VISVESVARAYA TECHNOLOGICAL UNIVERSITY

BELAGAVI

A Mini Project Report on

"CRICKET DATABASE SYSTEM"

Submitted in the partial fulfillment for the requirements for the conferment of degree of

BACHELOR OF ENGINEERING

In

ARTIFICIAL INTELLIGENCE & MACHINE LEARNING

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ABSTRACT

This “CRICKET DATABASE SYSTEM” is a cricket scheduling-based application exclusively for the game of cricket. The Application features schedules, information about teams, records of batting and bowling, creating new schedules, can search about players, it displays rank tables for teams and players. The admin has all authorities to make changes for the database so admin can add players, can add schedules, can add stadiums and also have permission to removing of them from the database. It features with searching of players involved in the game and retrieve the players of the particular match by selecting match number. Also, can fetch the schedules with their venue and squad available by the team, players selected for the current match. Admin can also authority to update the rating of the teams and also players runs and wickets and other match particulars in this database. The user’s login window also featured with create an account, player search for players information, getting future match particulars, rankings, cricket boards, stadiums, schedules and their venues. Can fetch the schedules with their venue and squad available by the team, players selected for the current match

CONTENTS

Chapter 1

Introduction

We all know data is power. We do not need advanced tools, complex servers, or a powerful UI without a good database. Managing cricket data is the first thing we need to keep in mind. Because most of the time, system performance depends on how data is stored. A proper Cricket Database gives us access to anything. Database management is very necessary for a smooth and error-free system. Database handling includes storage, update, and retrieval. These three basic things have their own importance in each cricket system and everyone should be sensible with regard to these for a reliable system..

1.1 Overview Of The Project

Database is an organized collection of data. The data is typically organized to model aspects of reality in a way that supports processes requiring information. A DBMS makes it possible for end users to create, read, update and delete data in a database. The DBMS essentially serves as an interface between the database and end users or application programs, ensuring that data is consistently organized and remains easily accessible. The DBMS manages three important things: the data, the database engine that allows data to be accessed, locked and modified and the database schema, which defines the database's logical structure. These three foundational elements help provide concurrency, security, data integrity and uniform administration procedures. The DBMS can offer both logical and physical data independence. The Cricket Database System is a database Management system which features schedules, information about teams, records of batting and bowling, creating new schedules, can search about players, it displays rank tables for teams and players. In this Database System, the admin has all access to make changes for the database so admin can add players, can add schedules, can add stadiums and also have permission to removing of them from the database. It features with searching of players involved in the game and retrieve the players of the particular match by selecting match number. Also, can fetch the schedules with their venue and squad available by the team, players selected for the current match. Admin can also authority to update the rating of the teams and also players runs and wickets and other

Chapter 2

Literature Survey

We have collected and studied the successful cricket management strategies, location and their nearby places.

The following research papers were referred as a part of Literature survey:

Title	Authors	Year of publication	Methodology
A Structured Approach to Cricket Data Management	R. Kiran, M. Ajay, L. Ramesh	2019	Focuses on designing a relational database to manage player, match, and performance data using MySQL.
Smart Cricket Analytics using Database Systems	S. Meera, V. Dinesh, T. Jaya	2021	Implements a cricket data model with match logs and stats, using PHP for frontend and MySQL backend.
Automated Cricket Stats Organizer	Pooja Sharma, Anil Verma, R. Naik	2020	Emphasizes automation in storing match data and generating player records and team summaries.
Cricket Score and Stats Management Tool	Rahul Sinha, Arvind Nair, Neha Malhotra	2022	A simple desktop application using Java and SQLite to manage live and historical match records.

Chapter 3

Software And Hardware Requirements Specification

3.1 Hardware requirements

The hardware components which are used in gym management system are:

- Windows OS: Windows 7 or higher
- Ram: 2GB or higher
- Hard Disk: 100GB or above

