

FOOTBALL COMMUNITY MANAGEMENT SYSTEM
A MINI-PROJECT REPORT

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BONAFIDE CERTIFICATE

Certified that this project “**FOOTBALL COMMUNITY MANAGEMENT SYSTEM**” is the bonafide work of “**LOHESH M**” who carried out the project work under my supervision.

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This mini project report is submitted for the viva voce examination to be held on

INTERNAL EXAMINER

EXTERNAL EXAMINER

ABSTRACT

The design and implementation of a "Football (Soccer) Web Community System," an interactive fan platform, are described in this project. The system offers a specific area for conversation, news, and community development, mimicking the functional layout of a Java-based community newspaper. The application makes use of the popular SSM (Spring, Spring MVC, MyBatis) framework and a Java Web, Browser/Server (B/S) architecture. MyBatis is the persistence layer that maps POJOs to SQL queries, Spring MVC handles web requests using the MVC pattern, and Spring oversees the core IoC container and business logic. Maven is used for build automation and dependency management.

The four main components of the system are supported by a MySQL database: the Administrator Module (content review and user management), the Topic Module (forum discussions, comments), the Public Information Module (admin-published articles), and the User Module (registration, login, profile management). This scalable and maintainable system serves as a central location for communication within the football community, demonstrating the effectiveness of the SSM stack in creating cutting-edge online forums.

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LOHESH M

TABLE OF CONTENTS

| CHAPTER NO. | TITLE | PAGE NO |
|-------------|--|-----------|
| | ABSTRACT | iv |
| 1 | INTRODUCTION | 1 |
| 1.1 | INTRODUCTION | 8 |
| 1.2 | SCOPE OF THE WORK | 8 |
| 1.3 | PROBLEM STATEMENT | 8 |
| 1.4 | AIM AND OBJECTIVES OF THE PROJECT | 8 |
| 2 | SYSTEM SPECIFICATIONS | 9 |
| 2.1 | HARDWARE SPECIFICATIONS | 9 |
| 2.2 | SOFTWARE SPECIFICATIONS | 9 |
| 3 | MODULE DESCRIPTION | 10 |
| 4 | CODING | 12 |
| 5 | SCREENSHOTS | 15 |
| 6 | CONCLUSION AND FUTURE ENHANCEMENT | 19 |
| | REFERENCES | 20 |

LIST OF FIGURES

| FIGURE NO. | TITLE | PAGE NO. |
|-----------------------|-------------------------------|---------------------|
| 5.1 | HOME/LOGIN PAGE | 15 |
| 5.2 | REGISTERATION PAGE | 15 |
| 5.3 | REDIRECT TO LOGIN PAGE | 16 |
| 5.4 | HOME PAGE | 16 |
| 5.5 | LATEST TOPICS | 17 |
| 5.6 | COMMENT ON ARTICLES | 17 |
| 5.7 | CREATE NEW TOPICS | 17 |
| 5.8 | POST NEW TOPICS | 17 |
| 5.9 | UPDATED TOPICS | 18 |
| 5.10 | USERS TABLE VIEW | 18 |
| 5.11 | TOPICS TABLE IN MYSQL | 18 |

CHAPTER 1

INTRODUCTION

1.1 INTRODUCTION

In the modern digital era, online communities have become a cornerstone of internet culture, allowing individuals with shared interests to connect, communicate, and share information. Sports, particularly football (soccer), represent one of the largest and most passionate global communities.

1.2 SCOPE OF THE WORK

While large-scale social media platforms serve as general-purpose communication tools, they often lack the focused environment and dedicated features that a specialized community requires. This creates noise and fragmentation, diluting the user experience for dedicated fans.

1.3 PROBLEM STATEMENT

There is a clear demand for a centralized, feature-rich web platform specifically designed for football fans. Such a platform would provide a dedicated space for in-depth discussion, news dissemination, and community building, free from the distractions of general-purpose social networks. The core problem is the lack of a modern, simple, and maintainable open-source system that can serve as a blueprint for such a community.

1.4 AIM AND OBJECTIVES OF THE PROJECT

The primary objective of this project is to design and implement a "Football (Soccer) Web Community System." This system is based on the proven architectural design of an existing Java-based community platform, demonstrating the re-application of a successful model to a new domain.

The specific functional objectives are to:

1. Develop a User Module to manage user registration, authentication, and profiles.
2. Create a Topic Module to serve as the core forum, allowing users to create discussion threads and post comments.
3. Implement a Public Information Module for administrators to publish news, articles, and announcements.
4. Build an Administrator Module to provide backend control for content review, user management, and system authority.

