

NAGARJUNA COLLEGE OF ENGINEERING AND TECHNOLOGY

An Autonomous College under VTU, Belagavi



**Mini project and Seminar
Report on**

“SPORTS CLUB MANAGEMENT SYSTEM”

submitted in partial fulfillment for the award of the degree in

BACHELOR OF ENGINEERING

IN

COMPUTER SCIENCE AND ENGINEERING

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

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NAGARJUNA COLLEGE OF ENGINEERING & TECHNOLOGY

An Autonomous College under VTU, Accredited by NAAC with "A" Grade,

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CERTIFICATE

This is to certify that the project entitled "**SPORTS CLUB MANAGEMENT SYSTEM**" is a bonafide work carried out by **Mr. M Rajesh (1NC16CS057)** , **Mr. M V Manjunath (1NC16CS058)**, in partial fulfillment of the requirement for the project work in the subject **Mini Project and Seminar (16CSP69)** of VI Semester B.E. in **Computer Science and Engineering** during the academic year 2018-19.

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ABSTRACT

The purpose of this project is to perform sports club analysis on the sports club management system (SCMS) which is web application that will help us to manage our club or organization. SCMS helps to collaborate all the clubs into a single system. Based on the keywords/terms, it answers the user queries using the Classifier (a data analysis tool).The necessary data is collected, organized, analyzed and reported as decision tree. Sports Club is developed to record the details of various activities of the user. Manage the users who will access the internet. Manage the partners subscribed to the club. Manage the players subscribed to the club. The user will be able to update their own data. Manage the season teams and categories. Schedule teams matches. Create lists with the teams' players. Create lists with the matches scheduled between a two dates. Do the tasks the most easily way possible. sports club provides best games services to its members. The sports activities include table tennis, carrom, basket ball, squash, football, and hockey. Apart from this, the club has a café with variety of drinks available and 2 rest rooms and 1 swimming pool. Apart from that, one extra room is there or we can say hall which is only for the managing department of the club.

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CHAPTER 1

INTRODUCTION

Sports are fundamental in the development of our society and we as human beings, especially at young ages when we know nothing about anything but we simply do not care. In sports we learn to relate ourselves with other people who have similar interest and a common goal to achieve. It does not matter the sport, whether it is an individual or a team sport, there are always people around us that get directly or indirectly to make it possible. Parents who buy their kids the equipment that they need, make sure they get in time to the practice field and cheer them up whatever the result is. Coaches that set the goals and get the best of their players in order to achieve them and friends that will be the companions all along the way and many more friends that will be made in the path. This template, is to perform sports Data Analysis, solve user queries using keywords/terms on sports club management system. It can Analyze and report individual's performance. Transparency in booking of playing grounds is available to all public users. The project is supposed to be used by all the sports club members who need to know details regarding the club. It can be used to join a club by knowing the detailed view of the club along with the rating. Classification is a data mining job that allocates items in a group to target categories or classes. The goal of Classification is to exactly forecast the target class for all case in the data. The study emphasizes on soft knowledge that be auxiliary to create decision trees. The first case study is about visual analytics to generate decision trees for classifying four types of expressions. The second reading is where decision trees were constructed by classifying for types of visual representations

CHAPTER 2

LITERATURE SURVEY

The importance of sport club in terms of tourism and economic development, urban regeneration, cultural and social goals and marketing has been increasing. Nerveless a myriad of studies with different approaches and methodologies were being developed. Weed (2009) highlighted the importance to make meta-reviews as a way to analyze and reflect about different perspectives and a path to create maturity in the study field. Endnote is efficient in performing simple content analysis and to assist originally with the categorization of different articles. NVivo is a useful tool for performing qualitative research and is used to analyze abstracts of relevant articles aiming to identify key themes and coding them, so as to identify patterns. From the paper we observe that we can take the data stored in data warehousing environments to perform various techniques like classification, associations, clustering, and prediction. We can classify the data based on many parameters according to the requirement needed. Classification helps in differentiating the data according to needs of user. Prediction also helps in predicting the future values in advance so that there is some accuracy in obtaining the dataset. In general we explore the data first, and then we try to build data according to our type and validate them. The data stored in data warehousing atmospheres can be used to do various techniques like classification, associations, clustering, and prediction. It can classify the data based on many parameters according to the requirement needed.

EXISTING SYSTEM:

1. From the paper we observe that we can take the data stored in data warehousing environments to perform various techniques like classification, associations and prediction.
2. We can classify the data based on many parameters according to the requirement needed.
3. Classification helps in differentiating the data according to needs of user.

