

# **“SPORTS NEWS PORTAL”**

## **“UDP PROJECT REPORT”**

Submitted By

MD Norul Gofran      -160470107067

Esrael Asrat              -160470107066

Amissé Manuel Joao   -160470107064

*Infulfilment for the award of degree*

**BACHELOR OF ENGINEERING IN  
COMPUTER DEPARTMENT**



**V.V.P Engineering College, Rajkot**

**Gujarat Technological University,**

**Ahmedabad-2020**

# INDEX

|   |    |
|---|----|
| <b>CHAPTER 1: INTRODUCTION</b>                    | 1  |
| 1.1 :Project Summary                              | 2  |
| 1.2 :Project Detail                               | 3  |
| 1.2.1:User  |    |
| 1.2.2 :User Relation                              |    |
| 1.3 :Purpose                                      | 6  |
| 1.4 :Review and Prior Search                      | 6  |
| 1.5 :Plan of Work                                 | 7  |
| 1.6 :Software/Languages Required                  | 8  |
| <b>CHAPTER 2: APPLICATION ANALYSIS AND DESIGN</b> | 11 |
| 2.1 :Current Application                          | 12 |
| 2.2: LIMITATIONS OF EXISTING APPLICATION          | 13 |
| 2.3 :REQUIREMENTS DEFINITION                      | 14 |
| 2.3.1: Functional Requirements of News Portal     |    |
| 2.3.2 :Non Functional Requirements of News Portal |    |
| 2.4 :Function of Application                      | 16 |
| 2.4.1: USE CASE                                   |    |
| 2.4.2 :USE CASE Diagram                           |    |
| 2.5: Data Modeling                                | 18 |
| 2.5.1: E-R Diagram                                |    |
| 2.6 :Functional and Behavioral Modeling           | 21 |
| 2.6.1: Context Diagram                            |    |
| 2.6.2 :Data Flow Diagram (DFD)                    |    |
| 2.6.3 :DFD Levels                                 |    |
| <b>CHAPTER 3: APPLICATION IMPLEMENTATION PLAN</b> | 24 |
| 3.1 :APPLICATION IMPLEMENTATION                   | 25 |
| 3.1.1: APPLICATION IMPLEMENTATION PLAN            |    |
| 3.1.2: CANVAS                                     | 26 |
| <b>CHAPTER 4: SUMMARY</b>                         | 30 |

|                             |    |
|-----------------------------|----|
| 4.1: Advantages             | 31 |
| 4.2: Problem Solved         | 31 |
| 4.3: Features               | 31 |
| 4.4:Limitation              | 32 |
| 4.5: Scope of future work   | 32 |
| 4.6: Conclusion             | 32 |
| <b>CHAPTER 5: REFERENCE</b> | 33 |
| <b>CHAPTER 6: APPENDIX</b>  | 34 |

# **ACKNOWLEDGEMENT**

Initially we might want to thank god for giving us the quality for making this task. I might want to thank our college for giving us a great open door for making this task and enabling us to utilize all the important information and departmental things for our utilization. We additionally thank all the educating and non-showing staff for their supportive co-activity and to every last other individual who helped us in making this task. We additionally heartly thanks our guide Prof. Viraj Daxini sir for giving his consistent care and consideration in making the task and giving us the ideal direction when required.

Thanking You.

Md Norul Gofran

Amisse Manuel Joao

Esrael Asrat

-



V.V.P Engineering College, Rajkot

Computer Engineering Department

2020

## CERTIFICATE

This is to certify that the project entitled “**Sports News Portal**” has been carried out by **Mr. Norul Gofran (160470107067)** under my guidance in partial fulfilment of the degree of Bachelor Engineering in Computer Engineering (8th Semester) of Gujarat Technological University, Ahmedabad during the academic year 2020

Guided By

Prof. Viraj Daxini

Head Of Dept.

Dr. Tejas Patalia



V.V.P Engineering College, Rajkot

Computer Engineering Department

2020

## CERTIFICATE

This is to certify that the project entitled “**Sports news portal**” has been carried out by **Mr. Amisse Manuel Joao (160470107064)** under my guidance in partial fulfilment of the degree of Bachelor Engineering in Computer Engineering (8th Semester) of Gujarat Technological University, Ahmedabad during the academic year 2020.

Guided By

Prof. Viraj Daxini

Head Of Dept.

Dr. Tejas Patalia



V.V.P Engineering College, Rajkot

Computer Engineering Department

2020

## CERTIFICATE

This is to certify that the project entitled “**Sports news portal**” has been carried out by **Mr. Esrael Asrat (160470107066)** under my guidance in partial fulfilment of the degree of Bachelor Engineering in Computer Engineering (8th Semester) of Gujarat Technological University, Ahmedabad during the academic year 2020.

Guided By

Prof. Viraj Daxini

Head Of Dept.

Dr. Tejas Patalia

## UNDERTAKING ABOUT ORIGINALITY OF WORK

We thus ensure that we are the sole creators of this UDP venture report and that neither any piece of this UDP venture report nor the entire of the UDP Project report has been submitted for a degree by different student(s) to some other University or Institution.

We confirm that, to the best of our insight, the current UDP Project does not encroach upon anybody's copyright nor disregard any respectability rights and that any thoughts, applications, citation, or some other material from crafted by other individuals incorporated into our UDP Project report, distributed or something else, are completely recognized as per the standard referencing rehearses. Besides, to the degree that we have included copyrighted material that outperforms the limit of reasonable managing inside the importance of Indian Copyright(Amendment) Act 2012, we guarantee that we have gotten a composed consent from the copyright owner(s) to incorporate such material(s) in the current UDP Project report and have included duplicates of such copyright clearances to our index.

