



# SPORTS EVENT MANAGEMENT PLATFORM FOR COLLEGES

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**ABSTRACT** - A web application or web app is a computer program of the client-server in which client is run on the server. The client may include user interface and the client service logic. In this paper, a web application is presented by developing a sports event management platform for colleges by using java, JSP, XML. The application works on the module system. There are two modules which are user and admin module. Further, the user module was divided into student and teacher modules. An android application for user module was developed in order to create a user-friendly environment. This application creates an ease atmosphere to keep up the sports event at colleges. The admin module consists of multiple operations where they will add the teacher who is answerable for the particular event, add events going down at completely different colleges, add students and so on. The Teacher may add the student, view the results, the student will view results, can register for event they're curious about and can also post their questions. This paper provides the fortunate demonstration of a sports event management platform for colleges through an web app and an android app.

**KEYWORDS** – JSP (Java Servlet Pages), XML (Extensible Markup Language), client-server program.

## I. INTRODUCTION

A web application consists of client server program. In earlier computing models of client-server, the process load for the application was shared between code on the server and code is put on every client regionally. Alternatively, an application had its own pre-compiled client program that served as its interface and had to be individually put on every user's personal laptop or system. Web applications use web documents written in a very normal format such as hypertext markup language and JavaScript that are supported by a range of web browsers. Web applications is thought of as a particular variant of client-server code where the client code is downloaded to the client machine once visiting the relevant web page, using normal procedures such as HTTP. Through Java, JavaScript and alternative technologies, application-specific strategies such as drawing on the screen, playing an audio, and access to the keyboard and mouse are all attainable. Web developers typically use client-side scripting to feature functionality, particularly to make an interactive expertise that doesn't need page reloading. Applications are normally broken into logical chunks known as "tiers", where each tier is allotted to a task. A web browser is the initial tier (presentation), an engine using some dynamic Web content technology (such as JSP/Java) is that the center tier (application logic), and a database or information is that the third tier (storage). The web browser sends requests to the center tier, that services them by creating queries and updates against the database/information and generates a interface. Sports are very essential in every college or institutions.

Sports have a most important role in every colleges. There are wide variety of sports event which take place at colleges, managing all these sports event manually is tedious ask, as there are wide variety of events happening and huge number of students will be participating. Sport event management platform makes maintaining of all sports event easy, it also provides to maintain the information of student at ease. A sports event management platform for colleges, provides a web interface which makes an ease to manage all sports events taking place in a colleges or institutions. It is also used to manage the student information participating at different events of sports. Web based applications have evolved greatly within the previous few years from easy websites to a full-fledged enterprise business systems and business portals integration with databases, mail systems and a host of third-party software. Sports event management platform for colleges are one such web-based application that provides completely different functionalities for managing different sports event at colleges. The main goal of sports event management platform for college, is to mainly focus on the selection of the students who are participating in the sports event and maintaining their information in the database. The student information will be stored on the database that is based on the particular event taking place in colleges. It will automate few of the basic operations of managing sports events. This project collaborates the combination of database management tool and scripting language in development of a web-based application, which provides a user interface and a simple data management system. This also provides administration access to admin and user specific access to the teacher. In this project, a simple one level security login is implemented for the teacher that is user of the website to avoid interlopers and also an admin login to the website to manage all the sports activities. This one level security is also implemented to student and teacher as to avoid malicious users to signing on to the system.

## II. METHODOLOGY

Any project or an application is partitioned in tiny groups called as modules for easy coding and understand. This paper mainly contains two modules which are admin module and user module. Here, user module further divided into two modules: teacher module and student module.

### A. Admin Module

The figure 1 explains the admin functionalities.

