**Case Study: Sports Tournament Management System**

**Objective:**

Develop a menu-based console application to assess your proficiency in Core Java, MySQL, and JDBC. The application will simulate a sports tournament management system, allowing users to manage teams, players, and matches.

**Functionalities:**

1. **Team Management:**
   * Add a new team
   * View team details
   * Update team information
   * Delete a team
2. **Player Management:**
   * Add a new player
   * View player details
   * Update player information
   * Delete a player
3. **Match Management:**
   * Schedule a new match
   * View match details
   * Update match information
   * Record match results

**Database Schema:**

* **Team Table:**
  + team\_id (Primary Key)
  + name
  + coach
  + captain
  + total\_players
* **Player Table:**
  + player\_id (Primary Key)
  + name
  + age
  + team\_id (Foreign Key references Team Table)
  + position
* **Match Table:**
  + match\_id (Primary Key)
  + team1\_id (Foreign Key references Team Table)
  + team2\_id (Foreign Key references Team Table)
  + match\_date
  + venue
  + result

**Requirements:**

* Develop a menu-based console application using Core Java.
* Use JDBC for interactions with the MySQL database.
* Implement menu options for managing teams, players, and matches.
* Ensure that the application updates the total\_players in the Team table appropriately after a player is added or deleted.
* Record match results and update the result field in the Match table.
* Handle exceptions effectively and provide user-friendly error messages.
* Ensure the application code is clean, well-documented, and follows standard coding conventions.

**Submission:**

* Submit the complete source code along with a README file that provides setup and usage instructions.
* Share your project by uploading it to a public GitHub repository.
* Provide the link to the GitHub repository to the coaches.