We have checked the review of the present UDP Project report utilizing against counterfeiting database and it is in as far as possible. If there should arise an occurrence of any protests relating to literary theft, we guarantee that we might be exclusively in charge of the same and we comprehend that according to standards, University can even deny BE degree given upon the student(s) presenting this UDP Project report, on the off chance that it is observed to be appropriated.

### Team:

| Enrollment No | Name               | Signature |
|---------------|--------------------|-----------|
| 160470107067  | Md Norul Gofran    |           |
| 160470107064  | Amisse Manuel Joao |           |
| 160470107066  | Esrael Asrat       |           |



## ABSTRACT

Sports Mania app is very user friendly and lets you switch between different news feeds with just a tap on the dash board. You can choose a specific feed, like latest football news headlines or switch to latest and exciting cricket news.

There is also a custom web search function where you can narrow down your latest sports news headlines search to the topic that you want. If you want football news, type football and if you want to narrow it down even further, search for your favorite football league or even your favorite club.

## CHAPTER 1: INTRODUCTION

- 1.1: Project Summary
- 1.2: Project Detail
  - 1.2.1: User
  - 1.2.2: User Relation
- 1.3: Purpose
- 1.4: Literature review and Prior Art Search
- 1.5: Plan of Work
- 1.6: Software/Languages Required

## 1.1 PROJECT SUMMARY

Sports Mania app is very user friendly and lets you switch between different news feeds with just a tap on the dash board. You can choose a specific feed, like latest football news headlines or switch to latest and exciting cricket news.

There is also a custom web search function where you can narrow down your latest sports news headlines search to the topic that you want. If you want football news, type football and if you want to narrow it down even further, search for your favorite football league or even your favorite club.

## 1.2 Project Details

The application we have seen brief abstract and objective of the project. To study in depth about the project the Interaction with the market is important. The first start with the knowing the brief basics about the business while communicating with the user.

The whole application depends upon this user. The details he need based upon we will work and make this project possible.

In the application industry the business is categorized into the different fields. The first field in the application is user friendly. In the developer side the developer makes the product to the customer and it varies from the user to user.

## 1.2.1 Users

### **General People:-**

The general people is the main interaction point in this field.

### **Journalist:-**

Journalist can use the application for their reference

### **Sports Fan:-**

Sports fan can get latest updated news easily.

### **Customers:-**

Everyone who uses the app will belong to the category customer as they helps the developer by seeing some add that helps the developer to maintain the app cost.

