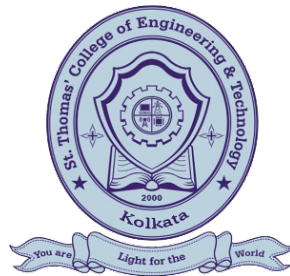


Synopsis On
College Sports Website

Department of Information Technology
By

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Under the guidance of
Arindam Chakravorty



St. Thomas' College of Engineering and Technology
Affiliated to
Maulana Abul Kalam Azad University of Technology, West Bengal

We are submitting the synopsis on College Sports Website as a part of our final year seventh semester project under the guidance of Arindam Chakravorty.

Aman Agarwal

Saloni Pradhan

Rahul Sen

Guide's Signature

Arindam Chakravorty

Departmental Stamp

Vision

To promote the advancement of learning in Information Technology through research oriented dissemination of knowledge which will lead to innovation applications of information in Industry and Society.

Mission

- To incubate students grow into industry ready professionals, proficient research scholars and enterprising entrepreneurs.
- To create a learner-centric environment that motivates the students in adopting emerging technologies of the rapidly changing information society.
- To promote social, environmental and technological responsiveness among the members of the faculty and students.

PEO

PEO1: To edify the students in the fields of Mathematics, Science, Information Technology and Engineering, and enable them excel in their professional career through self-paced learning procedures.

PEO2: To facilitate the students acquire leadership capabilities and develop aptitude in working as a team thereby enabling them follow value based social and ethical standards in their professions.

PEO3: To inspire the students to analyse a problem and to design an effective and efficient solution in Information Technology with proper implementation, documentation and deployment using modern engineering tools.

PEO4: To encourage faculty members to undertake research for continuous improvement in emerging information technology.

PROGRAM OUTCOMES (POs)

Engineering Graduates will be able to:

1. **Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals and an engineering specialisation to the solution of complex engineering problems.
2. **Problem analysis:** Identify, formulate, review research literature, and analyse complex engineering problems reaching sustained conclusions using first principles of mathematics, natural sciences, and engineering sciences.
3. **Design / development of solution:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration of the public health and safety, and the cultural, societal and environmental considerations.
4. **Conduct investigations of complex problem:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data and synthesis of the information to provide valid conclusions.
5. **Modern tool usage:** Create, select and apply appropriate techniques, resources and modern engineering and IT tools including prediction and modelling to complex engineering activities with an understanding of the limitations.

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6. **The engineering and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
7. **Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts and demonstrate the knowledge of, and need for sustainable development.
8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
9. **Individual and team work:** Function effectively as an individual and as a member of leader in diverse teams and in multidisciplinary settings.
10. **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations and give and receive clear instructions.
11. **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own, as a member and leader in a team, to manage projects and in multidisciplinary environments.
12. **Life-long learning:** Recognise the need for, and have the preparation and ability to engage in independent and life-long learning in the broadcast context of technological change.

Project mapping with Program Outcomes

PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12

1: Slight (Low)

2: Moderate (Medium)

3: Substantial (High)

Justification:

1. **Engineering knowledge:** Knowledge of relevant key definitions in the domain of work, like in web development using front end-back end: ER Diagram, Dynamic Webpage, Form, etc.
2. **Problem Analysis:** Relevant Background Study and analyse.
3. **Design / Development of solutions:** Application of engineering knowledge and background study.
4. **Conduct Investigations of complex problem:** Implementation of some unique features.
5. **Modern tool Usage:** Implementation using contemporary operating system and other software tools.
6. **The engineer and society:** Application of engineering knowledge to create the product / work which is beneficial to maximum user of that domain of the society. Preparation of the software with user friendly interface, consideration of ergonomics etc.
7. **Environment and sustainability:** The product / work will produce minimum non e-output such as a report will not produce huge papers with redundant data. The product / work also takes care of the coming technical / social / legal / policy / any other changes in that domain in future.

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8. **Ethics:** The product and relevant artefacts are unique with no plagiarism. The product / work shall not disturb any person / community in any form.
9. **Individual and Team Work:** Individual contribution in the project and importance of this contribution in the total work.
10. **Communication:** Presentation of the work during continuous monitoring time by mentor and review team, midterm evaluation, end term evaluation and external evaluation.
11. **Project Management and Finance:** Project Scheduling of the project with proper follow up. If possible an estimation of the project cost in term of man-hour.
12. **Lifelong learning:** Individual and the team will be capable of incorporating any changes in the product / work required in future with self-learning without any help from mentor.