CHAPTER 2

SYSTEM SPECIFICATIONS

2.1 HARDWARE SPECIFICATIONS

| | | |
|-------------|---|--------------------|
| Processor | : | Intel i3/AMD Ryzen |
| Memory Size | : | 8GB (Minimum) |
| HDD | : | 1 TB (Minimum) |

2.2 SOFTWARE SPECIFICATIONS

| | | |
|------------------|---|------------------------|
| Operating System | : | WINDOWS /MAC OS /Linux |
| Front - End | : | HTML, CSS, Java 8 |
| Back - End | : | MySql |
| Language | : | Java, SQL |

CHAPTER 3

MODULE DESCRIPTION

This application consists of four main modules which interact to provide a complete web-based community experience. Users are broadly categorized as regular Users or Administrators, with distinct permissions. The description of the modules is as follows:

1. USER MODULE

This module handles all user-facing authentication and profile management. When a person interacts with the site, they can register for a new account or login with an existing username and password. Once logged in, a user can modify their own profile information, such as their favorite team or email address.

2. TOPIC MODULE

This is the core community forum. A logged-in user can create new discussion topics (threads) and post comments on existing topics. This module handles all user-generated content, including its release and display. Users can also search for topics by their title.

3. PUBLIC INFORMATION MODULE

This module is responsible for displaying static content like site news, articles, or announcements. This content is posted by an Administrator and is visible to all users (both logged-in and guests) to keep the community informed.

4. ADMINISTRATOR MODULE

This module provides the backend control for site management. When a person who is an Admin logs in, they have the power to change and manipulate data in the database. This includes reviewing and approving new topics, managing user accounts (e.g., granting admin rights), and deleting inappropriate content.

CHAPTER 4

SAMPLE CODING

SAMPLE 1: DISPLAYING DATA

CONTEXT: This sample depicts the display code, similar to your Sample 1. Instead of clicking the “Next” button, our system automatically gets all the football topics from the database when the user loads the homepage

THE VIEW (JSP PAGE): src/main/webapp/WEB-INF/jsp/home.jsp
 This is the layout file, like your Tkinter Label. It uses a loop (<c:forEach>) to display a list of topics that the Controller gives it.

```
<%-- ... existing code ... -->
<h2>Latest Topics</h2>
<div>
<!--
  This is a loop. The 'topics' variable comes from the Controller.
  It iterates over every topic and prints its title as a link.
-->
<c:forEach var="topic" items="#${topics}">
<div>
<h3>
<a href=<c:url value='/topic/${topic.topicId}'/>>
<c:out value="#${topic.title}" />
</a>
```

```
</h3>
</div>
</c:forEach>
</div>
<%-- ... existing code ... -->
```

Controller: [src/main/java/com/football/community/controller/TopicController.java](#)

This file (like your func) gets the request from the browser. It calls the TopicService to get the data, adds that data to the Model, and then tells Spring to show the home.jsp page.

```
@Controller
public class TopicController {
    @Autowired
    private TopicService topicService;
    /**
     * Shows the homepage, which lists all approved topics.
     */
    @GetMapping("/")
    public String showHomePage(Model model) {
```

```

// 1. Get the data (like your "SELECT * FROM appointments")

List<Topic> topics = topicService.getAllApprovedTopics();

// 2. Add the data to the model so the JSP can use it

model.addAttribute("topics", topics);

// 3. Return the name of the JSP file to display

return "home"; // This will show /WEB-INF/jsp/home.jsp

}

// ... existing code ...

}

```

The SQL (Mapper): [src/main/resources/mapper/TopicMapper.xml](#) This is the actual SQL that gets the data from the database, similar to your sql = "SELECT * line.

```

<!-- ... existing code ... -->

<!-- This query is called by the Service -->

<select id="findTopicsByStatus"
resultType="com.football.community.model.Topic"

    SELECT * FROM topics WHERE status = #{status} ORDER BY created_at
DESC

</select>

<!-- ... existing code ... -->