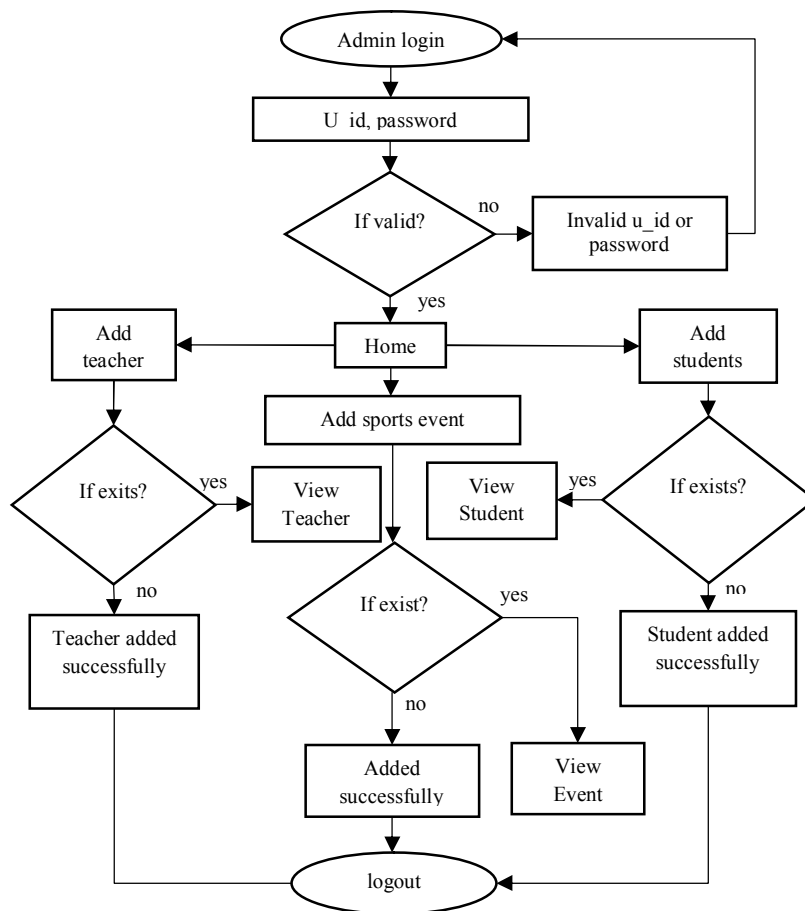


Fig 1 Representing the flow diagram of admin

Admin module, where admin can log in to the web page by using their passwords. Some of the functionalities of admin are adding a teacher and student, viewing a teacher and, adding and viewing a sports event. Most of addition and maintenance about events and participants will be done in this module. Admin is the responsible for maintenance of the application.

### B. Teacher Module

Teacher module gives a brief idea about one of its end users of the application. Teacher will be having their username and password through which they login to the system. Teacher module have some functionalities are adding a student, view restricted students, view events, update results and viewing results. The users involved in this event will be added through the admin and allocate them to take up responsibility of a particular event. The figure 2 represents the functionalities of teacher.

