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JUDUL : KARATE SPORTS MANAGEMENT SYSTEM

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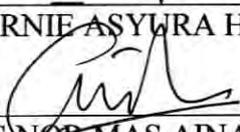
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DEDICATION

To my beloved parents, Encik. Hussain Hamid and Puan Rosni Mahmud, my kind supervisor, Miss Nor Mas Aina Md. Bohari and all my friends. Thank you very much for giving support and guidance.

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ABSTRACT

Karate Sports Management System (KSMS) is a management system proposed for the Karate Associations. Nowadays, Karate Associations still used the current system that being carried out manually and consumes great deal of time and effort to get things done. Other than that, the current system has data redundant, not secure system, no database backup and recovery. This proposed project are developed to make faster in data processing, to have data integrity, make a secure system, have backup and recovery and minimizing the time consuming. The system will be used by Karate Module User and General User. This system helps in managing athlete registration, manage the event, schedule, set the medal tally and generate report. In order to develop a well-designed system, Object-Oriented Analysis and Design (OOAD) approach is applied and use Database Life Cycle (DBLC) in developing the database. SQL Server 2000 has been used as database server as the feature that SQL Server have, such as can store large volume of data, faster in data processing and so on. The features of the system are fast in registering the athletes', manage the schedule, manage the event, venue management, faster in generate report, user access right and other features. This system will successful manage and help in minimizing the time consuming, with the extra features that this system have.

ABSTRAK

Karate Sports Management System (KSMS) merupakan sistem pengurusan yang dicadangkan kepada Persatuan Karate. Pada masa kini, Persatuan Karate masih menggunakan sistem manual yang banyak membazirkan masa dan membebankan pengguna untuk menyelesaikan tugas mereka. Selain itu, sistem manual ini terdapat pertindihan data, tiada keselamatan dalam sistem, tiada penyimpanan dan pembaikpulihan data. Projek yang dicadangkan ini adalah untuk mempercepatkan pemprosesan data, integriti data, keselamatan dalam sistem, penyimpanan dan pembaikpulihan data serta mengurangkan penggunaan masa. Sistem ini akan digunakan oleh pengguna Modul Karate dan pengguna umum. Sistem ini membantu dalam menguruskan pendaftaran atlet, pengurusan acara, pengurusan jadual, pungutan pingat dan membuat laporan. Dalam membangunkan sistem yang baik, pendekatan berorientasikan objek digunakan dan Kitaran Pangkalan Data (DBLC) digunakan dalam membangunkan pangkalan data. Pelayan pangkalan data yang digunakan adalah *SQL Server 2000* yang mempunyai kelebihan dalam menyimpan data yang bersaiz besar dan mempercepatkan proses capaian data. Kelebihan sistem ini adalah mempercepatkan proses pendaftaran atlet, pengurusan jadual, pengurusan acara, mempercepatkan proses membuat laporan dan kebenaran capaian data. Sistem ini membantu dalam proses pengurusan dengan baik dan membantu mengurangkan penggunaan masa dengan kelebihan yang ada pada sistem ini.

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LIST OF ABBREVIATIONS

KSMS	-	Karate Sport Management Sports
SQL	-	Sequel
PTMK	-	Pusat Teknologi Maklumat Negeri Kedah
FTMK	-	Faculty of Information and Communication Technology
KUTKM	-	Kolej Universiti Teknikal Kebangsaan Malaysia
MS2	-	Multimedia Sports Management System
UML	-	Unified Modelling Languages
ERD	-	Entity Relationship Diagram
OOAD	-	Object Oriented Analysis and Design
DBLC	-	Database Life Cycle
MSN	-	Majlis Sukan Negeri
SUKMA	-	Sukan Malaysia
CPU	-	Computer Processor Unite
UDF	-	User-Defined
ASP	-	Active Sever Pages
PHP	-	Personal Homepage
RAD	-	Rational Application Development
OOA	-	Object Oriented Analysis
DDL	-	Data Definition Language
DCL	-	Data Control Language
DBMS	-	Database Management System

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CHAPTER I

INTRODUCTION

1.1 Project Background

This chapter will briefly cover the background of developing Karate Sports Management System (KSMS). The main focus of this chapter are to define problems of the system, the objectives, scopes of the project, project significance and the last part is the overall conclusion of this chapter.