3.2 Software requirements

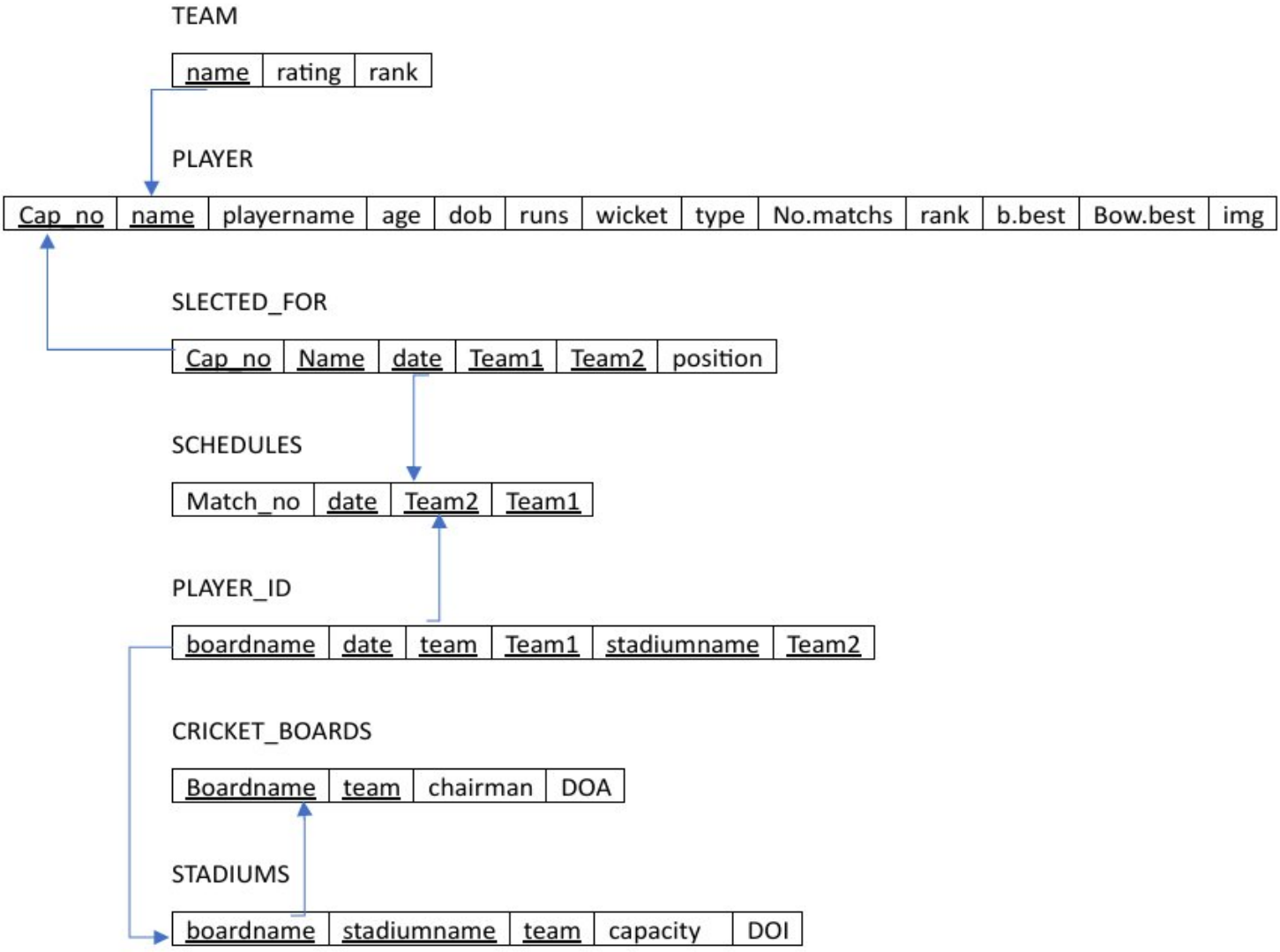
The software components which are used in gym management system are:

- Operating System:- Windows/Linux/Mac
- Programming Language:- PHP
- User Interface:- HTML,CSS
- Database:- MYSQL
- Server Development :- XAMPP
- Browser:- Google chrome