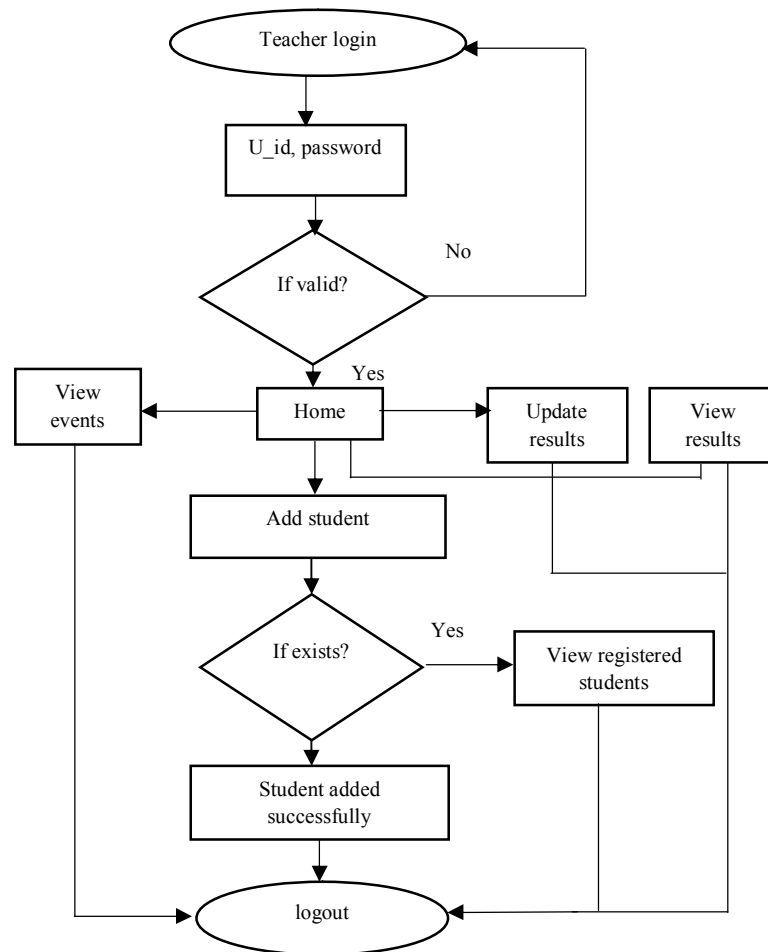


Fig 2 Representing the flow diagram of teacher

### C. Student Module

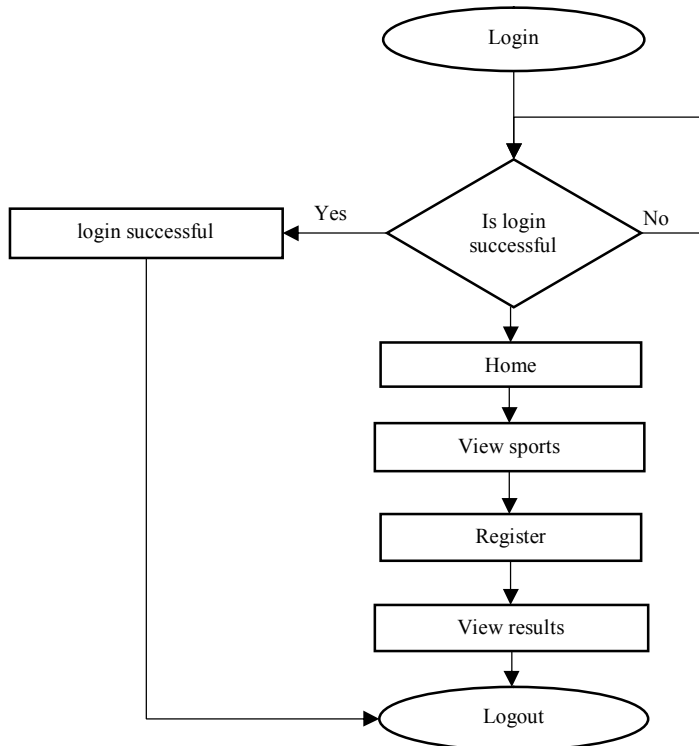


Fig 3 Representing the flow diagram of user

The student module is another user module which describes an end user of the application. Some functionality of the user modules are viewing sports, registering, viewing result. The request or a query box is be developed where the student, who is one of the users can post their queries. The figure 3 represents the functionalities of student.

### III. SYSTEM ARCHITECTURE

In this section we describe how the connections take place between three modules this mainly composed of

- i) Management of admin module which is connected to data base and admin can directly be in contact with teacher
- ii) The teacher module is connected to database and web-based app.
- iii) The student module is connected to web-based app.

The figure 4 represents the system architecture of admin and user module, where it represents the admin will interact via computer system and are responsible for maintenance of the database.

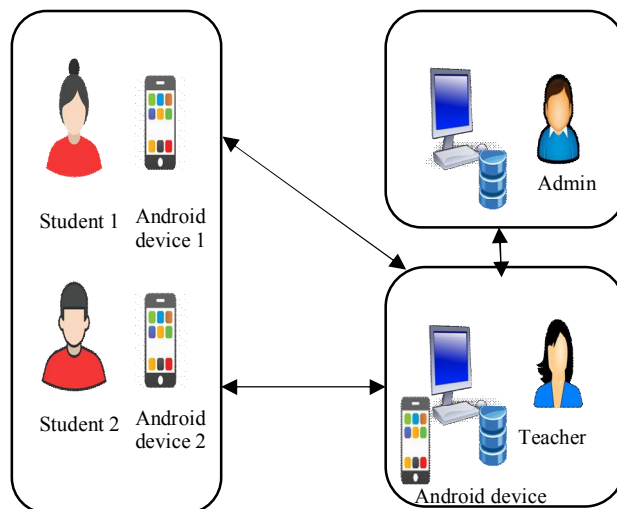


Fig 4 System architecture of admin and student module

It shows the user, the student interacting with the android devices and the teacher can interact by using android devices and these data will be stored in the database. Admin will login with user-name and password with is directly connected to database it will check for the details if it is satisfying, it will give pop up message. Admin can add teacher, add student, sports and add sports events in which the data is stored in the database. Admin can view sports events, view teacher, view students from the database. Teacher will log in with the user-name and password with is directly connected to database it will check for the details if it is satisfying it will give pop up message. Teacher can view results, view registered students, view results which are retrieved from the database. They can also update results of particular events in which it is stored in database. Student will log in with the user-name and their password with is directly connected to database it will check for the details if it is satisfying it will give pop up message. Student can view results and view events which are retrieved from database. They can also register for the sports events in which the data is stored in database.

