



Presented by: GROUP 8

JAVA
PROGRAMMING

FOOTBALL CLUB MANAGEMENT SYSTEM

Lecturer: Nguyen Dang Khoa



ABOUT MY TEAM

01

Nguyễn Thế
Hùng

02

Thân Quang
Huy

03

Nguyễn Thu
Phương

04

Nhữ Quang
Minh

05

Nguyễn Thị
Ngọc Diệp



OVERVIEW

01

INTRODUCTION

02

ANALYSIS & SURVEY

03

DATABASE DESIGN

04

USER INTERFACE

05

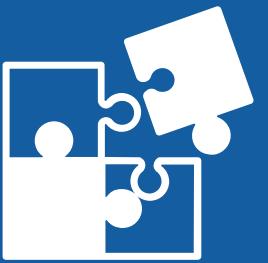
CODING & RELEASE

06

CONCLUSION



I. INTRODUCTION



This software not only helps track each player's information, but also provides tools to manage each aspect of a group of football club, manage training schedules. The software will provide detailed information , and analytical data to help management better understand each player's performance.



In addition, the software also helps manage players' training schedules, helping to ensure that they are receiving proper training and are not overloaded. The software can also help find new talent by analyzing data from youth tournaments and helping managers evaluate the potential of young players.



II. ANALYSIS & SURVEY

SUMMARY ABOUT THE SYSTEMS

- **Player Management:** Detailed player profiles, statistics, injury tracking, and performance metrics.
- **Coach Management:** Detailed coach profiles, and performance reviews.
- **Transfer Window:** Tools for managing player transfers, including transfer lists, initiation of transfers, and history.
- **Staff Management:** Profiles and roles for administrative and support staff, payroll management.
- **Ground and Gym Management:** Overview of the players' schedule and training status.
- **Tournament Management:** Information on upcoming tournaments, match schedules, and result tracking.





PROBLEMS:

- User Adoption: The software must ensure that it is easy to use for all users, even those who are not too good at technical issues.
- Real-Time Updates: Keeping all information, particularly player statistics and injury reports, up to date in real-time.
- Security: Protect the confidential, sensitive data of the players in the club from unauthorized access and security breaches.

CONSTRAINTS:

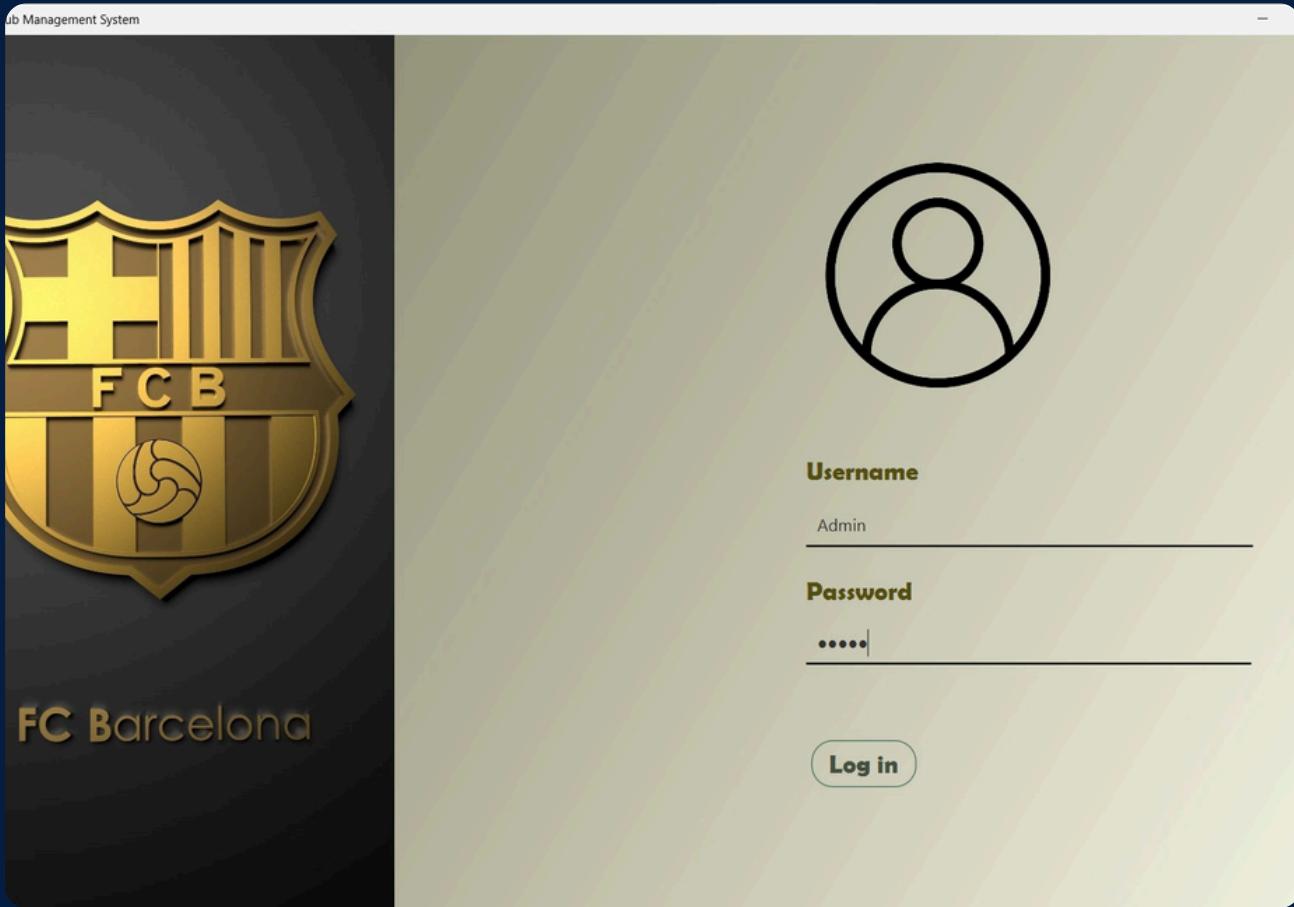
- Budget Limitations: Financial constraints that may limit the ability to invest in advanced features or hardware.
- Time Constraints: The time required for staff to transition from traditional management methods to the new software.
- Technical Infrastructure: Ensuring that the existing IT infrastructure can support the software's requirements.
- Compliance: Adhering to regulations and standards related to data protection, particularly concerning player and staff information.

