

Final Report

(Cricket Tournament Database)

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Course Title: DBMS Lab

Section: S1

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1 Abstract

Brief Description:

This application is developed for cricket lovers who would like to know live updates of cricket matches, stats of the tournament and players. This project maintains the data of a cricket tournament. It maintains the data of all the matches scheduled, data regarding players(Name, Number of runs, Wickets taken, Batting average, Economy, etc.,), runs scored, wickets taken, overall score of the whole team, strike rates, economy, number of boundaries scored and all other related information. The database consists mainly of three admins namely Users, Local Admin, Super Admin. Users need not have to login but, can directly view the information regarding the tournament, and can get live updates. Local Admin will have the access to edit or add or delete any data regarding the tournament. Super Admin can also do the job of Local Admin and can also add or delete the Local Admins. This application maintains huge amount of data generated till date and keep records of all the information gathers in tabular form so that the users can view any of the data mentioned above. This application also helps in comparing players based on their previous stats.

Key Features:

1. Login facility for Local and Super Admins
2. Managing live updates
3. Accessibility to view data for all users
4. Feedback/rating facility

Software Specifications:

- Frontend: HTML,CSS,Javascript
- Backend: PHP,Mysql

2 Introduction

The main objective of the application is to maintain a tournament data properly and keep track of all the match data and stats of each player and team through out the tournament so that it can be viewed any time and by any one.

We have used apache web server for deploying our website. Apache supports a variety of features, many implemented as compiled modules which extend the core functionality. These can range from authentication schemes to supporting server-side programming languages such as Perl PHP. We use MySQL as the development platform for database. The use of MySQL along with php language has been used for connecting web pages with our database. Apache is providing with phpMyAdmin which helps in database operations.

The project is divided into the following modules:

Login Module:

This module allows access for two users based on their identity i.e user login and admin login

Teams and venues module:

This module first shows the list of all the teams and venues in the tournament.

Schedule and Points table module:

This module contains the schedule of all the matches in the tournament along with the points table of the tournament.

Player Profile module:

This module contains the list of all the players playing in the tournament along with their basic personal data.

Match score module:

After clicking on a match, the application is redirected to this module. This module contains the match summary and the score card if the match is completed.

Stats module:

This module contains the total statistics of the tournament. It also contains filters to filter the results by team, age group and nationality.

Edit module:

This module is only accessible by the admins and is used to alter or change the tournament data in the middle of the tournament. normal users cannot use the module as their access is restricted.

Addition module:

This module can be accessed only by the admins and is used to add player, team, owner, match, venue etc. The admin can add the details of the selected entity using the form to insert the data into the database.

Deletion module:

This module is also used by admin for deleting the tournament data like player, team, venue, match etc. The admin needs to enter respective id.

View module:

This module is used by all the users. The admin can view the details of all players, teams, matches and stats of the tournament where as other users can view all the data specified through links in the user home module.

User Home module:

The home module consists of the links to current matches and to the most recent and upcoming matches. It can be accessed by all the users. It also contains the overall gist of the tournament and also links to other modules.

Admin Home module:

The home module consists of the links to view the tournament data and also add/ delete and edit the various modules in the tournament like player, team, venue, matches etc.

Logout module:

Logout is provided for admin and authoriser to come out of session.

