A PROJECT ON

"PSEUDO FOOTBALL MANAGEMENT SYSTEM"

SUBMITTED IN
PARTIAL FULFILLMENT OF THE
REQUIREMENT FOR THE COURSE OF
DIPLOMA IN ADVANCED COMPUTING FROM CDAC

SUNBEAM INSTITUTE OF INFORMATION TECHNOLOGY
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AT

SUNBEAM INSTITUTE OF INFORMATION TECHNOLOGY,

KARAD

Evaluated By Sign **Course-Coordinator Sign**

SUNBEAM INSTITUTE OF INFORMATION TECHNOLOGY,

KARAD.

CERTIFICATE

This is to certify that the project

"Pseudo Football Management System"

Has been submitted by

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Mastake Amit S.
Devkar Rahul S.

In partial fulfilment of the requirement for the Course of **PG Diploma in Advanced Computing (PG-DAC FEB-2020)** as prescribed by The CDAC ACTS, PUNE.

Place: KARAD Date: 23-JAN-2021

ACKNOWLEDGEMENT

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We are deeply indebted and grateful to them for their guidance, encouragement and deep concern for our project. Without their critical evaluation and suggestions at every stage of the project, this project could never have reached its present form. Last but not the least we thank the entire faculty, especially Mr. Nitin Jadhav, and the staff members of Sunbeam Institute of Information Technology, Karad for their support.

TEAM SUNBEAM
(DAC-11 to DAC-23)
DAC Feb-2020 Batch,
SIIT Karad

ABSTARCT

To develop an web application where users will be able to organize tournament by registering for the same. Interested users can register for the tournament by entering their details including their previous record. All registers users will be able to see this post. The enrolled users will also get a reminder for the tournament one day prior with the ground address. There is also a provision for people who don't play football but love to watch it, they just have to click on Guest. Doing so,they can go to watch the matches being played. The application will also segregate the teams in two slots on the basis of their profile (no. of matches played, won, lost). The fixtures for round 1 will then be made. Apart from tournament, if someone wishes to play football he can do so.

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❖ INTRODUCTION TO PROJECT

The purpose of this project is to provide a friendly environment to maintain a details of players, team, league and every record needed. The main purpose of this project provide different reports for different functions. This project describes the hardware and software interface requirements using E-R diagrams and UML diagrams.

This project is inspired by the fact that many football fans are unable see their favourite team matches due to several reasons like they are out with friends or busy somewhere else so we provide them with web application where they can see the summary of the games.

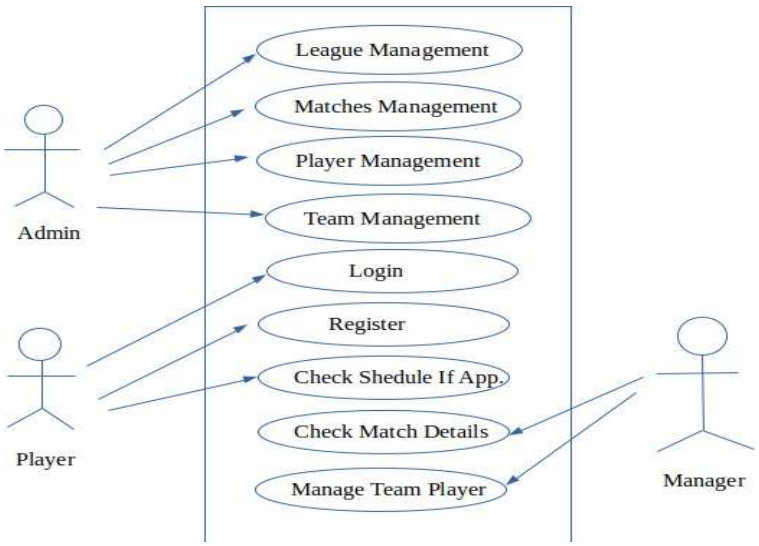
With using the football management system, you will able to enjoy benefits including:

Flexibility to fix multiple matches, and add requirements according to admin that we can fixes matches on different ground in different country.

2. REQUIREMENTS

2.1 FUNCTIONAL REQUIREMENTS

2.1.



U1: Register User and Admin

In this project registration is provided for Player as well as admin and Manager in Football Management System. Player and admin has different functionalities, prior to Registration they can view their respective list.

Scenario 1: Mainline Sequence

1. User: View the homepage of Football Management System

2. System: Redirect Player to home page and login

Page 3 Admin: Manage the details of user

U2: Select List and provide the appropriate options

After the registration of Player and admin they have be provided various options.

Scenario 1: Mainline Sequence

1. System: Display the particular Player details after select in Form.

2.1.1 Admin registration and further details

After admin has Login redirection is given to home login page and various option are display to admin such as Display Players Information.

2.1.2 Player registration and further details

After Player has registered, redirection is given to login page and various option are display to player such as Edit profile.

2.2.3 Control

The complete control of the project is under the hands of authorized person who has the password to access this project and illegal access is not supposed to deal with.

2.2.4 Security

All the control is under the administrator and the other members have the rights to just see the records not to change any transaction or entry.

2.2.5OtherRequirements			
	HARDWARE	**:**	
	Processor	**:**	**Pentium 2.4GHz or above**
	Memory	**:**	**256 MB RAM or above**
	Cache Memory	**:**	**128 KB or above**
	Hard Disk	**:**	**10GB or above [at least 3MB free space required]**

	Operating System	**:**	**Linux Operating System (Ubuntu)**
	Font-End Tool	**:**	**Angular7usingbootstrap**
	Back-End	**:**	**Ms-SQL, Spring-Boot**

SPRING-BOOT

The main goal of the **Spring Boot** framework is to reduce overall development time and increase efficiency by having a default setup for unit and integration tests. If you want to get started quickly with your Java application, you can easily accept all defaults and avoid the XML configuration completely.

ANGULAR

Angular is a type script based open source, front end web application framework led by the Angular Team at Google and by a community of individuals and corporations. HTML is great for declaring static documents, but it falters when we try to use it for declaring dynamic views in web-applications. Angular-JS lets you extend HTML vocabulary for your application. The resulting environment is extraordinarily expressive, readable, and quick to develop.

VS CODE 2019

Visual Studio Code is a lightweight but powerful source code editor which runs on your desktop and is available for Windows, macOS and Linux. It comes with built-in support for JavaScript, TypeScript and Node.js and has a rich ecosystem of extensions for other languages (such as C++, C#, Java, Python, PHP, Go) and runtimes (such as .NET and Unity). Enable additional languages, themes, debuggers, commands, and more.

MYSQL Server

SQL Server is a relational database management system (RDBMS) developed by Microsoft.
It is primarily designed and developed to compete with MySQL and Oracle database.
SQL Server supports ANSI SQL, which is the standard SQL (Structured Query Language) language. However, SQL Server comes with its own implementation of the SQL language, T-SQL (Transact-SQL).
T-SQL is a Microsoft propriety Language known as Transact-SQL. It provides further capabilities of declaring variable, exception handling, stored procedure, etc.
SQL Server Management Studio (SSMS) is the main interface tool for SQL Server, and it supports both 32-bit and 64-bit environments.