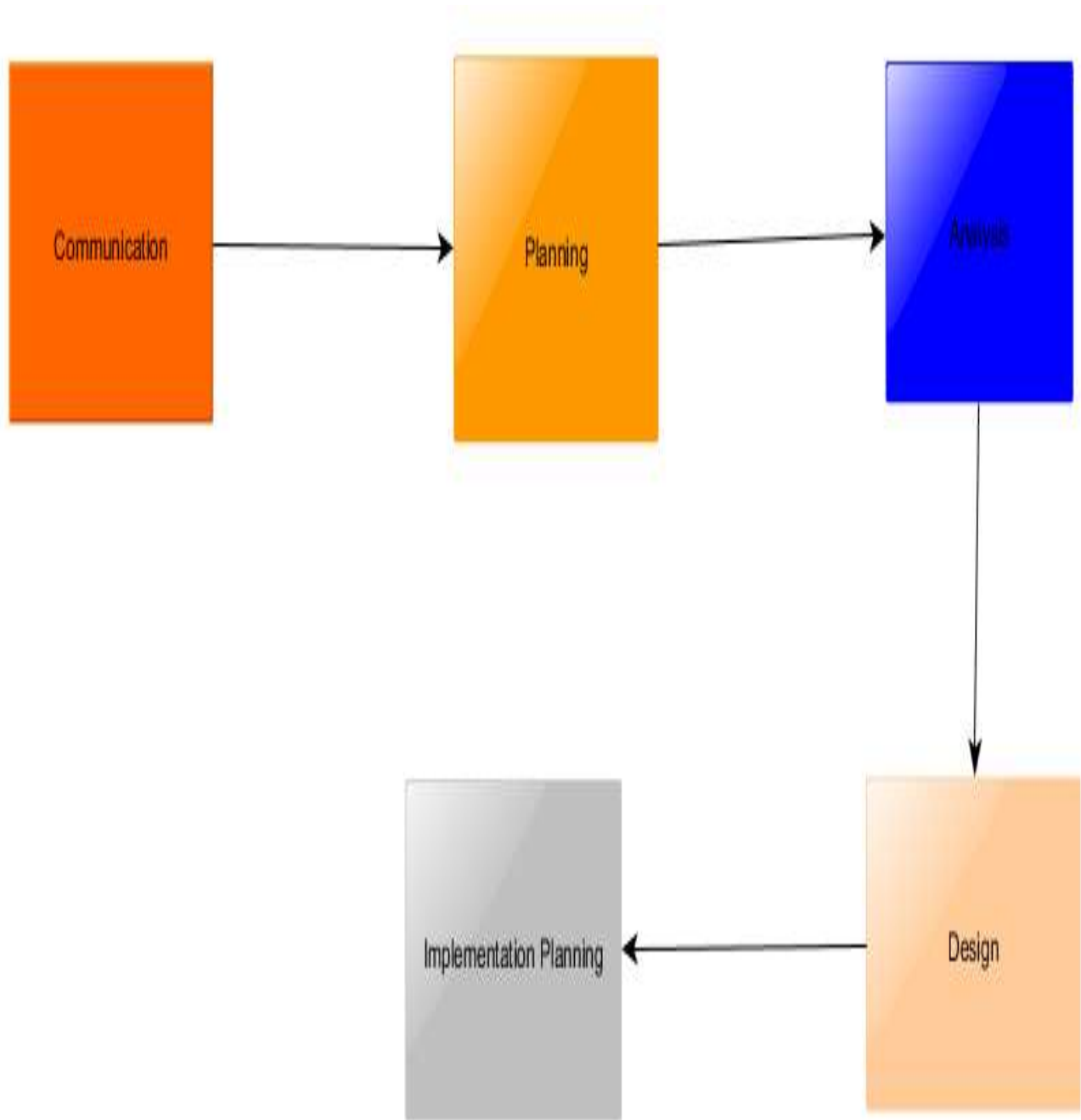
## **Purpose**

The main purpose of our application will be to provide a good quality and less complicity in the application. The application reduces the workload from the old traditional application. So that the user should get a highly satisfaction at the time of their functions going on. The app provides the ease access to the all users from anywhere. The app keeps all the records so that misuse of the data can be reduced. The app saves the time for all the users. The proposed app provides a better user interface. Accuracy and security of data will be more comfortable for the organization. Tremendous is the range of changes that accompanies the new technology. Introduction of a computerized application has some merits and demerits can lead to monetary gains.

## **1.4 Literature Review and Prior Search**

We learned the things that are necessary for our project by going to the appstore, people and asking them about their problems. Then we analyze the list of problems and start thinking about the problems that how to solve. And after we got all the information needed we decide to start learning all the things online from the YouTube Videos and also took help of our Guide when needed. Then discussion on the platform for the suitable application is decided.

## 1.5 PLAN OF WORK



## 1.6 MATERIAL/TOOLS REQUIRED

- Database : -MySQL
- Language:- PHP, Java, XML, HTML
- Scripting Language:- HTML, CSS, JavaScript, Bootstrap
- Tools:-Android Studion, Genymotion

### MYSQL

MYSQL is an open-source social database administration framework (RDBMS).Its name is a blend of "My", the name of fellow benefactor Michael Widenius' daughter,and "SQL", the shortened form for Structured Query Language. The MySQL advancement venture has influenced its source to code accessible under the terms of the GNU General Public License, and additionally under an assortment of exclusive assentions. MySQL was claimed and supported by a solitary revenue driven firm, the Swedish organization MySQL AB, now possessed by Oracle Corporation. For restrictive utilize, a few paid releases are accessible, and offer extra usefulness.

### PHP

PHP is a server-side scripting dialect outlined principally for web improvement yet additionally utilized as a broadly useful programming dialect. Initially made by Rasmus Lerdorf in 1994, the PHP reference execution is currently created by The PHP Development Team. PHP initially remained for Personal Home Page, yet it now remains for the recursive acronym PHP: Hypertext Preprocessor.

## HTML

Hypertext Markup Language (HTML) is the standard markup language for creating web pages and web applications. With Cascading Style Sheets (CSS) and JavaScript it forms a triad of cornerstone technologies for the World Wide Web. Web browsers receive HTML documents from a web server or from local storage and render them into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

## JAVASCRIPT

JavaScript, regularly curtailed as JS, is an abnormal state, dynamic, feebly wrote, protest based, multi-worldview, and deciphered programming dialect. Close by HTML and CSS, JavaScript is one of the three center advances of World Wide Web content creation. It is utilized to make website pages intuitive and give online projects, including computer games. The larger part of sites utilize it, and all cutting edge web programs bolster it without the requirement for modules by methods for an implicit JavaScript motor. Each of the numerous JavaScript motors speak to an alternate usage of JavaScript, all in light of the ECMAScript determination, with a few motors not supporting the range completely, and with numerous motors supporting extra highlights past ECMA.

## CSS:-

Cascading Style Sheets (CSS) is a template dialect utilized for depicting the introduction of an archive written in a markup dialect. Albeit frequently used set the visual style of site pages and UIs written in HTML and XHTML, the dialect can be connected to any XML archive, including plain XML, SVG and XUL, and is material to rendering in discourse, other media.

## Bootstrap:-

Bootstrap is a free and open-source front-end web structure for delineating destinations and web applications. It contains HTML-and CSS-based arrangement positions for typography, outlines, gets, course and other interface parts, and furthermore optional JavaScript extensions. Not at all like various web structures, it fusses about front-end headway so to speak.





## **CHAPTER 2: APPLICATION ANALYSIS AND DESIGN**

- 2.1 :Current Application
- 2.2: LIMITATIONS OF EXISTING APPLICATION
- 2.3 :REQUIREMENTS DEFINITION
- 2.3.1: Functional Requirements of ART IN CART
- 2.3.2 :Non Functional Requirements of ART IN CART
- 2.4 :Function of Application
- 2.4.1: USE CASE
- 2.4.2 :USE CASE Diagram
- 2.5: Data Modeling
- 2.5.1: E-R Diagram
- 2.6 :Functional and Behavioral Modeling
- 2.6.1: Context Diagram
- 2.6.2 :Data Flow Diagram (DFD)
- 2.6.3 :DFD Levels

## 2.1 Current Application

At present all the activities in transaction are handled manually. Manual data processing application, while providing economy, flexibility and adaptability at low data volumes become more complex when the volume of data becomes large. As an organization expands in size and function, a stage is reached when manual procedures become inadequate and inefficient. No matter how many other users are employed a stage is reached then it becomes impossible to applicationize such a large amount of information. What is required then is an upgrading in the class of information processing technology.

