**ATHLETE MEET GUIDE**

**ABSTRACT:**

**The Athlete Meet Guide AGM) objective is to provide an android application which manages the activity of an Athlete Meet of College Students. It also manages the selection activity of students to college and to state level. The users will consume less amount of time when compared to manual paper work through the automated system. The system will take care of all the servicing activity in a quick manner. Data storing is easier. It will be able to check any report at any time. Paper work and manual work is reduced. The system is user friendly and easy to use.**

**This application can be used by two users, one is the Admin (Staffs or Selection panel) and the other is the student (Participants of sports meet).** **There are 5 different sports. A list of players will be displayed and also the upcoming tournaments will be shown according to the particular sport. This system also does the selection procedure to the college level and the state level competition. To the college level all the players are allowed to play. Whereas to the state level, the best players will be selected from the college level list which will be also saved in the database.**

**MODULES INVOLVED:**

1. **REGISTRATION: The first procedure is the student registration. Here the employee enters all the details of a student including the sport they like to participate. All these information will be stored in the database.**
2. **FIXTURES: Here depending on the sport, the tournament date and the venue is saved in the database for further confirmation.**
3. **PLAYERS: A list of players will be displayed and also the upcoming tournaments will be shown according to the particular sport.**
4. **SELECTION PROCEDURE: The system also does the selection procedure to the college level and the state level competition. To the college level all the players are allowed to play. Where to the state level, the best players will be selected from the college level list which will be also saved in the database.**

**EXISTING SYSTEM:**

**In this existing system, normally in school/college they announce games tournament schedule in notice board. Every report based on hard copy. When we see the notice board students can’t apply directly. They need to inform to higher officials. If the hard copy might be missing we can’t get further information.**

***Disadvantage:***

**1. Waste of time**

**2. Apply Procedure Are Complicated**

**PROPOSED SYSTEM:**

**In this proposed system, everything is android based. Student or staff any one can update sports details, retrieve the details, send application, receive confirmation via mail.**

***Advantage:***

1. **Less time consume.**
2. **Apply procedure is very easy.**
3. **We can easily retrieve and update data.**

**SYSTEM SPECIFICATION:**

***Hardware Requirements:***

* **System : Pentium IV 2.4 GHz.**
* **Hard Disk : 40 GB.**
* **Floppy Drive : 1.44 Mb.**
* **Monitor : 14’ Colour Monitor.**
* **Mouse : Optical Mouse.**
* **Ram : 512 Mb.**

***Software Requirements:***

* **Operating system : Windows 7 Ultimate.**
* **Coding Language : JAVA**
* **Front-End : Eclipse**
* **Data Base : SQLite Manager**