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**Final Year Project Report**

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**Database Software for Chalkanoras**  
**FC**

by

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## **Abstract**

The aim of this project was to create a simplistic and straight-forward database system that will accommodate in a better way than the current system the needs of Chalkanoras FC a football club in Cyprus. This was done by analyzing the information and data gathered, in order to produce sensible requirements. This report describes how the author used the Waterfall model to split the work flows, the methodology used as well as the resulting product produced. Furthermore a project evaluation is performed to access how well the project objectives were met.

This is a desktop based application that uses a variety of forms, queries, objects and commands to connect the GUI to an SQL server and create a database for the club to store and manipulate data.

The primary focus of this project was to interact and collect information about COMET the current application the club uses and create a similar database program that will be more efficient and satisfy the needs of the club in a better way.

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## 1. Introduction

### 1.1 Problem Drivers

Every single corporation nowadays has a database system to save data. This data can vary from the identity of each company, for example most retail shops have a database system that stores their product's details and their staff information, other organisations like football clubs can use databases to store their team's information. Databases have become essential tools in our industrialized era and the larger an organization is the more complex of a database system it will need in order to work efficiently. This however translates to more work in order to maintain the database. Furthermore as the database system becomes more complex the knowledge and experience of the user must increase as well, since a user with limited understanding will have problems using efficiently the system and also can harm the database's integrity in more serious cases.

### 1.2 Problem to be solved

Chalkanoras FC is a small 3<sup>rd</sup> division team in Cyprus that is located in Dali and is operated solely by unpaid volunteers. This club like every other club in Cyprus uses the COMET web-based database which is offered by FIFA along with a lot of hand written notes to store and manage the club's information. The COMET software is a functional and complex database system that can benefit teams that know how to use it properly and have dedicated employees that have the knowledge and understanding to do so. After all it is designed for the needs of more professional clubs in mind since it contains data about every league and its teams as well as all competitions. After a brief trip to Cyprus it became apparent that most of the staff of Chalkanoras had issues with using the software efficiently, which resulted in the use of more primitive ways of handling information like handwritten files. Using both these ways for data handling, created confusion which resulted in loss of integrity and confidentiality of data. Moreover Chalkanoras did not have any book-keeping systems to manage their profits and expenses. Chalkanoras was in need for a simple yet elegant database system which would enable its users to use it efficiently in order to manage the club's data without risking their integrity or confidentiality.

### **1.3 Assumptions Made**

The first assumption that was made during the beginning of the project was that most users were not good with computers in general. This assumption was made due to my knowledge about my country in which older people most of the times are not familiar with computers, a common problem that was never addressed. The assumption came out to be correct when two computer literacy questionnaires were answered and sent back for evaluation by two different users of the club.

Another assumption that was never really confirmed but was more than plausible is that the volunteering users of the club that are in charge of club duties always perform their duties after they are done with their day jobs. Tiredness is a large contributing factor in making mistakes so the program needed to be as easy and as straight-forward to use as possible.

### **1.4 Project Purpose**

The purpose of this project was to create a database system for the needs of Chalkanoras FC that would enable them to store the information of every person enrolled and currently playing for the team as well as some functions to help them make their own statistical analysis of the club. This software should have been a more appropriate database system than the complex COMET. Moreover it would have provided the users with some book-keeping functionality but that was not completed due to time constraints.

### **1.5 Project Objectives**

Objectives targeted are as follows:

- Create a straightforward, fully functional database that fits the needs of Chalkanoras FC and its users.
- Fully understand the client's needs and be able to translate these needs into requirements
- Write sensible requirements that will be implemented to the system
- Create a sensible test plan that tests every aspect of the system
- Test the system thoroughly and diminish any bugs
- Code the system in such a way so near future changes can be done effortlessly

- Create a good training plan the will help the staff of Chalkanoras FC to use the system efficiently.

## 1.6 Limiting the Project Scope

The scope of this project was to develop a database system that allows the users to add data and manage these data with the use of different functions. In order to decide upon the functionality the author researched extensively the database technologies to find the best course of action. Using the data the club provided along with the research done enabled the author to construct a plan using an agile software engineering model. Moreover by observing how the COMET system worked the author was able to decide on some more technical stuff like the fields or tables needed for the database.

## 1.7 Outline of Plan

**Research:** The first course of action was to search and collect as much information as possible for database systems, software engineering models and coding languages that can be used along with the database language to create the end product.

**Design:** After collecting all the necessary information and deciding upon an agile engineering model the database design plan was created, which included the creation of ER diagrams to represent the relationship between entities. Moreover functional requirements were created for the system and discussed with the managerial board of Chalkanoras until an agreement was reached. Wireframes were used for the creation of the GUI design but were abandoned after Chalkanoras asked for the system to be a desktop application rather than a web-based application, after that all the GUI designs were done directly in the Microsoft Visual Studio with the use of VB forms.

**Implementation:** The implementation started as soon as the design of the forms finished. An SQL server was used to create the database along with the tables and relationships. In addition Visual Basics with the .NET framework that is provided by Microsoft for developers along with Microsoft Visual Studio was used for the GUI and the communication between the two.

**Testing:** The testing part of the system started after the finish of the database which the author populated with data to check the data values, primary keys and NULL fields. After the

database was tested, a lot of unit testing was done on each of the forms created. After finalising the software a full system testing was done by the author.

## 2. Outputs Summary

In this section of the project the author will be talking about the four major documents produced during the project one for each major phase of the project.

### 2.1 Requirements Specification Document

**Recipient:** Chalkanoras FC (client), author

**File Type:** Microsoft Word Document

The first document that was created was the Requirements specification document which was crucial in the development of the system since it was created to record and understand the client needs. Moreover it can be used as a reference point for what the system needs to achieve.

This document contains the requirements specification document with a list of all the functional and non-functional requirements for the system approved by the club. These were developed after an extensive information gathering and analysis which included methods like interviewing the client, using a questionnaire to check the level of knowledge of users, interacting with the current system and also by documents send for additional information.

These results can be seen in section 5.1 and all the documents created can be found in **APPENDIX A.**

### 2.2 Design Specification Document

**Recipient:** Chalkanoras FC (client), author

**File Type:** Microsoft Word Document

The second document created was to help even further with the development of the project and again act as a reference for what the system should look like.

This document contains designs of the system forms and the GUI as well as Entity-Relationship diagrams and Relational Schemas that were used to structure the database of the system. These were derived from the information gathered by the author.

These results can be seen in section 5.2 and all the documents, drafts, diagrams created can be found in **APPENDIX B**.

### **2.3 Software Application System**

**Recipient:** Chalkanoras FC (client)

**File Type:** .rar file

This is the finished product that will be used from the club as their new database application to store and represent data related with the club.

This file contains the software system created in Visual Basics Studio which consists of two projects: Chalkanoras FC which has 18 form classes, 11 DBEntity subclasses and 2 object classes and 1 module containing a lot of lines of code. The second project is called DBManager and contains 5 object classes and 1 module containing a lot of lines of code.

It also contains a document that explains to the user how to successfully launch the application.

Some of the outputs create are shown on **APPENDIX C**

### **2.4 Testing Document**

**Recipient:** Chalkanoras FC (client), author

**File Type:** Microsoft Word Document

This document was created as a confirmation to the client that the system was fully tested and it is fully functional.

This document will contain the test cases created and their results. The test cases will be in the form of a table and will have a small description before the test data and then the result. The test cases were created by the author after the system was finished.

These results can be seen in section 5.4 and the testing specifications can be found in **APPENDIX D**.

### **3. Literature Review**

This section will detail what books, articles and resources the author had to read in order to be able to undertake this project. This section has been broken up into four main categories which include Initial Development, Database Design, SQL Language, VB Language and Security.

#### **3.1 Initial Development**

Software Engineering was one of the modules the author attended, therefore some experience with Software models was already available. However the author researched development models before deciding on the Waterfall Model. To do so the user read the book “Software Engineering” (Sommerville, 2010) to find more information about Development models and their advantages. With the help of the book the author found three development models that both suited his needs and were straightforward to understand. The Waterfall model which was eventually chosen is the more standard development model used were the developers need to split the project into separate phases taking into account the fundamental process activities of specification, development, validation and evolution (Sommerville, 2010). An alternative option would have been the increment model which is based on the idea of developing an initial implementation, exposing this user comment and evolving it through several versions until an adequate system has been developed (Sommerville, 2010). This was then rejected both by the author and the client due to the fact that constant communication could have proven an issue because the client is located in Cyprus while the author is located in the UK. The last candidate model was the Agile model which tries to achieve better software through careful project planning and rigorous software development processes. This was rejected at the end by the author due to the fact that this model, when applied to smaller scale project, causes overhead which results in more time spent trying to plan the way to develop the project rather than actually planning it.

#### **3.2 Database Design**

During the design phase of the project the author drew an Entity-Relationship Diagram which was used to create a Relational Schema to model the database. Again the author had previous experience with relational databases from his 3<sup>rd</sup> year module called Advanced Databases.

To refresh his memory and make the most sensible decision the author read the book “Database Systems” (Connolly and Begg, 2004) which provides a lot of information about relational databases, treating tables and fields as objects and how to design, implement and manage a database system. Moreover for the design of the database some other database programs were reviewed to for the author to better understand what was needed. Firstly the most influencing database program was the COMET program which is the current system used for the team. Some Microsoft Access Databases were also reviewed for their design patterns.

### **3.3 SQL Language**

The decision to use SQL as the database language was immediate because it was the language taught along with Relational Databases in the Advanced Database module. “Database Systems” (Connolly and Begg, 2004) as well as the lecture notes of the author were again helpful for the author since the book contains a lot of information about Data definition which includes SQL data types and their explanations or how to create Queries and Tables using the SQL language. The author also used the book as an initial reference towards his project since chapter 8 presents a commercial application between Microsoft Access 2013 and Oracle.

### **3.4 VB Language**

The decision for the use of the VB language was straightforward already because the user had the Microsoft Visual Studio which offered the .Net framework for developing applications. The official Windows developer network Microsoft Library (2016) Available at: <https://msdn.microsoft.com/en-us/library/ms123401.aspx> (Accessed: 30/04/2016) provides amazing documentation for every class included in the .Net framework as well as blogs that describe each process from a design perspective as well. The Microsoft Library offered the author all the tutorial examples, code sources, classes and functions needed to create the application. The initial 3 layered structure with the use of the SQL database as the back-end while using the DBManager project as a DAL and Chalkanoras FC project as the front-end GUI all derived from blogs the author read while browsing the library. Moreover some of the more critical functions created for example the CreateCommand() method of the DBHelper class were created after extensive use of reverse engineering while looking at tutorials through the library.

### **3.5 Database Security**

Since this application is desktop based and uses a secure SQL server provided by Microsoft security specifications were minimal however in order to gain knowledge of the subject the user read “Computer Security, Principles and Practice” (Stallings and Brown, 2012) which offers a chapter alone (chapter 5) on database security and why it is needed. Furthermore this book promotes a general principle that was followed throughout the development project which was delivering a project with data confidentiality, data integrity and availability otherwise known as the CIA Triad (Stallings and Brown, 2014). Moreover the lecture notes as well as the “Database Systems” (Connolly and Begg, 2004) offered a lot of reasoning and potential threats for a Database Systems. These two books influenced the author decisions to create a store procedure for the login function instead of directly programming it to Microsoft Visual Studio to minimize even further the possibility of a malicious user using an SQL injection to access the system.

## 4. Methodology

This chapter will describe the methods used and work done by the author over the course of the project to achieve its purpose.

### 4.1 Software Development Model

The software development model that was used by the author is the Waterfall Model. It is a model that takes the fundamental process activities of specification, development, validation and evolution and represents them as different process phases (Sommerville, 2010). For

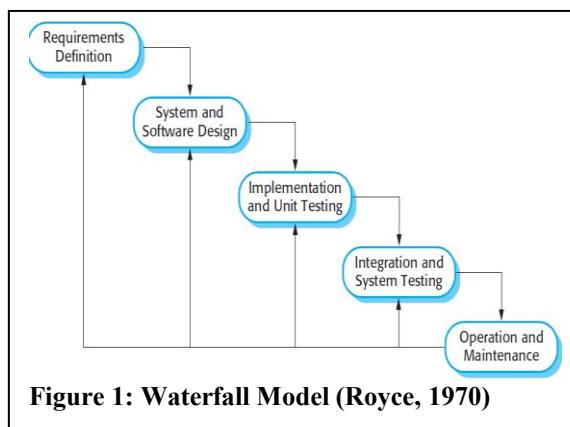


Figure 1: Waterfall Model (Royce, 1970)

example the author decided to split this project into the following phases: Information Gathering and Requirements Analysis, Design phase, Implementation phase and Testing and Evaluation phase (Figure 1, Royce 1970).

The two main reasons for this chosen model are the author's personal preference since the author was already accustomed to the Waterfall model, and the nature of the project. First of all

the author finds it preferable to break down a project into phases and work on them separately. One can ask "why not use the increment model then?", where you can break a project into increments which provides the opportunity to break it further apart than a Waterfall model. This is because the increment model in principle specifies that after each increment is finished it must be tested and presented to the client (Sommerville, 2010) however due to the nature of my project the author only had to present the final product to the client. Of course some changes from the original Waterfall Model were made to better suit the needs of the author. Due to the fact that this was the first full scale individual project the author had to tackle there was a need for a more "agile"

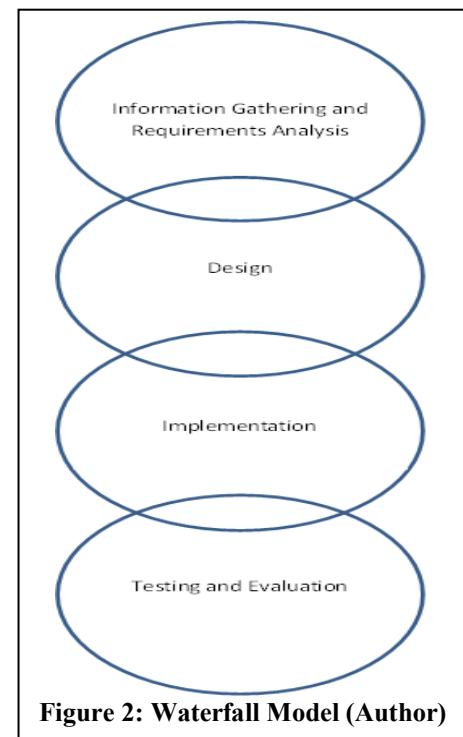


Figure 2: Waterfall Model (Author)

Waterfall Model. In principle the Waterfall model states that each phase of the project must be well-thought, well-planned and finished before the next phase starts (Sommerville, 2010).

This principle was followed up to a point, however due to some particular factors like inexperience and changes in the requirements the project had to be adjusted. Therefore in practice the phases of the project overlapped up to a point to provide the author with appropriate feedback, for example during coding, design problems are found and corrected or during the design phase some more requirements are identified and need to be included (Figure 2).

## **4.2 Initial Planning**

Time is of the essence in a software development project so the first task the author did in preparation for the project was to develop a work plan. For a better representation of the time spent for each phase of the project the author created a Gant Chart to allocate time for Information Gathering and Requirements Analysis, Design, Implementation and Testing phases of the project. Furthermore the plan included time taken off project during the examination period in January, and an adjusting training period for the club's employees. However the initial planning was not well thought and due to some other factors like the club's slow response to provide the necessary data and miscalculating the time needed for the design phase of the project the initial work plan had to be adjusted. Some key changes included the re-allocation of every single End Date of the Design, Implementation and Starting phases as well as the re-adjustment of the training period. Both the initial Gant Chart and the changes can be seen in **APPENDIX A, Project Definition Report**

## **4.3 Information Gathering and Requirements Analysis**

This section will focus on the work done by the author to collect the necessary information for the development of the system requirements. The author had a respectable amount of knowledge and interaction with database systems therefore the stages involving communication with the client were more focused on specific requirements the club had about the database system, their interaction with the current database application as well as their computer literacy level and finally the author's interaction with the current system. All the original documents between the interaction between the author and the client can be seen in **APPENDIX A**

### 4.3.1 Questionnaire

First of all a simple questionnaire was created to test the literacy level of the club's staff in order to determine how experienced they were with databases systems and with computers in general. As mentioned in part 1.3 an assumption was made when the questionnaire was developed that most of the employees will have a minimal level of knowledge for computers and a non-existent knowledge level for database systems, consequently the questionnaire created was very simple with a few general questions about short cuts in computers and a couple of questions regarding databases. The logic behind the questions was that an individual must use a computer frequently to answer correctly all of the questions, at least frequently enough to be able to use a simple application efficiently.

Section 5.1.2 discusses the results of the questionnaire.

### 4.3.2 Interview

In order to gather some more general information about the structure of the club, the database program currently used and some general system requirements an interview document was developed and sent to the client. The interview could not be done face to face due to the fact that the client is located in Cyprus; however this interview was recorded when the author took a brief trip to Cyprus to visit the client. This presented two opportunities for the author. Initially the document was well thought since it was not developed in a rush and secondly every answer provided by the managerial board was revisited when the author went to Cyprus thus providing the author with more accurate feedback.

The first few questions of the interview focused on the current system the club is using, the advantages and disadvantages it offers and other ways the club uses to collect data. Then a few questions about the general system requirements the club has were asked. To finish the interview some more general questions were asked about the club to help with the identification of the required tables and fields for the database.

Section 5.1.3 discusses the results of the interview

### 4.3.3 COMET Interaction

One of the main reasons the author visited Cyprus was to interact and analyse the COMET database software that was already used by the club. The database was still in use by the club therefore the author wanted to observe how the club used the system. Moreover the

author wanted to interact with the system and familiarize with it in order to gather more information about the club needs.

Section 5.1.4 discusses the results of the interaction between author and current system

#### **4.3.4 Documentation provided by Chalkanoras FC**

With the use of the interview and the questionnaire as well as the business trip to Cyprus the author managed to collect a lot of essential information. However in some cases more information were needed, for example the author needed documentation used during matches, a schedule and a contract template to examine and extract information to use when creating the tables of the database.

Section 5.1.5 discusses the results of the documentation information extraction

#### **4.3.5 Requirements Specification**

The Requirements Specification was a document that was developed and updated frequently from the beginning of the first phase of the project. The requirements were separated into two sections; functional and non-functional. Functional requirements being statements of services the system should provide, how the system reacts to particular inputs, and how the system should behave in particular situations (Sommerville, 2010) and non-functional requirements being constraints on the services or functions offered by the system(Sommerville, 2010). A Volare template provided by City University was modified and used to create the Requirements Specification document A general description of the requirement is included along with the rationale behind the particular requirement and a Fit Criteria field which identifies a test for the requirement. In addition the template includes the date the requirement was written as well as the Priority of the requirement for the system divided into three categories (**essential, good, non-essential**). The last field of the template contains the supporting material which is materials that will use to create and test this requirement.

The document was signed off by the client to ensure that the client was well informed and has approved the functional specifications himself.

Section 5.1.6 discusses the results of the requirements specification document

### **4.4 SQL Database**

During the period of time that used for information analysis and developing the requirements specification document the author also decided to use this time in order to find

the appropriate database server for the system. After some research the author decided upon the SQL 2104 Server which was connected with the personal PC of the author.

Section 5.2.1 discusses the Sql Database results.

## 4.5 Design

In this section the author describes the methods used to design the system. The overall system was broken down into two pieces, the first one being the Database and the second one the GUI (Graphical-User Interface). For the database a series of ER Diagrams (Entity-Relationship) and a Relational Schema were produced to model this relational database (Collony, Begg, 2012) and determine the tables and fields needed for the database. For the GUI firstly the author used wireframes to design the forms needed however after a request from Chalkanoras FC the user starting working directly with the design of the forms using the Microsoft Visual Studio 2013 and VB forms. Changes to the database or the GUI due to feedback and events occurred during the later stages of the project. All documents produced during the design phase can be found in **APPENDIX A**.

Section 5.2.1 discusses the results of database design

### 4.5.1 ER Diagram

The ER Diagram was designed to represent entities and how they relate to one another more easily (Collony, Begg, 2012). The original Peter Chen's notation was used to design the first ER-Diagram which also includes a number of the fields of each table. At later stages with the use of the SQL Server 2014 Management Software a variety of diagrams was produced to reflect upon the changes of the database which uses the Crow's-Foot notation and determine if they are sensible.

Section 5.2.1 discusses the resulted ER Diagrams

### 4.5.2 Relational Schema

Relational Schema derives from the ER diagram and is used to give a name of the relation followed by the attribute names in parenthesis, the Primary Key is underlined and the foreign key is Bold and Italic (Collony, Begg, 2012) Section 5.2.1 discusses the resulted Relational Schema

### **4.5.3 GUI Design**

Firstly the author decided to sketch some initial draft design templates on A3 paper which derived from the requirements specification. After having an idea of the forms required and an initial design in mind the author started developing digital designs of the forms using Axure Pro 8 to create wireframes. However after the decision to change the application into a desktop based the author started to work directly with Microsoft Visual Studio 2013 to design the forms. Section 5.2.2 discusses the resulted drafts

## **4.6 Implementation**

In this section the author talks about the Tools and Languages and specific methods used to code the database and the GUI. The Implementation part was again split into three smaller parts which are the database, the GUI and most importantly the connection between the two.

### **4.6.1 Development and Database Tools**

The author developed the database in the SQL 2014 Server with the use of SQL Server 2014 Management Studio which is downloaded along with the server and is a necessity to manage an SQL server properly. It provides the opportunity to create tables with their fields then use these entities to create ER Diagrams and model the database in order to find any irregularities within the system. The SQL server was used to create the entities of the database and their relationships, as well as a single procedure (Login). Moreover it provides an easy way to back-up the database by right clicking into the database and choosing the backup task, which will create a backup .bak file of the system. This file can then be used to restore the database following the instructions of the Restore task and loading the database from the file. For the implementation of the GUI, Microsoft Visual Studio 2013 was the tool used because the author had already worked before with it and was comfortable. Furthermore Microsoft Visual Studio offers developers the .Net Framework which is a Framework developed by Microsoft provides a comprehensive programming model for building all kinds of applications, from mobile to web to desktop (Microsoft, 2016). In addition Microsoft Visual Studio gives the opportunity to create a class diagram automatically derived from the forms and entity classes of the project. This provides a cleared view of the system and can be used to check if all the entities and forms are present as well as which methods and variables each uses.

Section 5.3 discusses the outputs resulted from this tools.

#### 4.6.2 Database to GUI connection

The author used a combination of SQL and VB in the Microsoft Visual Studio. The connection is established through a set of classes which create an ORM (Object Relational Mapping) framework which was created in turn using .Net framework. These classes are used to generate all the queries needed (SELECT, INSERT, UPDATE, DELETE) to communicate with the SQL server. These classes are used to hold a variety of data types, values and attributes for both the database and the GUI and execute a lot of commands to communicate properly with the database. Moreover they contain a lot of public functions used for the navigation of the system. They also hold the connection string between the server and the GUI as well as the errors that can occur.

In addition to the ORM there are a number of DTO (Data Transfer Object) classes which represent each entity of the database. These objects are mapped with the database and are used to store data. They are very simple objects with only two available methods, an accessor and a mutator method which are used to retrieve or modify data from the database respectively. These data containers are used to move data between layers, for example in this project they are used to move data from the SQL server to the VBA forms and vice versa.

The ORM framework along with the DTO classes create a DAL (Data Access Layer) which is used to provide simplified access to data stored in persistent storage, such as an entity-relational database.

Section 5.3.2 discusses the outputs and results of the process

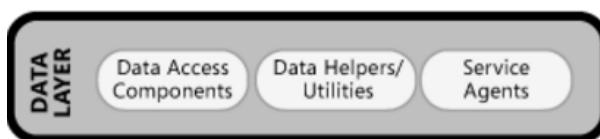


Figure 3: Data Access Layer (Microsoft)

#### 4.6.3 Programming Languages

The programming languages used by the author were SQL and VB (Visual Basics). SQL is the language to use when the database server is a Microsoft SQL server. Furthermore SQL was the main language taught during Advanced Databases, a module followed by the author; therefore it was a language the author was most familiar with. The decision to use VB as the second programming language was taken because VB is a straight-forward programming language that works well with SQL and the author used it in previous cases. Moreover due to the fact that the decision to change the application from web-based to desktop-based was

made during the Design phase the author needed a language that was simpler to use. Another reason was the fact that VB was one of the languages fully supported by Microsoft Visual Studio and the .Net Framework. The GUI is coded with the use of the class library an integral component of the .Net Framework which consists of object-oriented collection of reusable classes. The program also uses CLR (Common Language Runtime) which “*acts as an agent that manages code at execution time, providing core services such as memory management, thread management, and remoting, while also enforcing strict type safety and facilitates with code accuracy that ensure security and robustness*”(Microsoft, 2016). Essentially with the use of .Net Framework the author had a much easier time developing the software due to all the added tools that are provided with it.

Sections 5.3.2 and 5.3.3 discuss the results and outputs of this section

## 4.7 Testing

For testing the system the author made the choice of black box testing the database and the overall system along with the GUI. Firstly the black box testing method was used to test the base of the system which is the database and was also used to test the front-end of the system along with the database. The system was tested to see if the database has the correct data types, fields and ranges while the GUI was tested to see if all the buttons and functions used work properly. The system must be efficient and secure so different tests were created to check the validation and range checks defined and if all the commands that communicate with the database work properly. In addition the navigation throughout the system was tested.

### 4.7.1 Black Box

Black box testing was used to test the entire system together and unit test the forms. First of all when the tables were created with the use of SQL Server 2014 Management Studio the author tried to populate the database with data to check the range checks and the data types. Moreover some fields that do not allow null values were left empty to check the response from the server. Secondly after each form was developed test cases were created for the user to test if that form functioned properly by performing every single action that could have been performed. Such as filling the form and saving it or trying to save the form without inserting any data or populating the form with wrong data. By testing the front-end of a system extensive you are testing all parts of the system, therefore the black box testing was given more emphasis since the most important part of this application is to work properly as a whole. That said by creating a lot of test cases for each form, each form available the author

was able to test everything from navigation to the Data Access Layer and the database. Testing a single save button in this system actually tests every single layer of the system from front-end all the way to the back.

Section 5.4 discusses the results and outputs of testing

## 5. Results

This section will cover in detail the results of this project, the outputs produced by the use of the methods from section 4. The author will then talk about the importance of each output produced and how significant these results were for the next phases of the project. It will follow a similar structure to section 4 stating the outputs and discussing the result in chronological order like the methods were presented before.

### 5.1 Information Gathering and Requirements Analysis

This section will go through the results of the information gathering and requirements analysis phase of the project. We will discuss the outputs produced during this stage and how each one of these outputs helped to shape the next phase of the project. This section will include the preliminary discussions made with the client, the questionnaire and interviews produced and also all other data that were used to develop the last output of this phase which was the functional specification document.

#### 5.1.1 Preliminary discussion with the client

The first contact the author had with the client was after a discussion about the dissertation project the author needed to do for his final year. Chalkanoras FC was in need of a new database software program to better accommodate the needs of the club and the author had the opportunity to help his hometown team. The author was chosen by the club because of the connection the club already had with him and for the reason that the club had no funds to offer to a professional software developer.

The first informal discussion that took place over the phone was so that the author could get a general idea of the problems Chalkanoras FC was facing. The client explained briefly how the database system that is currently used does not fit their needs due to the fact that it is mostly targeted for 1<sup>st</sup> division, more professional teams rather than smaller teams. After a brief discussion with the club the author was confident in his ability to provide the club with a well-structured program that will fit the needs of Chalkanoras FC. That said the author explained to the manager that a lot of information will be needed to better understand the

problem and proceed with designing the new software program. Then the author explained that these information will be probably gathered through interviews and questionnaires to gain specific details about the club's needs and extract the requirements needed for the next stages of the project.

### 5.1.2 Questionnaire

After the first informal discussion with the club manager and the assumption made that most users will not be experienced enough with computers a questionnaire was produced to test the knowledge of the soon-to-be users. The author was aware that one of the volunteers had very good understanding of computers therefore the author asked that particular curator to provide this questionnaire to different users. The questionnaire consisted of 10 questions, 8 multiple choice questions about different shortcuts used in Windows and 2 normal questions about database systems and their previous experience with them. The questionnaire was answered anonymously by two staff members and was sent back to the author to analyse them.

6. Which keyboard shortcut is used to search for a specific word or phrase in documents or websites?
- a. Ctrl + K
  - b. Alt + H
  - c. Ctrl + F
  - d. Ctrl + P

Figure 4: Shortcut Question

9. What is a database? Describe it any way possible

It is a way of storing data into a database  
so that it can be used easily  
.....

Figure 5: Database Question

After analysing the two questionnaires the author was able to understand that the level of knowledge and experience of the club's staff is limited. The results on the two questionnaires showed the literacy gap that exists between the older volunteers that work at Chalkanoras FC with younger people in Cyprus which proved the assumption made by the author in part 1.3. Both questionnaires had questions that were not answered correctly and in both cases the two users showed that they have a basic understanding of a database however they did not have any prior experience using one as stated in their answers, not even COMET which was used by the club. However the author also concluded that the level of experience shown should be enough to be able to use properly and efficiently a simplistic version of the COMET program.

### 5.1.3 Interview with the client

The interview was about collecting more information both about the system used and the structure of the club. It contains 11 questions and at the end 2 statements about more general information that the author might need at later stages. From the answers given the author was

able to gather a lot of information both through direct questions about the current system and how it is used but also through more indirect question that were focused on the structure of the club and how the club usually works. To start with the author learned from the curator that the club currently uses the COMET software program as instructed by the Cyprus Football Association. Access to this application is only available to registered people who requested an account for the database through the club and the CFA (Cyprus Football Association) approved that person. This safety measure that is used by COMET is good for more professional teams that always have secretaries available at their offices during work hours. However for smaller teams like Chalkanoras this creates a problem. Chalkanoras staff is solely based on volunteers therefore sometimes the volunteers responsible for the COMET software can be unreachable due to other personal or work-related matters, which in turn makes the information inside the database unreachable.

Another important information that was revealed to the author through this interview was the use of old fashioned ways to collect and store information like the use of notebooks, this sometimes created inconsistencies with the data since a lot of these hand written information were eventually lost.

When asked about where the program should be focused on the client explained that this program will be used for statistical and informative purposes and that they would like to find new ways to utilize their information. Moreover it was stated that it would be better for both the club and the volunteers if this database application had more users that can access the database. In addition the client asked for a yearly schedule that can be used to plan future events for the club and a way to save the club's expenses and profits, however this would be done if the main part of the project was finished in time since the managerial board wanted from the author to be mostly focused on the football side of the requirements.

Most other information was about the club in general which would help in the near future with the creation of tables and fields. The author was able to learn about the number of teams Chalkanoras has, number of coaches and staff and how many athletes come and go per year. In addition through learning about the managerial structure of the club and their desired users the author was able to identify how many different users and access requirements will be needed. Lastly after the interview the author also understood the need to visit the club in Cyprus, analyse the current program for himself and also see how the other users use the application for the need of the club.

#### 5.1.4 Interaction and analysis of the current system

The author was able to travel to Cyprus for five days and visit the club twice during that time. Christos the curator was the most experienced user therefore he was tasked with presenting the application to the author and then explaining how the functions of the application were used to benefit the club. After the author spend several hours observing the user interact with the application as well as interacting with it himself he identified many problems in both the database application as a program but also in the way the users were working with it. First of the entire database application is massive containing information ranging from each player of every Cypriot league to every stadium and referee there is in Cyprus. The first page after login shows the user their club. If you click on the team you can see all the players, coaches and some of the staff in a clear way however the database does not have a way to delete players or remove them from the team when their contract ends.



Figure 6: One of the several actions that are not allowed

which leads to loss of data integrity. Another major problem is the vast amount of functionality this database offers for different kinds of users. From what the author could tell there is a huge amount of different type of users from CFA officials to referees, team managers etc. This database was designed to be used not just by teams but also by all the other officials that have a connection with the CFA. Due to the fact that there is a large number of different types of users with different access rights the database has targeted functionality towards different types of users which leaves the database with limited and unnecessary functionality for all kinds of users although the functions

Therefore the club is left with a database full of players both active

and inactive that cannot be edited

used by a small club will be even less. For example the COMET program offers a method for a team to request an international friendly match. Teams like Chalkanoras will never have the budget to be able to request such a match, furthermore there are functions to add Seminars or register referees which again cannot be used by the club, an example of such a method is shown in figure 6. Furthermore even in some cases the functions that should work for the club are buggy and do not work properly like the register functions for players and coaches, one of these functions that should have worked for the user but does not is shown in figure 7. Another function that does not work properly and is confusing is the search function of the



Figure 7: Function Error

system. If a user leaves all the parameters enter and press the search button then all the search results will appear. However if a parameter is used like the name of the team then the search results will show no data even if the name is spelled correctly, this problem occurs in almost every parameter there is to filter the search results except the ID parameter which works properly. Figure 8 presents an example of this error where the user searches for ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ (Chalkanoras Daliou) which is the same name as the name at the top right of the page however after the search button is pressed no results are found.

