Online Sport Turf Booking System aims to provide a comprehensive, secure, and user-friendly platform for managing sport turfs and sports items online, catering to the needs of sports enthusiasts, sellers, sport academies, event organizers, and more. The Online Sport Turf Booking System's objectives are to provide a streamlined process for booking sport turfs and purchasing sports items, simplify the management of sport turfs and sports items online, and enhance the user experience. The system's user-friendly interface allows users to search for available turfs and sports items, make bookings and purchases, and receive confirmation of their reservations and orders. Meanwhile, the seller module enables turf owners to list their turfs for booking, manage their listings, sell sports items, and receive payment for bookings and sales The system's secure payment gateway ensures that online transactions are safe and secure, while the detailed reports and analytics provide administrators with insights into system performance and user behaviour. Overall, the Online Sport Turf Booking System aims to simplify the process of booking sport turfs and purchasing sports items, provide a user-friendly platform for managing sport turfs and sports items online, and enhance the user experience by streamlining the booking and purchasing process.

2. SYSTEM ANALYSIS

2.1. EXISTING SYSTEM

Currently, the process of booking sport turfs and purchasing sports items is often a tedious and time-consuming process that is done manually or through phone calls. This often leads to miscommunication, double bookings, and errors in the booking process. Additionally, there is a lack of a comprehensive platform for managing sport turfs and sports items online, making it difficult for users to find and book sport turfs and purchase sports items from a single platform. This also makes it challenging for sellers, sport academies, and event organizers to manage their bookings and sales efficiently

DISADVANTAGES OF EXISTING SYSTEM

- The current system is often manual or phone-based, making it time-consuming and inefficient.
- Users need to make multiple phone calls or visit different locations to complete their booking or purchase, which can result in delays and errors.
- The existing system lacks transparency and accountability, with little to no information available about the condition of the sport turfs, the availability of sports items, and the pricing of the services.
- This lack of information can lead to confusion and mistrust between the user and the seller, leading to disputes and other issues.
- The existing system is vulnerable to errors and double bookings, which can lead to conflicts between users and sellers and can be costly to resolve.

2.2. PROPOSED SYSTEM

We have successfully proposed the "ONLINE SPORT TURF BOOKING SYSTEM" to overcome the the existing system's inefficient, lacks transparency, and is prone to errors and conflicts. The proposed Online Sport Turf Booking System is a user-friendly platform that aims to provide a more efficient and reliable alternative to the existing manual or phone-based system for sport turf booking and purchasing of sports items. Built using Python Django and SQL, the system offers several key benefits, including real-time availability and pricing information, secure payment gateways, and automated booking confirmation, cancellation, and refund policies. Additionally, the system includes seller and user ratings and reviews, which provide transparency and accountability to the system. Overall, the proposed system simplifies the process of sport turf booking and purchasing of sports items and provides an efficient and reliable solution to users.

ADVANTAGES OF PROPOSED SYSTEM

- The proposed system is fully automated, providing users with a seamless and efficient platform to search for and book sport turfs and purchase sports items online.
- The system provides real-time availability and pricing information, enabling users to make informed decisions and avoid potential conflicts with other users or sellers.
- The system includes a secure payment gateway, ensuring that all transactions are safe and reliable.
- The proposed system provides an easy-to-use interface for sellers, allowing them to manage their inventory, prices, and bookings effectively.
- The system includes automated booking confirmation, cancellation, and refund policies, providing users with peace of mind and reducing the workload of sellers.
- The system includes seller and user ratings and reviews, which provide transparency and accountability to the system and help users make informed decisions about their bookings and purchases.
- The proposed system is scalable and customizable, allowing for future updates and modifications to accommodate changing user needs and preferences.
- The system provides a centralized database for all user and seller information, which can be easily managed and accessed by the admin module.

2.3. FEASIBILITY ANALYSIS

The feasibility analysis of the proposed Online Sport Turf Booking System indicates that it is a viable and beneficial solution for the sport turf booking and purchasing of sports items. Feasibility analysis is a system proposal according to its workability, impact on the organization, ability to meet user needs and efficient use of resources. The proposed system must be evaluated from the technical point of view first and this technical impact on the organization must be accessed. Then the system must be tested for economic feasibility. Feasibility analysis defines the scope of the project, ordering all levels of responsibilities, perceived problems and opportunities, business and technical constraints perceived project goal and possible solutions. A Feasibility study is test of system proposal according to its workable impact on the organization, ability to meet user needs, and effective use of resources.

2.3.1. TECHNICAL FEASIBILITY

The technical feasibility of the proposed system is high, as it is built using the widely used and proven Python Django framework and SQL database. Python Django provides a robust and scalable framework for building web applications, while SQL provides a reliable and secure platform for managing data and transactions. Additionally, the proposed system can be easily integrated into existing IT infrastructure and can be customized to meet specific user needs.

2.3.2. BEHAVIOURAL FEASILIBITY

The behavioural feasibility of the proposed system is high, as it meets the needs and expectations of the target users. The system's user-friendly interface and simple booking process make it easy for users to navigate and complete bookings quickly. Additionally, the system's automated confirmation, cancellation, and refund policies reduce user frustration and increase satisfaction. The proposed system offers a convenient and efficient solution for booking and purchasing sports items, which aligns with the behavioural patterns of today's consumers, making it highly feasible.

2.3.3. OPERATIONAL FEASIBILITY

The operational feasibility of the proposed system is high, as it is user-friendly and can be easily integrated into existing business processes. The system offers a seamless and efficient platform for sport turf booking and purchasing of sports items, reducing the time and effort required by sellers and users. Additionally, the system's automated booking confirmation, cancellation, and refund policies simplify the operational processes, further increasing the feasibility of the system.

2.3.4. ECONOMIC FEASIBILITY

The economic feasibility of the proposed system is high, as it offers significant benefits for sellers and users. By providing a platform for online bookings and purchases, the proposed system reduces the manual workload of sellers, leading to increased sales and revenue. Additionally, the system's secure payment gateway ensures that all transactions are safe and reliable, further increasing the economic feasibility of the system.

2.4. HARDWARE SPECIFICATION

The selection of hardware is very important in the existence and proper working of any of the software. When selecting hardware, the size and capacity requirements are also important. The hardware must suit all application developments.

The hardware required for the development of the project is:

- i3 Processor Based Computer or higher
- Memory: 1 GB RAM
- Hard Drive: 50 GB
- Monitor
- Internet Connection

2.5. SOFTWARE REQUIREMENT

One of the most difficult tasks is selecting software, once the system requirement is find out then we have to determine whether a particular software package fits for those system requirements. This section summarizes the application requirement.

➔ Operating system: Windows 7 or above

➔ Front end: HTML, CSS, JS

➔ Back end: MySQL, PYTHON

➔ Design tool: Visual Studio Code,Django

➔ Supported browsers: Chrome, Firefox

3.SYSTEM DESIGN

3.1 INPUT DESIGN

Input design is the process of converting user-originated inputs to a computer-based format. The goal of designing input data is to make data entry easy, logical and free from errors as far as possible. The system input is made up of new incoming queries and the current set of indexes, which is initialized to be the suggested indexes from the output of the initial index selection algorithm. In this system the user's data are collected from various ways, such as through textbox and list boxes. The system will consist of a mobile based graphical user interface (GUI) with all functions accessible by a virtual keyboard and hand gestures. Once logged on to the system the interface will consists of a single screen. When the application is initiated, the user can login as either as a hotel or a customer. After this, the login screen; User needs to supply user id and password. Based on the user, the system will be able to determine which functionalities that are accessible to the user are. After successful login of the user, the user will be led to the next activities which enable them to use the application's facilities. The application reads the security options for the user from the live database, and based on them, options will be enabled to the user.

3.2 OUTPUT DESIGN

Output generally refers to the result and information for developing the system. For many end users, output is the main reason for developing the system and the basis on which they evaluate the usefulness of the application. Computer output is the most important and direct source of information to the user. In this system the output is reported to the administrator as a set of queries, which gives the detailed information about the previous actions. The immediate feedback for the user actions also provided through the output design Output design produces the hardcopy regarding the information requested or displays the output in a predefined format. It is the direct source of information to the end user. Efficient and intelligible outputs improve the system's relationships with the users and help in decision and design making. The nature of processing and procedure related to the system were classified and gives the output results. While designing the output, the type of the output, concern format, frequency responses have been taken into consideration.