3 ER Diagram

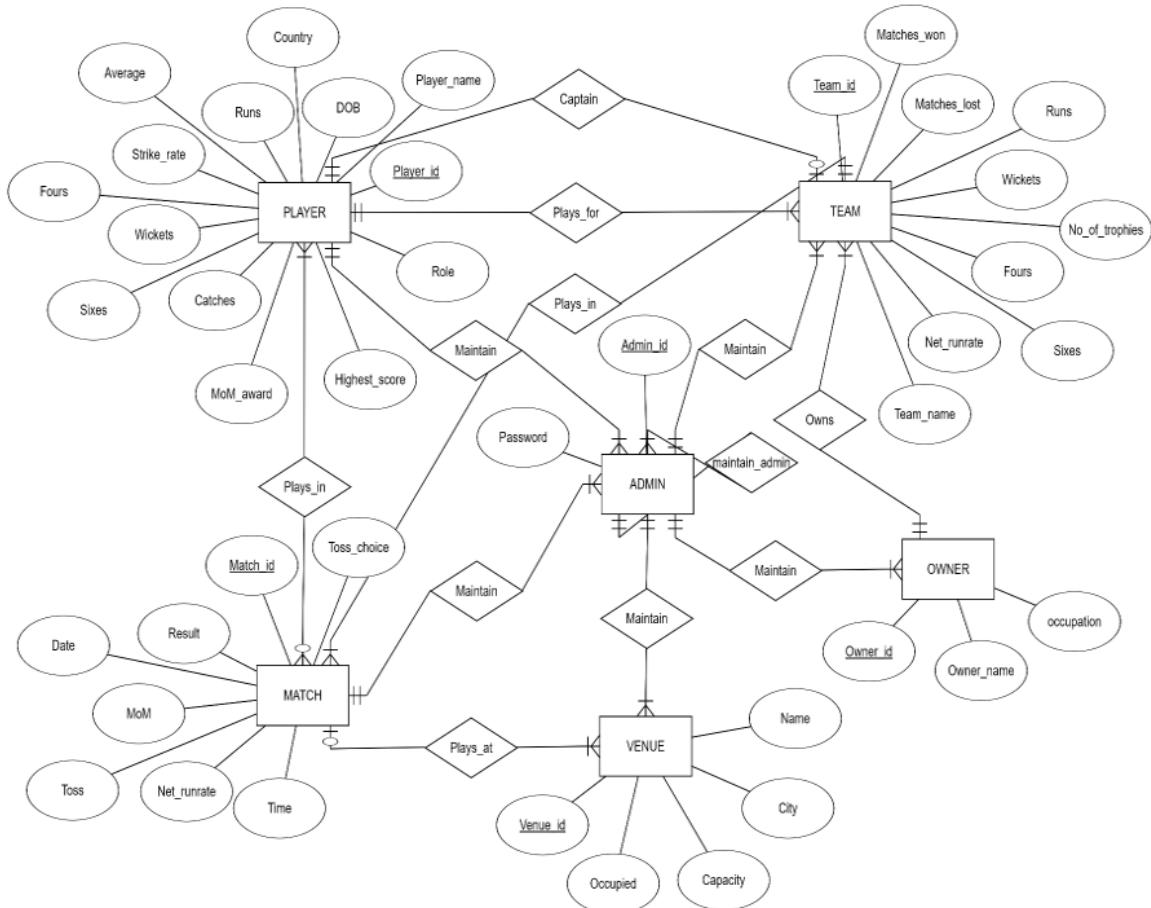


Figure 1: ER Diagram of Cricket Database

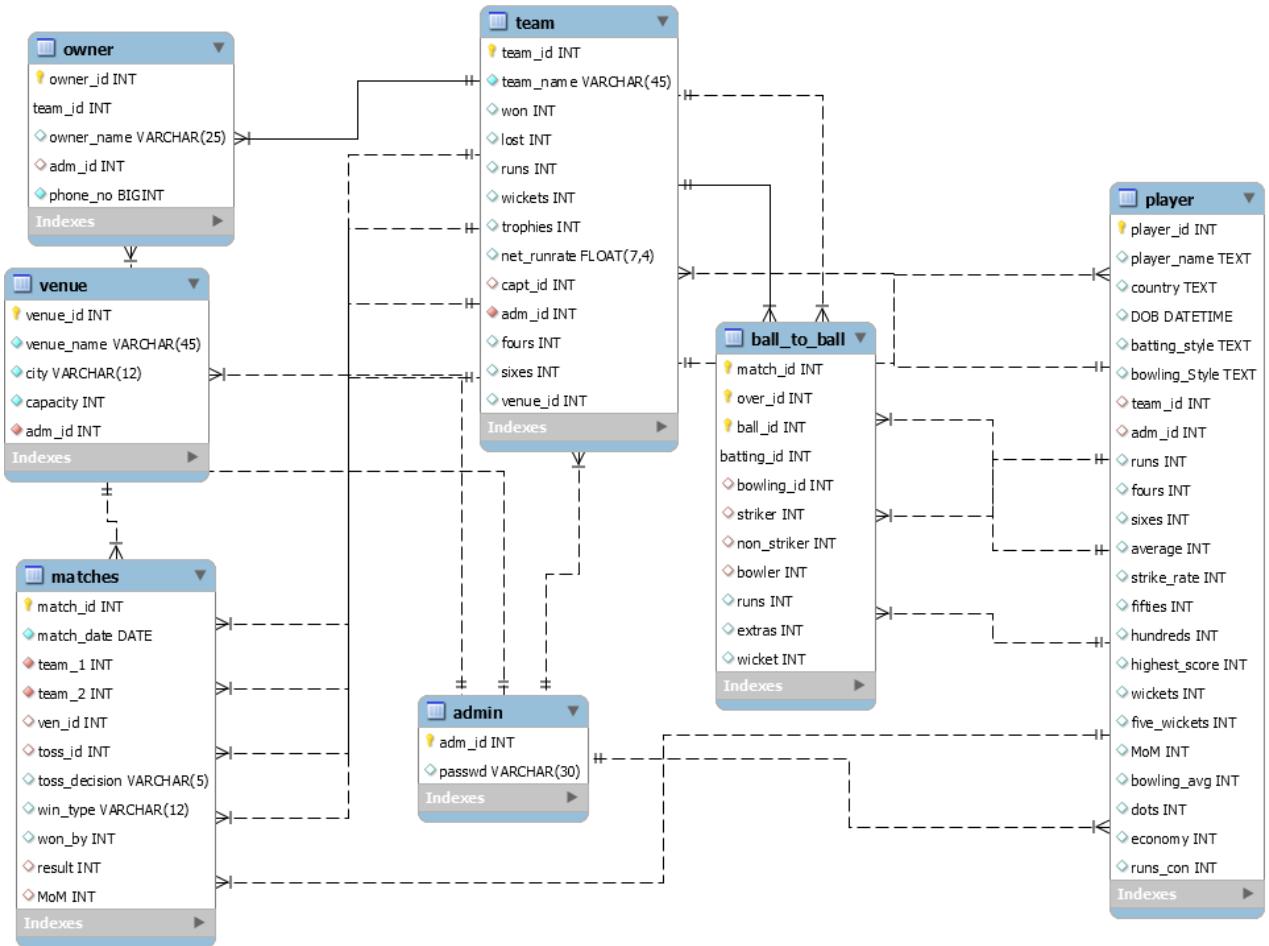


Figure 2: Schema Diagram of Cricket Database

4 Source Code

Frontend: In our project we used HTML,CSS and JavaScript for developing frontend. We have extracted various CSS and JavaScript files from different sources for styling our project. the corresponding CSS and JS files are provided in the github link provided at the end of the Source Code .

Backend: In our project we used MySQL and PHP for developing backend. The php files are used to connect the mySql database with the frontend(HTML) The above mentioned php files are also provided in the github link provided at the end of the sourcecode . The php files contains queries to select, update, delete various entries present in the database Here are few queries used at different modules of the project

QUERIES USED IN VENUE1

FOR THE VENUE NAME

```
select venue_name from venue,team team where team.venue_id=venue.venue_id and venue.venue_id;
```

FOR THE HOME TEAM NAME

```
select team_name from venue,team team where team.venue_id=venue.venue_id and venue.venue_id;
```

FOR THE CITY WHICH WAS VENUE PLACED

```
select city from venue,team team where team.venue_id=venue.venue_id and venue.venue_id;
```

CAPACITY IN THE VENUE

```
select capacity from venue,team team where team.venue_id=venue.venue_id and venue.venue_id;
```