The present application is not sufficient to hold all the information that is necessary for the processing. So the library is in need of new computerized application, which is very flexible, user-friendly and capable of holding the application in a robust manner. The current application has all the calculation manually. In the manual application the mistake or the chances of errors are possible so to reduce this errors the new application must be implemented.

## 2.2 LIMITATIONS OF EXISTING APPLICATION

There were a lot of reasons for the introduction of the new application. They are mainly due to the drawbacks and efficiency of the existing application.

- Physical volume of the data is very large which is difficult to handle.
- It takes more time to get the information of users.
- Problems in updating and backup in the user data.
- Damage of papers containing the information.
- Considerable time taken for report generation.
- Accuracy of data is very lower in manual application.
- Chances of error in the application are high.

## **2.3 REQUIREMENTS DEFINITION**

Requirements definition provides a detailed and accurate description of the needs of the user, together with a prioritization of those needs. Here feasibility and early application description are used as input. Through the output we get the application user, statement of requirement and application scope.

### **2.3.1 Functional Requirements of Application**

The application must provide following functionalities:

- Open
- Read news
- Search news
- Share news
- Give feedback
- Make favourite

## **2.3.2 Non Functional Requirements of Applicatio.**

The application must provide following functionalities:

- The application must reliable.
- The database may get crashed at any certain time due to virus or operating application failure. Therefore it is required to take the database backup.
- Faster access
- Advertising feature
- Email and Notification
- Barcode scanner for inventory
- The response for the site must be fast.
- The application should be across all the devices smoothly.

## 2.4 Function of Application

### 2.4.1 USE CASE:

A use-case is a UML modeling element that describes how a user of the proposed application will interact with the application to perform a discrete unit of work. It describes and signifies a single interaction over time that has meaning for the end user (person, machine or other application), and is required to leave the application in a complete state: either the interaction completed or was rolled back to the initial state.

- A use case typically has requirements and constraints that describe the essential features and rules under which it operates.
- A use case may have an associated Sequence diagram illustrating behavior over time – who does what and to whom, when.
- A use case typically has scenarios associated with it that describe the work flow over time that produces the end result. Alternate work flows (to capture exceptions, etc.) are also allowed.

A use case diagram captures use cases and actor interactions. It describes the functional requirements of the application, the manner that outside things (actors) interact at the application boundary and the response of the application.

.

## **2.5 Data Modeling**

### **2.5.1 E-R Diagram**

In software engineering, an entity-relationship model (ER model for short) is an abstract and conceptual representation of data. Entity-relationship modeling is a database modeling method, used to produce a type of conceptual schema or semantic data model of a application, often a relational database, and its requirements in a top-down fashion. Diagrams created by this process are called entity-relationship diagrams, ER diagrams.



## 2.5.2 Application Activity

The UML activity diagram is used to indicate the flow of the interaction within a specific scenario by means of graphical representation. An activity diagram uses rounded rectangles to imply a specific application function, arrow to represent flow through the application, decision diamonds to deflect a branching decision and solid horizontal lines to indicate that parallel activities are occurring.

Some of the elements of Activity diagrams as follows

- **Activity:** an activity organizes and specifies the participation of subordinate behaviors, such as sub-activities or actions, to reflect the control and data flow of a process.
- **Initial Node:** The initial element is used by the Activity and State Machine diagrams. In Activity diagrams, it defines the start of flow when an activity is invoked.
- **Final Node:** There are two nodes used to define a final state in an activity. The final element indicates the completion of an activity diagram is aborted. The other type of final node, flow final, depicts an exit from the application but has no effect on other executing flows in the activity.
- **Decision Nodes:** A decision is an element of an activity diagram that indicates a point of conditional progression: if a condition is true, then processing continues one way, if not, then another. This can also be used as a merge node in that multiple alternate flows can be merged (but not synchronized) to form one flow. The following are examples of these modes of decision element.
- **Fork:** The fork/join elements have different modes of use. They are as follows:
  1. To fork or split the flow into number of concurrent flows.
  2. To join the flow of number of concurrent flows.

3. To both join and fork a number of incoming flows to a number of outgoing flows.

## **Activity Diagram:-**

## **2.6 Functional and Behavioral Modeling**

### **2.6.1 Context Diagram**

A context diagram is a graphic design that clarifies the interfaces and boundaries of the project or process at hand. It not only shows the process or project in its context, it also shows the project's interactions with other applications and users. A Application Context Diagram (SCD) in software engineering and applications engineering is a diagram that represents the actors outside a application that could interact with that application. This diagram is the highest level view of a application. It is similar to a Block diagram.

A context diagram will fall into one of two categories:-

- The first lacks any formal structure; an object is simply placed in its context, showing its interaction with external entities from a high level. This type of context diagram is normally produced by those who have not had formal training in producing context diagrams, but who, for a presentation or marketing purposes, want to show an object or application in its context.

- The second type is a bit more rigid, drawing from the same rules, syntax, and symbols established for data flow diagrams. In this instance, the context diagram is a subset of a data flow diagram with the context diagrams being the simplest form of data flow diagrams.

### **2.6.2 Data Flow Diagram (DFD)**

Data flow diagrams are highly essential for requirement specification of the application. Data flow diagrams are an intuitive way of showing how data is processed by a application. Those are used to show how data flows through a sequence of processing steps. The data is transformed at each step or transformations are program functions when data flow diagrams are used to documents a application.



