CHAPTER 3

SYSTEM DESIGN

This chapter focuses on the design of the database.

3.1 Table Description

3.1.1Usertable

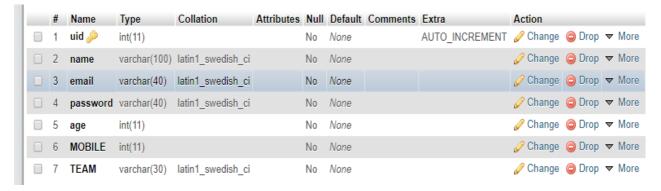|	#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action		
☐	1	uid 🔑	int(11)			No	None		AUTO_INCREMENT	✏ Change	⊖ Drop	▽ More
☐	2	name	varchar(100)	latin1_swedish_ci		No	None			✏ Change	⊖ Drop	▽ More
☐	3	email	varchar(40)	latin1_swedish_ci		No	None			✏ Change	⊖ Drop	▽ More
☐	4	password	varchar(40)	latin1_swedish_ci		No	None			✏ Change	⊖ Drop	▽ More
☐	5	age	int(11)			No	None			✏ Change	⊖ Drop	▽ More
☐	6	MOBILE	int(11)			No	None			✏ Change	⊖ Drop	▽ More
☐	7	TEAM	varchar(30)	latin1_swedish_ci		No	None			✏ Change	⊖ Drop	▽ More

Fig 3.1.1 user

In the above fig 3.1.1, There are 7 attribute where Primary key is uid(user id) which is auto-increment and Foreign key is Team.

3.1.1Batsman table

	#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action		
☐	1	pid 🔑	int(11)			No	None		AUTO_INCREMENT	✏ Change	⊖ Drop	▽ More
☐	2	pname	varchar(100)	latin1_swedish_ci		No	None			✏ Change	⊖ Drop	▽ More
☐	3	matches	int(11)			No	None			✏ Change	⊖ Drop	▽ More
☐	4	runs	int(11)			No	None			✏ Change	⊖ Drop	▽ More
☐	5	avg	int(11)			Yes	NULL			✏ Change	⊖ Drop	▽ More
☐	6	fifty	int(11)			No	None			✏ Change	⊖ Drop	▽ More
☐	7	hundred	int(11)			No	None			✏ Change	⊖ Drop	▽ More
☐	8	best	int(11)			No	None			✏ Change	⊖ Drop	▽ More
☐	9	position	varchar(20)	latin1_swedish_ci		No	None			✏ Change	⊖ Drop	▽ More