

WEB APPLICATION FOR SPORTS MODULE

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Abstract - Sports is a broad and highly competitive field that incorporates aspects of many different areas, such as business, marketing and accounting. Public interest in health, fitness and spectator sports has also increased over the years. Anger management is a prime issue among youngsters nowadays, sports play an essential role in stress reduction. Adrenaline rush amongst youngsters causes them to do dangerous stunts but it can be highly reduced by showcasing the legal and safe way to enjoy life. Keeping all these factors in mind, we felt it was utmost necessary to educate the youngsters and students about the welfare and availabilities that they possess.

Key Words: User interface, Back end processing, Interface, Module, Query Selector Injection

1. INTRODUCTION

The aim of this Student communication platform web application for sports module was to build a web application that creates an interactive environment among students regarding various updates on different events or sports meet. There was an agenda among the students about various events and sports meet activities that take place in colleges and also in external colleges. The updation regarding these events are not effectively communicated among the students within the college. But with the help of this web application the students now have complete access to the details and dynamic updates of sports events. It eliminates the need for the conventional method of communication of such events which requires physical effort to reach out to Students during class hours, affecting the regular classes and causing disturbance to faculties. By creation of this web application, now the communication of sports events reaches out to the students easily and effectively in a well-organized manner without affecting any individual.

2. WORKING

The web application to be developed has an enhanced view for the Department of Sports. Its primary aim is to encourage the participation of students in Sports. The system to be developed has two major parts:

A. User interface

At the user interface we have included many modules such as Home- which contains the profile of department of sports its vision and motto. Also a small notification of upcoming events and recent activities held and

achievements of the students; the next module, Login contains the login page for the students and staffs; the next module, Games contains the list of sports supported along with their rules and all the achievements in that particular sport; this is followed by the module, Gallery which contains the picture section; the next module is Event which gives a dynamic update of the forthcoming events. The updation of events and achievements is only done by authorized people.

B. Back end processing

At the back-end processing, the storing of user data is done. This is done with the support of MEAN stack technologies. This technology uses Mongo DB for database storage, Express.js and Angular.js for designing single-page, multi-page, hybrid web applications and dynamic web apps, Node.js is used for backend API services. The storage of Data is non-structured and is done with NoSQL which is immune to conventional SQL injection attacks, but is vulnerable to a similar attack called Query Selector Injection.

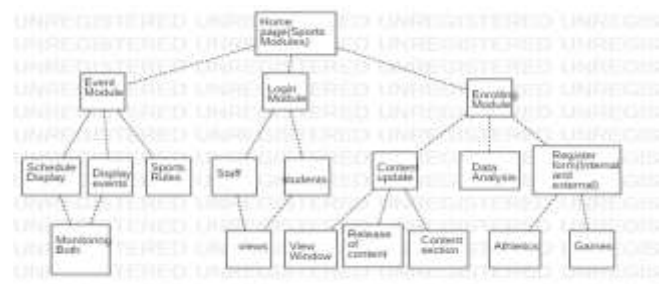


Fig. 1. Module path diagram

2. DIFFICULTIES IN PREVIOUS SYSTEM

The conventional method of acquirement of information is highly manual and hence time consuming. Retrieval of data might sound like an easy task but it surely doesn't wind up as such in the conventional method. Information serves as a bridge between any two nodes, in this case the information passing poses severe difficulties if manually maintained.

3. HOME PAGE MODULE

Home page module is a webpage that is a general starting point of a website. Information about all the areas or fields that can be accessed from this website can be acknowledged via this webpage. The homepage module

plays an integral role in pumping interest at first glance to the personnel who view this webpage. Information about any urgent or prior announcements are to be displayed as a part of this module so as to inform the quick lookers and drag them towards healthy and important information. The achievements made by the students are displayed respectively in this module. Specifically, in this homepage module, registration notices for sport events, achievements by students in state, national level competitions etc. are to be displayed.

4. GALLERY MODULE

It is one of the most important module. Photos are the only sole thing in the world that can freeze time, it is the greatest memory a person could relish. The gallery module serves as a collection of the memories and moments created by the students during their sports journey to bring fame to their institution. Most importantly, the photos of students receiving honorary awards from high order personnel's are priorly to be displayed in this module. It is going to be the ever-living module and the center of attraction at a large scale, towards attracting and stimulating the younger generation into healthy sport habits.

5. EVENT MODULE

Event module is the prime reason or purpose for creation of the website with student access. The upcoming events that are yet to be conducted by the college are to be displayed as part of detailing in this module. This will be helpful in bringing out the students in a large amounts and integration of the students and knowledge sharing will be more comfortable by a huge scale. Also if the students are stuck up with some unavoidable work, they can register for the events online instead of having to come all the way to playground from the college campus. Many students face difficulty in improper information transfer and only due to these minute reasons, talents that are to be showcased are held back and their true potential is yet unknown and not utilized. If this event module pikes up the interest in students even in the smallest scale, it would be a great achievement to be stated on our behalf.

6. ACHIEVEMENT MODULE

In this world, there is no greater motivation than achievements. Achievements are not only useful for the very individual. A perfection motivation is the perfect key for success. This achievement module serves this very purpose of propagation ideas and involvement among the students. By the look of this module, a person will set his sports career goals immediately and that is the only real requirement or purpose to be fulfilled by this module.

7. RESULT

The results from the web Application are represented with pictures of each page of the Web Application. The results shown are from home page module and event module respectively. It tells the step-by-step process of Web Application in a systematic way.

7.1 HOME PAGE MODULE



Fig. 7.1 Home Page Module

7.2 EVENT MODULE

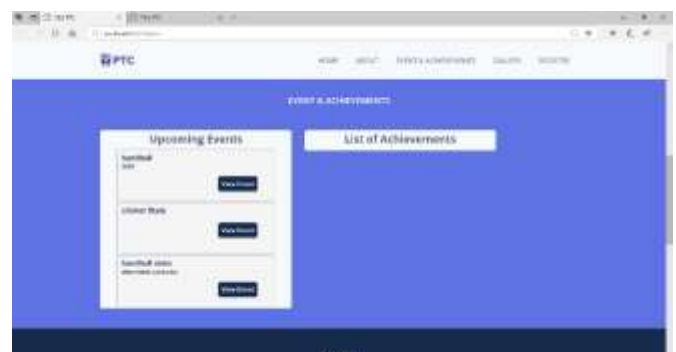


Fig. 7.2 Event Module

8. CONCLUSION

As the digitalization of these modules eliminates the need for tiring, repetitive and time-consuming manual work. The entry and retrieval of data has become highly relevant and easy. Not only is the work for registration reduced but also every individual having interest can know about the ongoing in sports activities without much of an effort. The driving of students via this website might not sound highly effective but once implementation the percentage of increase in competition and involvement among students will be high.

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