PSO

PSO1: Ability to analyse and provide effective solutions to create efficient software considering algorithm, memory management and coding.

PSO2: Ability to work in ever-changing arena of information technology by way of self-learning usage of contemporary engineering knowledge and modern tools.

PSO3: Ability to create and understand related artefacts in all the phases of the lifecycle of software projects and engineering problems.

Project Mapping with Program Specific Outcomes

PSO1	PSO2	PSO3

1: Slight (low)

2: Moderate (Medium)

3: Substantial (High)

Justification:

PSO2: The group members of the project have worked based on user needs by way of self-learning, usage of engineering knowledge and modern tools.

PSO3: The project has the ability to create and understand related artefacts in all the phases of the lifecycle of software projects and engineering problems.

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1. Introduction

1.1 Problem Statement

Design, develop and implement College Sports Website.

1.2 Problem Definition

1.3 Objective

The objective of this project is to design a sports website for St. Thomas' College of Engineering and Technology. The aim of this project is to arrive at a system which will give the live scorecards of the different on-going sports played in college such as Cricket, Badminton, Football and Table-Tennis. The system will have a database containing statistics on players, teams, details of future tournaments, individual team and records. It will also have analytics features to monitor every individual player's performance. Moreover there will be a student registration form for new students to participate in interested sports.

1.4 Background Study

- **cricbuzz.com**

From the Cricbuzz website, the features which we embedded the features of live scores, commentary, fixtures, news, videos, match highlights, photo gallery.

The short-come of this site is that the team profile and individual player's statistics are not available. The users doesn't have the provision to interact with the website, they can only view it.

- **sydneysixers.com.au**

From the official website of the Sydney Sixers team we incorporated the team and player's profile and user's interaction with the website.

But the site doesn't have any features for live coverage of matches (including live blogs and scorecards).

1.5 Brief Discussion on Problem

There is no such application which can be used to store our college sports record. In the existing system, the college need to maintain the log files which has the record of the tournaments played. In the new system, we are developing a dynamic website to maintain our college sports record of every individual sport that is played.

The system which we are developing will have the following features:

- Automatic loading the webpage after a certain time.

- Tournament details and other statistics of all the matches available to all.
- Easy player and team browsing.
- Easy access to Notices, fixtures and points table.
- Registered users can give their feedback.
- Watch live scores with textual and audio commentary.
- Can browse history and achievement of last 6-7 years.
- Easy feeding of the score by the scorer digitally.
- Database consistency is maintained.
- Secured database with the implementation of SQL injection.
- Individual team portal where team strategy can be discussed among the team members with privacy.
- Analysis of individual player performance and generate a list of top players name to help the respective captains to form the team.

2. Concepts and Problem Analysis

System Requirement for development

Software:

Sublime Text

Adobe XD

Xampp server

Hardware:

Pentium 4 processor or above

RAM: 4 GB or above

Color monitor

Keyboard and Mouse

System Requirement for application

Software:

Platform independent

Hardware:

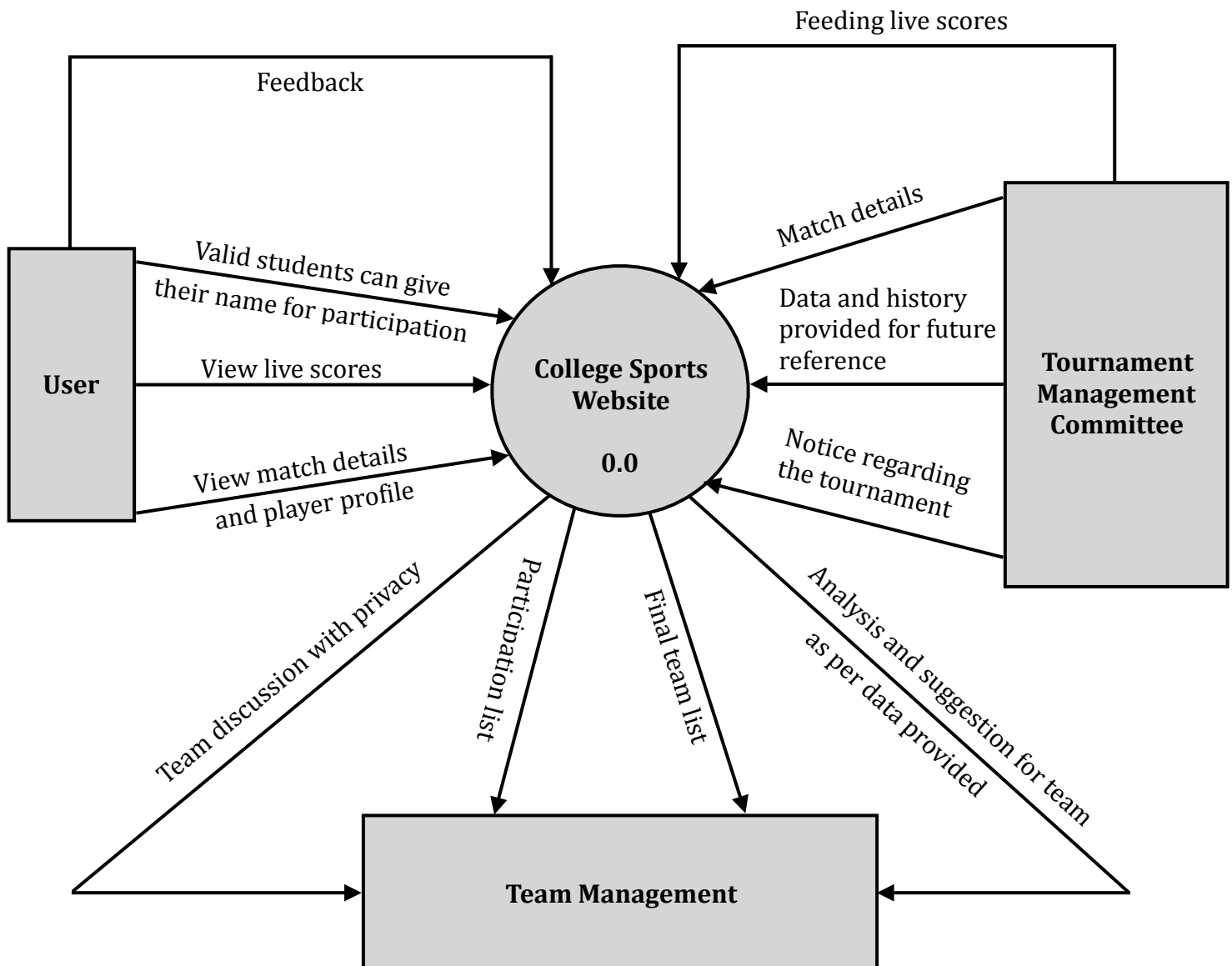
Intel i3 processor or above

RAM: 2 GB or above

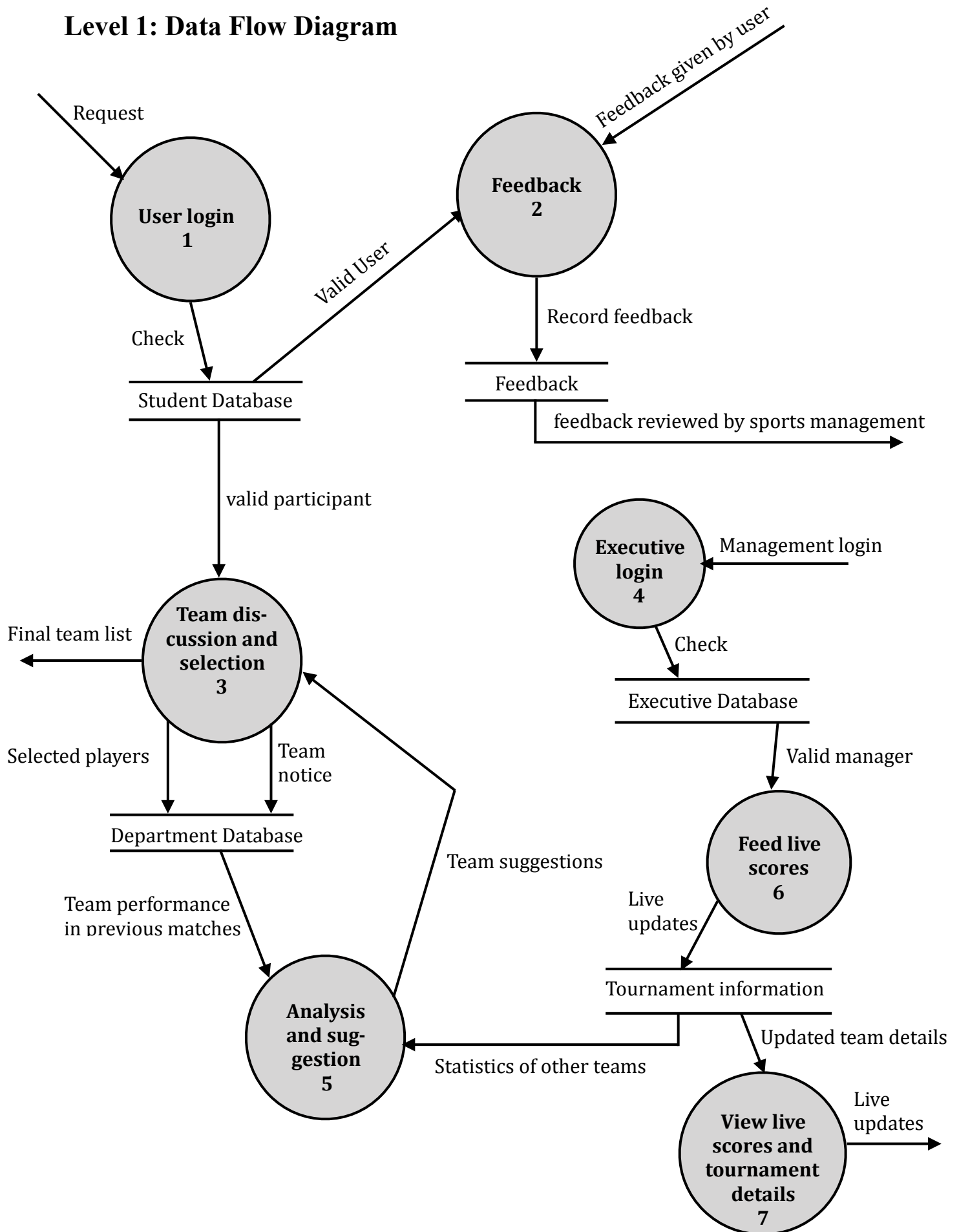
Color monitor

Keyboard and Mouse

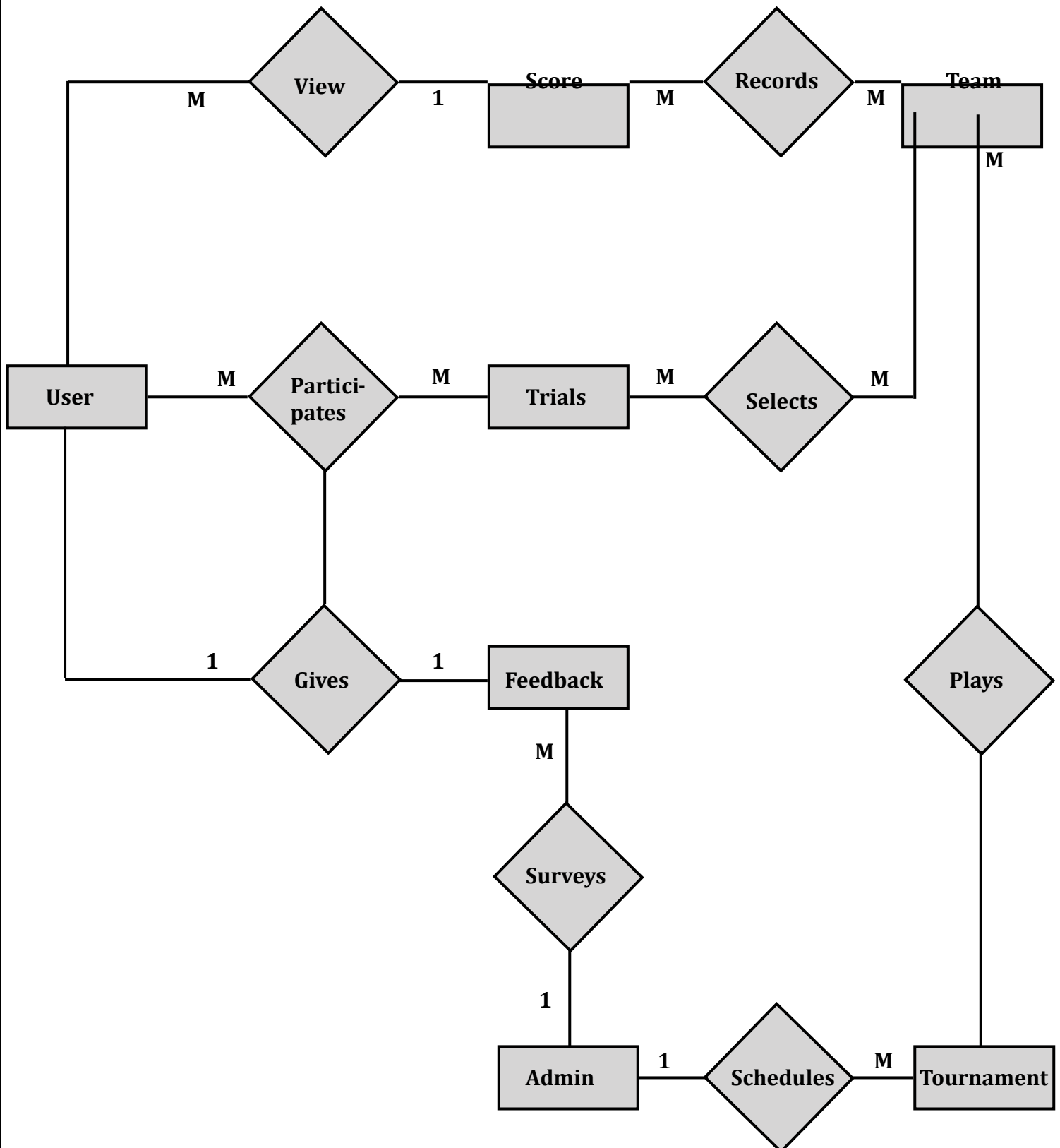
Context Diagram



Level 1: Data Flow Diagram



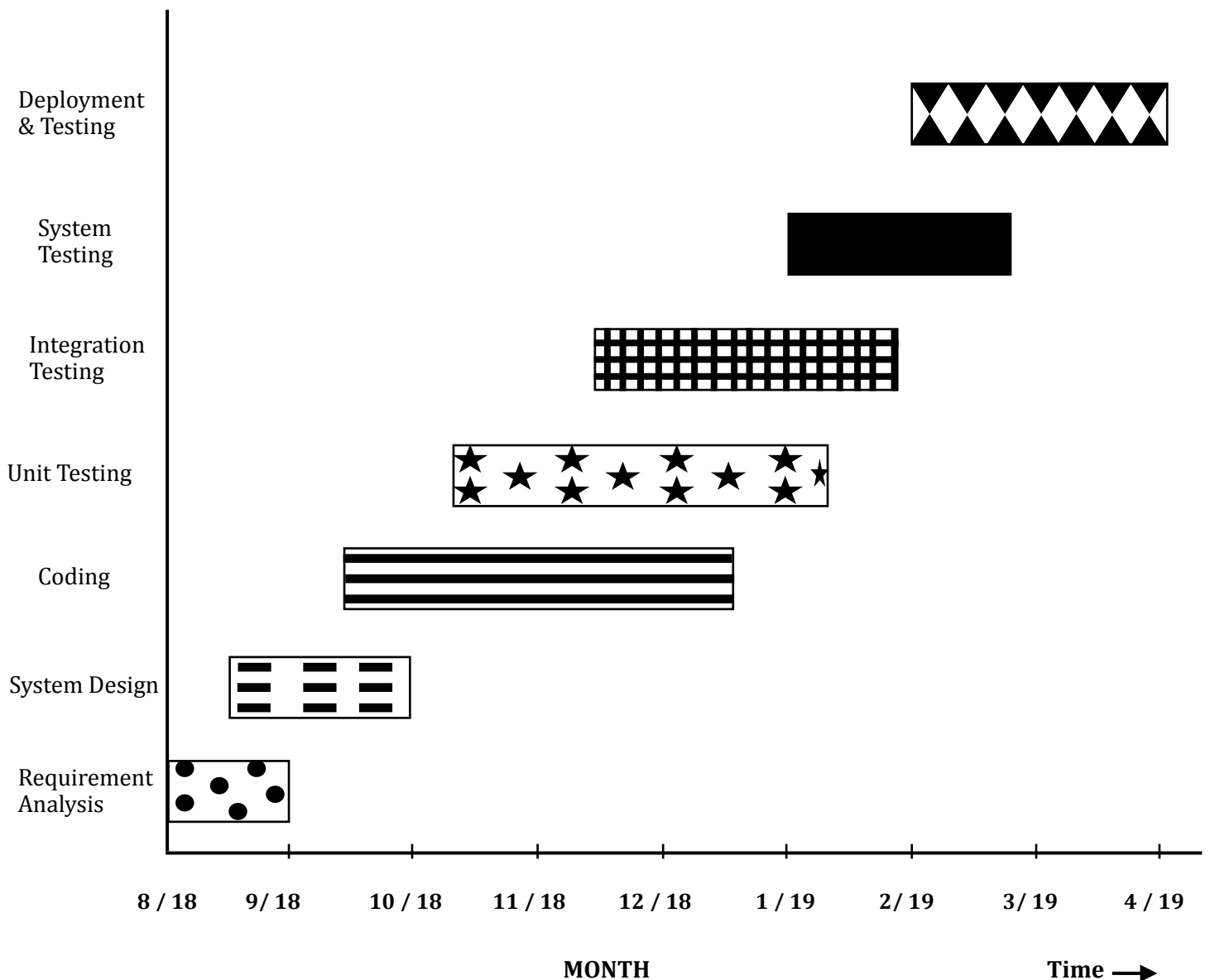
Entity-Relationship Diagram



Project Costing

ACTIVITY	MAN-HOUR
Requirement Analysis	250
System Design	200
Coding	250
Testing	40
Deployment & Implementation	20
Total	760

Progress Chart



3. Conclusion

This College Sports Website will allow the students (both current and ex) and all the faculty members of St. Thomas' College of Engineering and Technology to access the website to get live scores of any ongoing tournaments happening in the college from anywhere. They can also view the team