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*Project report submitted to the*

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FACULTY OF MATHEMATICS AND COMPUTER SCIENCE  
DEPARTMENT OF COMPUTER SCIENCE

*In partial fulfillment of the requirements for the degree of*

**License in Computer science**

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*Title of the project*

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**Design and implementation of a website for the monitoring  
of the national football championship**

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*Under the supervision of*

**Boudia Malika**

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## **Introduction General:**

Football, the beautiful game, is far more than a sport it's a pulsating global culture that unites individuals from every corner of the world, regardless of age or background. In this digital age, the essence of football extends into cyberspace, where websites become the lifeblood of the fan experience. They offer a portal to the latest news, detailed statistics, and rich information about beloved teams. This research delves into the digital heartbeat of football fandom, exploring how a dedicated website can not only inform but also captivate and deepen fans' connection with the game. We will investigate the innovative tools and dynamic features that transform a website into an essential haven for every football enthusiast, fostering a community where passion for the game thrives.

**Chapter One:** In this chapter, we introduce football and its rules, as well as our new website for following the national football championship.

**Chapter Two:** This chapter will review the main components of our site and how they interact to provide updates on the local championship, using UML language.

**Chapter Three:** After the research and design stages, this chapter will present the final results, including the database and graphical interfaces that reflect the features of the completed site.

## **Chapter One: Introduction to the world of football**

### **1. Introduction:**

In this chapter, we will delve into the fascinating world of football, exploring its meaning, origins, and historical development. We will trace the roots of football back to its ancient beginnings, examine its medieval genesis, and follow its evolution into the modern game we know today. From the early, rudimentary forms of the sport to the codification of its rules, we will uncover the journey of football through the ages. Additionally, we will discuss the establishment of the laws that govern the game.

### **2. Football:**

Also known as association football or soccer is a game where two teams, each consisting of 11 players, use any part of their bodies except their hands and arms to guide the ball into the opposing team's goal. The only exception to this rule is the goalkeeper, who is allowed to handle the ball but only within the penalty area that surrounds the goal. The objective of the game is to score more goals than the opposition, and the team that does so wins the match [1][2].

### **3. The Origin of the Name:**

The term “football” dates back to the 19th century in England, where rules for the game were established and it was named “association football” to distinguish it from other games that shared the same name. Over time, the word “soccer” emerged as shorthand for “association” to refer to the game, and this name is still used in some countries like the United States and Canada.

Adding to the history, the use of “soccer” became more prevalent in countries where another form of football, such as American or Canadian football, was already popular, to avoid confusion between the sports. The term “football” generally referred to the most dominant form of football in that region thus “soccer” in North America, “football” in Europe. Despite the different names, the sport's global appeal lies in its universal thrill and the shared excitement it brings to fans around the world [2][3].

#### **4. The Medieval Genesis of Football:**

Football, a game that harmoniously blends passion and skill, has roots that stretch back to prehistoric times. In ancient China, the game of Tsu' Chu was played with a ball stuffed with feathers, showcasing the creative use of feet precursor to modern football. Similarly, in Greece and Japan, games emerged that displayed a remarkable ingenuity in foot-based play.

As the ages progressed, medieval Europe saw the rise of “folk football,” where villages engaged in spirited matches that lacked formal rules but were rich in enthusiasm and community spirit.

From these humble beginnings, football grew and evolved into the global sport we know today. In England, the foundational stones of modern rules were laid, and from there, the game spread to become the most popular sport on the planet.

This report delves into the historical journey of football, tracing its ascent from a local pastime to an international phenomenon. It examines the cultural and social impact of the game, and how its simple beginnings have led to a complex and beloved global enterprise [1] [2] [3].

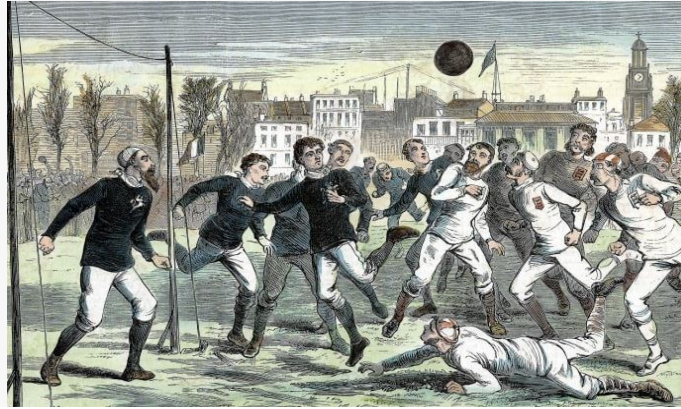
#### **5. The Emergence of Football in England:**

Football, one of the most globally celebrated sports, traces its modern roots back to 19th-century England. In 1863, the formation of the English Football Association marked a pivotal moment it became the world's first official governing body for the game. Prior to this landmark year, similar activities involving kicking a ball existed, but it was the standardized rules and developments of that century that shaped football as we recognize it today.

During the medieval era, football had already taken root in England. The earliest written record of a football match dates back to 1170, and by 1280, the ball was being kicked with the feet. In 1314, King Edward II even banned football in London due to the disorder it caused.

As time marched on, football flourished in England, becoming the preeminent and most closely followed sport. Today, England boasts over 40,000 football clubs, and the English Premier League stands as one of the most prestigious and renowned football leagues worldwide [3][4][5].

The legacy of this game, born from humble origins, continues to captivate hearts and ignite passions across generations a testament to the enduring magic of football.



*Figure 1-The first "unofficial" international match in the history of football in 1870, between the Scots and the English, which was held in London.*

## **6. Laws of the Game:**

IFAB currently acknowledges 17 laws of soccer that are the standard for any professional or international match played. They are as follows [6].

### **6.1. Law 1: The Field of Play**

Played on green grass or artificial turf

Rectangular field with goallines and touchlines.

Divided by a halfway line, center circle with a 9m radius.

Goals are 7meters wide, goal and penalty boxes marked.

### **6.2. Law 2: The Ball**

Spherical, leather or similar, 68-71 cm circumference.

Smaller balls may be used in youth leagues.

### **6.3. Law 3: Number of Players**

Two teams of 11 players, including the goalkeeper.

A minimum of 7 players needed to avoid forfeit.

Limited substitutions, except in youth and friendly matches.

### **6.4. Law 4: Players' Equipment**

Jersey, shorts, shin guards, socks, and cleats required.

Socks must cover shin guards completely.



### **6.5. Law 5: The Referee**

The referee's decisions are final.

Questioning the referee can lead to disciplinary action.

These laws ensure the game is played fairly and safely, maintaining the integrity of the sport.

### **6.6. Law 6: Assistant Referees**

They assist the main referee and signal with flags for various infractions.

### **6.7. Law 7: Duration of the Match**

A match consists of two halves, each 45 minutes, with added time for stoppages.

### **6.8. Law 8: Start and Restart of Play**

A coin toss decides kick-off and goal direction. After a goal, the other team restarts play.

### **6.9. Law 9: Ball In and Out of Play**

The ball is out of play when it fully crosses goal or touch lines or if the referee stops the game.

### **6.10. Law 10: Method of Scoring**

A goal is scored when the whole ball passes the goal line within the goal frame.

### **6.11. Law 11: Offside**

A player is offside if receiving the ball on the opponent's half ahead of the second last defender and involved in the play.

These rules ensure the game flows smoothly and fairly.

### **6.12. Law 12: Fouls and Misconduct**

Direct free kicks for physical fouls; penalty kicks for fouls in the penalty area.

Indirect free kicks for non-physical offenses.

Yellow cards for cautions, Red cards for ejections.

### **6.13. Law 13: Free Kicks**

Direct kicks can score directly; indirect kicks need another player's touch.