The screenshot shows a web-based application interface. At the top, there's a navigation bar with a logo, a search bar, and user information: 'User: Christos Michaelides' and 'Club: ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ'. Below the navigation is a sidebar with various menu items under 'Clubs' (My club, My next matches, My previous matches, Search clubs, New club), 'Competitions', 'Associations', 'Reports and Statistics', and 'Help'. The main content area has a form titled 'Search clubs' with fields for ID, Status, Name (which is highlighted with a red box), Long name, Association, Type, Date of foundation, Rank, Stadium, Notes, and Reference ID. Below this is a table titled 'Clubs' with columns for ID, Type, National ID, Name (highlighted with a red box), Place, Country, and Status. A message 'No data found.' is displayed above the table, and the footer shows '0 - 0 of 0 results' and 'Page 1/1'.

**Figure 8: Search Function Error**

Last but not least the database navigation flow is hard to follow since there are so many menus and buttons in each page of the application. Overall the database as a program is a very good program the author cannot deny that. However it is not an application that can help the users of Chalkanoras it is rather an ordeal for these volunteers to work with this application that presents so many problems and is so hard to learn to use it efficiently.

The program was also able to give to the author an idea about the fields and tables needed for the database and also an initial idea about the design of the forms or the GUI. Some fields were taken from the registration forms and were later added to the GUI of the new application, the primary example of such a field is the KOP ID field that we have for every staff member, coach and player. This field is a unique ID provided by the CFA that the author was unaware it existed until it was revealed during the interaction with COMET. The idea behind using some fields from the COMET forms and also use some of the design features of the application was that the users were mostly comfortable with at least registrations therefore the author wanted to keep some of that familiarity into the new program.

Through the interaction with the application the author was able to understand in more detail the problems the club was facing while using this program while also being able to identify

important fields and requirements that will be used in later stages to make the application even more suited for the club's needs. Completed print screens of the COMET software can be found in **APPENDIX A**

### 5.1.5 Documentation send

The documentation send by Chalkanoras FC was the last piece of information that contributed to the requirements method. The author asked from the club to provide him with a match sheet document, a contract and a yearly match schedule. By going through these documents provided the author was able to determine different fields and tables that might be needed for the database. Most fields are standard except from some dynamic variables that can change throughout the year for example a Match always has a score and 22 players (11 for each team). Observing the information provided on these sheets the author was able to also find fields that are necessary and static like the score of the match, meaning you will always have a score for any given match and also more dynamic fields that vary for example who scored a goal.

### 5.1.6 Requirements Specification

The requirements specification documents was the first major output that was developed from the information provided by the club as well as through the interaction with the COMET program. There are 24 functional requirements and 6 non-functional requirements. After examining and discussing all requirements, the managerial board of Chalkanoras signed an agreement approving the requirements set by the author. For the Requirements Specification document a modified UML template was used to record the requirements. The template was downloaded from the Moodle of City University and the module Software Engineering IN1005 which was attended by the author during his first year. Figure 9 shows you an example of a complete Functional Requirement. The full document with both functional and non-functional requirements can be found in **APPENDIX A**

Requirements ID:	24	Requirements Type:	F
Description:	The system should provide ways for the users to use the data provided in order to create different ways to present these information.		
Rationale:	Since all the information about matches and players will be available in the database the system should provide some neat ways to present these data in different manners. For example a chart showing the top goal scorer of the team.		
Fit Criteria:	The table will provide a way to look at each record individually		
Priority:	Essential	Date:	15/02/2016
Supporting Material:	Players/Coaches/Staff/Matches Database Tables	Volere Source:	Atlantic System Guide

Figure 5.9: Functional Requirement Records

## 5.2 System Design Results

The design stage as mentioned in section 4 was split into two stages both of the occurring before the development phase of the project. This section will discuss the outputs created for both the database design and the GUI design as well as how the author interpreted a lot of the information from the analysis stage to create these designs.

The complete ER Diagrams, Relational Schema as well as the GUI design form the Design Specification document which is the second major output produced for this project as mentioned in **part 2.2**. The full design specification can be seen in **APPENDIX B**.

### 5.2.1 Database Design

Firstly we will start with all the outputs produced for the database design which include the two draft ER diagrams done to choose the nature of the database and the relation schema that were produced afterwards.

#### Entity-Relationship Diagram

The first ER-diagram was produced with the Peter Chen's notation, and was a general design, structuring the database and creating some of the required tables and fields. It includes the most obvious tables extracted from the requirements like the Players, Coaches and Staff tables along with some of the more apparent fields like First Name, Last Name and Telephone. Moreover some basic ideas for some other, more complicated tables are included.

The second ER-diagram was produced with the Crow's Foot notation because it is less time consuming to draw rather than the Peter Chen's diagram. The first major change with the previous diagram was the new different idea the author had for the Players, Staff and Coaches tables. It included a master table called Employees to hold all the common fields of these three tables in order to have the respective tables of each employee hold the unique fields. Another major change to the previous diagram was the added fields for each table that were produced due to further examination of the information provided by the club. Furthermore the author started researching ways to have a more organized database and came across the idea to use the table name as a code for each field, this is included as an additional text to the field names of some tables. An additional change was the decision to separate fields dynamic and static fields that were included together as one table and create two tables that have only dynamic and static values respectively.

The third ER diagram was a combination of the two diagrams and was used to shape the database. Minor changes occurred during the design of the third diagram. Due to the nature of

my more agile version of the waterfall model some fields were added to the database during the development process but the structure of the database remained unchanged. Figure 5.10 shows the final ER diagram that was produced all the other draft designs can be seen in APPENDIX B.

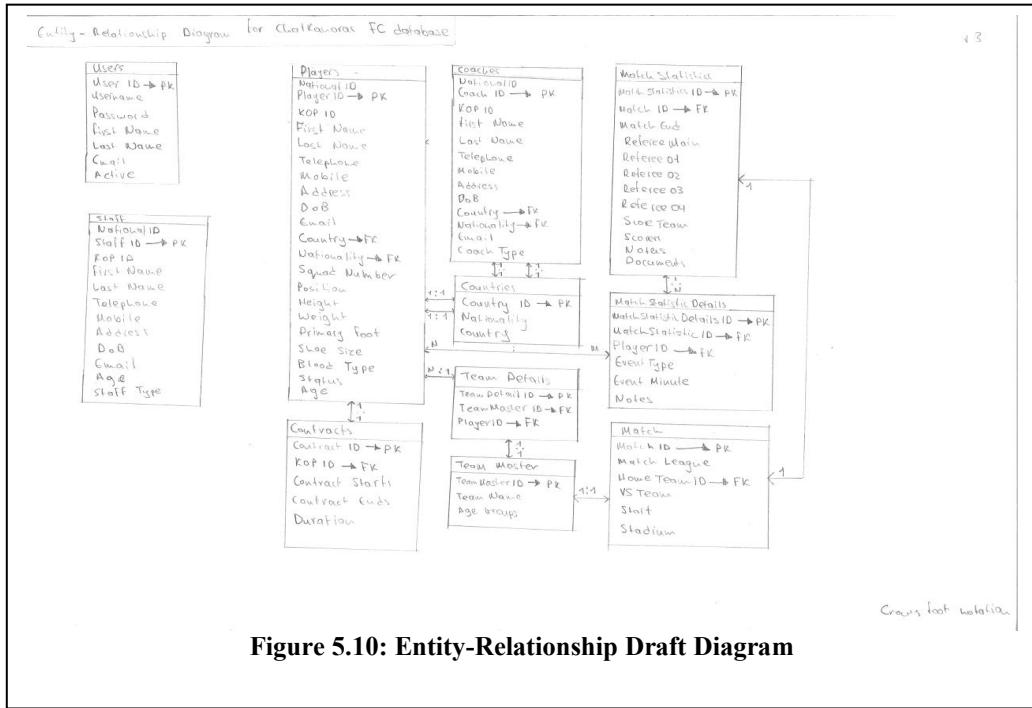


Figure 5.10: Entity-Relationship Draft Diagram

## Relational Schema

From the ER diagrams produced the author was able to create three different Relational Schemas for the development of the database. The Relational Schemas holds information about the entities of the database such as the tables, attributes and also the relationships between these tables. The respective relational schema produced from the table presented in figure 5.10 is shown below.

### According to third Database ER Diagram v3

Key: Primary Key, Foreign Key

**Users** (UserID, Username, Password, FirstName, LastName, Email, Active)

**Countries** (CountryID, Nationality, Country)

**Players** (PlayerID, NationalID, KOPID, FirstName, LastName, Telephone, Mobile, Address, DOB, Email, **Country**, **Nationality**, SquadNumber, Position, Height, Weight, PrimaryFoot, ShoeSize, BloodType, Status, Age)

**Staff** (StaffID, NationalID, KOPID, FirstName, LastName, Telephone, Mobile, Address, DOB, Email, Age, StaffType)

**Coaches** (CoachID, NationalID, KOPID, FirstName, LastName, Telephone, Mobile, Address, DOB, **Country**, **Nationality**, Email, CoachType)

**Contracts** (ContractID, KOPID, ContractStarts, ContractEnds, Duration)

**TeamMaster** (TeamMasterID, TeamName, AgeGroup)

**TeamDetails** (TeamDetailsID, **TeamMasterID**, **PlayerID**)

**Match** (MatchID, League, **HomeTeamID**, VsTeam, Start, Stadium)

**MatchStatistics** (MatchStatisticsID, **MatchID**, MatchEnd, RefereeMain, Referee01, Referee02, Referee03, Referee04, ScoreTeam, Scorers, Notes, Documents)

**MatchStatisticDetails** (MatchStatisticDetailsID, **MatchStatisticID**, **PlayerID**, EventType, EventMinute, Notes)

### 5.2.2 GUI Design

During the first phase of the project some of the required forms that create the GUI were identified through the information provided by the club and also from the interaction the user had with the COMET software which influenced a lot the decisions made by the author when designing the forms and general interface of the application. Below there is a list with all the required forms that were identified.

1. A form to allow the user to login into the system by asking for his credentials.
2. Three different forms to register new Players/Coach/Staff
3. Three different forms to show the Players/Coach/Staff in table view
4. Three different forms to view Player/Coach/Staff records
5. A form to record the match details
6. A form to show Match Statistics in table view
7. A form to view Match Statistics records
8. A form to show Statistics for the club
9. A form to include the schedule of the teams

Moreover along with the forms several buttons for some obvious commands like Save and Open were produced as well as some menus required for navigation through the application.

### Initial Draft Design

The first draft designs created by the author were done on A3 paper, each paper containing 9 drafts amounting to 18 drafts designs. These designs were created by the author to structurize the general design of the interfaces and visualize them in order to have a clearer picture of what is needed. The general design of these forms was followed throughout the design of the digital forms as well. Figure 5.11 presents 9 of the 18 draft forms produced.

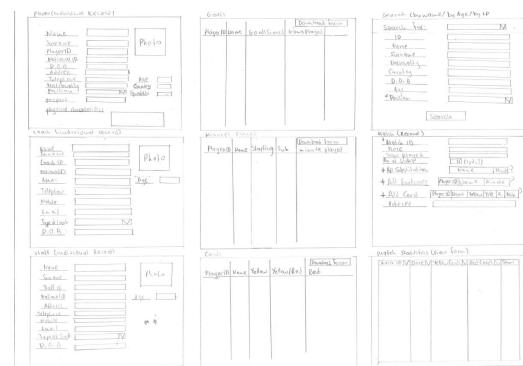


Figure 5.11: Initial Forms Design

## Wireframes

After the initial drafts were finished the author started working on wireframes to create digital versions of the forms along with more specific features like buttons and the navigation flow between the forms. In addition some colour was added to make the forms more presentable. It is important to say at this point that during this stage of the design the club sent a letter to the author explaining him the decision of the club to have a desktop application instead of a web-based application. Therefore the author stopped using wireframes to model the forms consequently leaving the wireframes unfinished. However the author was able to salvage something from the wireframes created since the initial design of the menus and the navigation of the system remained mostly unchanged though out development. Figure 5.12 shows the design of a wireframe. All finished wireframes along with the navigation menu can be found in **APPENDIX B**.

The wireframe consists of a horizontal navigation bar at the top with icons numbered 1 through 14. Below the bar is a logo for 'ΧΑΛΚΑΝΟΡ ΙΔΑΛΙΟΥ'. A large blue gradient rectangle covers the main area. At the bottom is a table with the following data:

Player ID	Name	Surname	National ID	Date of Birth	Age	Address	Telephone	Nationality	Country	Passport	Squad Number	Position
P001 <span style="background-color: #0070C0; color: white;">14</span>	Alexandros	Kritikopoulos	972425	29/09/1992	23	Kerkyras 1, Dali, Nicosia, Cyprus	96590710	Cypriot	Greece		8	Midfielder <span style="background-color: #0070C0; color: white;">13</span>

Figure 5.12: Players Table Wireframe Design

## VB Forms

The sudden decision of the club to go for a desktop application instead of a web-based forced the author to abandon the wireframes and start designing forms directly in Microsoft Visual Studio to save time.

These forms were used for the development of the code therefore they were created with every little detail of the application in mind from the tables of the database and the extraction of the data from them to the best way to present this data into the application. Therefore they contain most fields and buttons used in the development.

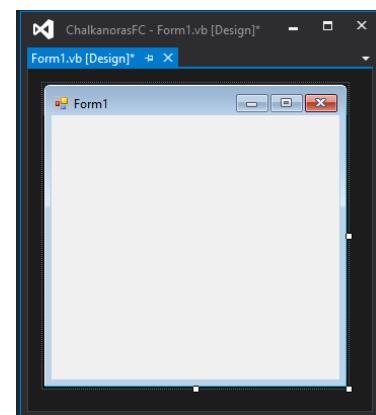
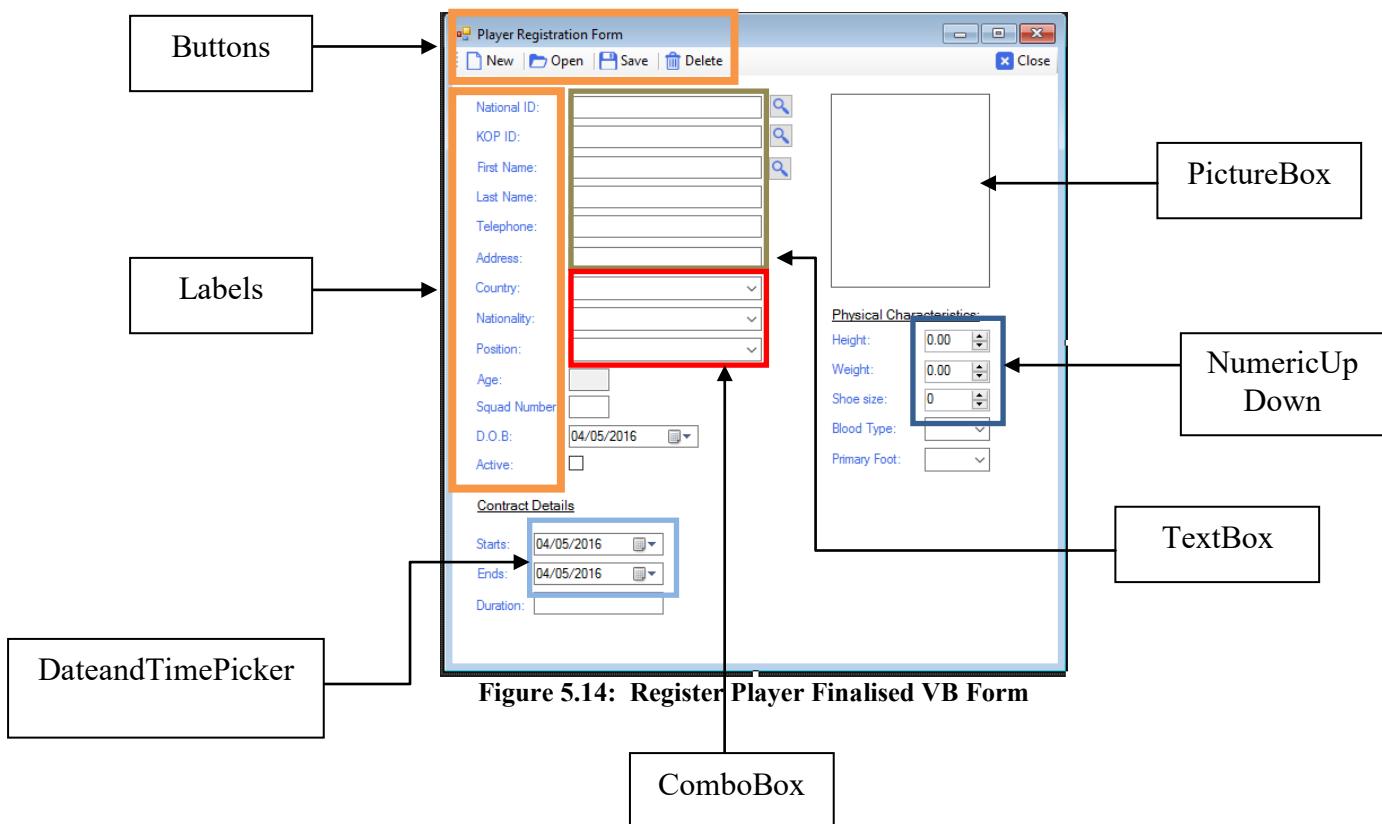


Figure 5.13: Initial VBA Form

Visual Studio offers developers with a Form Class which is used to design the forms and then code them. The way these forms were produced by the author in Visual Studio is by creating these form classes which initially look like Figure 5.13. Then with the use of a toolbox provided the author was able to design **18** forms derived from the requirements given and the initial drafts that were made. Figure 5.14 presents a form after it was finalized with some notes to better clarify what tools were used to design this particular form. During software development an explanation will be given for the different boxes used throughout the forms and their importance for the application.



### 5.3 System Application Development

System Application Software is the third output of this project and was split into three major parts. The first one was the development of the database along with the entities and relationships and was done in the SQL Server 2014 Management Studio while the two other parts were developed with the use of the Visual Studio 2013. DB Manager Project is the first set of object classes created that are used to establish a connection between the GUI and the database. Moreover these classes contain a lot of the commands and attributes that enable the user to execute functions required for the normal use of a database. The last part was the front-end of the application which is the GUI and is called Chalkanoras FC project. As

mentioned before the GUI was developed through forms created during the design phase, in this phase the forms were coded to execute specific commands needed. SQL notations during coding in Visual Studio 2013 are written with capital letters while the VB notation remains unchanged. In this section we are going to discuss all the code that was produced during the development and the logic behind all the decision making that occurred. Only some things created during the System Application Development can be seen in **APPENDIX C** since all source code was submitted as another file.

### 5.3.1 Database Development

For the development of the database the author created 11 tables, which include 11 different relationships between them, additionally 1 store procedure was created for the login function. Below some more details will be given for the tables created and the decision-making behind them as well as their relationships and the ER diagrams created during development. Lastly the reasoning behind creating only the Login function as a store procedure will be explained.

#### Tables

The tables produced by the author contain some similar characteristics between them like the fact that every single table has a Primary Key called “NameofTable\_ID”, for example the Player ID becomes “PLR\_ID”. These fields cannot accept duplicates and are used to connect tables in order to create relationships; therefore all the values of these fields must have the same data type which is bigint. The idea behind adding the name of the table in front of every field happened after the author understood the need for a codename to recognize the fields of each table. Moreover another common data type that is used for every text related field is the nvarchar which stores Unicode data which are multilingual. This was done due to the fact that the club is located in Cyprus and will use the Greek language as well.

The 11 tables developed are as follows:

#### 1. Users

Contains the general information about each registered User of the database as well as their credentials (Username, Password). This table cannot contain null values.

#### 2. Players

Contains the general information about each player as well as their physical characteristics.

#### 3. Staff

Contains the general information about each staff member of the club divided into three categories: Doctor, Curator, and Secretary.

#### 4. Coaches

Contains the general information about each coach of the team divided into two categories: Head Coach and Assistant Coach

#### 5. Contract

Contains the starting and end date of every contract for each individual contract.

#### 6. Countries

Contains all the countries and nationalities which exist.

#### 7. TeamMaster

Contains the name of the team as well as the two coaches associated with it.

#### 8. TeamDetails

Contains the players for each team which is considered a dynamic field since they are very probable to change due to contract terminations or new players that join the team

#### 9. Match

Contains all the information needed for the Match Schedule of the club.

#### 10. MatchStatistics

Contains several fields that act as controls for the MatchStatisticDetails and are static for example you can have only one score for each match.

#### 11. MatchStatisticsDetails

Contains several dynamic fields for example a match has only one score but can have several different goal scorers.

Figure 5.15 shows the design view and the datasheet view of a table inside the SQL server.

The screenshot shows the Microsoft SQL Server Management Studio interface. On the left, there is a tree view with 'SAMSUNG\SQLEXPRESS-B - dbo.Contract' selected. On the right, there are two panes: the top pane is titled 'SAMSUNG\SQLEXPRESS-B - dbo.Contract' and shows the table structure in 'Design View', while the bottom pane shows the data in 'Datasheet View'. The 'Design View' pane has columns for 'Column Name', 'Data Type', and 'Allow Nulls'. The 'Datasheet View' pane shows data for 'CNT\_ID', 'CNT\_PLRID', 'CNT\_Starts', and 'CNT\_Ends'.

	Column Name	Data Type	Allow Nulls
_CNT_ID	bigint	<input type="checkbox"/>	
CNT_PLRID	bigint	<input type="checkbox"/>	
CNT_Starts	date	<input type="checkbox"/>	
CNT_Ends	date	<input type="checkbox"/>	

Figure 5.15: Contract Datasheet and Design View

### Relationships

Three additional diagrams were created during the development of the database to create the relationships between the tables. This is done in order to have a clear view of all the tables and their fields which helps with deciding if the relationships are sensible. For every moderate change that happened during the development of the tables a new diagram was created to model these changes. **Figure 5.16** shows the last diagram created which models the database. In this figure the Players and Coaches table have two 1 to 1 relationships with the Countries table due to the fact that we may need a different Nationality than Country since is common

for players sometimes to change their nationality while playing abroad for several years. Moreover although Team Master contains the Coaches for each team the Players are included in the Team Details because it is more common for teams to change players throughout the year rather than coaches so coaches are presented as a static object while players are treated as a dynamic object. Furthermore as mentioned in the tables section, MatchStatistics table fields act as a control for the MatchStatisticsDetails fields which are dynamic. The other relationships between tables are straightforward to understand just by looking at the diagram. All ER diagrams developed can be seen in **APPENDIX C**.

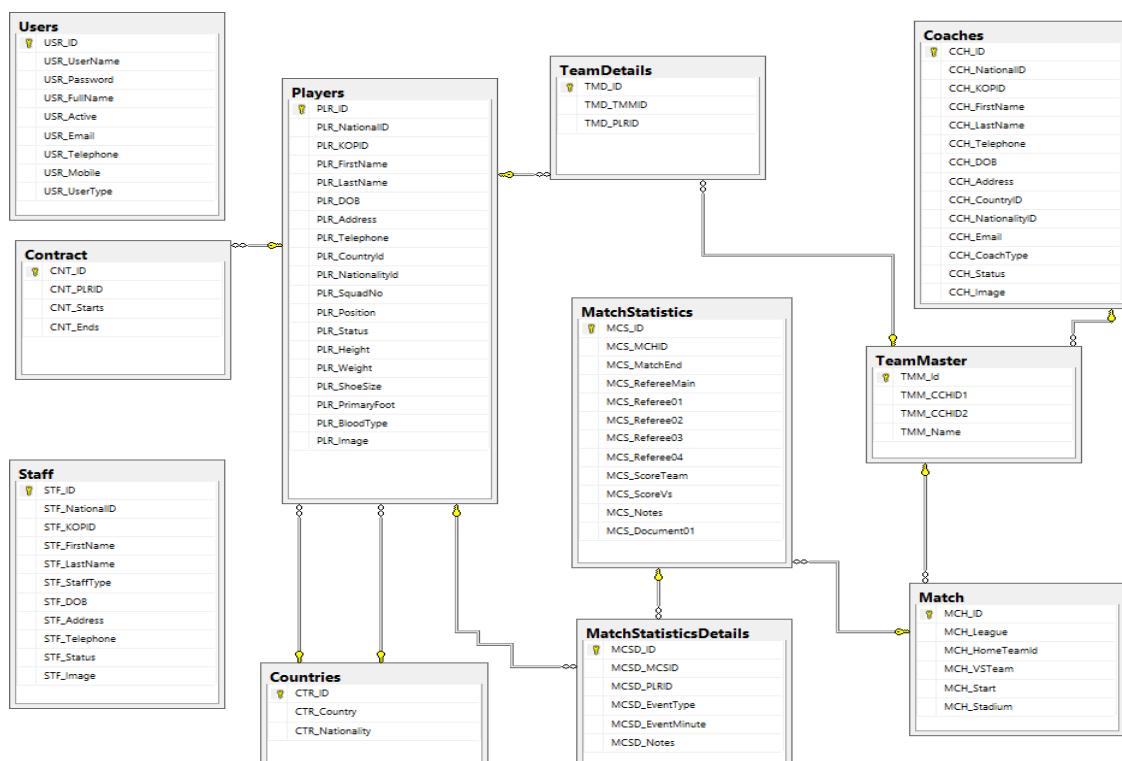


Figure 5.16: Entity-Relationship Diagram v.6

## Store Procedures

Login was the only store procedure that was created directly into the database and that was done as a security feature. Users cannot access directly the database functions therefore by having the information needed sent as parameters from the database we discard the need of any concatenate strings. Since there are no concatenate strings there is no way for a malicious user to use an SQL injection on that particular command to break through the system. All other queries and commands

```

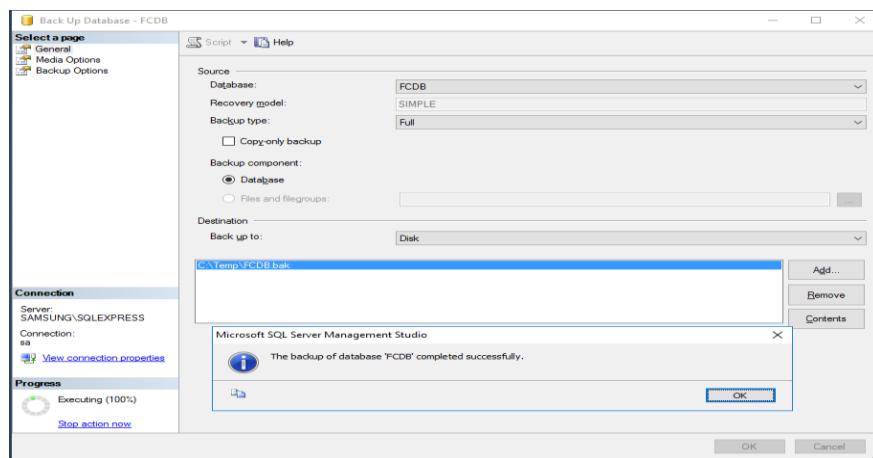
USE [FCDB]
GO
/*===== Object: StoredProcedure [dbo].[Users_Login] Script Date: 04/05/2016 21:31:40 =====*/
SET ANSI_NULLS ON
GO
SET QUOTED_IDENTIFIER ON
GO
ALTER PROCEDURE [dbo].[Users_Login]
@p_USER_UserName nvarchar(50),
@p_USER_Password nvarchar(25)
AS
SELECT
    USR_Id
    ,USR_UserName
    ,USR_FullName
    ,USR_Email
FROM Users
WHERE USR_UserName = @p_USER_UserName
AND USR_Password = @p_USER_Password
AND USR_Active = 1
  
```

Figure 5.17: Store Procedure Login

needed were created in VB classes. **Figure 5.17** shows the stored procedure: Login.

### Backup – Restore Database

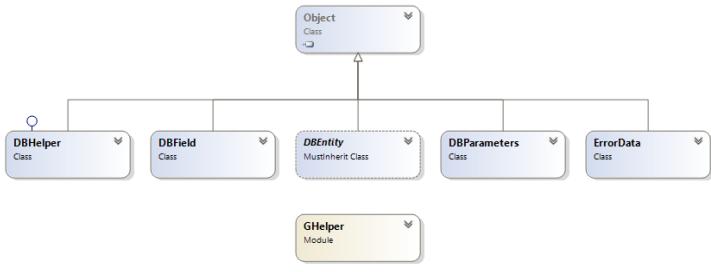
Currently there is only one way for the club to back up the database and is by doing it internally through the use of the SQL 2014 Management Server, which the author advised the staff to download on their computer where the application will be loaded. Following the instructions of the backup task the user will create a .bak file which can then be uploaded back to the database to restore the system to a previous state. The author recommended to the club that this must be done once each month.



**Figure 5.18: Backup Successful**

### 5.3.2 DB Manager Classes – Server and GUI Connection

DB Manager classes were produced to create the ORM (Object Relational Mapping) framework that connects the SQL server with the GUI, also these classes are used to create the DTO (Data Transfer Objects) data containers that are used to move data between the database and the forms. In addition these classes have all the commands and queries used to communicate with the database. These classes along with the DTO classes that are held into Chalkanoras FC project create the DAL (Data Access Layer) which provides the access to the database. Figure 5.19 is a Class Diagram created with the aid of Visual Studio 2013 and presents the classes of the project as well as their base class which they derived from. It was used by the author to better represent the project. Below the author



**Figure 5.19: DB Manager Class Diagram**

describes in more details the 5 classes and 1 module named GHelper contained in the DB Manager project.

**DBEntity** has all the table fields of the database along with their data types, which are taken from DBFields class and are saved in the form of a dictionary, a list with a key for faster access and retrieval of data. Another important object is the data table that is filled with the information of the database. Moreover this class has important methods like the delete method that is used to delete data from the database by ID. The most important job however the DBEntity class does is building the database operations (queries) that communicate with the system. This is done with the help of DBParameter class, which handles the query parameters and the assistance of the DBHelper class where the queries are sent to be executed.

**DBHelper** is probably the most important class of the DBManager project since it creates the connection with the database. When the application runs for the first time DBHelper opens the connection for the login to be validated, however the connection is not necessarily always open. In fact when the application is running if there is no need for the GUI to communicate with the database then the connection is kept idle and only opens when needed. In addition it builds the errors when the application is running and assigns them to ErrorData class which is responsible for holding the data while the application is running. DBHelper has the CreateCommand() method which is the most important method of the project since it creates an SQL Command, with the connection string and query as parameters. Basically when this method is invoked it commands the database to create this query (e.g. INSERT query) into this connection. This is the command used to send all queries created to the database and executes them.

**DBParameters** uses its functions to retrieve and hold four specific pieces of information for any parameter value. These include the Name, VB Type, SQL Type and Value of the parameter. This information is then used by different classes of this project to create methods, for example the DBEntity class which uses this class to create queries to command with the database.

**DBField** is very similar to the DBParameters class only this time accessor and mutator methods are used to retrieve or change field information of the database. Its main job is holding four specific pieces of data for each field of the database. This fields include the

Name, SQL Type and VB Type of the field as well as if the field is a primary key or not. These properties of the fields are used along with the DBEntity class to create the DTO objects.

**ErrorData** holds the errors and their details during execution of the application; these errors are created and assigned to this class by DBHelper

**GHelper (Module)** holds type conventions methods which are used to convert objects to different data types and can be used both for VB conversions as well as SQL conversions. This module is used in Chalkanoras FC as well.

### 5.3.3 Chalkanoras FC

Chalkanoras FC is the project that holds all the DTO entity classes and the forms that form the GUI. There are 11 entity classes as well as 18 forms that create the different interfaces seen by the user. These 18 forms were designed in the previous phase of the project and during the development phase all their functionality was added. The 17 of the 18 forms are used to represent information in different ways as well as save new data into the database. 1 form is specifically used along with 2 object classes to present directly a database table. Figure 5.20 is the Class Diagram produced for the Chalkanoras FC project. It contains all the DTO classes as well as the Forms and the Object classes used for this project. Also it contains two modules GHelper, which is the same as DBManager and Resources.