3.3. MODULE DESCRIPTION

1.ADMIN

- Login
- register new seller, sport, academy & edit
- Views personal details
- View sellers and users' details
- Add turf, update, and delete turf
- update password
- Logout

2.USER

- login
- view profile
- check turf
- check availability
- Book turf
- View booking history
- View sports items
- Order sport items
- Order history
- Post review

3.SELLER

- Login
- View profile
- Manage profile
- Add sport items
- View orders and process transaction
- View transaction history and analytics
- Responds to reviews

4.TURF

- Add, update, delete turf
- view booking details
- manage transaction
- manage turf

5. SPORTS ACADEMY

- Add, update, delete, sports academy
- View students' details
- Manage transaction
- Manage academy

6. EVENT

- Add, update, delete, event
- View event details
- View booking details
- Manage transaction
- Manage event

3.4 DATABASE DESIGN

The general theme behind a database is to handle information as an integrated whole. A database is a collection of interrelated data stored with minimum redundancy to serve many users quickly and effectively. After designing input and output, the analyst must concentrate on database design or how data should be organized around user requirements. The general objective is to make information access, easy quick, inexpensive and flexible for other users. During database design the following objectives are concerned: -

- Controlled Redundancy
- Data independence
- Accurate and integrating
- More information at low cost
- Recovery from failure
- Privacy and security
- Performance
- Ease of learning and use

CODE DESIGN

User

User login

```
<form action="loginuser"method="POST" >
        {% csrf_token %}
        <h1 align="center" >USER LOGIN</h1>
        <table align="center">
            <tr>
                <td>email</td>
                <td><input type="email" name="eml"></td>
            </tr>
            <tr>
                <td>password</td>
                <td><input type="password" name="psw"></td>
            </tr>
            <tr>
                <td></td>
                 <td><button id="btn"type="submit">Login</button></td>
            </tr>
        </table>
    </form>
  </body>
 </head>
</html>
```

```
        if obj:
            return render(request,"loginuser.html")
        else:
            return render(request,"register.html")
    else:
        return render(request,"register.html")
def log(request):
    if request.method=='POST':
        email = request.POST.get('eml')
        password = request.POST.get('psw')
        obj = register.objects.filter(email=email,password=password)
        if obj:
            return render(request,"userhome.html")
        else:
            return render(request,"loginuser.html")
    else:
        return render(request,"loginuser.html")
def sportitems(request):
    if request.method=='POST':
        obj = register.objects.filter()
        if obj:
            return render(request,"userhome.html")
        else:
            return render(request,"user_sportitemshome.html")
```

```
    else:
        return render(request,"user_sportitemshome.html")
def items(request):
    if request.method=='POST':
        obj = register.objects.filter()
        if obj:
            return render(request,"user_sportitemshome.html")
        else:
            return render(request,"sportitems_user.html")
    else:
        return render(request,"sportitems_user.html")
def viewitems(request):
     if request.method=='POST':
        name = request.POST.get('nme')
        price = request.POST.get('prc')
        obj = register.objects.create(name=name,price=price)
        if obj:
            return render(request,"user_sportitemshome.html")
        else:
            return render(request,"sportitems_user.html")
def itemview(request):
    obj = selleritems.objects.all()
    return render(request,"user_view_items.html",{"data":obj})
def pay(request):
```

```
    if request.method=="POST":
        pay_id = request.POST.get('pi')
        order_id = request.POST.get('oi')
        amount = request.POST.get('am')
        status = request.POST.get('sts')
        date = request.POST.get('dt')
        shop_id = request.POST.get('si')
    return render(request,'payment.html')
from django.db import models
class register(models.Model):
    name = models.TextField(max_length=50)
    age = models.CharField(max_length=25)
    address = models.TextField(max_length=50)
    email = models.EmailField()
    mobile = models.CharField(max_length=25)
    password = models.CharField(max_length=50)
    confirmpassword = models.CharField(max_length=25)
class Payment(models.Model):
    pay_id = models.AutoField(primary_key=True)
    order_id = models.IntegerField()
    amount = models.IntegerField()
    status = models.CharField(max_length=50)
    date = models.DateField()
    shop_id = models.IntegerField()
```

4.SYSTEM TESTING

4.1 UNIT TESTING

In this different test modules are tested against the specification of the modules. Unit testing was done for the verification of the code produced during the coding phase and to test the internal logic or modules. It refers to the verification of the single program module in installed environment. Unit testing is performed on each program to ensure that the program has been built according to the program specifications and performs the desired actions.

4.2 INTEGRATION TESTING

In this project the modules are integrated properly, the emphasis being and testing interfaces between modules. internal and external interfaces are tested as each module is incorporated into the structure. This test is designed to uncover errors associated with local are global data structures are conducted. It is also designed to verify performance levels established during software design are conducted Thus all these modules are combined, verified and the information about the items is properly carried on to the next module and then it is checked.

4.3 VALIDATION TESTING

At the culmination of integration testing, software is completely assembled as a package, interfacing errors have been uncovered and corrected, and a final series of software tests validation testing may begin. Validation can be defined in many ways but a simple definition is that validation succeeds when software function in a manner that can be reasonably expected by the customer.

4.4 RECOVERY TESTING

It is the activity of testing how well an application is able to recover from crashes, hardware failures and other similar problems. Recovery testing is the forced failure of the software in a variety of ways to verify that recovery is properly performed.

4.5 OUTPUT TESTING

After performing the validation testing, the next step is output testing of Advanced ATM application system. Since no system would be termed as useful until it produces the required output in the specified format.

4.6 SOURCE CODE TESTING

This examines the logic of the system. If we are getting the output that is required by the user, then we can say that the logic is prefect

5.SYSTEM IMPLEMENTATION

5.1. SYSTEM IMPLEMENTATION

Implementation Plan for a successful implementation of the system, implementation plan is necessary. Its major elements include test plan, an equipment installation plan and a launching plan. A test plan is a document detailing a systematic approach to test a system such as a machine or software. The plan typically contains a detailed understanding of what the eventual workflow will be. Training plan is necessary to ensure that all person who are associated with computer related information system have necessary knowledge and skills. Equipment implementation activities are site preparation, equipment installation and hardware and software checkout. The following are the steps involved in the implementation plan:

- Test system with sample data.
- Detection and correction of errors.
- Make the necessary changes in the system.

6.SYSTEM MAINTANANCE

6.1. SYSTEM MAINTANANCE PLAN

Software maintenance is the modification of a software product after delivery to correct faults, to improve performance or other attributes. A common perception of maintenance is that it merely involves fixing defects. However, one study indicated that the majority, over 80%, of the maintenance effort is used for non-corrective actions. Maintenance is the ease with which a program can be corrected if any error is encountered, adapted if its environment changes or enhanced if the customer desires a change in requirement. In this project considerable amount of time is spent in maintenance and monitoring. The different maintenance activities are:

- Corrective maintenance
- Adaptive maintenance
- Perfective maintenance
- Preventive Maintenance

7. SCOPE FOR FUTURE ENHANCEMENT

7.1. SCOPE FOR FUTURE ENHANCEMENT

An online sports turf booking system with an integrated sports item marketplace has immense potential for future enhancement. In addition to the features listed earlier, the system can be further developed to provide users with a seamless shopping experience. This can be achieved by adding features such as personalized product recommendations, advanced search and filtering options, real-time inventory updates, and AI-powered chatbots for instant support. The system can also be integrated with popular e-commerce platforms to expand its reach and increase the range of available products. Furthermore, the system can incorporate customer loyalty programs and referral programs to reward loyal customers and encourage them to refer the platform to their friends and family. By continuously improving and expanding the features and capabilities of the system, the platform can establish itself as a one-stop solution for all sports enthusiasts, providing them with everything they need to enjoy their favourite sports. Moreover, the integration of sports item buying and selling features into the platform opens up opportunities for collaboration with sports retailers and manufacturers. The system can be leveraged to provide a direct channel for sports brands to reach their target audience and showcase their products. This can be done by allowing sports retailers and manufacturers to set up their own online stores within the platform, giving them access to a large customer base of sports enthusiasts. In addition, the platform can enable sports brands to run promotional campaigns and offer exclusive deals to users of the system. This can help build brand loyalty and establish the platform as a trusted source of sports equipment and gear. By continuously exploring new possibilities and collaborating with sports brands, the system can stay ahead of the competition and provide users with the latest and greatest sports products and services.

8.CONCLUSION

8.1. CONCLUSION

the development of an online sports turf booking system with integrated sports item marketplace provides a user-friendly interface that allows users to easily search, book, and pay for sports turf and items. With the scope for future enhancement, the system has the potential to become the go-to platform for sports enthusiasts, providing them with a comprehensive solution for all their sports-related needs. Online sports turfing booking system is an online website and can be used at any place, any time and by any user. Overall, the system has the potential to revolutionize the way sports enthusiasts book sports turf and purchase sports items.

9.BIBLIOGRAPHY

9.1. BIBLIOGRAPHY

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10. APPENDIX

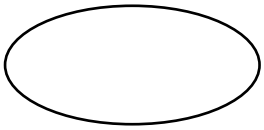
A. DATA FLOW DIAGRAM

The DFD takes an input-process-output view of a system i.e. data objects flow into the software, are transformed by processing elements, and resultant data objects flow out of the software. Data objects represented by labelled arrows and transformation are represented by circles also called as bubbles. DFD is presented in a hierarchical fashion i.e. the first data flow model represents the system as a whole. Subsequent DFD refine the context diagram (level 0 DFD), providing increasing details with each subsequent level. The DFD enables the software engineer to develop models of the information domain & functional domain at the same time. As the DFD is refined into greater levels of details, the analyst performs an implicit functional decomposition of the system. At the same time, the DFD refinement results in a corresponding refinement of the data as it moves through the process that embodies the applications. A context-level DFD for the system the primary external entities produce information for use by the system and consume information generated by the system. The labelled arrow represents data objects or object hierarchy.