### **6.14. Law 14: Penalty Kicks**

Awarded for fouls in the penalty area; all players must stay outside the box until the ball is kicked.

### **6.15. Law 15: Throw-Ins**

Awarded when the ball goes out over the touchline; must be thrown with both hands and feet on the ground.

### **6.16. Law 16: Goal Kicks**

Awarded when the offensive team sends the ball over the defensive goal line; kicked from the six-yard box.

### **6.17. Law 17: Corner Kicks**

Awarded when the defensive team sends the ball over their goal line; can be scored directly.

These laws govern the play, ensuring fairness and safety in the game.

## **7. Soccer Field Size and Layout:**

A soccer field, meticulously designed and adhering to international standards, follows specific dimensions. According to FIFA regulations:

**Length:** Ranges between 90 and 120 meters.

**Width:** Varies from 45 to 90 meters.

Soccer Field Dimensions

The field layout also includes:

**Penalty Area:** Extends 16.5 meters from the goal line and has a width of 40.2 meters.

**Goal Area:** Located 6 meters from the goal line.

**Center Circle:** With a radius of 9.15 meters.

**Corner Flags:** Marking the four corners of the field with flags at a radius of 1 meter.

For smaller pitches, dimensions may be reduced, such as 20x40 meters, 25x45 meters, or 30x50 meters.

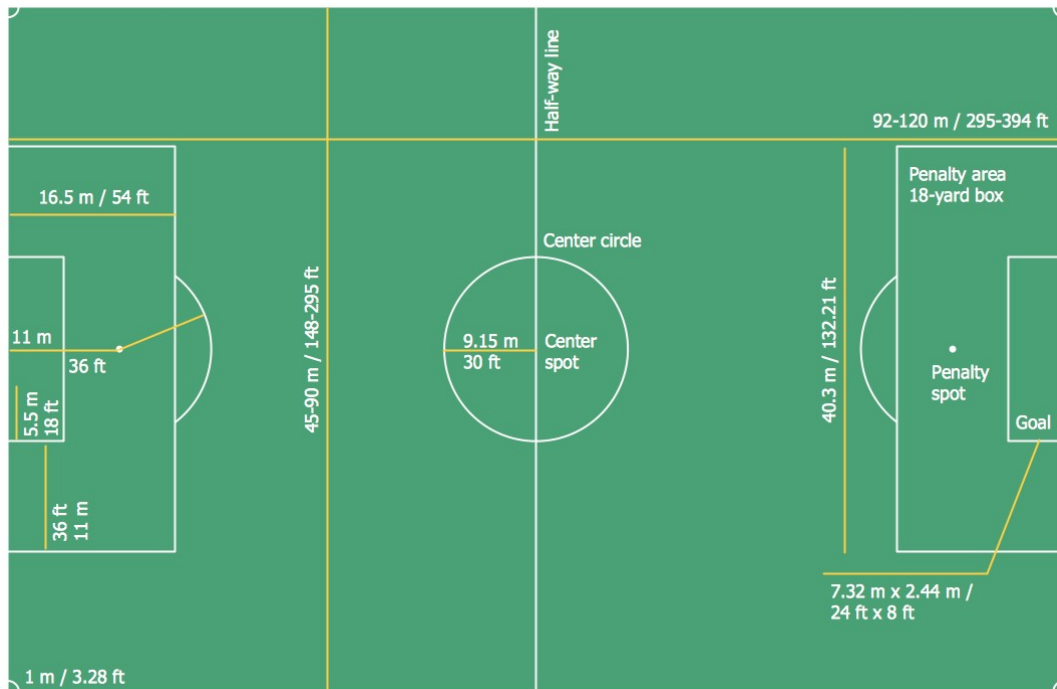


Figure 2-Soccer (Football) Dimensions.

## 8. Algerian League Professional 1: (ALP 1)

The League Professional 1, also known as the Algerian League Professional 1 (ALP1), is the top tier of professional football in Algeria. Established in 1962 following Algeria's independence, the league operates under the auspices of the Algerian Football Federation (FAF) [7].

## 9. Introduction to Elkhadra Website:

Elkhadra, an online portal, stands as a specialized gateway to Algerian football, offering its visitors real-time updates on match results, comprehensive information about clubs and players. Football enthusiasts can track the progress of leagues and national competitions through this website, which serves as a definitive reference for everything related to the beloved sport in Algeria.

In the context of a university report, Elkhadra could be highlighted as a case study of digital media's impact on sports culture and fan engagement within Algeria. It exemplifies how dedicated platforms can foster a sense of community and keep the pulse of national sports alive in the digital area.



*Figure 3-Logo of Elkhadra Website*

## **10. Conclusion:**

In this unified chapter, we delve into the essence of football, a sport that embodies passion and excitement and stands as the most popular around the globe. We begin with its history, rules, and fundamentals, emphasizing how it evolved from a simple game into a global culture that unites people.

We then transition to discussing “El Khadra” the proposed website aimed at delivering match results and player statistics in Algeria. “El Khadra” represents a significant step towards enhancing sports awareness and providing a rich knowledge experience for followers. It contributes to the organized and accessible provision of information, reflecting the spirit of football and bringing fans closer to its thrilling events.

## **Chapter2: Design**

### **1. Introduction:**

In this phase, we move from the preliminary study of the Green website to the design stage. During this stage, we will determine how to efficiently implement and manage our website, and how users will interact with it. We will use the Unified Modeling Language (UML) to analyze and document the essential processes that occur on the website. In addition, we will illustrate the basic components and their interactions with each other.

### **2. Unified Modeling Language (UML):**

The Unified Modeling Language (UML) is a graphical design language used to specify, visualize, construct, and document the artifacts of software systems, as well as for business modeling and other non-software systems. UML is a general-purpose modeling language that is intended to provide a standard way to visualize the design of a system. It provides a set of standardized symbols and notations to represent various aspects of a software system, including its structure, behavior, and interactions [8].

#### **2.1. Use Case Diagram**

Creating a use case diagram at the beginning of the website design process is essential for identifying and understanding the site's requirements and ensuring their fulfillment. The following use case diagram has been prepared to enhance the design of the Elkhadra website, containing two actors:

##### **Visitor:**

- View home page
- See latest news
- View match schedule
- See final match results
- View club profiles
- See league table

**Admin:**

- Manage website content (news, articles, schedules, etc.)
- Manage club and player information
- Manage league standings and statistics