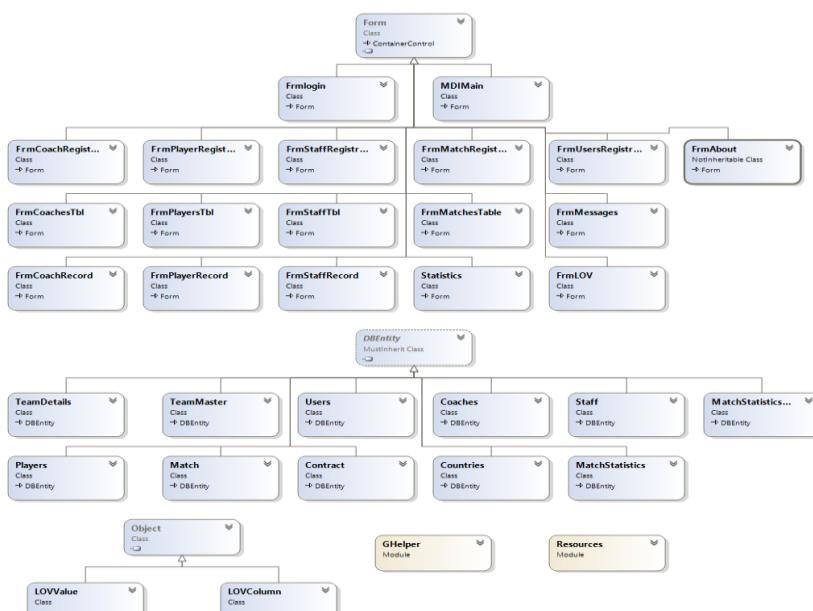


Figure 5.20: GUI Class Diagram

### DTO – Data Transfer Object Entity Classes

The DTO classes derive from the DBEntity Class as shown above. There are 11 different entities for each respective table of the database. These entity classes hold all the field names of each table respectively and use a set of functions to firstly change the data type of each field to be accepted in VB and then set accessor and mutator methods for each property of the table in order to be able to set and get the value of the field. The only entity class that contains more functions than the other classes is the Country class. This is because this class needed two specific functions to convert the Country\_ID that is used in Players and Coaches records into a Country name and Nationality in order to present correctly the Country and Nationality fields that are used in these Records.

```
Public Property Id() As Long
    Get
        Return GetValue(sFLD_USR_Id)
    End Get
    Set(ByVal value As Long)
        SetValue(sFLD_USR_Id, value)
    End Set
End Property
```

Figure 5.21: Example of an Accessor and Mutator methods

## Forms

To present the results of the forms in a better way the author decided to split the forms according to their nature and describe what each form does.

### Login Form

The first form a user will see when opening the application. This form uses the Login stored procedure in order to set a security access level for the system. The user will need to have a valid name and password in order to log in successfully into the system.

### Main Form

After logging in to the system the user will see the main form, a dark gray form that contains a menu. This form acts as a blackboard for all the forms of the application, meaning that every form opened will be opened on the Main form. The menu offers navigation through all available forms of the application. Closing this form will close the application.

## Registration Forms

Registration Forms as the name suggest are used to register new information into the system. This application contains 5 registration forms for Players, Staff, Users, Coaches and Matches.

The user can use the main menu to open any of these forms in order to register new information into the database. This information are collected through the use of text boxes for text or sequences of numbers like in the example of National ID, combo boxes that with the use of a function become lists with values, NumericUpDown boxes for integers and DateTimePicker for dates. Moreover it also has a picture box which uses a function that uploads a picture and then converts this picture into bits to be able to save it into the database. When all the necessary information are filled the user has the ability to use the Save button in order to execute a function that saves all values into the database. Except from the Save button, the form contains an Open button that opens the respective table form for each respective registration form, the New button which Opens a new registration form to be filled and a Delete button which deletes a record saved into the database. Before saving the record the delete button cannot be used.

After testing the database the author noticed that if a value stated as a non-NULL is left NULL and the user tries to save the record then the application crushes. To avoid such problems a function was developed that does not allow the user to save a record if required fields are left empty, required fields are marked with an asterisk. Furthermore testing showed that trying to edit or delete records throws the same unhandled error for Players and Coaches registration forms, these errors happened because of the relationship between some of these records and other tables of the database which cannot accept null values. An error message was added that does not allow users to delete players or coaches that are assigned to other tables. In order to address the edit issue the author had to set the status of these tables to allow nulls. Users Moreover another error that was presented during testing was the fact that some fields that should only accept numbers were saved with text characters. Therefore another function was created this time that does not allow users to enter text inside these fields popping-up a message that urges the user to enter digits.

Of course there are some differences between these forms. Coaches and Players forms are the only registration forms that have fields that are not saved into the database but instead use functions to calculate the value of the field on the spot. Coach registration form has the Age field, while Players has the Age and Duration fields. Furthermore the Players registration

form is the only form that saves information into two tables the Players and the Contract table. This can be seen in the difference of the save and open functions used for that form.

On the other hand a data grid view is used for dynamic data collection on the Matches Registration which handles events like Goals, Cards and the minute each event occurred. Again a variety of presence checks are included as functions in the MatchStatistics Registration Form that do not allow the user to proceed with saving the record if required fields are left empty.

The Users and MatchStatistics Registration forms do not have a respective table view. For the Users there was no need for such a table and for the MatchStatistics the author was unable to create a table view due to the complexity of saving information using a data grid view; however there is a button on these forms that opens directly the database table in a form with selected columns, when the user chooses a record from that pop-up table and presses the Open button the empty form is filled with the information of that particular record. Match Registration also text a different way of informing the user that a required field has been left empty.

### **Table Forms**

There are 3 table forms (Players, Coaches, and Staff) that are used to show the most important information of all the records in a simpler view. A Datasheet Grid is used were the user can add columns for each table. Then with the use of a function each column receives the data of the respective field directly from the database table. There are two ways you can open a table form, the Open button of any registration form or record and through the main menu. When a user opens a populated table the available information is shown below each column. There the user has the choice to sort the data by clicking on their desired column or filter the data through the 4 options provided and then by clicking the Search button. The second button that is found in all table forms is the Open button which opens a new registration form to fill in.

The best feature though that this form provides is the function that gives the ability to a user to double click on any record inside the table in order to view the record alone containing all the information for that specific object. From there the user can decide to edit the record or delete it and then refresh the table in order for the changes to take effect.

### **Messages Forms**

This simple form is used as pop-up whenever an error has occurred it contains two simple functions that are used to show the dialog box filled with the error message and information according to the error.

### **Statistic Forms**

The statistics form is a chart form which changes accordingly with the chosen field of the drop down list available and then pressing the Open button. This is done with the use of a Query that retrieves data from MatchStatisticDetails table and presenting them. Another button that is used for the statistics forms is the Print button which executes a function which prints the current form the user is interacting with. The statistics presented for now are limited to the goals scored by a player, substitutions and cards. In the near future however the author is positive that he will be able to offer more statistic details to the team and also different ways of representing these stats. For example tracking injured players or tracking the performance of players and making suggestions for the team.

### **Record Forms**

Although there are separate designs into the software for Records and Registrations the author decided to use the Registration form as a base for the records to save time and use it for more essential tasks at hand. This also solved the problem with editing a record since the text boxes are not read-only in these forms therefore they can be edited and then saved again. However this is not practical since the database needs a read-only record view to avoid omissions or changes by mistake, therefore hopefully in the future the author will have enough time to code the records and use them as read-only forms with an edit button to make the form editable.

### **LOV Form and the two LOV Classes**

The two object classes along with the form are used only in the Users table to directly show some of the information from the Users table inside the database. This works by calling a function that creates a query and then presents it inside that table. Although this form can be used for every other object it is only used for the Users because they do not have a table view like the other entities. The object classes are used to hold the column information and the values while the form contains functions to load the data and form the table from the number

of columns used when creating the query, the width of the table can change accordingly to the size needed for the information to be shown properly.

### **Access Rights**

The author was able to create two different types of users for the needs of the database. The administrator user has access to every form of the database and can execute all actions available. The second user type which is named User can only view and open forms. Furthermore this type of user does not have permission to access the user registration form.

## **5.4 Testing**

Testing Document is the last major output of the project and contains all the test cases used to test firstly the fields of the database as well as Unit testing and System Testing. In the following section the author will explain how black box testing was used to test the database as well as evaluate the system after the testing. While the author was able to send the project to the club in order to get some feedback it was not possible for them to test it efficiently during that period of time therefore client testing will not be included in this section. That said the client was able to give an early evaluation of the system and how satisfied the club is which is included below. Test Cases can be seen in **APPENDIX D: Testing**.

### **5.4.1 Evaluation**

In order to evaluate the system the author sent the finalised product to the client to interact with and then give feedback. The client was overall satisfied with the effort the author had input into the project, it was a simplistic database that tackled the main problems the club had while using COMET. Furthermore the client commented on the efficiency of this application since it is very straight forward to use, moreover the additional touch of graphs was something welcoming. However the client also mentioned that the application as a whole felt a bit overwhelming. The author agreed with that and explained to the client that this is because the application was not fully finished. Then the author explained to the client that due to some time constraints he was not able to fully finalise the application and made a promise to the client that during the summer period some of the functionality that was not achieved will be coded into the application. Some examples of the work that was not achieved is the Schedule and the book keeping functionality that was asked during the first stages of the project. Furthermore the statistics extracted through the statistics form could include a lot

more ways to extrapolate data. Nevertheless the client was satisfied since now Chalkanoras has a user-friendly database application to accommodate their needs.

## 6. Conclusion and Discussion

In this chapter the author will access the work done throughout the project and whether it was enough to achieve the project objectives and leave the client satisfied. Moreover the author will discuss what they learnt while developing the project as well as things that could have done differently. At the end the author will discuss any possible future developments to the system.

Throughout this period of time a lot of objectives were set by the client for the author. Some of them were able to be achieved while others not so much. To begin with, the primary objective of this project was to create a database application for Chalkanoras FC that would be used for storing and managing club's data and also will replace or work together with the current system the club uses. This primary objective was overall achieved; the author was able to develop a fully functional database application that can be used to store and manage data. This application is extremely easy to use even for untrained personnel and will definitely improve the efficiency of the volunteering staff working for the club. In addition to this primary objective a lot more sub-tasks were requested by the client. Firstly the client requested for a schedule that would help in general with adequate planning. Furthermore it was requested by the author if there was enough time to also add some tables that will act as booking keeping tables in order for club to manage better their profits and losses. These sub-objectives were important for the client but not essential since the primary focus was on the football side of the club. Both of these tasks were not finished due to time constraints. Another objective that the author has not fully achieved in their personal opinion is the part of the databases that should create statistics deriving from the information included into the database. Though this task was somewhat satisfied it still feels a bit overwhelming. The author had in mind a lot more complex ways for data manipulation however again due to time constraints and limited knowledge the author was not able to produce any sophisticated ways to manipulate the information of the database. One objective that was fully implemented is the ability to navigate efficiently through the system, this was achieved due to the fact that the database was well thought from the beginning and the use of simple menus for navigation. Another objective that was fully implemented was the creation of access rights for the database through the use of different user types.

Overall the author believes the project is a success due to the fact that this was the first time the author worked on a large scale project alone. It was very hard to keep in track everything that had to be done for the project as well as finding the right ways to do them. Moreover working with a client who is abroad and there is no direct or regular contact also made the author job harder. Nonetheless the author was able to deliver a fully functional product in time that would accommodate the needs of this club.

### **Personal Review and what the author would do differently**

This project has been a personal success for the author, for having improved in so many different ways. When tackling large scale projects it is necessary to either learn fast or fail therefore the author is happy he was able to improve dramatically some of their skills like programming in VB or creating a detailed plan to follow. Moreover due to the fact that this was a client based project the author was able to also improve their communicating skills as well as their information gathering abilities and attention to detail. Deadlines and a large work load also helped the author's time managing abilities.

However there are still a lot of ways the author can improve even further. For starters there is the need to learn how to fully extract requirements through the information provided. The author in some cases was unable to fully understand what was asked by the client resulting in losing precious time. Furthermore there are a lot of different languages to program on therefore there is still a long way to go before the author considers himself a good programmer. In addition sometimes the author found himself overthinking a specific task instead of directly working on it which again cost them precious time.

## Glossary

ORM = Object Relational Modeling

DAL = Data Access Layers

DTO = Data Transfer Objects

Entities = in a database, anything about which information can be stored, for example, a person, concept, physical object or event. Typically refers to a record structure.

Entity-Relationship Diagram (ER-Diagram) = graphical representation of an information system that shows the relationship between people, objects, places, concepts or events within that system.

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## Appendices

### APPENDIX A: Information Gathering and Analysis

#### Project Definition Document

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## Database Software for Chalkanoras FC

#### **Who proposed the project?**

This project was proposed by my father after a conversation we had about my dissertation. Afterwards I had a conversation with Mr Christos the general football manager of the team in which we agreed upon the conditions of the project. The project was then proposed to my supervisor and we were able to reach an agreement.

#### **Project Description**

This project will be about creating a database program for Chalkanoras FC that will be used to store the information of every person enrolled and currently playing for the team. Moreover the program will provide the users with some functions that will help with calculating taxes, revenue, payments etc.

#### **Brief outline of proprietary interest in your project work or outside help**

The only outside help received from the club will be the data given and the ideas regarding the specific requirements the club has. After the end of the project the program will be delivered to Chalkanoras FC and they will be the owners of it. However upon our agreement it is stated that I will be able to use the software and make any changes to it as I like since I will be the one doing all the work.

#### **Promises made to secure the acceptance of the project**

No actual promises were made in order to secure my acceptance. Chalkanoras is a club that goes way back with my family. Moreover it is a very small club so they do not have the financial power to pay a professional for something like this. It is actually a win-win situation where I was able to find a willing client that actually needs this program. The only promise made by me is that I will work hard to deliver a straightforward program that will make the managerial duties of the club easier to handle.

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### Problem to be solved

Chalkanoras is a small amateur football club in Dali, Cyprus that uses mostly hand written documents and some computer applications like Microsoft Word to do their managerial duties and club duties. Most of the staff work part time without getting paid a fixed salary. They do not have any application to organise the team's data and in some cases their work is very unprofessional, for example registration is completed only by the player presenting a health certificate validated by KOA (Cypriot Organisation Athletics) and then storing that handwritten file. Moreover even receipts and payments are done manually without the help of any computer program.

The club is in need for a software program that will help them organise their data in a better manner and also help them with some of their financial deeds. It will be able to store the data of each player inside the database and keep the data safe and password protected from any unauthorised access. Furthermore a lot of the calculations that are now been done manually will be done automatically with the use of the program. This software will help them professionalize the club and make their work a lot easier and fast.

### Project Beneficiaries

This project will first of all benefit the club and its employees. The club will be able to sort out their data and use the program to calculate most of the things they were calculating hand written before. The club will be obviously the big beneficiary of this project however another beneficiary will be me. I will be able to work on an actual large scale project that requires a lot of professionalism, time management and technical skills to pull it off. This entire project will help me become better and educate myself even more.

### Project Objectives

The objectives targeted are as follows:

1. To create a fully functional and operational program that can be used by a variety of users.
2. To fully understand the clients requirements and be able to implement all of them to the system.
3. To test thoroughly the system and be able to predict issues like scalability.

4. To create a good training plan that will help most of the staff of Chalkanoras FC to use the system efficiently.
5. To write requirements and test cases which are sensible and cover every aspect of the system.
6. To make my coding in such a way so in the near future if changes are needed they can be done effortlessly.

## Work Plan

For this project we are going to use one of the most classical software engineering models, the waterfall model. This model is one of the oldest and most widely known models used by companies to engineer their projects, furthermore it is actually the inspiration for variety of sub-waterfall-models which are in some cases more specific or have a different approach but nonetheless they look very much alike the classic waterfall model. We are going to work with the most classical version of the model which emphasizes planning in early stages, ensuring design flaws before they develop. This model follows five main phases in which each one must be completed for the next one to start developing. The phases are as follows:

- 1) **Requirements Definition:** This is the first stage of the development where a lot of discussion is going to take place to clearly define the requirements of our customer. First of all a questionnaire will be created and distributed to the club's managerial members to answer it. Through this questionnaire I will be able to check their level of understanding and how efficiently they will be able to use the program. This will also help when creating the training plan at the latest stages of the project. A number of Skype and phone interviews will take place mostly with our contact Mr Christos Michaelides as well as with the general manager of the club in order to determine and agree upon the needs and requirements of the club. Moreover I will look in detail with similar database software for example Parse.com an online database program and even Microsoft Access and provide my ideas to the managerial board as well. When the requirements are defined and both parties approve them then we will move to the Design phase of the project.
- 2) **System and Software Design:** In this phase we will firstly develop a visualization of the system's design using UML diagrams. This will help us look into more depth the requirements and analyse them, including determining interactions needed between parts of the system, performance requirements so the program will be able to run smoothly and user interface requirements. The design stage will determine if the project will struggle or if the development will run smoothly so a lot of attention to detail must be given to this stage. The waterfall model has a pretty major disadvantage were you cannot return to an earlier stage of the design because it will be really costly. Therefore a detailed design of the system will be required to move on efficiently with our schedule.
- 3) **Implementation and Unit Testing:** After finishing the design of the system and be positive that we fully understand what are the requirements needed to produce a functioning system the implementation phase will start. For the implementation I will firstly start coding the database. The programming language I will be using in this

project is Python along with an SQL based database for example Oracle or MySQL. Some other details I need to keep in mind are issues like scalability which must be predicted so in the near future if the database needs to expand we can do that effortlessly. After the coding of the database finished a sample data given by the club will be used to test it. In the waterfall model it is of common practise to test your units after you finish coding them and then proceed to the next piece of software that needs coding. After the database is finished the coding of the user interface will take place. We have a number of major cross-platform technologies upon which Python frameworks are based which include Gtk, Qt, Tk and wxWidgets, although many other technologies provide actively maintained Python bindings. A variety of other libraries and packages is likely to be used throughout the project these are just some examples of the options we have. Again when the coding is finished the GUI will be tested as a unit and when the testing finishes it will be implemented together with the database. After the database and the GUI are both finished and unit tested I will start coding the functions that the managerial board stated to their requirements. Each function will be coded, tested and then implemented to the system.

- 4) **Integration and System Testing:** After all the coding is done the software will be integrated into one and the final testing stages will begin. The system as aforementioned will be tested both in pieces in the previous phase and as a whole in this case. A test plan will be created and the system will be tested thoroughly. Test cases will be designed for both unit testing and system testing as a whole. Some examples of the most important tests that will be done is a crush test to see if the database responds and restores after it has crashed, a load test will be done to check how well the system works under stress and how much it can last with different kinds of loads before crashing and of course the functions. All the functions will be tested and check if the outputs calculated is correct. The testing process will follow these steps:

**Step 1)** Prepare the environment

**Step 2)** Run a test

**Step 3)** Check test result

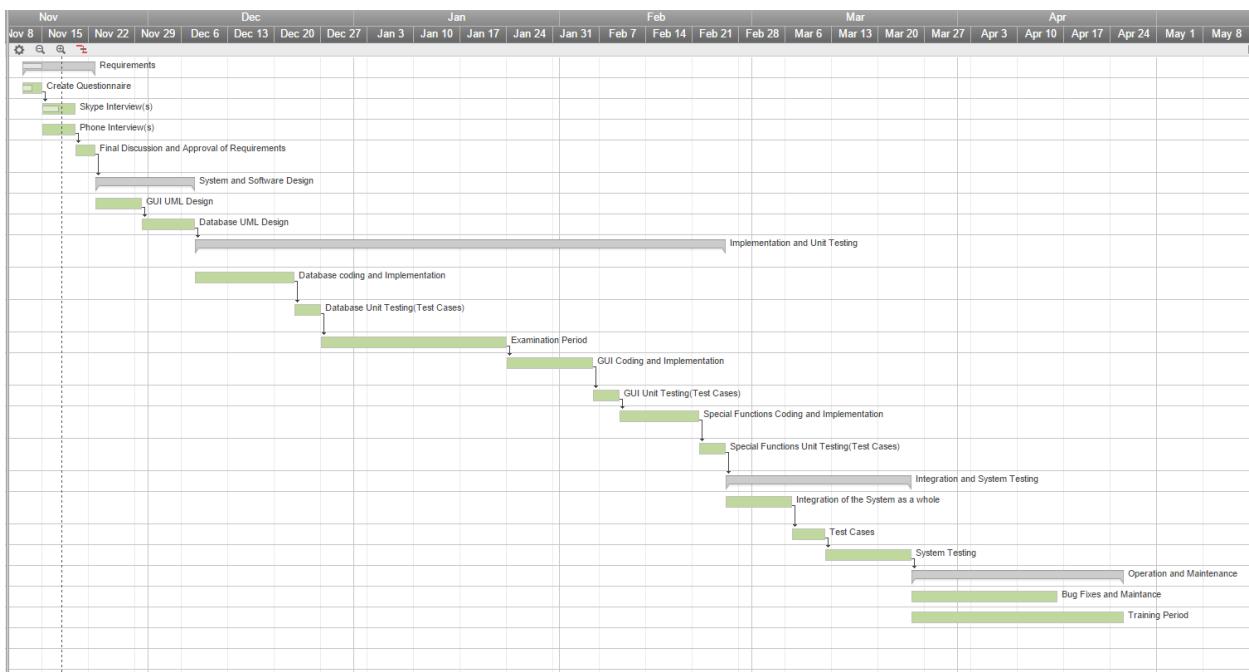
**Step 4)** Validate according to the expected results (test cases)

**Step 5)** Report the findings to the respective stakeholders

- 5) **Operation and Maintenance:** After all the testing is done is time to start training the users to be able to efficiently work on the system. According to the results extracted from the questionnaires I will create a training plan that will fit the needs of all the users. Hopefully the system created will be very straightforward so the training needed will be limited to about one month time. After the one month passes I will let the users continue using on their own the system for another two weeks meanwhile collecting feedback and fixing any bugs that might have surfaced. If no serious problems are presented during that time then the system is fully operational and working.

## Gantt Chart

Task Name	Start Date	End Date	Duration	Predecessors
Requirements	11/12/15	11/22/15	11d	
Create Questionnaire	11/12/15	11/14/15	3d	
Skype Interview(s)	11/15/15	11/19/15	5d	2
Phone Interview(s)	11/15/15	11/19/15	5d	
Final Discussion and Approval of Requirements	11/20/15	11/22/15	3d	4
System and Software Design	11/23/15	12/07/15	15d	5
GUI UML Design	11/23/15	11/29/15	7d	
Database UML Design	11/30/15	12/07/15	8d	7
Implementation and Unit Testing	12/08/15	02/25/16	80d	8
Database coding and Implementation	12/08/15	12/22/15	15d	
Database Unit Testing(Test Cases)	12/23/15	12/26/15	4d	10
Examination Period	12/27/15	01/23/16	28d	11
GUI Coding and Implementation	01/24/16	02/05/16	13d	12
GUI Unit Testing(Test Cases)	02/06/16	02/09/16	4d	13
Special Functions Coding and Implementation	02/10/16	02/21/16	12d	14
Special Functions Unit Testing(Test Cases)	02/22/16	02/25/16	4d	15
Integration and System Testing	02/26/16	03/24/16	28d	16
Integration of the System as a whole	02/26/16	03/06/16	10d	
Test Cases	03/07/16	03/11/16	5d	18
System Testing	03/12/16	03/24/16	13d	19
Operation and Maintenance	03/25/16	04/25/16	32d	20
Bug Fixes and Maintenance	03/25/16	04/15/16	22d	
Training Period	03/25/16	04/25/16	32d	



## Project Risks

Firstly I will be working with a client that resides in Cyprus this might be a risk towards the project since I will not have a close contact with my clientele. All the interviews will be done by emails and phone calls or questionnaires that I will create to be answered by the managerial board. However the lack of personal contact can lead to misunderstandings, a waste of time and in some cases I might not be able to contact them when needed and vice versa which could lead to inefficiencies and delays in our schedule. The same issues apply because most of the personnel and management of Chalkanoras are part timers that have another job to attend to so they will need to attend to my needs in their free time.

Another risk might be the computer illiteracy that we are facing in Cyprus and especially in a club that the board are mostly elders that have very little experience in using computers. The program will be designed to be user friendly and straightforward to use but again without me being in Cyprus to guide them through this illiteracy can delay the efficient use of the system in time and it will require additional training so the users can feel comfortable while using it. Lastly another risk of the project is unfortunately my technical skills. This is the first time I will have to program something from scratch and sometimes I believe that my technical skills may not be enough to have the desired result in the end. However I will try my best in succeeding and delivering a fully functional program to the club.

## References

### Creating the Database

1. [http://www.tutorialspoint.com/python/python\\_database\\_access.htm](http://www.tutorialspoint.com/python/python_database_access.htm)
2. Matt Makai - 2015  
<http://www.fullstackpython.com/databases.html>

### Testing the Database

1. Not Applicable – 3/11/2015  
<http://www.softwaretestinghelp.com/database-testing-process>

### Creating the GUI

1. RomanS – 12/10/2015 (Last Updated)  
<https://wiki.python.org/moin/GuiProgramming>

## Customer Information Sheet

**Name of Company/Organisation:** Chalkanoras Football Club

**Email:** [chalkanor@cytanet.com.cy](mailto:chalkanor@cytanet.com.cy)

**Address:** Archiepiskopou Makariou III 21, 2540, Dali, Nicosia, Cyprus

**Telephone Number:** +35722521417

**Fax Number:** +35722522649

**General Football Manager:** Christos Michaelides (Contact Person)

**Email:** [cmichaelides@hotmail.com](mailto:cmichaelides@hotmail.com)

**Mobile Number:** +35799634622

**Relationship Status:** Chalkanoras is a small football team located in my hometown Dali. It is a football club I used to play for when I was younger and still in Cyprus and a club that my brother still plays for. Furthermore my father yearly contributes a lot to the club by helping with the managerial duties or with the youth teams.

**Project Topic:** Password protected database program that will include all the information of each player enrolled at Chalkanoras FC. Moreover it will provide some functions to the managerial board of the club to calculate things like costs, payments, profit etc.

**Assistance Given:** Interview with the client to agree upon the needs of the club, discuss the outputs wanted and agree upon the dates for each milestone. Data from the club will be given and used to set up the database.

## Confirmation Letter from Chalkanoras FC

### Confirmation Letter

Date: 20/10/2015

I hereby confirm that at the end of the year when asked by City University London, the management of Chalkanoras FC will provide the university with any reviews and details they require us to do so.

*Name*

.....  
.....

*Signature*

.....

## Ethics Review Form: BSc, MSc and MA Projects

### Computer Science Research Ethics Committee (CSREC)

Undergraduate and postgraduate students undertaking their final project in the Department of Computer Science are required to consider the ethics of their project work and to ensure that it complies with research ethics guidelines. In some cases, a project will need approval from an ethics committee before it can proceed. Usually, but not always, this will be because the student is involving other people (“participants”) in the project.

In order to ensure that appropriate consideration is given to ethical issues, all students must complete this form and attach it to their project proposal document. There are two parts:

*Part A: Ethics Checklist.* All students must complete this part. The checklist identifies whether the project requires ethical approval and, if so, where to apply for approval.

*Part B: Ethics Proportionate Review Form.* Students who have answered “no” to questions 1 – 18 and “yes” to question 19 in the ethics checklist must complete this part. The project supervisor has delegated authority to provide approval in this case. The approval may be provisional: the student may need to seek additional approval from the supervisor as the project progresses.

<b>A.1 If your answer to any of the following questions (1 – 3) is YES, you must apply to an appropriate external ethics committee for approval.</b>		<i>Delete as appropriate</i>
1.	Does your project require approval from the National Research Ethics Service (NRES)? For example, because you are recruiting current NHS patients or staff? If you are unsure, please check at <a href="http://www.hra.nhs.uk/research-community/before-you-apply/determine-which-review-body-approvals-are-required/">http://www.hra.nhs.uk/research-community/before-you-apply/determine-which-review-body-approvals-are-required/</a> .	<b>No</b>
2.	Does your project involve participants who are covered by the Mental Capacity Act? If so, you will need approval from an external ethics committee such as NRES or the Social Care Research Ethics Committee <a href="http://www.scie.org.uk/research/ethics-committee/">http://www.scie.org.uk/research/ethics-committee/</a> .	<b>No</b>
3.	Does your project involve participants who are currently under the auspices of the Criminal Justice System? For example, but not limited to, people on remand, prisoners and those on probation? If so, you will need approval from the ethics approval system of the National Offender Management Service.	<b>No</b>

<b>A.2 If your answer to any of the following questions (4 – 11) is YES, you must apply to the City University Senate Research Ethics Committee (SREC) for approval (unless you are applying to an external ethics committee).</b>		<i>Delete as appropriate</i>
4.	Does your project involve participants who are unable to give informed consent? For example, but not limited to, people who may have a degree of learning disability or mental health problem, that means they are unable to make an informed decision on their own behalf?	<b>No</b>
5.	Is there a risk that your project might lead to disclosures from participants concerning their involvement in illegal activities?	<b>No</b>
6.	Is there a risk that obscene and or illegal material may need to be accessed for your project (including online content and other material)?	<b>No</b>

7.	Does your project involve participants disclosing information about sensitive subjects? For example, but not limited to, health status, sexual behaviour, political behaviour, domestic violence.	<b>No</b>
8.	Does your project involve you travelling to another country outside of the UK, where the Foreign & Commonwealth Office has issued a travel warning? (See <a href="http://www.fco.gov.uk/en/">http://www.fco.gov.uk/en/</a> )	<b>No</b>
9.	Does your project involve physically invasive or intrusive procedures? For example, these may include, but are not limited to, electrical stimulation, heat, cold or bruising.	<b>No</b>
10.	Does your project involve animals?	<b>No</b>
11.	Does your project involve the administration of drugs, placebos or other substances to study participants?	<b>No</b>

<b>A.3 If your answer to any of the following questions (12 – 18) is YES, you must submit a full application to the Computer Science Research Ethics Committee (CSREC) for approval (unless you are applying to an external ethics committee or the Senate Research Ethics Committee). Your application may be referred to the Senate Research Ethics Committee.</b>		<i>Delete as appropriate</i>
12.	Does your project involve participants who are under the age of 18?	<b>No</b>
13.	Does your project involve adults who are vulnerable because of their social, psychological or medical circumstances (vulnerable adults)? This includes adults with cognitive and / or learning disabilities, adults with physical disabilities and older people.	<b>No</b>
14.	Does your project involve participants who are recruited because they are staff or students of City University London? For example, students studying on a specific course or module. (If yes, approval is also required from the Head of Department or Programme Director.)	<b>No</b>
15.	Does your project involve intentional deception of participants?	<b>No</b>
16.	Does your project involve participants taking part without their informed consent?	<b>No</b>
17.	Does your project pose a risk to participants or other individuals greater than that in normal working life?	<b>No</b>
18.	Does your project pose a risk to you, the researcher, greater than that in normal working life?	<b>No</b>

<b>A.4 If your answer to the following question (19) is YES and your answer to all questions 1 – 18 is NO, you must complete part B of this form.</b>		
19.	Does your project involve human participants or their identifiable personal data? For example, as interviewees, respondents to a survey or participants in testing.	<b>Yes</b>

**Part B: Ethics Proportionate Review Form**

If you answered YES to question 19 and NO to all questions 1 – 18, you may use this part of the form to submit an application for a proportionate ethics review of your project. Your project supervisor has delegated authority to review and approve this application.

However, if you cannot provide all the required attachments (see B.3) with your project proposal (e.g. because you have not yet written the consent forms, interview schedules etc), the approval from your supervisor will be provisional. You **must** submit the missing items to your supervisor for approval prior to commencing these parts of your project. Failure to do so may result in you failing the project module.

There may also be circumstances in which your supervisor will ask you to submit a full ethics application to the CSREC, e.g. if your supervisor feels unable to approve your application or if you need an approval letter from the CSREC for an external organisation.

<b>B.1 The following questions (20 – 24) must be answered fully.</b>		<i>Delete as appropriate</i>
20.	Will you ensure that participants taking part in your project are fully informed about the purpose of the research?	Yes
21.	Will you ensure that participants taking part in your project are fully informed about the procedures affecting them or affecting any information collected about them, including information about how the data will be used, to whom it will be disclosed, and how long it will be kept?	Yes
22.	When people agree to participate in your project, will it be made clear to them that they may withdraw (i.e. not participate) at any time without any penalty?	Yes
23.	Will consent be obtained from the participants in your project? Consent from participants will be necessary if you plan to involve them in your project or if you plan to use identifiable personal data from existing records. “Identifiable personal data” means data relating to a living person who might be identifiable if the record includes their name, username, student id, DNA, fingerprint, address, etc. <i>If YES, you must attach drafts of the participant information sheet(s) and consent form(s) that you will use in section B.3 or, in the case of an existing dataset, provide details of how consent has been obtained. You must also retain the completed forms for subsequent inspection. Failure to provide the completed consent request forms will result in withdrawal of any earlier ethical approval of your project.</i>	Yes
24.	Have you made arrangements to ensure that material and/or private information obtained from or about the participating individuals will remain confidential? Provide details:	Yes

<b>B.2 If the answer to the following question (25) is YES, you must provide details</b>		<i>Delete as appropriate</i>
25.	Will the research be conducted in the participant's home or other non-University location? <i>If YES, provide details of how your safety will be ensured:</i>	<b>No</b>

<b>B.3 Attachments (these should be provided if applicable):</b>		<i>Delete as appropriate</i>
Participant information sheet(s)**		<b>Not applicable</b>
Consent form(s)**		<b>Yes</b>
Questionnaire(s)**		<b>Yes</b>
Topic guide(s) for interviews and focus groups**		<b>Not applicable</b>
Permission from external organisations (e.g. for recruitment of participants)**		<b>Not applicable</b>

\*\*If these items are not available at the time of submitting your project proposal, provisional approval through proportionate review can still be given, under the condition that you must submit the final versions of all items to your supervisor for approval at a later date. **All** such items **must** be seen and approved by your supervisor before the activity for which they are needed starts.