Basic data flow diagrams symbols are

A Square defines a source (originator)or destination of a

An Arrow Identifies data flow. It is a pipeline through which Information flows



A Circle represents a process that transforms incoming data flow(s) into outgoing data flow(s)

An Open Rectangle is a data store

LEVAL 0

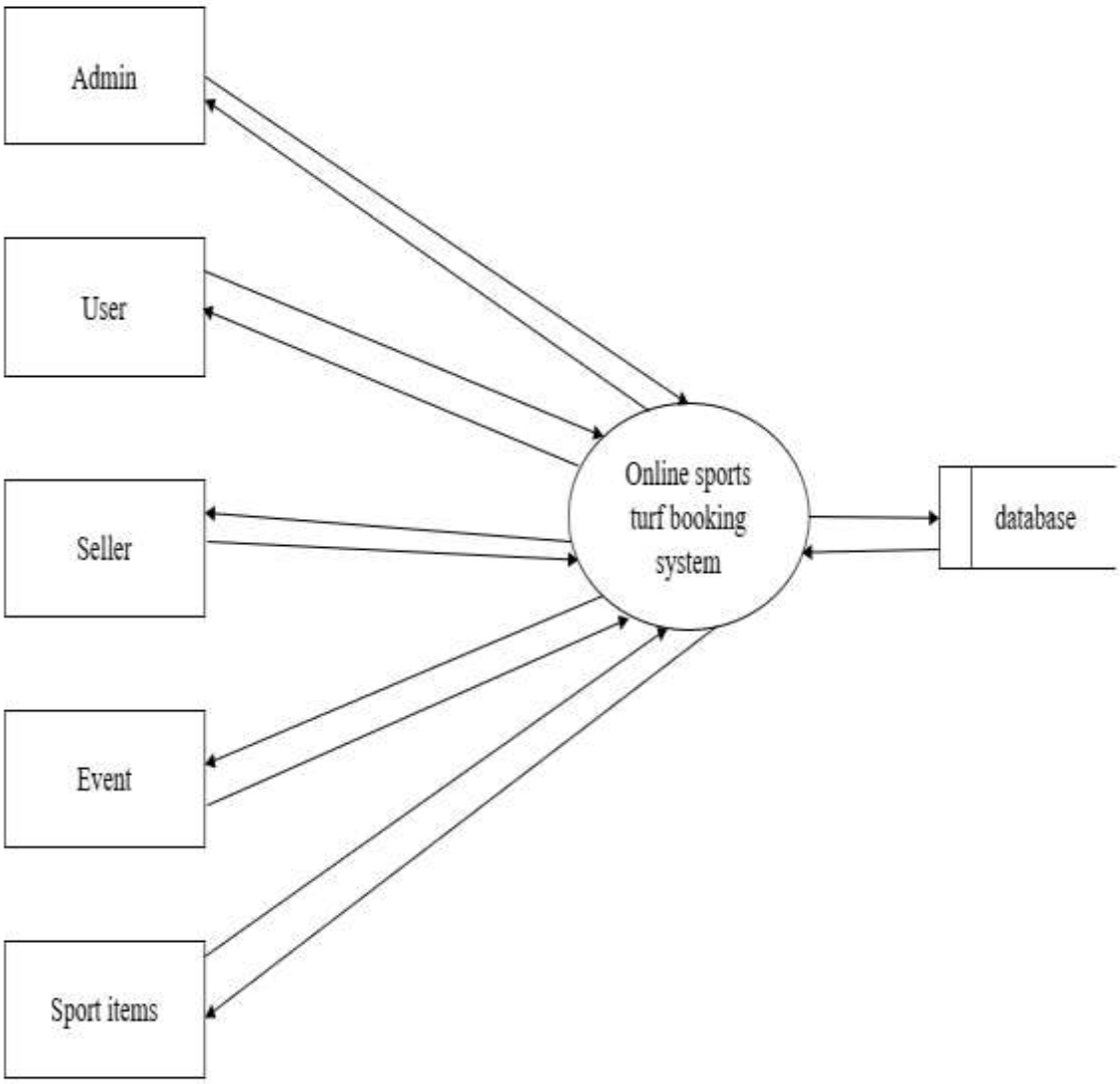


Fig 9.1 level 0 Data flow diagram

LEVAL 1.1 ADMIN

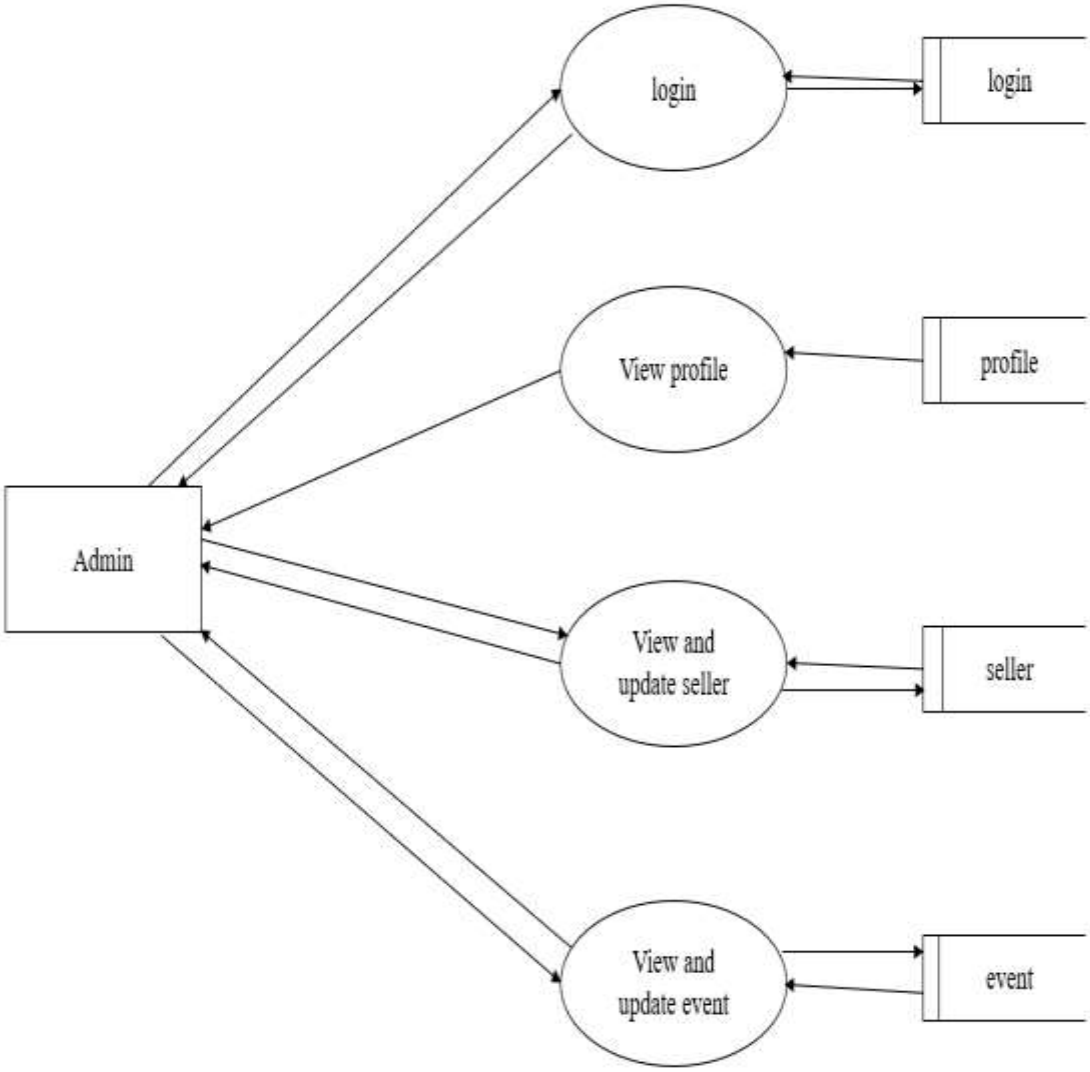


Fig 9.2 level 1.1 data flow diagram

LEVAL 1.2 USER

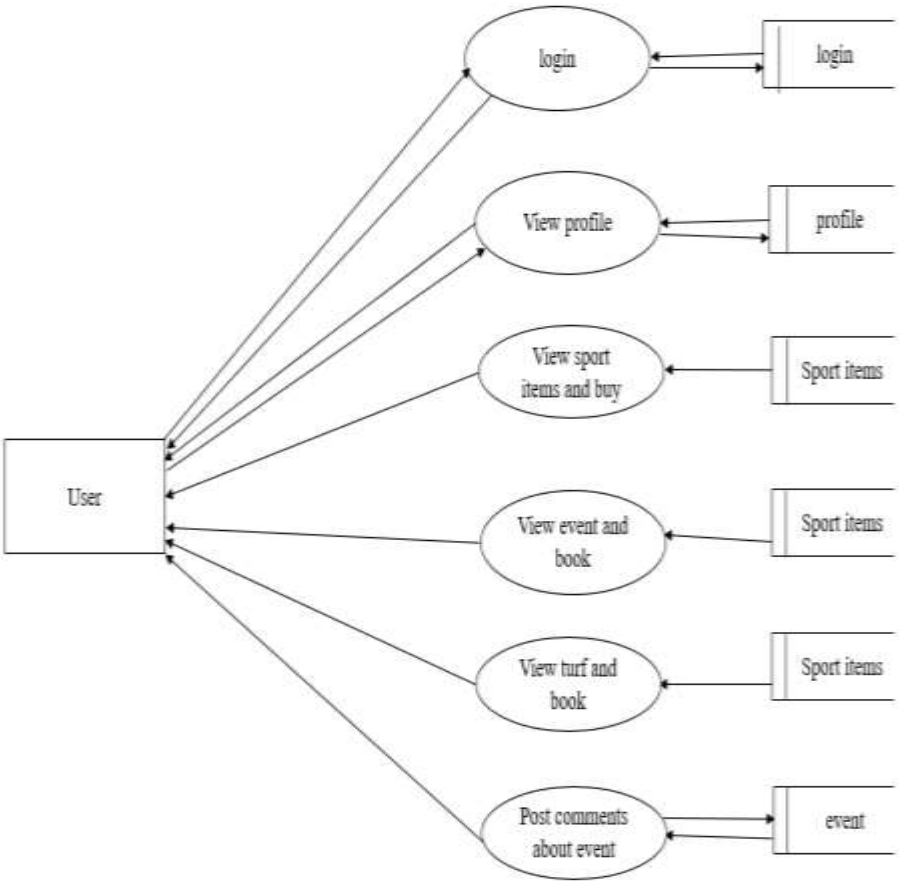


Fig 9.3 level 1.2 data flow diagram

LEVAL 1.3 SELLER

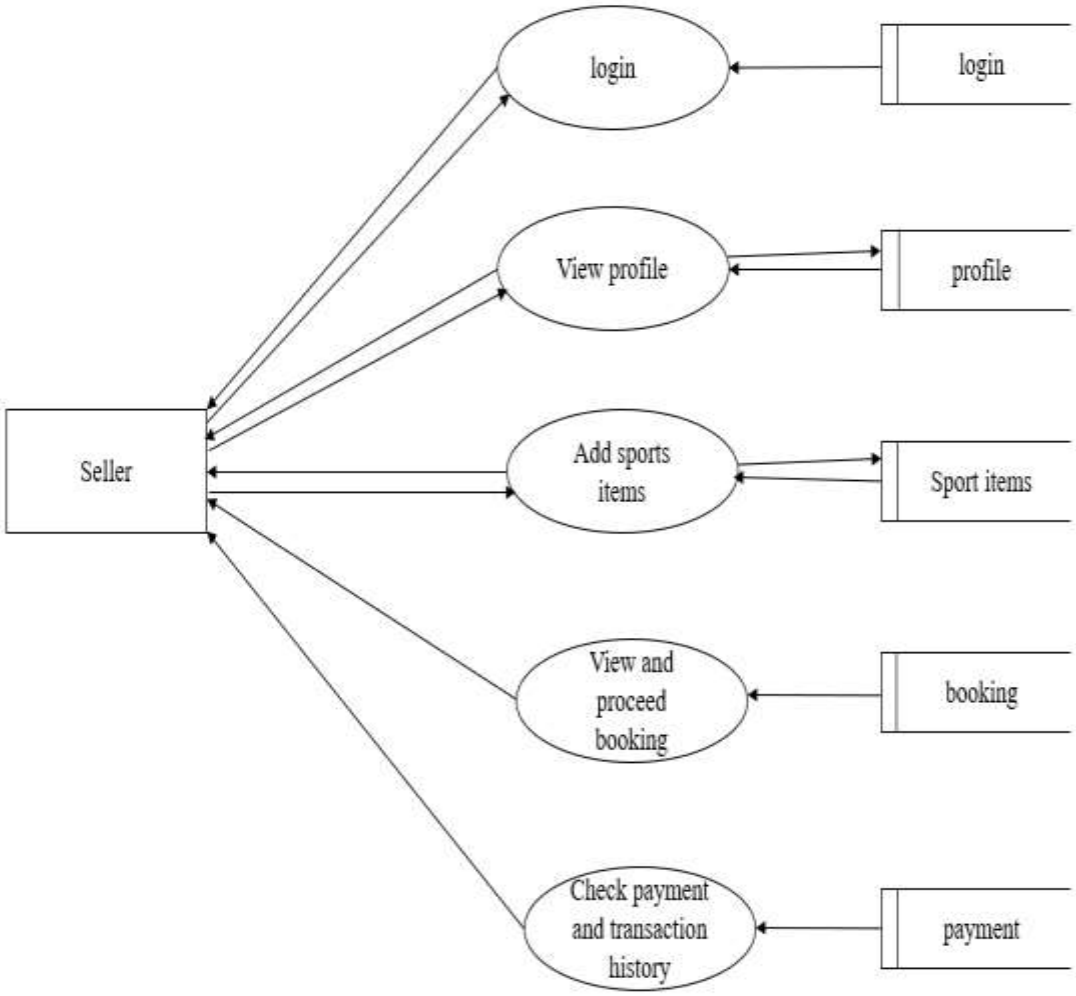