QUERIES USED IN THE TEAM1 FILE

FOR SELECTING THE TEAM NAME

```
select team_name from team where team_id;
```

FOR SELECTING THE TEAM ID

```
select team_id from team where team.team_id;
```

FOR SELECTING THE OWNER NAME

```
select owner_name,team_name from owner,team where owner.team_id=team.team_id and team.team_id;
```

FOR SELECTING OF THE WON PERCENTAGE

```
select won/(won+lost)*100 from team where team.team_id;
```

TOTAL RUNS BY THE TEAM IN THIS TOURNAMENT

```
select runs from team where team.team_id;
```

TOTAL WICKETS BY THIS TEAM IN THIS TOURNAMENT

```
select wickets from team where team.team_id; FULL SQUAD BY THIS TEAM
```

```
select player_name,country,year(now())-year(DOB),player_id,batting_style,bowling_style from player  
where team_id;
```

QUERIES USEDIN STATS

1)TOTAL RUNS

```
select sum(runs) from ball_to_ball;
```

2)TOTAL AVERAGE

```
select sum(runs)/58 from ball_to_ball;
```

3)TOTAL NUMBER OF SIXES

```
select count(*) from ball_to_ball where runs=6; 4)TOTAL NUMBER OF FOOURS
```

```
select count(*) from ball_to_ball where runs=4;
```

5)TOP 5 HIGHEST SCORERS

```
select player_name,sum(ball_to_ball.runs),fours,sixes from ball_to_ball,player where player_id=striker  
group by striker order by sum(runs) desc LIMIT 5;
```

6)TOP 5 HIGHEST AVERAGE

```
select player_name,average from player order by average desc LIMIT 5;
```

7)TOP 5 HIGHESTSCORES

```
Select player_name,highest_score from player order by highest_score desc LIMIT 5;
```

8)TOP 5 ORDER BY FIFITES

```
select player_name,fifties from player order by fifties desc LIMIT 5;
```

9)TOP5 ORDER BY FOOURS

```
select player_name,fours from player order by fours desc LIMIT 5;
```

10)TOP5 ORDER BY SIXES

select player_name,sixes from player order by sixes desc LIMIT 5;

11)TOP5 HIGHEST STRIKE RATE

select player_name,strike_rate from player order by strike_rate desc LIMIT 5;

QUERIES USED IN BOWLING STATS

1)TOTAL WICKETS IN TOURNAMENT

select sum(wicket) from ball_to_ball;

2)TOTAL DOT BALLS IN TOURANAMENT

select count(*) from ball_to_ball where runs=0;

3)TOP5 WICKET TAKERS

select player_name,wickets from player order by wickets DESC LIMIT 5;

4)TOP5 LOW ECNOMY PLAYERS

select player_name,economy from player order by economy DESC LIMIT 5;

5)TOP5 MORE NUMBER OF DOT BALLS

select player_name,dots from player order by dots desc LIMIT 5;

6)TOP 5 LOW BOWLING AVERAGE PLAYERS

select player_name,bowling_avg from player order by bowling_avg desc LIMIT 5;

7)TOP5 MOST RUNS CONCEDED

select sum(ball_to_ball.runs),player_name from ball_to_ball,player where bowler=player_id group by bowler order by sum(ball_to_ball.runs) DESC LIMIT 5;

QUERIES WANT TO USE IN INDEX PAGE

1)TOTAL RUNS

select sum(runs) from ball_to_ball;

2)TOTAL WICKETS

select sum(wicket) from ball_to_ball;

3)HIGHEST RUNS BY INDIVIDUAL BATASMEN UP TO 5 MEMBERS IN TOURANA-MENT

select player_name,sum(ball_to_ball.runs),fours,sixes from ball_to_ball,player where player_id=striker

```
group by striker order by sum(runs) desc LIMIT 5;
```

4)HIGHEST WICKETS BY INDIVIDUAL BOWLER UP TO 5 MEMBERS IN TOURANAMENT

```
select player_name,sum(ball_to_ball.wicket) from ball_to_ball,player where player_id=bowler group by bowler order by sum(wicket) desc LIMIT 5;
```