### Templates

You must use the templates provided by the University as the basis for your participant information sheets and consent forms. These are available from the links below but you **must** adapt them according to the needs of your project before you submit them for consideration.

Adult information sheet:

[http://www.city.ac.uk/\\_data/assets/word\\_doc/0018/153441/TEMPLATE-FOR-PARTICIPANT-INFORMATION-SHEET.doc](http://www.city.ac.uk/_data/assets/word_doc/0018/153441/TEMPLATE-FOR-PARTICIPANT-INFORMATION-SHEET.doc)

Adult consent form:

[http://www.city.ac.uk/\\_data/assets/word\\_doc/0004/153418/TEMPLATE-FOR-CONSENT-FORM.doc](http://www.city.ac.uk/_data/assets/word_doc/0004/153418/TEMPLATE-FOR-CONSENT-FORM.doc)

### Further Information

Information about the Computer Science Research Ethics Committee (CSREC) is available at: <http://www.city.ac.uk/department-computer-science/research-ethics>

Information about the City University Senate Research Ethics Committee is available at: <http://www.city.ac.uk/research/research-and-enterprise/research-ethics>

### Interview Questions – Chalkanoras FC

First of all I would like to thank everyone for considering me in order to create a computerised program for Chalkanoras FC. To begin with I would like from the managerial board to give me some information generally about the club as an introduction before we

move on to the more specific and specialised questions which will focus on the current system of the club and the software that will be created to replace it.

**In general I will need the following information:**

- 1. Do you currently use any database software or other system? If yes please describe how you use it and the functions it contains.**

We are currently using the COMET software application as instructed by the Cyprus Football Association and all other football associations in the world that operate under UEFA and FIFA Federations. This database is mostly concerned with information that is statistical and informative in nature rather than economical. It does help though in terms of adequate programming in the sense that we can extract information on pending suspensions of our players and staff as well as the respective categories of other teams.

It is important to clarify though that access to this application is only available to the administrative staff (volunteers) that deal with the registrations and transfers of players. Other staff can access the Cyprus Football Association website where most of the information is gathered there. There the staff can extract most of the information they need in let's say a 90% level.

As far as economic data there has been a program for basic bookkeeping and accounting purposes which we did not use over the period of last 3 years since most of the work is done by volunteers, which they do not have enough time in their hands to complete every single task required.

- 2. On the other hand if you do not use any computerized program how to you collect, store and manage information?**

At the same time, in conjunction with the comet application and cfa's website, for the gathering of data and information, staff (coaches) and other administrative staff collect information manually on their individual notebooks which sometimes were lost. This has to do mostly with the number of trainings attended by each football player or any additional notes regarding a player individually like for example an alternative position that he might be good at playing.

- 3. What are the main weaknesses and strengths of using your current system? Do you have any particular problems that you want the new system to deal with/solve?**

The main weakness of comet is the fact that the association requires that only the people registered have access to the data. That said if the coach of a team wants to obtain some very specific information such as what was the number of goals that the player of our or another team scored in the season 2010-2011 it cannot do so. Of course it can do so if contacting the person that is allowed access for asking for this information which it is a bit of a problem as the latter he/she is not even a part time member of the club but a volunteer who might at this time be absent with his/her own working commitments. Of course this point rings a bell that the research carried on

this project can have wider implications by highlighting some of the current clubs weaknesses i.e. the necessity for at least a part time administrator officer.

Another weakness of the current procedures this time referring to the information individually gathered by our coaches, it's the fact that data remains concentrated and centralized to each staff and is easily lost with the substitution of a coach. With the use of a developed database, we can explore the option of having a certain section where coaches could on a weekly basis pass the information regarding the training attendance of players.

All this will enable us to:

**Short Term:** A new coach that comes in the middle of the season to have a true and a fair view the players' conditions have a clear indication of each player's commitment and engagement over his early years at our soccer academy.

**Long Term:** This data can be a useful tool when deciding for example upon with which players do we proceed into signing a professional contract and with whom we stay in an amateur agreement.

**4. In which ways do you mostly use your information and in which sectors do you think the program should be focused on? (informative, statistical, economic purposes, time management and adequate programming)**

If the software will be confined to football, then the program certainly will need to be used for statistical and informative purposes. Given the small scale of our operations we are currently able to manage and utilize this information in a decent way but we will like an even better way to do so. For example, during the last week a member of the football committee wanted to make sure that a player had the right to participate in a game. In order to obtain this information he had to call me and I gave him the information, however this would be much easier if he had access to the system on his own. Moreover more useful for the club would be a system that could also contribute in terms of adequate planning/management and if possible in terms of economic stability as well.

As per the adequate planning, we could have benefited by having some tool of passing their information regarding our budget and perhaps a year plan with events.

In the economic aspect for instance, we could largely benefit if our treasurer had been given an access to the system in order to add to the system the expenses and revenues of the club over the period.

**IMPORTANT NOTE:** However if the latter are considered by the researcher as complicated or time consuming then we can confine ourselves to football.

**5. How does the managerial board wants to handle the data with the new system? Which people will benefit from this new computerized system?**

Managerial board would like to handle data in the form of an intranet or user log in. We prefer the more user friendly and simple Microsoft Access database design.

From the new computerized system, in terms of a daily decision-making it will certainly benefit the members of the football committee and to a lesser extent volunteers dealing with registrations and transfers.

**6. Number of Teams (U13/ U15/ U17/ U21/ FIRST TEAM)**

One for each category you mentioned.

**7. How many athletes do you have per year on average? How many come or go during the year?**

We have about 110 athletes per year. 30-40 come and go mostly from the academy.

**8. Number of Coaches**

We have under our employment 6 coaches and 1 assistant coach for the First Team.

**9. Managerial Board and its structure.**

**Committee key Positions:**

1. President, 2. Secretary General, 3. Treasurer, 4. Head of Soccer Committee, 5. Marketing Officer, **all volunteers**.

**10. Who will be using the programme? (e.g. president, vice president, some of the coaches)**

**If confined to football:** Coaches, Secretary General, members of the football committee.

**If encompassing economic and planning sectors:** Then also the president, treasurer and marketing officer.

**11. We will have to establish access levels. Some information will be available to everyone and some only to a handful of people. How many levels do you think will be appropriate for the club and who will have access on each level?**

**If confined to football:** Then access level for each coach and members of the football committee.

**If economic information** such as salaries will be included as well, then only assigned people that will be chosen by the president accordingly with the treasurer will be given access rights for economic purposes.

**We must also include:**

- 1. Player Information (Name, ID, Address, Contact Details, HEALTH CERTIFICATE EXPIRY DATE) / STATISTICS (No need for real-time information a sample with fake information just as an example will do the work and also will protect the confidentiality of any data.)**

- 2. Details of income and expenditure (Again no need for real-time information.)**

This will be given at a later note and only if asked again, when the testing phase of the development begins.

### Computer Literacy Questionnaire

1. Which file format can be a better representation of a word document?
  - a. Microsoft Excel .xls
  - b. Power Point .ppt
  - c. Portable Document Format .pdf
  - d. Microsoft Access .accdb
2. Which two keyboard buttons give you the ability to write capital letters?
  - a. Shift or Caps Lock
  - b. Ctrl or Tab
  - c. Tab or Caps Lock
  - d. Ctrl or Shift
3. How do you make this window appear on your screen?

The screenshot shows a Windows context menu with the following options:
  - Graphics Properties
  - Configure Switchable Graphics
  - View
  - Sgt by
  - Refresh
  - Open command window here as Administrator
  - Paste
  - Paste shortcut
  - Bitdefender
  - Shared Folder Synchronization
  - Graphics Properties...
  - Graphics Options
  - New
  - Display settings
  - Personalize

  - a. Right click on your screen with the mouse
  - b. Double click on your screen with the mouse
  - c. Left click on your screen with the mouse
  - d. Click on the screen and drag the mouse
4. Which of the following keyboard shortcuts is used to Cut a file or a piece of text
  - a. Ctrl + S
  - b. Alt + X
  - c. Ctrl + X
  - d. Alt + V
5. Which of the following keyboard shortcuts is used to Save a file

- a. Ctrl + N
  - b. Ctrl + S
  - c. Alt + K
  - d. Ctrl + L
6. Which keyboard shortcut is used to search for a specific word or phrase in documents or websites?
- a. Ctrl + K
  - b. Alt + H
  - c. Ctrl + F
  - d. Ctrl + P
7. Which keyboard shortcut is usually used to change a cell in Microsoft Excel or a field in Microsoft Access?
- a. Tab
  - b. Shift
  - c. Enter
  - d. Esc
8. Which keyboard shortcut is used to change the writing language of the computer?
- a. Shift + Alt
  - b. Shift + Esc
  - c. Ctrl + Alt
  - d. Alt + Tab
9. What is a database? Describe it any way possible
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10. Do you have any previous experience with Database programs like Microsoft Access?  
If yes state the name of the program and what your experience was.

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### **Computer Literacy Questionnaire**

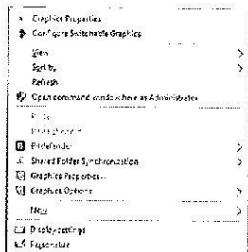
1. Which file format can be a better representation of a word document?

- a. Microsoft Excel .xls
- b. Power Point .ppt
- c. Portable Document Format .pdf
- d. Microsoft Access .accdb

2. Which two keyboard buttons give you the ability to write capital letters?

- a. Shift or Caps Lock
- b. Ctrl or Tab
- c. Tab or Caps Lock
- d. Ctrl or Shift

3. How do you make this window appear on your screen?



- a. Right click on your screen with the mouse
- b. Double click on your screen with the mouse
- c. Left click on your screen with the mouse
- d. Click on the screen and drag the mouse

4. Which of the following keyboard shortcuts is used to Cut a file or a piece of text

- a. Ctrl + S
- b. Alt + X
- c. Ctrl + X
- d. Alt + V

5. Which of the following keyboard shortcuts is used to Save a file

- a. Ctrl + N
- b. Ctrl + S
- c. Alt + K
- d. Ctrl + L

6. Which keyboard shortcut is used to search for a specific word or phrase in documents or websites?

- a. Ctrl + K
- b. Alt + H
- c.  Ctrl + F
- d. Ctrl + P

7. Which keyboard shortcut is usually used to change a cell in Microsoft Excel or a field in Microsoft Access?

- a.  Tab
- b. Shift
- c. Enter
- d. Esc

8. Which keyboard shortcut is used to change the writing language of the computer?

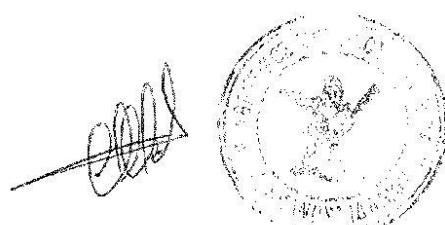
- a.  Shift + Alt
- b. Shift + Esc
- c. Ctrl + Alt
- d. Alt + Tab

9. What is a database? Describe it any way possible

*A collection of information held in a computer*

10. Do you have any previous experience with Database programs like Microsoft Access? If yes state the name of the program and what your experience was.

*[Handwritten answer]*



### Computer Literacy Questionnaire

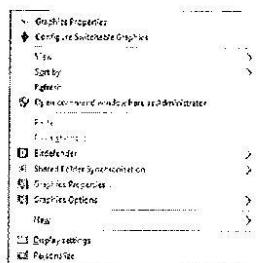
1. Which file format can be a better representation of a word document?

- a. Microsoft Excel .xls
- b. Power Point .ppt
- c. Portable Document Format .pdf
- d. Microsoft Access .accdb

2. Which two keyboard buttons give you the ability to write capital letters?

- a. Shift or Caps Lock
- b. Ctrl or Tab
- c. Tab or Caps Lock
- d. Ctrl or Shift

3. How do you make this window appear on your screen?



- a. Right click on your screen with the mouse
- b. Double click on your screen with the mouse
- c. Left click on your screen with the mouse
- d. Click on the screen and drag the mouse

4. Which of the following keyboard shortcuts is used to Cut a file or a piece of text

- a. Ctrl + S
- b. Alt + X
- c. Ctrl + X
- d. Alt + V

5. Which of the following keyboard shortcuts is used to Save a file

- a. Ctrl + N
- b. Ctrl + S
- c. Alt + K
- d. Ctrl + L

6. Which keyboard shortcut is used to search for a specific word or phrase in documents or websites?

- a. Ctrl + K
- b. Alt + H
- c. Ctrl + F
- d. Ctrl + P

7. Which keyboard shortcut is usually used to change a cell in Microsoft Excel or a field in Microsoft Access?

- a. Tab
- b. Shift
- c. Enter
- d. Esc

8. Which keyboard shortcut is used to change the writing language of the computer?

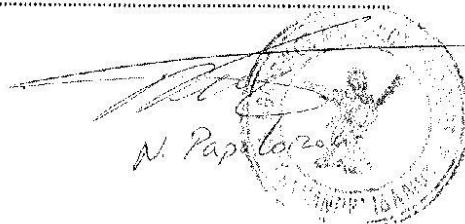
- a. Shift + Alt
- b. Shift + Esc
- c. Ctrl + Alt
- d. Alt + Tab

9. What is a database? Describe it any way possible

It is a way of storing data in a organized way.

10. Do you have any previous experience with Database programs like Microsoft Access? If yes state the name of the program and what your experience was.

I don't have any related experience.

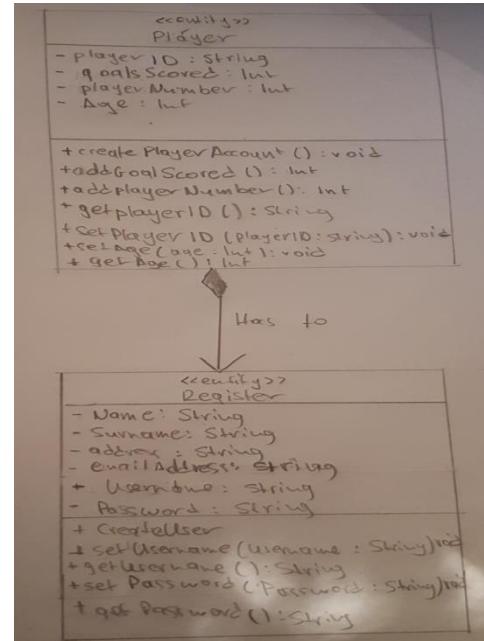
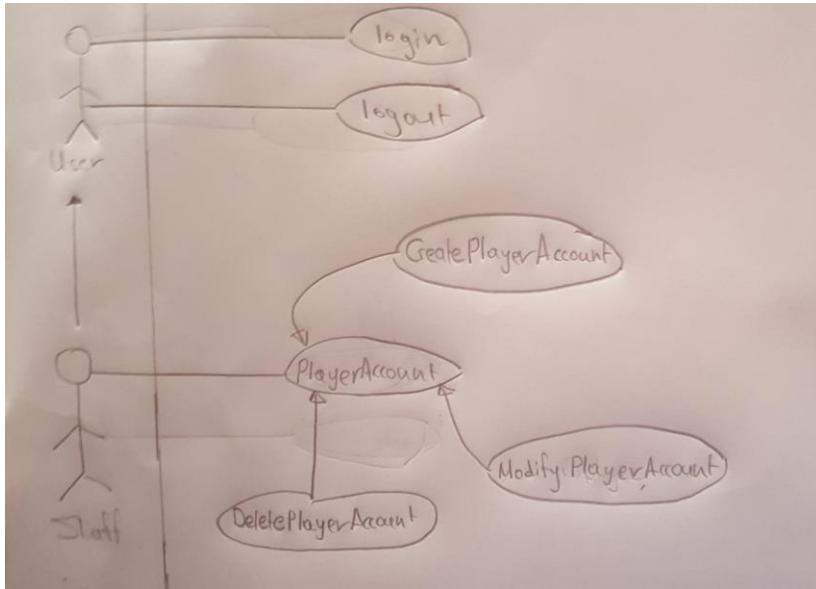


N. Papalos

## Project Progress Review Hand-out

### Review of Work Undertaken

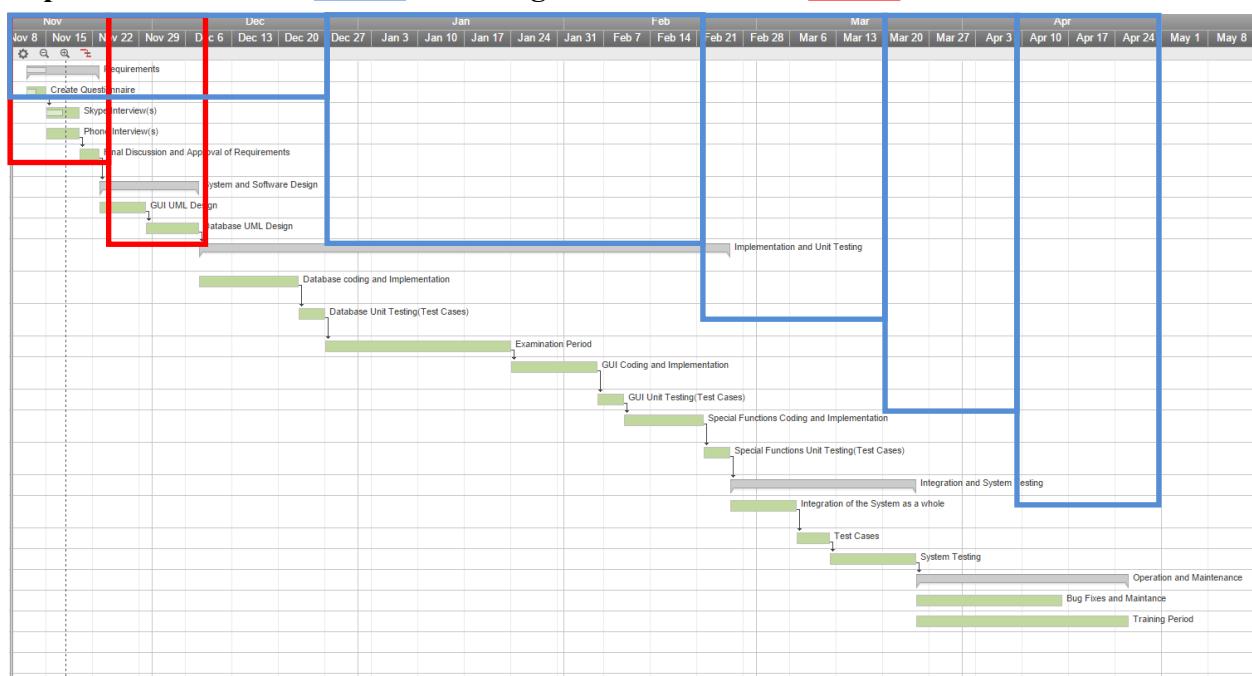
- Interviews, Questionnaire
- Draft Class Diagram
- Draft Use-Case Diagram



### Overview of Original Work Plan

Updated Work Plan: [ ]

Original Work Plan: [ ]



There were a lot of factors that affected my original work plan

**Interview Delays:** Due to the fact that a lot of changes were made to the interview document with the club and the fact that I had to record any interview done with my customers the interview and final discussions with the club were delayed almost by a month.

**Bad Planning:** By underestimating the work needed to be done for the design phase and missing out on a lot of work because of all the delays pushed further back my Design phase, which automatically pushed back some of the other key dates as well or at some cases making reevaluate the work needed for each task and changing some of the dates. Moreover a personal matter after the examination period kept me from constantly working on my project.

**Chosen Engineering Model:** Waterfall Model states that a phase of the project must end before another one starts. This actually prohibited me from working with a lot of different tasks simultaneously which made me lose precious working time.

### **Actions Undertaken and Changes to the Work Plan**

I tried to keep constant communication with my supervisor and the club so I could work as efficiently as possible and meet the key deadlines. However since from the beginning of the project a lot of simple tasks like the interview were delayed that much I couldn't do a lot to meet my original plan so most of the dates where refined and changed. It was the case of bad planning/bad choices from my behalf and the fact that my customer is in Cyprus made it harder to move forward efficiently with the project.

Here is a key summary of the changes to the work plan:

- End of Design Phase moved on Feb 14<sup>th</sup>
- Coding and Implementation Phase now starts on Feb 15<sup>th</sup> and finishes on March 13<sup>th</sup>
- Integration of System and the testing of the System will last for about three weeks starting on March 14<sup>th</sup> and finishing on April 3<sup>rd</sup>
- Training Period and Maintenance start from April 4<sup>th</sup> and finishes on April 24<sup>th</sup> where I am confident that I will deliver a product that is straightforward and easy to use by every user of Chalkanoras FC.

### **Key Sources and References Used**

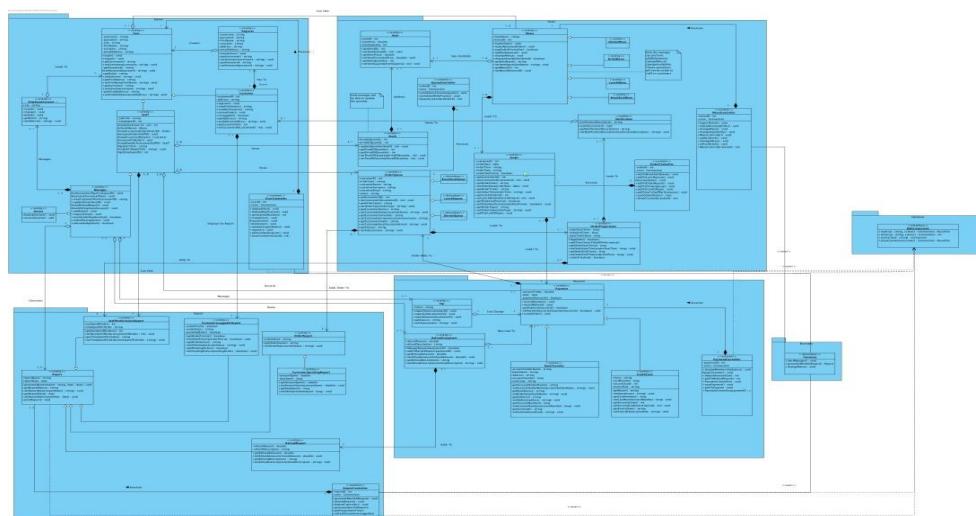
<http://www.agilemodeling.com/artifacts/useCaseDiagram.htm>

<http://www.agilemodeling.com/artifacts/classDiagram.htm>

[http://www.tutorialspoint.com/uml/uml\\_class\\_diagram.htm](http://www.tutorialspoint.com/uml/uml_class_diagram.htm)

<http://www.visual-paradigm.com/tutorials/writingeffectiveusecase.jsp>

These are some of the additional material used along with previous year's lecture notes to create my Class Diagram and Use-Case Diagram. Moreover the software Visual Paradigm 12.2 will be used for the computerised designs of the diagrams. Here is an example of a finalised Class Diagram me and my team did last year for our project.



## Interaction with the Current System

Active registrations	Contacts	Additional info	History	Custom attributes
Address: <input type="text"/> ZIP: <input type="text"/> Country: Cyprus <input type="button" value="P"/> <input type="button" value="X"/> Place: <input type="text"/> Long,Lat: <input type="text"/>				

Active registrations	Contacts	Additional info	History	Custom attributes																																				
<b>Physical characteristics</b> Height: <input type="text"/> Weight: <input type="text"/> Boot size: <input type="text"/> Shoe size: <input type="text"/> Clothing size: Choose <input type="button" value="▼"/> Blood type: Choose <input type="button" value="▼"/>	<b>Identification documents</b> <table border="1"> <thead> <tr> <th>Document type</th> <th>Number</th> <th>Country</th> <th>Valid from</th> <th>Valid until</th> <th>Status</th> </tr> </thead> <tbody> <tr> <td colspan="6">No records found.</td> </tr> </tbody> </table>	Document type	Number	Country	Valid from	Valid until	Status	No records found.						<b>Titles</b> <table border="1"> <thead> <tr> <th>Title type</th> <th>Reference No.</th> <th>Date from</th> <th>Date to</th> <th>Status</th> </tr> </thead> <tbody> <tr> <td colspan="5">No records found.</td> </tr> </tbody> </table>	Title type	Reference No.	Date from	Date to	Status	No records found.					<b>Licences</b> <table border="1"> <thead> <tr> <th>Licence type</th> <th>Reference No.</th> <th>Date from</th> <th>Date to</th> <th>Status</th> </tr> </thead> <tbody> <tr> <td colspan="5">No records found.</td> </tr> </tbody> </table>	Licence type	Reference No.	Date from	Date to	Status	No records found.					<b>Languages</b> <table border="1"> <thead> <tr> <th>Language</th> <th>Level</th> </tr> </thead> <tbody> <tr> <td colspan="2">No records found.</td> </tr> </tbody> </table>	Language	Level	No records found.	
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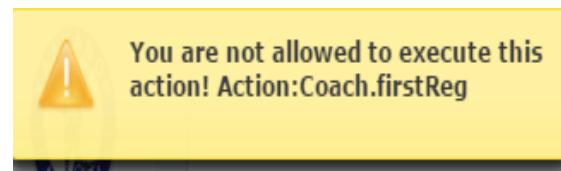
Active registrations	Contacts	Additional info	History	Custom attributes																																										
<b>Registrations</b> <table border="1"> <thead> <tr> <th>Organisation</th> <th>Type</th> <th>Parent</th> <th>IC</th> <th>Date from</th> <th>Date to</th> <th>Registration type</th> <th>Termination reason</th> <th>Level</th> <th>Status</th> </tr> </thead> <tbody> <tr> <td colspan="10">No records found.</td> </tr> </tbody> </table>	Organisation	Type	Parent	IC	Date from	Date to	Registration type	Termination reason	Level	Status	No records found.										<b>Contracts</b> <table border="1"> <thead> <tr> <th>Organisation</th> <th>Type</th> <th>Parent</th> <th>Date from</th> <th>Date to</th> <th>Type</th> <th>Status</th> </tr> </thead> <tbody> <tr> <td colspan="7">No records found.</td> </tr> </tbody> </table>	Organisation	Type	Parent	Date from	Date to	Type	Status	No records found.							<b>Intermediaries</b> <table border="1"> <thead> <tr> <th>Type</th> <th>Contracting party</th> <th>Parent</th> <th>Intermediary</th> <th>Date</th> </tr> </thead> <tbody> <tr> <td colspan="5">No records found.</td> </tr> </tbody> </table>	Type	Contracting party	Parent	Intermediary	Date	No records found.				
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New player				
ID: <input type="text"/> Status: ACTIVE <input type="button" value="▼"/> National ID: <input type="text"/> Gender: Male <input type="button" value="▼"/> Family name: <input type="text"/> First name: <input type="text"/>  Passport #: <input type="text"/> Nationality: Cyprus <input type="button" value="P"/> <input type="button" value="X"/> Date of birth: <input type="text"/> Country of birth: <input type="text"/> Place of birth: <input type="text"/> Father/Mother name: <input type="text"/> Position: Choose <input type="button" value="▼"/> Reference ID: <input type="text"/>	<b>Photo</b> 			
<input type="button" value="Reset"/> <input type="button" value="Save"/> <input type="button" value="Search players"/>	<input type="button" value="P"/> <input type="button" value="X"/> <input type="button" value="+ Choose"/>			
Active registrations	Contacts	Additional info	History	Custom attributes
Status: ENTERED <input type="button" value="▼"/> Association: Cyprus Football Association <input type="button" value="P"/> <input type="button" value="X"/> Club: ΞΑΚΑΝΟΠΑΖ ΔΑΙΟΥ <input type="button" value="P"/> <input type="button" value="X"/> Level: Amateur Professional <input type="radio"/> <input checked="" type="radio"/> Registration type: First registration <input type="button" value="▼"/> Date from: <input type="text"/> Transfer value: <input type="text"/> EUR <input type="button" value="▼"/> Notes: <input type="text"/>				

February 2016						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
09:00Προπονητικό Πόδιν U15 ΑΕΚΟΔΙΑΣ 15/16 ΑΝΤΕΠΟΣΗ ΑΝΗΙΟΧΟΣΤΟΥ ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ 1:1 ΔΕΙΤΕ ΣΩΜΑΤΙΑ	15:00Πρωτάθλημα Νέων 15/16 ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ - ΑΕΚΟΔΙΑΣ 4:0 PLAYED					09:00Προπονητικό U 13 ΑΕΚΟΔΙΑΣ (Α. ΟΜΙΔΑΣ) 15/16 ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ -- ΕΠΙΦΕΡΟΝΤΑΣ ΓΙΑ ΤΟ ΔΙΑΓΩΝΙΟ Δ. Ε. PLAYED
09:00Προπονητικό Πόδιν U15 ΑΕΚΟΔΙΑΣ 15/16 ΑΝΤΕΠΟΣΗ ΑΝΗΙΟΧΟΣΤΟΥ ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ 1:1 ΔΕΙΤΕ ΣΩΜΑΤΙΑ	15:00Πρωτάθλημα Νέων 15/16 ΗΣΑ 2 ΑΕΚΟΔΙΑΣ ΑΝΗΙΟΧΟΣΤΟΥ ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ 1:1 PLAYED					15:00Πρωτάθλημα Γ' ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ - ΑΕΚΟΔΙΑΣ ΑΓΓΟΥ ΤΥΧΩΝΑ 5:1 PLAYED
09:00Προπονητικό Πόδιν U15 ΑΕΚΟΔΙΑΣ 15/16 ΑΝΤΕΠΟΣΗ ΑΝΗΙΟΧΟΣΤΟΥ ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ 0:3 PLAYED	15:00Πρωτάθλημα Νέων 15/16 ΕΦΗΒΟΣ ΑΛΥΞΙΩΝ - ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ -- SCHEDULED					09:00Προπονητικό U 13 ΑΕΚΟΔΙΑΣ (Α. ΟΜΙΔΑΣ) 15/16 ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ -- ΕΠΙΦΕΡΟΝΤΑΣ ΓΙΑ ΤΟ ΔΙΑΓΩΝΙΟ Δ. Ε. SCHEDULED
09:00Προπονητικό Πόδιν U15 ΑΕΚΟΔΙΑΣ 15/16 ΑΝΤΕΠΟΣΗ ΑΝΗΙΟΧΟΣΤΟΥ ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ -- SCHEDULED	15:00Πρωτάθλημα Νέων 15/16 ΕΦΗΒΟΣ ΑΛΥΞΙΩΝ - ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ -- SCHEDULED					15:00Πρωτάθλημα Γ' ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ - ΜΕΛΙ ΠΕΡΑ ΧΩΡΟΥ - ΗΜΕΡΑ ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ - SCHEDULED
09:00Προπονητικό Πόδιν U15 ΑΕΚΟΔΙΑΣ 15/16 ΑΝΤΕΠΟΣΗ ΑΝΗΙΟΧΟΣΤΟΥ ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ -- SCHEDULED	15:00Πρωτάθλημα Νέων 15/16 ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ - ΑΕΚΟΔΙΑΣ ΔΑΙΔΙΟΥ - ENTERED					15:00Πρωτάθλημα Πόδιν κόπτη την 17 Α' Καποδιστρού 15/16 Α.Ε.Κ. ΔΑΙΔΙΟΥ -- ΕΠΙΤΡΕΠΕΤαι
15:00Πρωτάθλημα Νέων κόπτη την 21 Β' Καποδιστρού 15/16 ΑΕΚΟΔΙΑΣ ΔΑΙΔΙΟΥ - ΠΑΡΣΚΑΝΗΣ ΔΑΙΔΙΟΥ -- ENTERED						15:00Πρωτάθλημα Γ' ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ - ΑΛΗΗ Ορδανίκης -- ENTERED
						15:00Πρωτάθλημα Πόδιν κόπτη την 17 Α' Καποδιστρού 15/16 Α.Ε.Κ. ΔΑΙΔΙΟΥ -- ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΖΟΥ -- ΕΠΙΤΡΕΠΕΤαι
						15:00Πρωτάθλημα Γ' ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ -- ΕΠΙΤΡΕΠΕΤαι
						15:00Πρωτάθλημα Πόδιν κόπτη την 17 Α' Καποδιστρού 15/16 Α.Ε.Κ. ΔΑΙΔΙΟΥ -- ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ -- ΕΠΙΤΡΕΠΕΤαι
						15:00Πρωτάθλημα Γ' ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ -- ΧΑΛΑΚΑΝΟΡΑΣ ΔΑΙΔΙΟΥ -- ΕΠΙΤΡΕΠΕΤαι

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Status: ACTIVE	Rank:	NO IMAGE AVAILABLE
National ID: [REDACTED]	Stadium:	
Name: [REDACTED]	Notes:	
Long name: [REDACTED]	Reference ID:	
Association: C. Ε. Κ. Δ. Δ. Δ. Δ. Δ. Δ.		
Type: Football club		
<a href="#">Edit</a> <a href="#">New club</a> <a href="#">Search clubs</a>		
<a href="#">Contacts</a> <a href="#">Teams</a> <a href="#">Players</a> <a href="#">Coaches</a> <a href="#">Club kits</a> <a href="#">Custom attributes</a> <a href="#">Matches</a>		

Teams						
<a href="#">New team</a>						
♦ ID	♦ Type	♦ Name	♦ Rank	♦ Stadium	♦ Status	
No data found.						
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# Alexandros Kritikopoulos, Absx791

KOTI CFA

Search

User: Christos Michaelides  
Club: ΧΑΑΚΑΝΟΡΑΣ ΔΑΛΙΟΥ

You are not allowed to execute this action! Action:Coach.firstReg

Home ? Wiki User settings Change language Logout

Players  
Coaches and Staff  
Search coaches  
New coach  
New coach (no club)  
Search club staff  
New club staff  
Search seminar  
New seminar  
Clubs  
Stadiums  
Competitions  
Referees and Officials  
Disciplinary  
Associations  
Reports and Statistics  
Help

Search coaches

ID:   
Status: ACTIVE   
National ID:   
Gender: Choose   
Family name:   
First name:   
National team: Choose   
Passport #:   
Nationality:   
Date of birth:   
Country of birth:   
Place of birth:   
Father/Mother name:   
Coach level: Choose  Choose   
Reference ID:

Reset Search New coach

Active licenses Contacts Additional info History Custom attributes

Status: CONFIRMED  All   
Association: Cyprus Football Association    
XA/ΙΑΝΟΡΑΣ ΔΑΛΙΟΥ    
Choose   
License type: Choose   
Age category: Choose   
Date from:

KOTI CFA

Search

User: Christos Michaelides  
Club: ΧΑΑΚΑΝΟΡΑΣ ΔΑΛΙΟΥ

You are not allowed to execute this action! Action:Case.view

Home ? Wiki User settings Change language Logout

Players  
Coaches and Staff  
Clubs  
Stadiums  
Competitions  
Referees and Officials  
Disciplinary  
My active cases  
Monetary sanctions  
Search cases  
New case  
Search disc. mngr  
New disc. mngr  
Associations  
Reports and Statistics  
Help

Search coaches

ID:   
Status: ACTIVE   
National ID:   
Gender: Choose   
Family name:   
First name:   
National team: Choose   
Passport #:   
Nationality:   
Date of birth:   
Country of birth:   
Place of birth:   
Father/Mother name:   
Coach level: Choose  Choose   
Reference ID:

Reset Search New coach

Active licenses Contacts Additional info History Custom attributes

Status: CONFIRMED  All   
Association: Cyprus Football Association    
XA/ΙΑΝΟΡΑΣ ΔΑΛΙΟΥ    
Finance manager



CFA COMET

Καλωσ ορίστε στην οργανιστική. Επιλέγετε τη διαδικασία που θα:

Θέρμανε γράμμα   
Καθίσμας προβολής   
Ναι με θύματος

Επιλέγετε την κανονική πρόσβασης!