Fig 9.4 level 1.3 data flow diagram

LEVAL 1.4 SPORT ACADEMY

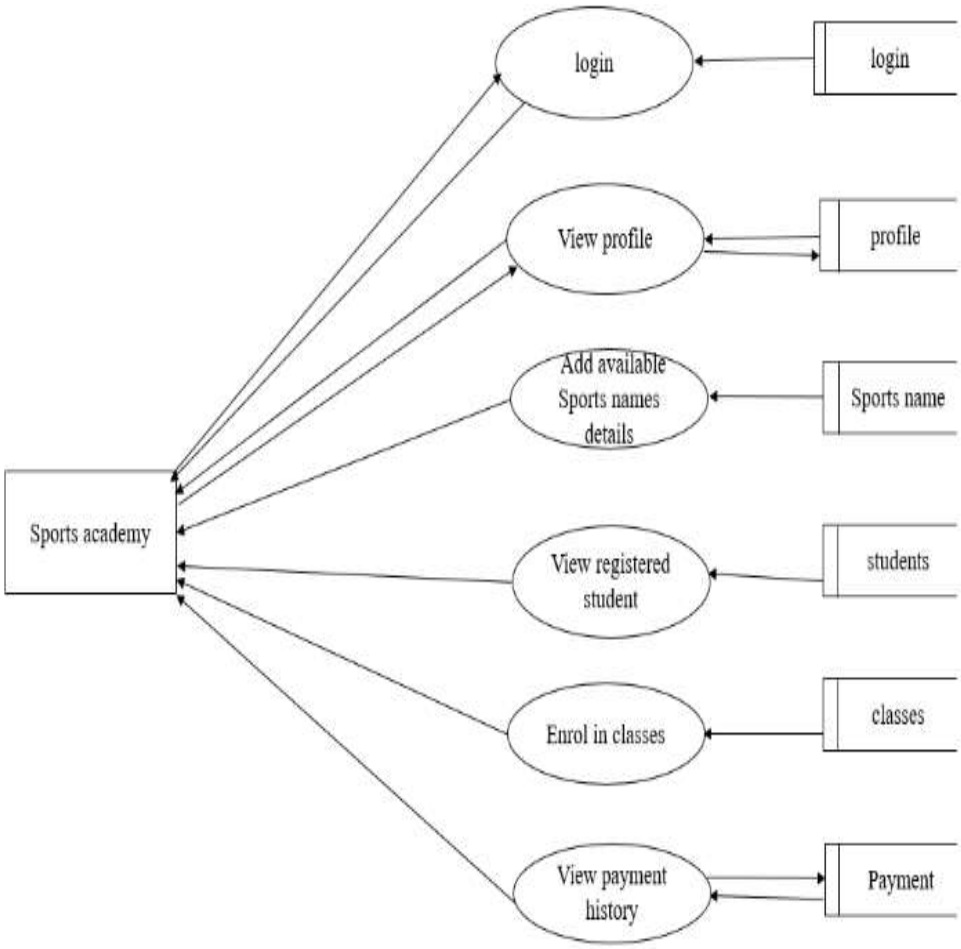


Fig 9.5 level 1.4 data flow diagram

LEVAL 1.5 EVENT

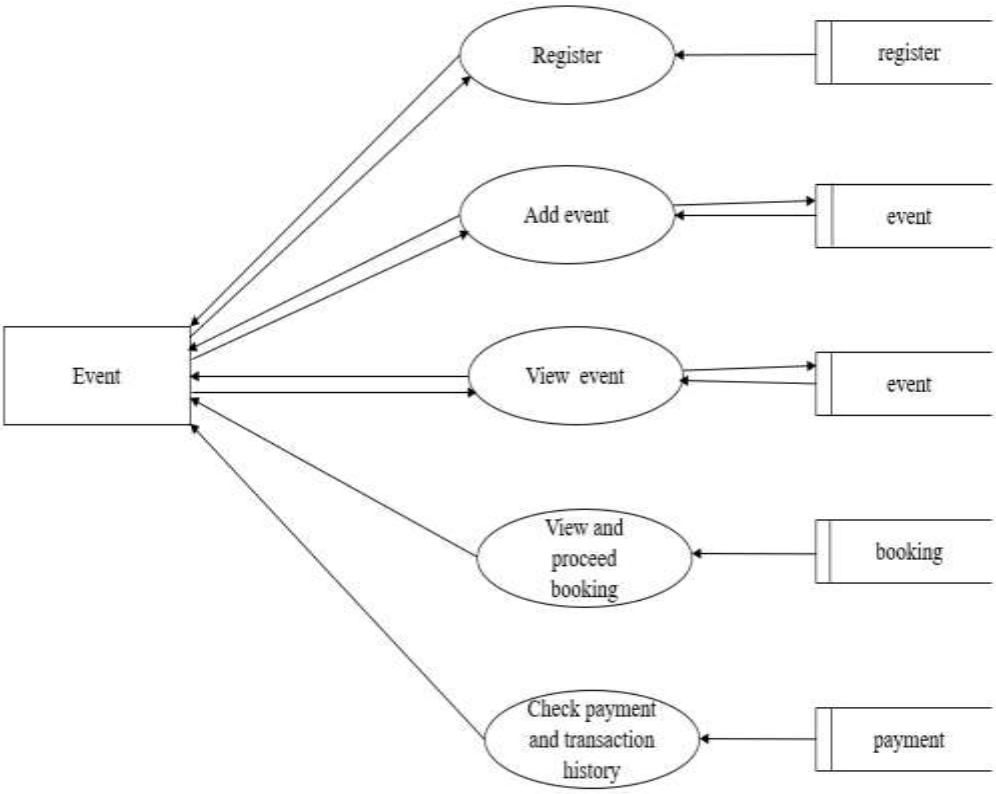


Fig 9.6 level 1.5 data flow diagram

B. ER DIGRAM

An entity relationship diagram is a data modelling technique that creates a graphical representation of the entities and the relationship between entities within an information system. An ER model is an abstract way to describe a database. Describing a database usually starts with a relational database, which stores data in tables. Some of the data in these tables point to data in the other tables.