PROPOSED SYSTEM:

1. Sports are fundamental in the development of our society and we as human beings, especially at young ages when we know nothing about anything but we simply do not care.
2. In sports we learn to relate ourselves with other people who have similar interest and a common goal to achieve.
3. It does not matter the sport, whether it is an individual or a team sport, there are always people around us that get directly or indirectly to make it possible.

CHAPTER 3

SYSTEM REQUIREMENTS

Software requirements

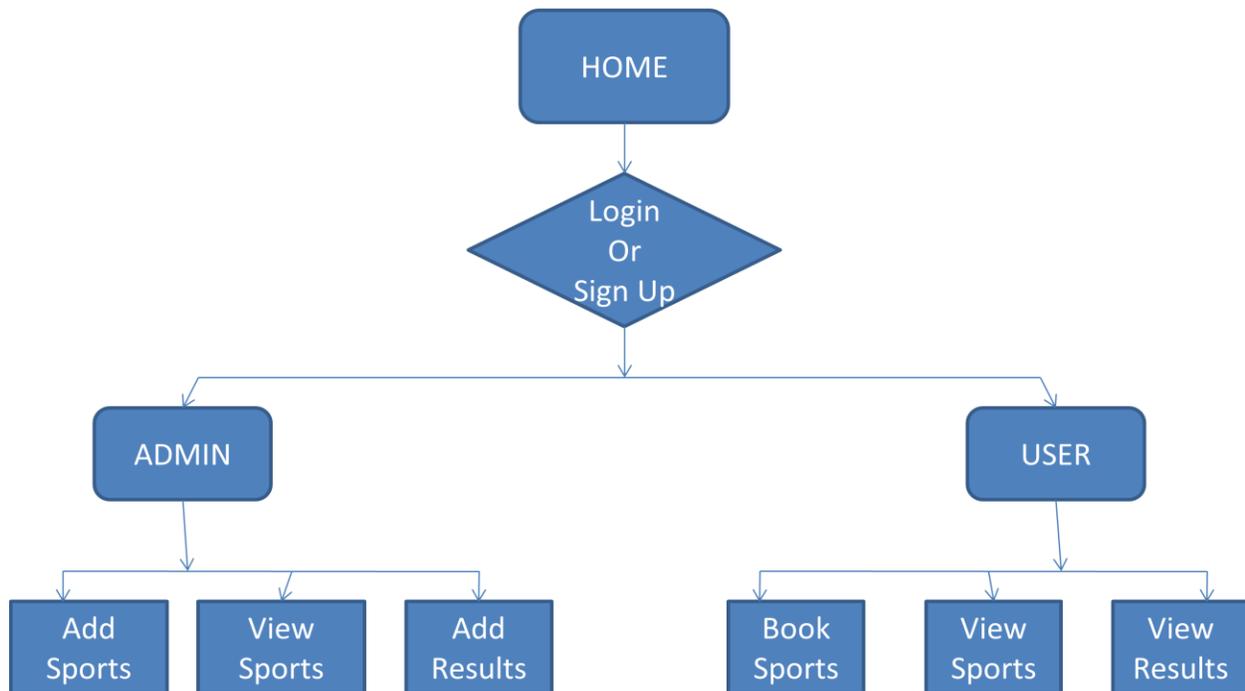
- | | |
|------------------------------|--------------------------|
| 1. Operating system | Windows 7 (Minimum) |
| 2. Programming Language Used | Java |
| 3. User Interface | HTML,CSS,JSP |
| 4. Client Side Scripting | Java Script |
| 5. Database | MYSQL |
| 6. Web Server | Apache Tomcat Server 7.0 |

Hardware requirements

- | | |
|--------------|---------------|
| 1. Processor | Pentium i3 |
| 2. RAM | Minimum (1GB) |
| 3. Hard Disk | 10 G |