5)TO PRINT THE PREVIOUS MATCH

```
select match_id,t1.team_name,t2.team_name,match_date,team_1,team_2 from matches,team t1,team t2 where match_date<date(now()) and team_1=t1.team_id and t2.team_id=team_2 order by match_date DESC LIMIT 1;
```

6)TO PRINT THE LIVE MATCH

```
select match_id,t1.team_name,t2.team_name,match_date,team_1,team_2 from matches,team t1,team t2 where match_date=date(now()) and team_1=t1.team_id and t2.team_id=team_2 ;
```

7)TO PRINT THE NEXT MATCH

```
select match_id,t1.team_name,t2.team_name,match_date,team_1,team_2,venue_name from matches,venue,team t1,team t2 where matches.ven_id=venue.venue_id and match_date>date(now()) and team_1=t1.team_id and t2.team_id=team_2 order by match_date ASC LIMIT 1;
```

QUERIES IN SCHEDULES

1)schedule of matches

```
select match_id,t1.team_name,t2.team_name,match_date,venue_name,t1.team_id,t2.team_id,venue.venue_id from matches,venue,team t1,team t2 where matches.ven_id=venue.venue_id and t1.team_id=matches.team_1 and t2.team_id=matches.team_2 order by match_id;
```

DISPLAY OF POINTS TABLE

```
select team_name,won+lost,won,lost,net_runrate,won*2,team_id from team;
```