```

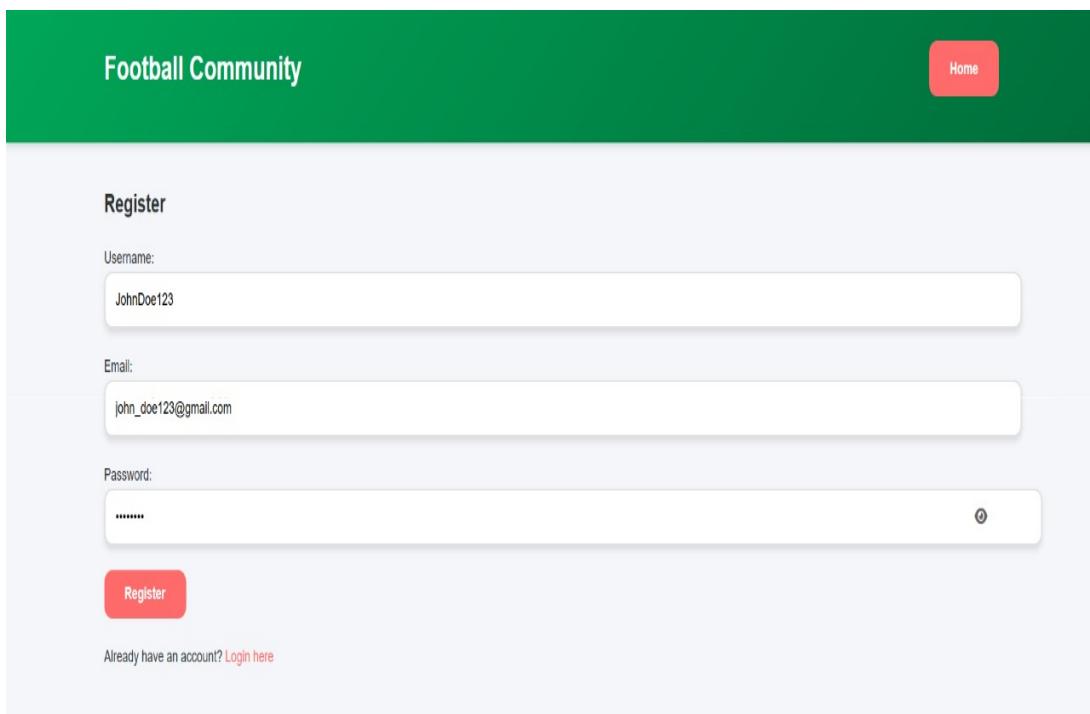
CHAPTER 5

SCREEN SHOTS



The screenshot shows the 'Football Community' website's home/login page. At the top, there is a green header bar with the text 'Football Community' on the left and a 'Home' button on the right. Below the header, the word 'Register' is displayed in bold black text. There are three input fields: 'Username' (containing 'JohnDoe123'), 'Email' (containing 'john_doe123@gmail.com'), and 'Password' (containing '*****'). To the right of the password field is a small circular icon with a question mark. At the bottom of the form is a red 'Register' button. Below the button, a link 'Already have an account? [Login here](#)' is visible.

Fig 5.1 Home/Login page



The screenshot shows the 'Football Community' website's registration page. It has a similar layout to Fig 5.1, featuring a green header bar with 'Football Community' and a 'Home' button. The word 'Register' is bolded at the top. It includes three input fields for 'Username' ('JohnDoe123'), 'Email' ('john_doe123@gmail.com'), and 'Password' ('*****'). A question mark icon is positioned next to the password field. A red 'Register' button is at the bottom, and a 'Login here' link is below it.

