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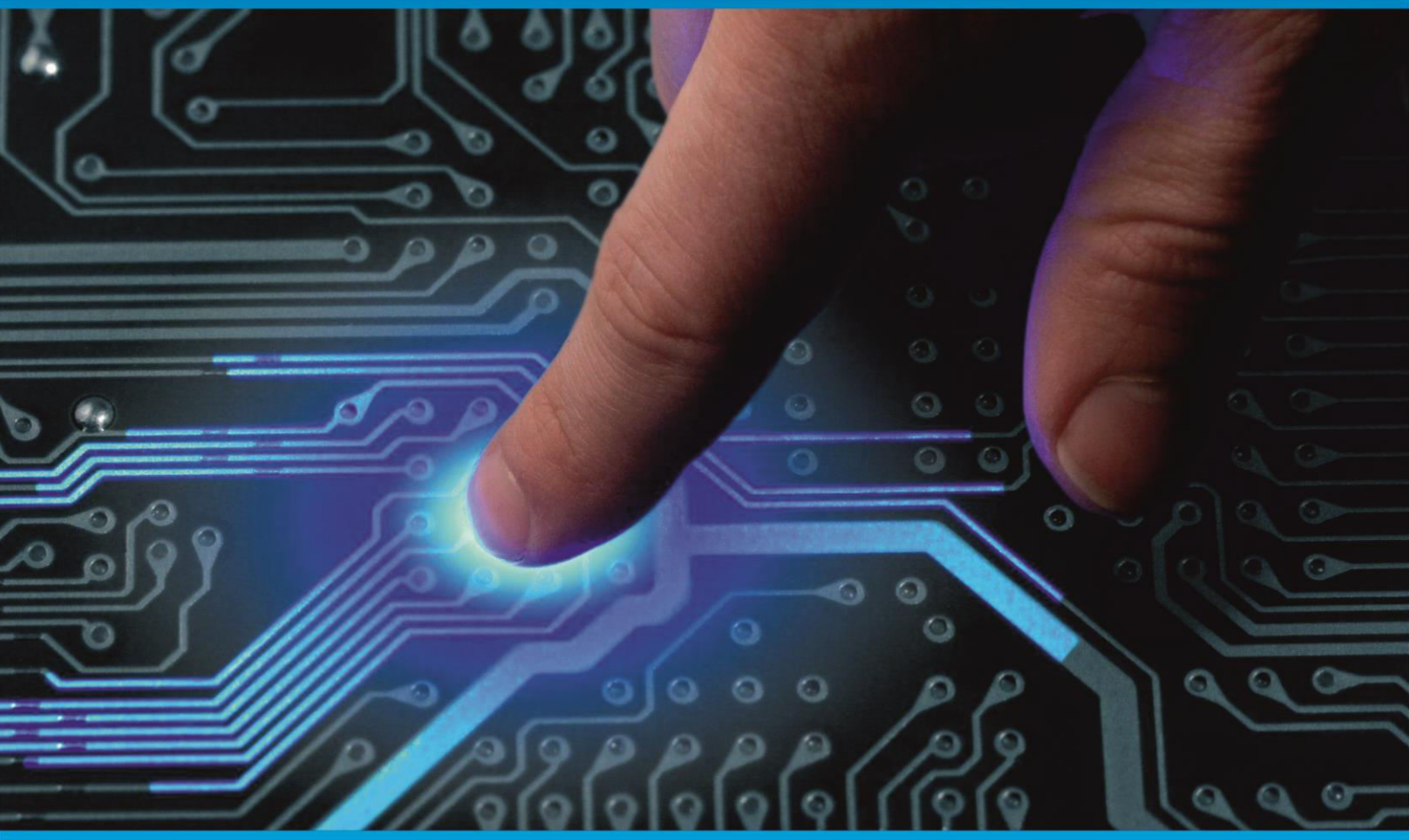

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Connecting Sports World through Website

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ABSTRACT: The purpose of sports fair system is to build connectivity between sports players and the sports organization or club management. This project is a web application and it maintains the record of the players who registered with their skill set and their details. The verified sports organization should register in this web application. This system provides the details of the sports person to the sports organization through the details given they can choose the specified skilled person from the database.This system is used to shorter the world of players and organization, and enhances the skills of the players. Players can get more chance to participate and prove their skills through the sports events organized by those organization. The database is used to store the details of the players and the other database is used to store the details of the organization. The storing of the information from players and organization are handled by admin grid.

KEYWORDS: Sports, Players, Club, Organization, Admin, Web application.

I. INTRODUCTION

This system is proposed to help the players to hook up with the events organized by the organizer. The organizers also can use this system to select the specified skilled person for their requirements. Using this system to select we are providing opportunities to the players and helping the club members to select a skilled player for their preference. The main aim of the system is to connect a player from an interior area to an organization. Now-a-days there are many opportunities around us but we don't know how to grab it. This is a web based dynamic platform which is easy to use and help us to grab those opportunities. The collected information of the players is stored in a database and that are verified by the admin. The organization which has certified by thegovernment can be registered in this application, and that can also be verified by the admin.