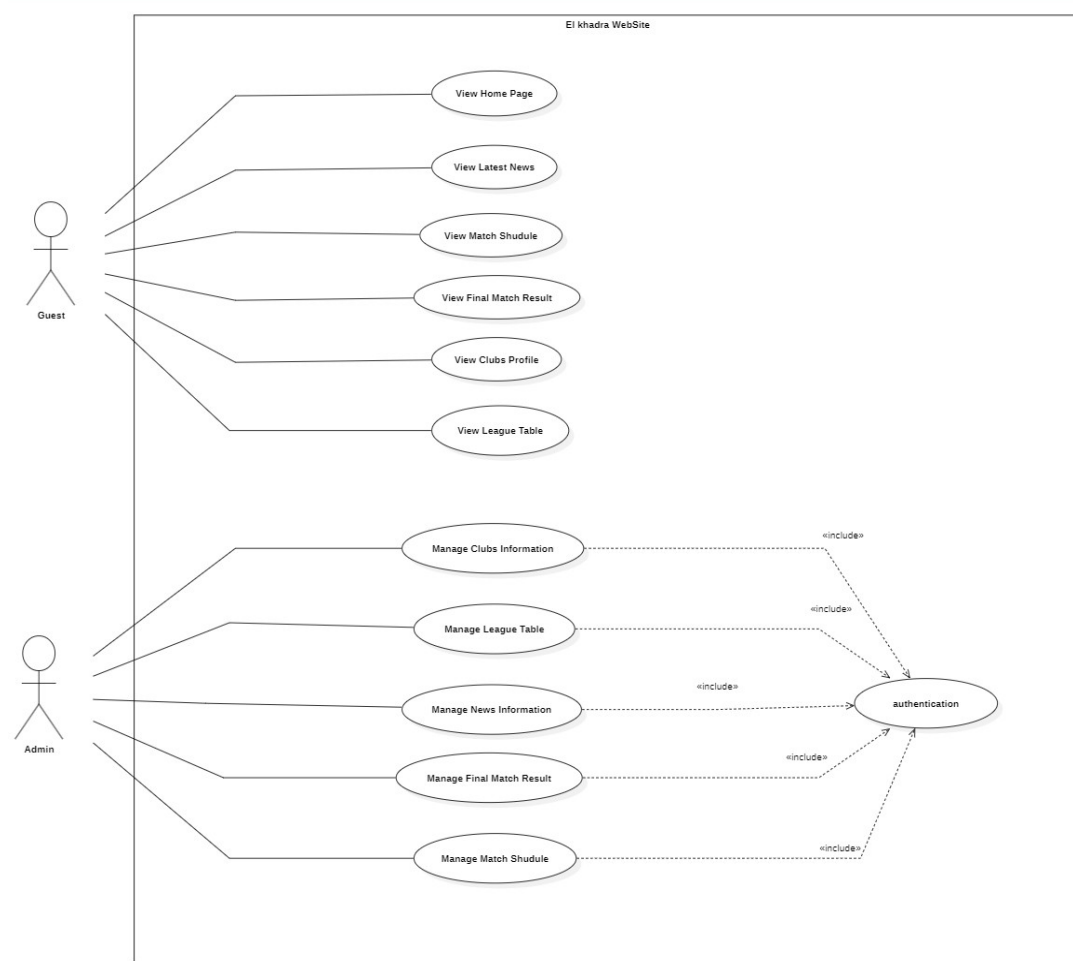


Figure 4-Use Case Diagram (Global Use)

**Administrator:**

- Manage All Clubs: (The administrator can manage members of all affiliated clubs, including: Add, Delete, and Edit Club Members)
- Manage News (Submit new News)
- League Standings (League Table)

- Match Results and Match Schedule
- Website Control (To add, Delete and Edit any content)

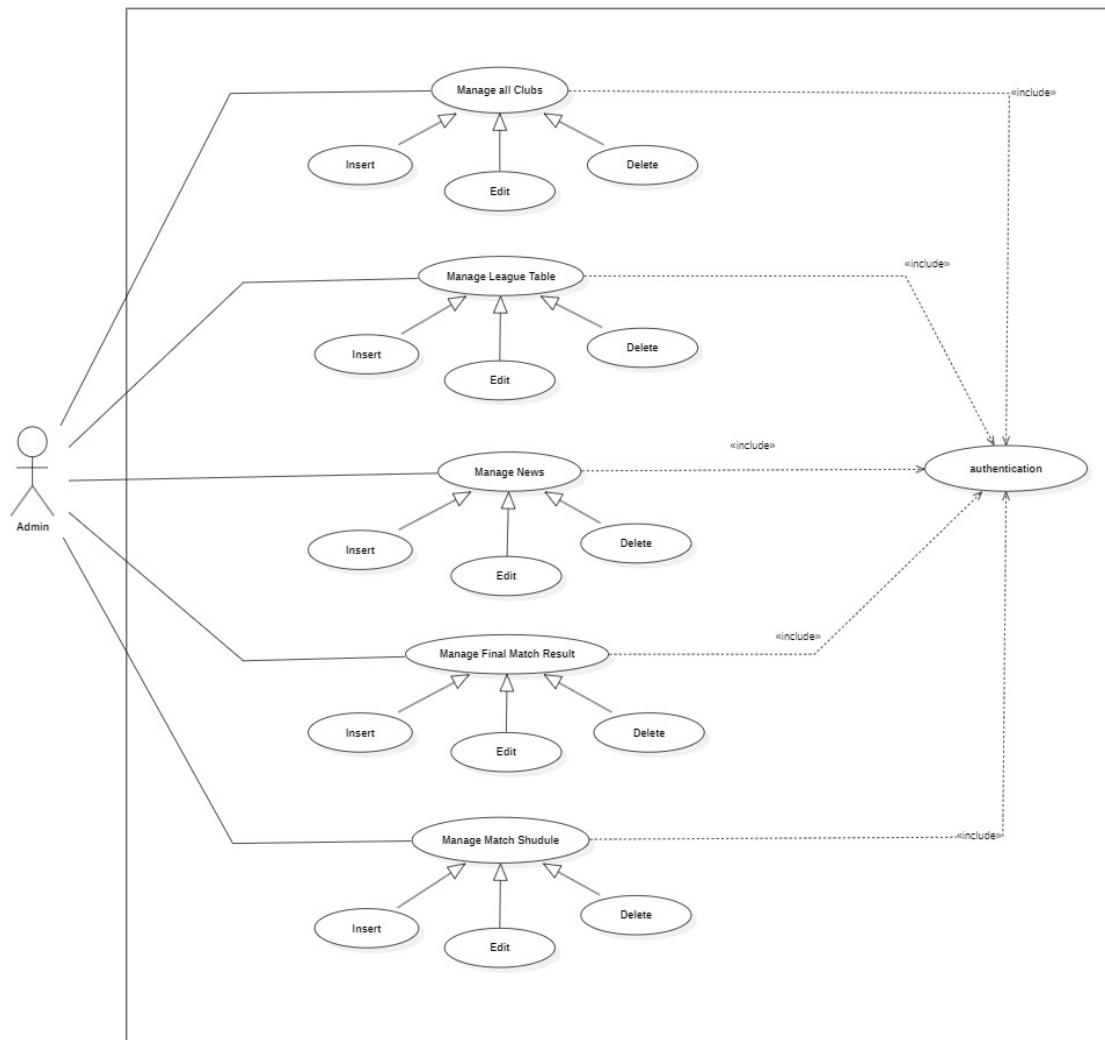


Figure 5-Use Case Diagram (Administrator access)

## 2.2. Sequence Diagram

A sequence diagram is an important tool for analyzing system processes and data and understanding their flow. This flow is represented in the form of a sequence of events that occur within the system. To better understand this flow, sequence diagrams have been created for the following processes:

### Adding Info to Database: (via phpMyAdmin)

This sequence diagram provides a clear view of the interactions and data flow involved when an admin adds information to a database using phpMyAdmin. It highlights the steps of data input, transmission, verification, and the resulting feedback, which are crucial for understanding the system's behavior during this operation.