GITHUB LINK OF PROJECT

https://github.com/srinukorada/Dbms_mini_project

5 Results

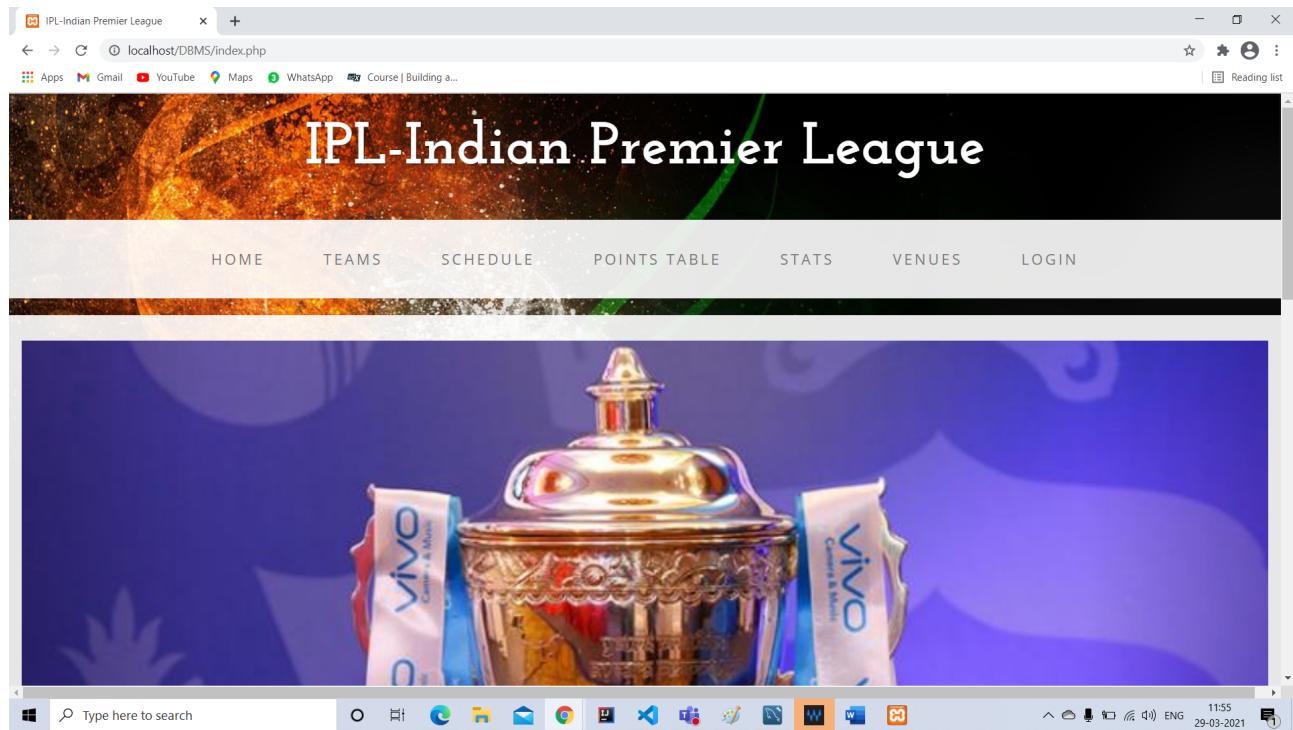


Figure 3: Index Page

A screenshot of a web browser window showing the continuation of the IPL-Indian Premier League website. The title bar reads "IPL-Indian Premier League" and "localhost/DBMS/index.php". A green notification bar at the top says "Rajasthan Royals won by 3 wickets". The main content area displays three cards: "TOTAL RUNS" (16814), "TOTAL WICKETS" (688), "MOST RUNS" (list of players with their runs: SE Marsh 616, Shreyas Iyer 534, De kock 514, David Livingston 468, A tye 441), and "MOST WICKETS" (list of players with their wickets: RAMPAL 24, Jos Buttler 20, David Livingston 20, JA Morkel 20, Mandeep Singh 20).

Figure 4: Index Page(continuation)

