THE SPORTS CLUB ADMINISTRATION

Project Members :

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Existing System :

* In Existing System, the process of managing the sports club is file based and manual.
* The Functionality of club is Time & Labour Consuming which slows down the Process. For eg, If a new user wants to join a club then he/she must visit the club and fill up the registration form. The form then passes through a hierarchy of club members before approval. It takes time as well as effort form a user’s perspective. This is just a single case. Same problem persists in all the major operation of the club.
* In the existing system, you cannot provide feedback of the user to the admin directly.
* Maintaining excel sheet or paper book record of reservation is very complex work. Chances of error are more in it.
* No automation involves that means this is a very slow to process.

Proposed System :

* In our proposed System, The Sports club management system is fully automated and requires just one person (i.e.Admin) from the club to maintain the functionalities of the club.
* The user can Register online for new membership, Book a ground for specific days also register for training batches or the Upcoming Events which makes less effort and less time consuming.
* The admin has to approve every membership and ground booking request as well as request to join a training batch.
* No need of paper-work. No need to be physically present to book the ground. No manual processing of requests. (i.e. Fully Automated)
* Online receipts can be Generated.

The Main Objectives of the Project:

* To develop a web based system that will help manage the business transactions of Sports Club Online.
* To help in advertising the Sports Club services of a company, through the Online System.
* To transform the manual process of hiring Club to a computerized system.

Working of the Project :

* **User Registration** : This module takes care of registering a new user for club membership. A user can request for club membership by filling up a form and submitting it to admin for approval. Once the admin approves, he/she is a member of the club.
* **Ground Booking** : This module is where the user books the ground for specific days. A detailed cost estimation in done by the software and informed to the user before submitting his/her booking request. This ensures that there is no negotiation in cost afterwards by the user.
* **Training Module** : In this module the user requests to join any upcoming/ongoing training batches. The user can see a list of all the upcoming and ongoing batches and he has to select his desired batch followed by some personal information. Once the user submits the form, it is sent to the admin for approval. Once the admin approves the joining request, the user is enrolled in his desired batch.
* **Admin Module** : This is the decision making module of the software. In the admin module list of all the requests are displayed. The admin can accept or reject any requests. Every request has to be approved by the admin.

Software Requirements :

* Neat Beans
* MySQL Server
* Windows XP or Above OS

Hardware Requirements :

* Hard Disk : 2GB or higher
* RAM : 2GB or higher
* Processor : Dual Core 1.3 GHz or above

Technologies Used :

* Java
* JSP
* MySQL Server
* HTML
* CSS
* JS

Feasibility Study :

* Operational: Everyone can easily access and Operate the Software.
* Economical: There is no need of any Purchase.
* Technical: Hardware & Software requirements are as given above.

THANK YOU!