III. DATABASE DESIGN

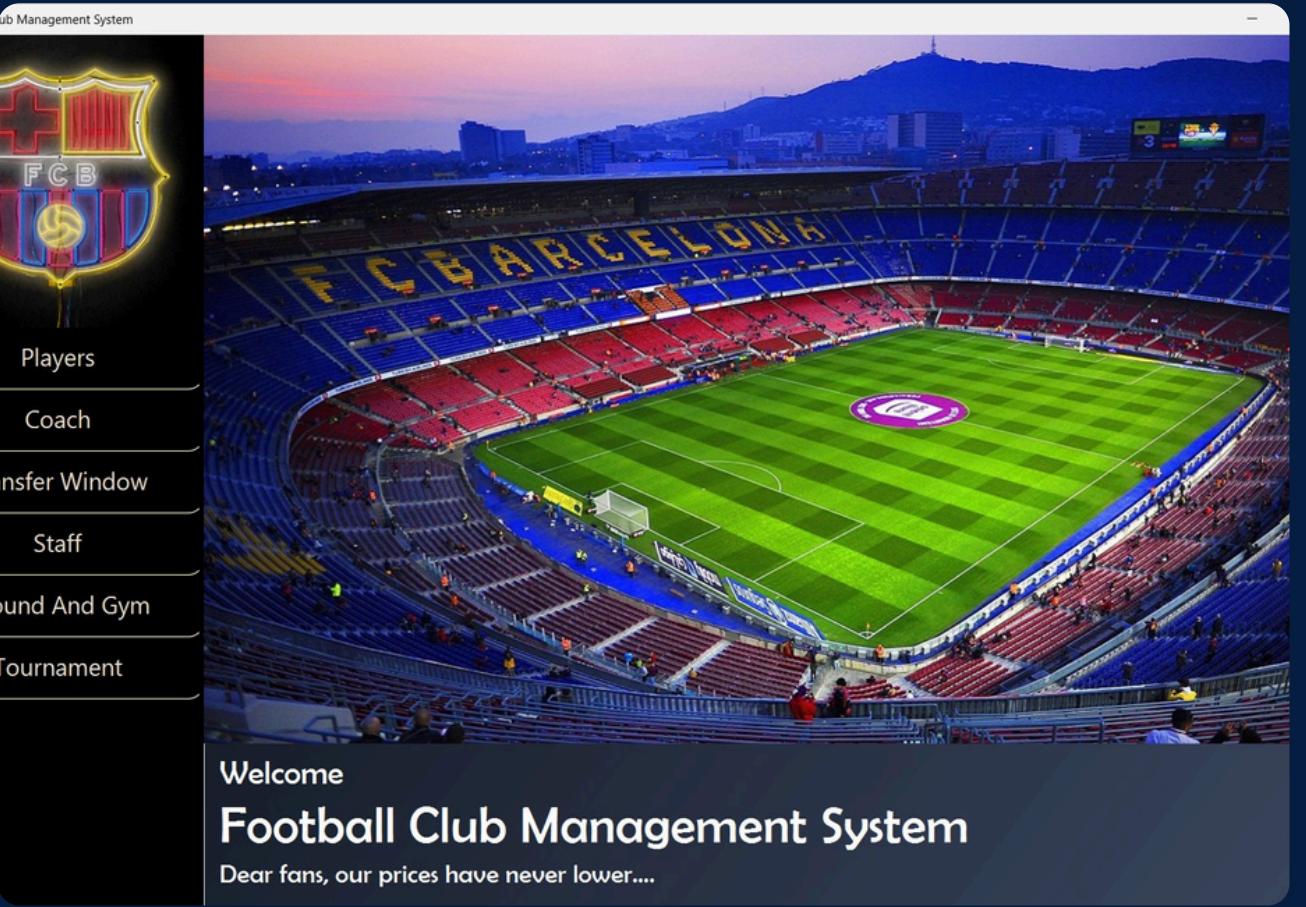
	Entities	Attributes		
1	DBLogin	<ul style="list-style-type: none"> • UserID • <u>UserName</u> • UserPassword 		
2	Team	<ul style="list-style-type: none"> • Team_ID • Team_Name 		
3	Player	<ul style="list-style-type: none"> • P_ID • P_Name • P_Pos • P_Age • P_SEX • P_Weight • P_Height • P_Nation • P_Rating • P_Medical_Condition • P_Salary • P_Performance_Bonus • P_LEAVE • P_Description • Team_ID 		
4	Coach		<ul style="list-style-type: none"> • C_ID • C_Name • C_Formation • C_Designation • C_Age • C_Sex • C_Medical_Condition • C_Salary • C_Performance_Bonus • C_Description • Team_ID 	
5	Staff			<ul style="list-style-type: none"> • S_ID • S_Name • S_Type • S_Age • S_Sex • S_Medical_Condition • S_Salary • S_Contract_Year • S_Release_Date • S_InLeave INT NULL, • Team_ID
6	Tournament		<ul style="list-style-type: none"> • Tm_ID • Tm_Match_Type • Tm_Stadium • Tm_Match_Area • Tm_Date • Tm_Opponent • Tm_Result • Tm_Match_Fee REFERENCES Team_ID 	
7	GroundandGym		<ul style="list-style-type: none"> • GG_No • GG_Name • GG_Type • GG_Capacity • GG_Description • S_ID 	
8	BUYTABLE		<ul style="list-style-type: none"> • TSP_ID • TSP_NAME • TSP_AGE • TSP_HEIGHT • TSP_NATIONALITY 	