CHAPTER 4

SYSTEM DESIGN



4.1 Fig Flow Diagram

CHAPTER 5

IMPLEMENTATION

```

SportsClubDao.java SportsClubDaoImpl.java *BookingSports.java Profile.java UserActions.java AdminServices.java
1 package com.sportsclub.webadmin;
2
3 import java.io.IOException;
17
18 /**
19  * Servlet implementation class AdminServices
20  */
21 @WebServlet(urlPatterns = { "/addsports", "/viewsports", "/searchsports", "/addresults" })
22 public class AdminServices extends HttpServlet {
23     private static final long serialVersionUID = 1L;
24     private AdminDao adminDao = new AdminDaoImpl();
25
26     private SportsIDGenerator sid = new SportsIDGenerator();
27
28     protected void doGet(HttpServletRequest request, HttpServletResponse response)
29         throws ServletException, IOException {
30
31         String url = request.getRequestURI();
32         System.out.println("url is " + url);
33         if (url.endsWith("addsports")) {
34             String sId = sid.getSportID(); // Auto generated ID
35             String sName = request.getParameter("sname");
36             String sClub = request.getParameter("sclub");
37             int sPrice = Integer.parseInt(request.getParameter("sprice"));
38             int players = Integer.parseInt(request.getParameter("players"));
39             String sType = request.getParameter("stype");
40             Sports sports = Sports.builder().sid(sId).sname(sName).sclub(sClub).sprice(sPrice).players(players)
41                 .stype(sType).build();
42             String status;
43             if (adminDao.addSport(sports)) {
44                 status = "Success";
45                 response.getWriter().append("status : " + status);
46             } else {
47                 status = "Failure";
48                 response.getWriter().append("status : " + status);
49             }
50
51         } else if (url.endsWith("viewsports")) {
52             List<Sports> allSports = adminDao.getAllSports();
53             request.setAttribute("allSports", allSports);
54             RequestDispatcher rd = request.getRequestDispatcher("viewsports.jsp");
55             rd.forward(request, response);
56

```

Fig 5.1 AdminServices.java

```

SportsClubDao.java SportsClubDaoImpl.java *BookingSports.java Profile.java UserActions.java
1 package com.sportsclub.webuser;
2
3 import java.io.IOException;
4
5 /**
6  * Servlet implementation class UserActions
7  */
8 @WebServlet(urlPatterns = { "/signup", "/login", "/logout", "/changepwd", "/changeemail", "/changephone", "/dashboard" })
9 public class UserActions extends HttpServlet {
10     private static final long serialVersionUID = 1L;
11     private MemberIDGenerator idgenerator = new MemberIDGenerator();
12     private SportsClubService sportsClubService = new SportsClubServiceImpl();
13     private SportsClubDao sportsdao = new SportsClubDaoImpl();
14     private AdminDao adminDao = new AdminDaoImpl();
15
16     protected void doGet(HttpServletRequest request, HttpServletResponse response)
17         throws ServletException, IOException {
18         HttpSession session = request.getSession();
19         String message;
20         String url = request.getRequestURI();
21         if (url.endsWith("signup")) {
22             String name = request.getParameter("name").toUpperCase();
23             String email = request.getParameter("email");
24             String password = request.getParameter("password");
25             String dob = request.getParameter("dob");
26             long mobile = Long.parseLong(request.getParameter("mobile"));
27             String address = request.getParameter("address");
28             String userId = idgenerator.getID(); // System Generated
29             Profile profile = Profile.builder().name(name).email(email).password(password).dob(dob).mobile(mobile)
30                 .address(address).userId(userId).build();
31             boolean status = sportsClubService.addUser(profile);
32             if (status) {
33                 response.sendRedirect("signupsuccess.html");
34             }
35         }
36         else if (url.endsWith("login")) {
37             String email = request.getParameter("email");
38             String password = request.getParameter("password");
39             if (email.equalsIgnoreCase("admin@ncet") && password.equals("ncet")) {
40                 response.sendRedirect("admin.html");
41             } else if (sportsClubService.validateUser(email, password)) {
42                 HttpSession hs = request.getSession();

```

Fig 5.2 UserActions.java

```
SportsClubDao.java SportsClubDaoImpl.java *BookingSports.java Profile.java UserActions.java
1 package com.sportsclub.dao;
2
3 import java.sql.*;
4
5
6
7
8
9 public class SportsClubDaoImpl implements SportsClubDao {
10     DBUtil dbutil = DBUtil.obj;
11     private Connection con;
12     private Statement stmt;
13     private PreparedStatement pstmt;
14     private ResultSet rs;
15
16     private UserSession userSession = UserSession.getInstance();
17
18     @Override
19     public int getUsersCount() {
20         String userCountQuery = "SELECT COUNT(UID) FROM SIGNUPDATA ";
21         int count = 0;
22         try {
23             con = dbutil.getConnection();
24             stmt = con.createStatement();
25             rs = stmt.executeQuery(userCountQuery);
26             while (rs.next()) {
27                 count = rs.getInt(1);
28             }
29         } catch (SQLException e) {
30             e.printStackTrace();
31         }
32         System.out.println("total count of users is " + count);
33         return count;
34     }
35
36     @Override
37     public int getSportsCount() {
38         String userCountQuery = "SELECT COUNT(SID) FROM SPORTSDATA ";
39         int count = 0;
40         try {
41             con = dbutil.getConnection();
42             stmt = con.createStatement();
43             rs = stmt.executeQuery(userCountQuery);
44             if (rs.next()) {
45                 count = rs.getInt(1);
46             }
47         } catch (SQLException e) {
```