Karate Sports Management System (KSMS) is a computerized system that used Multimedia Sports Management System (MS2) application. MS2 is an application that focused on sports module. Actually this system will be used by Karate Associations when there will be Karate Tournament such as, 'National Karate Tournament', 'Youth Karate Tournament' and other tournaments. KSMS is an integrated system in managing the files, manage the sports, and manage the schedule and other functions that will help in improving the usage of this system.

Karate Sports Management System can setup all data such as data of contingents, the event schedule, the event charts and others. This system can also manage the schedule of event; manage the athletes' entries, viewing reports such as to view athlete data, result reports and other required reports.

With this system, Karate Sports Module user can easily manage the schedule, accessing the result, the athlete data in a short time. Time consuming is the side factors that will make the user feel comfortable to use this system. One of the features that will be added is user privilege. There will be an authentication password. Password encryption perhaps will avoid unauthorized user from accessing the system and make any changes or corrupting the system. Besides, there will be an element of multimedia database. That means all media; photos will be loaded in the database server. This will make easy each time when users want to load any pages that contained multimedia elements. Import data from the database server also available in this system. For example, this system allows importing the athletes' total of each contingent from the database and importing other data that are required.

This system will make user feel easy to manage the system and fast in accessing result, managing the schedule and so on. Besides easy in managing the schedule there can also viewing some reports. Karate Management System (KSMS) will assure easy of use, user friendly and one of an attractive system.

1.2 Problem Statement

In this Karate Management System (KSMS), there are number of problems that have been identified and will affect KSMS from time to time. The problems occurred from the database aspect, the time consuming, security aspect, backup and recovery and other aspects. The problems are:

1. Manual System

Currently, the associations are using the manual system in managing all data, managing all events schedule, make report of the tournament. There is filing system in managing all of the data entries, the schedule, and the report. This system is not systematic and less secure.

2. Data Redundant

The current system will cause data redundant, data losing, and inconsistency. Besides this problem; it will makes lack of data integrity. The data must be maintained as multiple users can access it and can change the data.

3. Security

Current system will make lack of security because there is no limitation of using the system, according their level of user such as the Karate Sports Module User and general user. Everybody knows and can hack the password because there are no password encryption and no privileges of using the system.

4. Time Consuming

The current system will take long time to access the data and generate report. Time constraints will affect result producing and take time to load and view required report. Users will also feel bore to wait for a long time to access data from the system.

5. Backup and Recovery

No backup and recovery. This is because too difficult to backup and recover data for current system. This problem occurred because of data is not computerized and difficult to control the system especially the data.

1.3 Objectives

In Karate Sports Management System, there are some objectives that expected to be achieved and will solve all the problems that have been identified. The listed objectives hope can be achieved in the end of this project. The objectives are:

1. To Make Faster In Data Processing

This system hope can make faster in data processing and accessing. With computerized system, there are easy to access the data, modify and key in the result on the time. This will decrease the cost of processing time.

2. To Have Data Integrity

The data integrity in a relational database is maintained as multiple users' access and changes the data. Whenever data is shared, there is need to ensure the accuracy of the values within database tables.

3. To Make System Secure

This system has to make a secure system by using password encryption and an authorized user only can access the data. The database will also be encrypted to make sure there are no data alterations that have been done by unauthorized user.

4. To Backup and Recover Data

This system can backup and recover data. This is because the data are tended and have high risk to lose. With the database backup, the database can be maintained and keep the data safely.

5. To Minimize Time Consuming

Time management will make the system, more effective. Time to access the system is important to make sure the user will get what they want and feel comfortable in using this system. The system will make the data easily access in a period.

1.4 Scope

Karate Sports Management System, have its system scopes. The scopes are divided to its user, the module, technology, project methodology and the deployment. The scopes are to make sure that the user will be clearer with the system and know the boundaries of user level access right.

1. User

The system will be used by two (2) levels of user. These both users will get the password and can access the system following their level. The users are:

i) Karate Sports Module

Karate Sports Module user have right to access all the data in the system. Other accessing the data, this user can also import the data from the database, managing the schedule of event, viewing the report and so on. But this user cannot access or modify the system especially on the internal database, the code of program and modify anything that will affect the system.

ii) General User

General user can only access the report from this system. This user can view reports of athletes, the schedule, the result of games and other reports. These users have limited level to access because general user can be anyone and difficult to control each user that has been access the system.