SPORTS EVENTS MANAGEMENT SYSTEM

A Mini-project Report Submitted in the
Partial Fulfillment of the Requirements
for the Award of the Degree of

BACHELOR OF TECHNOLOGY

IN

COMPUTER SCIENCE AND ENGINEERING

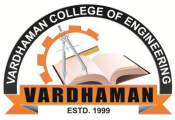
Submitted by

MD RAHMAN 18881A0595

SUPERVISOR
Mr. Royyuru Srikanth
Assistant Professor

Department of Computer Science and Engineering
VARDHAMAN COLLEGE OF ENGINEERING, HYDERABAD
An Autonomous Institute, Affiliated to JNTUH

July, 2021



VARDHAMAN COLLEGE OF ENGINEERING, HYDERABAD
An Autonomous Institute, Affiliated to JNTUH

Department of Computer Science and Engineering

CERTIFICATE

This is to certify that the mini-project titled **SPORTS EVENTS MANAGEMENT SYSTEM** is carried out by

MD RAHMAN 18881A0595

in partial fulfillment of the requirements for the award of the degree of **Bachelor of Technology** in **Computer Science and Engineering** during the year 2020-21.

Signature of the Supervisor
Mr. Royyuru Srikanth
Assistant Professor

Signature of the HOD
Dr. RajaniKanth Aluvalu
Professor and HOD Of CSE

Kacharam (V), Shamshabad (M), Ranga Reddy (Dist.)–501218, Hyderabad, T.S.
Ph: 08413-253335, 253201, Fax: 08413-253482, www.vardhaman.org

Acknowledgement

The satisfaction that accompanies the successful completion of the task would be put incomplete without the mention of the people who made it possible, whose constant guidance and encouragement crown all the efforts with success.

I wish to express my deep sense of gratitude to **Mr. Royyuru Srikanth**, Assistant Professor 'I&' and Project Supervisor, Department of Computer Science and Engineering, Vardhaman College of Engineering, for his able guidance and useful suggestions, which helped us in completing the mini-project in time.

I am particularly thankful to **Dr. RajaniKanth Aluvalu**, the Head of the Department, Department of Computer Science and Engineering, his guidance, intense support and encouragement, which helped us to mould our mini-project into a successful one.

I show gratitude to our honorable Principal **Dr. J.V.R. Ravindra**, for providing all facilities and support.

I avail this opportunity to express our deep sense of gratitude and heartful thanks to **Dr. Teegala Vijender Reddy**, Chairman and **Sri Teegala Upender Reddy**, Secretary of VCE, for providing a congenial atmosphere to complete this mini-project successfully.

I also thank all the staff members of Computer Science and Engineering department for their valuable support and generous advice. Finally thanks to all my friends and family members for their continuous support and enthusiastic help.

MD RAHMAN

Abstract

The purpose of Sports Events Management System is to automate the existing manual system by the help of computarized equipments and full-fledged computer software, fulfilling the requirements, so that the valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available to work with. Sports Events Management System, as described above, can lead to error free ,secure, reliable and fast management system. Thus it will help organisation in better utilization of resources. The organiztion can maintain computarized records without redundant entries. That means one need not be distracted by information that is not relevant, while being able to reach the information. The aim is to automate its existing manual system by the help of computarized eqipments and full-fledged computer software, in short it is a complete transformation of offline to online. Basically the project describes how to manage for good performance and better services for the clients.

Keywords: computarized; reliable; sports events; database.