Chapter 4

Design

4.1 Schema Diagram



4.1 ER Diagram

SYSTEM DESIGN

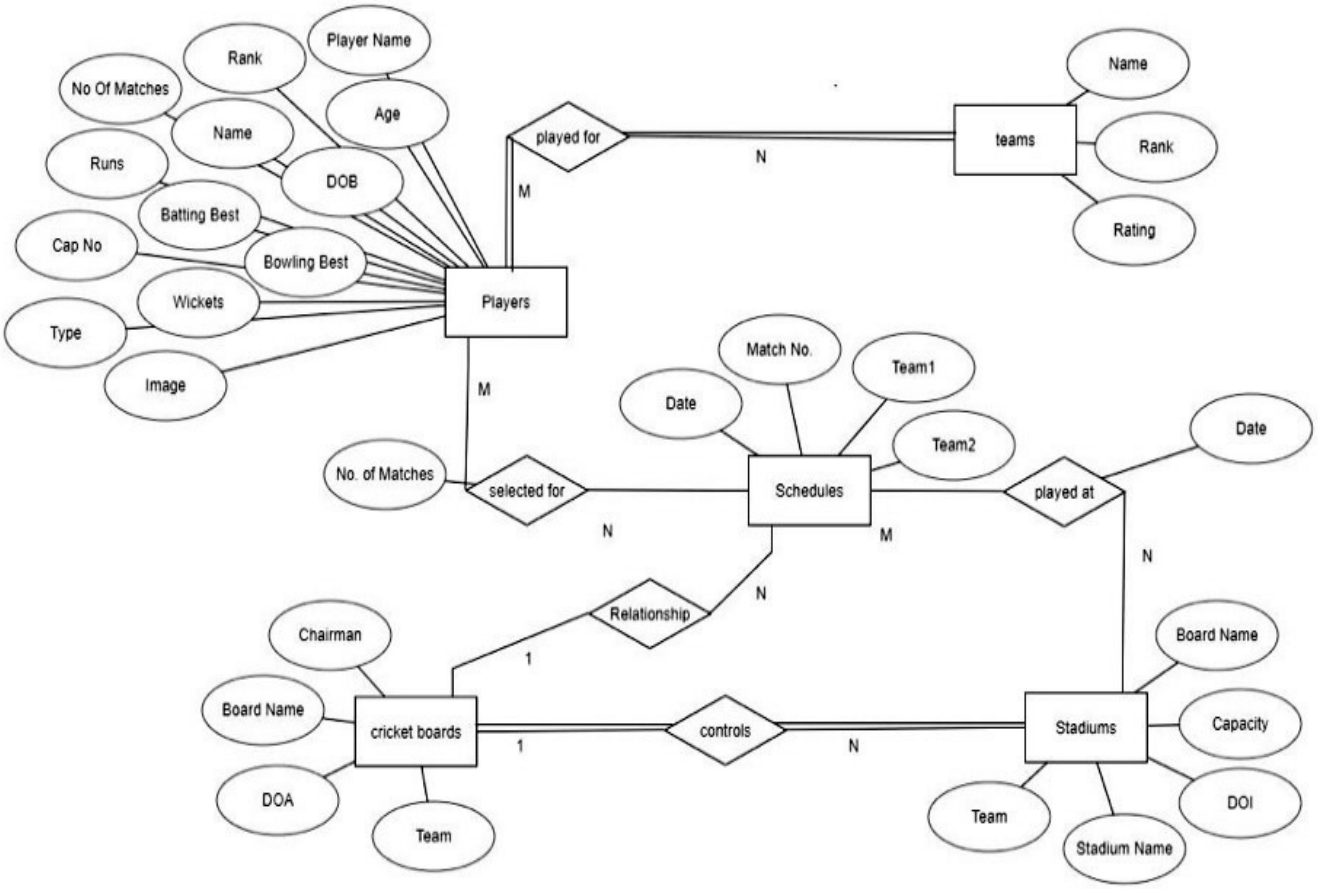
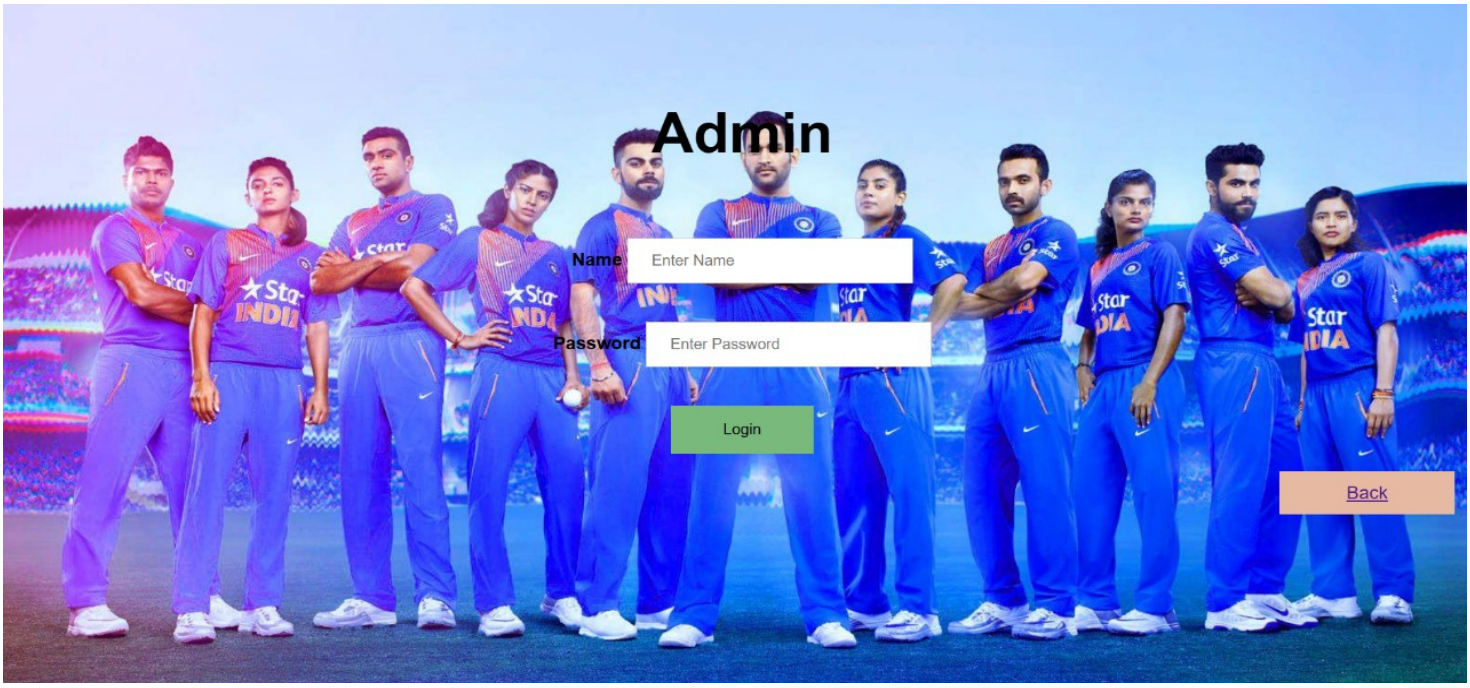