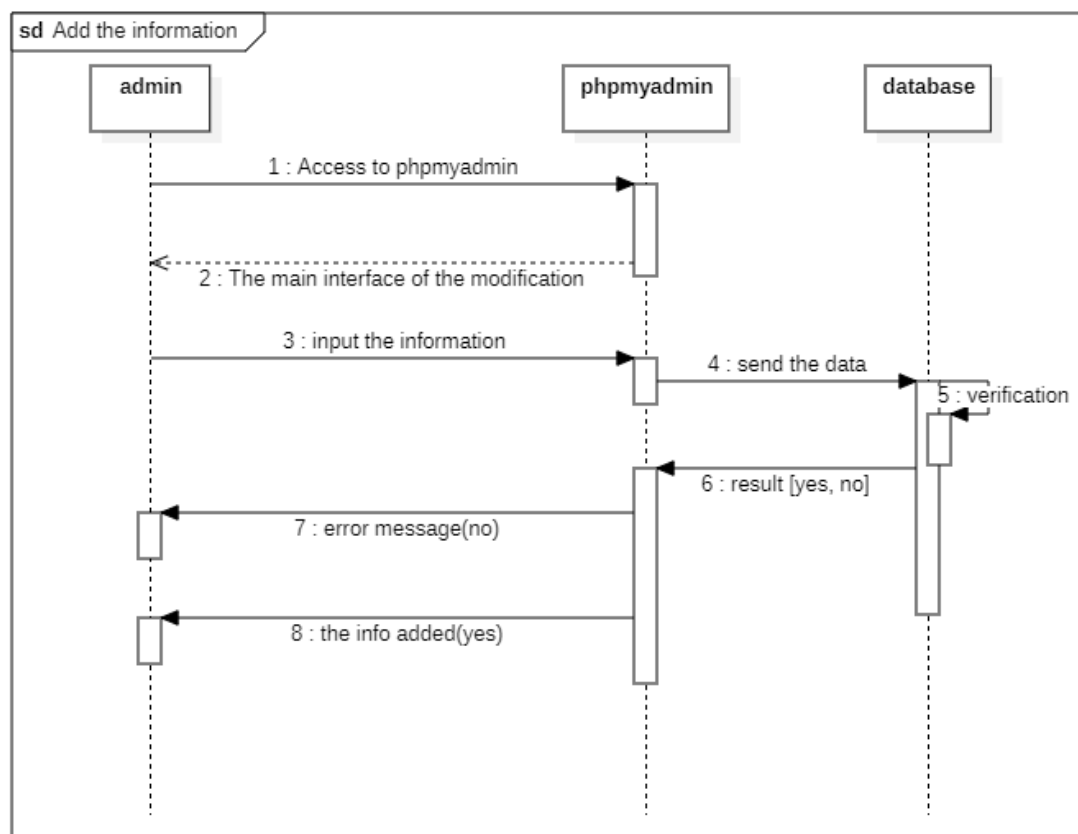


Figure 6-Sequence Diagram (add the informatio)

### Modified the information:

This sequence diagram showcases how an admin interacts with phpMyAdmin to modify information within a database. It emphasizes the data flow and verification steps that are essential for ensuring successful updates.



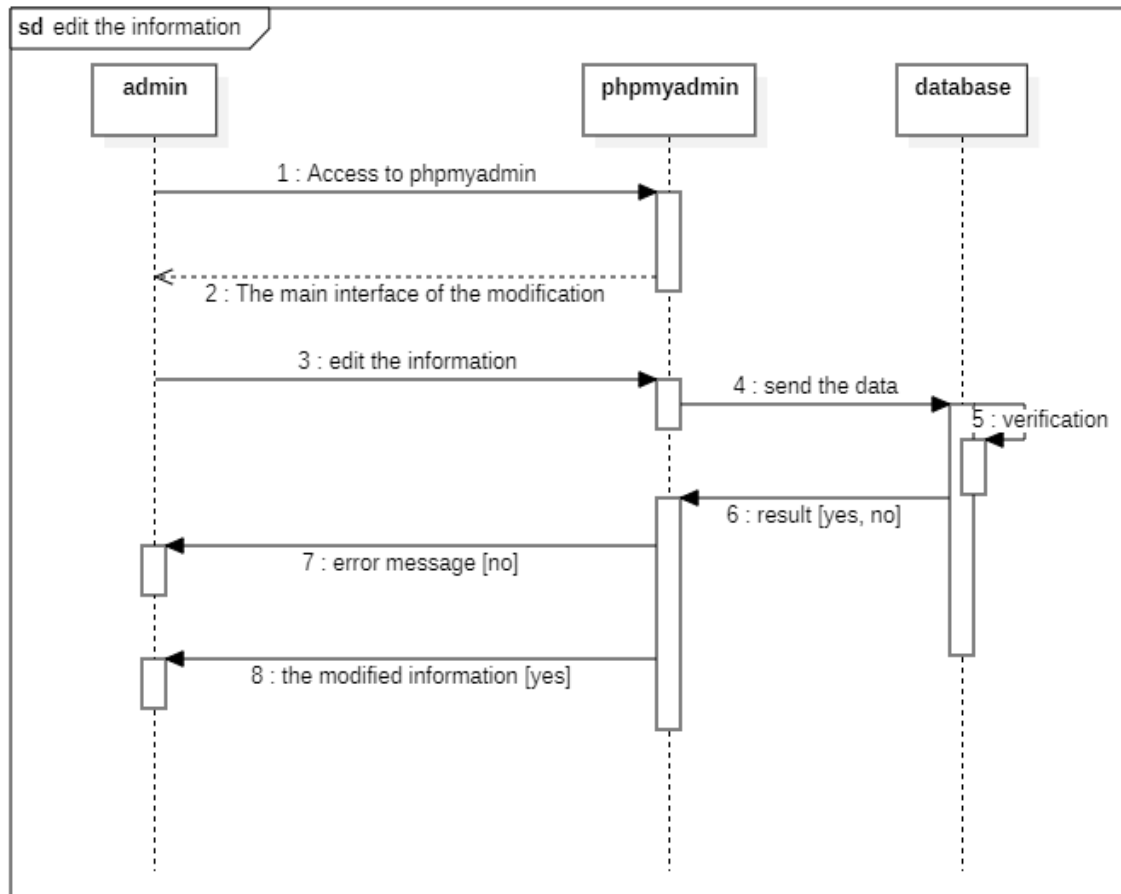


Figure 7-Sequence Diagram (edit the information)

### 2.3. Class Diagram

A class diagram is a fundamental tool in software development that visually represents the classes, attributes, methods, and relationships within a software system. It serves as a blueprint for understanding the structure and interactions of the system's components.

**-Player:** characterized by the player's ID, first name, last name, jersey number, and position; includes functions to create, delete, and update player information.

**-Club:** identified by the club's ID, club name, and coach; includes functions to get player information and get matches.

**-Champion:** characterized by the champion's ID, name, and year; includes functions to get team information and get matches.

**-News:** characterized by the news ID, headline, and content; includes functions to create, update, and delete news articles.

**-Match:** characterized by the date, time, result of team 1, and result of team 2; includes functions to get team information and get results.

**-Stadium:** identified by the stadium's ID, name, and date created; includes functions to create, update, and delete stadium information.

**-Referees:** characterized by the referee's ID, first name, last name, and experience; includes functions to create, delete, and update referee information.

**-Coach:** identified by the coach's ID, first name, and last name; includes functions to create, delete, and update coach information.