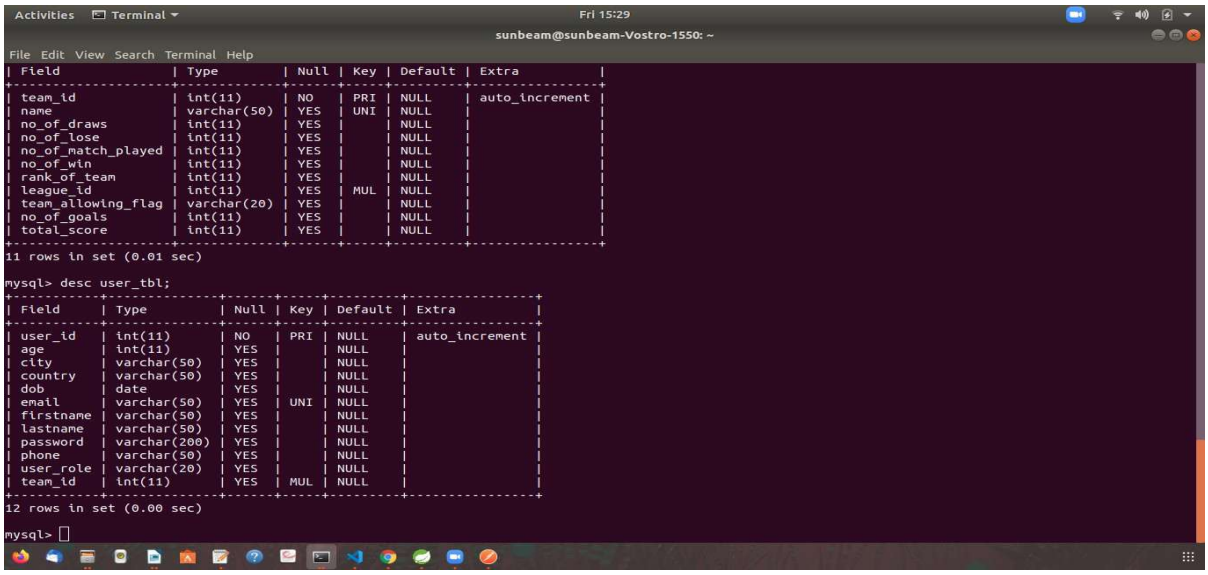
3. DESIGN

3.1 Database Design

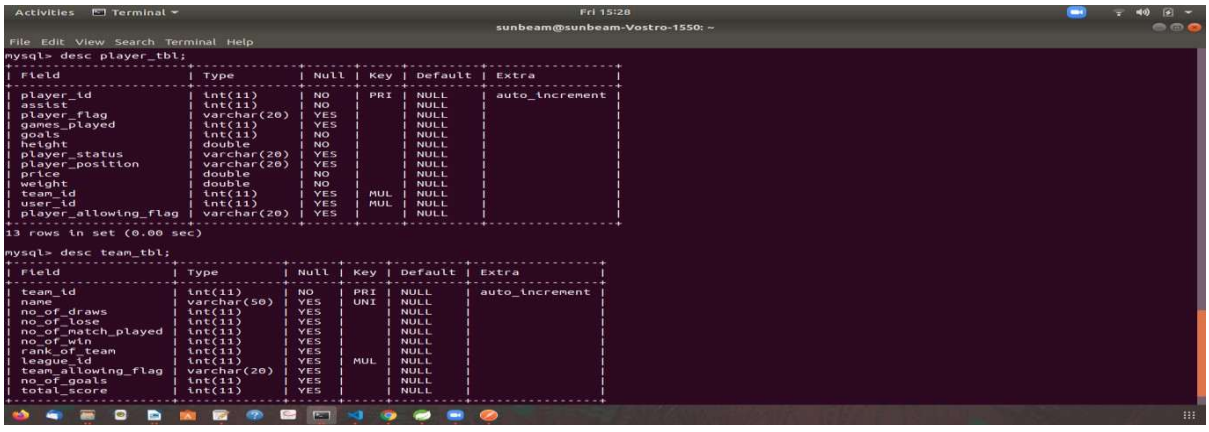
The following table structures depict the database design.

Tables

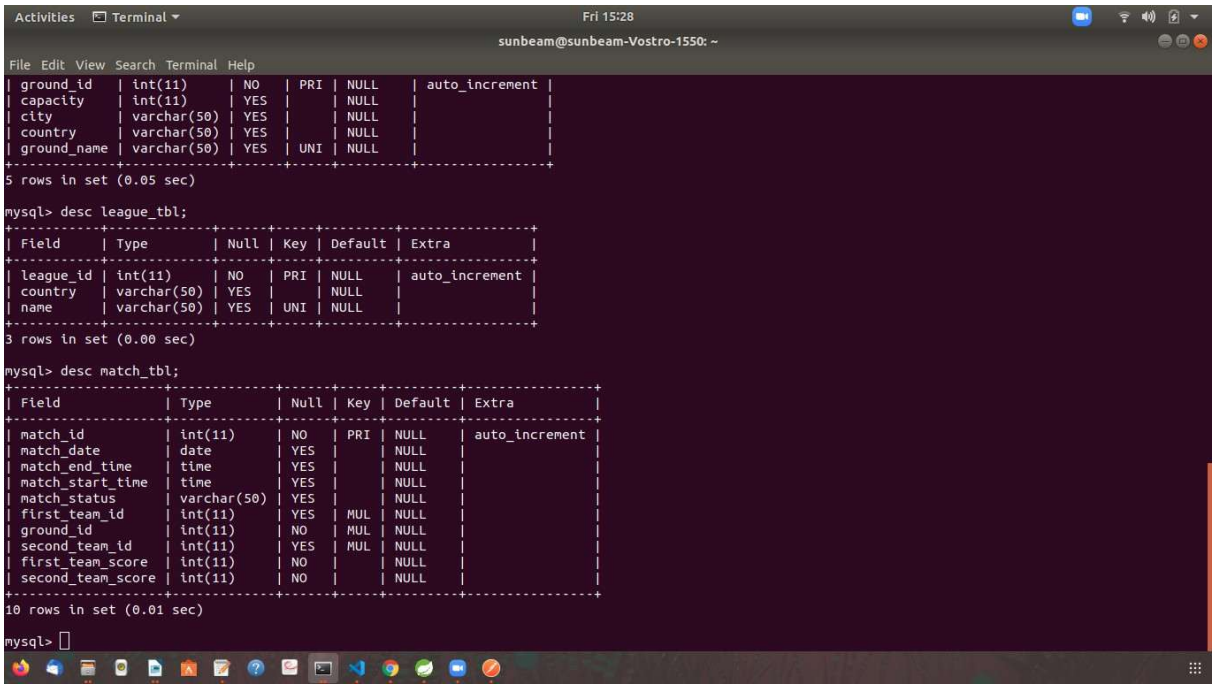
1 .User Table



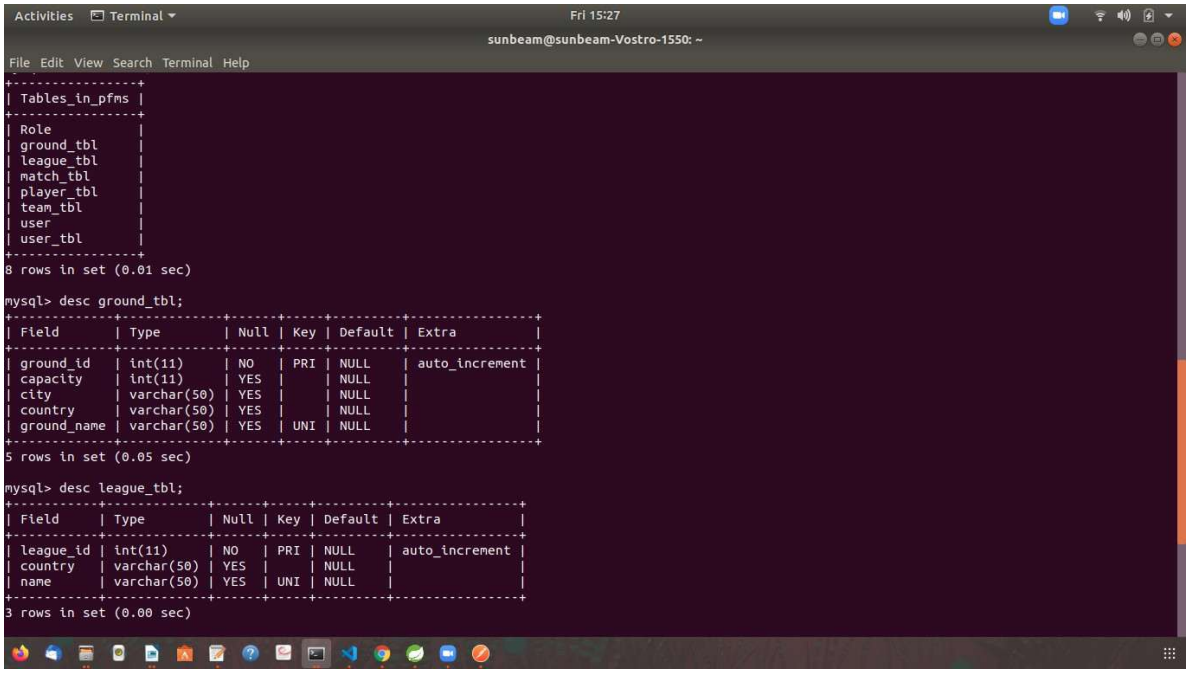
2 .Player Table and Team Table



3 . Match Table and Leauge Table



4. Ground Table and League Table



3.2 System Design:

What is a Methodology?

Software engineering is carry out of using preferred procedure techniques to progress the quality of a software development effort. A methodology is defined as a collection of procedures, techniques, tools, and documentation aids which will help developers in their efforts (both product and process related activities) to implement a new system. For successful implementation, a well-organized and systematic approach is crucial. Therefore, several methodologies were developed to encourage the systematic approach to planning, analysis, design, testing and implementation. Methodologies offer various tools and techniques to assist in analysis, design and testing in terms of detailed design of software, data flowcharts and database design.

Why Methodology?

1. To complete a project within time and budget with the expected scope and quality we need methodologies which provide for a framework.
2. Most methodologies have a general planning, developing and managing stages in common. They suggest the development team the ways of thinking, learning and arriving at a regular feasible solution.
3. To select an ideal methodology was based on project requirements and goals.
4. Functional Decomposition**:** The methodology should have stages according to the interrelated activities which can be grouped into different functional areas.
5. Requirement Changes**:** If required, methodology provides scope to change the requirement.
1.
6. Manage Risks**:** Determined the risk is an important activity to develop a project.

Documentation: Methodology provides support for large documentation.

Analysis and Design Support: A well-defined structure of the methodology helps for analysis and designing to development process.

Implementation: The system should be implemented as per plan.

Testing Support : More testing, more reliable the product is.

Object Oriented Approach: Object oriented concepts will be used in developing the project as it supports component reusability.