#### IV. IMPLEMENTATION

Implementation is one of the most important stages of system development life cycle. The stage of implementation includes converting the design phase into a real system using various programming languages and scripting languages. The idea of implementation and the idea of the system will be designed in the designed phase. We will be implementing the flow of each module into a real system. The real systems are to be implemented in this phase and will be tested for validation in the next phase after successful implementation. The systems are been implemented such a way that they are flexible for future developments and adding different functionalities for future enhancement. There are two types of computer languages are used one is programming language in our case will be java, and the other is scripting language in our case we use XML/HTML along with JSP pages, where JSP allows the java code to be inserted into HTML/XML.

The pseudo code for admin is as follows:

1. START ADMIN LOGIN
2. Enter admin Id and password
3. Admin Id and password are verified with the database.
4. IF (id, password valid)
  - i. Admin login into the HOME page
    1. Adding sports event by event Id
    2. IF (event id exists)
    3. viewing the events.
  - ii. ELSE
  - iii. Events are Added Successfully
  - iv. END IF
5. Add a teacher by giving Teacher Id
  - i. IF (teacher id exists)
  - ii. View the teacher's details
  - iii. ELSE
  - iv. ADD teacher and display teacher added successfully
  - v. END IF
6. Add a Student by giving student Id
  - i. IF (exists)
  - ii. View the student details
  - iii. ELSE
  - iv. Add student successfully, and give a message
  - v. END IF
7. ELSE
8. Display invalid admin Id or password
9. END IF
10. END

The pseudo code for teacher module is given as follows:

1. START TEACHER LOGIN
2. Enter teacher Id and password.
3. Teacher Id and password are verified with the database
4. IF (valid)
5. Teacher login to the HOME page
  - i. Add a student
    1. IF (student id exists)

2. View the details of students
3. ELSE  
student will be added successfully
4. END IF
- ii. view the results
- iii. view events
- iv. update results
6. Else
7. Invalid teacher id or password
8. END

The pseudo code for student is as follows:

1. START STUDENT LOGIN
2. Enter student Id and password
3. student Id and password are verified in the database
4. IF (valid student id)
5. Student login to the HOME page
  - i. Check the sports details
  - ii. Register to the sports by entering event Id
  - iii. Viewing results
6. End IF
7. END

## V. RESULTS

Sports are one of the most important activities or events that will be taking place at colleges. The traditional system of management system was used to manage sports at colleges. As, there were large number of sports and large amount of data to be manage, it was tedious to manage all this data manually. In this, sports event management platform we try to bring out a simple process where all these data about sports and students can be managed automatically by the database.

Some of the snapshots for the working of the admin module are shown in the following figures