## **CHAPTER 3: APPLICATION IMPLEMENTATION PLAN**

- 3.1: APPLICATION IMPLEMENTATION
- 3.1.1: APPLICATION IMPLEMENTATION PLAN
- 3.1.2: CANVAS

## **3.1 APPLICATION IMPLEMENTATION**

Implementation includes all those activities that take place to convert from the old application to the new. The old application consists of manual operations, which is operated in a very different manner from the proposed new application. A proper implementation is essential to provide a reliable application to meet the requirements of the organizations. An improper installation may affect the success of the computerized application.

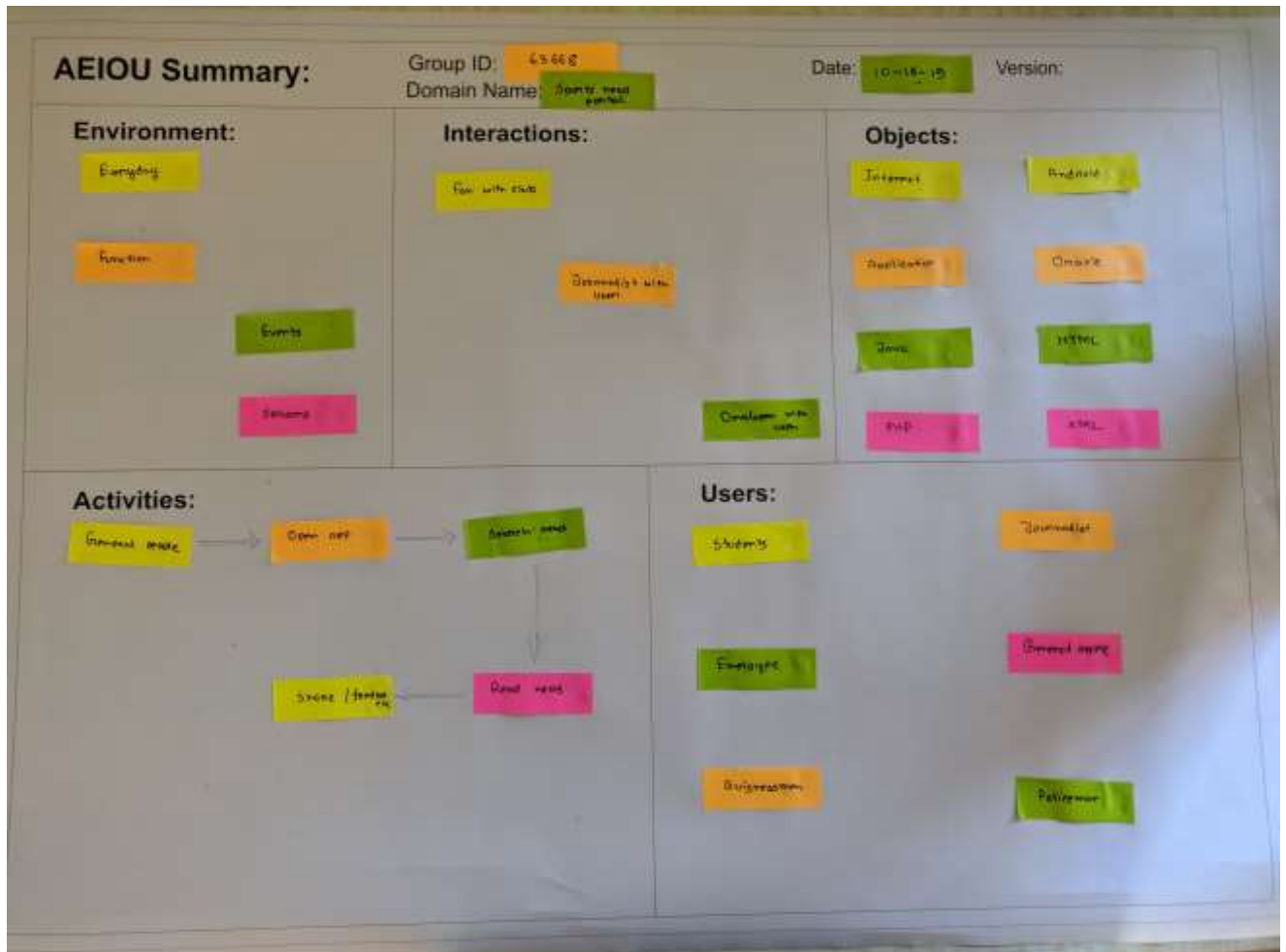
### **3.1.1 IMPLEMENTATION PLAN:**

The implementation plan includes a description of all the activities that must occur to implement the new application and to put it into operation. It identifies the personnel responsible for the activities and prepares a time chart for implementing the application. The implementation plan consists of the following steps.

- List all data required for implementation.
- Identify all data required to build new files during the implementation.
- List all new documents and work flow that go into the new application.