Suitable Methodologies:

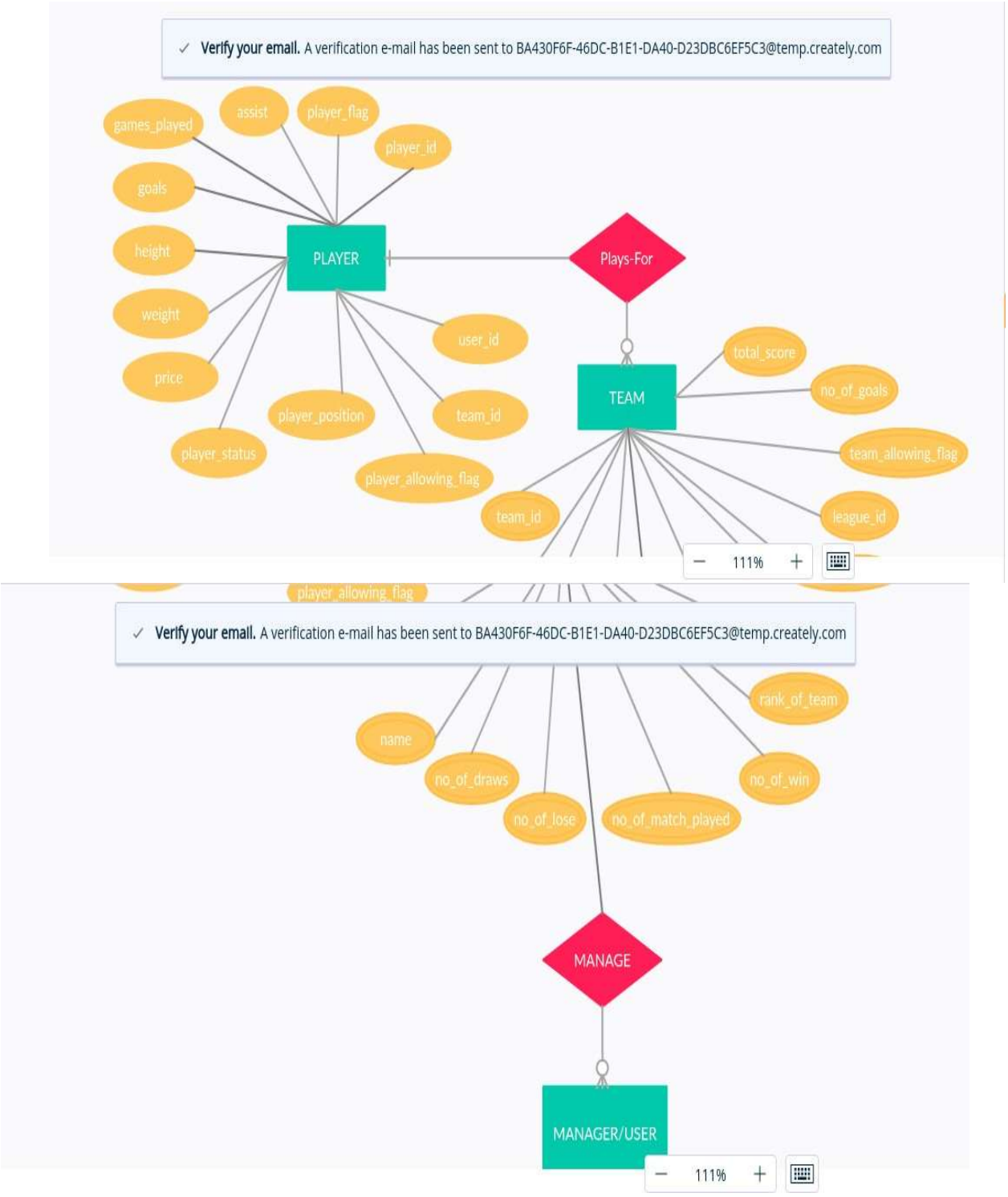
Agile Methodology:

AGILE methodology is a practice that promotes continuous iteration of development and testing throughout the software development lifecycle of the project. In the Agile model, both development and testing activities are concurrent, unlike the Waterfall model.

The agile software development emphasizes on four core values:

1. Individual and team interactions over processes and tools
2. Working software over comprehensive documentation
3. Customer collaboration over contract negotiation
4. Responding to change over following a plan

3.3 E-R Diagram and Class Diagram:

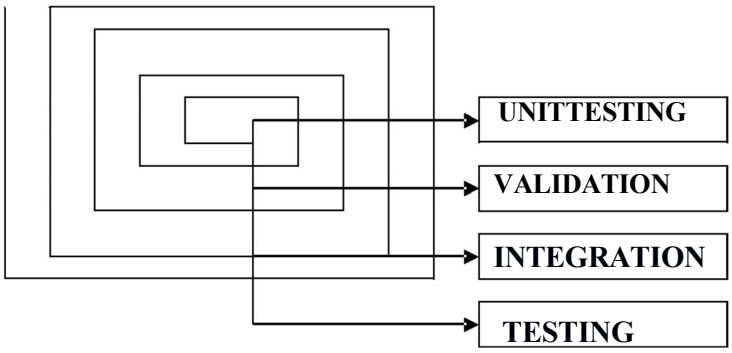


4. TESTING PHASE

One of the purposes of the testing is to validate and verify the system. Verification means checking the system to ensure that it is doing what the function is supposed to do and Validation means checking to ensure that system is doing what the user wants it to do.

No program or system design is perfect; communication between the user and the designer is not always complete or clear, and time is usually short. The result is errors and more errors. Theoretically, a newly designed system should have all the pieces in working order, but in reality, each piece works independently. Now is the time to put all the pieces into one system and test it to determine whether it meets the user's requirements. This is the best chance to detect and correct errors before the system is implemented. The purpose of system testing is to consider all the likely variations to which it will be subjected and then push the system to its limits. If we implement the system without proper testing then it might cause the problems.

LEVELS OF TESTING :

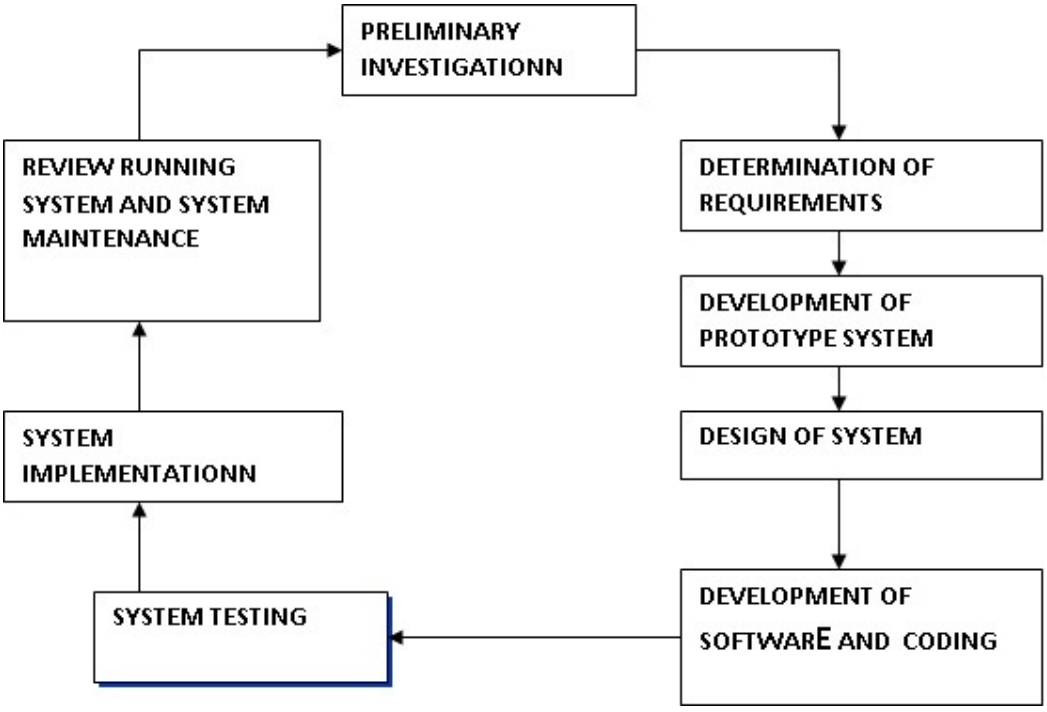


6. PROJECT MANAGEMENT RELATED STATISTICS

DATE	WORK PERFORMED	SDLC Phase	Additional Notes
JAN 07,2021	Project Allotment and User Requirements Gathering	Feasibility Study	Performed Literature Survey to collect requirements.
JAN 08,2021	Initial SRS Document Validation And Team Structure Decided	Requirement Analysis (Elicitation)	The initial SRS was finalize to understand requirements better
JAN 09,2021	Designing the use-cases, Class Diagram, Collaboration Diagram, E-R Diagram and User Interfaces	Requirement Analysis & Design Phase	Database Design completed
JAN 11,2021	Collaboration Diagram, E-R Diagram and User Interfaces	Design Phase	---
JAN 14,2021	Business Logic Component design Started	Design Phase	---
JAN 15,2021	Coding Phase Started	Coding Phase	---
JAN 17,2021	OFF	OFF	OFF
JAN 18,2021	Implementation of Web Pages.	Coding Phase	40% of Class Library implemented.
JAN 19,2021	Implementation of Web pages and Business Logic	Coding Phase and Unit Testing	Class Library Development going on.
JAN 20,2021	Implementation of Business Logic	Coding Phase	Class Library Modified as per the need.