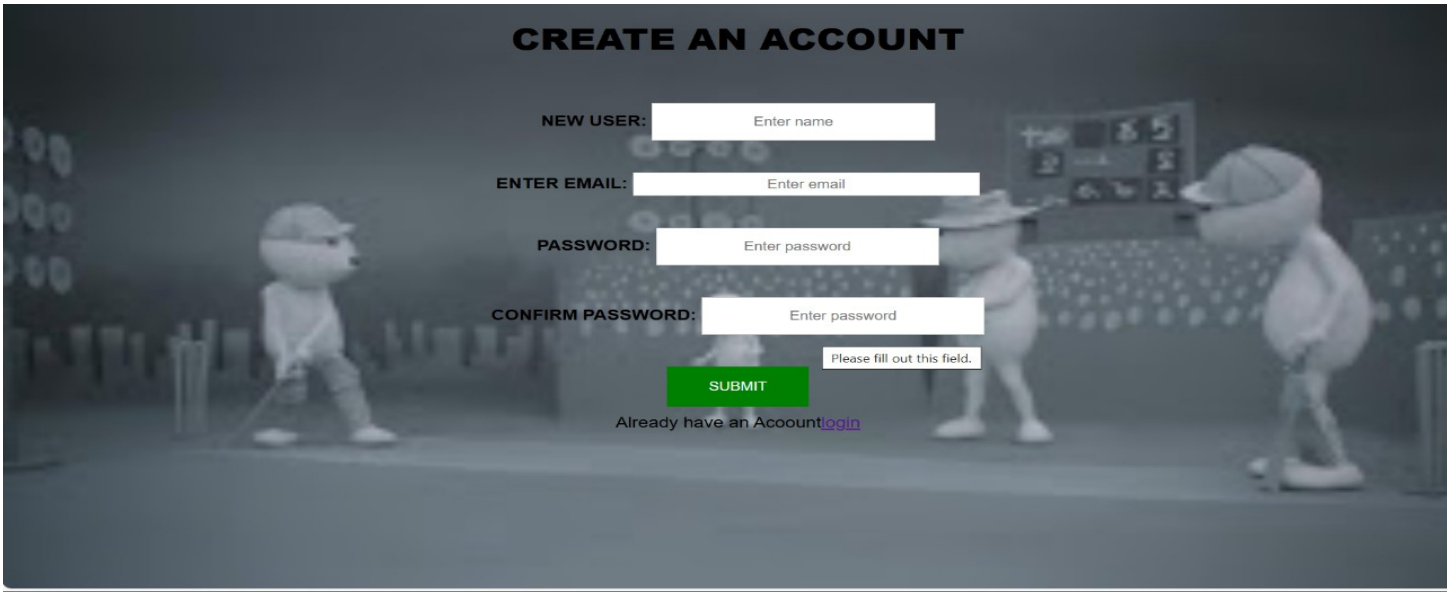
Fig. : Entity Relationship Diagram

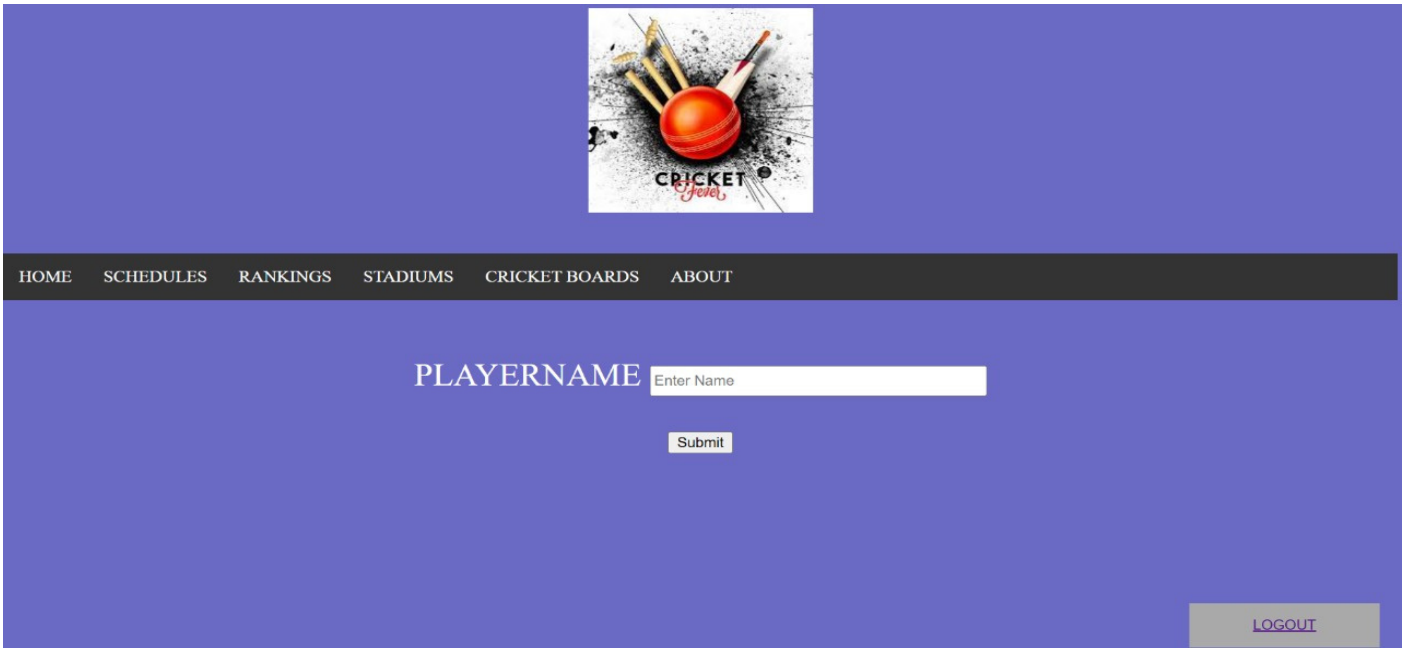