**-Decision:** characterized by the decision ID and type of decision; includes functions to make a decision.

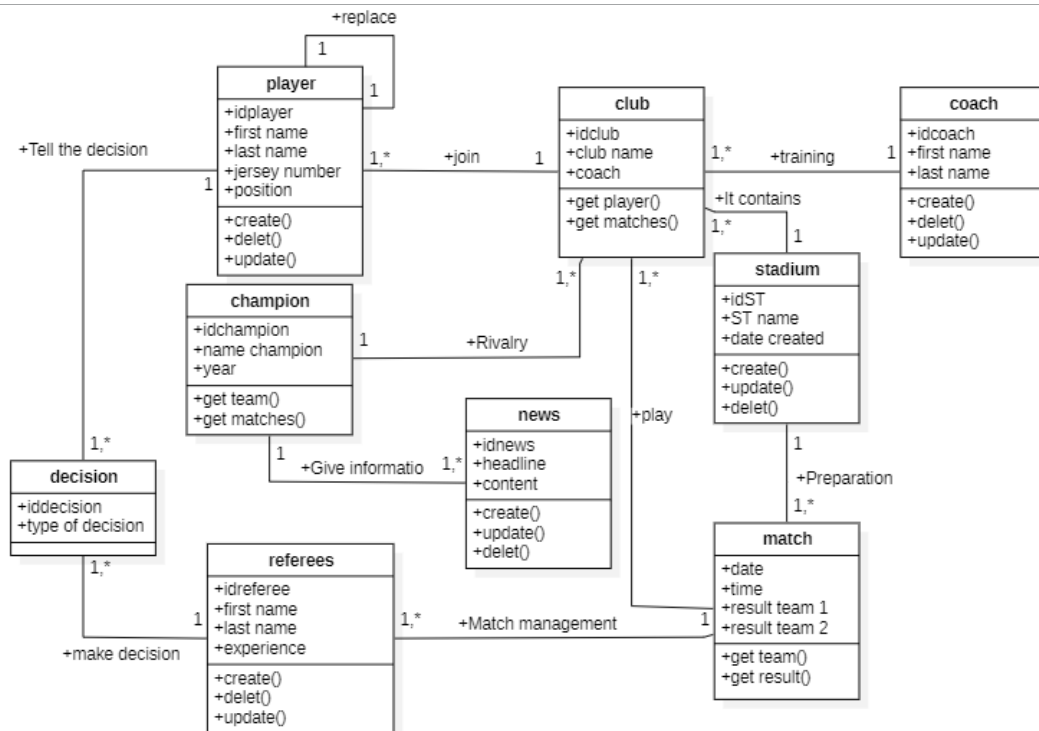


Figure 8-Class Diagram (Global )

### 3. Logical Data Model (MLD):

It's a blueprint that depicts the structure of a database at a logical level, focusing on entities, attributes, and relationships between them:

**-Player** (idplayer PRIMARY KEY, first\_name, last\_name, jersey\_number, position, idclub, FOREIGN KEY (idclub) REFERENCES club(idclub))

**-Club** (idclub PRIMARY KEY, club\_name, idcoach, FOREIGN KEY (idcoach) REFERENCES coach(idcoach))

**-Coach** (idcoach PRIMARY KEY, first\_name, last\_name)

**-stadium** (idST PRIMARY KEY, ST\_name, date\_created)

**-Match** (idmatch PRIMARY KEY, date, time, result\_team1, result\_team2, idST, FOREIGN KEY (idST) REFERENCES stadium(idST))

**-Decision** (iddecision PRIMARY KEY, type\_decision, idreferee, idmatch, FOREIGN KEY (idreferee) REFERENCES referees(idreferee), FOREIGN KEY (idmatch) REFERENCES match(idmatch))

**-Referees** (idreferee PRIMARY KEY, first\_name, last\_name, experience)

**-Champion** (idchampion PRIMARY KEY, name\_champion, year, idclub, FOREIGN KEY (idclub) REFERENCES club(idclub))

**-News** (idnews PRIMARY KEY, headline, content, idmatch, FOREIGN KEY (idmatch) REFERENCES match(idmatch))

### 4. Conclusion:

This chapter explored how we designed the "ElKhadra" website. We used a special kind of drawing called UML to create diagrams that show what the website can do (Use Case) and the exact steps involved in different tasks (Sequence). We also made another UML diagram (Class Diagram) to show all the different parts of the website and how they work together.

In the next chapter, we'll show you the actual website that we built based on this design. This website will do everything that the "ElKhadra" system needs it to do.

## **Chapter3: Development**

### **1. Introduction: Building ElKhadra Website**

Now that we've laid the groundwork with theory and design in the previous chapters, it's time to bring the "ElKhadra" website too real, This chapter dives into the practical steps of building the website, ensuring it meets all the needs of the national championship. We'll explore the development environment used to create the website, discuss the database structure, and take a look at the features currently implemented. We'll also discuss some exciting ideas for future improvements and highlight the unique features that make our website stand out.

### **2. Work Environment**

#### **2.1. Hardware Resources:**

To develop ElKhadra website, we used A HP pavilion 15 Notebook and a desktop, featuring the following specifications:

- **Processor:** Intel(R) Core i5-4210U
- **Graphic Card:** NvidiaGforce 840M with 2GB in VRAM
- **Installed Memory:** 6 GB
- **Hard Drive:** 750 GB HDD +250 GB SSD
- **Screen Resolution:** [1080, 1960]

#### **2.2. Software Resources:**

- **Operating System:** Windows 10 Home
- **ServApp:** WampServer Version 3.3.0 64-bit for Windows, Apache Web Server Version 2.4.56, PHP Script Language Version 8.1.17, MySQL Database Version 8.1.17, phpMyAdmin Database Manager Version 5.2.1.
- **Web Development:** Visual Studio Code Version 1.89.1.
- **Modeling Language:** UML.

### 3. Developed Site:

#### 3.1. Public Interface:

The main interface of the Elkhadra website is displayed upon accessing the site, which contains a shortcut bar at the top. The shortcut bar contains the following options:



Figure 9-Elkhadra Interface

1-HomeSection

2-About Section

3- Services Section

4-Contact Us Section

5-Explore Menu (Home shortcut)

6-Site Name

### About section:

About page appears to be a landing page for the Algerian League 1, it provides a brief introduction to the league and potentially offers ways to explore more.



Figure 10-Elkhadra interface (About Section)

### Our services Section:

Our Services interface it lists the services that ElKhadra offers. Users can click on the following: Latest news, Match Schedule, Match result, League table, Clubs profile... etc.

It leads to different webpage's that provide more information on those specific topics.

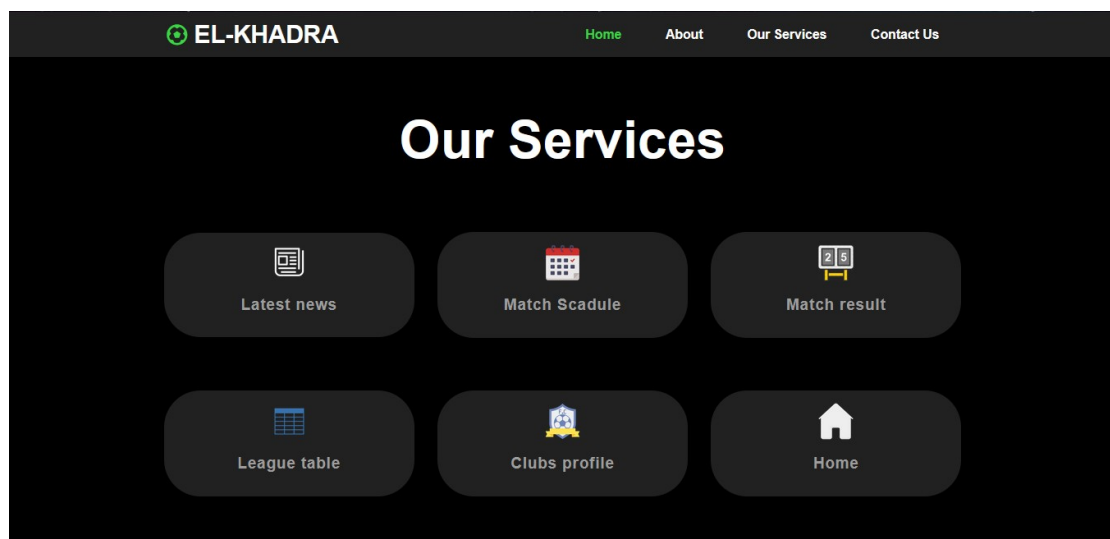


Figure 11-Elkhadra Interface (our services part)

### News Page:

ElKhadra website offers a dedicated news webpage for staying informed about everything related to the Algerian League. This webpage serves as a central hub, delivering news updates, potentially including multimedia content, to cater to fans interested in following the league, teams, and players.