Table of Contents

Title	Page No.
Acknowledgement	i
Abstract	ii
List of Figures	v
Abbreviations	v
CHAPTER 1 Introduction	1
1.1 About	1
1.2 Purpose	1
1.3 Objectives	1
CHAPTER 2 Literature Survey	2
2.1 Existing System	2
2.2 Proposed System	2
CHAPTER 3 Project Analysis	3
3.1 Project Implementation	3
3.1.1 HTML	3
3.1.2 CSS	3
3.1.3 Php-Mysql	3
CHAPTER 4 UML Diagrams and Screen Shots	4
4.1 Entities/Attribute/Relation	4
4.2 Process Model	4
4.2.1 Evolutionary Process Model	5
4.3 Flow Chart	5
CHAPTER 5 Project Outcomes	6
5.1 Proposed Method	6
5.2 Test Cases	8
CHAPTER 6 Advantages and Limitations	10
6.1 Advantages	10
6.2 Limitations	10
CHAPTER 7 Future Scope and Conclusion	11
7.1 Future Scope of the Project	11
7.2 Conclusion	11

7.3 REFERENSES AND BIBLIOGRAPHY 12

List of Figures

4.1 Entities/Attribute/Relation 4
4.2 process model 5
4.3 Flow Chart 5

5.1 Front Page of the website 7
5.2 Registration Form 7
5.3 Storing the data in the database 8
5.4 Unsuccessful Registration 8
5.5 Successful Registration in the sports 9

Abbreviations

Abbreviation	Description
VCE	Vardhaman College of Engineering
SEMS	Sports Events Management System
HTML	Hyper Text Markup Language
CSS	Cascading Style sheets
PHP	Hypertext Preprocessor

CHAPTER 1

Introduction

1.1 About

The Sports Event Management System (SMS) objective is to provide a system which manages the activity of many sports at a time. It also manages the selection activity of sports at the college . The users will consume less amount of time when compared to manual paper work through the automated system. The system will take care of all the servicing activity in a quick manner. Data storing is easier. It will be able to check any report at any time.

1.2 Purpose

This purpose of this request is to provide details how this system manages the activity of many sport at a time. It also deals with the selection of sports for students at collage. This system will provide the serving activity in quick and easy manner. It will consume less amount of time as it is based on automatic system

1.3 Objectives

1. To make connect easier to coordinate, monitor, track and resolve.
2. To provide with an effective tool to identify and target problem areas, monitor handling performance
3. Flexibility in the system according to the changing environment.
4. Controlling redundancy in storing the same data multiple times
5. Accuracy, timeliness and comprehensiveness of the system output.

CHAPTER 2

Literature Survey

2.1 Existing System

The student should attend the venue to get registered for the game which takes a lot of time. sometimes the students may not be able to participate in such games since their names will not be there in the participants list. This will happen only if the names are taken through pen and paper method. Some times there might be mistakes in the written data which leads to strike offs.

2.2 Proposed System

Users can waste less time as compared to manual paperwork . The handling of data is simpler. The device will take care of all the service operations in a fast way. It would be able to review any reports at any time. Paperwork and manual work are minimized. In the proposed Sports Event Management system student can get all the information of various games and the venue. The student can get registered from anywhere and at any time. By using this system student can save a lot of time and effort. The student can easily get the information from anywhere.

CHAPTER 3

Project Analysis

3.1 Project Implementation

In the development of this website, for Frontend part we have used web application languages like HTML and CSS , for Backend scripting we have used php, database used is mysql database and server used is XAMPP server

3.1.1 HTML

HTML (Hypertext Markup Language) is the most basic building block of the Web. It defines the meaning and structure of web content. "Hypertext" refers to links that connect web pages to one another, either within a single website or between websites.

3.1.2 CSS

Cascading Style Sheets, fondly referred to as CSS, is a simple design language intended to simplify the process of making web pages presentable. CSS handles the look and feel part of a web page. Using CSS, you can control the colour of the text, the style of fonts, the spacing between paragraphs, how columns are sized and laid out, what background images or colours are used, layout designs, variations in display for different devices and screen sizes as well as a variety of other effects.

3.1.3 Php-Mysql

For database management we used the php involved with mysql in connecting the databases through the xampp server localhost/phpmyadmin sql databases for the retrivals of data and updating ,inserting the data and deleting if required the data to be deleted.As when users register their data is inserted in the sql database given in the phpmyadmin.

