

Basketball Ticket Management System

For project 2, I am proposing to do a database project which is to create a Basketball ticket management system. I think that combining my interests in basketball as well as developing software will be helpful in doing this project. I will be using the techniques we have used so far like, int, if-else statements, and double. I will also try to implement things that we will be learning throughout the system into my project. For the int variable, I will be doing certain games that a team will be playing and place it under the variable. For example, I could do int knicks = input.nextInt(). For the if-else statements, I will be trying to do certain prices and see if people will buy them. So I could do if (price > 90) { System.out.println("Will not buy");}. So for the next game, if it is a better matchup between two teams, the price would go up and people will buy the tickets. As for the double variable, I would be placing different numbers and storing them into a double. So I could do double ticket = input.nextDouble(). While doing that, I would be able to do double ticketSold = ticket * purchase. Managing tickets is important because it is essential for companies to see how well they are doing in their business. While a basketball team should know that there are certain nights that will not sell as many tickets as in other nights, it is an unpredictable business in that we as people do not know how a team will do in a season and that also influences ticket sales. Managing the ticket prices as well as managing how many tickets are sold is crucial for as big of a business as the NBA is.