

FOOTBALL TEAM MANAGER SYSTEM

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ABSTRACT

This project is a simple football team manager made in C. It shows team details, player details, schedules, and lets the user update goals. The aim is to use basic C programming like structures, header files, and menus.

PROBLEM DEFINITION

The problem is to build a menu-based system where a football club can be viewed, along with players, fixtures, injuries, and match updates. The user should be able to interact with the system without knowing code.

SYSTEM DESIGN

Flowchart (text form):

Start
Show Menu
User Selects Option
Display Team / Players / Fixtures / Injury List / Update Match
Return to Menu
Exit Program

ALGORITHM

1. Start program.
2. Load player and team data.
3. Display main menu.
4. Read user choice.
5. If choice is valid, show output.
6. If update match option is selected, update goals.
7. Repeat menu until exit.
8. Stop.

IMPLEMENTATION DETAILS

The program is modular. It has .c source files and .h header files. Structures store player and team information. A menu lets the user interact. The executable runs without needing the editor.

TESTING AND OUTPUT

The project was tested with different menu options. All features worked including team view, fixture view, injury lists and goal updates.

CONCLUSION

The project helped understand C language modular programming and struct usage. It gives a basic football management system that can be expanded in future.

FUTURE SCOPE

In the future, this system can store data in files, support more teams, track assists, add transfers and show live tables.

REFERENCES

1. Real Madrid official website
2. FC Barcelona official website
3. Basic C tutorials (geeksforgeeks, tutorialspoint)