CHAPTER 4

UML Diagrams and Screen Shots

4.1 Entities/Attribute/Relation

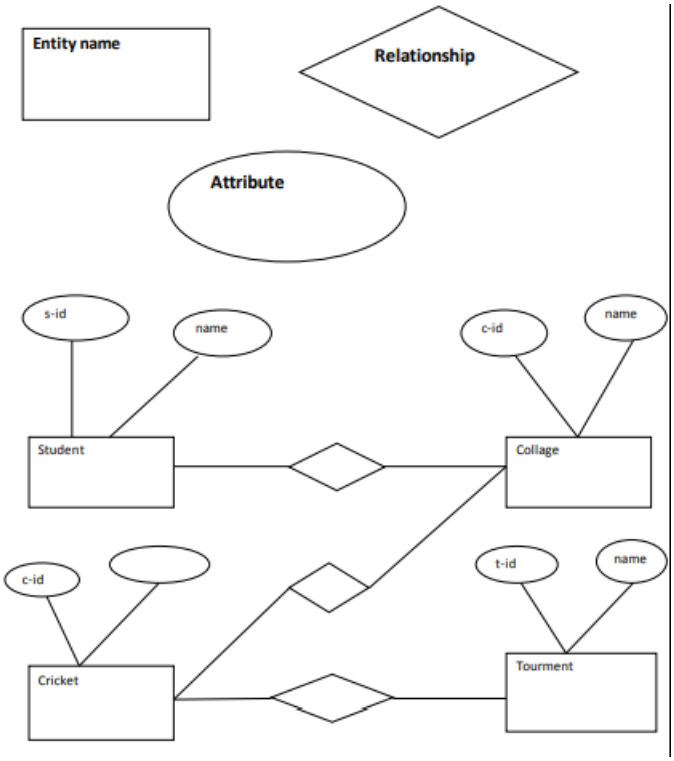


Figure 4.1: Entities/Attribute/Relation

4.2 Process Model

Our website's software structure is based on evolutionary process model

4.2.1 Evolutionary Process Model

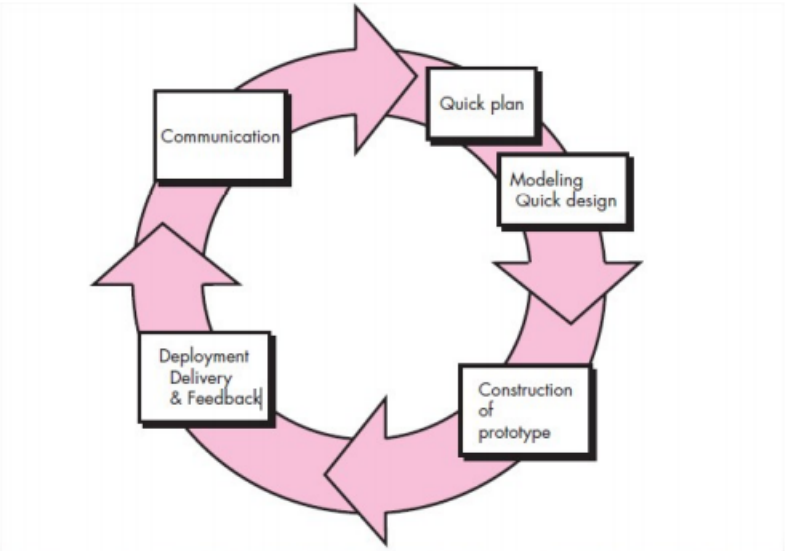


Figure 4.2: process model

4.3 Flow Chart

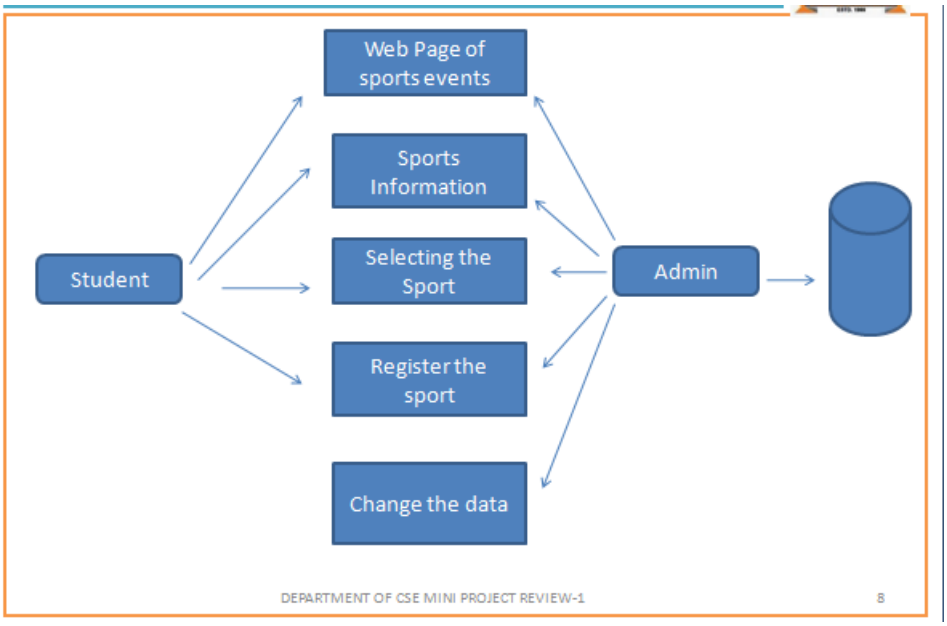


Figure 4.3: Flow Chart

CHAPTER 5

Project Outcomes

Proposed Project Outcomes

- Make the sports events registration process easier.
- To develop a web application for sports events using html css and php.
- Provide a facility for the students to register their names in different sports of their choice at college level through this application .
- Use the database to manage students sports information in a smart way.
- To make the handling of sports data easier.
- Minimize the Paperwork and manual work and shift to online mode.

5.1 Proposed Method

Our project brings the entire manual process of sports event management online which is built using html , css as a front end and php as backend. The main purpose of this project is to simplify the process of handling each sports event by providing a web interface for admin and students.Therefore, it can effectively improve the quality and efficiency of college sports management by developing sports events management system with the aid of the characteristics of high efficiency, high speed and large capacity of computer system.