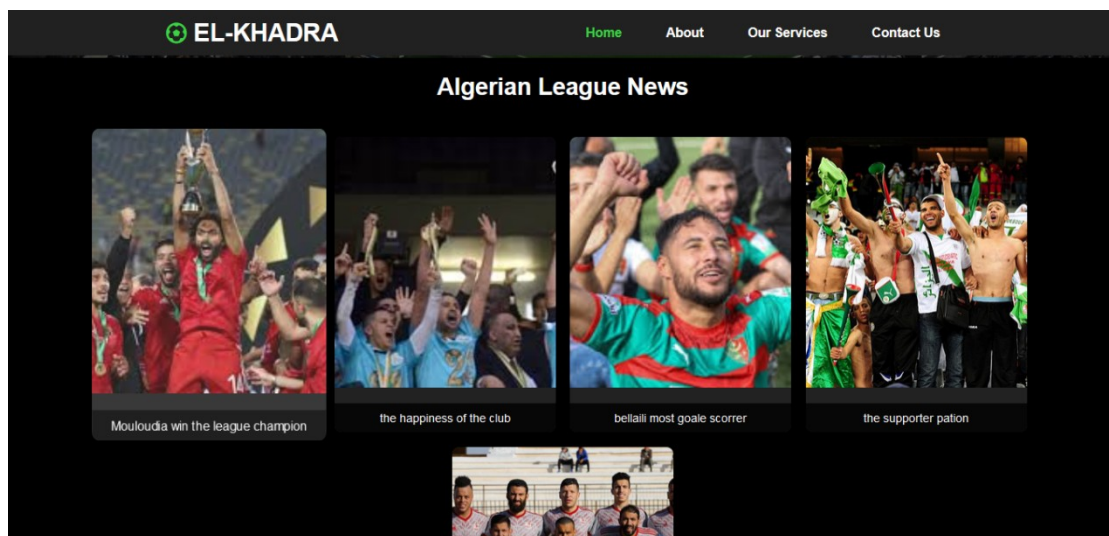


Figure 12-ElKhadra Website (News Webpage)

On click on the news card you will be able to see the news content.

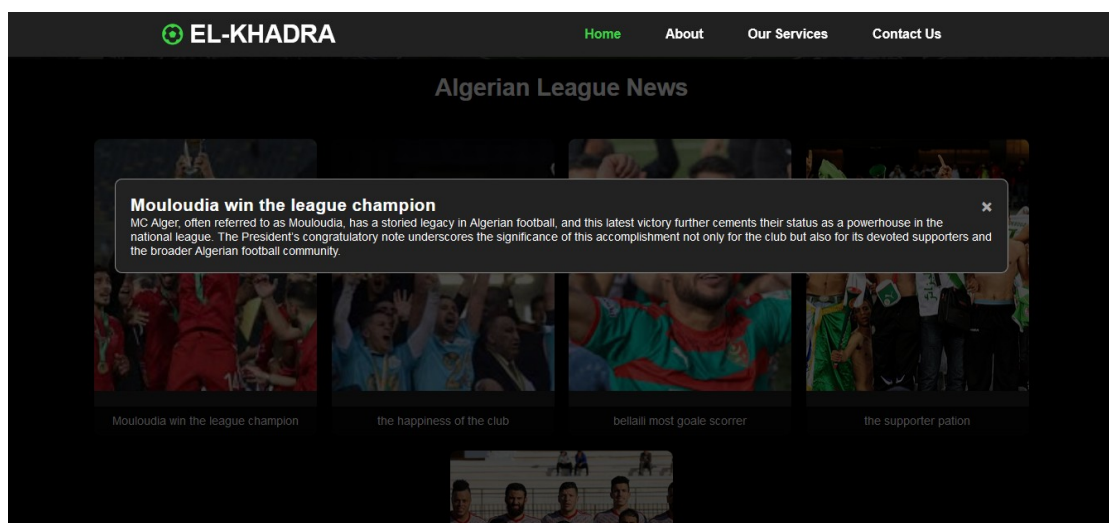
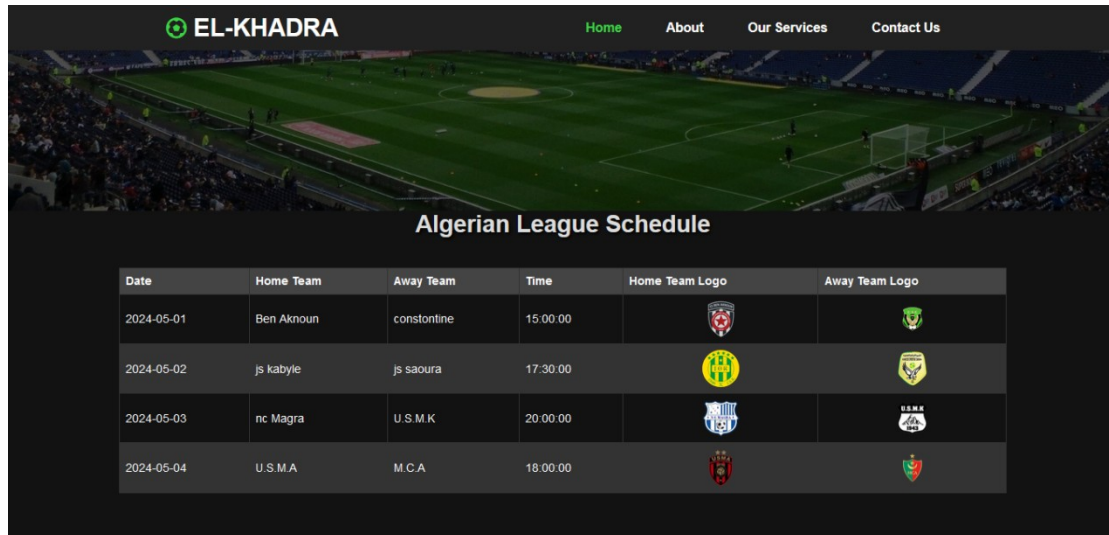


Figure 13-ElKhadra Website (News Webpage)



### Schedule (Matches Time) Page:

This webpage provides a detailed schedule of upcoming matches in the Algerian League. It clearly lists the date, home team, away team, and kick-off time for each match.











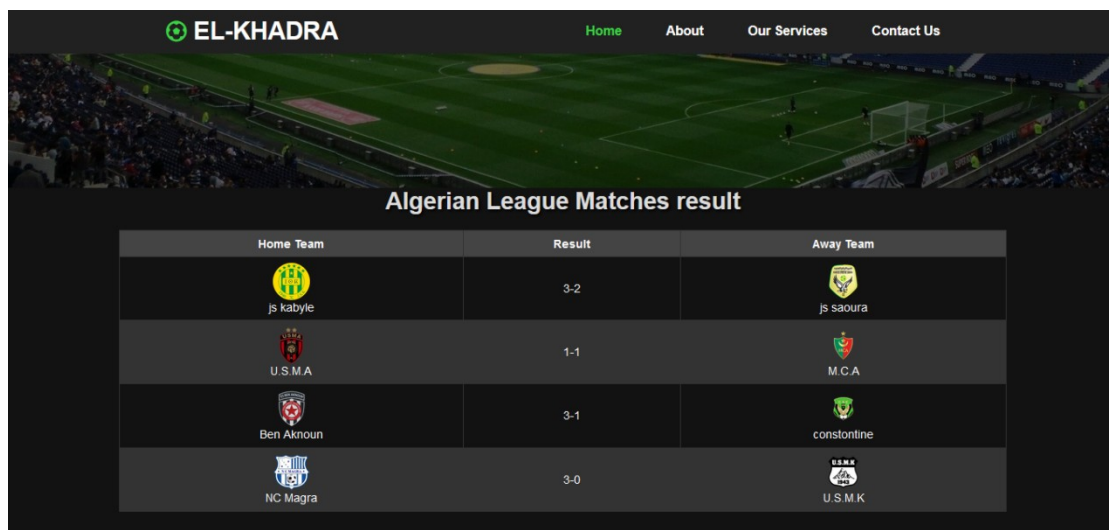
Date	Home Team	Away Team	Time	Home Team Logo	Away Team Logo
2024-05-01	Ben Aknoun	constantine	15:00:00		
2024-05-02	js kabyle	js saoura	17:30:00		
2024-05-03	nc Magra	U.S.M.K	20:00:00		
2024-05-04	U.S.M.A	M.C.A	18:00:00		

