

Athlete Event Management System

Sanskriti Avinash Pagare¹, Fahad Abid Nathani², Anjali Kiran Kumawat³, Prof. Suyog Dhoot⁴,
1,2,3 students of Department of Information Technology, K K Wagh Polytechnic, Panchavati, Nashik,
4 Lecturer in Department of Information Technology, K K Wagh Polytechnic, Panchavati, Nashik.

Abstract— In current situations the all-manual process making problem in the connectivity of all sportsmen's and the management team as they need to meet physically and do all the procedures and all the documentation by their own by going at each and every office like school/college office then district sports office and further too. As per all the procedures are manual and on paper so all the management team need to take so hard efforts and the competitions are on each district as well as state level so need to manage so much crowd so it makes difficult to manage this all system manually on paper so all the functions are offline and very slow in processing. As it is manual so it becomes very hectic to manage and maintain all the records as well as it is very time consuming and costly, the data must contain 1000 of pages per year per school or college. As we convert all these systems into online structure, we can automate office work as well as connect all the district & states from a centralized place where all work can be done without paper and also saves money as well as time too. A web application or web app is a computer program of the client-server in which client runs application. You can provide high-quality cleaning services through the idea of a handymen-on-demand application or an entrepreneur looking for a show, or an on-demand solution to move the happiness of a trusted home service or business owner with the right needs. In this document it is explained the development of a project that has been presented in order to finish the degree in computer engineering. The content begins with an introduction where are explained the motivations to

undertake this project and the problem that is pretended to solve in the scope of small sports clubs that are still performing their management operations in a traditional way, by providing them with an IT solution in form of intranet.

Keywords: Athletes, Sports, Sports Club. Events, Competitions

INTRODUCTION

We are introducing a system to manage and maintain all the sports event related activity under one online system where all the management centre having logins like sports co-ordinators, sports office people, as well as sports players also having their logins to manage and see updates of their own sports career under one roof all the results and certificates are also comes under the login system.

All the NEWS related to all the events the video sessions expert lectures and all can be conducted in this system as we can manage all from one admin login and can be shown to each and every district as well as user logins. All the sports event dates, results and the functions are also managed by this website. All the reports management, audits and committee workings with all data backup and maintenance will be taken care by this system.

The project brings the entire manual process of sports event management online which is built using Android as a front end and MySQL Server as a backend. The main purpose of this project is to simplify the

process of handling each sports event by providing a web interface for admin. The admin part consists of multiple modules to initiate with the sports event by adding the type of sport (indoor or outdoor), adding users who are interested in a particular sports activity, adding teachers who will conduct the particular sports activity which is allotted by the admin itself and lastly, viewing the results of sports event held in club.

The Athlete Event Management categorizes its visitors into different categories and presents them with the respective functionality as per their level of access. A new user can register for club. A new user can also enrol in the activities of the sports club. A details cost evaluation is done by the software when the user tries to book the ground. The user sees the estimated cost clearly at the time of booking. This prevents the users from negotiating about cost afterwards. A user who is already a member of the club doesn't need to register before event. Apart from the functionalities mentioned above, the users can register themselves for the various regular and vacation training batches.

PROJECT CONCEPT

As we convert all these systems into online structure, we can automate office work as well as connect all the district & states from a centralized place where all work can be done without paper and also saves money as well as time too.

All the news related to all the events the video session's expert lectures and all can be used in this system as we can manage all from one admin login and can be shown to each and every district as well as user logins. All the sports event dates, results and the functions are also managed by this application. All the reports management, audits and committee workings with all data backup and maintenance will be taken care by this system.

PROJECT REQUIREMENTS

The project brings the entire manual process of sports event management online which is built using Android as a front end and MySQL Server as a backend. The main purpose of this project is to simplify the process of handling each sports event by providing a web interface for admin.

The admin part consists of multiple modules to initiate with the sports event by adding the type of sport (indoor or outdoor), adding users who are interested in a particular sports activity, adding teachers who will conduct the particular sports activity which is allotted by the admin itself and lastly, viewing the results of sports event held in club.

