

ARCHERY SCORING SYSTEM ENHANCEMENT:
OYLYMPIC ROUND MODULE



UNIVERSITI TEKNIKAL MALAYSIA MELAKA

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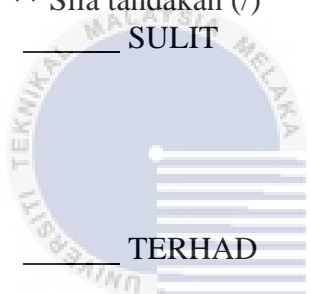
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ARCHERY SCORING SYSTEM ENHANCEMENT:
OLYMPIC ROUND MODULE

WONG JIAN JUN



This report is submitted in partial fulfilment of the requirements for the
Bachelor of Computer Science (Software Development)

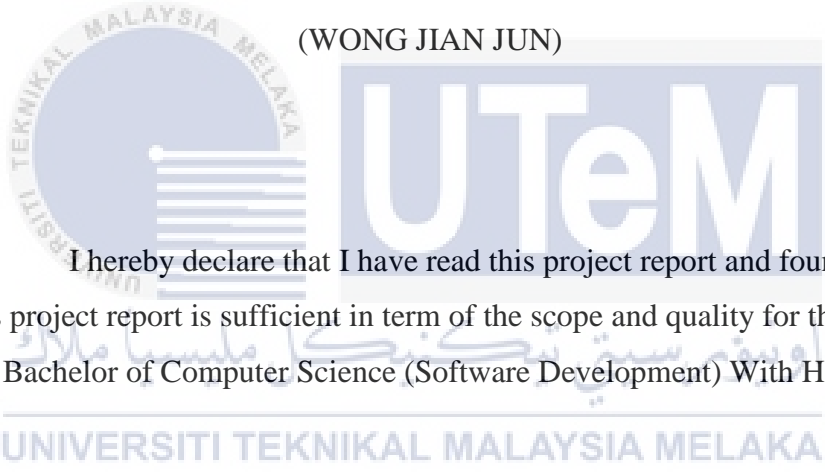
FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
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DECLARATION

I hereby declare that this project report entitled
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is written by me and is my own effort and that no part has been plagiarized
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STUDENT : _____ Date: _____

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I hereby declare that I have read this project report and found
this project report is sufficient in term of the scope and quality for the award of
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SUPERVISOR : _____ Date: _____

(MOHD HARIZ BIN NAIM MOHAYAT)

DEDICATION

This project is fully dedicated to my beloved mother, Mrs Low Sow Chee and my dedicated supervisor, Mr Mohd Hariz bin Naim Mohayat.

To feed without teaching, is the father's fault.

To teach without severity, is the teacher's laziness.

(Verse 5, Paragraph 1, Sanzi Jing)



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I express my heartfelt gratitude to my faculty, Faculty of Information and Communication Technology for providing me a chance to take this subject and complete such interesting project.

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I am also grateful to Malacca Archery Association for having me as part of their organiser during their national level archery competition. This is an extremely extraordinary opportunity which has helped me to gain lots of useful information and experience regarding to the archery competition.

It would be really unfair without the mention of our friends and families. Their immense and moral support behind us is the force driving us to keep moving until the completion. They are truly giving us unmeasurable force.

ABSTRACT

Application of Information Technology such as electronic scoring system has been commonly seen and deployed in wide range of sport competition. Archery Scoring System is a web-based archery scoring system designed to make full use of the optimised performance and low error rate of the computer in processing high amount of calculation, complicated analysis and comparison of large set of rules. This project aims to enhance the current scoring system by redesigning a new graphical user interface and adding Olympic Round bracket module. This is a web-based project which is based on server-client interaction architecture. User is the client to request the services or data to the server and the server works in the back end to respond and fulfil the request, then giving back the response or processed data to the client. User has to input necessary data to set up competition and the result of the hundreds of archers can be produced in few seconds. Generating bracket can be completed in seconds which is few times faster than doing it manually as all the complicated matching rules, drawing process and large amount of calculations are fully handled by the computer after gathering sufficient data from the user. This greatly saves the organiser times in generating score report and bracket after each round of match. Thus, this system also shortens the total length of time of the competition and helps the athletes to earn more rest time for the following days of competition. This system can bring significances not only to competition organiser but also athletes, crews and spectators by leading every archery competition to its success.

ABSTARK

Aplikasi teknologi maklumat seperti sistem pemarkahan elektronik telah biasa dilihat dan digunakan dalam pelbagai pertandingan sukan. *Archery Scoring System (ASS)* merupakan sistem memanah pemarkahan berasaskan web yang dibangun untuk menggunakan prestasi optimum dan kadar kesilapan rendah komputer dalam memproseskan jumlah pengiraan yang tinggi, analisis yang rumit dan perbandingan set peraturan. Projek ini bertujuan untuk meningkatkan sistem pemarkahan semasa dengan mengemaskini reka bentuk skrin yang baru dan menambah modul *Olympic Round bracket*. ASS ialah satu projek berasaskan web yang berasaskan *server-client interaction architecture*. Pengguna ialah *client* yang meminta perkhidmatan atau data daripada *server* dan *server* yang bekerja di bahagian belakang akan bertindak balas dan memenuhi permintaan, kemudian menghantar semula maklum balas atau data yang telah diproses kepada *client*. Pengguna perlu memasukkan data yang diperlukan ke dalam sistem and sistem menghasilkan keputusan beratus-ratus pemanah dalam beberapa saat. Menjana *Olympic Round bracket* boleh disiapkan dalam masa beberapa saat dan adalah beberapa kali lebih cepat daripada melakukannya secara manual kerana semua peraturan yang rumit, proses lakaran dan jumlah pengiraan yang tinggi telak dikendalikan sepenuhnya oleh komputer selepas mengumpul data yang mencukupi daripada pengguna. ASS amat menjimatkan masa penganjur dalam menjana laporan skor dan *Olympic Round bracket* selepas setiap pusingan perlawanan. Oleh itu, sistem ini juga memendekkan jumlah panjang masa pertandingan dan membantu atlet untuk mendapatkan lebih banyak masa rehat untuk persaingan dalam hari-hari berikut. Sistem ini boleh membawa kepentingan bukan sahaja kepada penganjur pertandingan tetapi juga atlet, krew dan penonton dengan membawa setiap pertandingan memanah menuju ke arah kejayaan.

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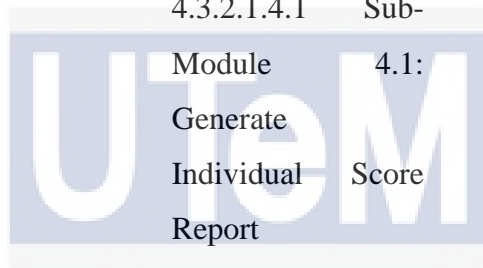
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