Figure 14-Elkhadra Website (Schedule Page)

### Result (Match Final Result) Page:

This specific page shows the results of recent matches in the Algerian League:











Home Team	Result	Away Team
 js kabyle	3-2	 js saoura
 U.S.M.A	1-1	 M.C.A
 Ben Aknoun	3-1	 constantine
 NC Magra	3-0	 U.S.M.K

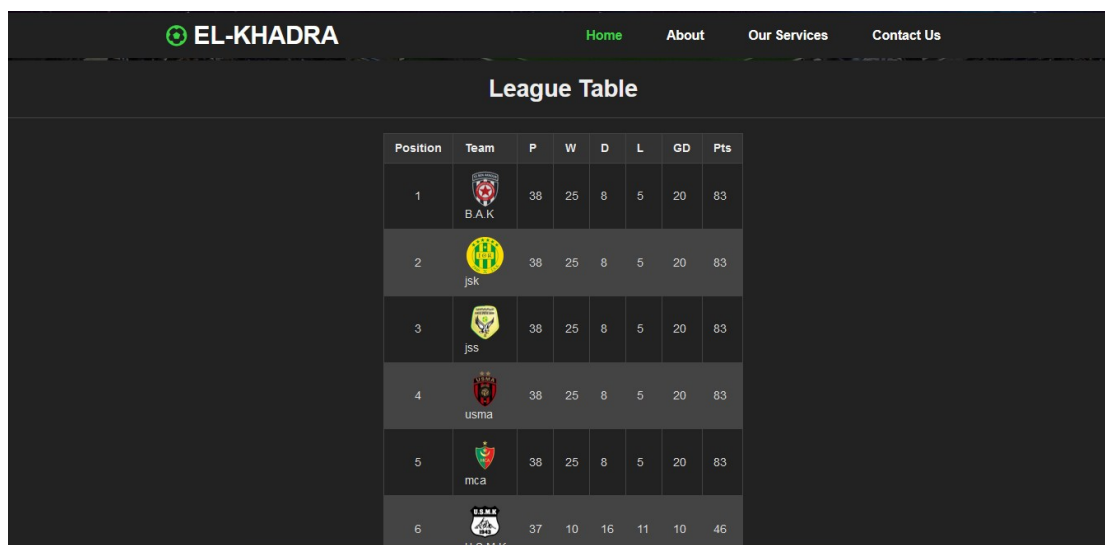
Figure 15-ElKhadra Website (Match Result page)



### League Table Page:

This page shows the current standings for the Algerian League. It lists the following information:

- |   |                                     |
|---|-------------------------------------|
| <b>1-Position</b> (where they rank in the league) | <b>2-P</b> (number of Match played) |
| <b>3-W</b> (Number of Matches Won)                | <b>4-D</b> (number of Match drawn)  |
| <b>5-L</b> (Number of Matches Lost)               | <b>6-GD</b> (Goal Difference)       |
| <b>7-Pts</b> (total points)                       |                                     |



Position	Team	P	W	D	L	GD	Pts
1	BAK	38	25	8	5	20	83
2	jsk	38	25	8	5	20	83
3	jss	38	25	8	5	20	83
4	usma	38	25	8	5	20	83
5	mca	38	25	8	5	20	83
6	U.S.M.K	37	10	16	11	10	46

Figure 16-ElKhadra Website (League Table Page)

### Club Profile Page:

This webpage lets you browse different clubs. It shows a summary of each club, like a list of profiles. Clicking a club's profile, which might say "show more" or "view details" instead of "show club information," will expand it to reveal more information about that specific club.

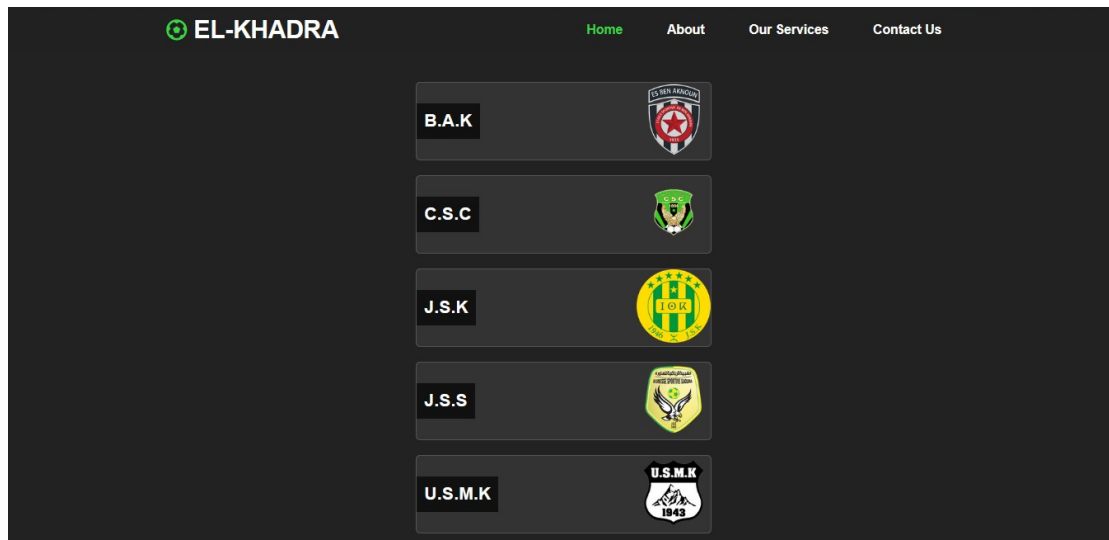


Figure 17-ElKhadra Website (Clubs participated on the league)

Clicking on a club profile will provide in-depth information about each club.

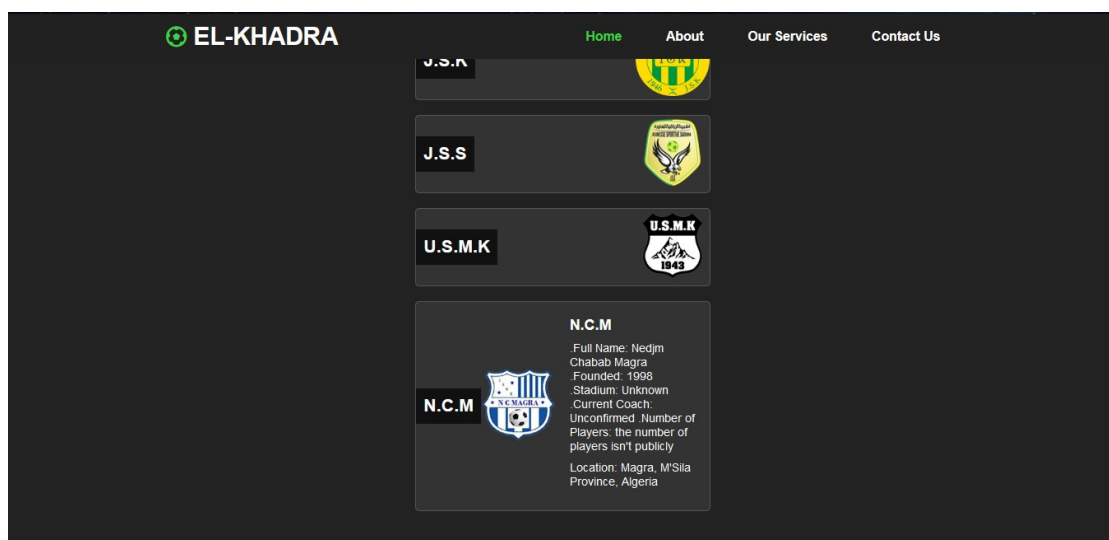


Figure 18-ElKhadra Website (Clubs information)

### 3.2. Admin Interface:

To manage Elkhadra website data and ensuring everything has a designated place We use phpMyAdmin.