The implementation plan should anticipate possible problems and must be able to deal with them. The usual problems may be missing documents; mixed data formats between current and files, errors in data translation, missing data etc. In this semester we have analyze the business application and according to that we have prepare the diagrams and sheets. The next semester plan is to work on design modules and prepare web development based on analyze factors during this semester

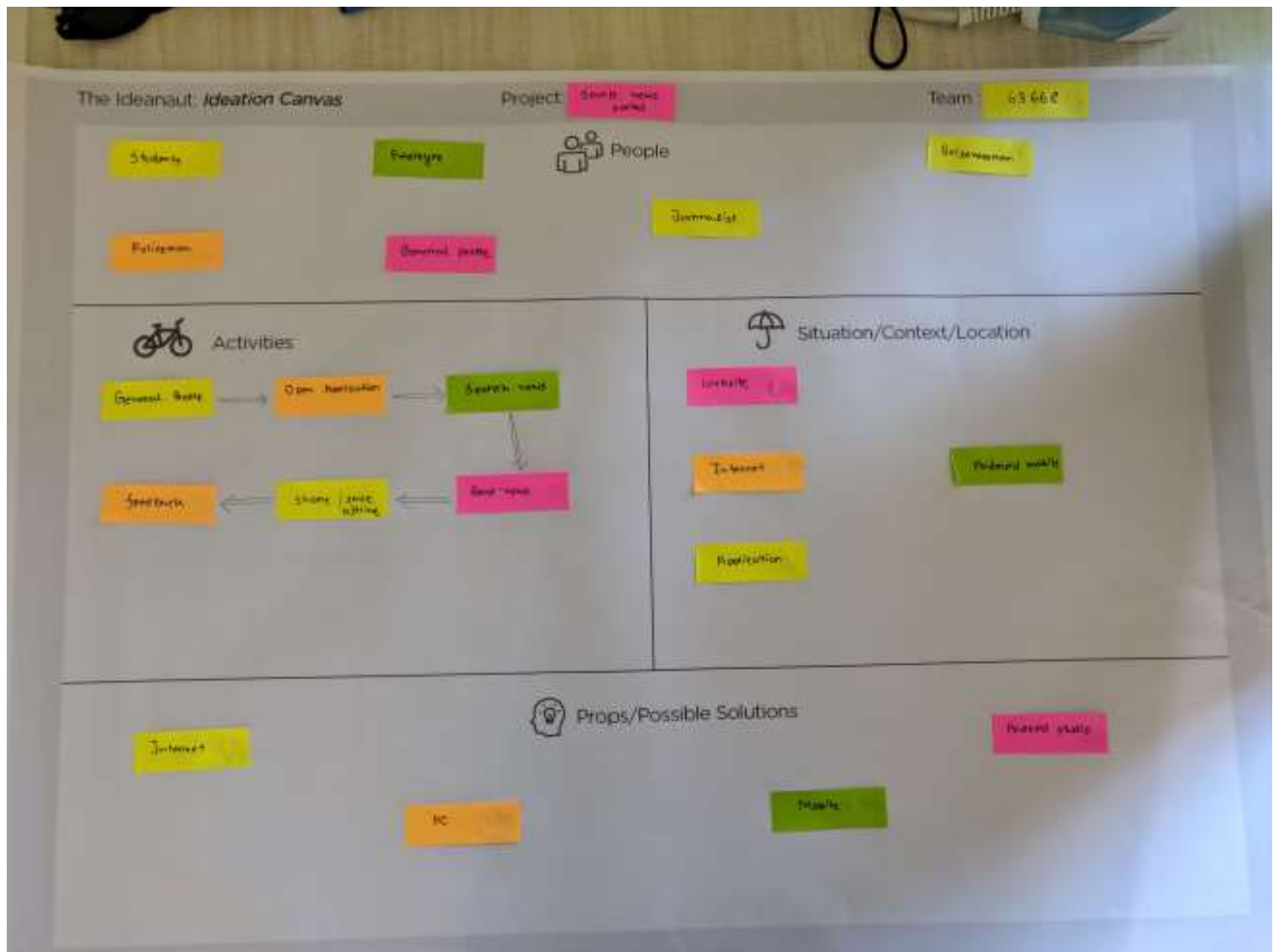
## 3.1.2 : CANVAS

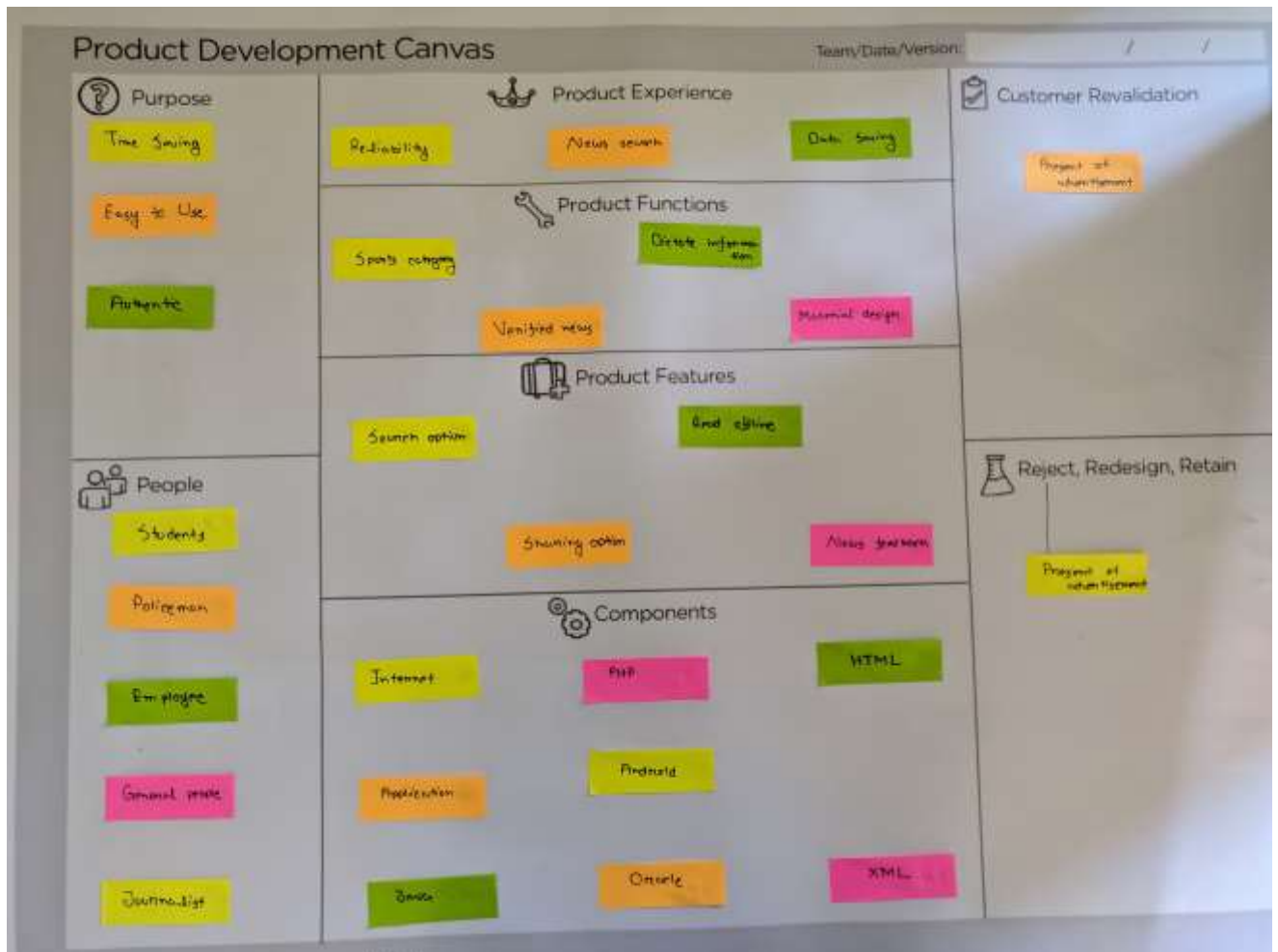


### Empathy Mapping Canvas

|  |  |  |  |
|--|--|--|--|
| Design For <b>General Health</b>   |  | Design By <b>MD. NIKIL SARKAR</b> <b>ANUSHA PRASAD</b> <b>ESRAH ASRAH</b>                                    |  |
| Date <b>18/11/2020</b>   |  | Version  |  |
| <b>USER</b><br><b>Students</b> <b>Police man</b> <b>Footballer</b> <b>General people</b>   |  | <b>STAKEHOLDERS</b><br><b>Web developer</b> <b>App developer</b> <b>Database Developer</b> <b>Journalist</b> |  |
| <b>ACTIVITIES</b><br><b>General health</b> <b>Open application</b> <b>Search news</b> <b>Read news</b> <b>Share news</b> <b>Feedback</b> |  |  |  |
| <b>STORY BOARDING</b><br><b>HAPPY</b> Happy Moment is you don't need to visit more website   |  |  |  |
| <b>HAPPY</b> Happy Moment is the Application is free of use  |  |  |  |
| <b>SAD</b> Sad moment is when the news are not timely updated  |  |  |  |
| <b>SAD</b> Sad moment is it does not work in all Android version   |  |  |  |







## CHAPTER 4:SUMMARY

- 4.1: Advantages
- 4.2: Problem Solved
- .3: Features
- 4.4: Limitation
- 4.5: Scope of future work
- 4.6: Conclusion

## **4.1 ADVANTAGE**

- Faster accessing the application
