

Online Sports Events Management System

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ABSTRACT

In this digital world, everything, including documents and notes, is stored digitally. Sport means any form of competitive physical means or activity /game conducted to improve physical ability and skills of an individual by providing him enjoyment and entertainment. Registration in sports can be managed by various ways like manually registration al person in a particular event. This way is used most commonly everywhere. But due to some various loopholes we are going to use online portal for sports event management where individuals can register in the event as per their interest. The public has a great demand for college sports management system software in order to more easily handle the growing sports information and adapt to scientific management trends. The Web-based software used in the college sports management system is developed using computer technologies such as PHP and SQL, and has some functions, such as powerful dynamic communication and installation, operation and use function

Keywords: Online Event System, Online Sports event system, php, bootstrap.

I. INTRODUCTION

This project brings the entire sports registration process online which IS built using Html, CSS as a frontend, and SQL Server and PHP as a back end. The main purpose of our project is to make the process easier and simple for the students as well as teachers and admins for handling the registration process of sports events by providing a web interface to teachers and students. The admin part consists of multiple modules to initiate the sports events such as adding the type of sport (indoor or outdoor) Once the events have been added, students can register themselves for the event as per their interest in the specific event which is allotted by the admin. After the event has been completed the admin can declare the results of the event which are allotted by him and lastly, viewing the entry of sports event held in college.

The student part comes up with handling all the sports related activity assigned by the admin. Students can perform various tasks such as getting themselves registered for the particular sports event, viewing the list of events added by admin, and also viewing the results as 1st, 2nd, and 3rd standings for the particular sports event.

II. METHODOLOGY

Methodology me we have implemented this system using language such as JavaScript, HTML, CSS, PHP, SQL Server. HTML and CSS as frontend and SQL Server and PHP as backend.

JavaScript is a dynamic computer programming language. It is lightweight and most commonly used as a part of web pages, whose implementations allow client-side script to interact with the user and make dynamic pages. It is an interpreted programming language with object-oriented capabilities.

HyperText Markup Language (HTML) is the set of markup symbols or codes inserted into a file intended for display on the Internet. The markup tells web browsers how to display a web page's words and images.

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language such as HTML. CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.

PHP is a server-side scripting language that is embedded in HTML. It is used to manage dynamic content, databases, session tracking, even build entire e-commerce sites. It is integrated with a number of popular databases, including MySQL, PostgreSQL, Oracle, Sybase, Informix, and Microsoft SQL Server.

The core component of Microsoft **SQL Server** is the SQL Server Database Engine, which controls data storage, processing and security.

III. PURPOSE OF OUR PROJECT

Sports Event Management System is developed for managing the events, since offline

registration has drawbacks like data loss, since many people use a manual system for taking the registrations for the events there is a high chance of data loss and it is very time-consuming. Taking the registration online will help to take accurate data, time will be saved, there is no chance of data loss and the data will be directly stored in the database. Since the system is user-friendly taking registrations or registering into the events becomes very easy.

IV. VALUE PROPOSITION AND PRACTICAL CONCEPT

As every era is passing, technology is upgrading day by day. During this technological world, the necessity of security further as the integrity of information is additionally increasing. This objective can't be achieved by filing system and conjointly during this busy world each minute matters, thus to avoid wasting time further as maintain the accuracy of the information, this technique is of nice use. So, the Sports Event Management system is the best option here accordingly, once the system is setup no special care ought to be taken and therefore the system is user friendly. A. Personal Use
 Sports Event Management system is very useful all the schools and universities for taking entries, registration and efficiently declaring results. It is beneficial for all the colleges for taking entries for the event without any data loss and easily declaring results

Sports Event Management System

B. Market Proposal

This undertaking can be executed in schools and universities set up in an android gadget and PC for taking managing all event-related things.

Database Connection Diagram

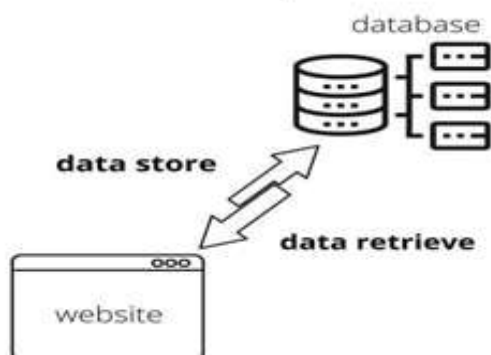


Fig 1: Connectivity (Database connection diagram)

Features of our project:-

- STUDENTS CAN VIEW RESULTS EASILY
- ADMIN CAN MODIFY THE EVENTS AS PER HIS REQUIREMENTS
- STUDENTS CAN REGISTER EASILY AT ANY ANYTIME
- ADMIN CAN VIEW DATA ENTRIES FOR THE EVENT EASLY

V. CONCLUSION

The literature review is a method of reviewing or surveying a particular project or subject for examining it and to analyze it to study it thoroughly. This survey is based on Sports Event Management System. While the file registration process is most commonly used all over. Most of the schools and colleges use this process which very time-consuming. Since it has been seen that it is a tedious process and there is always a chance of data loss. In these systems sometimes the no. of files is increased as there is an increase in students enrolling for the events. So, it becomes very difficult for teachers and events smoothly. Displaying the results of all the events is an important part that teachers should need to do. As it takes 2-3 days to display the results of all the events. So all these operations can be performed on a single website or a portal and results of all the events can be displayed faster after all the events are conducted.

FLOW OF THE PROCESS

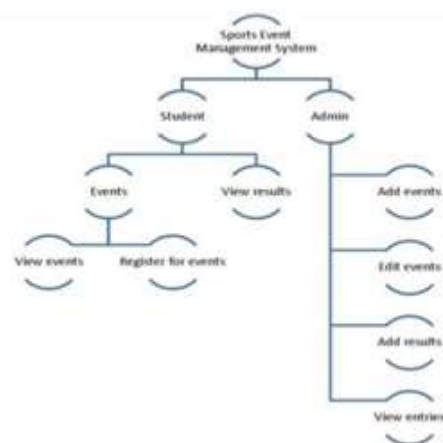


Fig 2: Flowchart of Sports Event Management System

Technologies used in the project: -

- SOFTWARE REQUIREMENTS
- VISUAL STUDIO CODE
- XAMPP SERVER
- HTML
- CSS

HARDWARE REQUIREMENTS

- COMPUTER SYSTEM, intel core i5,8gb ram

Modules: -

1. Student: -

- REGISTERING IN EVENTS
- VIEW RESULTS

2. ADMIN: -

- ADD EVENTS
- EDIT EVENTS
- DECLARE RESULTS
- VIEW EVENT ENTRIES

APPLICATIONS:-

- SCHOOLS
- COLLEGES
- SMALL ORGANIZATIONS
- BIG ORGANIZATIONS
- UNIVERSITIES

ADVANTAGES: -

- Easy result generation as well as view ranking.
- Easy to access anytime at anywhere.
- Easy Registration.

- Overcomes the dependency of a single person handling all the activities.
- No data loss.
- No manual file requires for handling the data.

VI. CONCLUSION

By seeing the factors of data loss, time consummation, tedious process, and fewer management techniques. an online sports management system is the best way to approach it. As it requires less maintenance than a file system and less time to conduct operations on time it can be a nice approach for colleges and schools. Nowadays there is nobody on the earth that doesn't use the internet so, it will be helpful for the colleges many numbers of students can register in an event at a time and can view results whenever they want at anytime and anywhere.

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