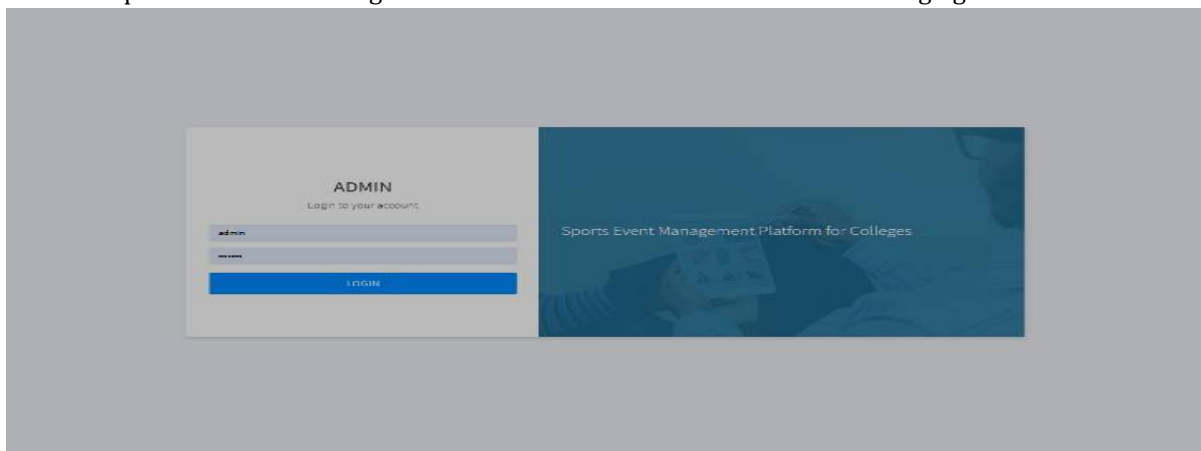


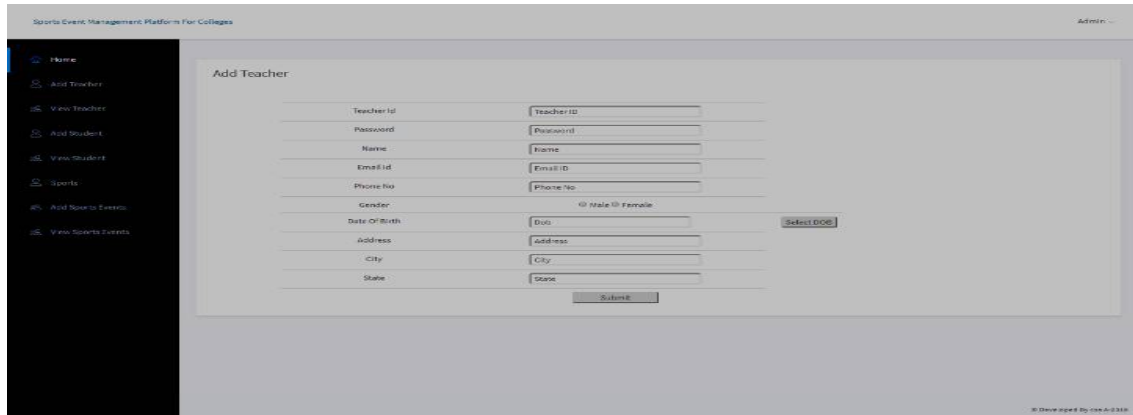
Fig 5 Admin login page

Figure 5 represents the GUI of admin login page, where admin login using the password and the admin id.

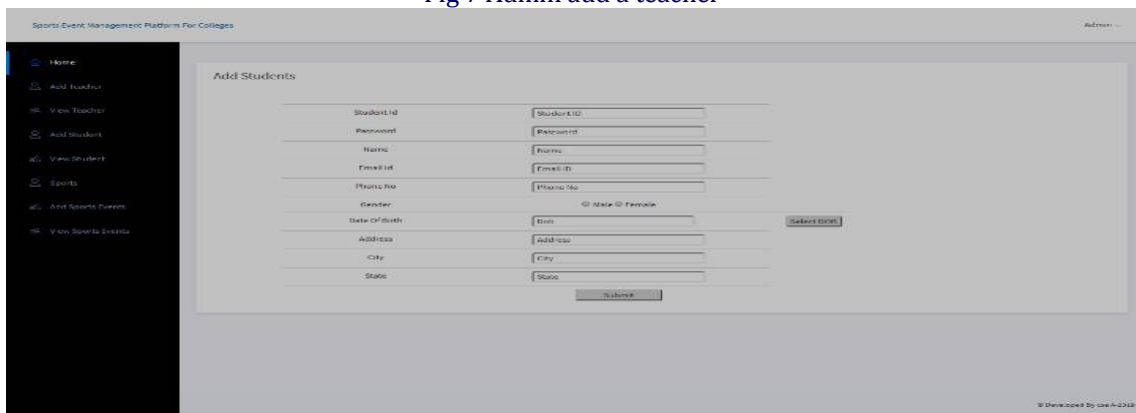


Fig 6 Admin Home page

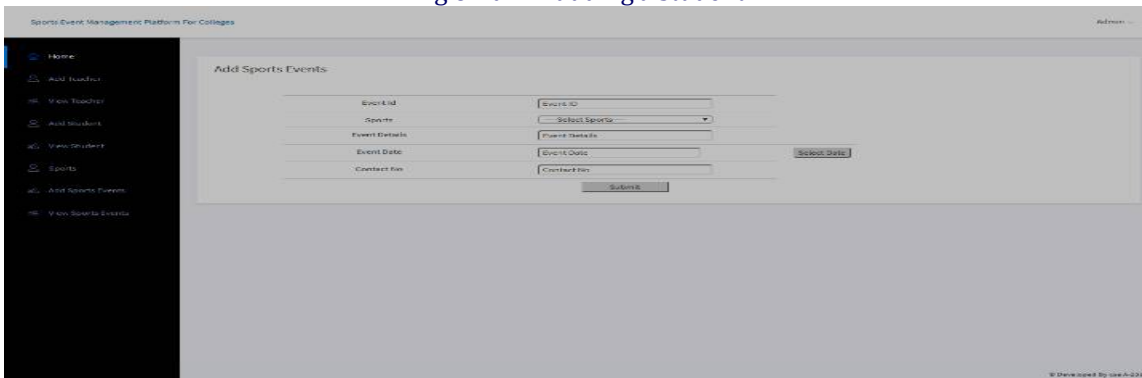
Figure 6 displays the home page of admin module after successful login by using their id and password. From figure 7, figure 8, figure 9, figure 10 displays the various pages which represents the different operations of the admin module