Chapter 5

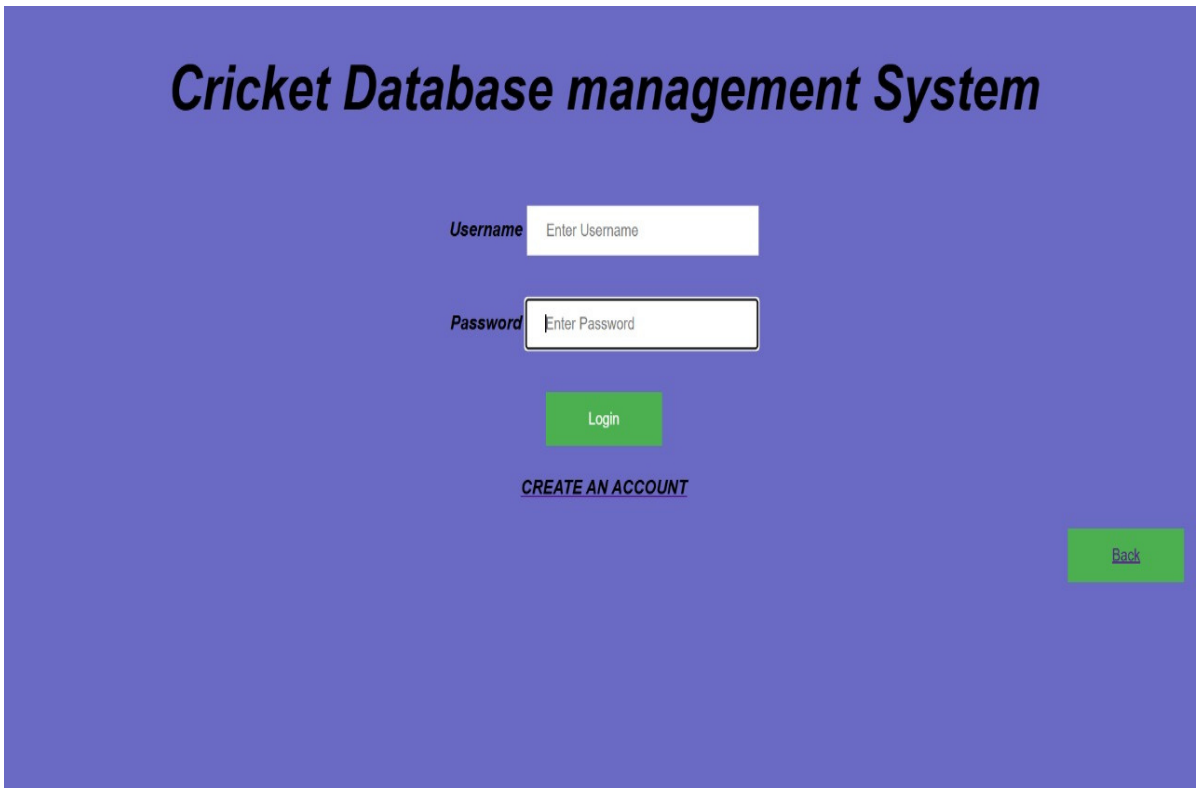
Implementation Snapshots