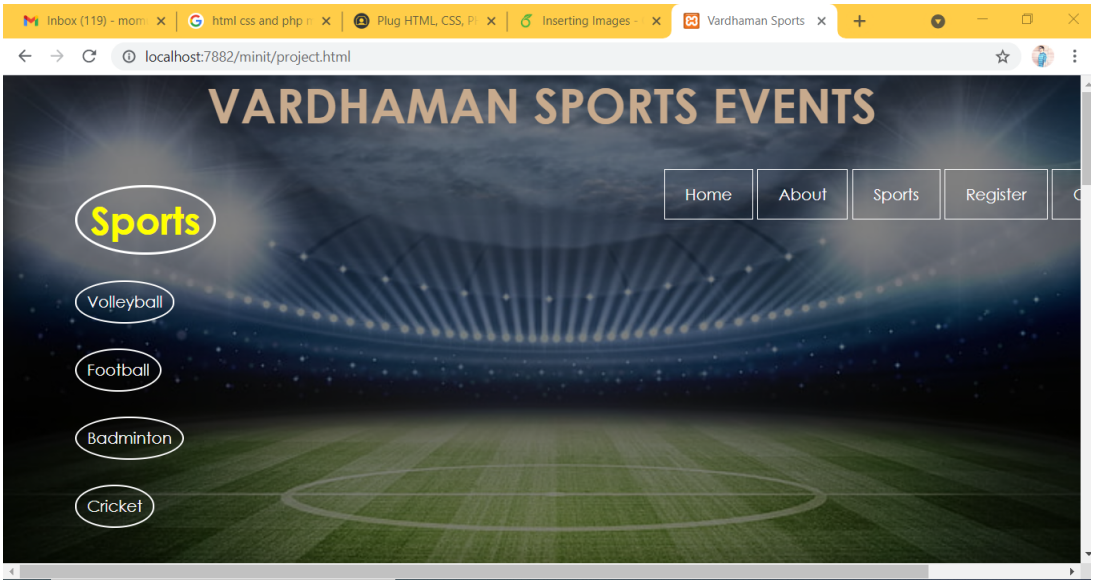


Figure 5.1: Front Page of the website

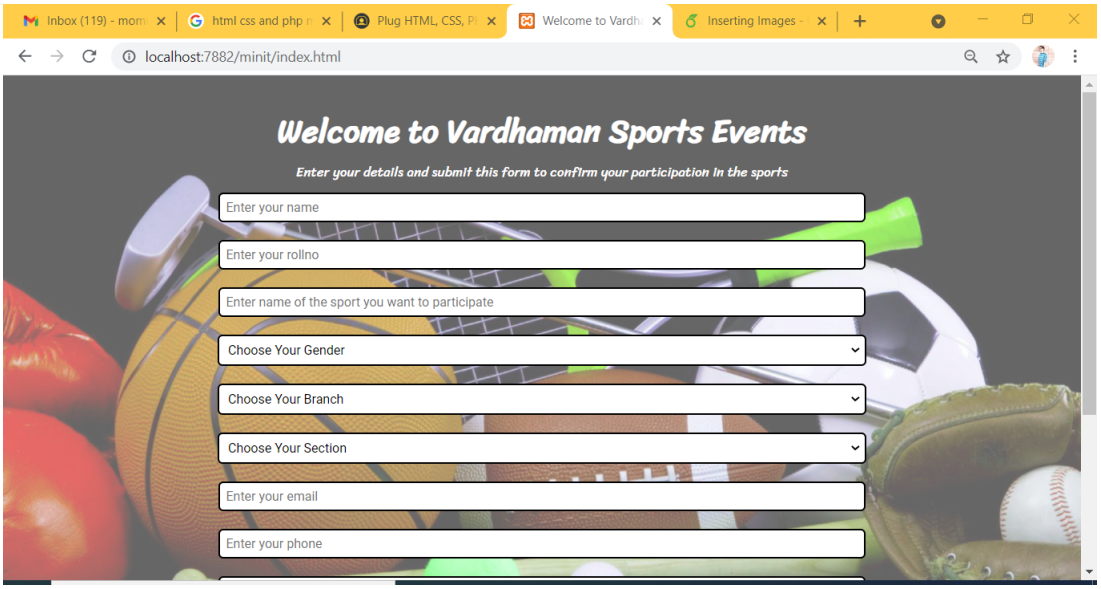


Figure 5.2: Registration Form

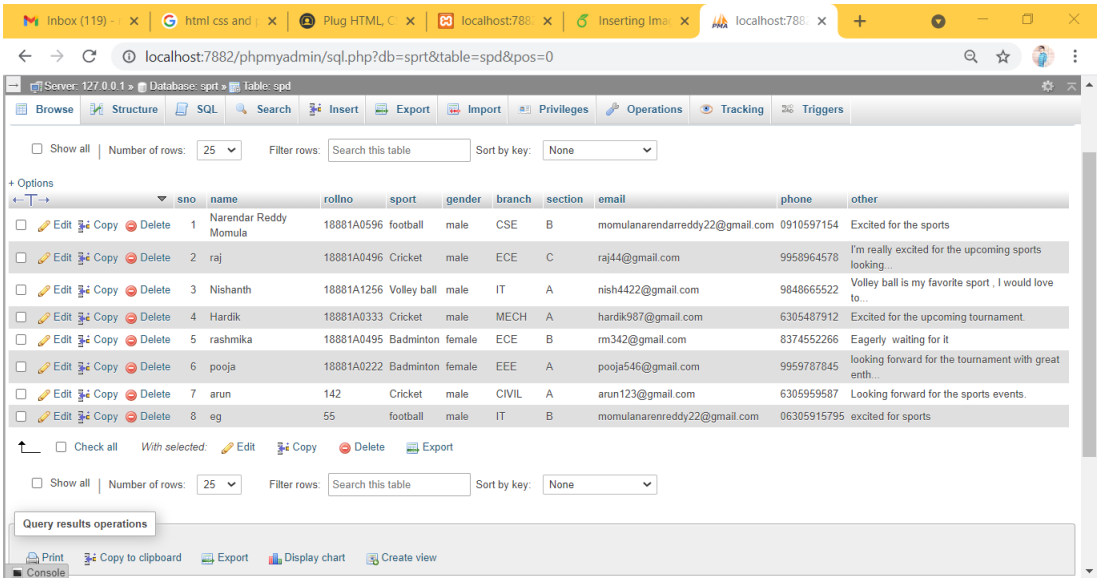


Figure 5.3: Storing the data in the database

5.2 Test Cases

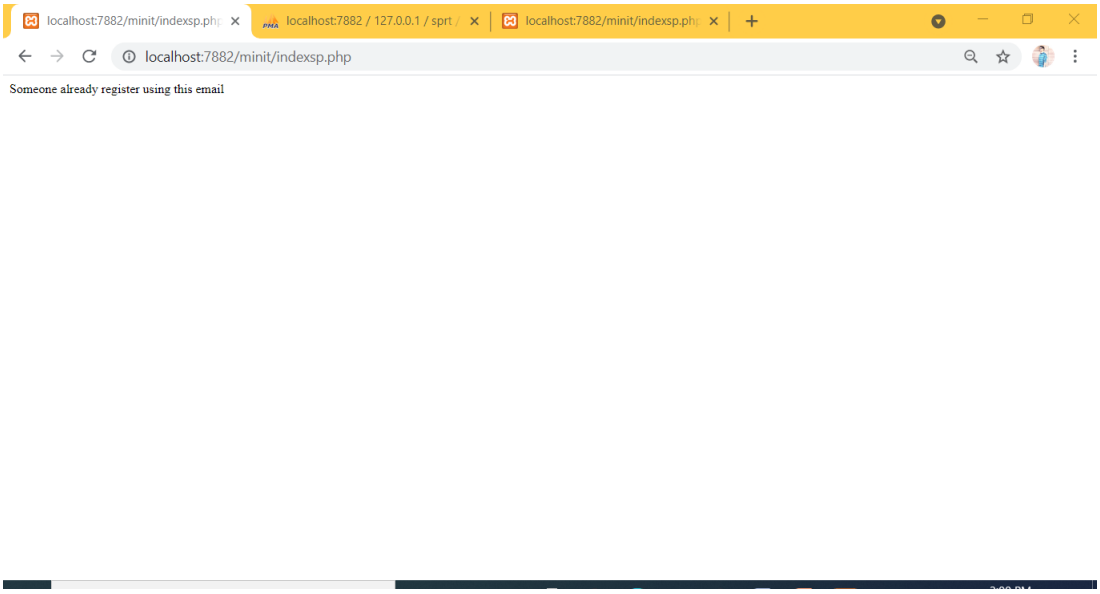


Figure 5.4: Unsuccessful Registration

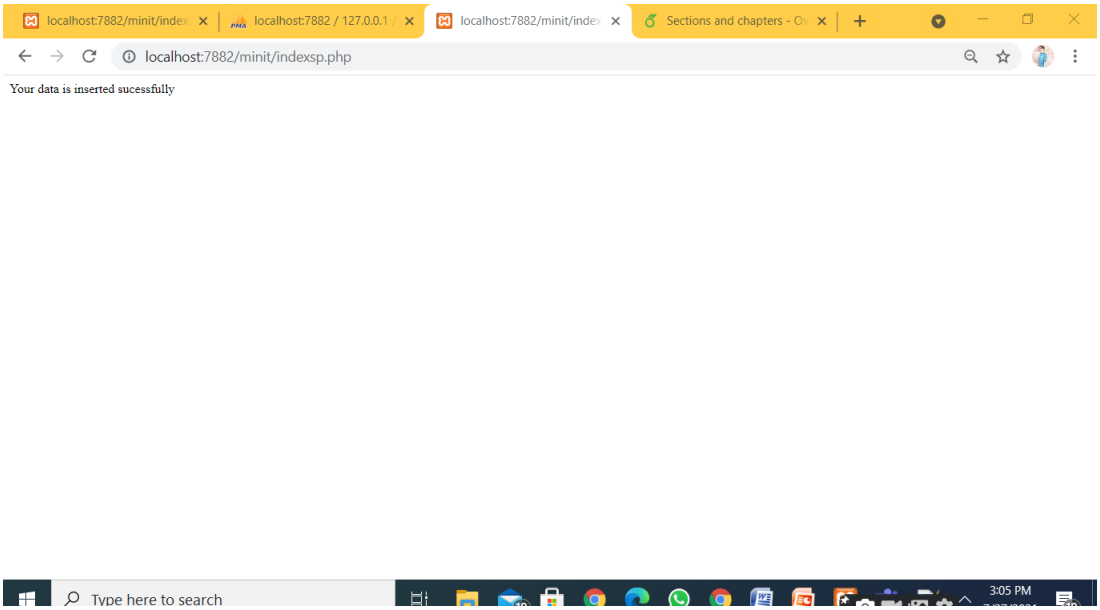


Figure 5.5: Successful Registration in the sports

CHAPTER 6

Advantages and Limitations

6.1 Advantages

- Increases the efficiency of managing the sports events.
- Editing, adding, and Updating of Records is improved which results in proper resource management of sports data.
- Handling of data will be simpler.
- There would be a possibility to review any reports at any time.
- Paperwork and manual work are minimized.
- The student can get registered from anywhere and at any time. By using this system student can save a lot of time and effort. The student can easily get the information from anywhere.