# Alexandros Kritikopoulos, Absx791

**Search coaches**

ID:	<input type="text"/>	Passport #:	<input type="text"/>
Status:	ACTIVE <input type="button" value="▼"/>	Nationality:	<input type="text"/> <input type="button" value="🔍"/>
National ID:	<input type="text"/>	Date of birth:	<input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>
Gender:	Choose <input type="button" value="▼"/>	Country of birth:	<input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>
Family name:	<input type="text"/>	Place of birth:	<input type="text"/>
First name:	<input type="text"/>	Father/Mother name:	<input type="text"/> <input type="button" value="🔍"/>
National team:	<input type="button" value="Choose"/> <input type="button" value="▼"/>	Coach level:	Choose <input type="button" value="▼"/> Choose <input type="button" value="▼"/>
Reference ID: <input type="text"/>			

**Players**

**Coaches and Staff**

**Clubs**

- ★ My club
- ★ My next matches
- ★ My previous matches
- 
- 

**Stadiums**

**Competitions**

**Referees and Officials**

**Disciplinary**

**Associations**

**Reports and Statistics**

**Help**

**My next matches**

**My next matches**

Round	Date/time	Competition	Stadium	Clubs	Score	Status

No data found.

0 - 0 of 0 results Page 1/1

**Search club staff**

ID:	<input type="text"/>	Passport #:	<input type="text"/>
Status:	ACTIVE <input type="button" value="▼"/>	Nationality:	<input type="text"/> <input type="button" value="🔍"/>
National ID:	<input type="text"/>	Date of birth:	<input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>
Gender:	Choose <input type="button" value="▼"/>	Country of birth:	<input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>
Family name:	<input type="text"/>	Place of birth:	<input type="text"/>
First name:	<input type="text"/>	Father/Mother name:	<input type="text"/> <input type="button" value="🔍"/>
National team:	<input type="button" value="Choose"/> <input type="button" value="▼"/>	Reference ID:	<input type="text"/>



**Search clubs**

ID:	<input type="text"/>	Date of foundation:	<input type="text"/>
Status:	Choose <input type="button" value="▼"/>	Rank:	Choose <input type="button" value="▼"/>
National ID:	<input type="text"/>	Stadium:	<input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>
Name:	XΑΚΑΝΟΠΑΣ ΔΑΙΛΙΟΥ	Notes:	<input type="text"/>
Long name:	<input type="text"/>	<input type="text"/>	
Association:	Cyprus Football Association <input type="button" value="🔍"/> <input type="button" value="✖"/>	Type:	Choose <input type="button" value="▼"/>

**Clubs**

ID	Type	National ID	Name	Place	Country	Status

No data found.

0 - 0 of 0 results Page 1/1

ZIP:   
Long.Lat:

### Search players

ID:	<input type="text"/>	Passport #:	<input type="text"/>
Status:	ACTIVE <input type="button" value="▼"/>	Nationality:	<input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>
National ID:	<input type="text"/>	Date of birth:	<input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>
Gender:	Choose <input type="button" value="▼"/>	Country of birth:	<input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>
Family name:	<input type="text"/>	Place of birth:	<input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>
First name:	<input type="text"/>	Father/Mother name:	<input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>
National team:	Choose <input type="button" value="▼"/>	Position:	Choose <input type="button" value="▼"/>
		Reference ID:	<input type="text"/>

Active registrations	Contacts	Additional info	History	Custom attributes
Status: All <input type="button" value="▼"/>	Association: Cyprus Football Association <input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>	Club: ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ <input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>	Level: Choose <input type="button" value="▼"/>	Registration type: Choose <input type="button" value="▼"/>
Date from: <input type="text"/>	Date to: <input type="text"/>	Termination reason: Choose <input type="button" value="▼"/>	Transfer value: <input type="text"/> Choose <input type="button" value="▼"/>	

- [▶ Players](#)
- [▶ Coaches and Staff](#)
- [▶ Clubs](#)
- [▶ Stadiums](#)
- [▶ Competitions](#)
- [▶ Referees and Officials](#)
- [▶ Disciplinary](#)
- [▶ Associations](#)
- [▼ Reports and Statistics](#)

- [Clubs and players](#)
- [Coaches and Staff](#)
- [Referees and Officials](#)
- [Competitions](#)
- [Disciplinary](#)
- [Organisations](#)
- [International affairs](#)

### Reports and Statistics - Clubs and players

Organisation:	Cyprus Football Association <input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>
Club:	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ <input type="text"/> <input type="button" value="🔍"/> <input type="button" value="✖"/>
Club type:	All <input type="button" value="▼"/>
Age category:	All <input type="button" value="▼"/>
Level:	All <input type="button" value="▼"/>
Registration type of player:	All <input type="button" value="▼"/>
Registration status of player:	CONFIRMED <input type="button" value="▼"/>
Contract type of player:	All <input type="button" value="▼"/>
Contract status of player:	CONFIRMED <input type="button" value="▼"/>
Date of birth:	<input type="text"/> - <input type="text"/>
Export format:	PDF <input type="button" value="▼"/>

[Club card \(brief\)](#)

[List of Players contracts](#)

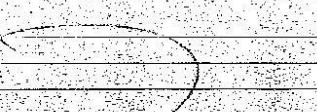
[Club card \(+List of players\)](#)

[Loaned players \(by origin club\)](#)

[List of players registrations](#)

[Loaned players \(by actual club\)](#)

## Chalkanoras Documentation

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2 <sup>ο</sup> Βοηθός:				Σ. ΙΩΑΝΝΙΝΩΝ ΖΑΧΑΡΙΑΣ				Τ. ΛΑΖΑΡΙΝ																																																																																																																																			
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Ε9.49 Φύλλο Διγώνας Ποδοσφαιρού



1934

## ΚΥΠΡΙΑΚΗ ΟΜΟΣΠΟΝΔΙΑ ΠΟΔΟΣΦΑΙΡΟΥ

## ΦΥΛΛΟΝ ΑΓΩΝΑ

ΓΗΠΕΔΟΥΧΟΣ: ..... ΚΟΥΙΑΣ ..... ΡΩΜΑΙΟΣ ..... ΔΙΚΑΙΟΥΜΕΝΟΙ ΠΑΡΑΜΟΝΗΣ ΜΕΣΑ ΣΤΟ ΣΤΙΒΟ Υπογρ. ΑΠΤ Τραμπαποφορείς ΑΠΤ Υπογρ.

Γυμνασιάρχος: ΛΑΚΗΣ ΙΩΑΝΝΗΣ Ημ. 646754 1. Χ. Κυπριακός 6.1.21  
Ιατρός: ΑΛΕΞΗΣ ΚΑΛΑΒΑΣ 715941 Κυπριακός 7.1.21  
Αγωνιστής:

Όνοματεπώνυμο	Υπογραφή	Αρ. Αδ. Προτ.	Όνοματεπώνυμο	Θέση	ΑΠΤ
1. Προπονητής		6			
2. Β. Προπονητής	ΙΩΑΝΝΗΣ	7			
3. Ιατρός		8			
4. Αγωνιστής	ΙΩΑΝΝΗΣ	9			
5. Επίκουρος Καθηγητής	ΕΦΟΓΟΣ	10			
		11			

Αρ. Φαν.	Αρ. Μητρώου Κ.Ο.Π.	Επώνυμο Ποδοσφαιριστή	Όνομα Ποδοσφαιριστή
31	4 5 0 6 5	ΖΑΧΑΡΙΟΣ	ΖΑΧΑΡΙΟΣ (Τ)
7	2 0 0 4 0 7	ΜΙΧΑΗΛ	ΛΟΙΚΑΣ
14	4 6 2 0 1	ΣΠΥΡΙΔΩΝΗΣ	ΣΠΥΡΟΣ
18	9 8 6 9 2	ΛΕΥΚΑΤΗΣ	ΕΥΣΤΑΘΟΣ
20	4 3 8 0 2	Χ. ΕΩΡΑΙΟΣ	ΑΝΔΡΙΑΣ
24	4 1 1 7 4	ΠΙΠΑΛΗΣ	ΦΩΙΒΟΣ
26	4 6 3 0 3	ΙΩΑΝΝΙΤΣΗΣ	ΠΙΠΑΛΙΤΗΣ
29	4 7 9 4 0	ΜΗΑΔΑ	ΚΩΝΤΑΣ
30	4 7 2 4 1	ΑΡΑΚΑΝΗΣ	ΝΙΚΟΛΑΙΣ (ΑΡΧ)
32	4 4 2 1 2	ΑΓΓΕΛΟΥΣ	ΑΝΤΩΝΗΣ
33	7 1 1 0 6		
2	2 0 2 5 1 9	ΘΕΟΦΑΝΟΣ	ΑΝΤΩΝΗΣ
10	4 3 6 3 3	ΙΑΝΝΟΥΚΟΥΗΣ	ΚΩΝΤΑΣ
11	2 0 0 4 0 9	ΣΤΑΥΡΟΣ	ΝΙΚΟΛΑΙΣ
28	4 6 0 5 0	ΙΩΑΝΝΗΣ	ΙΩΑΝΝΟΣ
35	9 5 5 6 9	ΖΑΧΑΡΙΟΠΟΥΛΟΣ	ΡΑΠΠΑΣ

Αρχηγός:  
Αρ. Φαν.

Όνοματεπώνυμο:

Υπογραφή:

## ΑΝΤΙΚΑΤΑΣΤΑΣΕΙΣ

ΝΙΚΟΛΑΙΣ ΑΙΓΑΛΙΑΣ

## ΕΚΤΟΣ

Αρ. Φαν.	Αρ. Μητρώου Κ.Ο.Π.
75	1 7 1 0 6
18	1 8 1 9 2
21	1 7 1 7 1

## ΕΝΤΟΣ

Αρ. Φαν.	Αρ. Μητρώου Κ.Ο.Π.
11	6 0 4 9
2	2 0 7 9
28	4 8 9 0

## ΛΕΠΤΟ

61
62
63

ΠΟΔΟΣΦΑΙΡΙΣΤΕΣ ΧΩΡΙΣ ΔΕΛΤΙΟ ΤΑΥΤΟΤΗΤΑΣ (να αναγράφονται στην τελευταία σελίδα)

Όνοματεπώνυμο	Διεύθυνση	ΑΠΤή Διεβ.	Ημέρ. Γεν.	Υπογραφή

2/5



1934

**ΚΥΠΡΙΑΚΗ ΟΜΟΣΠΟΝΔΙΑ ΠΟΔΟΣΦΑΙΡΟΥ**

**ΦΥΛΛΟΝ ΑΓΩΝΑ**

ΦΙΛΟΞΕΝΟΥΜΕΝΗ: *ΑΙΓΑΙΝΟΥΣ* ..... ΣΥΓΧΡΟΥ.....

**ΔΙΚΑΙΟΥΜΕΝΟΙ ΠΑΡΑΜΟΝΗΣ ΜΕΣΑ ΣΤΟ ΣΤΙΒΟ**

Ονοματεπώνυμο:		Υπογραφή	Αρ. Αδ. Πρωτ.	Ονοματεπώνυμο:	Ιδιότητα	ΑΠΤ
1. Προπονητής	<i>Δ. Υ. Δ. Δ. Δ. Δ. Δ. Δ. Δ. Δ. Δ.</i>	<i>ΔΙΚΗΣ</i>	8.			
2. Β. Προπονητής			7.			
3. Ιατρός			6.			
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			10.			
			11.			

Αρ. Φαν.	Αρ. Μητρώου Κ.Ο.Π.	Επώνυμο Ποδοσφαιριστή	Ονομα Ποδοσφαιριστή
9	6 3 5 5 6 0	ΑΙΓΑΙΝΟΣ	ΑΙΓΑΙΝΟΣ (τ) (α)
21	0 4 5 4 6 6	ΑΙΓΑΙΝΟΣ	ΑΙΓΑΙΝΟΣ
9	0 4 2 4 5 6	ΑΙΓΑΙΝΟΣ	ΑΙΓΑΙΝΟΣ
13	0 4 6 0 4 0	ΥΡΙΣΤΙΚΑΣ ΛΑΙΔΗΣ	ΥΡΙΣΤΙΚΑΣ
13	0 4 6 4 7 0	ΥΡΙΣΤΙΚΑΣ ΛΑΙΔΗΣ	ΥΡΙΣΤΙΚΑΣ
7	0 4 6 4 7 0	ΥΡΙΣΤΙΚΑΣ ΛΑΙΔΗΣ	ΥΡΙΣΤΙΚΑΣ
24	0 4 7 9 0 6	(ΛΑΙΔΗΣ ΤΟΥΝΑΣ)	(ΛΑΙΔΗΣ ΤΟΥΝΑΣ)
17	0 4 8 9 1 2	ΓΛΥΦΑΔΑΣ ΛΑΙΔΗΣ	ΓΛΥΦΑΔΑΣ ΛΑΙΔΗΣ
8	0 4 5 1 9 14	ΥΡΙΣΤΙΚΑΣ ΛΑΙΔΗΣ	ΥΡΙΣΤΙΚΑΣ ΛΑΙΔΗΣ
9	0 4 5 1 9 0	ΥΡΙΣΤΙΚΑΣ ΛΑΙΔΗΣ	ΥΡΙΣΤΙΚΑΣ ΛΑΙΔΗΣ
2	0 4 7 9 0 6	ΥΡΙΣΤΙΚΑΣ ΛΑΙΔΗΣ	ΥΡΙΣΤΙΚΑΣ ΛΑΙΔΗΣ
16	6 4 3 3 1 9	ΑΙΓΑΙΝΟΣ	ΑΙΓΑΙΝΟΣ
4	0 4 2 3 0 1	ΑΙΓΑΙΝΟΣ	ΑΙΓΑΙΝΟΣ

Αρχηγός:  
Αρ. Φαν. 94

Ονοματεπώνυμο:

*ΑΙΓΑΙΝΟΣ ΧΡΥΣΟΦΟΣΣΟΣ*

Υπογραφή:

**ΑΝΤΙΚΑΤΑΣΤΑΣΕΙΣ**

**ΕΚΤΟΣ:**

Αρ. Φαν.	Αρ. Μητρώου Κ.Ο.Π.
9	4 5 1 2 0
7	2 0 0 9 6 2

**ΕΝΤΟΣ:**

Αρ. Φαν.	Αρ. Μητρώου Κ.Ο.Π.
16	4 7 3 1 9
1	4 2 1 0 1

**Λεπτό**

62'
74'
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/
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**ΠΟΔΟΣΦΑΙΡΙΣΤΕΣ ΧΩΡΙΣ ΔΕΛΤΙΟ ΤΑΥΤΟΤΗΤΑΣ (να αναγράφονται στην τελευταία σελίδα)**

Ονοματεπώνυμο	Διεύθυνση	ΑΠΤ. ή Διαβ.	Ημερ. Γεν.	Υπογραφή

ΕΦ.49 Φύλλο Αγώνος Ποδοσφαίρου

**ΠΟΔΟΣΦΑΙΡΙΣΤΕΣ που παραπρήθηκαν (ΚΙΤΡΙΝΗ ΚΑΡΤΑ)**

Επώνυμο και Όνομα Ποδοσφαιριστή	Αρ. Φαν.	Αρ. Μητρώου Κ.Ο.Π.	Ομάδα	Λεπτό	Λόγος παραπρησης (σε αυτομάτα)
ΑΡΑΜΠΙΩΣ Ν. ΓΕΩΡΓΙΟΥ Σ.	30 22	1 7 2 4 1 4 7 9 0 0	ΟΠΛΙΚΟΣ ΧΑΛΚΗΝΟΣ	61	Απειλή στον

**ΠΟΔΟΣΦΑΙΡΙΣΤΕΣ που αποβλήθηκαν (ΔΕΥΤΕΡΗ ΚΙΤΡΙΝΗ ΚΑΡΤΑ)**

Επώνυμο και Όνομα Ποδοσφαιριστή	Αρ. Φαν.	Αρ. Μητρώου Κ.Ο.Π.	Ομάδα	Λεπτό	Λόγος παραπρησης (σε συντομία)

**ΠΟΔΟΣΦΑΙΡΙΣΤΕΣ που αποβλήθηκαν (ΑΠΕΥΘΕΙΑΣ ΚΟΚΚΙΝΗ ΚΑΡΤΑ)**

Επώνυμο και Όνομα Ποδοσφαιριστή	Αρ. Φαν.	Αρ. Μητρώου Κ.Ο.Π.	Ομάδα	Λεπτό	Λόγος Αποβολής (με πλήρεις λεπτομέρειες)
Επώνυμο και Όνομα Ποδοσφαιριστή	Αρ. Φαν.	Αρ. Μητρώου Κ.Ο.Π.	Ομάδα	Λεπτό	Λόγος Αποβολής (με πλήρεις λεπτομέρειες)
Επώνυμο και Όνομα Ποδοσφαιριστή	Αρ. Φαν.	Αρ. Μητρώου Κ.Ο.Π.	Ομάδα	Λεπτό	Λόγος Αποβολής (με πλήρεις λεπτομέρειες)

4/5

ΕΦ.49 Φύλλο Αγώνος Παραπομπής

ΔΙΚΑΙΩΜΑΤΑ ΔΙΑΙΤΗΣΙΑΣ		<input type="checkbox"/> NAI	<input checked="" type="checkbox"/> OXI	ΣΥΣΤΗΜΑ ΕΝΔΟΕΠΙΚΟΙΝΩΝΙΑΣ (Σωστή Λειτουργία)		<input type="checkbox"/> NAI	<input type="checkbox"/> OXI
ΧΡΩΜΑΤΑ ΟΜΑΔΩΝ:		ΓΗΠΕΔΟΥΧΟΥ:				ΦΙΛΟΞΕΝΟΥΜΕΝΗΣ:	
Φανέλα:		ΜΟΣΧ				Ρομποτάρη	
Πάντελονάκι:		<u>μ</u>				<u>μ</u>	
Κάλτσες:							

**ΓΕΝΙΚΕΣ ΠΑΡΑΤΗΡΗΣΕΙΣ ΔΙΑΙΤΗΤΗ**: Διακοπές αγώνα, διαγωγή κοινού, παρουσία ιατρού / φαρμακευτικού υλικού κλπ, παραπρήσεις σε περίπτωση έντασης, παρουσία τεχνικού εξοπλισμού (τηλεομοιότυπο, φωτιστική κλπ).

ΔΙΑΙΤΗΤΗΣ: ΙΑΤΡΟΣ

ΓΛΩΣΣΑ: ΕΛΛΗΝΙΚΟΣ

Υπογραφή Διαιτητή

**Σημειώσεις:**

- Οι έντεκα (11) θέσεις στον πάγκο των αντιπληρωματικών για τους παράγοντες ταχύει μόνον για το Πρωτάθλημα Α' κατηγορίας και Κύπελλο Α' και Β' Κατηγορίας.
- Ο Διαιτητής οφείλει να στέλνει το τριπλότυπο Φύλλο Αγώνα στην Κ.Ο.Π. εντός των χρονικών πλαισίων που προβλέπονται στην Προκήρυξη του Πρωταθλήματος.
- Ο Διαιτητής οφείλει να συμπληρώνει κανονικά την ώρα έναρξης και ώρα λήξης του αγώνα.
- Ο Διαιτητής να εξασφαλίζει (αν είναι δυνατόν) τον αριθμό πολιτικής ταυτότητας των διαιτητών καταγγέλλονται στο Φύλλο Αγώνα και δεν περιλαμβάνονται σε αυτό.
- Ο Διαιτητής να σημειεύει ευκρινώς αν σκόρερ ανήκε στην ομάδα που δέχτηκε τό τέρμα (αυτονκόλ).
- Ο Διαιτητής να βεβαιώνεται ότι δια όσα γράφονται στο Φύλλο Αγώνα από τους αντιπρόσωπους των δύο συμπτετεύντων είναι εισανάγνωστα.
- Ο Διαιτητής μπορεί να χρησιμοποιήσει τον χώρο των Γενικών Παραπρήσεων για να συμπληρώσει πληροφορίες όπου ο παρεχόμενος χώρος σε άλλα μέρη του Φύλλου δεν αρκεί.
- Ο Διαιτητής μπορεί να χρησιμοποιήσει πρόσθιτο χώρι για συμπλήρωση της εκθεσής του αν ο χώρος στο Φύλλο Αγώνα δεν αρκεί.
- Ο Διαιτητής να σημειεύει στο Φύλλο Αγώνα αν το σύστημα ενδοεπικοινωνίας δαύλεψε συστάτη αν υπήρχε οποιοδήποτε πρόβλημα.
- Ο Διαιτητής να σημειεύει στο Φύλλο Αγώνα τα χρώματα των στολών με τα οποία αναγνωρίζονται στο δύο ομάδες.

Τα δύο φύλλα να σταλούν στην Κ.Ο.Π.

Τα κίτρινα φύλλα να σταλούν στο φιλόξενούμενό Σωματείο

Τα ροζ φύλλα να σταλούν στο γηπεδούχο Σωματείο

Τα μπλε φύλλα να κρατηθούν για τον Διαιτητή

1η Αγωνιστική		
Σάββατο, 19 Σεπτεμβρίου 2015		
ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ	11:00	ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ
ΑΕΛ ΛΕΜΕΣΟΥ	11:00	ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ
ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ	11:00	Α.Ε.Κ.ΛΑΡΝΑΚΑΣ
ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ	11:00	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ
ΠΑΦΟΣ F.C.	11:00	ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ
ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ	11:00	ΠΑΕΣΚ ΚΕΡΥΝΕΙΑΣ
ΑΓ. ΝΑΠΑ	11:00	ΑΡΗΣ ΛΕΜΕΣΟΥ
2η Αγωνιστική		
Σάββατο, 26 Σεπτεμβρίου 2015		
ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ	11:00	ΑΡΗΣ ΛΕΜΕΣΟΥ
ΠΑΕΣΚ ΚΕΡΥΝΕΙΑΣ	11:00	ΑΓ. ΝΑΠΑ
ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ	11:00	ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ
ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ	11:00	ΠΑΦΟΣ F.C.
Α.Ε.Κ.ΛΑΡΝΑΚΑΣ	11:00	ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ
ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ	11:00	ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ
ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ	11:00	ΑΕΛ ΛΕΜΕΣΟΥ
3η Αγωνιστική		
Σάββατο, 3 Οκτωβρίου 2015		
ΑΕΛ ΛΕΜΕΣΟΥ	11:00	ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ
ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ
ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ	11:00	ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ
ΠΑΦΟΣ F.C.	11:00	Α.Ε.Κ.ΛΑΡΝΑΚΑΣ
ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ	11:00	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ
ΑΓ. ΝΑΠΑ	11:00	ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ
ΑΡΗΣ ΛΕΜΕΣΟΥ	11:00	ΠΑΕΣΚ ΚΕΡΥΝΕΙΑΣ
4η Αγωνιστική		
Σάββατο, 10 Οκτωβρίου 2015		
ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ	11:00	ΠΑΕΣΚ ΚΕΡΥΝΕΙΑΣ
ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΡΗΣ ΛΕΜΕΣΟΥ
ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ	11:00	ΑΓ. ΝΑΠΑ
Α.Ε.Κ.ΛΑΡΝΑΚΑΣ	11:00	ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ
ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ	11:00	ΠΑΦΟΣ F.C.
ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ	11:00	ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ
ΑΕΛ ΛΕΜΕΣΟΥ	11:00	ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ
5η Αγωνιστική		
Σάββατο, 17 Οκτωβρίου 2015		
ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ	11:00	ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ
ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ	11:00	ΑΕΛ ΛΕΜΕΣΟΥ
ΠΑΦΟΣ F.C.	11:00	ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ
ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ
ΑΓ. ΝΑΠΑ	11:00	Α.Ε.Κ.ΛΑΡΝΑΚΑΣ
ΑΡΗΣ ΛΕΜΕΣΟΥ	11:00	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ
ΠΑΕΣΚ ΚΕΡΥΝΕΙΑΣ	11:00	ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ
6η Αγωνιστική		
Σάββατο, 24 Οκτωβρίου 2015		
ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ	11:00	ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ
ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ	11:00	ΠΑΕΣΚ ΚΕΡΥΝΕΙΑΣ
Α.Ε.Κ.ΛΑΡΝΑΚΑΣ	11:00	ΑΡΗΣ ΛΕΜΕΣΟΥ
ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ	11:00	ΑΓ. ΝΑΠΑ
ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ	11:00	ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ

ΑΕΛ ΛΕΜΕΣΟΥ	11:00	ΠΑΦΟΣ F.C.
ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ	11:00	ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ
<b>7η Αγωνιστική</b>		
<b>Σάββατο, 31 Οκτωβρίου 2015</b>		
ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ	11:00	ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ
ΠΑΦΟΣ F.C.	11:00	ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ
ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΕΛ ΛΕΜΕΣΟΥ
ΑΓ. ΝΑΠΑ	11:00	ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ
ΑΡΗΣ ΛΕΜΕΣΟΥ	11:00	ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ
ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ	11:00	Α.Ε.Κ.ΛΑΡΝΑΚΑΣ
ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ	11:00	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ
<b>8η Αγωνιστική</b>		
<b>Σάββατο, 7 Νοεμβρίου 2015</b>		
ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ	11:00	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ
Α.Ε.Κ.ΛΑΡΝΑΚΑΣ	11:00	ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ
ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ	11:00	ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ
ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ	11:00	ΑΡΗΣ ΛΕΜΕΣΟΥ
ΑΕΛ ΛΕΜΕΣΟΥ	11:00	ΑΓ. ΝΑΠΑ
ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ	11:00	ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ
ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ	11:00	ΠΑΦΟΣ F.C.
<b>9η Αγωνιστική</b>		
<b>Σάββατο, 14 Νοεμβρίου 2015</b>		
ΠΑΦΟΣ F.C.	11:00	ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ
ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ	11:00	ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ
ΑΓ. ΝΑΠΑ	11:00	ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ
ΑΡΗΣ ΛΕΜΕΣΟΥ	11:00	ΑΕΛ ΛΕΜΕΣΟΥ
ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ	11:00	ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ
ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ
ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ	11:00	Α.Ε.Κ.ΛΑΡΝΑΚΑΣ
<b>10η Αγωνιστική</b>		
<b>Σάββατο, 21 Νοεμβρίου 2015</b>		
ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ	11:00	Α.Ε.Κ.ΛΑΡΝΑΚΑΣ
ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ	11:00	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ
ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ	11:00	ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ
ΑΕΛ ΛΕΜΕΣΟΥ	11:00	ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ
ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΡΗΣ ΛΕΜΕΣΟΥ
ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ	11:00	ΑΓ. ΝΑΠΑ
ΠΑΦΟΣ F.C.	11:00	ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ
<b>11η Αγωνιστική</b>		
<b>Σάββατο, 28 Νοεμβρίου 2015</b>		
ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ	11:00	ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ
ΑΓ. ΝΑΠΑ	11:00	ΠΑΦΟΣ F.C.
ΑΡΗΣ ΛΕΜΕΣΟΥ	11:00	ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ
ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ	11:00	ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ
ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΕΛ ΛΕΜΕΣΟΥ
ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ	11:00	ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ
Α.Ε.Κ.ΛΑΡΝΑΚΑΣ	11:00	ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ
<b>12η Αγωνιστική</b>		
<b>Σάββατο, 5 Δεκεμβρίου 2015</b>		
ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ	11:00	ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ
ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ	11:00	Α.Ε.Κ.ΛΑΡΝΑΚΑΣ

ΑΕΛ ΛΕΜΕΣΟΥ	11:00	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ
ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ	11:00	ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ
ΚΑΡΜΙΩΤΙΣΑ ΠΟΛΕΜΙΔΙΩΝ	11:00	ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ
ΠΑΦΟΣ F.C.	11:00	ΑΡΗΣ ΛΕΜΕΣΟΥ
ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΓ. ΝΑΠΑ
<b>13η Αγωνιστική</b>		
Σάββατο, 12 Δεκεμβρίου 2015		
ΑΓ. ΝΑΠΑ	11:00	ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ
ΑΡΗΣ ΛΕΜΕΣΟΥ	11:00	ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ
ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ	11:00	ΠΑΦΟΣ F.C.
ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ	11:00	ΚΑΡΜΙΩΤΙΣΑ ΠΟΛΕΜΙΔΙΩΝ
ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ	11:00	ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ
Α.Ε.Κ.ΛΑΡΝΑΚΑΣ	11:00	ΑΕΛ ΛΕΜΕΣΟΥ
ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ	11:00	ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ
<b>14η Αγωνιστική</b>		
Σάββατο, 19 Δεκεμβρίου 2015		
ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ	11:00	ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ
ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ	11:00	ΑΕΛ ΛΕΜΕΣΟΥ
Α.Ε.Κ.ΛΑΡΝΑΚΑΣ	11:00	ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ
ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ	2	ΚΑΡΜΙΩΤΙΣΑ ΠΟΛΕΜΙΔΙΩΝ
ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ	11:00	ΠΑΦΟΣ F.C.
ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ	11:00	ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ
ΑΡΗΣ ΛΕΜΕΣΟΥ	11:00	ΑΓ. ΝΑΠΑ
<b>15η Αγωνιστική</b>		
Σάββατο, 2 Ιανουαρίου 2016		
ΑΡΗΣ ΛΕΜΕΣΟΥ	11:00	ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ
ΑΓ. ΝΑΠΑ	11:00	ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ
ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ	11:00	ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ
ΠΑΦΟΣ F.C.	1	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ
ΚΑΡΜΙΩΤΙΣΑ ΠΟΛΕΜΙΔΙΩΝ	11:00	Α.Ε.Κ.ΛΑΡΝΑΚΑΣ
ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ
ΑΕΛ ΛΕΜΕΣΟΥ	11:00	ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ
<b>16η Αγωνιστική</b>		
Σάββατο, 9 Ιανουαρίου 2016		
ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ	11:00	ΑΕΛ ΛΕΜΕΣΟΥ
ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ	11:00	ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ
ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ	11:00	ΚΑΡΜΙΩΤΙΣΑ ΠΟΛΕΜΙΔΙΩΝ
Α.Ε.Κ.ΛΑΡΝΑΚΑΣ	11:00	ΠΑΦΟΣ F.C.
ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ	0	ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ
ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΓ. ΝΑΠΑ
ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ	11:00	ΑΡΗΣ ΛΕΜΕΣΟΥ
<b>17η Αγωνιστική</b>		
Σάββατο, 16 Ιανουαρίου 2016		
ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ	11:00	ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ
ΑΡΗΣ ΛΕΜΕΣΟΥ	11:00	ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ
ΑΓ. ΝΑΠΑ	2	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ
ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ	11:00	Α.Ε.Κ.ΛΑΡΝΑΚΑΣ
ΠΑΦΟΣ F.C.	11:00	ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ
ΚΑΡΜΙΩΤΙΣΑ ΠΟΛΕΜΙΔΙΩΝ	11:00	ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ
ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΕΛ ΛΕΜΕΣΟΥ
<b>18η Αγωνιστική</b>		