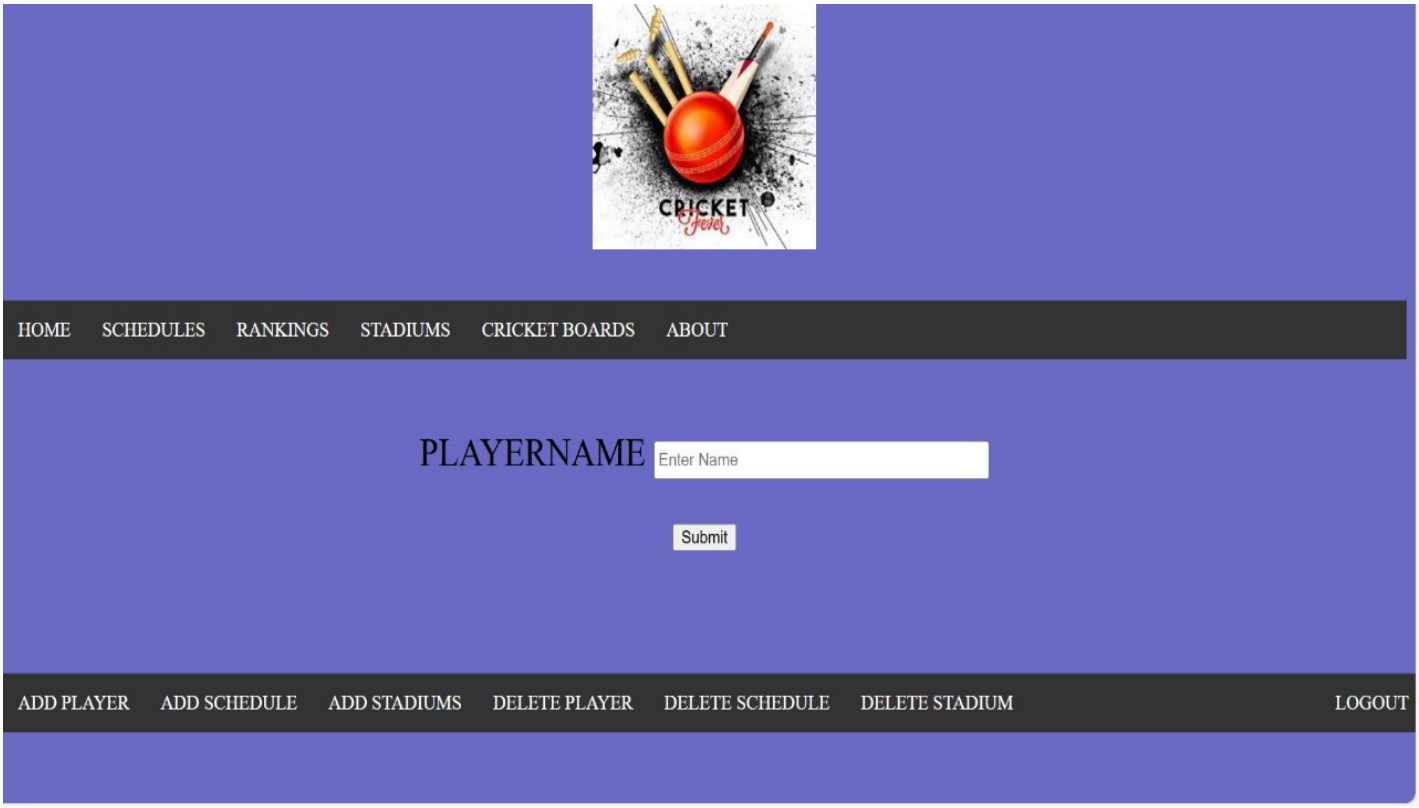
The following are few snapshots of different views of the Cricket Database System.

