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# MLB Digital Platform Enhancement

## Course-End Project Problem Statement



# **Course-End Project: MLB Digital Platform Enhancement**

## **Problem Statement:**

The Major League Baseball (MLB) is a famous league with one of the highest viewership. They are planning to update their digital platform for faster load times and superior user experience. As part of the development team, you have to support the backend development. You are required to create modules to manage player statistics, match schedules, ticket bookings, and other activities.

## **Objectives:**

- To design and implement a backend system for MLB's digital platform
- To create and manage player statistics, match schedules, ticket bookings, and team management
- To implement a multi-threaded report generation system for performance efficiency

## **Steps to Perform:**

### **1. Player Management System:**

- Design the Player class with specified attributes and methods
- Implement methods to update and retrieve player statistics

### **2. Match Schedule Management:**

- Design the Schedule class with specified attributes and methods
- Implement methods to update and retrieve match details

### **3. Ticket Booking System:**

- Design the Ticket class with specified attributes and methods
- Implement methods to book, cancel, and retrieve ticket details

### **4. Team Management System:**

- Design the Team class with specified attributes and methods
- Implement methods to manage team rosters

### **5. Booking Management System:**

- Design the Booking class with specified attributes and methods
- Implement methods to manage ticket bookings

### **6. Multi-Threaded Report Generation:**

- Design the MLB Backend class with specified attributes and methods
- Implement a multi-threaded report generation system for player statistics