The admin part has come up with handling all the sports related activity assigned. Admin performs various task such as taking the attendance of the athletes who are registered for a particular sport event, viewing the list of students to mark the winner of each round, generating the results based on multiple rounds won by the student

SYSTEM ARCHITECTURE

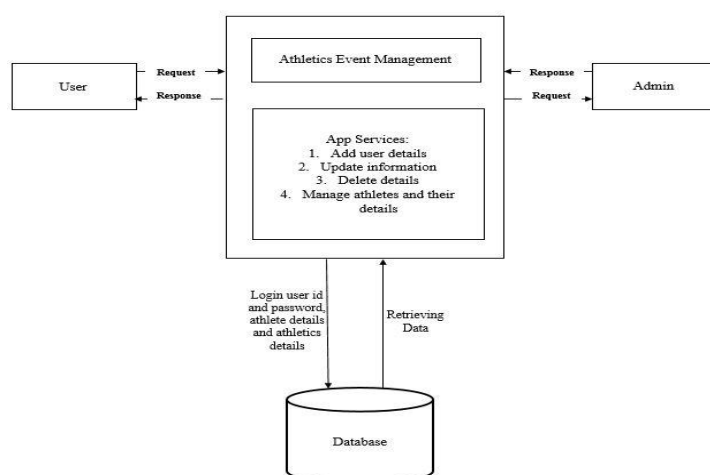


Fig No 1: Basic Architecture of the system

PARALLEL DEVELOPMENT APPROACH

This model of methodology attempts to address the problem of long delay between analysis phase and the delivery of the system. Instead of doing design and implementation in sequence, it performs a general design for the whole system and then divides the project into a series of distinct subprojects that can be design and implemented in parallel. Once all subprojects are complete, there is a final integration of the separate pieces, and the system delivered.

DEVELOPMENT TOOLS

I. Android Studio

Android Studio is the official integrated development environment (IDE) for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for Android development. It is available for download on Windows, macOS and Linux based operating systems. It is a replacement for the Eclipse Android Development Tools (ADT) as the primary IDE for native Android application development. Android Studio supports all the same programming languages of IntelliJ (and Clion) e.g. Java, C++, and more with extensions, such as Go and Android Studio 3.0 or later supports Kotlin and all Java 7 language features and a subset of Java 8 language features that vary by platform version. External projects backport some Java 9 features. While IntelliJ that Android Studio is built on supports all released Java versions, and Java 12, it's not clear to what level Android Studio supports Java versions up to Java 12 (the documentation mentions partial Java 8 support). At least some new language features up to Java 12 are usable in Android.

II. MYSQL

MySQL is free and open-source software under the terms of the GNU General Public License, and is also available under a variety of proprietary licenses. MySQL

was owned and sponsored by the Swedish company MySQL AB, which was bought by Sun Microsystems (now Oracle Corporation).

In 2010, when Oracle acquired Sun, Widenius forked the open-source MySQL project to create MariaDB. MySQL is a component of the LAMP web application software stack (and others), which is an acronym for Linux, Apache, MySQL, Perl/PHP/Python. MySQL is used by many database-driven web applications, including Drupal, Joomla, phpBB, and WordPress. MySQL is also used by many popular websites, including Facebook, Flickr, MediaWiki, Twitter, and YouTube.

MySQL is offered under two different editions: the open source MySQL Community Server and the proprietary Enterprise Server. MySQL Enterprise Server is differentiated by a series of proprietary extensions which install as server plugins, but otherwise shares the version numbering system and is built from the same code base.