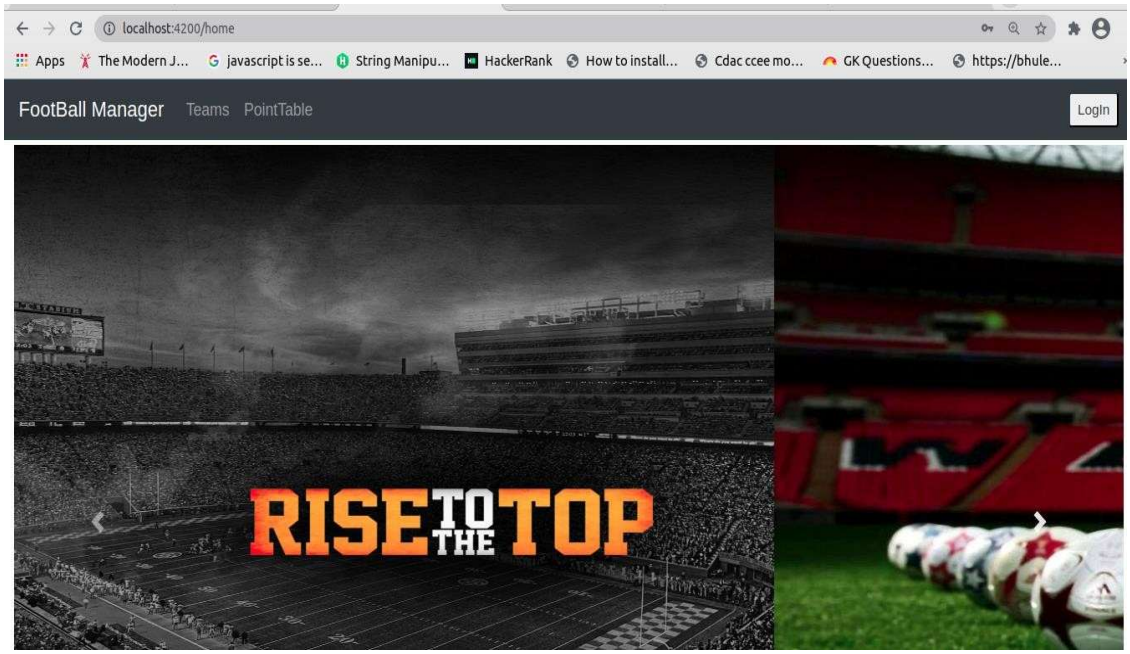
Appendix A

The different phase of **Software Development Life Cycle** is shown below.

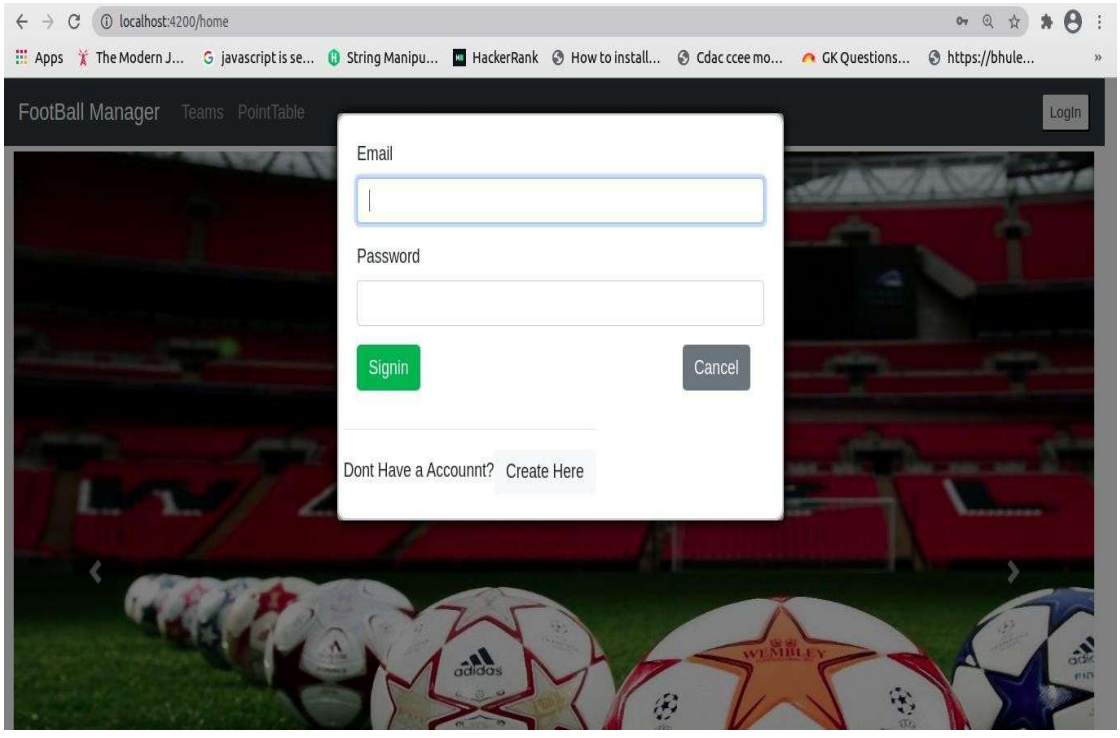


Appendix B

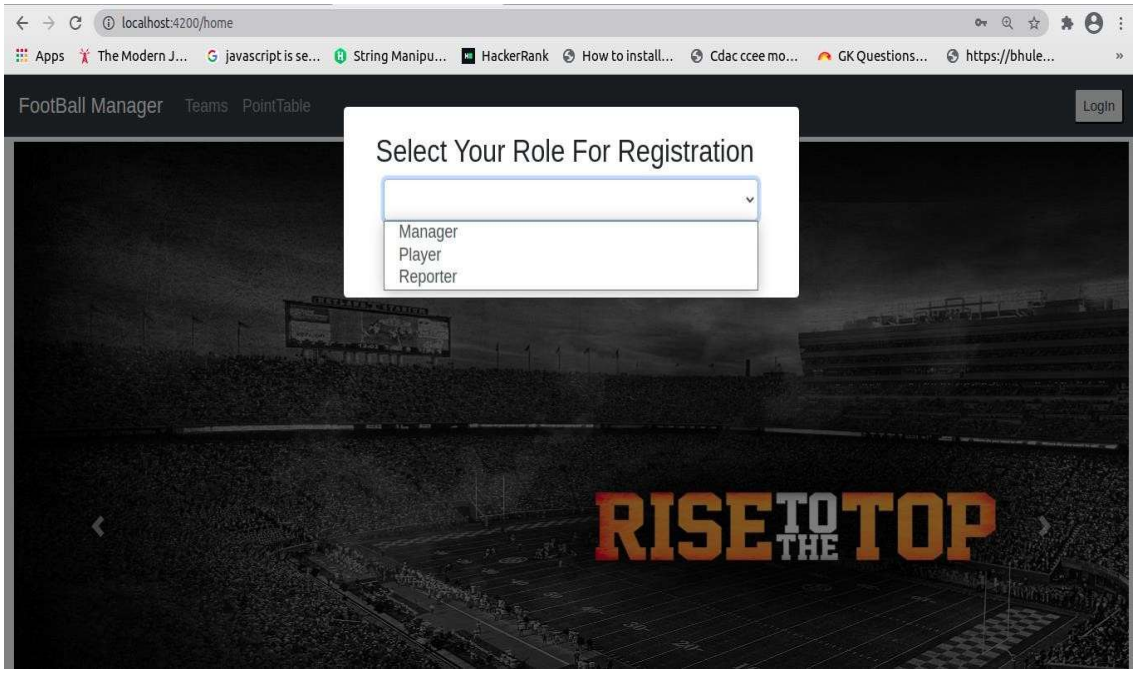
Interface1 : Home Page:



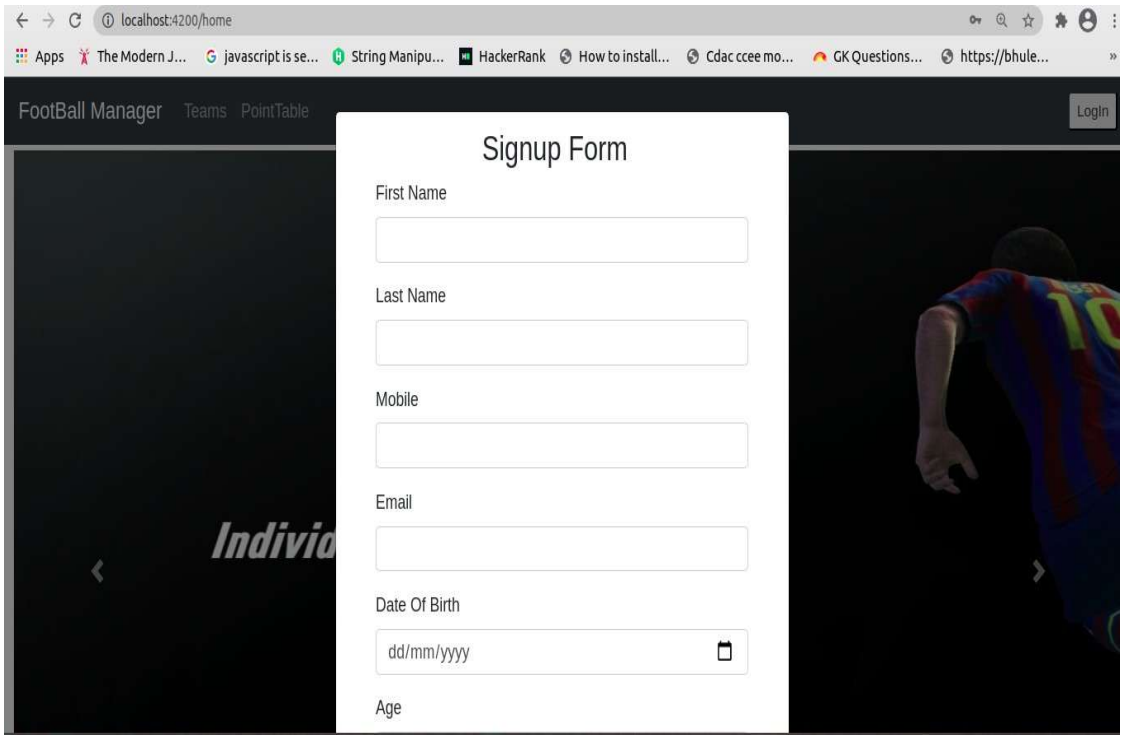
Interface2: Login Page:



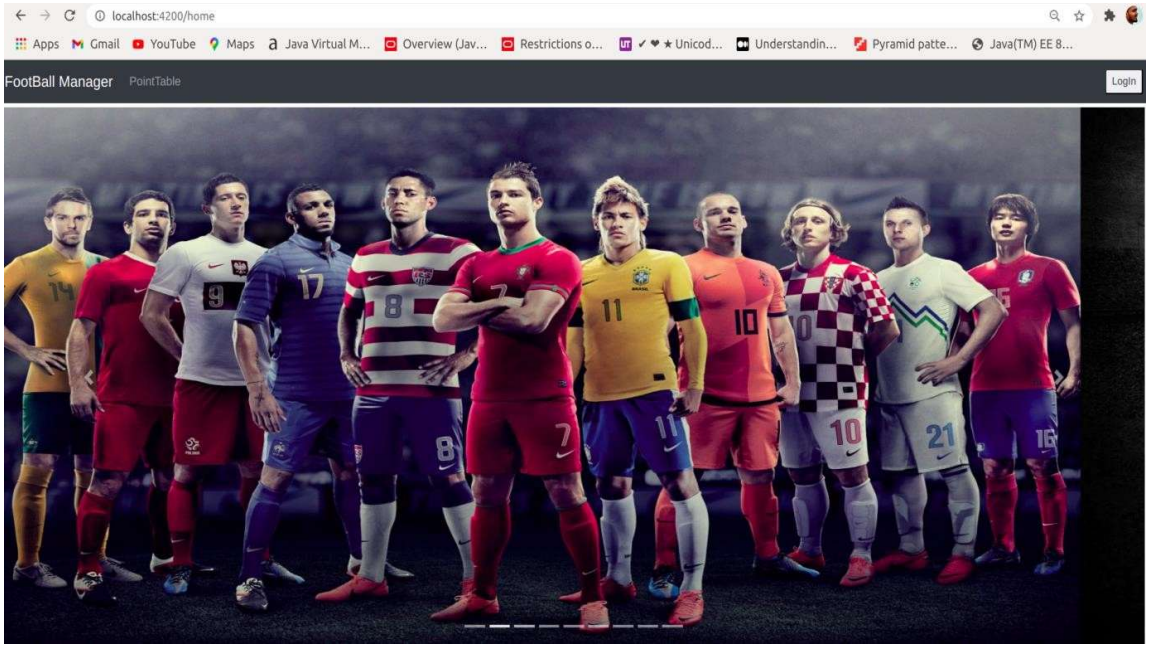
Interface3: Checking for role



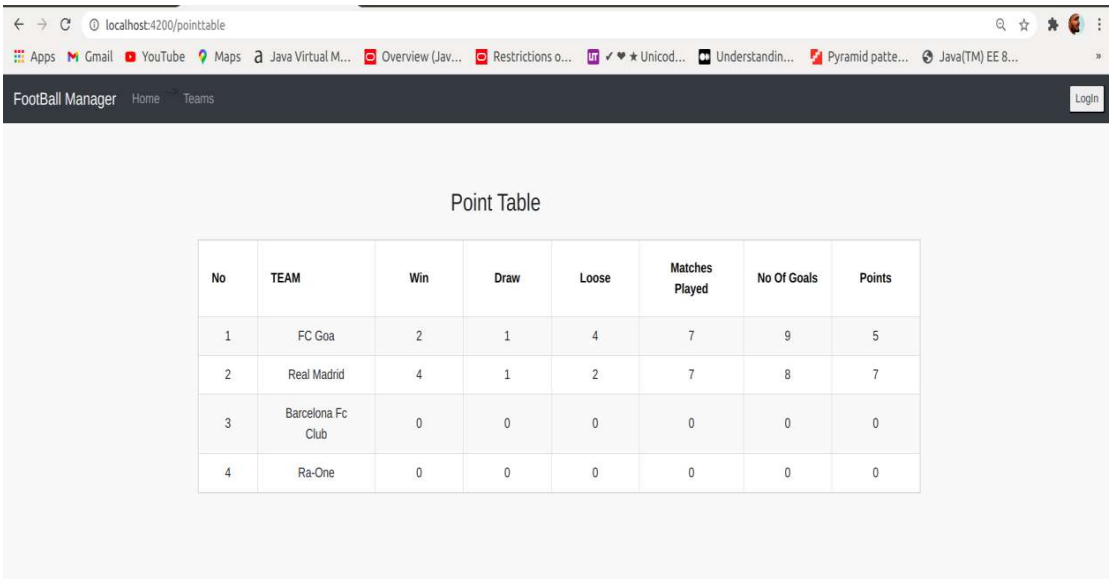
Interface4: Registration page



Interface5: Point Table

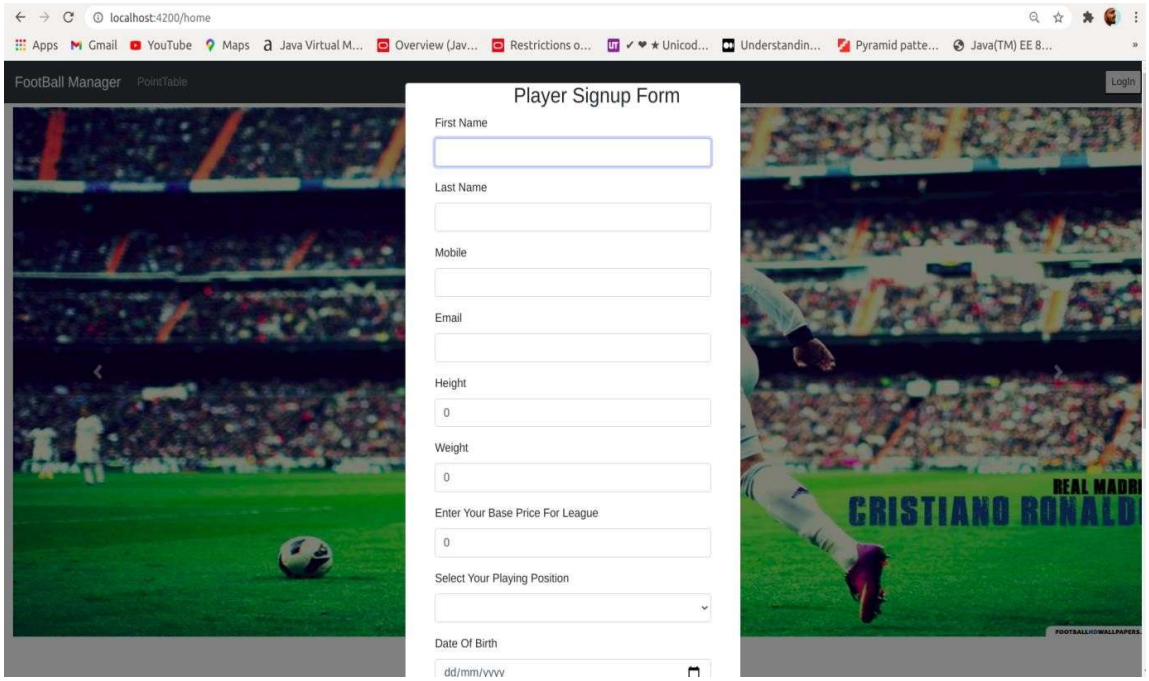


Interface 6: Point Table

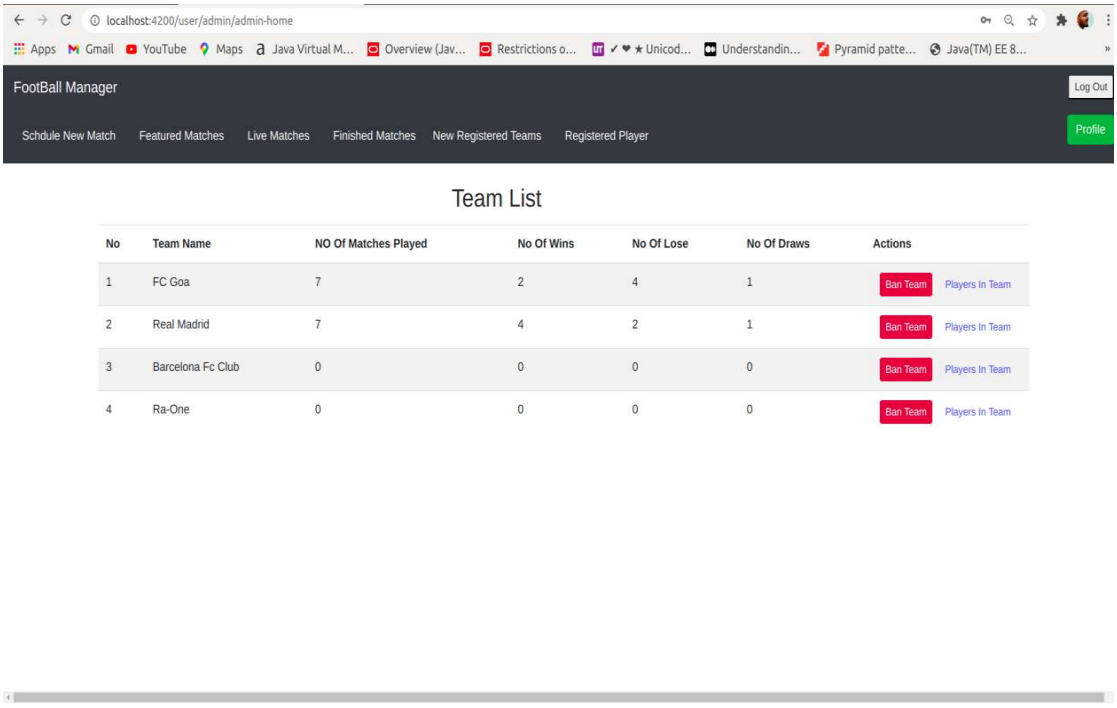


No	TEAM	Win	Draw	Loose	Matches Played	No Of Goals	Points
1	FC Goa	2	1	4	7	9	5
2	Real Madrid	4	1	2	7	8	7
3	Barcelona Fc Club	0	0	0	0	0	0
4	Ra-One	0	0	0	0	0	0