An entity may be defined as a thing which is recognized as being capable of an independent existent and this can be uniquely identified. An entity is an abstraction from the complicity of a domain. When we speak of an entity, we normally speak of some aspect of the real world which can be distinguished from other aspects of the real world.

❖ Three basic elements in ER model includes:

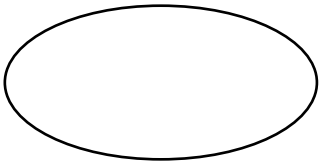
➢ Entities are the things about which we seek information

➢ Attributes are the data we collect about the entities

➢ Relationships provide the structure needed to draw information from multiple entities

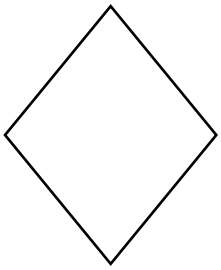
ER DIAGRAM SYMBOLS

: Entity



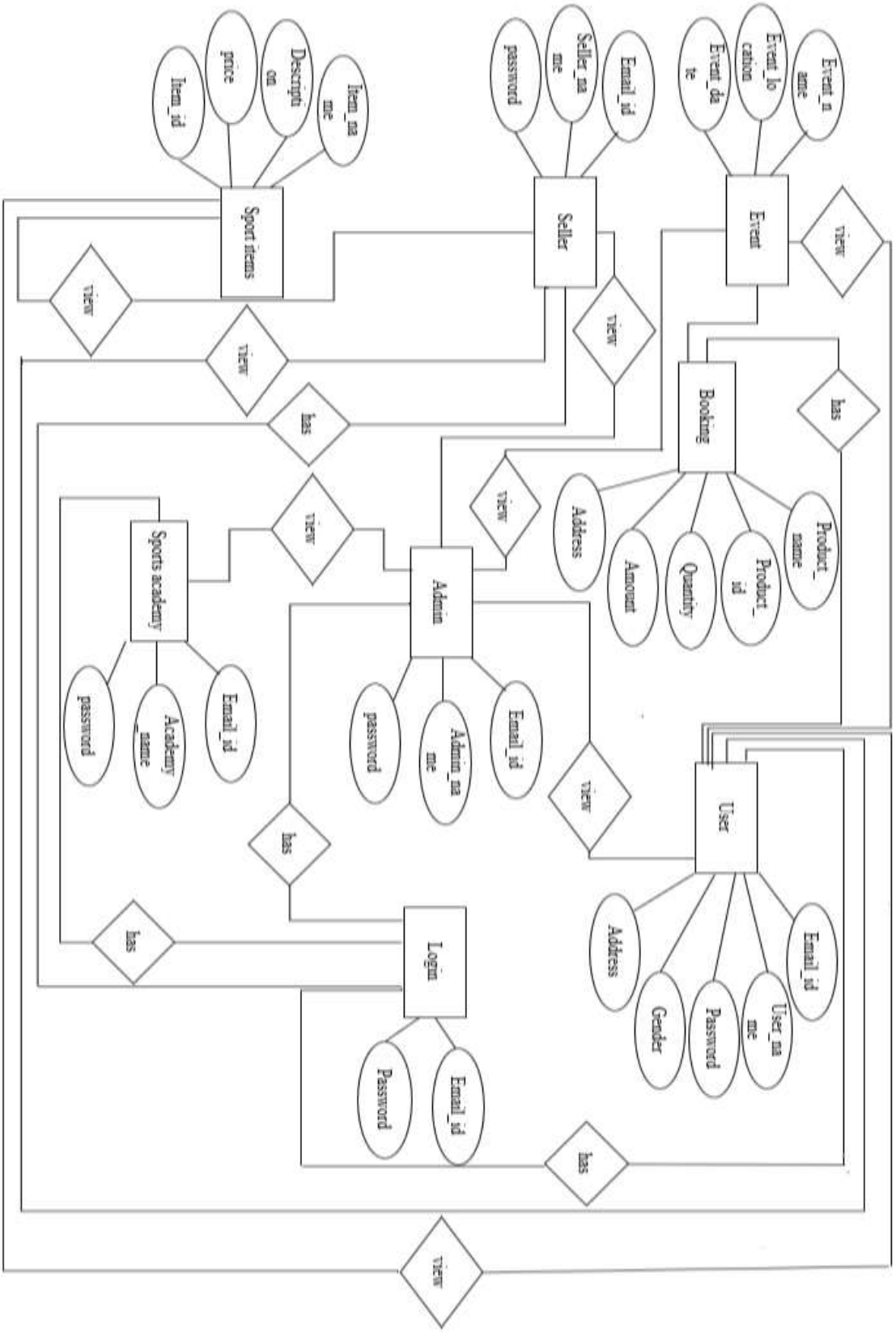
: Attribute

: Connection



: Relation

E-R DIAGRAM


Event_name
Event_location
Event_date
Seller_name
Email_id
password
Item_id
price
Description
Item_name
Event
Seller
Sport items
view
has
Booking
Address
Amount
Quantity
Product_id
Product_name
Admin
Sports academy
password
Academy_name
Email_id
password
Admin_name
Email_id
User
Address
Gender
Password
User_name
Email_id
Login
Password
Email_id

C. TABLE DESIGN

Tables are database objects that contain all the data in a database. A table definition is a collection of columns in the same way a database is a collection of tables.

ADMIN

FIELD NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
Id	int	None	id of admin
Username	varchar (100)	Null	Name of admin
password	varchar (100)	Null	Password of admin
confirm password	varchar (100)	Null	Confirm password

Table 9.1 Admin

USER

FIELD NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
First name	Charfield (25)	null	First name of user
Second name	Charfield (25)	null	Second name of user
Mobile number	Integerfield	none	Mobile number of user
Age	Integerfield	none	Age of user
Address	Charfield (50)	null	Address of user
Gender	Charfield (10)	null	Gender of user
Email id	Emailfield	null	Emailed of user
Password	Charfield (25)	null	Password of user
Confirm password	Charfield (25)	null	Confirm password user

Table 9.1 User

ADD TO CART

FIELD NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
Product name	Charfield(25)	null	Name of the product
Product id	Integer	none	Id of product
price	integer	none	Price of product
Description	Charfield(40)	null	Product description

Table 9.1 Add to cart

BOOKING

FIELD NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
Product name	Charfield(25)	null	Name of the product
Product id	Integer	none	Id of product
quantity	Integer	none	Quantity of product
Amount	Integer	none	Amount to pay
Order date	Datefield	null	Date of order
Arrival time	Datefield	null	Date of arrival
Status	Charfield(100)	null	Status of booking
Shipping address	Charfield(100)	Null	Address of user

Table 9.1 Booking

COMPLAINT

FIELD NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
Compliant	Textfield	null	Complaints about product
Complaint date	Datefield	null	Date of compliant
product Image	imagefield	null	Image of the product
status	Charfield(100)	null	Status of the complaint

Table 9.1 Compliant

SELLER

FIELD NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
Seller name	Charfield (25)	null	Name of seller
Address	Charfield (25)	null	Address of seller
Mobile	Integer	none	Mobile of seller
Email id	Emailfield	null	Email id of seller
Password	Charfield (10)	null	Password of seller
Confirm password	Charfield (10)	null	Confirm password of user

Table 9.1 Seller

PRODUCT UPLOAD

FIELD NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
Seller id	Integer	none	Id of seller
Seller name	Charfield (25)	null	Name of seller
Product name	Charfield (25)	null	Name of product
Product price	Integer	null	Price of product
Description	Charfield (25)	null	Description of product
Image	Filefield	null	Image of product

Table 9.1Product upload

EVENT

FIELD NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
Event name	Charfield(25)	null	Name of the event
Location	Urlfiled	null	Location of event
Venue	Charfield (100)	null	Venue of event
Event date	Datefield	null	Date of event
Event time	datefield	null	Time of event

Table 9.1 Event

TURF

FIELD NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
Turf name	Charfield(30)	null	Name of turf
Address	Charfield(60)	null	Address of turf
Email id	Emailfield	null	Emailed of turf owner
Contact	Int	none	Contact number
Password	Charfield(10)	null	Password of turf
confirm password	Charfield(10)	null	Cofirm Password turf

Table 9.1 Turf

TURF UPLOAD

FIELD NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
Turf name	Charfield(30)	null	Name of turf
Turf address	Charfield(60)	null	Address of turf
Image	Filefield	null	Image of turf
location	Urlfield	null	Location of turf

Table 9.1 Turf upload

SPORTS ACADEMY

FIELD NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
Academy name	Charfield(30)	null	Name of academy
Academy address	Charfield(60)	null	Address of academy
Image	Filefield	null	Image of academy
location	Urlfield	null	Location of academy
Sports name	Charfield(30)	null	Sports name by academy