6.2 Limitations

Although I have put my best efforts to make the software flexible , easy to operate but limitations cannot be ruled out.

- Internet connectivity is required to visit the website and to register for the sports.
- May not handle very high traffic on the website.
- Limited to only one college.

CHAPTER 7

Future Scope and Conclusion

7.1 Future Scope of the Project

- Integrate Multiple load balancers to distribute the load of the system.
- Implement Strong backup mechanisms for taking backup of database on regular basis on different servers.
- Create the master and slave database structure to reduce the overload of the database
- We will host the platform on online servers to make it accessible world-wide.
- It can be extended to state and national level sports activities.
- More features can be added.
- We can make more interactive by using java script libraries.

7.2 Conclusion

Sports events management system is not only rewarding but it also helps the programmer to quickly organize the sports events and lists in short interval of time. I personally see this as a great way to find even more information for my topic. It will be able to check anything related to sports at any time. Paper work and manual work is reduced through this system. The system is user friendly and easy to use.

I hope that the user would not only enjoy this system, but also get satisfaction from finding how each and every feature of sports events management system is implemented.

7.3 REFERENSES AND BIBLIOGRAPHY

[1] https://www.interaction-design.org/literature/topics/web-design

[2] https://www.youtube.com/

[3] https://www.Codrops CSS Reference.com/

[4] https://www. DevDocs.com/

[5] https://careerfoundry.com/en/blog/web-development/frontend-and-backend/

[6] https://www.w3schools.com/