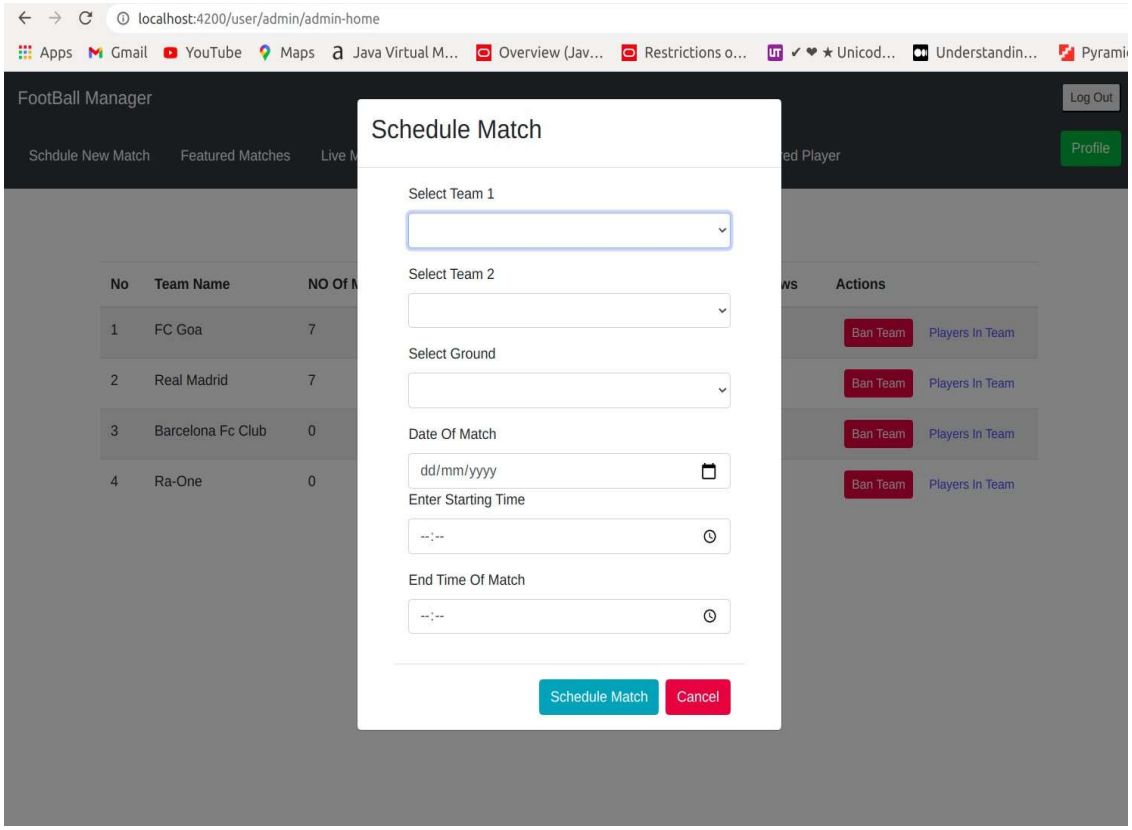
Interface7: Player Signup



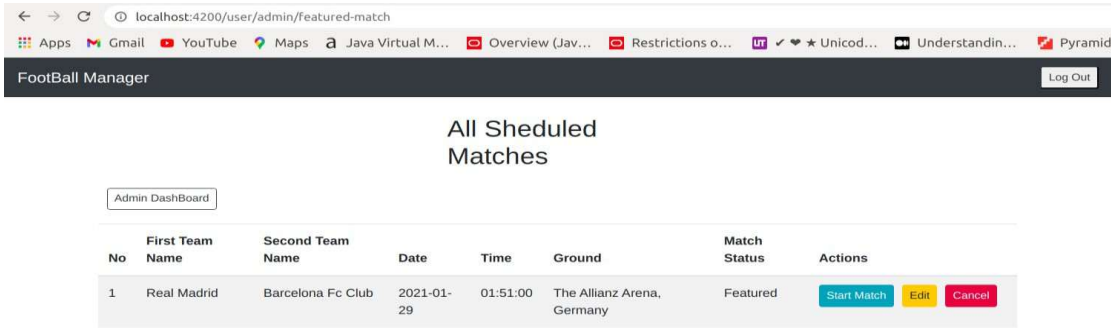
Interface 8 : Team List



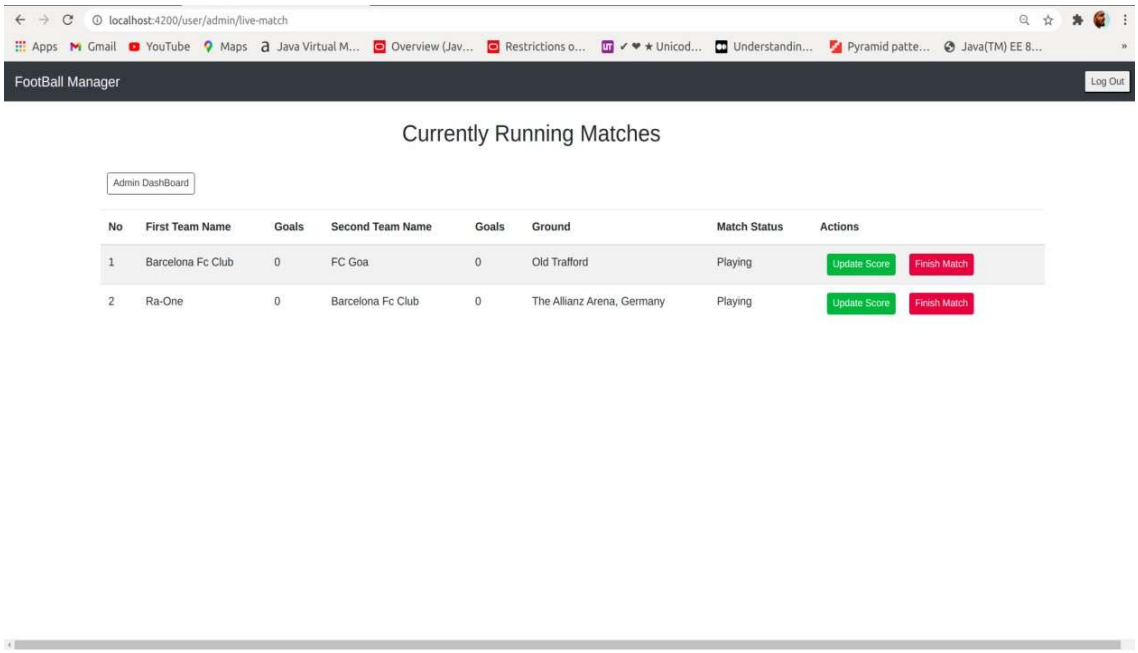
Interface 9 : Schedule match



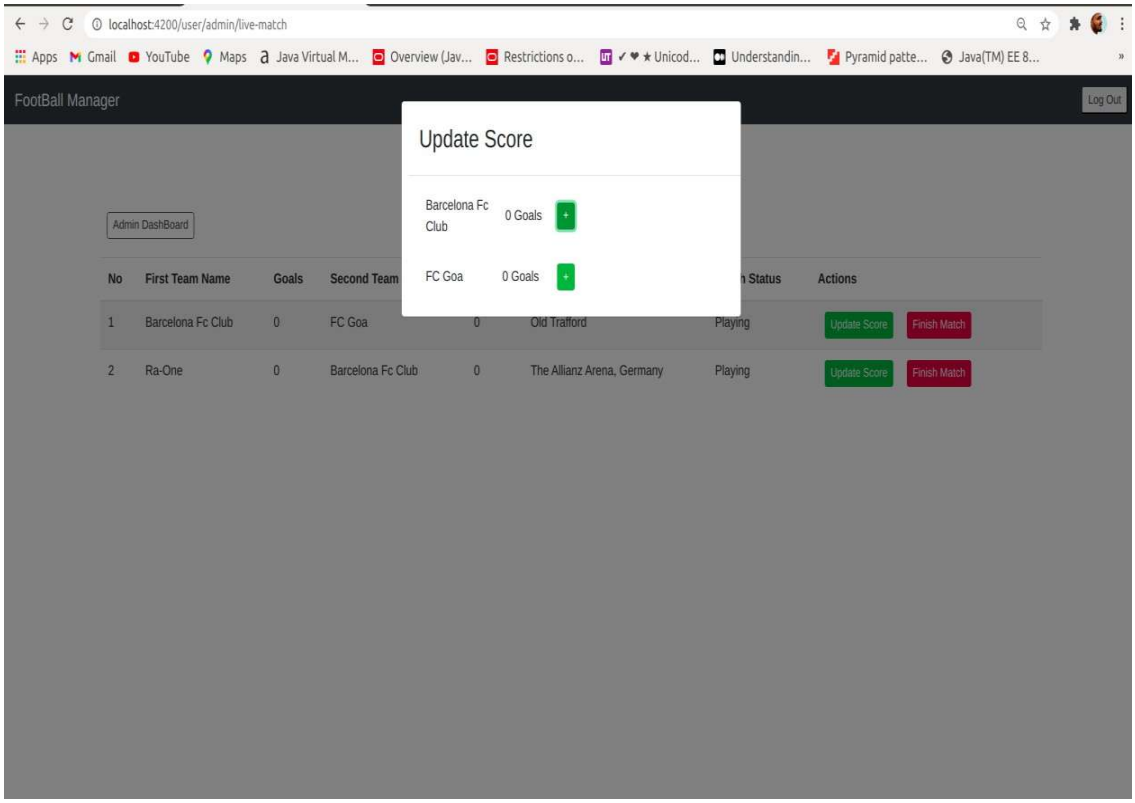
Interface10 : Schedule list



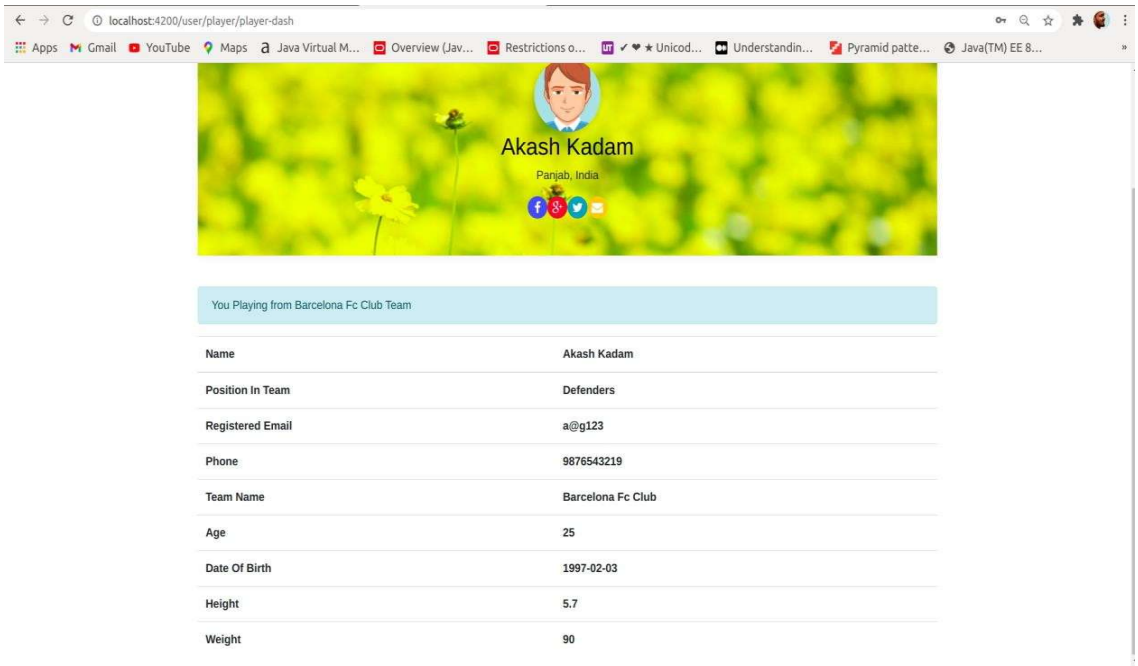
Interface 11 : Currently_running_matches