Fig 5.3 SportsClubDaoImpl.java

CHAPTER 6

TESTING

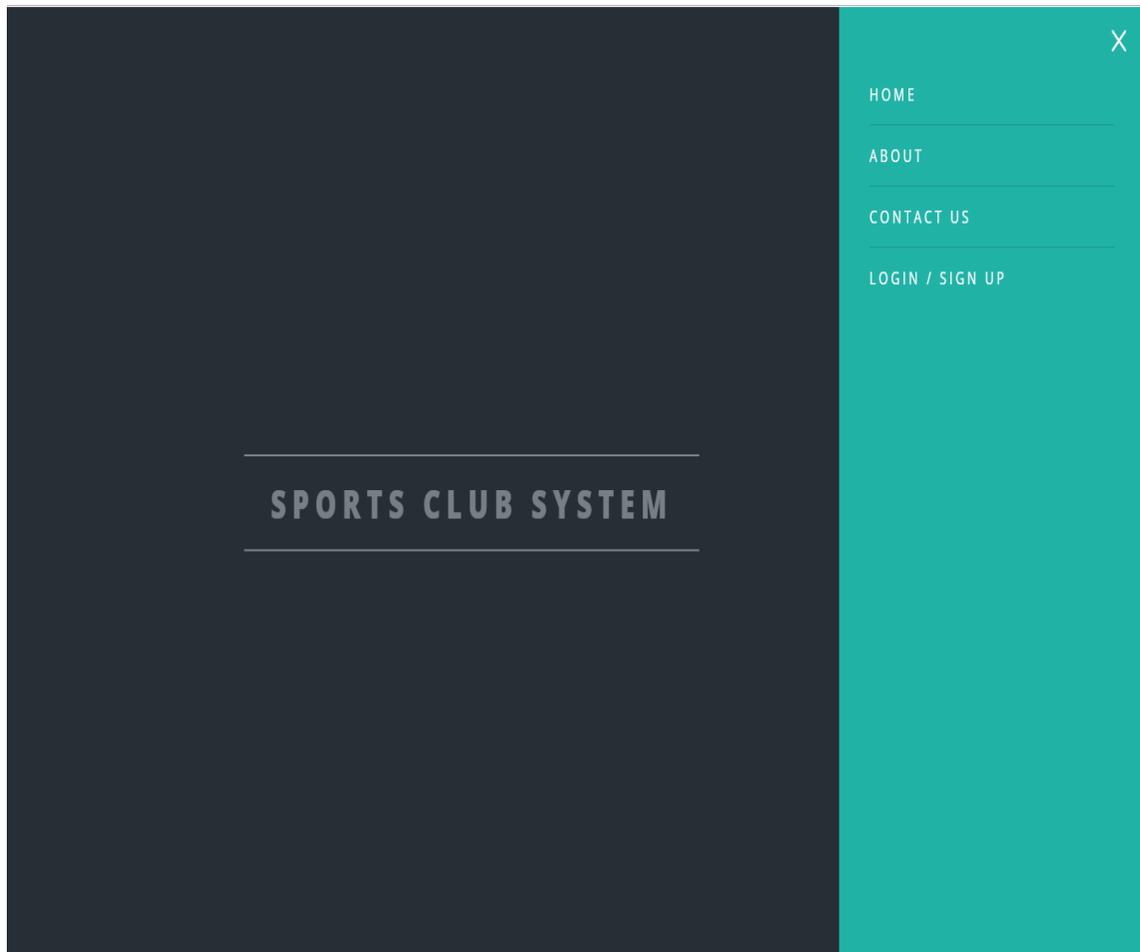


Fig 6.1 Home

SIGN UP

Name

E-mail

Password

DOB

MobileNumber

Address

SIGN UP

Already a member ? [Go and log in](#)