Fig 5.2 Registration page

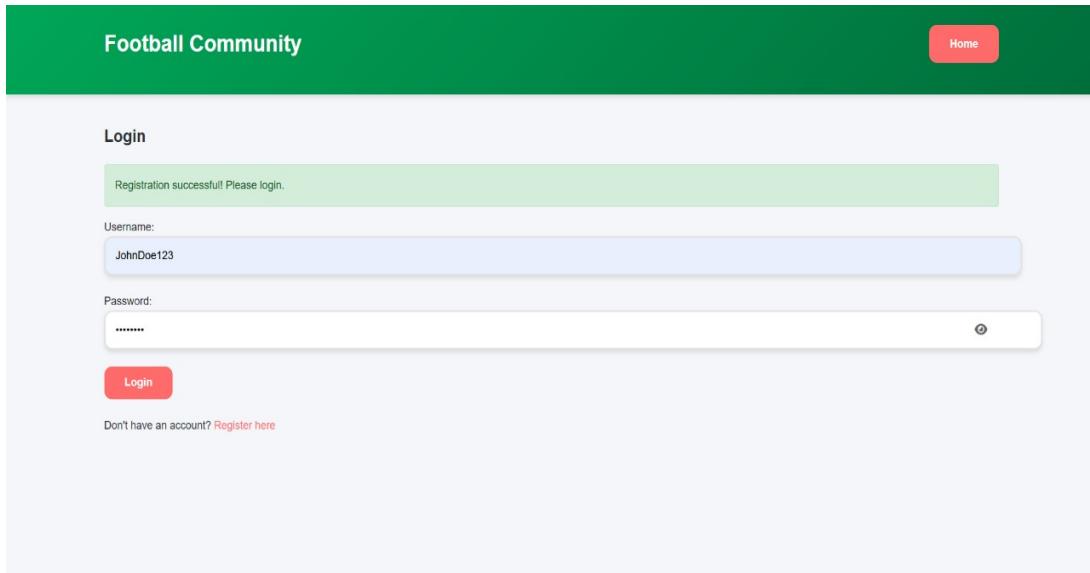


Fig 5.3 Redirect to login page

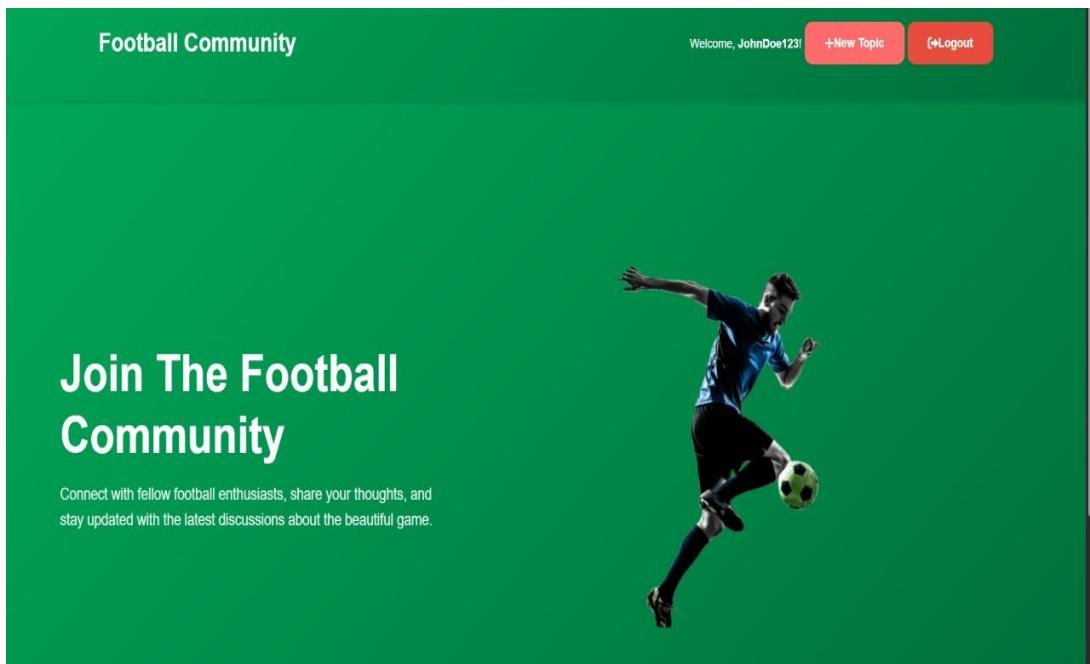


Fig 5.4 After login in home page

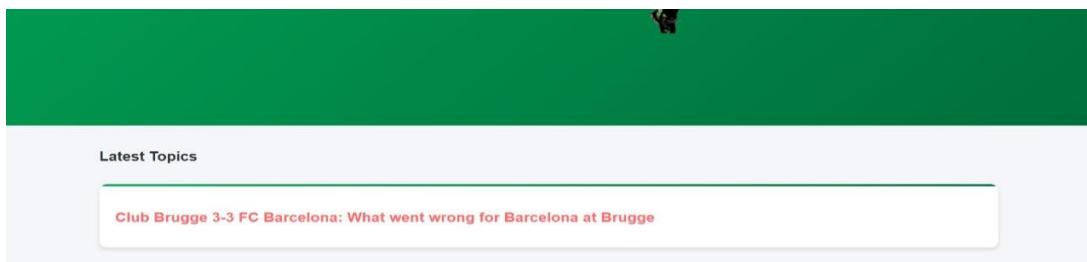


Fig 5.5 Latest Topics



Fig 5.6 Comment on Articles

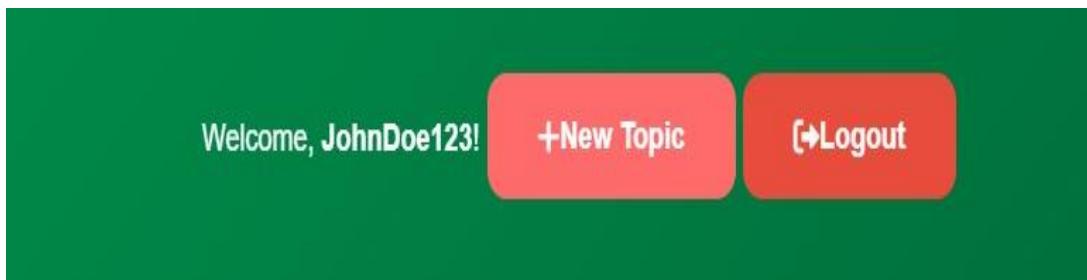


Fig 5.7 Create New Topics

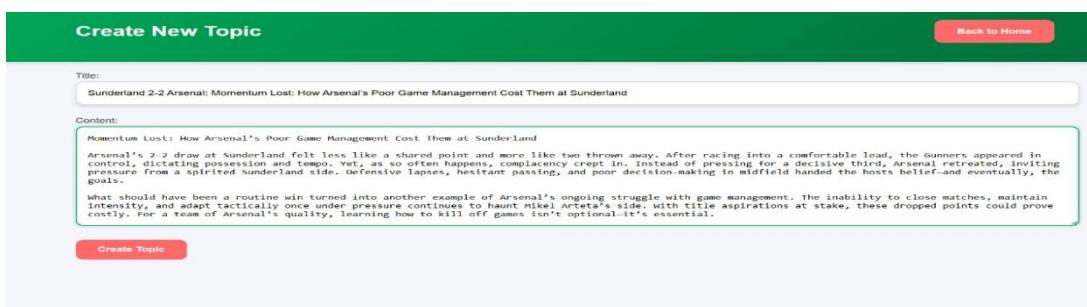


Fig 5.8 Post New Topics

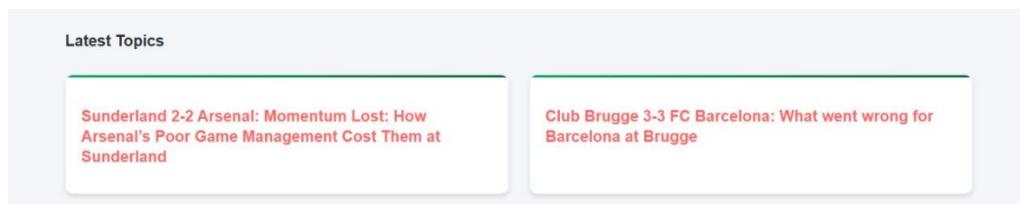


Fig 5.9 Updated Topics

```
2
3 •   SELECT * FROM users;
```

| Result Grid Filter Rows: | | | | | Edit: Export/Import: Wra |
|----------------------------|---------|--------------|------------------------|--|--------------------------------|