IV. USER INTERFACE

1. Log in



2. Menu



- Username Field
- Password Field
- Login Button

IV. USER INTERFACE

3. Players

The screenshot shows the 'Player' management interface. On the left, a sidebar lists 'Players', 'Coach', 'Transfer Window', 'Staff', 'Sound And Gym', and 'Tournament'. The main area has search and range search filters at the top. Below is a table of player data with columns: ID, Name, Pos, Age, Sex, Weight, Height, Nation, and Rating. At the bottom, there are input fields for 'Player Name', 'Position', 'Age', 'Sex' (Male/Female), 'Weight', 'Height', 'Nationality', 'Rating', 'Medical Issue', 'Description', 'Team', 'Player Salary', and 'Performance Bonus'. Buttons for Insert, Clear, Update, and Delete are at the bottom.

4. Coach

The screenshot shows the 'Coach' management interface. The sidebar is identical to the Player interface. The main area has search and range search filters. Below is a table of coach data with columns: ID, Name, Formation, Designation, Age, Sex, and Coach. At the bottom, there are input fields for 'Coach Name', 'Formation', 'Designation', 'Sex' (Male/Female), 'Age', 'Medical Issue', 'Description', 'Team', 'Coach Id', 'Coach Salary', and 'Coach Bonus'. Buttons for Insert, Clear, Update, and Delete are at the bottom.

- View all Players
- Add / Edit player

- View Coaches
- Add / Edit Coach

IV. USER INTERFACE

5. Transfer Window

The Transfer Window interface allows users to search for players based on various criteria. It includes fields for ID, Name, Age, Nationality, Position, Market Value, Caps, Goals, Current Club, and Transfer Fee. A sidebar on the left provides navigation links for Players, Coach, Transfer Window, Staff, Sound And Gym, and Tournament.

ID	Name	Age	Nationality	Position	Market Value	Caps	Goals	Current Club	Transfer Fee
20001	Kylian...	22	France	CF	1.2E8	49	17	Paris SG	1.45E8
20002	Gabri...	29	Brazil	AM	9.0E7	63	18	Man City	1.45E8
20003	NGol...	24	France	RW	5.0E7	27	4	Chelsea	1.35E8
20004	Jack ...	26	England	LW	6.5E7	15	0	Man City	1.1705E8
20005	Rome...	28	Belgium	CF	1.0E8	100	67	Chelsea	1.15E8
20006	Garet...	32	Wales	RW	6.5E7	99	36	Real Madrid	1.01E8
20007	Jadon...	21	England	LW	1.0E8	22	3	Man Utd	8.5E7
20008	Lion B...	24	Jamaica	LW	3.5E7	10	1	Real Madrid	3.2E7

Buttons at the bottom include BUY PLAYER, SELL PLAYER, and CONFIRM.