Fig 6.2 Sign Up

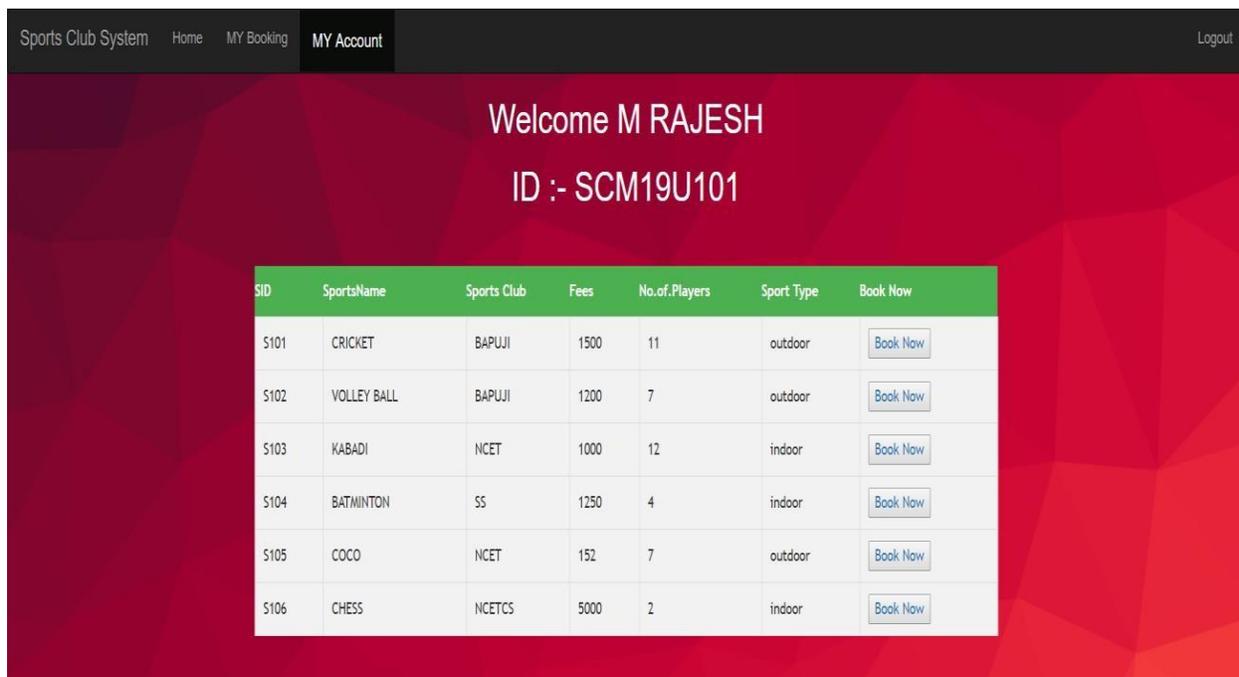
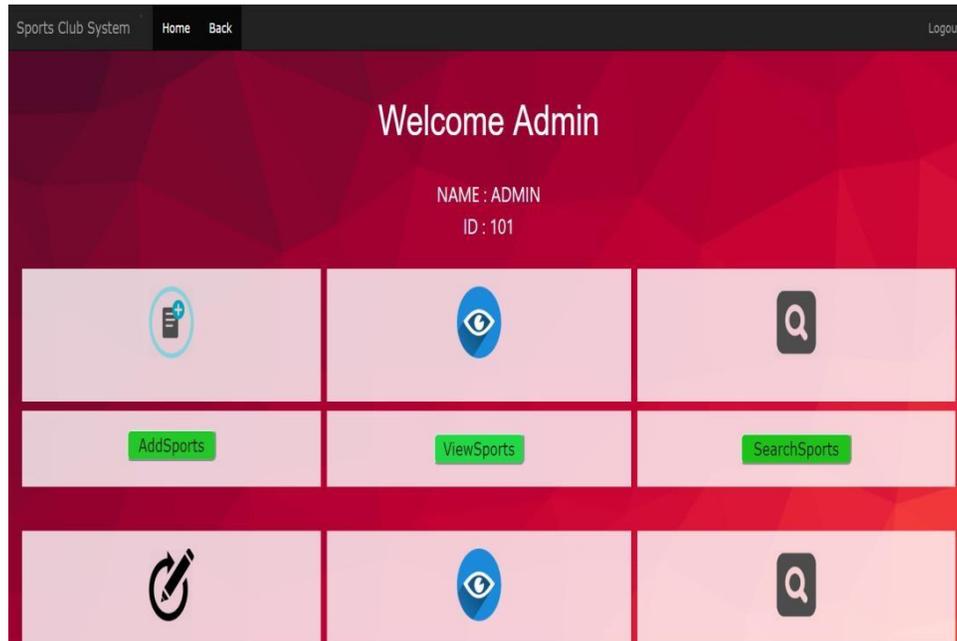


Fig 6

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2. Tutorial Point https://www.tutorialspoint.com/servlets/servlets_overview.htm
3. JSL Tech <http://jsltech.blogspot.com/2013/12/how-add-multiple-objects-intodatabase.html>
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