Table 9.1 Sports academy

D. FORM DESIGN

HOME PAGE

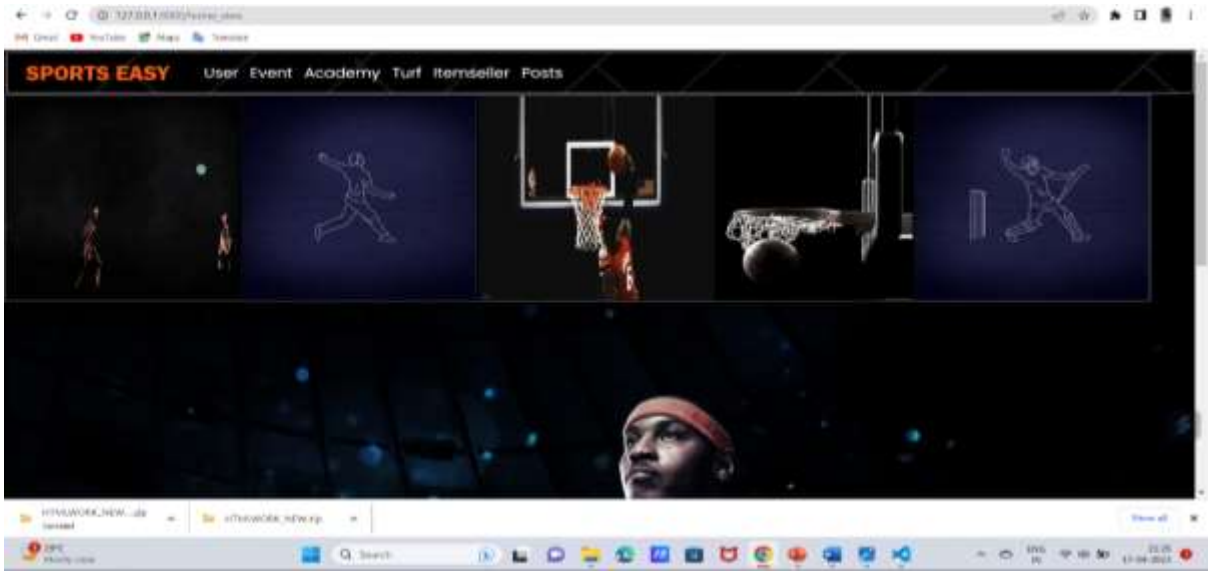


Fig 9.4 Home page

ADMIN LOGIN

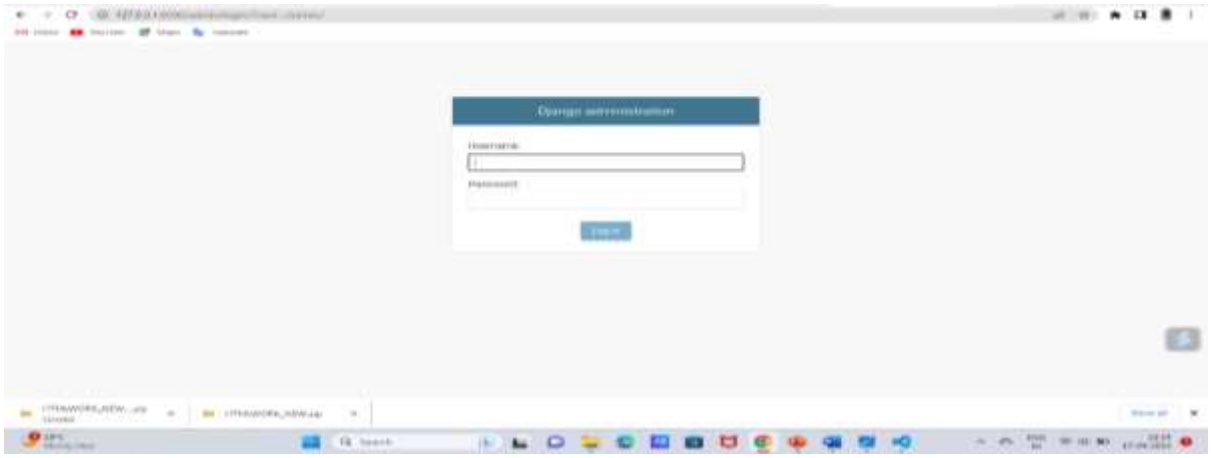
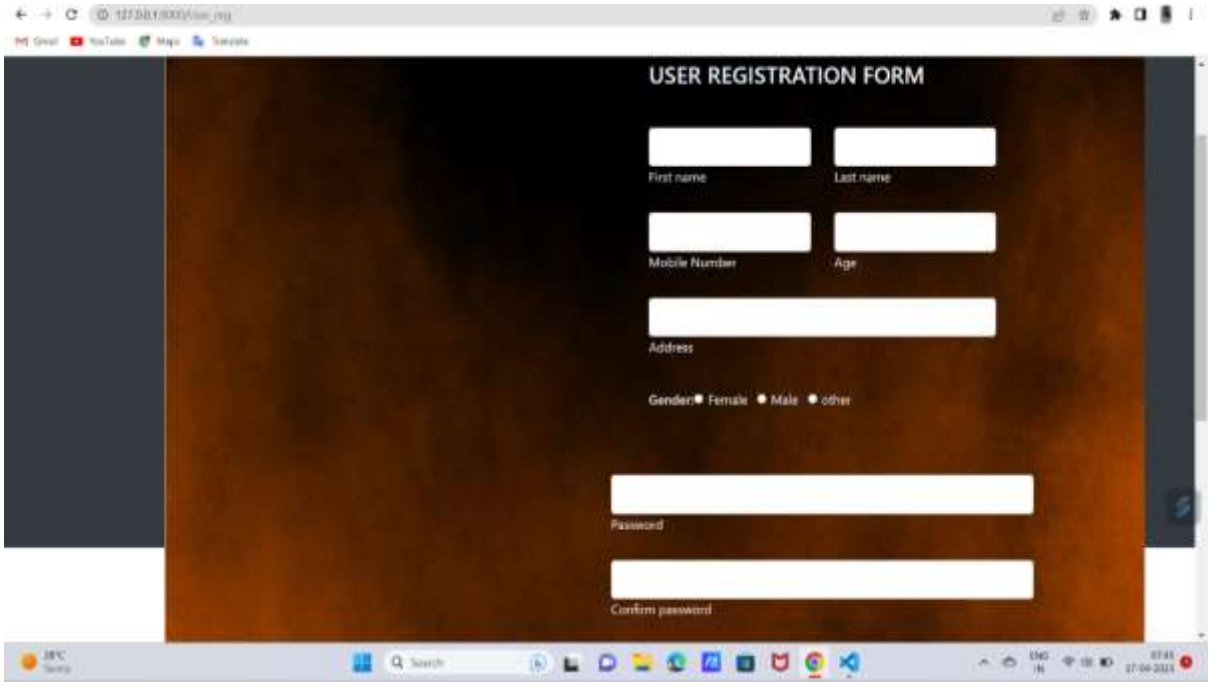