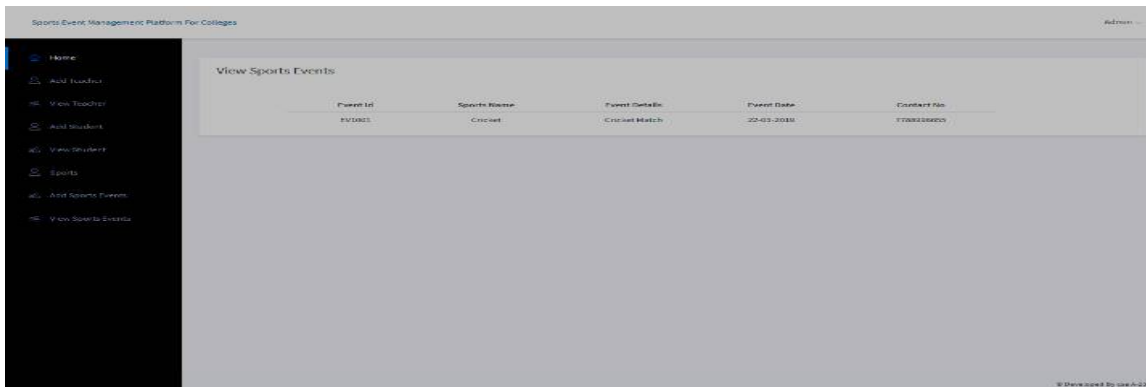
**Fig 7 Admin add a teacher**



**Fig 8 Admin adding a student**



**Fig 9 Admin adding sports event**



Event Id	Sports Name	Event Details	Event Date	Contact No
111111	Cricket	Cricket Match	22-01-2018	1788356655