The registered player can view the information of the organization or the club. The registered organization can view the details of the player with their skill sets. The player can request the club for joining int it and the organization can also request the players to join in their club for any activity.

- PLAYERS:

A person should enrol his details using the registration form. Then they can view the club database and can request the club for joining as a member. Every player has their individual and unique login credential to go through the portal. This website provides separate access for players. Player can send request to the organization regarding joining.

- ORGANIZATION /CLUB:

The organization should get registered through the registration form. Then they have access to view the players list who enrolled in the website. Every organization have individual and unique login credential to go through the portal for further access.

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- ADMIN:

Admin can modify the data and delete the fake id and even block those. If admin find any fake certificate, he can restrict the access of those users.

II. TECHNOLOGIES USED

1.2.1 Software Configuration:

The system is developed using HTML,CSS as frontend JAVA, java server pages for dynamic, independent platform, MYSQL as to store the database.

- Operating system-Windows XP, Windows7,Windows8, Windows10
- Languages used-HTML, CSS, JAVA, JSP
- Database-MYSQL
- Software Requirements-Eclipse, Tomcat 7

FRONT END:

Hypertext MarkupLanguage(html)is the standard markup language for creating web pages and web application; with Cascading Style Sheet(css)and JavaScript, it forms a triad of cornerstone technologies for the WWW. Web browsers receive HTML document from a web server or from the local storage and render the documents into multimedia web pages.CSS is used for the presentation of a document written in a markup language like html; and its designed to enable separation of presentation and content, including layout,colors and fonts. This separation can improve the content accessibility, provide more flexibility control specification.

SERVER SIDE:

Java Web Application is used to build dynamic websites, it supports through its JSPs and Java Services. Java is the name for both the programming language that can be used for building complex web application and for the software platform that used this programming language as its most essential component. The Java Servlet API: this runs on the server side without an application of its own as html user interface(UI)or an application GUI. They are used to extend application hosted by the web servers. Java Server Pages(JSP)enables the creation of dynamic form, platform-independent method for building web-based application. JSP has the overall access entire family of java APIs, including the JDBC API to access enterprise database. JSP pages can be used in combination with servlets the handle the business logic, the model supported by java servlet template engines. JSP contain a static data expressed in text based namely html, wireless markuplanguage(WML)or XML; JSP technology elements which determine the dynamic content construction by the page.

DATABASE:

MySQL is an opensource relational database management system. For propriety use, several paid editions are available, and offer additional functionality. In this project MySQL has been used to store, update, retrieve and delete related to user's data and other additional data about projects.

III. DATA REQUIREMENT

The inputs consist of the query to the database and the output is with the solution for the query. The output also includes the user receiving details of their specific requirement. In this project, the input would query as fired by user like create an account and output is visible when user requests the sever to view the details

SYSTEM REQUIREMENTS:

Hardware configuration	Software requirement
➢ Processor: core i3, 1.5MHZ	OS: Windows7 ultimate

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- Hard disk: 150 GB — Envi: Visual studio.NET 2008
- RAM: 2GB — Language: CSS, JAVA, JSP
- Resolution: 480 X 800 — Backend: SQL server

SYSTEM ARCHITECTURE:

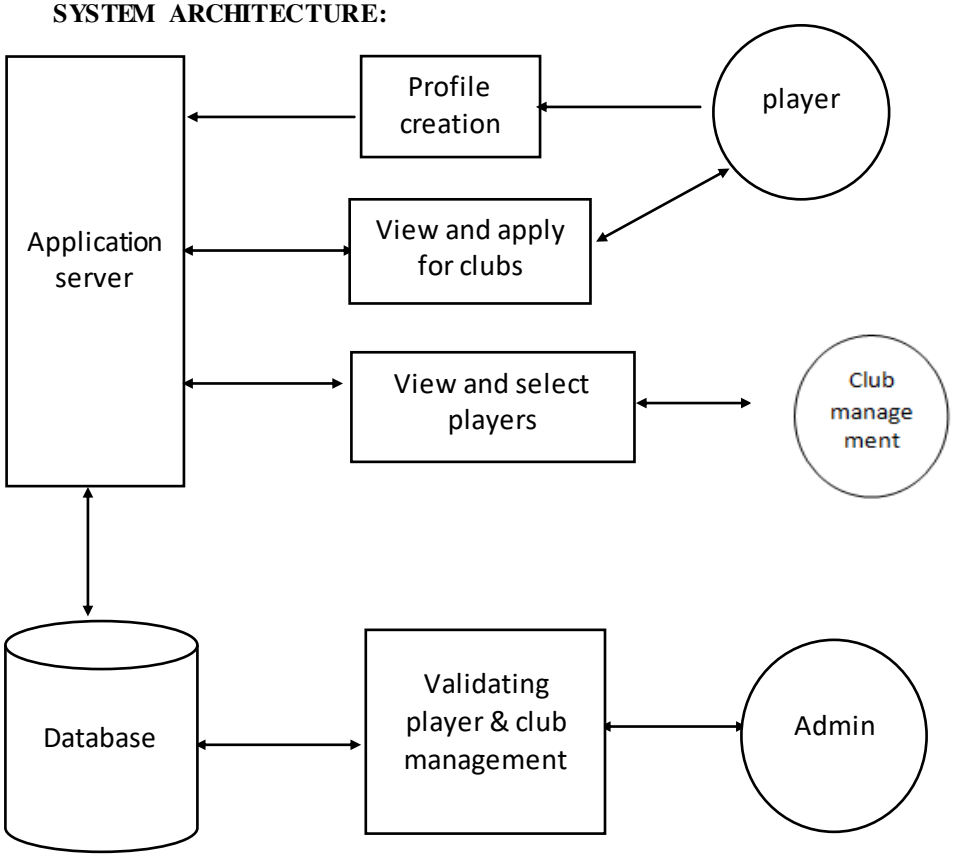

Fig.1.System Architecture

The system architecture is of with the overall interaction of the proposed system. The workout form(application front end pages) is the connection with the Application server and that is both for the sport players and the sports managerial club and organizers. The player needs to create a profile of themselves and the view and apply for any sports meet or club registration can be made via this section; as vice-versa the club and organizers from the organization can deal with the application of the individual player and view their registration and details. The application sever is connected with the overall Database of the players and the club management. The database is maintained by the Admin for verifying and validating of player and club management details.

SYSTEM IMPLEMENTATION:

We have chosen "Iterative Life Cycle Model" for the developing this application, because an iterative life cycle model does not attempt to start with a full specification requirement. Instead, development begins by specifying and implementing just part of the software, which can then be reviewed in order to identify further requirements. This process is then repeated, producing a new version of the software for each cycle of the model.

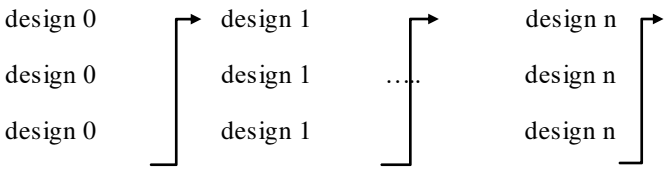

Fig.1.2. Iterative life cycle model

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- In interactive model we are building and improving the product step by step. Hence, we can track the defects at early stages; it avoids the downward flow of the defects.
- In iterative model we can get the reliable user feedback. When presenting sketches and blueprints of the product to user for their feedback.

IV. LITERATURE SURVEY

1."A Literature Review: Website design and user engagement"

Renee Garett, MS, LCSW, Jason Chiu, MS, Ly Zhang and Sean D.

2." TheUsability issues in website design": Nigel Bevan,

Unless a website meets the needs of the intended users it will not meet the needs of the organization providing the website.

3.Online Recruiting: "The effects of the organizational familiarity, website usability, and website attractiveness on viewers impressions of organizations".

Phillip W. Braddy Adam W. Meade Christina M. Kroustalis.

4." E-recruitment and the benefits of organizational website appeal" Lori Foster Thompson Phillip W. Braddy Karl L.Wuensch

5. "E-Recruitment: A study into applicant preceptions of an online application system" Hella Sylva Stefan T. Mol

Little is known about applicant reactions to web-based recruitment and selection procedures.

6." Overview of web Development Life Cycle in softwareengineering", AshimSarkar

- Feasibility analysis
- Designing a system to meet those requirements
- Coding, Testing and Maintenance.

7. "Web Composition: An Object-Oriented support system for the Web Engineering Lifecycle",Hans-werner Gellersen Robert Wicke Martin Gaedke.

8. "Eclipse: A platform for integration development tools"

J. des Rivie res J.Wiegand.

V. EXISTING SYSTEM AND IT USE CASES

LinkedIn	Connecting the world's professionals
Naukri	Medium for job seekers and hiring needs to provide job opportunity
Swiggy	Ordering and delivery platform that connects both customers and sellers
Ola	Services of both vehicle travelling and food delivery
Uber	A platform where those who drive and deliver can connect withriders, eaters& restaurants.

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VI. CONCLUSION

In this application system, we proposed a new forum for direct connectivity between the player and the organizer. This system connects the sports world together through web application on online mode. The player from a rural area can use this system as an opportunity to expose their talents via club events. The organization can also get benefitted by choosing a skilled person through this system easily. Admin is a group of people who takes care of the verification of the information of the player and the club. So, this system provides truthful information to the users of both the ends. This system's main aim is to provide a simple connectivity to the sports world for a good exposure.

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