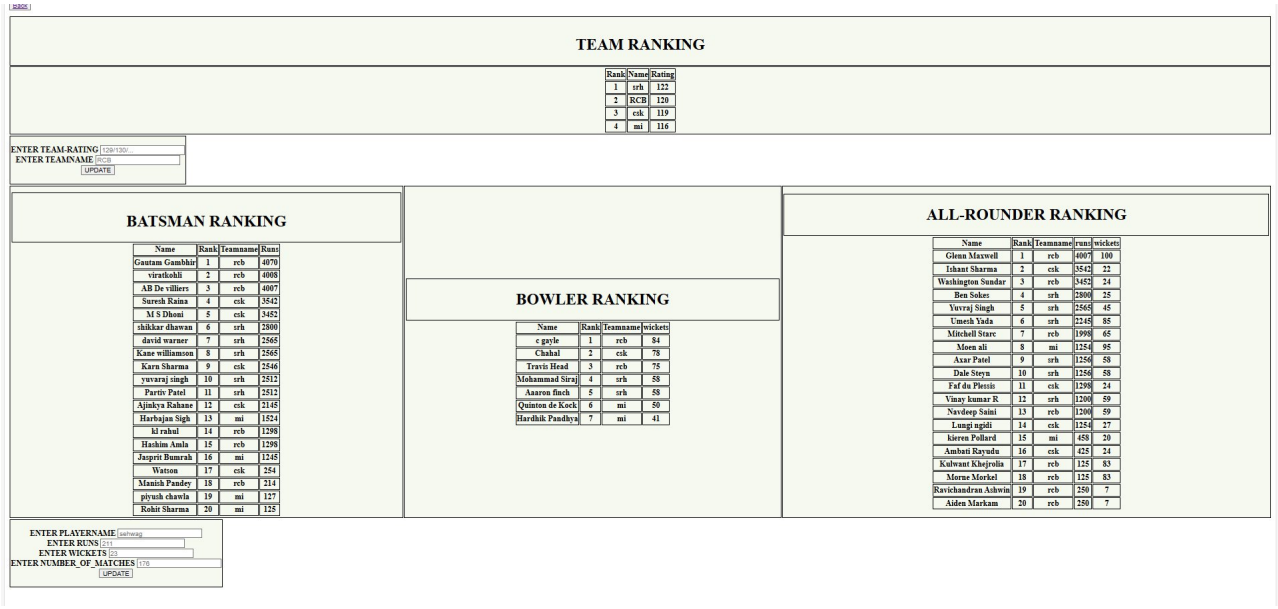



CREATE AN ACCOUNT
NEW USER:
Enter name
ENTER EMAIL:
Enter email
PASSWORD:
Enter password
CONFIRM PASSWORD:
Enter password
Please fill out this field.
SUBMIT
Already have an Acountlogin


CRICKET
Fever
HOME
SCHEDULES
RANKINGS
STADIUMS
CRICKET BOARDS
ABOUT
PLAYERNAME
Enter Name
Submit
LOGOUT


Cricket Database management System
Username
Enter Username
Password
Enter Password
Login
CREATE AN ACCOUNT
Back