**Fig 10 viewing the sports event**



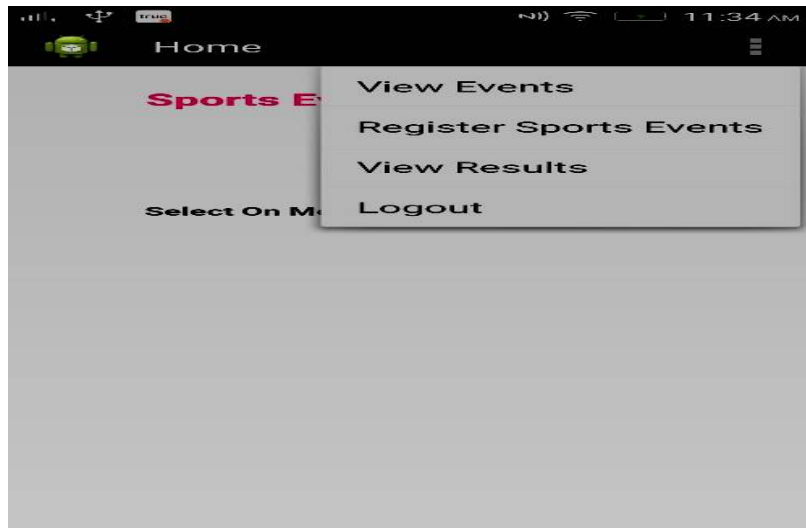


Fig 11 Home page for student

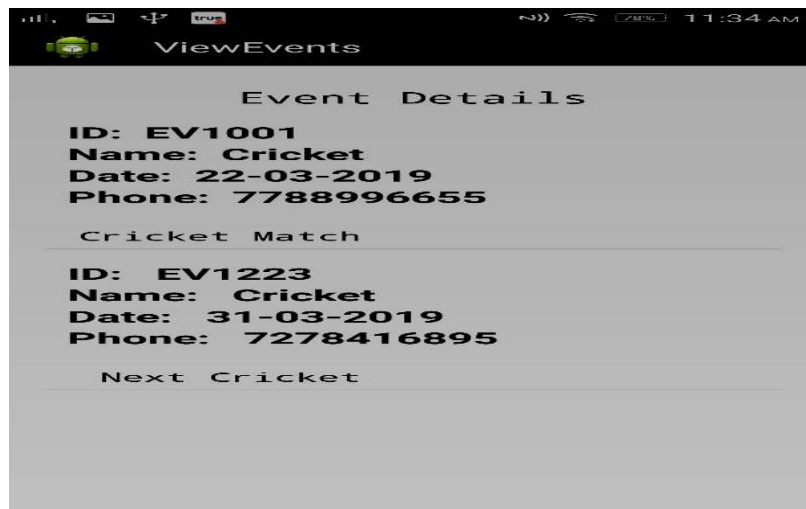


Fig 12 viewing the events

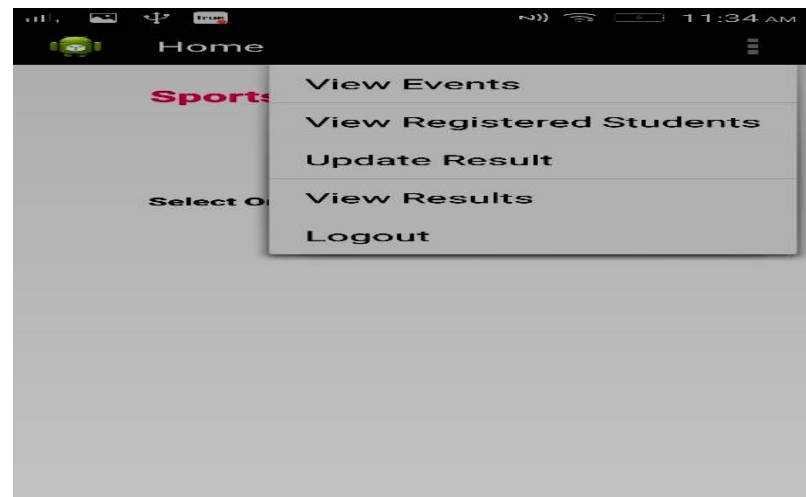


Fig 13 Teacher Home page



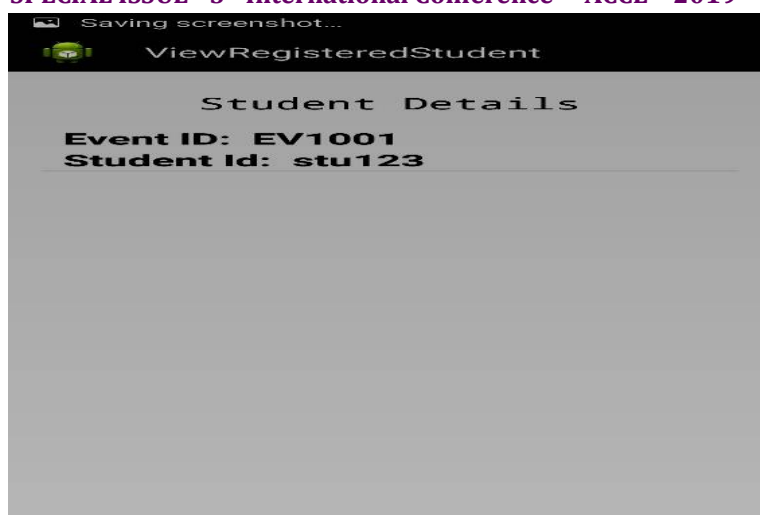


Fig 14 teacher viewing the student details

The student and teacher part that are the end-user are important part of the application. Therefore, for ease of the application we have developed an android application for these user modules. Figure 11 and figure 12 the snapshot of how the student module is designed. Figure 13, figure 14, and figure 15 display the design of teacher module. The main application of this project is in academics, where it can make an easy maintenance of large database and also creates a user-friendly environment.

#### VI. CONCLUSION

This project creates an easy web interface. It allows multiple users to login and perform their desire task. It helps students to save lot of time in searching of sport events being conducted, as list of students will be generated. Sports event management system will provide the serving activity in quick and easy manner. It helps in great way for getting more information of the shorted listed students in small interval of time. The system is user friendly and easy to use.

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