Σάββατο, 23 Ιανουαρίου 2016		
ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ	11:00	ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ
ΑΕΛ ΛΕΜΕΣΟΥ	11:00	ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ
ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ	11:00	ΠΑΦΟΣ F.C.
ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ	11:00	ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ
Α.Ε.Κ.ΛΑΡΝΑΚΑΣ	11:00	ΑΓ. ΝΑΠΑ
ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ	11:00	ΑΡΗΣ ΛΕΜΕΣΟΥ
ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ	11:00	ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ

19η Αγωνιστική		
Σάββατο, 30 Ιανουαρίου 2016		
ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ	11:00	ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ
ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ	11:00	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ
ΑΡΗΣ ΛΕΜΕΣΟΥ	11:00	Α.Ε.Κ.ΛΑΡΝΑΚΑΣ
ΑΓ. ΝΑΠΑ	11:00	ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ
ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ
ΠΑΦΟΣ F.C.	11:00	ΑΕΛ ΛΕΜΕΣΟΥ
ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ	11:00	ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ

20η Αγωνιστική		
Σάββατο, 6 Φεβρουαρίου 2016		
ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ	11:00	ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ
ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ	11:00	ΠΑΦΟΣ F.C.
ΑΕΛ ΛΕΜΕΣΟΥ	11:00	ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ
ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ	11:00	ΑΓ. ΝΑΠΑ
ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ	11:00	ΑΡΗΣ ΛΕΜΕΣΟΥ
Α.Ε.Κ.ΛΑΡΝΑΚΑΣ	11:00	ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ
ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ	11:00	ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ

21η Αγωνιστική		
Σάββατο, 13 Φεβρουαρίου 2016		
ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ	11:00	ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ
ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ	11:00	Α.Ε.Κ.ΛΑΡΝΑΚΑΣ
ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ	11:00	ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ
ΑΡΗΣ ΛΕΜΕΣΟΥ	11:00	ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ
ΑΓ. ΝΑΠΑ	11:00	ΑΕΛ ΛΕΜΕΣΟΥ
ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ
ΠΑΦΟΣ F.C.	11:00	ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ

22η Αγωνιστική		
Σάββατο, 20 Φεβρουαρίου 2016		
ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ	11:00	ΠΑΦΟΣ F.C.
ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ	11:00	ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ
ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΓ. ΝΑΠΑ
ΑΕΛ ΛΕΜΕΣΟΥ	11:00	ΑΡΗΣ ΛΕΜΕΣΟΥ
ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ	11:00	ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ
ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ	11:00	ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ
Α.Ε.Κ.ΛΑΡΝΑΚΑΣ	11:00	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ

23η Αγωνιστική		
Σάββατο, 27 Φεβρουαρίου 2016		
Α.Ε.Κ.ΛΑΡΝΑΚΑΣ	11:00	ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ
ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ	11:00	ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ
ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ
ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ	11:00	ΑΕΛ ΛΕΜΕΣΟΥ
ΑΡΗΣ ΛΕΜΕΣΟΥ	11:00	ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ
ΑΓ. ΝΑΠΑ	11:00	ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ

ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ	11:00	ΠΑΦΟΣ F.C.
<b>24η Αγωνιστική</b>		
<b>Σάββατο, 5 Μαρτίου 2016</b>		
ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ	11:00	ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ
ΠΑΦΟΣ F.C.	11:00	ΑΓ. ΝΑΠΑ
ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ	11:00	ΑΡΗΣ ΛΕΜΕΣΟΥ
ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ	11:00	ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ
ΑΕΛ ΛΕΜΕΣΟΥ	11:00	ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ
ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ	11:00	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ
ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ	11:00	Α.Ε.Κ.ΛΑΡΝΑΚΑΣ
<b>25η Αγωνιστική</b>		
<b>Σάββατο, 12 Μαρτίου 2016</b>		
ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ	11:00	ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ
Α.Ε.Κ.ΛΑΡΝΑΚΑΣ	11:00	ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ
ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ	11:00	ΑΕΛ ΛΕΜΕΣΟΥ
ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ
ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ	11:00	ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ
ΑΡΗΣ ΛΕΜΕΣΟΥ	11:00	ΠΑΦΟΣ F.C.
ΑΓ. ΝΑΠΑ	11:00	ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ
<b>26η Αγωνιστική</b>		
<b>Σάββατο, 19 Μαρτίου 2016</b>		
ΕΡΜΗΣ ΑΡΑΔΙΠΠΟΥ	11:00	ΑΓ. ΝΑΠΑ
ΟΛΥΜΠΙΑΚΟΣ ΛΕΥΚΩΣΙΑΣ	11:00	ΑΡΗΣ ΛΕΜΕΣΟΥ
ΠΑΦΟΣ F.C.	11:00	ΠΑΕΕΚ ΚΕΡΥΝΕΙΑΣ
ΚΑΡΜΙΩΤΙΣΣΑ ΠΟΛΕΜΙΔΙΩΝ	11:00	ΟΜΟΝΟΙΑ ΛΕΥΚΩΣΙΑΣ
ΑΠΟΕΛ ΛΕΥΚΩΣΙΑΣ	11:00	ΧΑΛΚΑΝΟΡΑΣ ΔΑΛΙΟΥ
ΑΕΛ ΛΕΜΕΣΟΥ	11:00	Α.Ε.Κ.ΛΑΡΝΑΚΑΣ
ΑΝΟΡΘΩΣΗ ΑΜΜΟΧΩΣΤΟΥ	11:00	ΑΠΟΛΛΩΝΑΣ ΛΕΜΕΣΟΥ

**ΣΥΜΒΑΣΗ ΓΙΑ ΕΚΜΙΣΘΩΣΗ ΥΠΗΡΕΣΙΩΝ ΠΟΔΟΣΦΑΙΡΙΣΤΗ**

Η Συμφωνία αυτή γίνεται σήμερα την 26/08/2015 στο Δάλι, μεταξύ του Αθλητικού Σωματείου **ΧΑΛΚΑΝΩΡ ΙΔΑΛΙΟΥ** (το οποίο για τους σκοπούς και όρους της παρούσας Συμφωνίας θα καλείται "Ο ΕΡΓΟΔΟΤΗΣ") δεόντως αντιπροσωπευόμενου από τον Πρόεδρο του κον. Νίκο Παπαλοϊζου και τον Γενικό Γραμματέα κον. Κωνσταντίνο Γρηγορίου αφενός και του κ. Βασύλη Μιχαηλίδη **με αρ. Ταυτ Α.Δ.Τ. 838412** (ο οποίος για τους σκοπούς και όρους της παρούσας Συμφωνίας θα καλείται "Ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ") αφετέρου με την οποία :

ΕΠΙΜΑΡΤΥΡΟΥΝΤΑΙ ΤΑ ΑΚΟΛΟΥΘΑ :

**ΕΠΕΙΔΗ Ο ΕΡΓΟΔΟΤΗΣ** είναι ποδοσφαιρικό σωματείο και διατηρεί ομάδα ποδοσφαίρου με έδρα το γήπεδο Δημήτρης Χάματσος στο Δάλι της Επαρχίας Λευκωσίας και η οποία συμμετέχει στο πρωτάθλημα της Γ' κατηγορίας της ΚΟΠ και

Επειδή Ο ΕΡΓΟΔΟΤΗΣ ως Ποδοσφαιρικό Σωματείο αγωνίζεται στα ποδοσφαιρικά πρωταθλήματα που διοργανώνει η ΚΟΠ και/ή αντίστοιχες διεθνείς ομοσπονδίες και

Επειδή Ο ΕΡΓΟΔΟΤΗΣ επιθυμεί την συνεργασία με τον ποδοσφαιριστή ως **Επαγγελματία** ποδοσφαιριστή και

**ΕΠΕΙΔΗ Ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ** είναι προσοντούχος εν ενεργεία ποδοσφαιριστής και δεν διατηρεί συμβόλαιο με τον Εργοδότη και

Επειδή ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ είναι ελεύθερος συμβολαίου και

Επειδή ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ επιθυμεί όπως εγγραφεί και να προσφέρει τις υπηρεσίες του ως ποδοσφαιριστής του ΕΡΓΟΔΟΤΗ υπό την ιδιότητα του Επαγγελματία.

Bll Kf N. A

**ΣΥΜΦΩΝΟΥΝΤΑΙ ΜΕΤΑΞΥ ΤΟΥ ΕΡΓΟΔΟΤΗ ΚΑΙ ΤΟΥ ΕΡΓΟΔΟΤΟΥΜΕΝΟΥ  
ΤΑ ΑΚΟΛΟΥΘΑ:**

1. Ο ΕΡΓΟΔΟΤΗΣ έχει προσλάβει και με την παρούσα προσλαμβάνει τον ΕΡΓΟΔΟΤΟΥΜΕΝΟ, ο οποίος διά την υπογραφή της παρούσας συμφωνίας δεν ενέπλεξε διαμεσολαβητή, ως **Επαγγελματία** για να προσφέρει τις υπηρεσίες του ως ποδοσφαιριστής στην ποδοσφαιρική ομάδα του ΕΡΓΟΔΟΤΗ για περίοδο 8.5 μηνών και συγκεκριμένα από τον Αύγουστο του 2015 έως τα μέσα Απριλίου του 2016, ήτοι μέχρι την τελευταία αγωνιστική υποχρέωση της Ά ομάδας του ΕΡΓΟΔΟΤΗ για την **ποδοσφαιρική περίοδο 2015-2016**, σύμφωνα με τους όρους και τις προϋποθέσεις που αναφέρονται κατωτέρω οπόταν με τη λήξη και/ή τερματισμό της παρούσας, ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ θα είναι ελεύθερος να εγγραφεί σε οποιαδήποτε ομάδα νοούμενου ότι ο Εργοδότης δεν επιθυμεί την ανανέωση της συνεργασίας, η οποία σε κάθε περίπτωση δεν θα ξεπερνά το 1 έτος ήτοι μια ποδοσφαιρική σεζόν.

Σε περίπτωση που ο Εργοδότης επιθυμεί την ανανέωση της συνεργασίας για 1 ακόμα έτος αυτό θα δικαιούται να το πράξει με οποιουσδήποτε τυχόν νέους όρους θα προκύψουν ή με τους ίδιους και ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ θα παραμείνει στη δύναμη του Σωματείου.

Η παρούσα συμφωνία τίθεται σε ισχύ εάν και εφόσον ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ περάσει με επιτυχία τις ιατρικές εξετάσεις.

2. Ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ υποχρεούται να τηρεί τις διατάξεις και τους κανονισμούς τεχνικού, αθλητικού και πειθαρχικού χαρακτήρα που θα καθορίζει ο ΕΡΓΟΔΟΤΗΣ και δεσμεύουν τον ΕΡΓΟΔΟΤΟΥΜΕΝΟ για την πιστή τήρηση της παρούσας συμφωνίας.

3. Ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ υποχρεούται όπως μην ασκεί άλλη αθλητική δραστηριότητα χωρίς την συγκατάθεση του ΕΡΓΟΔΟΤΗ.

4. Ως αντάλλαγμα και/ή αντιπαροχή για την εγγραφή του ΕΡΓΟΔΟΤΟΥΜΕΝΟΥ στην ποδοσφαιρική ομάδα του ΕΡΓΟΔΟΤΗ και/ή ως αντάλλαγμα και/ή αντιπαροχή για την προσφορά των υπηρεσιών του ΕΡΓΟΔΟΤΟΥΜΕΝΟΥ στον ΕΡΓΟΔΟΤΗ για όλη τη χρονική περίοδο ισχύος της παρούσας, ο ΕΡΓΟΔΟΤΗΣ συμφωνεί όπως πληρώσει στον ΕΡΓΟΔΟΤΟΥΜΕΝΟ υπό τη μορφή τακτικών παροχών και/ή ως αντιμισθία τα παρακάτω ποσά ως ακολούθως:

Α)Το ποσό των €3.400 (Τρεις Χιλιάδες τετρακόσια Ευρώ) πληρωτέα σε 8 ισόποσες μηνιαίες δόσεις εξ €400 ( Τετρακόσια Ευρώ) και μία δόση των €200 ( Διακοσίων Ευρώ) ακαθάριστο εισόδημα εκάστη η πρώτη πληρωτέα την 31/08/2015 και οι επόμενες την τελευταία ημέρα έκαστου

*Β.Μ Κ.Γ Ν.Ρ*

μήνα με 60 (εξήντα) μέρες χάρη για την περίοδο Αύγουστος 2015-Μάρτιος 2016.

B) Το ποσό των €200 ( Διακόσια Ευρώ) ακαθάριστο εισόδημα σε περίπτωση που η ομάδα κερδίσει την άνοδο της στην Β' Κατηγορία για την σεζόν 2016-2017.

5. Ο ΕΡΓΟΔΟΤΗΣ υποχρεούται να παρέχει πλήρη ιατροφαρμακευτική περίθαλψη στον ΕΡΓΟΔΟΤΟΥΜΕΝΟ για όλη τη διάρκεια του συμβολαίου εν σχέση με τραυματισμούς που προήλθαν κατά τη διάρκεια των προπονήσεων ή άλλων αγωνιστικών υποχρεώσεων του ΕΡΓΟΔΟΤΗ. Η Ιατροφαρμακευτική περίθαλψη και οι επισκέψεις σε Ιατρούς και φυσιοθεραπευτές θα γίνονται μόνο μετά από άδεια του Διοικητικού συμβουλίου, το οποίο θα παραπέμπει τον ΕΡΓΟΔΟΤΟΥΜΕΝΟ σε εξουσιοδοτημένο φαρμακοποιό και Ιατρό της ομάδας. Σημειώνεται ότι έξοδα οδοντίατρου, οφθαλμίατρου, ωτορινολαρυγγολόγου δεν καλύπτονται εκτός και αν το σχετικό ατύχημα προήλθε από τις προπονήσεις ή αγώνες της ομάδας.

6. Ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ υποχρεούται να συμμετέχει, με εξαίρεση τις περιπτώσεις ασθενείας ή ατυχήματος πιστοποιούμενες από ιατρό του ΕΡΓΟΔΟΤΗ, σε όλες τις προπονήσεις και σε όλους τους αγώνες (επίσημους ή φιλικούς) με τον τρόπο που καθορίζονται στους Κανονισμούς καθώς και σ' όλες τις δραστηριότητες που ήθελε καθορίσει ο ΕΡΓΟΔΟΤΗΣ.

7. Ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ σε περίπτωση που παραβεί τα καθήκοντα και υποχρεώσεις του έναντι του ΕΡΓΟΔΟΤΗ ως αυτά προνοούνται από την παρούσα ή από τους εσωτερικούς ή άλλους Κανονισμούς, τιμωρείται αναλόγως της βαρύτητας της περιστάσεως και μετά από προηγούμενη κλήση του σε απολογία.

8. Ο ΕΡΓΟΔΟΤΗΣ θα έχει το δικαίωμα, εάν το επιθυμεί, της μονομερής λύσης του Συμβολαίου του ΕΡΓΟΔΟΤΟΥΜΕΝΟΥ χωρίς την καταβολή οποιασδήποτε αποζημίωσης εάν και εφόσον ο τελευταίος:

A) Εξυβρίσει ή σκόπιμα κτυπήσει συμποδοσφαιριστή, Προπονητή, γυμναστή, φυσιοθεραπευτή του ή μέλους της Διοίκησης του Εργοδότη.

B) Βρεθεί θετικός σε έλεγχο Ντόπινκ από την Κυπριακή Επιτροπή Αντιτόπινκ.

*ΒΜ ΚΚ* *N.P.*

Γ) Αποκαλυφθεί ότι έχει μιλήσει και/ή συμφωνήσει με οιονδήποτε παράγοντα και/ή μέλος άλλου Σωματείου και/ή Ατζέντη και/ή διαμεσολαβητή για οποιανδήποτε αμοιβή και/ή πληρωμή και/ή αντάλλαγμα για να έχει μειωμένη απόδοση σε αγωνιστική υποχρέωση του ΕΡΓΟΔΟΤΗ.

Δ) Έχει συνάψει οποιανδήποτε προφορική ή γραπτή συμφωνία Εργοδότησης με οποιονδήποτε άλλο Σωματείο πριν τελειώσει και/ή λήξει η παρούσα Συμφωνία.

9. Ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ υποχρεούται κατά τη διάρκεια της ισχύος της παρούσας όπως τηρεί πιστά το πρόγραμμα προετοιμασίας και προπονήσεων των ομάδων ποδοσφαίρου του ΕΡΓΟΔΟΤΗ, καθώς επίσης και το πρόγραμμα των επίσημων και φιλικών αγώνων. Περαιτέρω ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ οφείλει να διατηρεί τον εαυτό του σε καλή φυσική και αγωνιστική κατάσταση και να ακολουθεί πιστά τους Κανονισμούς του ΕΡΓΟΔΟΤΗ. Ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ υποχρεούται όπως μην ασκεί άλλη αθλητική δραστηριότητα χωρίς τη συγκατάθεση του ΕΡΓΟΔΟΤΗ.

10. Ο ΕΡΓΟΔΟΤΟΥΜΕΝΟΣ υποχρεούται αγωνιζόμενος ή μη, να διαφυλάσσει το καλό όνομα του ΕΡΓΟΔΟΤΗ και του ποδοσφαίρου γενικότερα σύμφωνα και με τους εσωτερικούς κανονισμούς του ΕΡΓΟΔΟΤΗ.

11. Ο ΕΡΓΟΔΟΤΗΣ δικαιούται κατά την εξόφληση των αποδοχών (εκτάκτων – τακτικών) του ΕΡΓΟΔΟΤΟΥΜΕΝΟΥ να παρακρατεί τις τυχόν ανταπαιτήσεις του κατά αυτού (έξοδα για λογαριασμό του ποδοσφαιριστή κτλ), συνέπεια επιβολής χρηματικών πειθαρχικών ποινών (προστίμων) σύμφωνα με τους εσωτερικούς κανονισμούς.

12. Το παρόν συμβόλαιο επιπρόσθετα λύεται:

- (α) Με κοινή συναίνεση των Μερών.
- (β) Με τη λήξη της χρονικής διάρκειας ισχύος του.
- (γ) Λόγω παράβασης της παρούσης συμφωνίας, εσωτερικών Κανονισμών και Κανονισμών Κ.Ο.Π.
- (δ) Λόγω οριστικής διαγραφής του ΕΡΓΟΔΟΤΟΥΜΕΝΟΥ από το μητρώο ποδοσφαιριστών.

13. Τα δύο Μέρη αποδέχονται ρητά και ανεπιφύλακτα, ότι οι σχέσεις τους διέπονται αποκλειστικά από τις παρούσες διατάξεις και τους

*ΒΗ ΗΓ Ν.Ρ*

εσωτερικούς Κανονισμούς του ΕΡΓΟΔΟΤΗ και πως οι σχέσεις τους συμπληρώνονται από τις διατάξεις των Κανονισμών της ΚΟΠ. Ως εκ τούτου, σε περίπτωση οικονομικής διαφοράς μεταξύ του ΕΡΓΟΔΟΤΗ και του ΕΡΓΟΔΟΤΟΥ ΥΜΕΝΟΥ ανέκκλητα συμφωνείται ότι η διαφορά αυτή θα επιλύεται αποκλειστικά από τα αρμόδια όργανα της ΚΟΠ.

14. Ο ΕΡΓΟΔΟΤΗΣ υποχρεούται να καλύπτει διά της παρούσης τη φορολογική υποχρέωση του ΕΡΓΟΔΟΤΟΥ ΥΜΕΝΟΥ. Η εισφορά στο ταμείο κοινωνικών ασφαλίσεων για τις απολαβές του με βάση την παρούσα συμφωνία θα καταβάλλονται από τον ΕΡΓΟΔΟΤΗ με την ισχύουσα νομοθεσία.

15. Συμφωνείται ότι ο ΕΡΓΟΔΟΤΟΥ ΥΜΕΝΟΣ έχει το απόλυτο δικαίωμα να διαφημίζει προϊόντα και υπηρεσίες και να πληρώνεται με την άδεια του ΕΡΓΟΔΟΤΗ και χωρίς Ο ΕΡΓΟΔΟΤΗΣ να δικαιούται οικονομικά οφέλη.

16. Συμφωνείται ότι σε περίπτωση που ομάδα της Κύπρου ή του εξωτερικού επιθυμεί να αγοράσει και/ή μεταγράψει και/ή αποκτήσει και/ή λάβει τα δικαιώματα του ποδοσφαιριστή, τότε η ομάδα θα πρέπει να καταβάλει στον ΕΡΓΟΔΟΤΗ το ποσό των €3.000 ( Τρεις Χιλιάδες Ευρώ) ως δικαιώματα μεταγραφής για την απόκτηση και/ή μετακίνηση και/ή μεταγραφή και/ή μεταβίβαση των δικαιωμάτων του ΕΡΓΟΔΟΤΟΥ ΥΜΕΝΟΥ.

17. Όλοι οι όροι της παρούσας συμφωνίας είναι ουσιώδης και παράβαση οποιουδήποτε όρου από οποιονδήποτε συμβαλλόμενο δίδει το δικαίωμα στο αναίτιο μέρος να καταγγείλει την συμφωνία και να ζητήσει νομικές αποζημιώσεις.

18. ΣΕ ΕΠΙΒΕΒΑΙΩΣΗ και πιστή τήρηση των πιο πάνω αναφερόμενων όρων, οι Συμβαλλόμενοι θέτουν τις υπογραφές τους πιο κάτω:

BH KR VP

## Functional Requirements

<b>Requirements ID:</b>	1	<b>Requirements Type:</b>	F
<b>Description:</b>	The product shall provide access to the database only to personnel which are authorised users.		
<b>Rationale:</b>	Sensitive information will be kept inside the database so different access rights will be set for different users to avoid loss of confidentiality and/or integrity to the system.		
<b>Fit Criteria:</b>	The team structure starts off with the coaches being at the lowest level of the hierarchy, and then we continue with the managerial board and finally the only person that has full access to the system will be the president of the team unless stated otherwise in the feature by him.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Chalkanoras FC hierarchy of the managerial board and any special requests the president will ask for.	<b>Volere Source:</b> Atlantic System Guide	

	<b>Requirements ID:</b>	2	<b>Requirements Type:</b>	F
<b>Description:</b>	The product shall provide different functionality to each user according to their access rights.			
<b>Rationale:</b>	Different users will be able to interact with different data on the database depending on their access levels. For instance if a budget table is eventually created a user under the label coach will not be able to interact or even view this table. Again this is done to protect sensitive information from being shared among a lot of people.			
<b>Fit Criteria:</b>	Access Rights will be set under different labels and then the interaction between users of each label group and the database will be tested.			
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016	
<b>Supporting Material:</b>	Access Rights for each user specified by the president of the team and his managerial board.		<b>Volere Source:</b> Atlantic System Guide	

<b>Requirements ID:</b>	3	<b>Requirements Type:</b>	F
<b>Description:</b>	The product shall provide a feature that will allow specified users to register new players/coach/staff member to the database.		
<b>Rationale:</b>	The team needs a way to store their sensitive information in an organised way.		
<b>Fit Criteria:</b>	Users will use this function to create new records for the database. Three different tables will be created (Players, Coaches, and Staff).		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Information about the new player/staff/coach is needed for the completion of the registration.	<b>Volere Source:</b> Atlantic System Guide	

	<b>Requirements ID:</b>	4	<b>Requirements Type:</b>	F
<b>Description:</b>	The product shall provide a feature that will allow specified users to edit players/coach/staff member of the database.			
<b>Rationale:</b>	Changes in residency, telephone numbers or even in some cases nationality are some examples why users will need to be able to edit the information of their players/coach/staff.			
<b>Fit Criteria:</b>	Users will use this function to edit existing records of the database. After the changes are saved the database will update automatically.			
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016	
<b>Supporting Material:</b>	Data that need to be updated provided by the affected player/coach/staff.	<b>Volere Source:</b> Atlantic System Guide		

	<b>Requirements ID:</b>	5	<b>Requirements Type:</b>	F
<b>Description:</b>	The product shall provide a feature that will allow specified users to delete players/coach/staff member from the database.			
<b>Rationale:</b>	Contract Terminations, Player Transfers and Coaches leaving and coming from the teams are a few of the reasons why this function is essential for the users.			
<b>Fit Criteria:</b>	Users will use this function to delete existing records of the database. After the changes are saved the database will update automatically.			
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016	
<b>Supporting Material:</b>	Transfer records for players, termination contracts, changes in staff	<b>Volere Source:</b> Atlantic System Guide		

	<b>Requirements ID:</b>	6	<b>Requirements Type:</b>	F
<b>Description:</b>	The product shall allow specified users to create a new user and provide them with access rights for the database. The president will need to accept the new user in order for the profile to be finalised.			
<b>Rationale:</b>	New employees will need an account to access and use the system.			
<b>Fit Criteria:</b>	User will create a new user account, then the president will accept the new account so the profile will be finalised. Then the new user will try to login with their credentials and check the functionality of the database.			
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016	
<b>Supporting Material:</b>	Information about the new user for the completion of his registration		<b>Volere Source:</b> Atlantic System Guide	

	<b>Requirements ID:</b>	7	<b>Requirements Type:</b>	F
<b>Description:</b>	The product shall allow specified users to edit a user and change their information or access rights. The club president will need to accept the changes in order for the profile to be updated.			
<b>Rationale:</b>	Change in employees' personal details or upgrade/downgrade of their access rights.			
<b>Fit Criteria:</b>	User will edit a user account, and then the president will accept change so the profile will be updated. Then the edited user will login with their credentials and check the functionality of the database if a change of their access rights was made or check if their profile changes have been updated.			
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016	
<b>Supporting Material:</b>	Information about the new user for the completion of his registration		<b>Volere Source:</b> Atlantic System Guide	

	<b>Requirements ID:</b>	8	<b>Requirements Type:</b>	F
<b>Description:</b>	The product shall allow specified users to delete a user from the database.			
<b>Rationale:</b>	Staff that is no longer needed or working with the team must no longer have an account to access the database.			
<b>Fit Criteria:</b>	User will delete a user account. Then the terminated user will try to login with their credentials.			
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016	
<b>Supporting Material:</b>	None		Volere Source: Atlantic System Guide	

	<b>Requirements ID:</b>	9	<b>Requirements Type:</b>	F
<b>Description:</b>	Users shall be able to search for players/coach/staff by Name.			
<b>Rationale:</b>	Due to the fact that a lot of data will be included in the database the easiest way to find a record or a group of records will be search by name.			
<b>Fit Criteria:</b>	User will search for a player named Christos. If one or more players exist in the database with this name then they will be presented to the user.			
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016	
<b>Supporting Material:</b>	Name of the player/coach/staff		Volere Source: Atlantic System Guide	

	<b>Requirements ID:</b>	10	<b>Requirements Type:</b>	F
<b>Description:</b>	Users shall be able to search for players/coach/staff by Surname.			
<b>Rationale:</b>	The user might want to check how many players from each country are currently playing for the team.			
<b>Fit Criteria:</b>	User will search for Portugal and the player/coach/staff that fit the criteria will be presented to the user depending on where the user is searching.			
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016	
<b>Supporting Material:</b>	Country of Origin table		Volere Source: Atlantic System Guide	

<b>Requirements ID:</b>	11	<b>Requirements Type:</b>	F
<b>Description:</b>	Users shall be able to search for players by Position.		
<b>Rationale:</b>	A coach that wants to inform all the strikers of the team about a new tactic will have the opportunity to search players by position and find every striker on the team along with their personal information.		
<b>Fit Criteria:</b>	User will search for strikers and the players that fit the criteria will be presented to the user depending on where the user is searching.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Players' Position	<b>Volere Source:</b> Atlantic System Guide	

<b>Requirements ID:</b>	12	<b>Requirements Type:</b>	F
<b>Description:</b>	Users shall be able to search for players/coaches/staff by Telephone.		
<b>Rationale:</b>	Additional search feature to limit the players inside a table. This will mostly be used as a control for searching for specific records inside a table.		
<b>Fit Criteria:</b>	User will search for Portuguese and the players that fit the criteria will be presented to the user depending on where the user is searching.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Coaches/Staff/Players Table (Telephone Field)	<b>Volere Source:</b> Atlantic System Guide	

<b>Requirements ID:</b>	13	<b>Requirements Type:</b>	F
<b>Description:</b>	Users shall be able to filter players/coaches by Team.		
<b>Rationale:</b>	Users sometimes will need to find all the players of a team( different age groups) for example to inform that certain team for a change in the match schedule		
<b>Fit Criteria:</b>	User will choose from a drop down list with the options (U13/U15/U17/First Team) and the players that fit the criteria will be presented to the user.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Players/Coaches Table filtered by Age Groups	<b>Volere Source:</b> Atlantic System Guide	

<b>Requirements ID:</b>	14	<b>Requirements Type:</b>	F
<b>Description:</b>	Users shall be able to search for coaches by Coach Type.		
<b>Rationale:</b>	Users sometimes will need to find all head coaches and for example inform them of a new seminar KOP is providing.		
<b>Fit Criteria:</b>	The user will write “Head Coach” or “Assistant Coach” inside a text box and the table will filter the table and provide only the records that have “Head Coach” or “Assistant Coach” as Coach Type.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Team Players/Coaches		<b>Volere Source:</b> Atlantic System Guide

<b>Requirements ID:</b>	15	<b>Requirements Type:</b>	F
<b>Description:</b>	Users shall be able to search for staff by Staff Type.		
<b>Rationale:</b>	Users sometimes will need to differentiate between the staff members of Chalkanoras for example we may need a doctor to attend a match. Users can filter the Staff table and find all the doctors along with their Telephones in order to inform them about the situation.		
<b>Fit Criteria:</b>	The user will write “Doctor” or “Secretary” or any other type of Staff that we may have inside a text box and the table will filter the table and provide only the records that have that certain employee type as Staff Type.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Staff Table (Staff Type Field)		<b>Volere Source:</b> Atlantic System Guide

<b>Requirements ID:</b>	16	<b>Requirements Type:</b>	F
<b>Description:</b>	Tables will offer the user a way to filter records with multiple variables to include.		
<b>Rationale:</b>	As described above the tables of the application will have certain fields to filter the records of a table. These fields can be used on their own to filter records by a certain attribute however we are also giving the opportunity to the users to filter records using more than one attributes as controls. This will help users find specific records a lot easier.		
<b>Fit Criteria:</b>	The user will write a Name, Surname and Position and the records will be filter to match all three controls provided.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Players/Staff/Coaches Tables and the respective Control Fields		<b>Volere Source:</b> Atlantic System Guide

<b>Requirements ID:</b>	17	<b>Requirements Type:</b>	F
<b>Description:</b>	Users shall be able to sort all tables by Column (Name, Surname, Telephone etc.)		
<b>Rationale:</b>	Users will want to view the data provided in each table in different and cleaner ways. Sorting the data in a manner of ways is a good way to do view each table differently.		
<b>Fit Criteria:</b>	User will click on the headings of each column to sort the table by that specific field.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Database Tables		<b>Volere Source:</b> Atlantic System Guide

<b>Requirements ID:</b>	18	<b>Requirements Type:</b>	F
<b>Description:</b>	The database shall provide a way to save players/coaches/staff data		
<b>Rationale:</b>	All information regarding players, coaches and staff will be stored in a neat way inside the database with the use of tables.		
<b>Fit Criteria:</b>	The database will be populated by data through the registration process. This data must be safely saved to the correct tables in the database.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Player/Staff/Coaches required information		<b>Volere Source:</b> Atlantic System Guide

<b>Requirements ID:</b>	19	<b>Requirements Type:</b>	F
<b>Description:</b>	The product shall provide a way to store users data		
<b>Rationale:</b>	All information regarding the users that operate with the software will be stored in a different table in the database with the use of a single table. Their access rights will be included in each record as well.		
<b>Fit Criteria:</b>	When the product is completed some of the users will be already created by the developer, while other will be created by the other users and registered by another user.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Reach of agreement between the members of the managerial board for the induction of a new user to the database system.		<b>Volere Source:</b> Atlantic System Guide

<b>Requirements ID:</b>	20	<b>Requirements Type:</b>	F
<b>Description:</b>	The product shall provide a way to store match statistics		
<b>Rationale:</b>	All information regarding each match will be stored in a neat way in the database with the use of tables. These tables along with the other will be used to create functions that present the data provided in a clean and customised way.		
<b>Fit Criteria:</b>	A match sheet is given to the team after each match containing all the necessary information. Users will then pass the data from the match sheet to the database and store them in the tables creating records for each match.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Data provided by the club		Volere Source: Atlantic System Guide

<b>Requirements ID:</b>	21	<b>Requirements Type:</b>	F
<b>Description:</b>	The product shall provide a way to store the schedule of the year.		
<b>Rationale:</b>	A schedule file is provided at the beginning of each year to the teams. Users will be able to import this data into a table and then link it to an in-app calendar to present the schedule in a straight-forward way.		
<b>Fit Criteria:</b>	A match sheet is given to the team after each match containing all the necessary information. Users will then pass the data from the match sheet to the database and store them in the tables creating records for each match.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Data provided by the club		Volere Source: Atlantic System Guide

<b>Requirements ID:</b>	22	<b>Requirements Type:</b>	F
<b>Description:</b>	Users shall be able to find information about the other users.		
<b>Rationale:</b>	Due to the fact that there will be a respectable amount of users that will use the database we will give the option to other users to find users in the database directly through the use of button. The users will not be presented through a table like in the case of the players.		
<b>Fit Criteria:</b>	User will click on a button and the users table with some of the information (passwords must be kept safe) for each user.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Users table		Volere Source: Atlantic System Guide

<b>Requirements ID:</b>	23	<b>Requirements Type:</b>	F
<b>Description:</b>	Users shall be able to view records of Players/Coaches/Staff		
<b>Rationale:</b>	Registering new Players/Coaches/Staff inside the database and then having a table view of the records is just the beginning. The database will also provide the user with a way to check an individual record containing every piece of information for that individual.		
<b>Fit Criteria:</b>	The table will provide a way to look at each record individually		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Players/Coaches/Staff Database Tables and Registration Forms		<b>Volere Source:</b> Atlantic System Guide

<b>Requirements ID:</b>	24	<b>Requirements Type:</b>	F
<b>Description:</b>	The system should provide ways for the users to use the data provided in order to create different ways to present these information.		
<b>Rationale:</b>	Since all the information about matches and players will be available in the database the system should provide some neat ways to present these data in different manners. For example a chart showing the top goal scorer of the team.		
<b>Fit Criteria:</b>	The table will provide a way to look at each record individually		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Players/Coaches/Staff/Matches Database Tables		<b>Volere Source:</b> Atlantic System Guide

## Non - Functional Requirements

<b>Requirements ID:</b>	1	<b>Requirements Type:</b>	NF
<b>Description:</b>	The database application should be simplistic and user-friendly.		
<b>Rationale:</b>	The main problem of Chalkanoras and COMET is that the application is too much for volunteering users of Chalkanoras. To tackle this we will create a simpler version of the COMET software with some tweaks to make it unique.		
<b>Fit Criteria:</b>	The product will be easy to learn and use for even inexperienced users.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	Information provided by the managerial board for their needs		<b>Volere Source:</b> Atlantic System Guide

<b>Requirements ID:</b>	2	<b>Requirements Type:</b>	NF
<b>Description:</b>	The database application should be efficient.		
<b>Rationale:</b>	COMET is a huge database that contains a massive amount of data. That said sometime Chalkanoras users struggle to find the data fast and use them as they would like. Therefore the database system should store all information in a way that will enable users to be able to find with ease the data they are looking for.		
<b>Fit Criteria:</b>	The product shall contain only necessary information in each table and only the necessary fields will be used in order to keep the database clean and coherent.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	None	<b>Volere Source:</b> Atlantic System Guide	

<b>Requirements ID:</b>	3	<b>Requirements Type:</b>	NF
<b>Description:</b>	The database application should be able to adapt to the needs of Chalkanoras FC.		
<b>Rationale:</b>	Another disadvantage about the COMET software is the fact that is used by a lot of clubs so it cannot be adapted for someone's needs. In our case the database and the GUI should be adaptable so we can add or remove features and make it specialize about the club in order to make their tasks easier.		
<b>Fit Criteria:</b>	The product shall contain only necessary information in each table and only the necessary fields will be used in order to keep the database clean and coherent.		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	None	<b>Volere Source:</b> Atlantic System Guide	

<b>Requirements ID:</b>	4	<b>Requirements Type:</b>	NF
<b>Description:</b>	The database should be scalable		
<b>Rationale:</b>	The database will need to be able to scale in case the players of Chalkanoras FC start to increase. This is something highly unlikely since Chalkanoras is a third division team in Cyprus however such a database should be able to scale just in case it needs to.		
<b>Fit Criteria:</b>	The product must be able to handle the information stored even if the scales throughout the next few years.		
<b>Priority:</b>	Non-Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	None	<b>Volere Source:</b> Atlantic System Guide	

<b>Requirements ID:</b>	5	<b>Requirements Type:</b>	NF
<b>Description:</b>	The database application should be coded consistently with proper commenting.		