Fig 9.5Admin login

USER HOMEPAGE

Fig 9.6 User homepage

USER REGISTRATION



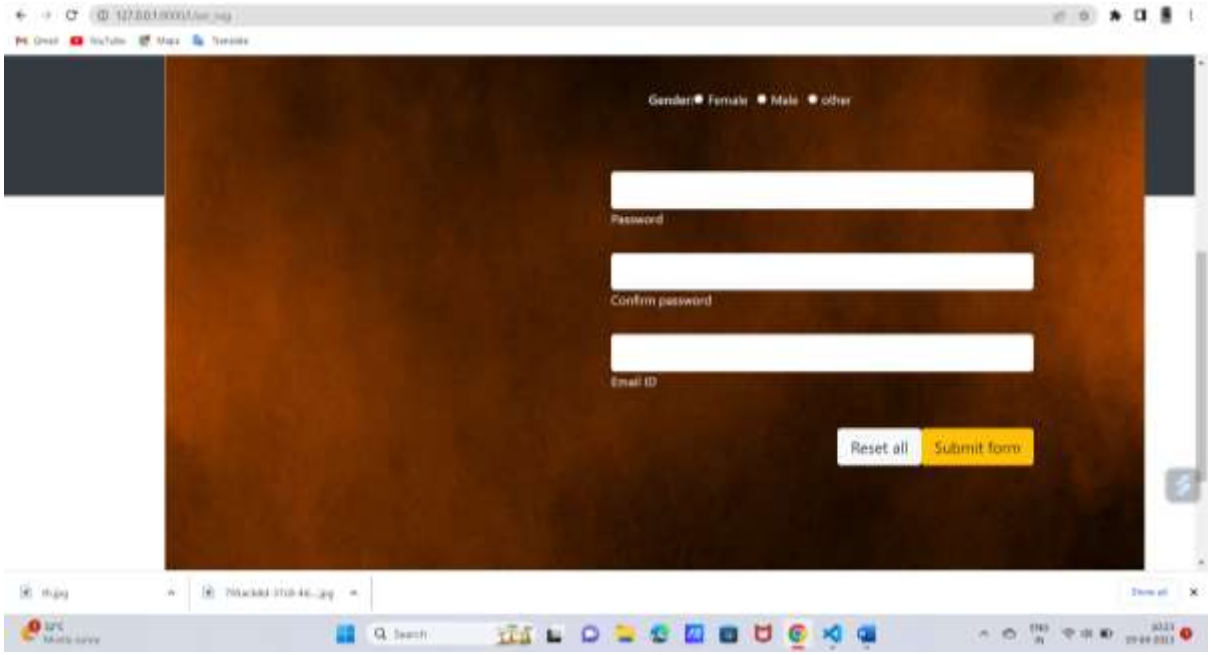


Fig 9.7User registration

USER LOGIN

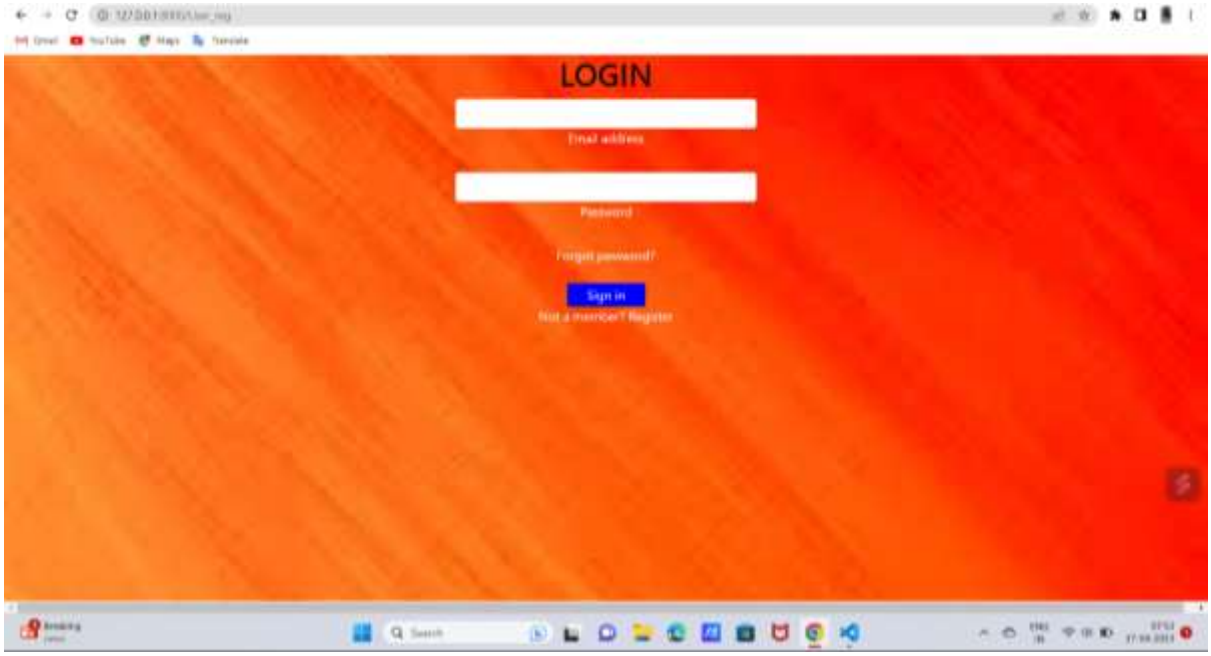


Fig 9.8 user login

USER SPORT ITEMS

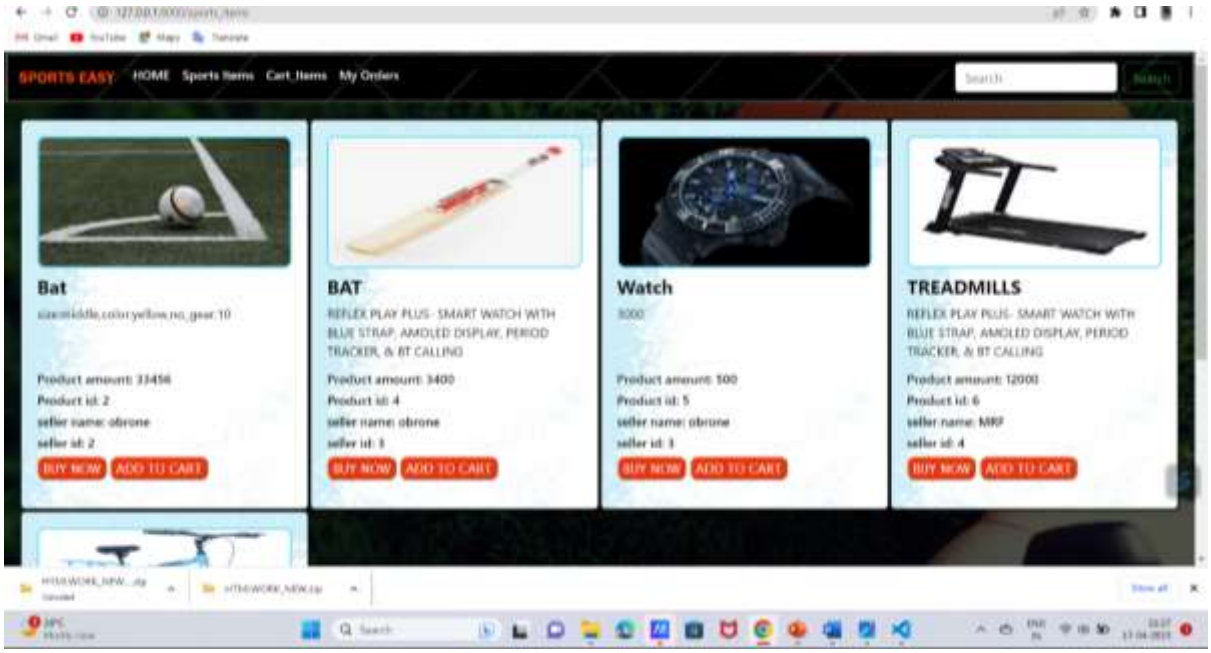


Fig 9.9User sports items

TURF BOOKING

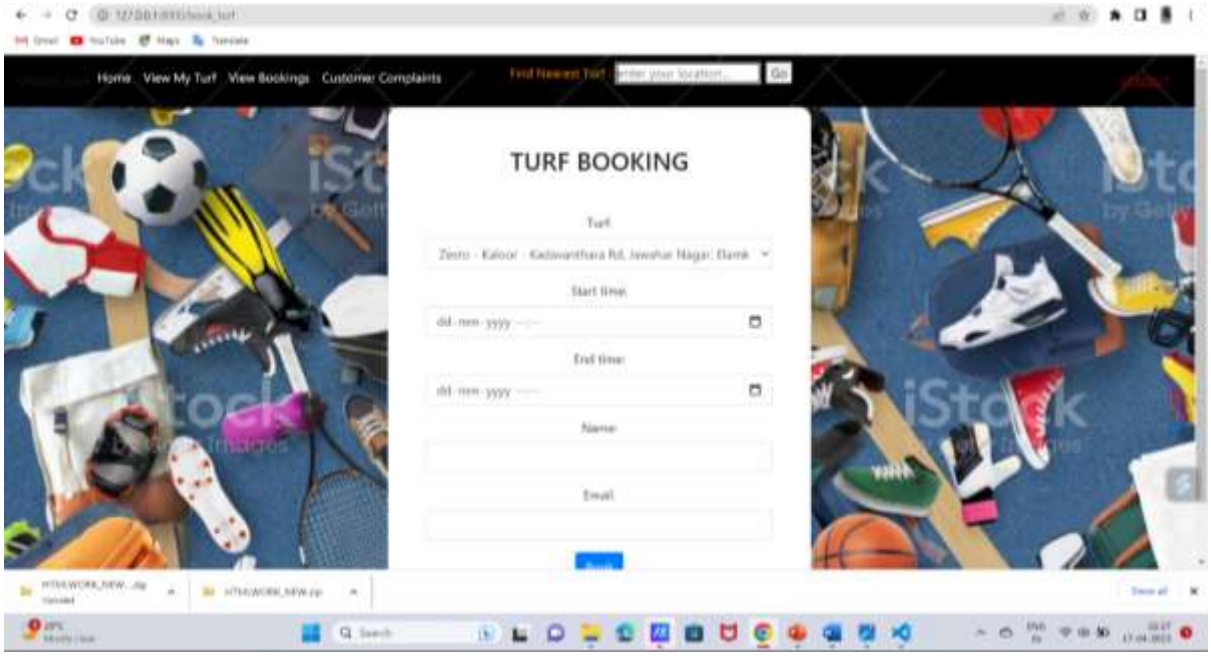


*Fig 9.*10*Turf booking*

TURF HOME

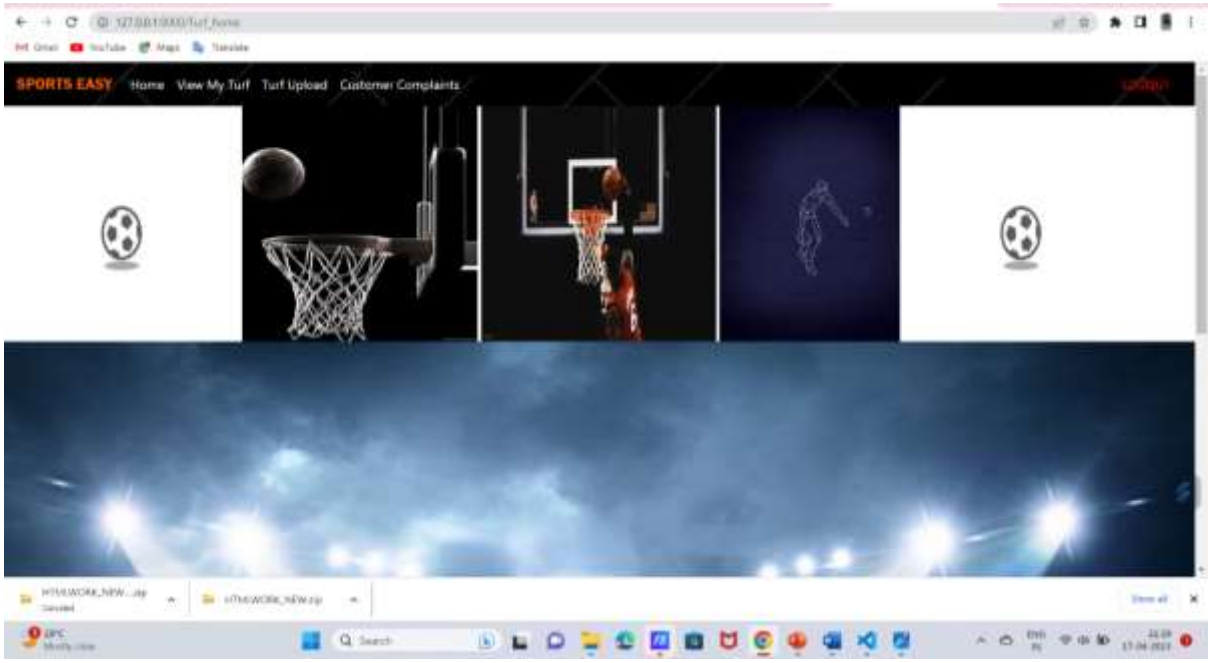


Fig 9.11Turf home

TURF REGISTRATION

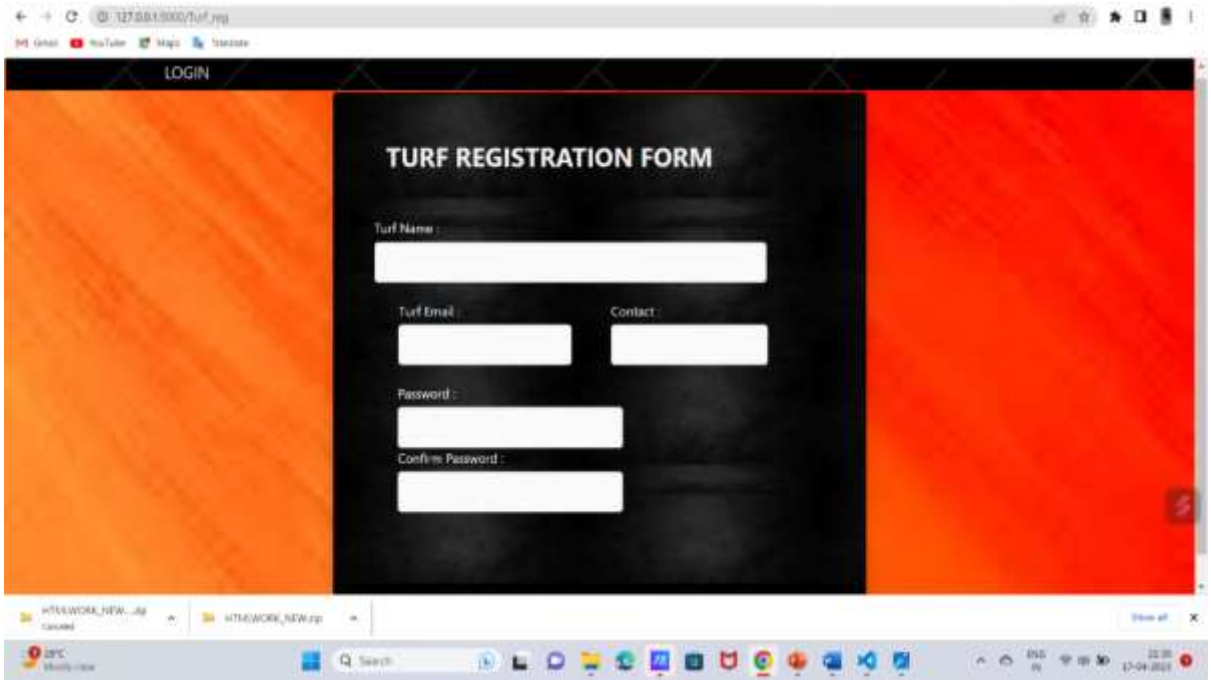


Fig 9.12 turf registration

SELLER REGISTATION

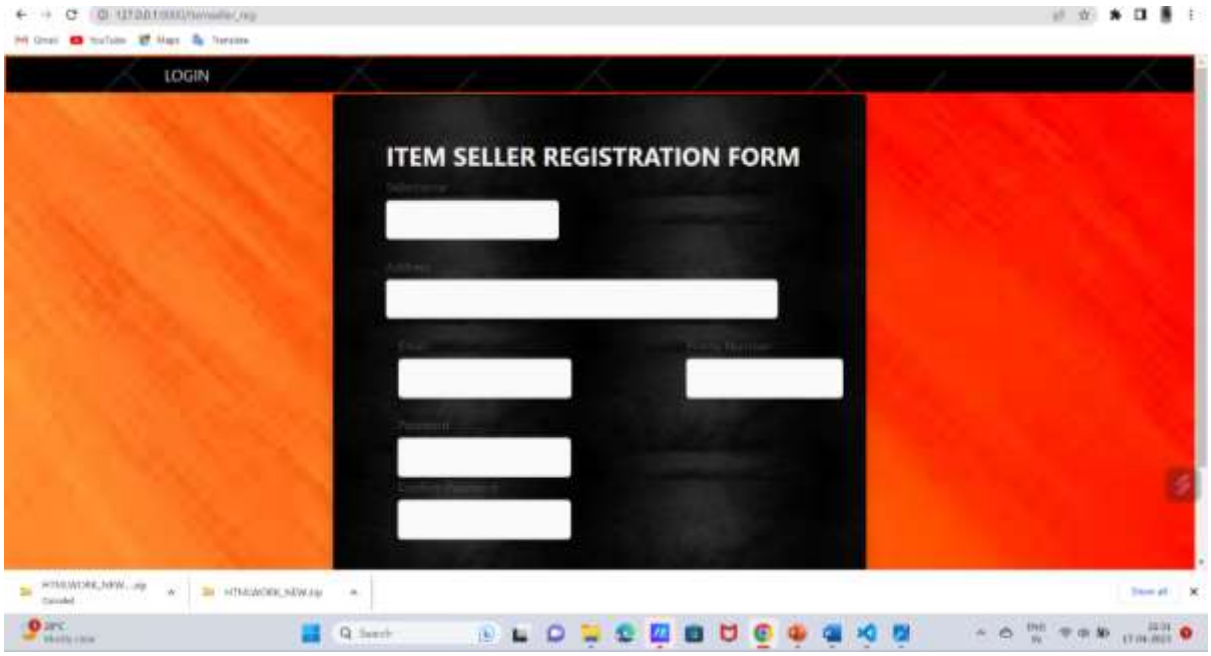


Fig 9.13 seller registration

SELLER LOGIN

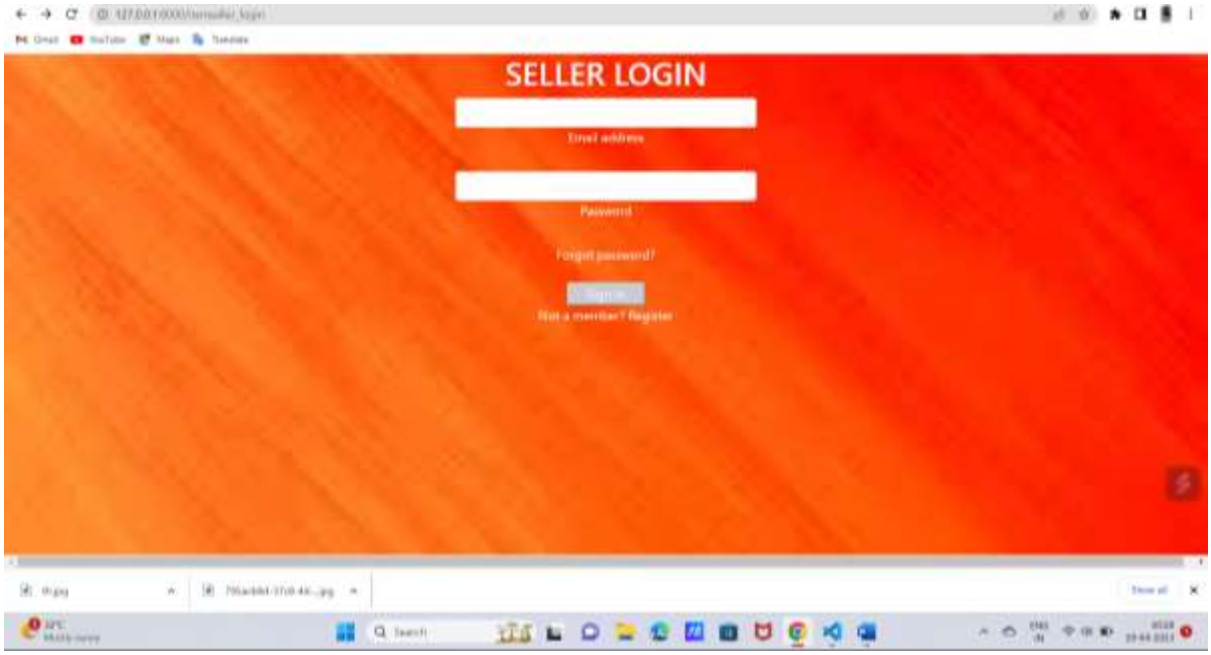


Fig 9.14 seller login

E. REPORT

The Online Sport Turf Booking System is a web-based application using python and SQL. It is an efficient and convenient solution for booking sports turfs online. The system offers users a user-friendly interface to browse and book turfs for their preferred sport, with real-time availability and easy payment options. The system allows users to manage their bookings, reschedule, and cancel bookings as per their convenience. The system is beneficial for sports academies, sellers, and users alike, providing efficient inventory management, simplified booking processes, and secure payment options. The system also enables users to browse and purchase sports items, such as equipment, clothing, and accessories. the system has scope for future enhancement, such as integrating with social media platforms, offering personalized recommendations, and implementing advanced analytics and reporting features. Overall, the Online Sports Turf Booking System is a valuable tool for sports enthusiasts, coaches, and academies, providing an efficient and user-friendly platform for booking sports turfs and purchasing sports items online.