| | user_id | username | email | password_hash | fav |
| ▶ | 1 | john_doe | john_doe@gmail.com | \$2a\$10\$.mdmFJD/s33w4yVbt3n1VeXMznUINNV... | NULL |
| | 2 | 12345 | john@gmail.com | \$2a\$10\$2OpHz9i44E.kclawroJKouZoW7kdZqJv... | NULL |
| | 3 | tiresome_cat | football@gmail.com | \$2a\$10\$VHK/a24yxupJQH03v9zhuVuZjpePPm... | NULL |
| | 4 | rex | rex@gmail.com | \$2a\$10\$ln9uVvz003qgKMOlAPmJ1.ho8pz7SGxg... | NULL |
| | 5 | Rex123 | rex1234@gmail.com | \$2a\$10\$zYKooyvHBc2fYJ6FK/q.iuvxw3XWLoyu... | NULL |
| | 6 | Erik_King | erikKing@gmail.com | \$2a\$10\$jRchZf8HlgxsymOT7mJSiu08/EGiQjhE... | NULL |
| ● | 7 | JohnDoe123 | john_doe_123@gmail.com | \$2a\$10\$GSxiqCoyqIAMJ3Gt1XZIS.PBWVRkOeufJ... | NULL |
| | HULL | HULL | HULL | HULL | HULL |