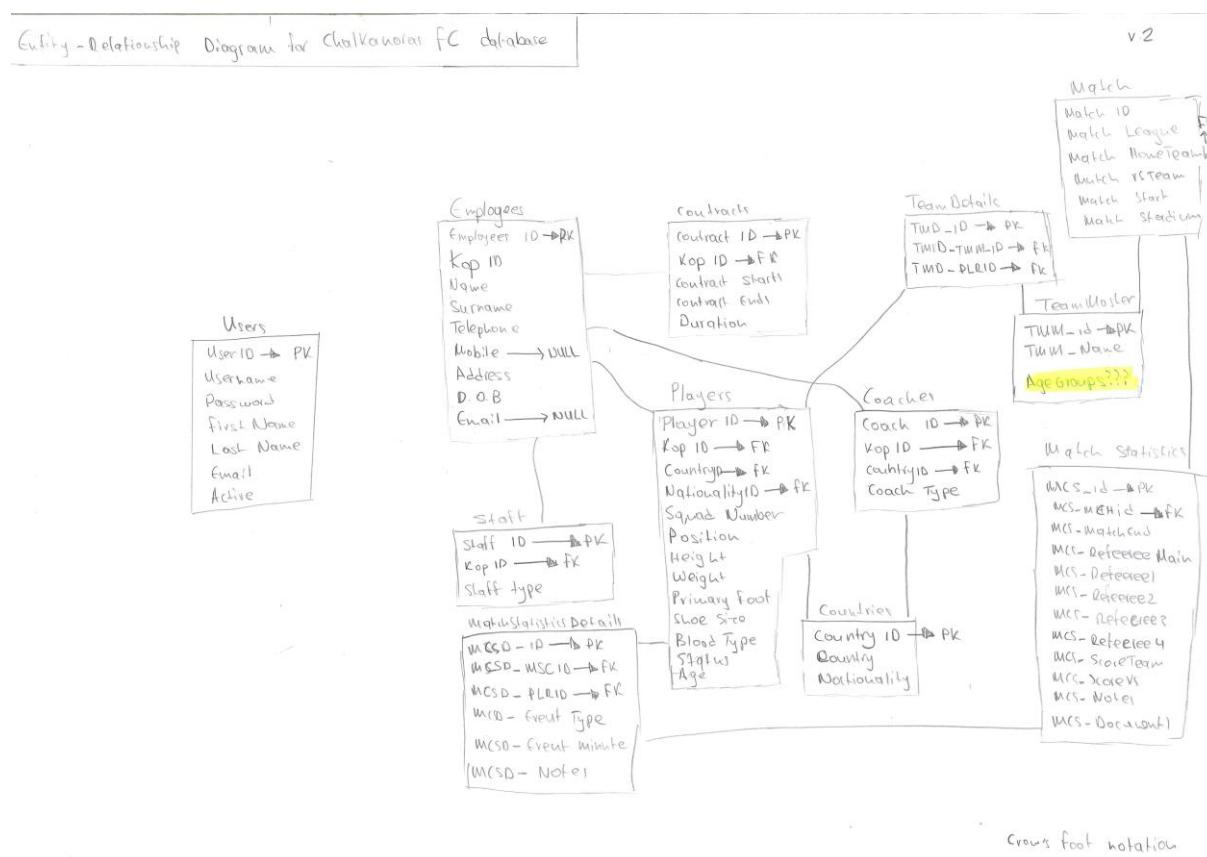
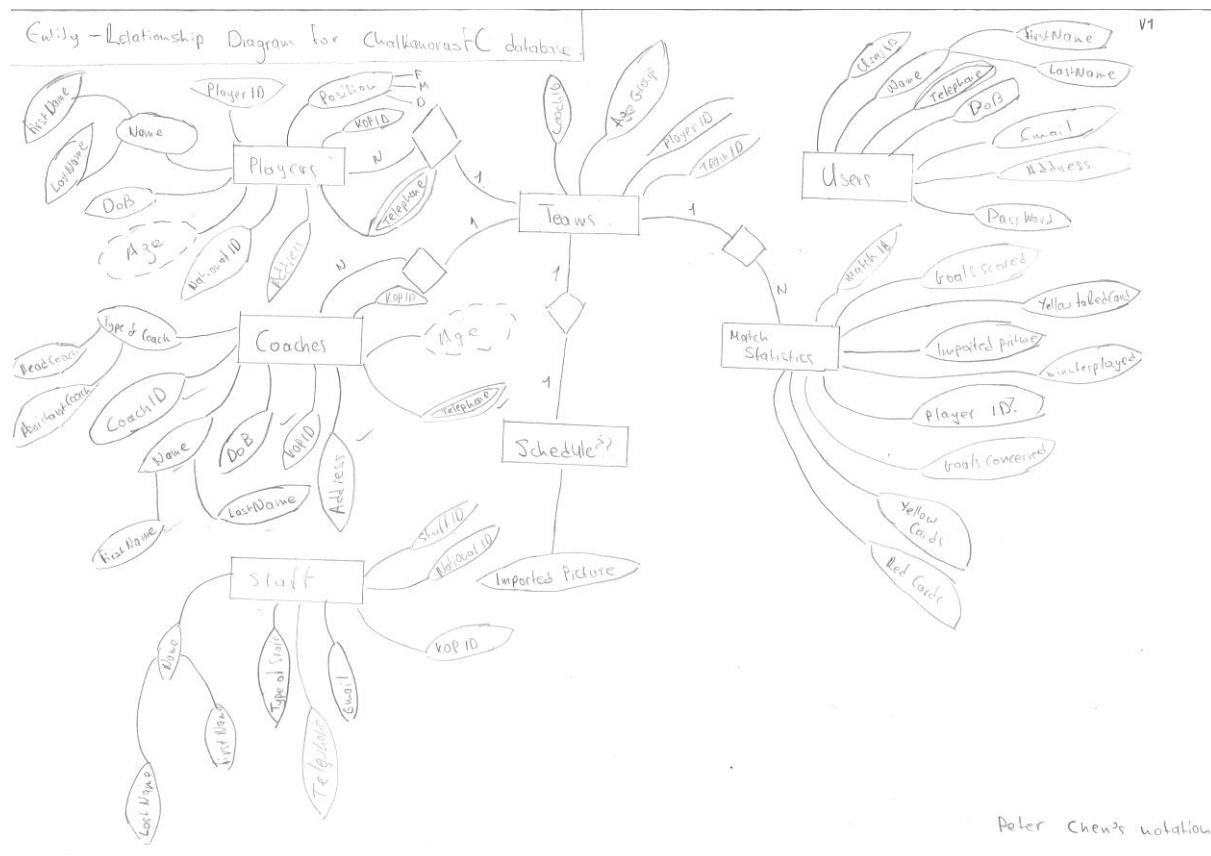
<b>Rationale:</b>	The database must be coded in a consistent way If the club wants to make a change to the application in a few years it will much easier for a new programmer or even the author to have a consistent way of coding the system.		
<b>Fit Criteria:</b>	Different Classes for different entities, proper naming of variables and fields		
<b>Priority:</b>	Essential	<b>Date:</b>	15/02/2016
<b>Supporting Material:</b>	None		Volere Source: Atlantic System Guide

<b>Requirements ID:</b>	6	<b>Requirements Type:</b>	NF
<b>Description:</b>	The database application should be able to keep the integrity and confidentiality of the data withheld in it.		
<b>Rationale:</b>	This database will hold the personal information of a lot of people as well as sensitive data for the team therefore it must be secure.		
<b>Fit Criteria:</b>	Security through Access Rights, a Login Function and validation rules	<b>Date:</b>	15/02/2016
<b>Priority:</b>	Essential	<b>Supporting Material:</b>	
None		Volere Source: Atlantic System Guide	

Requirement #: 75	Requirement Type: 9	Event/BUC/PUC #: 7, 9
Description: The product shall record all the roads that have been treated		
Rationale: To be able to schedule untreated roads and highlight potential danger		
Originator: Arnold Snow - Chief Engineer		
Fit Criterion: The recorded treated roads shall agree with the drivers' road treatment logs and shall be up to date within 30 minutes of the completion of the road's treatment		
Customer Satisfaction: 3	Customer Dissatisfaction: 5	
Dependencies: All requirements using road and scheduling data		Conflicts: 105
Supporting Materials: Work context diagram, terms definitions in section 5		 Copyright © Atlantic Systems Guild
History: Created February 29, 2010		

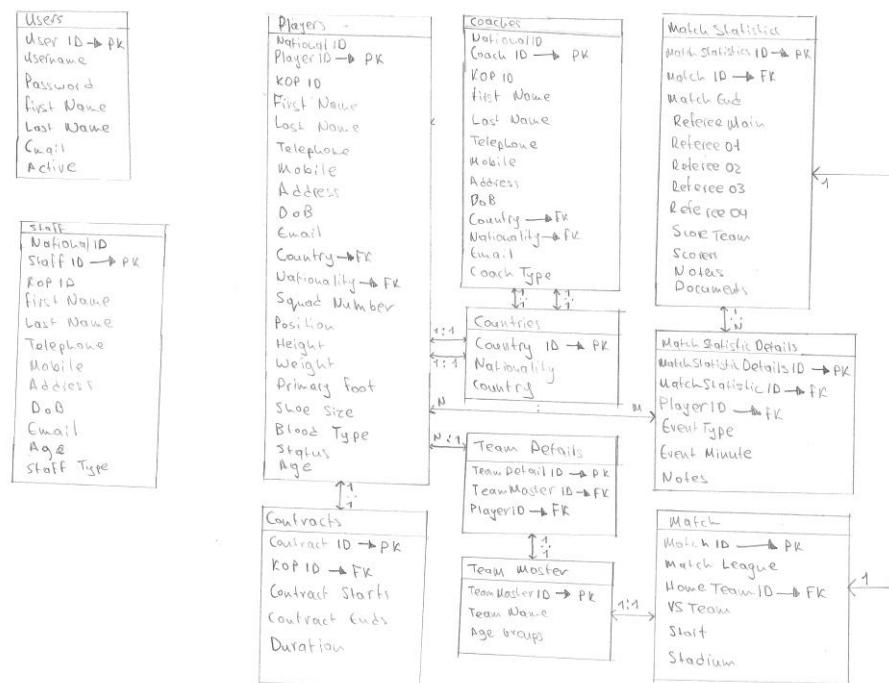
## APPENDIX B: System Design

### Draft Entity-Relationship Diagrams



Entity-Relationship Diagram for Chalkidikos FC database

43



Crow's foot notation

The forms section displays various input and view forms for the database:

- Player (Individual Record)**: Form for entering player details like Name, Surname, Player ID, National ID, Address, Telephone, Nationality, Position, and physical characteristics.
- Goals**: Form for recording goals, showing fields for Player ID, Name, Goal Scores, and Download Form.
- Search (by name/by age/by ID)**: Form for searching players by ID, Name, Surname, Nationality, Country, D.O.B., Age, and Position, with a search button.
- Coach (Individual Record)**: Form for entering coach details like Name, Surname, Coach ID, National ID, Address, Telephone, Mobile, Email, Type of Coach, and D.O.B.
- Minutes Played**: Form for tracking minutes played, showing fields for Player ID, Name, Starting, Sub, and Download Form.
- match (Record)**: Form for managing matches, showing fields for Match ID, Score, Total Played, No of Subs, and Match Handicap.
- Staff (Individual Record)**: Form for staff details like Name, Surname, Staff ID, National ID, Address, Telephone, Mobile, Email, Type of Staff, and D.O.B.
- Cards**: Form for tracking cards, showing fields for Player ID, Name, Yellow, Yellow/Red, and Red.
- match statistics (View form)**: Form for viewing match statistics, showing fields for Match ID, Score, Yellow, Red, and Total.



## Relational Schema for Chalkanoras FC

Key: Primary Key, **Foreign Key**

### According to first Database ER Diagram v1

**Users** (UserID, FullName, Telephone, DOB, Email, Address, Password)

**Players** (PlayerID, KOPID, NationalID, FirstName, LastName, Address, DOB, Age, Position, Telephone)

**Coaches** (CoachID, KOPID, NationalID, FirstName, LastName, CoachType, DOB, Address, Age, Telephone)

**Staff** (StaffID, KOPID, NationalID, FirstName, LastName, Email, StaffType, Telephone)

**Teams** (TeamID, **PlayerID**, **CoachID**, AgeGroup)

**MatchStatistics** (MatchID, **PlayerID**, GoalsScored, YellowCard, Yellow/RedCard, RedCard, GoalsConceived, MinutesPlayed)

### According to second Database ER Diagram v2

**Users** (UserID, Username, Password, First Name, Last Name, Email, Active)

**Employees** (EmployeeID, KOPID, First Name, Last Name, Telephone, Mobile, Address, DOB, Email)

**Players** (PlayerID, **KOPID**, **CountryID**, **NationalityID**, SquadNumber, Position, Height, Weight, Primary Foot, Shoe Size, BloodType, Status, Age)

Coaches (CoachID, **KOPID**, **CountryID**, CoachType)  
Staff (StaffID, **KOPID**, StaffType)  
Countries (CountryID, Country, Nationality)  
Contracts (ContractID, **KOPID**, ContractStarts, ContractEnds, Duration)  
TeamMaster (TeamMasterID, TeamName, AgeGroups)  
TeamDetails (TeamDetailsID, **TeamMasterID**, **PlayerID**)  
Match (MatchID, League, **HomeTeamID**, VSTeam, Start, Stadium)  
MatchStatistics (MatchStatisticsID, **MatchID**, MatchEnd, RefereeMain, Referee1, Referee2, Referee3, Referee4, ScoreTeam, ScoreVs, Notes, Documents)  
MatchStatisticsDetails (MatchStatisticsDetailsID, **MatchStatisticsID**, **PlayerID**, EventType, EventMinute, Notes)

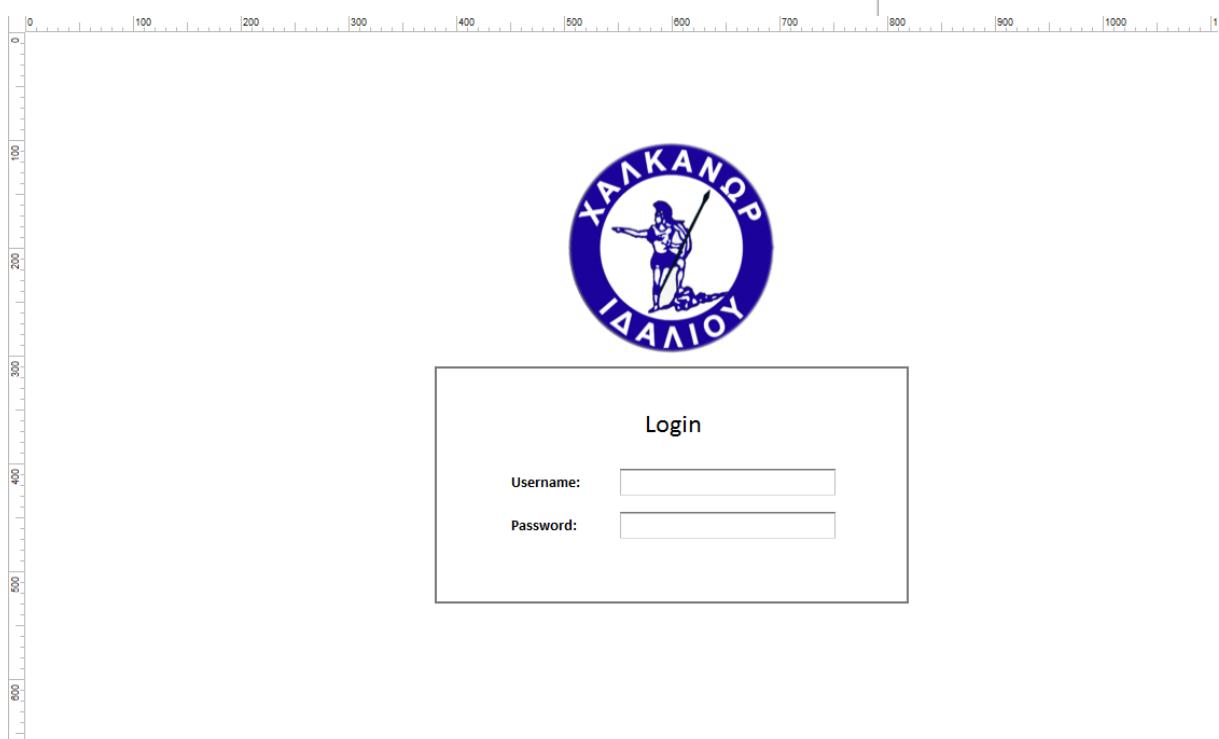
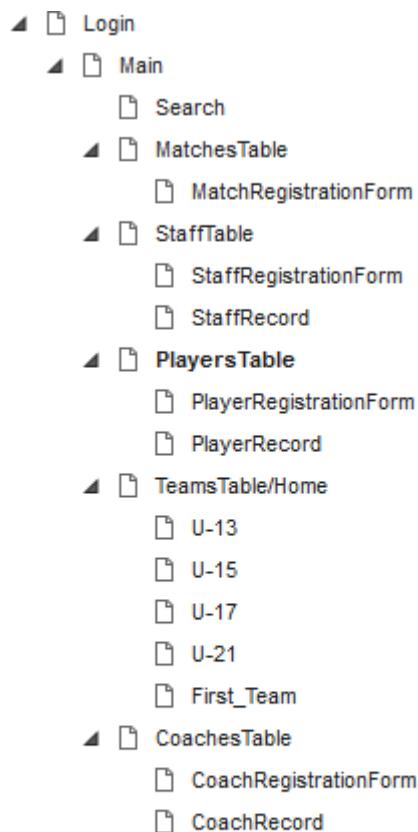
### **According to third Database ER Diagram v3**

Users (UserID, Username, Password, FirstName, LastName, Email, Active)  
Countries (CountryID, Nationality, Country)  
Players (PlayerID, NationalID, KOPID, FirstName, LastName, Telephone, Mobile, Address, DOB, Email, **Country**, **Nationality**, SquadNumber, Position, Height, Weight, PrimaryFoot, ShoeSize, BloodType, Status, Age)  
Staff (StaffID, NationalID, KOPID, FirstName, LastName, Telephone, Mobile, Address, DOB, Email, Age, StaffType)  
Coaches (CoachID, NationalID, KOPID, FirstName, LastName, Telephone, Mobile, Address, DOB, **Country**, **Nationality**, Email, CoachType)  
Contracts (ContractID, KOPID, ContractStarts, ContractEnds, Duration)  
TeamMaster (TeamMasterID, TeamName, AgeGroup)  
TeamDetails (TeamDetailsID, **TeamMasterID**, **PlayerID**)  
Match (MatchID, League, **HomeTeamID**, VsTeam, Start, Stadium)  
MatchStatistics (MatchStatisticsID, **MatchID**, MatchEnd, RefereeMain, Referee01, Referee02, Referee03, Referee04, ScoreTeam, Scorers, Notes, Documents)  
MatchStatisticDetails (MatchStatisticDetailsID, **MatchStatisticID**, **PlayerID**, EventType, EventMinute, Notes)

### **Updated According to Last Database ER Diagram v6**

Users (UserID, Username, Password, FullName, Active, Email, Telephone)  
Players (PlayerID, NationalID, KOPID, FirstName, LastName, DoB, Address, Telephone, **CountryID**, **NationalityID**, SquadNo, Position, Status, Height, Weight, ShoeSize, PrimaryFoot, BloodType, Image)  
Coaches (CoachID, NationalID, KOPID, FirstName, LastName, Telephone, DoB, Address, **CountryID**, **NationalityID**, Email, CoachType, Status, Image)  
Staff (StaffID, NationalID, KOPID, FirstName, LastName, StaffType, DoB, Address, Telephone, Status, Image)  
Contract (ContractID, **PlayerID**, DateStarts, DateEnds)  
Countries (CountryID, Country, Nationality)  
TeamMaster (TeamMasterID, **CoachID1**, **CoachID2**, TeamName)  
TeamDetails (TeamDetailsID, **TeamMasterID**, **TeamPlayerID**)  
Match (MatchID, League, HomeTeamID, VSTeam, Start, Stadium)  
MatchStatistics (MatchStatisticsID, **MatchID**, MatchEnd, RefereeMain, Referee01, Referee02, Referee03, Referee04, ScoreTeam, ScoreVS, Notes, Document1)  
MatchStatisticsDetails (MatchStatisticsDetailsID, **MatchStatisticsID**, **PlayerID**, EventType, EventMinute, Notes)

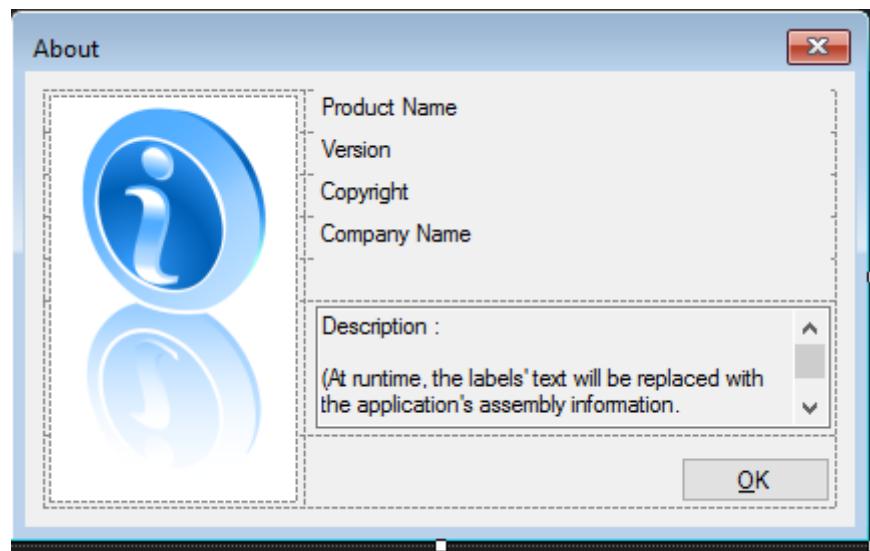
## Wireframes



Player ID	Name	Surname	National ID	Date of Birth	Age	Address	Telephone	Nationality	Country	Passport	Squad Number	Position
P001 <span style="color: blue;">14</span>	Alexandros	Kritikopoulos	972425	29/09/1992	23	Kerkyras 1, Dali, Nicosia, Cyprus	96590710	Cypriot	Greece		8	Midfielder <span style="color: blue;">13</span>

Player ID	Name	Surname	National ID	Date of Birth	Age	Address	Telephone	Nationality	Country	Passport	Squad Number	Position
P001	Alexandros	Kritikopoulos	972425	29/09/1992	23	Kerkyras 1, Dali, Nicosia, Cyprus	96590710	Cypriot	Greece		8	Midfielder

## VB Forms



Coach Record

New Open Save Delete Close

Coach ID:

National ID:

Name:

Surname:

Email:

Address:

Telephone:

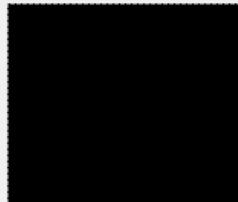
Mobile:

Country:

Nationality:

Age:

Coach Type:



Login



Username:

Password:

OK Cancel

lblMessage

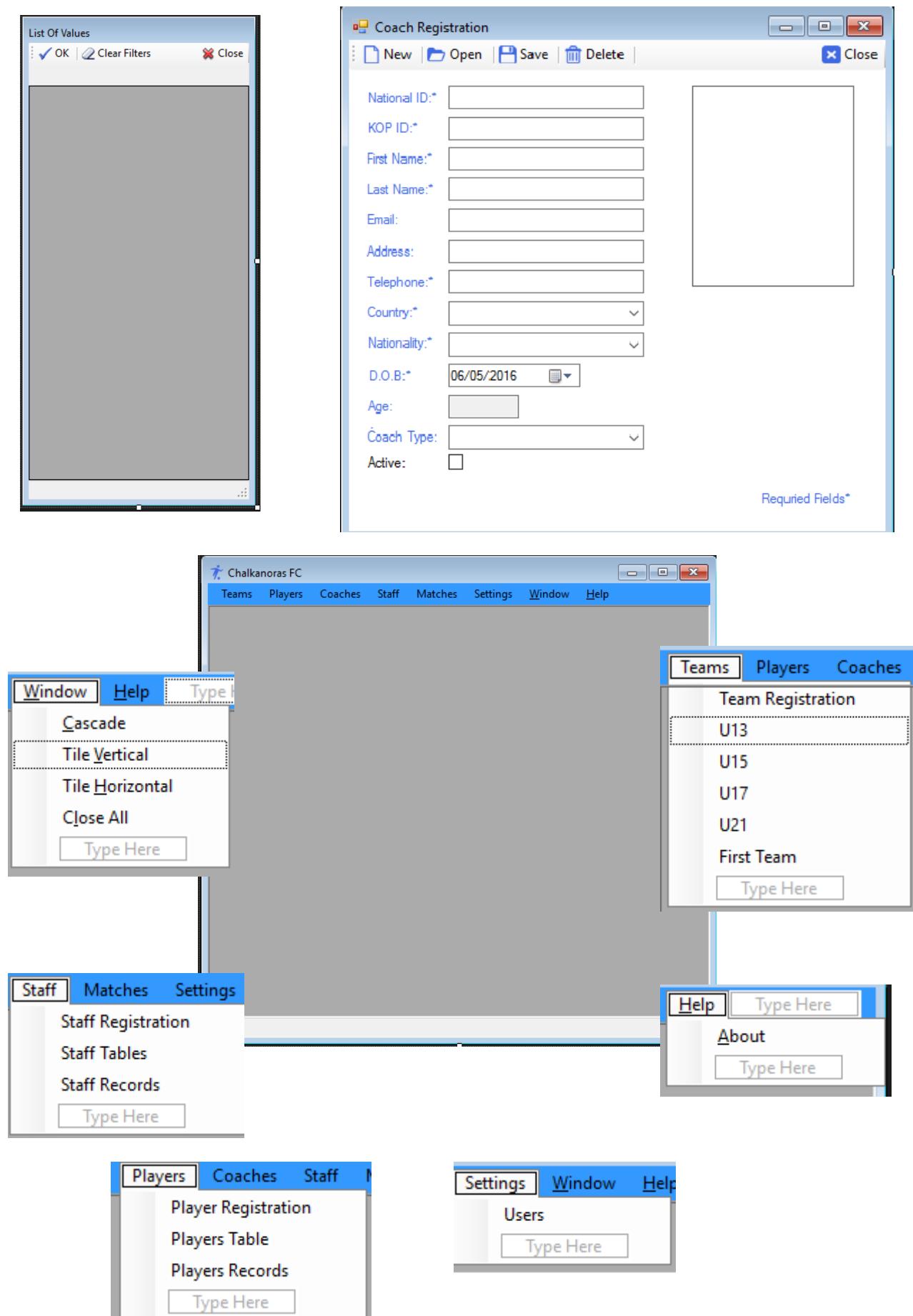
Coaches

New Search

First Name:  Last Name:  Telephone:  Coach Type:

Personal Information:

	National ID	First Name	Last Name	Telephone	D.O.B.	Country	Nationality	Coach Type



Matches Table

New | Search |

Home Team:  Stadium:   
Away Team:  League:

Personal Information:

Home Team	Away Team	Stadium	League	Match Date

Match Registration

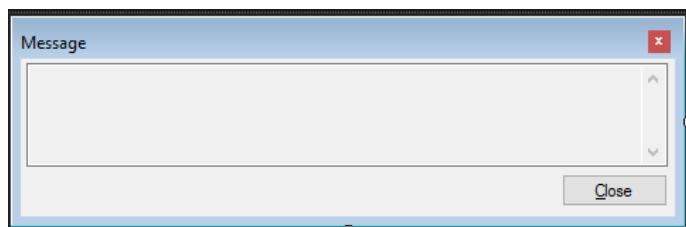
New | Open | Save | Delete | Close

Teams Played.\*  VS\*  Required Fields\*

Date:  Referee:   
Score:  1st Assistant Referee:   
League.\*  2nd Assistant Referee:   
Stadium.\*  3rd Assistant Referee:

KOP ID	First Name	Last Name	Minute	Event	Notes

+ X



**Player Record**

New | Open | Save | Delete | Close

National ID:	<input type="text"/>	
KOP ID:	<input type="text"/>	
First Name:	<input type="text"/>	
Last Name:	<input type="text"/>	
Telephone:	<input type="text"/>	
Address:	<input type="text"/>	
Country:	<input type="text"/>	
Nationality:	<input type="text"/>	
Position:	<input type="text"/>	
Age:	<input type="text"/>	
Squad Number:	<input type="text"/>	
D.O.B:	06/05/2016	
Active:	<input type="checkbox"/>	

**Physical Characteristics:**

Height:	0.00
Weight:	0.00
Shoe size:	0
Blood Type:	<input type="text"/>
Primary Foot:	<input type="text"/>