6. Staff

The Staff management interface allows users to search for staff members. It includes fields for Staff Name, Staff Type, Sex (Male/Female), Age, Medical Issue, Team, and Staff Salary. A sidebar on the left provides navigation links for Players, Coach, Transfer Window, Staff, Sound And Gym, and Tournament.

ID	Name	Type	Age	Sex	Con
2000	Ramon Planes	Sporting Director	53	M	Covid
2001	Ramon Planes	Sporting Director	53	M	Covid
2002	Jordy Cruyff	Adviser	47	M	Alright
2003	Jordi Cardoner	Vice-President	59	M	Covid
2004	Mari Bakero	Scouting Head	58	M	Covid
2005	Jodi Melero	Scout	49	M	Alright
2006	Carles Rexach	Scout	74	M	Sick
2007	Joseph Moratalla	Scout	62	M	Alright
2008	Ramon Planes	Sporting Director	53	M	Covid
2009	Ramon Planes	Sporting Director	53	M	Covid
2010	Jordy Cruyff	Adviser	47	M	Alright
2011	Jordi Cardoner	Vice-President	59	M	Covid
2012	Mari Bakero	Scouting Head	58	M	Covid
2013	Jodi Melero	Scout	49	M	Alright
2014	Carles Rexach	Scout	74	M	Sick
2015	Joseph Moratalla	Scout	62	M	Alright
2016	hung	adviser	20	M	good

Buttons at the bottom include Insert, Clear, Update, Delete, and Staff Id: _____.

- View Transfer list
- Initiate Transfer

- View Staff
- Add / Edit Staff

IV. USER INTERFACE

7. Ground and Gym

The screenshot shows the 'Club Management System' interface with the 'Ground and Gym' module selected. The left sidebar includes links for Players, Coach, Transfer Window, Staff, Ground And Gym (highlighted), and Tournament. The main area displays a table of ground and gym facilities:

No.	Name	Type	Description	Capacity	ManagingStaff ID
500	Mini Estadi	Training	Airright	15276	2005
501	Camp nou gym	Gym	Good	56	2006
502	Narcis Sala G...	Gym	Good	45	2007
503	hung	gym	nice	212	2000

Below the table are input fields for adding new entries:

No: _____ Type: _____ Managing Staff ID: _____
Name: _____ Capacity: _____
Description: _____

Buttons: Insert, Clear

8. Tournament

The screenshot shows the 'Club Management System' interface with the 'Tournament' module selected. The left sidebar includes links for Players, Coach, Transfer Window, Staff, Ground And Gym, and Tournament (highlighted). The main area displays a table of tournaments:

ID	Match Type	Stadium	Match Area	Match Date	Opponent	Result	Match Fee	Team
1800	La Liga	Camp Nou	Home	2021-08-04	Paris SG	Won	50000.0	A
1801	La Liga	Estadio Mendizor...	Away	2021-08-08	Real Madrid	Loss	100000.0	B
1802	Champions League	Los Carmenes Sta...	Away	2021-09-10	Arsenal	Won	60000.0	A
1803	Champions League	Los Carmenes Sta...	Home	2021-09-20	Real Madrid	Draw	20000.0	A
1804	lagiga	mydinh	Home	2024-05-29	p?i	Won	231.0	A

Below the table are various search and filter options:

Date: _____ Ok
Match Date: _____ Stadium: _____ Match Date: _____
Match Type: _____ Result: _____ Match Fee: _____
Match Area: Home Away Opponent: _____ Team Name: _____

Buttons: Insert, Clear, Update, Refresh

- Overview
- Add / Edit

- Upcoming Tournaments
- Schedule
- Results



V. CODING & RELEASE

1. Login code
2. Player code
3. TransferWindow code
4. Coach code
5. Staff code
6. Ground and Gym code
7. Tournament code



VI. CONCLUSION



Overall, the soccer system is a powerful and versatile tool that can be used for various purposes. With its realistic simulation capabilities, flexibility, expandability, educational value, and entertainment value, this system is a valuable asset for anyone interested in soccer.



In the future, the System can be further improved by adding new features such as artificial intelligence, or by integrating data from Realistic football to create a more realistic simulation experience. With its immense growth potential, this system promises to bring even more benefits to users in the future.

An aerial photograph of a large soccer stadium at night. The stadium is mostly empty, with the green grass of the pitch and the blue and red sections of the stands clearly visible. The stadium is surrounded by city lights and buildings in the background.

GROUP 8

Thank You!