Fig 5.10 Users Table View

| topic_id | user_id | title | content | created_at | status |
|----------|---------|---|---|---------------------|---------|
| 1 | 6 | Club Brugge 3-3 FC Barcelona: What went wrong for Barcelona at Brugge | 1. Defensive vulnerability & high line exposed Brugge scored three times by exploiting Barcelona's high defensive line and transitions. For example, just 6 minutes in, a quick counter-attack split Barca's defense and led to the opening. Barca defenders found themselves educated in it, counter-attack. Eric Garcia said, "With two passes they're in the box." Barca Blaugranas Coach Hans Flick noted the team lost too many duels in midfield and lacked intensity in pressing. The stats are worrying. Barca have conceded in each of their last nine games, their worst run without a clean sheet since 2013. In short, their tactic of pushing up and pressing hard back-fired because the defensive structure couldn't cope with fast counter-transitions. 2. Midfield/pressing shortcomings Despite controlling possession (Barca had high possession figures), they weren't winning the key duels, especially when the ball was lost. BeSoccer +1 Brugge repeatedly bypassed the press, meaning the transition defence (when losing the ball) was weak. The team looked disjointed at times, which meant that pressing often left gaps behind. 3. Goalkeeping /individual errors Goalkeeper Wojciech Szczęsny was cited as nearly gifting Brugge a late winner when he dawdled on the ball before the disallowed goal. ESPN +1 Defensive Lapses: players such as Jules Koundé and Alejandro Balde were flagged for being caught out of position or ball-watching. SI 4. Conceding momentum after equalising Each time Barça scores, Brugge soon responded. For example, after the equaliser by Lamine Yamal, Brugge scored again just minutes later. This suggests that Barcelona didn't manage moments of control after their own attacking success. 5. Good things masked by problems The attacking side: Lamine Yamal was brilliant, Barca showed resilience to come back three times. Al Jazera +1 But a draw against a side that managed its openings so efficiently feels unsatisfactory given Barca's status and ambitions. Implications & what needs fixing The back-line needs stability, better coordination and possibly a rethink of the high line if the midfield can't protect it. The transition defence (losing the ball → opponent counter) has to improve: press less chaotically or more intelligently. Game management: what ahead (or level), controlling the tempo and not inviting the opponent back so quickly. Trusting the attacking talent but matching it with defensive solidity: you're not going to win titles while conceding 3 in many games. | 2025-11-07 17:48:05 | approve |
| 2 | 7 | Sunderland 2-2 Arsenal: Momentum Lost: How Arsenal's Poor Game Management Cost Them at Sunderland | Momentum Lost: How Arsenal's Poor Game Management Cost Them at Sunderland Arsenal's 2-2 draw at Sunderland felt less like a shared point and more like two thrown away. After racing into a comfortable lead, the Gunners appeared in control, dictating possession and tempo. Yet, as so often happens, complacency crept in. Instead of pressing for a decisive third, Arsenal retreated, inviting pressure from a spirited Sunderland side. Defensive lapses, hesitant passing, and poor decision-making in midfield handed the hosts belief—and eventually, the goals. What should have been a routine win turned into another example of Arsenal's ongoing struggle with game management. The inability to close matches, maintain intensity, and adapt tactically once under pressure continues to haunt Mikel Arteta's side. With title aspirations at stake, these dropped points could prove costly. For a team of Arsenal's quality, learning how to kill off games isn't optional—it's essential. | 2025-11-09 20:20:07 | approve |

Fig 5.11 Topics Table in MySql

CHAPTER 6

CONCLUSION AND FUTURE ENHANCEMENT

The "Football (Soccer) Web Community System" successfully achieves its primary objective of creating a functional, centralized platform for fan interaction. By leveraging the SSM (Spring, Spring MVC, MyBatis) framework, the project establishes a robust and maintainable backend built on proven Java web technologies. The system's modular design (User, Topic, Admin, and Public Information) provides all the essential features for a community forum, including user authentication, content creation, and administrative oversight.

However, as a mini-project, the functions of the system are foundational. The current platform serves as a strong blueprint, but there are numerous opportunities for further research, enhancement, and modernization to elevate it to a production-grade application.

The current platform serves as a strong foundational blueprint. Future enhancements will focus on modernization and feature expansion. The most significant upgrade involves refactoring the backend into a RESTful API to support a modern, decoupled front-end built with a framework like React or Angular. This will create a faster, app-like user experience.

Core features will be expanded to include rich media uploads, user-to-user private messaging, and real-time Web Socket notifications. Security will be upgraded by integrating the Spring Security framework for robust authentication, Role-Based Access Control (RBAC), and BCrypt password hashing. Finally, architectural improvements like Docker containerization and a potential migration to micro services will ensure the system is scalable, maintainable, and easier to deploy.

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