**Contract Details**

Starts:	06/05/2016	
Ends:	06/05/2016	
Duration:	<input type="text"/>	

**Player Registration Form**

New | Open | Save | Delete | Close

National ID:	<input type="text"/>	
KOP ID:	<input type="text"/>	
First Name:	<input type="text"/>	
Last Name:	<input type="text"/>	
Telephone:	<input type="text"/>	
Address:	<input type="text"/>	
Country:	<input type="text"/>	
Nationality:	<input type="text"/>	
Position:	<input type="text"/>	
Age:	<input type="text"/>	
Squad Number:	<input type="text"/>	
D.O.B:	06/05/2016	
Active:	<input type="checkbox"/>	

**Physical Characteristics:**

Height:	0.00
Weight:	0.00
Shoe size:	0
Blood Type:	<input type="text"/>
Primary Foot:	<input type="text"/>

**Contract Details**

Starts:	06/05/2016	
Ends:	06/05/2016	
Duration:	<input type="text"/>	

Required Fields\*

Players

New Search

Name: \_\_\_\_\_ Surname: \_\_\_\_\_ Telephone: \_\_\_\_\_ Position: \_\_\_\_\_

Personal Information:

National ID	First Name	Last Name	Telephone	D.O.B	Country	Nationality	Position

Staff Record

New Open Save Delete Close

Staff ID: \_\_\_\_\_

National ID: \_\_\_\_\_

Name: \_\_\_\_\_

Surname: \_\_\_\_\_

Email: \_\_\_\_\_

Address: \_\_\_\_\_

Telephone: \_\_\_\_\_

Mobile: \_\_\_\_\_

Staff Type: \_\_\_\_\_

Staff Registration

New Open Save Delete Close

National ID\*: \_\_\_\_\_

KOP ID: \_\_\_\_\_

First Name\*: \_\_\_\_\_

Last Name\*: \_\_\_\_\_

Address: \_\_\_\_\_

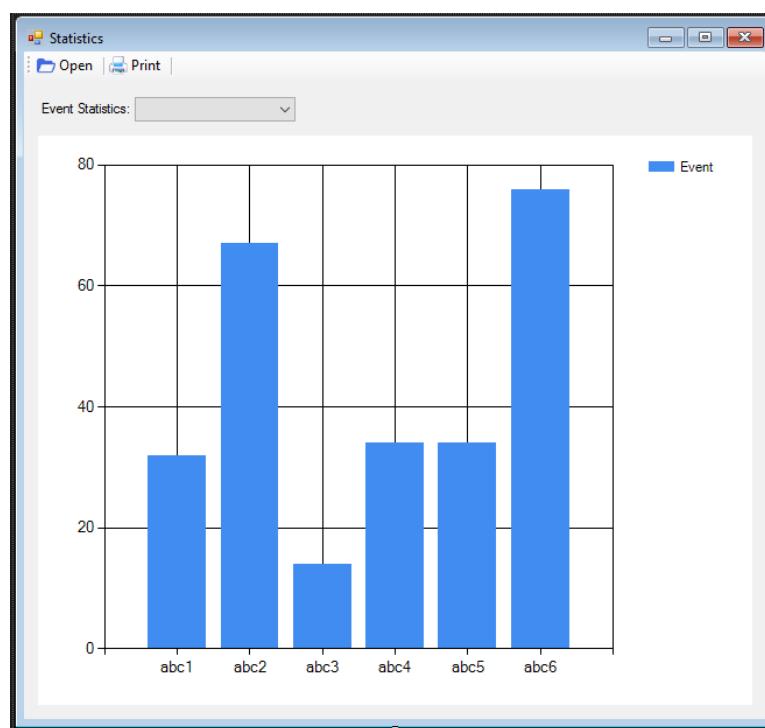
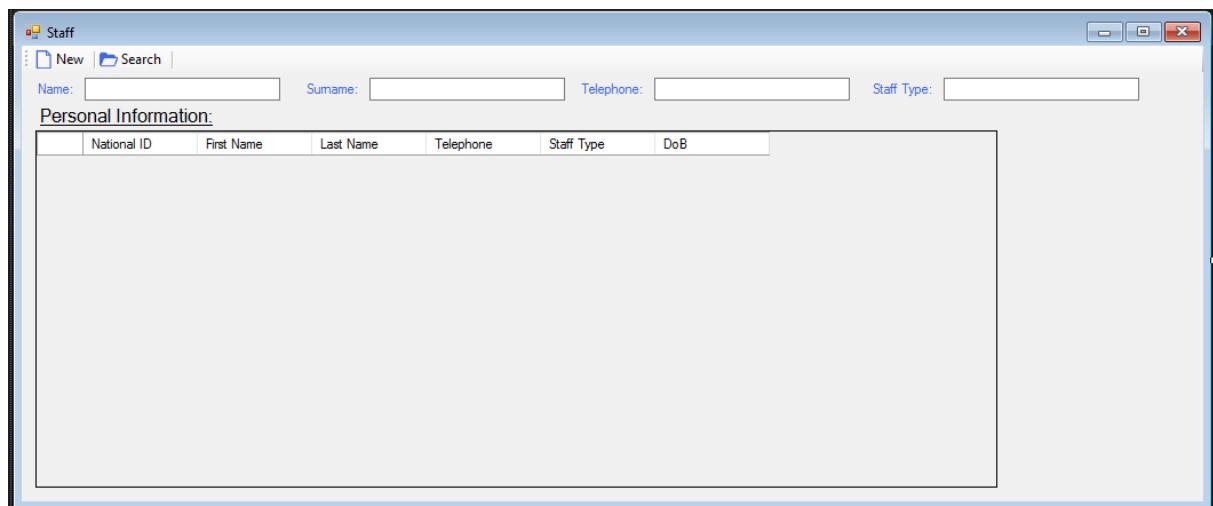
Telephone\*: \_\_\_\_\_

Staff Type\*: \_\_\_\_\_

D.O.B\*: 06/05/2016

Active:

Required Fields\*



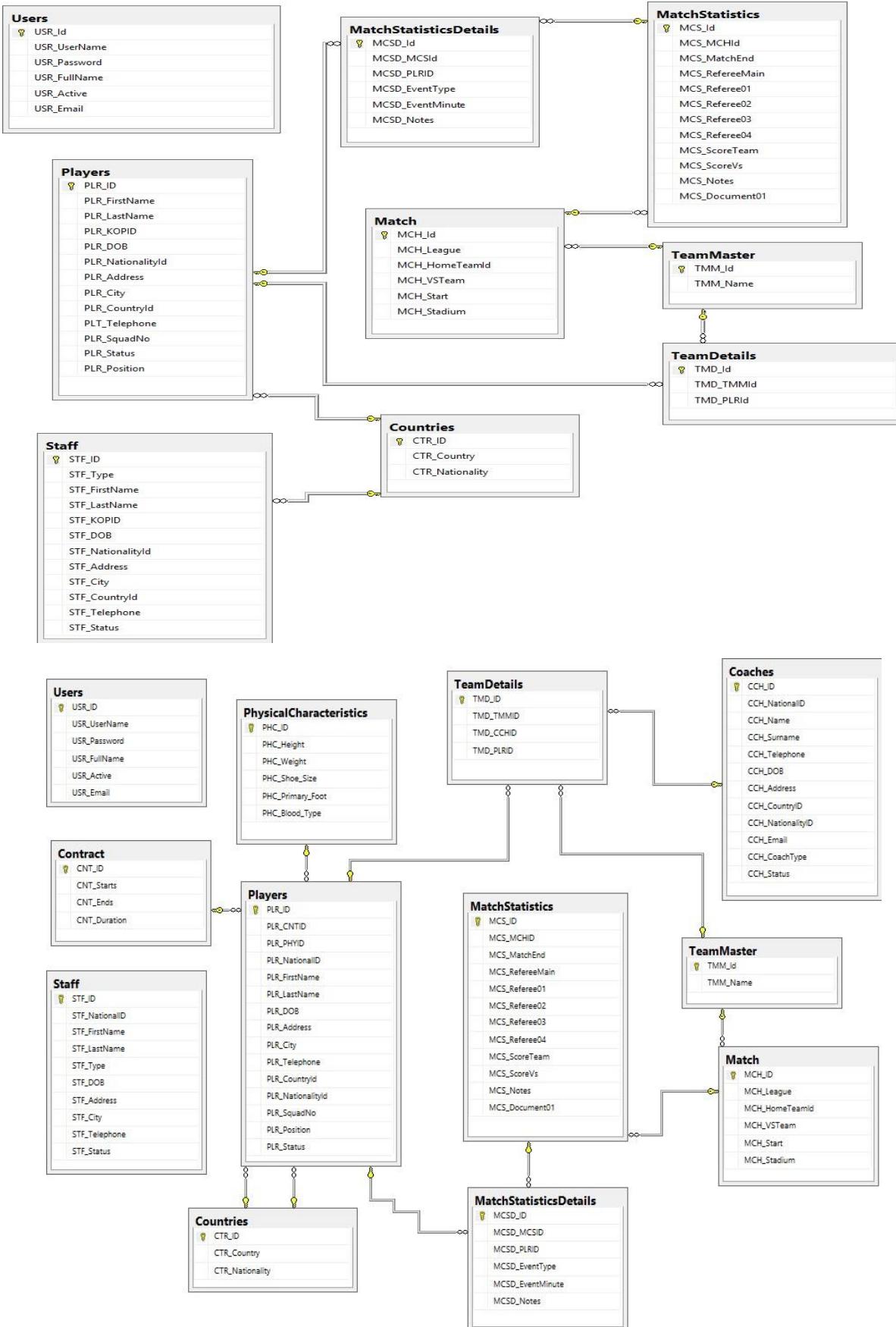
The screenshot shows a Windows application window titled "Users Registration". At the top, there are buttons for "New", "Open", "Save", "Delete", and "Close". The form contains the following fields:

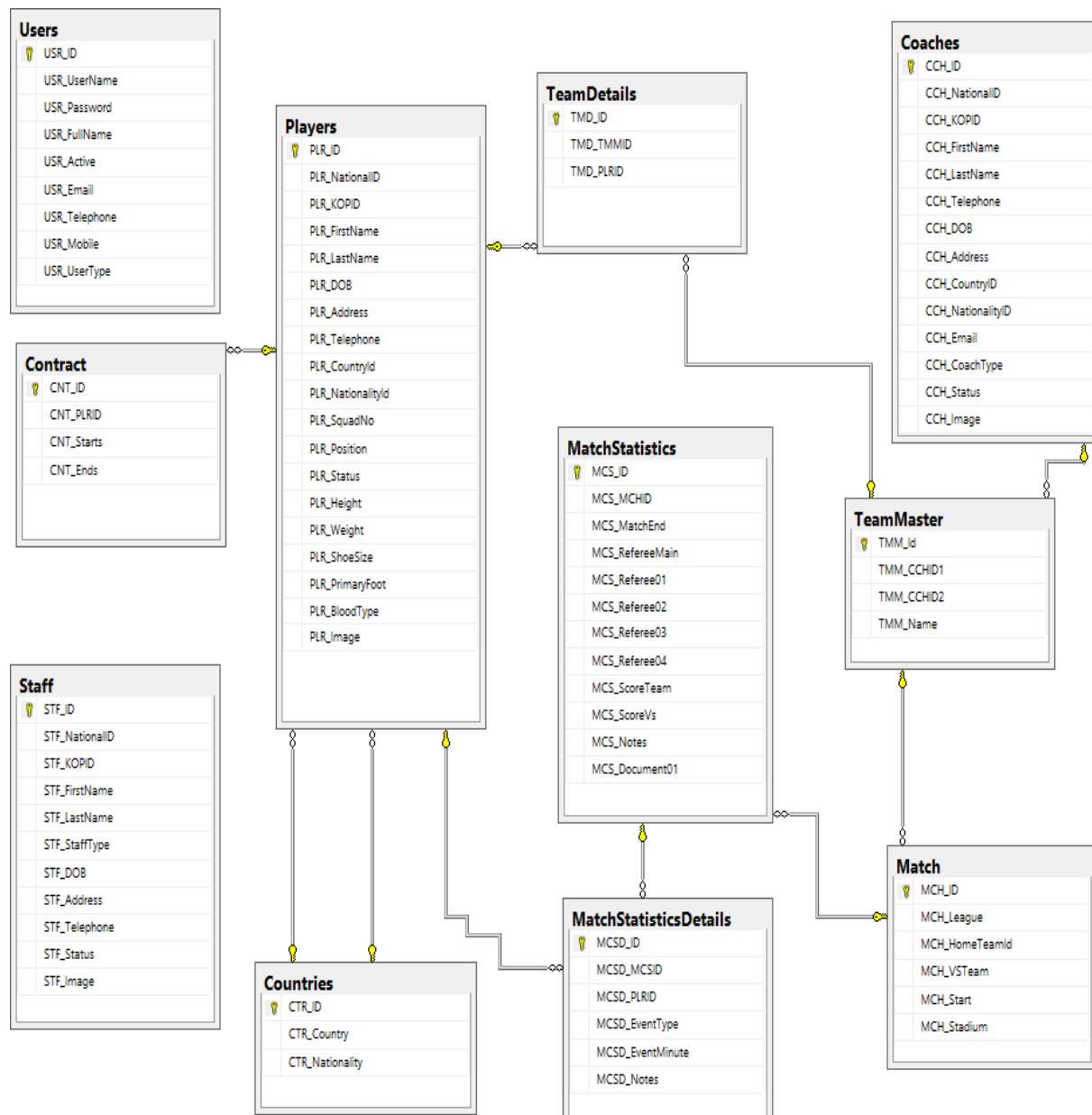
- Full Name:\*
- Username:\*
- Password:\*
- Email:\*
- Telephone:\*
- Mobile:\*
- User Type\*: A dropdown menu.
- Active:\*

Below the User Type field, there is a note: "Required Fields\*".

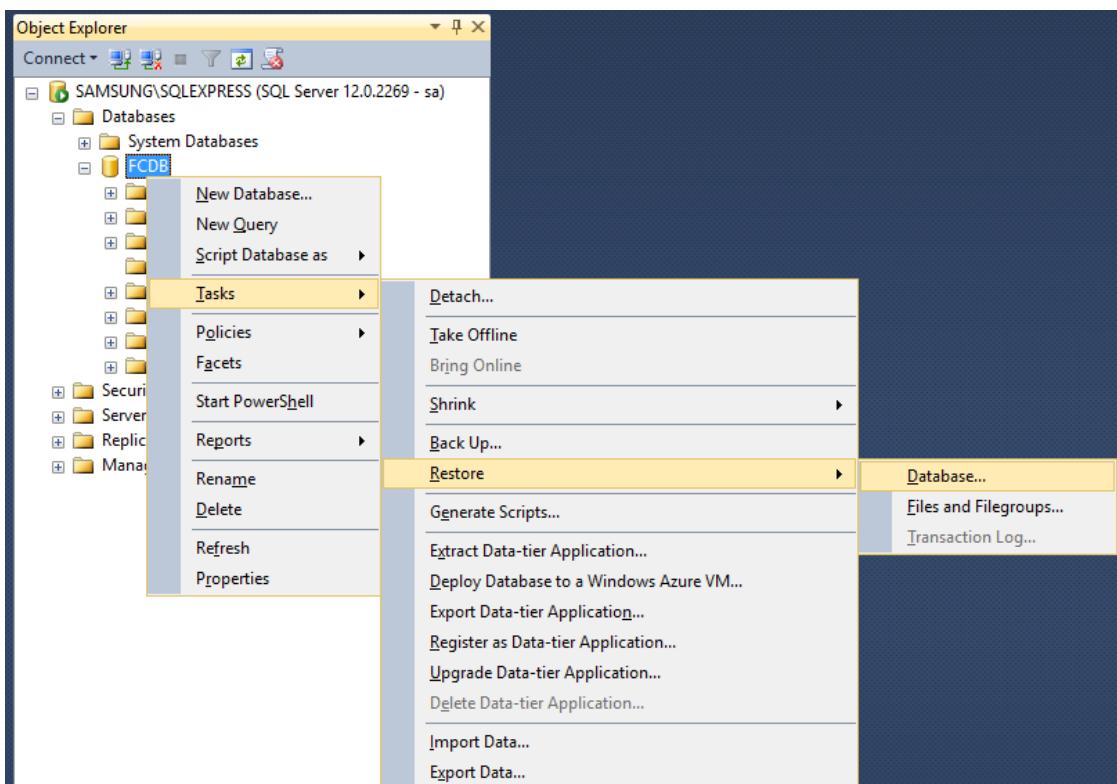
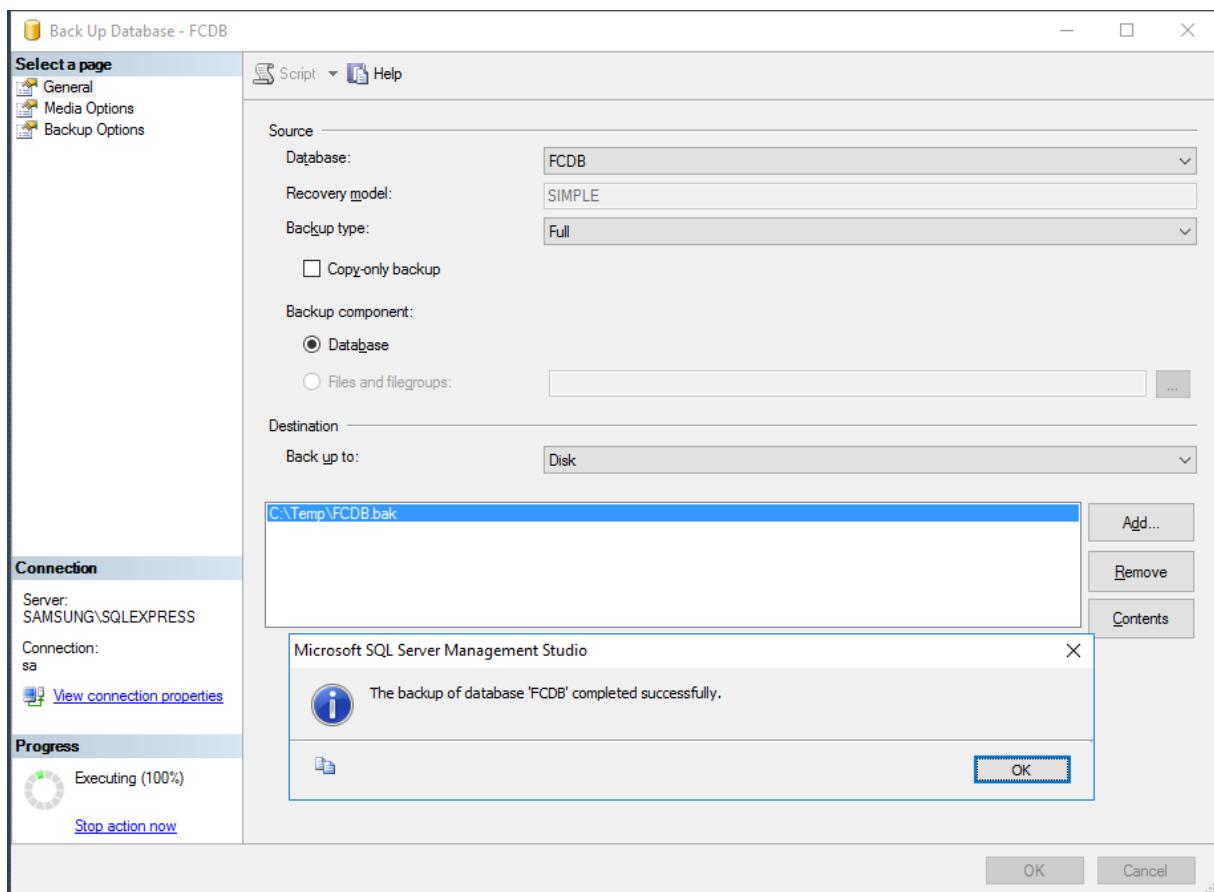
## APPENDIX C: Software Application Development

### Entity- Relationship diagrams

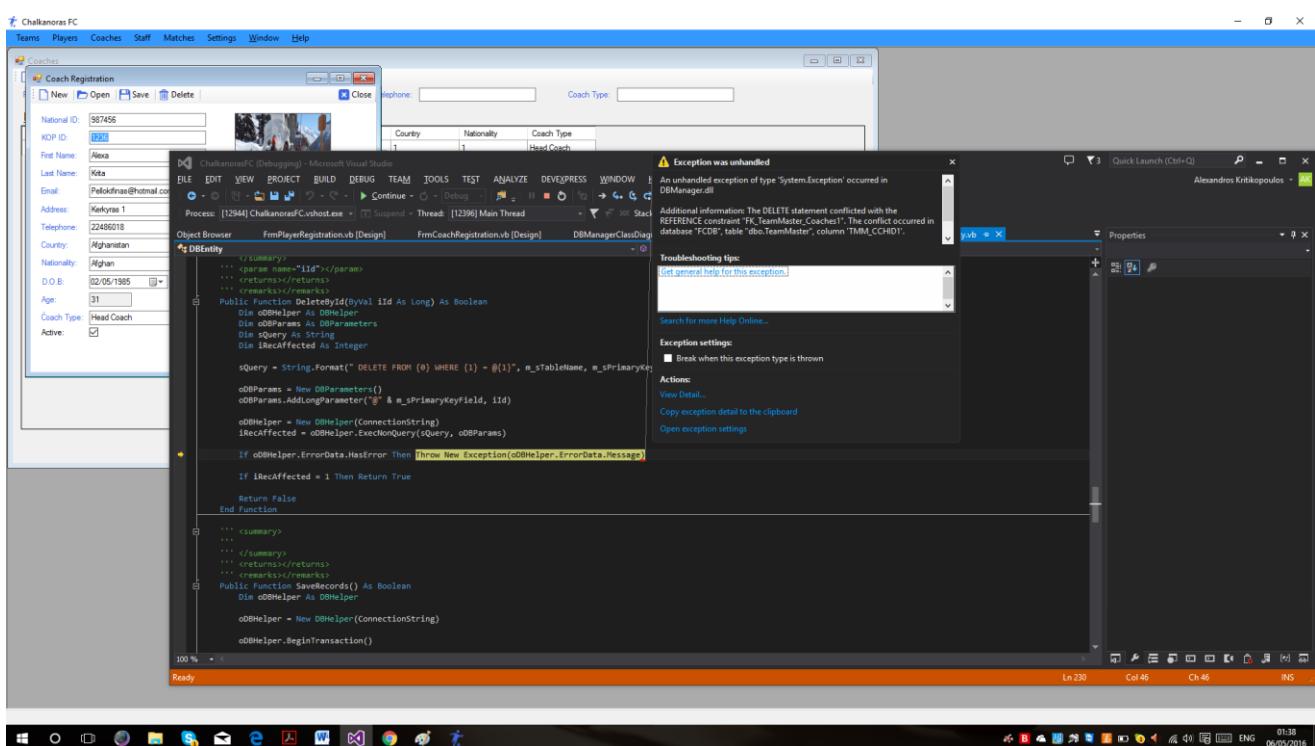
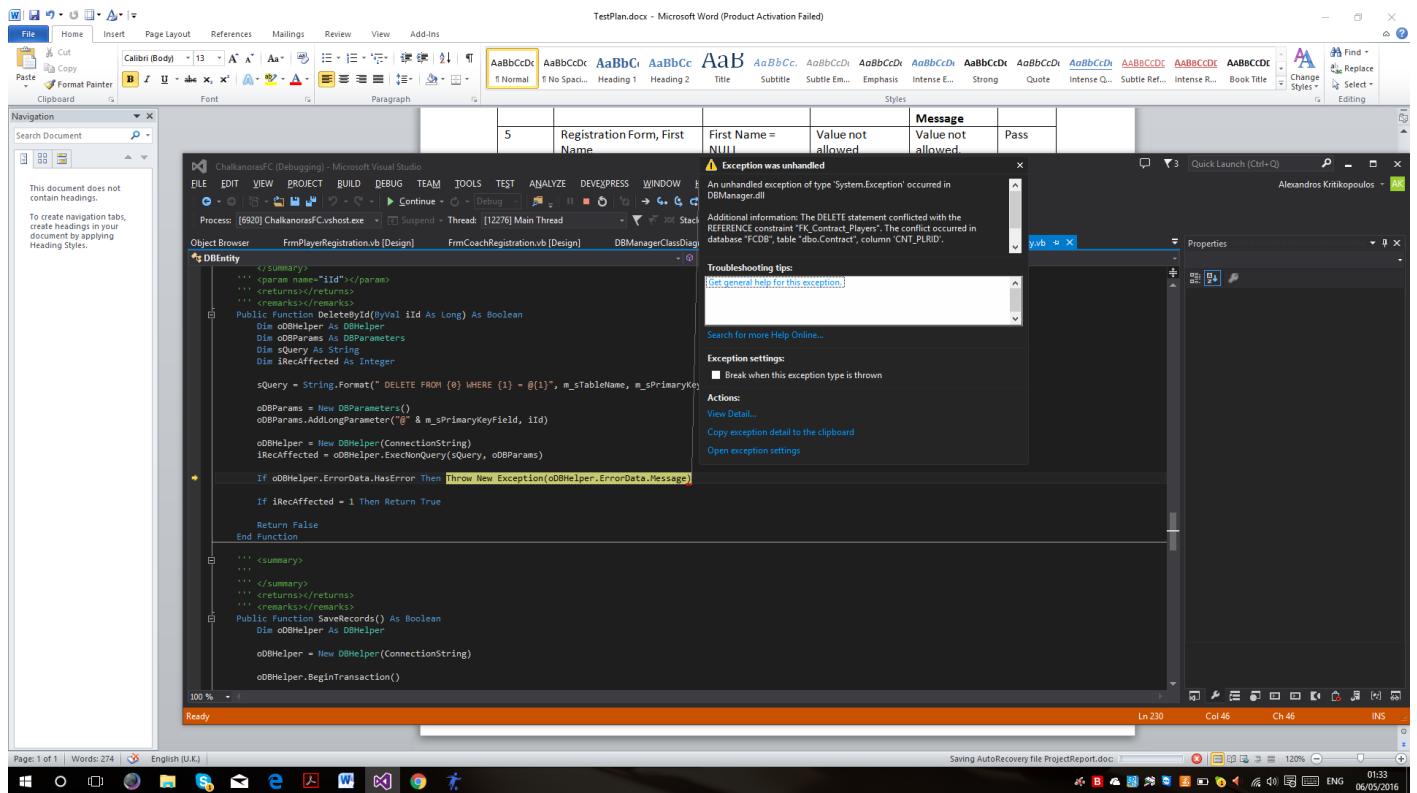




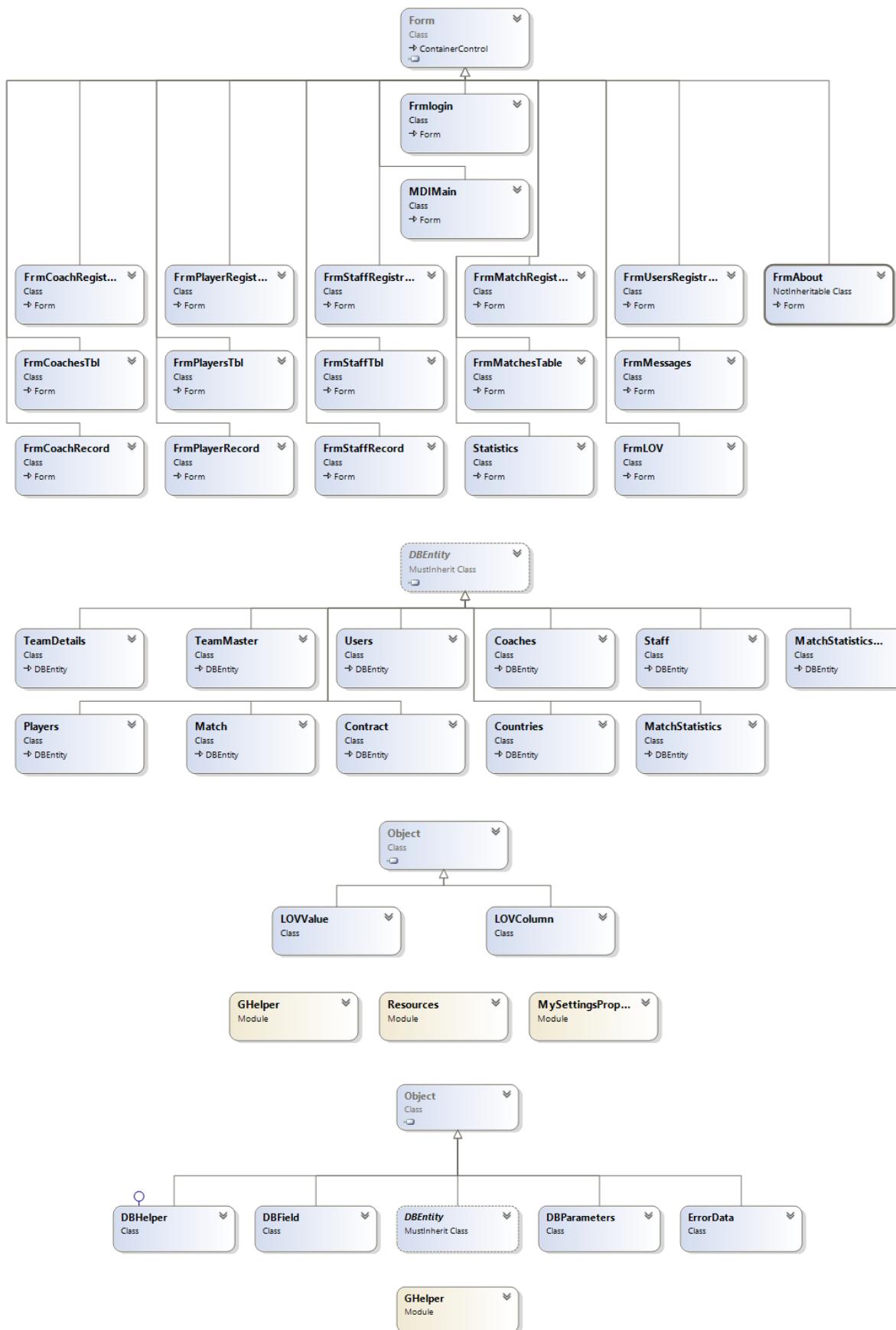
## Database Backup and Restore



## Unhandled Errors



## VB Class Diagrams



## APPENDIX D: Testing

### Test Cases Chalkanoras FC – Black Box Testing

Test ID	Test Description	Test Data	Expected Result	Actual Result	Pass/Fail
1	<b>Registration Form, Telephone</b>	Telephone = “abcd”	<b>Value not allowed</b>	<b>Value allowed</b>	<b>Fail</b>
2	Registration Form, Telephone	Telephone = “abcd”	Value not allowed	Value not allowed	Pass
3	Registration Form, Telephone	Telephone = “1234”	Value allowed	Value allowed	Pass
4	<b>Registration Form, First Name</b>	First Name = NULL	<b>Value not allowed</b>	<b>Unhandled Error Message</b>	<b>Fail</b>
5	Registration Form, First Name	First Name = NULL	Value not allowed	Value not allowed, prompts user to enter data	Pass
6	Registration Form, First Name	Full Name = “Alexandros”	Value allowed	Value allowed	Pass
7	Registration Form, First Name	Full Name = “Αλεξανδρος”	Value allowed	Value allowed	Pass
8	<b>Registration Form, Last Name</b>	Last Name = NULL	<b>Value not allowed</b>	<b>Unhandled Error Message</b>	<b>Fail</b>
9	Registration Form, Last Name	Last Name = “Kritikopoulos”	Value allowed	Value allowed	Pass
10	Registration Form ,Last Name	Last Name = NULL	Value not allowed	Value not allowed, prompts user to enter data	Pass
11	<b>Registration Form, National ID</b>	National ID = NULL	<b>Value not allowed</b>	<b>Unhandled Error Message</b>	<b>Fail</b>
12	Login	Username = “b” Password = “b”	Login Unsuccessful	Login Unsuccessful	Pass
13	Login	Username = NULL Password = NULL	Login Unsuccessful	Login Unsuccessful	Pass
13	Login	Username = “a” Password = “a”	Login successful	Login successful	Pass
14	Login	Username = ”a” Password = NULL	Login Unsuccessful	Login Unsuccessful	Pass
15	Login	Username = NULL Password = “a”	Login Unsuccessful	Login Unsuccessful	Pass
16	<b>Delete Player Record</b>	<b>Press Delete Button on a Player Record</b>	<b>Pop-up Message</b>	<b>Unhandled Error Message</b>	<b>Fail</b>
17	<b>Edit Player Record</b>	<b>Open a Player Record from the</b>	<b>Save Successful</b>	<b>Unhandled Error</b>	<b>Fail</b>

		<b>Players table, edit the Name, try to save</b>		<b>Message</b>	
18	Delete Player Record	Press Delete Button on a Player Record	Pop-Up Message	Pop-Up Message	Pass
19	Edit Player Record	Open a Player Record from the Players table, edit the Name, try to save	Save Successful	Save Successful	Pass
20	Open Record	Double Click on a record in a table	Open Record Successful	Open Record Successful	Pass