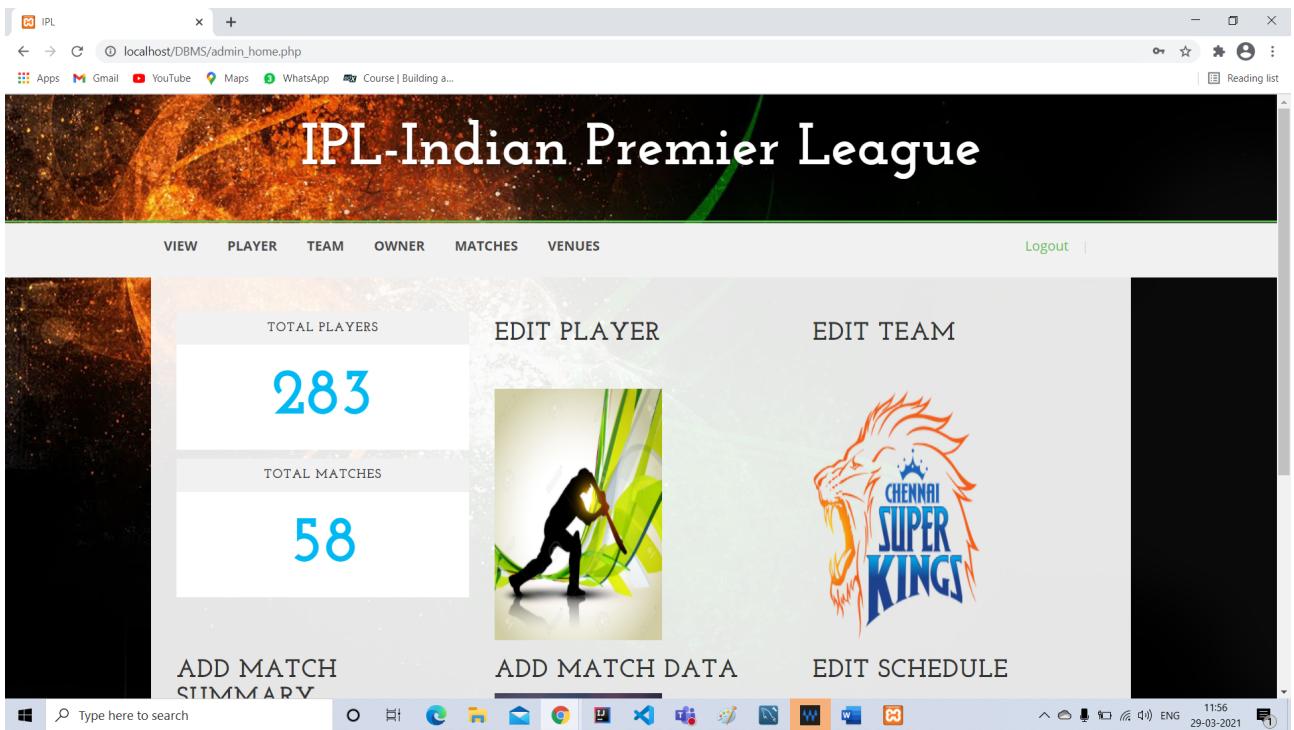


Figure 5: Admin home

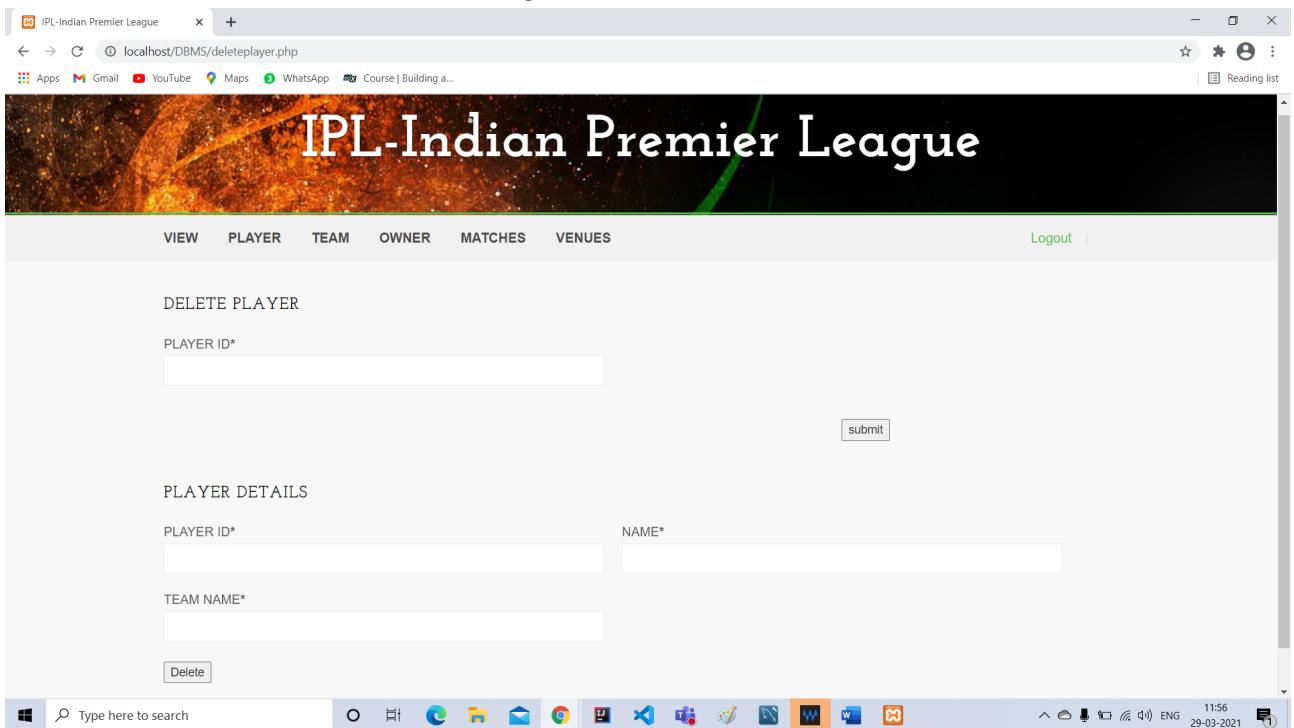


Figure 6: Delete Player

6 References:

1. <https://youtu.be/0AUbW6RJKxc>
2. <https://projectsgeek.com/2016/01/cricket-score-board-project-in-php.html>
3. <https://1000projects.org/cricket-statistics-vb-net-project-source-code.html>

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