DATA FLOW DIAGRAM

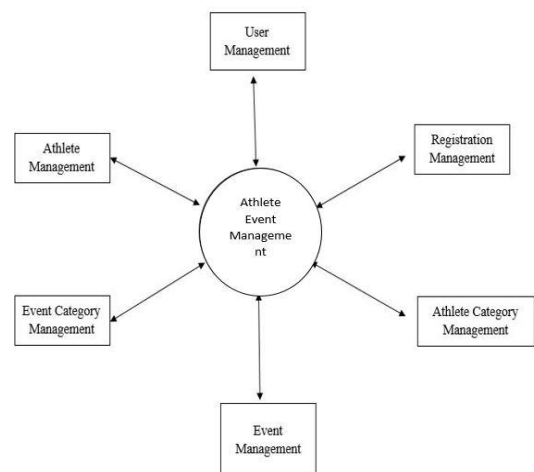


Fig No 2: DFD Level-1

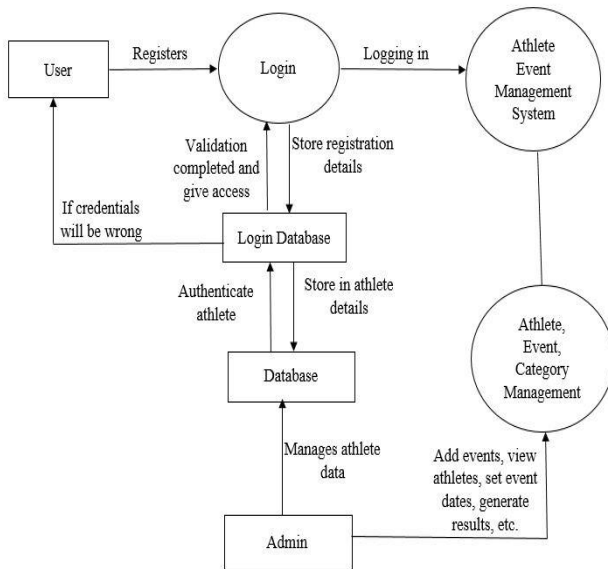


Fig No 3: DFD Level-2

APPLICATIONS

1. Used by Professional Sports Club.
2. Used by Colleges Sports Clubs.
3. Can be used by School Committee.

ADVANTAGES

4. Fast, accurate and Paperless
5. Project helps in saving a lot of time.
6. It becomes easy to access information on various events happening in various colleges.
7. It provides access to multiple users to register from anywhere and anytime.
8. Overcomes the dependency of a single person handling all the sport activity.
9. Multiple peoples can use the web interface to login and perform the desired task.
10. Easy to access the system anywhere and anytime.

LIMITATIONS/CONSTRAINTS

1. Requires Internet connection.
2. Requires Android Smart Phone.

CONCLUSION

This application enables the supervisors to refresh the general presentation of the workers in their particular territories. Athlete Event management system is not only rewarding but it also helps the programmer to quickly organize the sports events and lists in short interval of time. We saw this as a great way to find even more information for my topic. It will be able to check anything related to sports at any time. Paper work and manual work is reduced through this system. The system is user friendly and easy to use. I hope that the user would not only enjoy this system, but also get satisfaction from finding how each and every feature of athlete management is implemented. Deliver the best solution possible is never an easy task, especially when your knowledge is limited and you don't stop learning new things in every step forward. This leads you to question yourself if the way you are doing is actually the best way to do it, and look for different tutorials and examples until finally it comes quite clear that this is the best choice. Sometimes you never reach this conclusion and you must keep going forward before you get stuck for too much time, but eventually you end up finding a better way to do it when you are already some steps ahead and you need to redo what was already done by applying the enhancements.

REFERENCES

- [1] Azizul Rahman Abdul Ghaffir, Ghassan Beydoun, Jun Shen, William Tibben, "Towards knowledge management in sports event management", 6th international, conference on software and data technologies, 2011.
- [2] Yu-ran Hong ,Ching-Tung Wang ,Yu-Shun Hong ,” The research of Sports Events Sponsorship Efficiency – A Case Study of 2008 Final Olympic Qualifying Tournament”, IEEE 2010

- [3] Wangwei, lingqiang “Design and Implementation of small and medium Sports Event Management Platform for College”, pp: 379-382, IEEE 2015.
- [4] Evelson, Boris (21 November 2008). "Topic Overview: Business Intelligence".
- [5] YunchaoMa ,Zhongqiu Ji “The research on sports events organization and management information system based on process aware”, IEEE 2014
- [6] Huang wenhui, Zhang zhen “Innovation of management module of sports event based on knowledge management” IEEE 2011
- [7] Zhang Chunfang. The development of information technology and sports education [J]. Journal of Wuhan sports college journal. 2004 (6): 11-12
- [8] Job M.Carroll, Marry Beth Rosson, George Chin Jr, Jurgen Koenemann. Requirements Development in Seenario-based design[J]. IEEE Trans on Soft Eng, 1998,1156-1169