CRICKET
Fever
HOME
SCHEDULES
RANKINGS
STADIUMS
CRICKET BOARDS
ABOUT
PLAYERNAME
Enter Name
Submit
ADD PLAYER
ADD SCHEDULE
ADD STADIUMS
DELETE PLAYER
DELETE SCHEDULE
DELETE STADIUM
LOGOUT



TEAM RANKING

Rank	Name	Rating
1	srh	122
2	RCB	120
3	csk	119
4	mi	116

ENTER TEAM-RATING 120/130/...
ENTER TEAMNAME RCB
UPDATE

BATSMAN RANKING

Name	Rank	Teamname	Runs
Gautam Gambhir	1	rcb	4070
viratkohli	2	rcb	4008
AB De villiers	3	rcb	4007
Suresh Raina	4	csk	3542
M S Dhoni	5	csk	3452
shikkar dhawan	6	srh	2800
david warner	7	srh	2565
Kane williamson	8	srh	2565
Karn Sharma	9	csk	2546
yuvaraj singh	10	srh	2512
Partiv Patel	11	srh	2512
Ajinkya Rahane	12	csk	2145
Harbajan Sigh	13	mi	1524
kl rahul	14	rcb	1298
Hashim Amla	15	rcb	1298
Jasprit Bumrah	16	mi	1245
Watson	17	csk	254
Manish Pandey	18	rcb	214
piyush chawla	19	mi	127
Rohit Sharma	20	mi	125

ENTER PLAYERNAME sehwag
ENTER RUNS 211
ENTER WICKETS 23
ENTER NUMBER_OF_MATCHES 176
UPDATE

BOWLER RANKING

Name	Rank	Teamname	wickets
c gayle	1	rcb	84
Chahal	2	csk	78
Travis Head	3	rcb	75
Mohammad Siraj	4	srh	58
Aaaron finch	5	srh	58
Quinton de Kock	6	mi	50
Hardhik Pandhya	7	mi	41

ALL-ROUNDER RANKING

Name	Rank	Teamname	runs	wickets
Glenn Maxwell	1	rcb	4007	100
Ishant Sharma	2	csk	3542	22
Washington Sundar	3	rcb	3452	24
Ben Sokes	4	srh	2800	25
Yuvraj Singh	5	srh	2565	45
Umesh Yada	6	srh	2245	85
Mitchell Starc	7	rcb	1998	65
Moen ali	8	mi	1254	95
Axar Patel	9	srh	1256	58
Dale Steyn	10	srh	1256	58
Faf du Plessis	11	csk	1298	24
Vinay kumar R	12	srh	1200	59
Navdeep Saini	13	rcb	1200	59
Lungi ngidi	14	csk	1254	27
kieren Pollard	15	mi	458	20
Ambati Rayudu	16	csk	425	24
Kulwant Khejrolia	17	rcb	125	83
Morne Morkel	18	rcb	125	83
Ravichandran Ashwin	19	rcb	250	7
Aiden Markam	20	rcb	250	7

Date	Team1	Team2	Match Number
2024-01-01	mi	csk	5
2024-05-26	csk	rcb	7
2024-12-20	RCB	SRH	1
2024-12-26	mi	csk	2
2024-12-27	csk	rcb	3
2024-12-28	SRH	MI	4

Enter Match Number to retrieve players

Submit

Chapter 6

Conclusion and Future Enhancement

6.1 Conclusion

Thus, the project, developed using PHP and MySQL, is based on the requirement specification of the user and the analysis of the existing system, with flexibility for future enhancement. The expanded functionality of today's software requires an appropriate approach towards software development.
This Cricket Database Management Software is designed for people who want to manage various particulars that can be known by recording them in the database. Various records and particulars about matches have increased rapidly. Thereby, the number of matches is going to increase day by day.
Hence, there is a lot of strain on people who are watching cricket and want to know about upcoming matches and view records made by various players, getting details at their fingertips. Identification of the drawbacks of the existing system has led to the design of a computerized system that will be compatible with the current setup, providing a system that is more user-friendly and more GUI-oriented.

6.2 Future Enhancement

The project has been developed in a very short period of time, and all efforts have been made to ensure that it is efficient in execution. However, there still exists some scope for improvement in the project.
The following lists some of, but not limited to, the enhancements that can be incorporated into the project:
● The interface of the project can be made more visually appealing.
● A mobile application for Android and iOS can be developed, offering features for both cricket fans and administrators.
● The database management and maintenance modules can be enhanced to assist the admin more effectively.
● Additional security measures can be implemented.
● There are also a few more features that can be added to this system to increase its flexibility and usability.

Chapter 7

References

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