and individual player's performance analysis, history of past matches upto 6-7 years and the fixture for upcoming tournaments that will be taking place. The website will have an individual team portals for respective departments where the team can discuss their strategy among themselves with privacy. New registration for various sports can be done through the website. Users other than the college members will also have the provision to view the website.

References / Bibliography

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7. <https://getbootstrap.com/docs/4.1/getting-started/introduction/>
8. <https://www.youtube.com/watch?v=9cKsq14Kfsw>
9. <https://helpx.adobe.com/in/xd/tutorials.html>
10. <https://www.youtube.com/watch?v=iCUV3iv9xOs&feature=youtu.be>

Appendix-I: Program Code

Scorecard.php:

```
<html>
<head>
<meta http-equiv="Refresh" content="15">  <!-- content is the the time span after which you want to reload
the page -->
</head>

<body>

<?php

$servername = "localhost";
$username = "root";
$password = "";
$dbname = "uvcan";

// Create connection
$conn = new mysqli($servername, $username, $password, $dbname);
```

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```
// Check connection
if ($conn->connect_error) {

    die("Connection failed: " . $conn->connect_error);
}

$sql = "SELECT runs from sc where id=(SELECT count(*) dummy from sc)";
$result = $conn->query($sql);

if ($result->num_rows > 0) {
    // output data of each row
    while($row = $result->fetch_assoc()) {
        echo "runs = ".$row["runs"];
    }
} else {
    echo "0 results";
}
$conn->close();

?>
</body>
</html>
```

Appendix-II: Screenshot

The screenshot displays the website for St. Thomas' College of Engineering & Technology, specifically the 'Intra college cricket tournament' page. The page features a navigation bar with 'CRICBASH', 'HOME', 'FIXTURES', 'RESULTS', and 'TEAMS' tabs. A search bar is also present. The main content area shows the '4th Match - INTRA COLLEGE CRICKET TOURNAMENT - 23 feb,2019'. Two team cards are displayed: Information Technology (IT) with a score of 176/6 (20) and Computer Science (CSE) with a score of 17/0 (2.3). A red banner at the bottom indicates 'CSE needs more 160 runs from 105 balls'.

Team	Score	Wickets	Over
Information Technology (IT)	176	6	20
Computer Science (CSE)	17	0	2.3

CSE needs more 160 runs from 105 balls