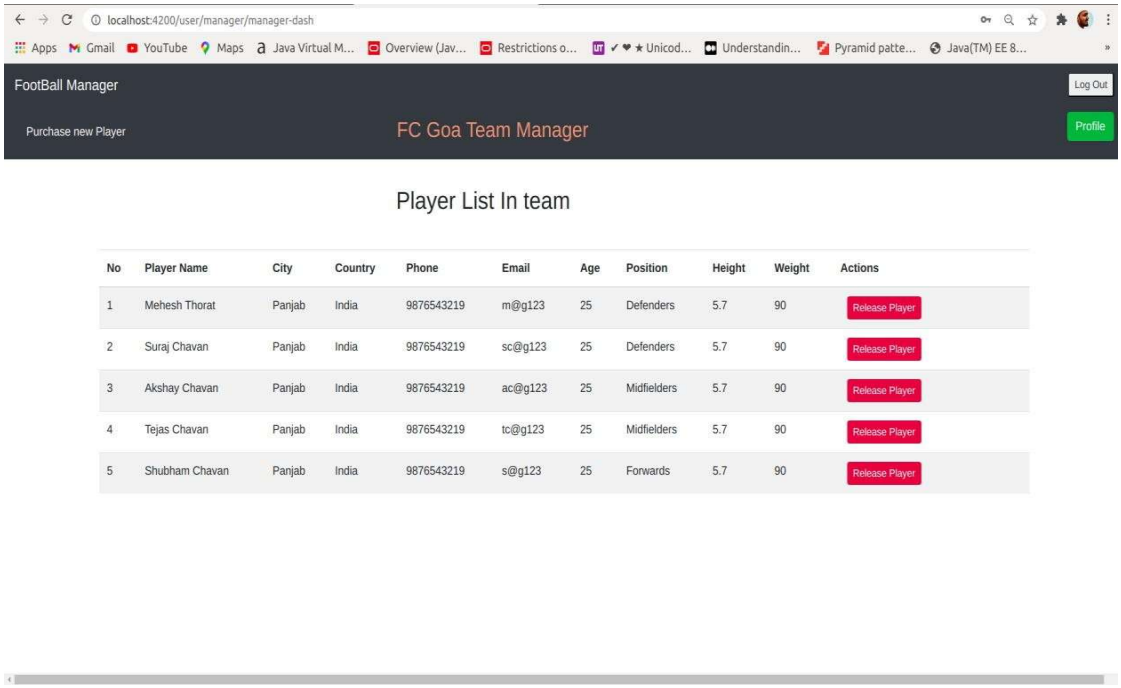
Interface 12 : Update_Score



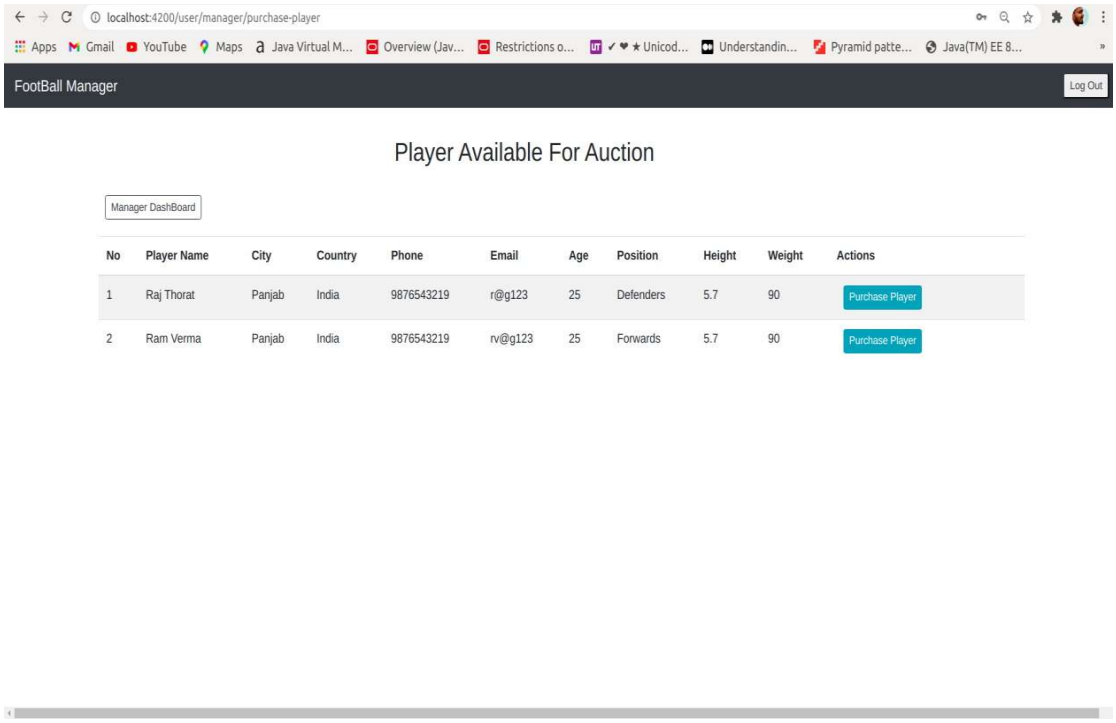
Interface 13 : player_Dashboard



Interface 14 : player_List

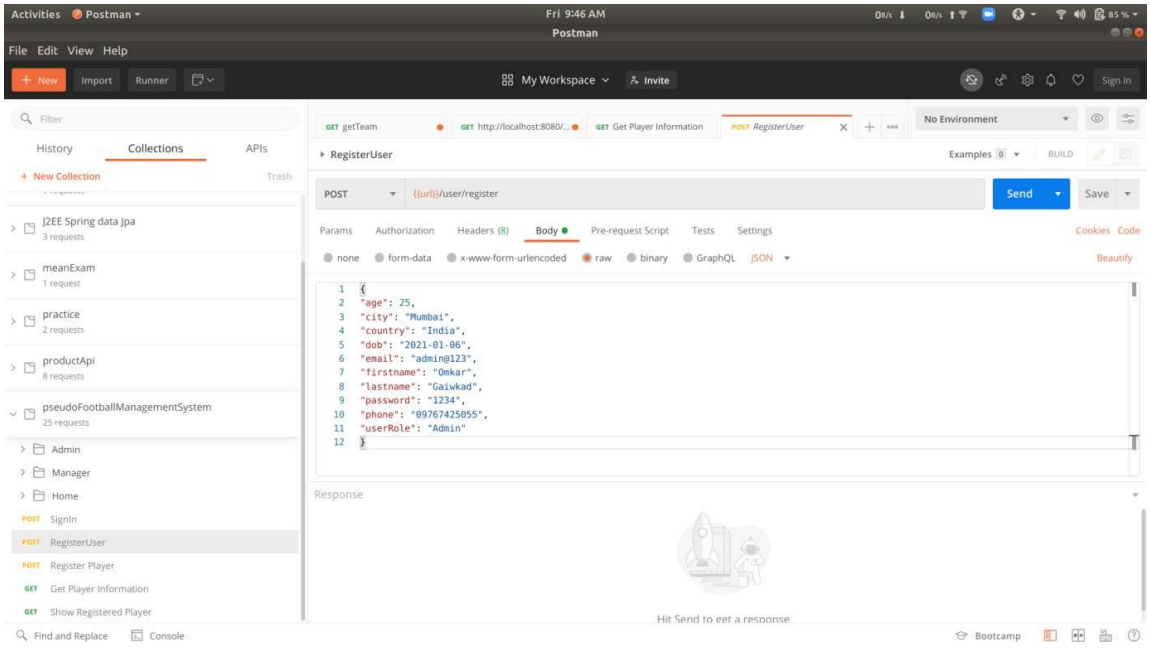


Interface 15 : player_for_Auction

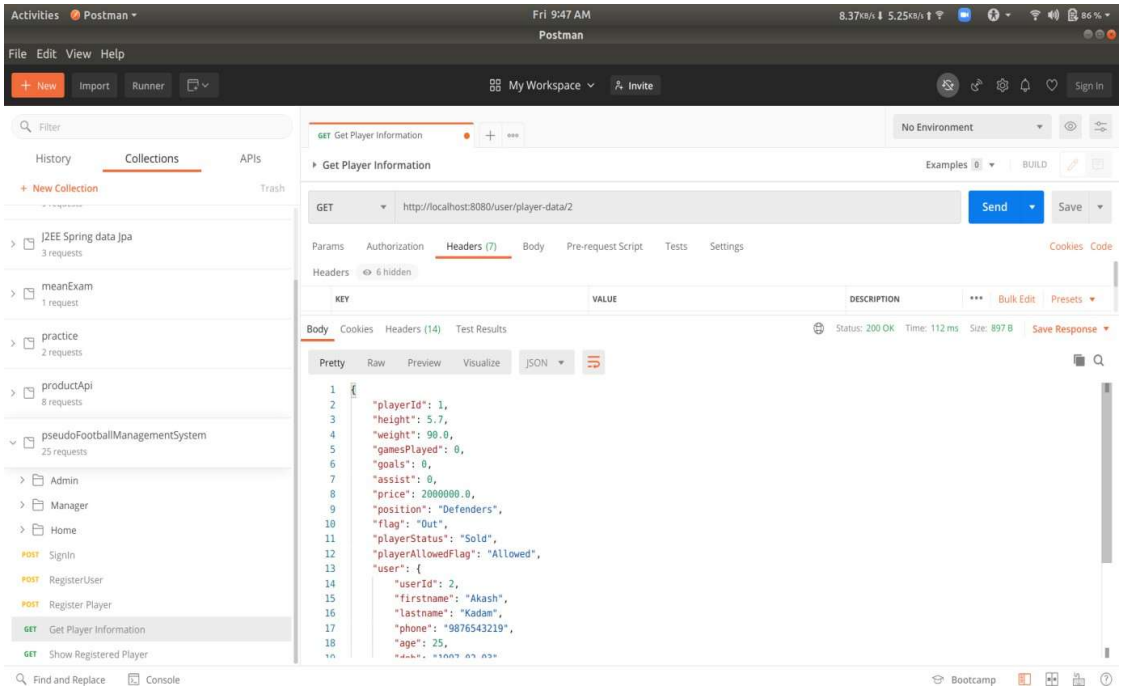


Testing:

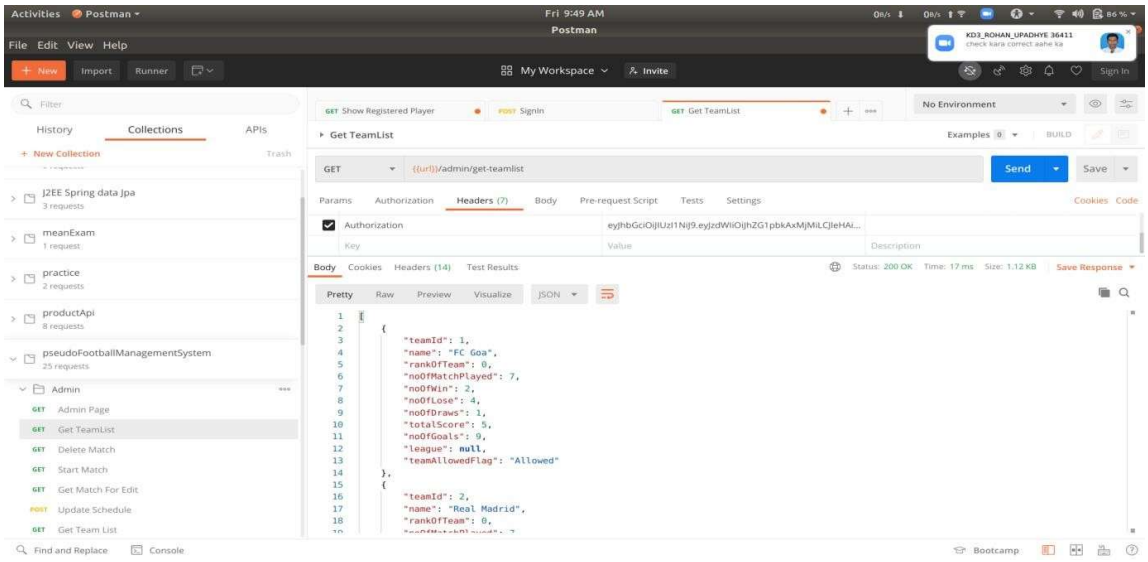
1. User Registration



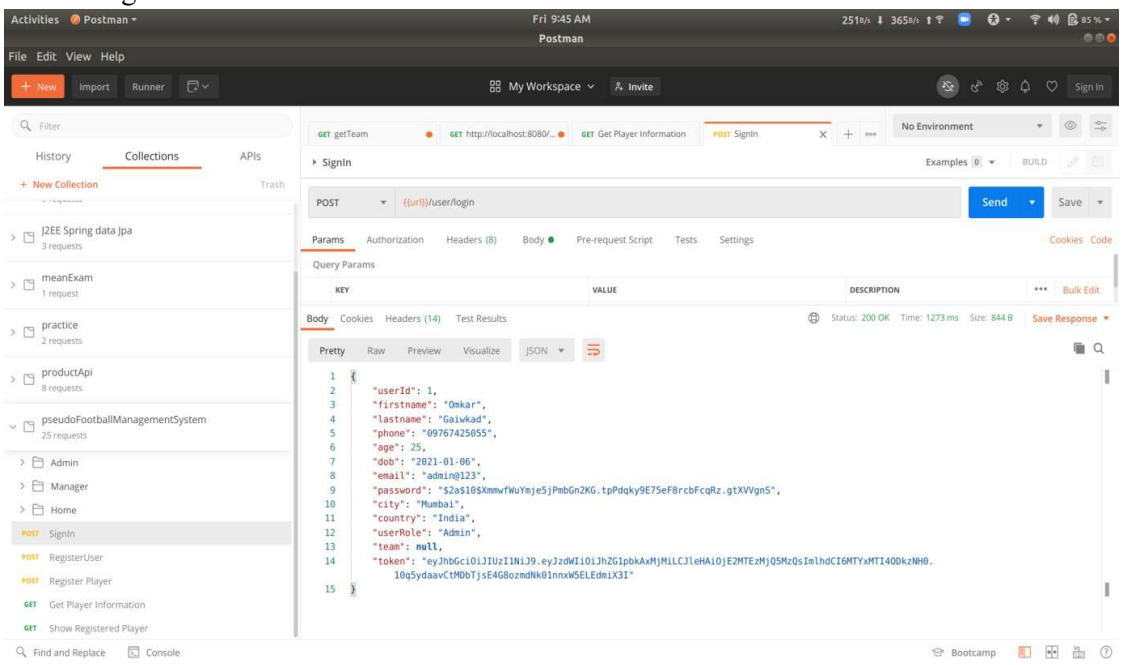
2. Player-data



3. GetTeam-List



4. User-Login



Conclusion

This project is inspired by the fact that many football fans are unable see their favourite team matches due to several reasons like they are out with friends or busy somewhere else so we provide them with web application where they can see the summary of the games.

The purpose of this project is to provide a friendly environment to maintain details of players, team, league and every record needed. The main purpose of this project provide different reports for different functions.

Football fans around the world need every single knowledge about their favourite players, clubs and international team. To get this information easily, we are creating this football management system. There are big websites present in today's world like ESPN Football, GOAL.com etc

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1. https://wpclubmanager.com/extensions/players-gallery/
2. https://wpclubmanager.com/extensions/score-summary/
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4. https://wpclubmanager.com/extensions/sponsors-pro/
5. https://wordpress.org/support/plugin/wp-club-manager
6. https://wordpress.org/plugins/wp-club-manager/