- More reach to customers, there is no theoretical geographic limitations.
- Low operational cost.
- Better quality of service.
- Easy to start and manage a application.
- Less loss of the data.
- The application provides the authentication.
- The application is more efficient than older application
- The application is portable across different devices.

## **4.2 PROBLEM SOLVED**

- Reducing Duplicate content
- Reducing the chance of human manual errors.
- Reducing the complexity of the application.
- Less time consuming application.
- Maintain the user loyalty

## **4.3FEATURES**

- Validating the specific user login
- Search option
- Sharing option
- Lates updated news.
- Simple material design.

## **4.4 LIMITATIONS**

- Security- Client/Server risk, Virus risk, Data transaction & transfer risk.
- Lack of skilled personnel.
- Chances of Server Down.
- No connectivity of internet is the major drawback of the application.

## **4.5 Future Scope of Work.**

The main task is to implement the application according to the requirements. The proper use of the resources is to be done. The adopting technology and implementing is huge task so we will be looking forward to these tasks. The based on the application analysis we have work on the application benefits and all other works from the user definition and now in the next semester we have to implement this application.

## **4.6 CONCLUSION**

Online business site isn't just about directing business exchanges through Internet. Its effect will be much all the more coming to and conspicuous then we know at present. Since more organizations are held internet bringing about high economy improvement and more inventive and propelled innovation.

