

CPSC 304 Project Cover Page

Milestone #: 3

Date: 10/29/2023

Group Number: 11

Name	Student Number	CS Alias (Userid)	Preferred E-mail Address
Eli Gu	22292734	S3v1s	elirealgood@gmail.com
Kevin Yi	16389124	E8l4b	westcoastkevin@gmail.com
Susan Chung	83200188	u6i1i	susanchung0328@gmail.com

By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

Project Description

This project revolves around a database system that tracks various aspects of basketball leagues, including sponsors, teams, revenue, and players. The domain of the application is sports league management. The program will capture the interactions between different entities within the league. It gives the user both a broad overview of the current status of the league and detailed insights into player and team performance, enabling cost and performance analysis to improve the overall quality of the league.

Changes to Project

We changed our backend to use Oracle and our frontend to use Java.

Timeline

Due November 5th:

- **Queries: INSERT Operation - Susan**
Insert Player Plays For Team
GUI: Figure out what user sees and how they interact with it
- **Queries: DELETE Operation - Kevin**
Delete Player
GUI: Figure out what user sees and how they interact with it
- **Queries: UPDATE Operation - Eli**
Update contract length, bonus
GUI: Figure out what user sees and how they interact with it

Due November 12th:

- **GUI: Figure out number of pages we want and the layout - Susan, Kevin, Eli**
- **Queries: Selection - Susan**
Select teams dependent on its conference/division
GUI: Figure out what user sees and how they interact with it
- **Queries: Projection - Kevin**
Projection on player for plays for team
GUI: Figure out what user sees and how they interact with it
- **Queries: Join - Eli**
Join Team and Staff, ask user to select salary of staff
GUI: Figure out what user sees and how they interact with it

Due November 19th:

- **Queries: Aggregation with Group By - Susan**
Average League revenue
GUI: Figure out what user sees and how they interact with it

- Queries: Aggregation with Having - Kevin

A team with players above certain average height

GUI: Figure out what user sees and how they interact with it

- Queries: Nested Aggregation with Group By - Eli

Pick the team with the coach who has the most rings, calculate average player contract value

GUI: Figure out what user sees and how they interact with it

Due November 26th:

- GUI: Make final touches and check for consistency - Kevin, Susan, Eli

- Queries: Division - Susan

All teams sponsored by specified sponsors

GUI: Figure out what user sees and how they interact with it

- Basic Error Handling - Susan, Eli, Kevin

- The user receives notifications about user errors such as trying to insert a duplicate value, invalid input (e.g., invalid characters or an int when only strings are allowed etc.),

- Basic Security Practices: Sanitization - Susan, Eli, Kevin

- Values from the user are not directly used in the database. Basic security practices to prevent injection and rainbow attacks have been followed.