**PhpMyAdmin:** acts as the foundation, providing a structured storage system for Elkhadra website data. On top of this foundation, the website would likely utilize a Content Management System, for adding, editing, and publishing website content [9].

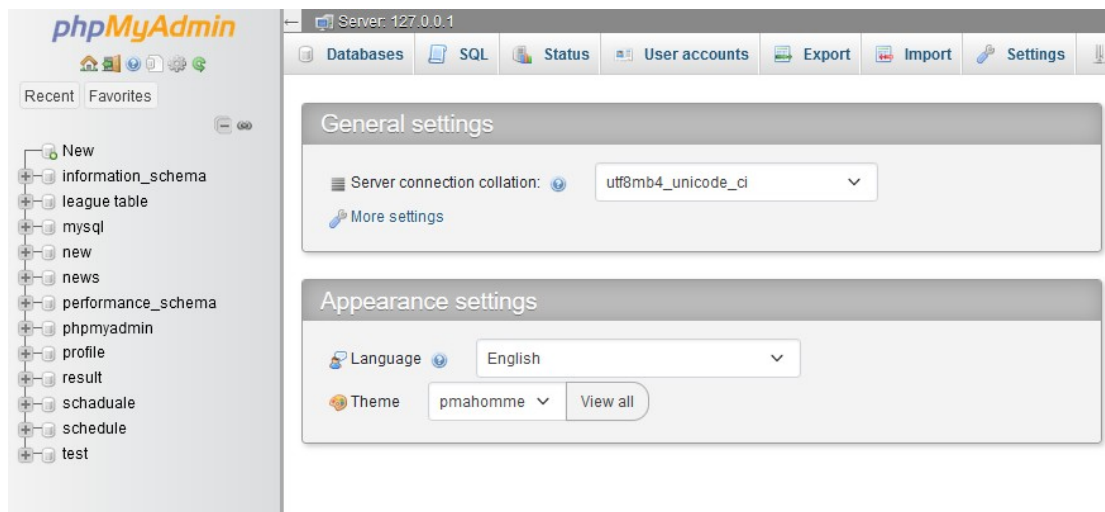


Figure 19-phpMyAdmin (General interface)

## Creation tables of the database through phpMyAdmin

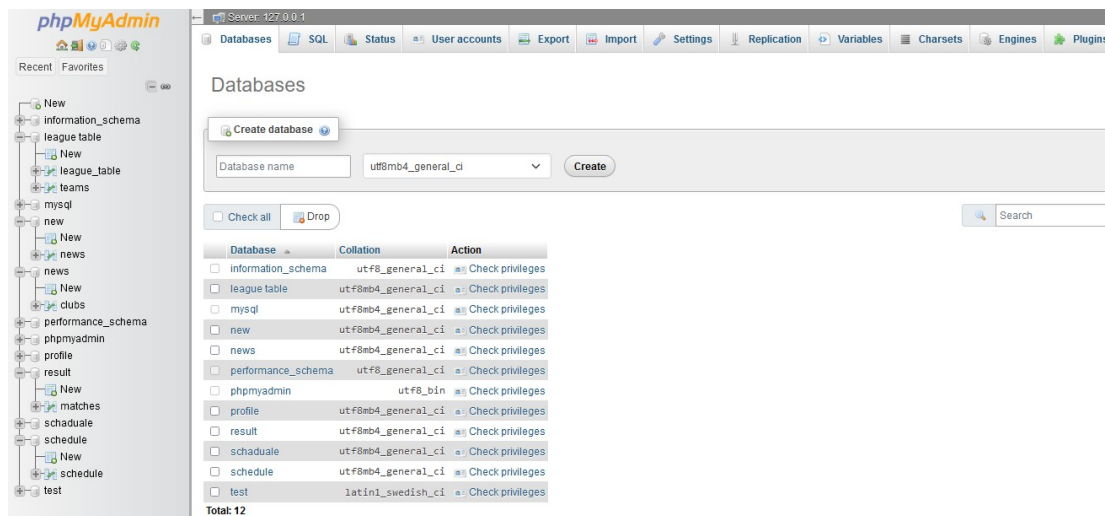


Figure 20-phpMyAdmin (Table Creation interface)

Using phpMyAdmin, we are easily allowed to add, edit, and delete information, to keep Elkhadra website content fresh and up-to-date.

Column Type Function Null Value

id int(11) unsigned

team\_id int(11) unsigned

position int(11) unsigned

played int(11) unsigned

won int(11) unsigned

drawn int(11) unsigned

lost int(11) unsigned

gd int(11) unsigned

points int(11) unsigned

Go

☒ Ignore

Column Type Function Null Value

id int(11) unsigned

team\_id int(11) unsigned

Figure 21-phpMyAdmin interface (adding information into tables)

#### 4. Conclusion:

This chapter presents the results of the project's implementation phase, showcasing the final interface that was developed to align with the requirements specified in the preceding chapters. The focus of this chapter is on describing the development environment, explaining the website components that were designed and implemented, and providing a comprehensive overview of the completed interfaces and the key features of the website.

## **Conclusion:**

Elkhadra, a brand new website built with Algerian Premier League (ALP1) fans in mind, has launched! This website provides comprehensive and easy-to-understand information on match results, fixtures, and other details. Fans can also follow their favorite clubs and access news and rankings all in one place. Elkhadra utilizes user friendly features to make finding information a breeze. While building the site, the challenge of finding data, particularly player and coach updates, was encountered due to the ALP1 being a regional league. Despite this hurdle, the team is committed to providing the best possible experience and plans to include even more match details, like referee names and stadium information, in the future. Ultimately, Elkhadra aims to be the ultimate platform for ALP1 fans by simplifying the process of following the league, staying up-to-date on news, and supporting favorite clubs.

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## Abstract:

This report aims to develop a website titled "El Khadra," dedicated to covering Algerian national football and targeting followers of the premier national championship.

The report includes an exploratory study that provides a general introduction to the game of football and some of its rules, as well as a comprehensive overview of the Algerian professional national championship. PHP was used to create the website, and MySQL was employed to build a suitable database. Additionally, UML diagrams were utilized to illustrate all relationships between users and administrators, as well as the permissions for each role.

In the future, there are plans to further develop "El Khadra" by adding new features such as detailed match information, including the names of referees and stadium specifications. These enhancements aim to increase the enthusiasm of followers and encourage them to more actively follow their favorite club's matches.

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## الملخص :

يهدف هذا التقرير إلى تطوير موقع ويب تحت عنوان "الخضرة"، وهو موقع مخصص لتغطية كرة القدم الوطنية الجزائرية وموجه لمتابعي البطولة الوطنية الأولى.

يتضمن هذا التقرير دراسة استكشافية تشمل تعريفًا عامًا بلعبة كرة القدم وبعض قوانينها، بالإضافة إلى تعريف شامل بالبطولة الوطنية الجزائرية المحترفة. تم استخدام لغة PHP لإنشاء الموقع، وMySQL لبناء قاعدة بيانات مناسبة، كما تم الاستعانة بمخططات UML لتوضيح جميع العلاقات بين المستخدمين والمسؤولين وصلاحيات كل منهما.

في المستقبل، يتم التخطيط لتطوير "الخضرة" بشكل أكبر من خلال إضافة ميزات جديدة مثل تفاصيل دقيقة عن المباريات، بما في ذلك أسماء الحكام، ومواصفات الملاعب، وذلك بهدف زيادة حماس المتابعين وتشجيعهم على متابعة مباريات ناديتهم المفضل بشكل أكبر.