## CHAPTER 5: REFERENCES

- [http://en.wikipedia.org/wiki/Applications\\_Development\\_Life\\_Cycle](http://en.wikipedia.org/wiki/Applications_Development_Life_Cycle)
- <http://www.w3schools.com/>
- <http://www.google.com>
- <http://www.wikipedia.com>
- Study of other Wallpaper related application
- Information from the Industry People
- [Timothy\_Boronczyk]\_Beginning\_PHP\_6,\_Apache,\_MySQL(BookSee.org)
- Software engineering- A practitioner's Approach by Roger S.Pressman

## CHAPTER 6: APPENDIX

# PPR –1

## PPR Details

Periodic Progress Report : First PPR

Project : The sports news portal

Status : Reviewed

**1. What Progress you have made in the Project ?**

We have made the analysis phase of the Application

**2. What challenge you have faced ?**

The first challenge is there is no perfect platform for a sports lover to gather all the latest updated news at a time from a single source. So gathering all the individual news portal to under one umbrella is a big deal

**3. What support you need ?**

We need PHP support fro making the back end web admin panel

**4. Which literature you have referred ?**

we have refereed the google at most for analysis purpose

Document : Download

## PPR-2

### PPR Details

Periodic Progress Report : Second PPR

Project : The sports news portal

Status : Reviewed

1. What Progress you have made in the Project ?

We have done the designing of the application

2. What challenge you have faced ?

The challenge we faced is like to make simple material design application

3. What support you need ?

We need PHP support to make the back end web admin panel for the app

4. Which literature you have referred ?

We use google for analysis purpose

Document : Download



## PPR-3

### PPR Details

Periodic Progress Report : Third PPR

Project : The sports news portal

Status : Reviewed

**1. What Progress you have made in the Project ?**

We have start writing coding in Android Studio

**2. What challenge you have faced ?**

The challenge we faced is lack of knowledge in Java and XML

**3. What support you need ?**

we need support for solving some error in android studio

**4. Which literature you have referred ?**

we use stackoverflow for reference

Document : Download

## PPR-4

### PPR Details

Periodic Progress Report : Forth PPR

Project : The sports news portal

Status : Reviewed

1. What Progress you have made in the Project ?

We are making back end of the application using PHP

2. What challenge you have faced ?

The problem we faced is writing back end code in PHP

3. What support you need ?

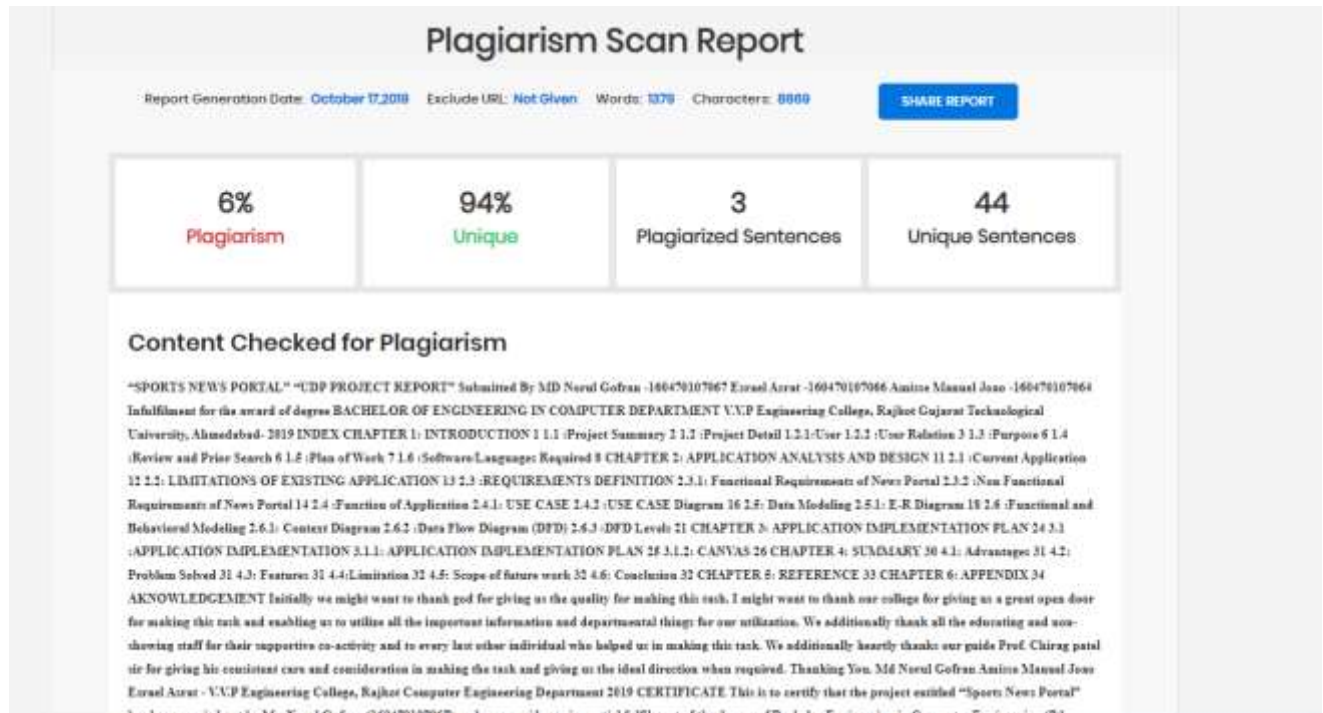
We need support of PHP

4. Which literature you have referred ?

We use stackoverflow and github for reference

Document : Download

# PLAGIRISM REPORT



# **“Sports News Portal”**

## **Report**

### ***Submitted by***

Md Norul Gofran  
Esrael Asrat  
Amisse Manuel Joao

160470107067  
160470107066  
160470107064

***In fulfillment for the award of the degree***

***Of***

**BACHELOR OF ENGINEERING**

**In**

**Computer Engineering Department**



**V.V.P. ENGINEERING COLLEGE, RAJKOT**

**Gujarat Technological University**

**Ahmedabad**