Bangladesh Premier League (BPL)

By

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Department of Software Engineering
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APPROVAL

This **Thesis** titled "**Key Factors of Employee Attrition: A comparisons between Supervised Feature Selection And Unsupervised Dimensionality Reduction technique**", submitted by **Nasir Islam Sujan, 151-35-1102** to the Department of Software Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Software Engineering and approved as to its style and contents.

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III

DECLARATION

We hereby declare that we have taken this thesis under the supervision of **Mr Md Fahad Bin Zamal, Senior Lecturer, Department of Software Engineering, Daffodil International University.** We also declare that neither this project nor any part of this has been submitted elsewhere for award of any degree.

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Like as, it’s a complete project, we tried to complete our SRS properly. We are very pleased to our supervisor Mr. Md Fahad Bin Zaman Sir. Sir give us right direction to complete both project and SRS. We are very thankful to our internal reviewers Ms. Farzana Sadia and Ms. Tapushe Rabaya Toma Mam.

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Chapter1

Introduction to Bangladesh Premier League

1.1 Overview

The later of this report cover seven chapters and appendices. Software Requirement Specification and interaction of the system is describe in second and third chapters. These chapter refers details and description of the system. In the fourth chapter describe an overview of design & development on Bangladesh Premier League (BPL). Fifth chapters will discuss the interaction of using data into the system. User manual will show in sixth chapter. In Seventh chapter discuss about project brief.

1.2 Purpose

The purpose of this report is to explain all the function for the targeted project- Bangladesh Premier League (BPL). Ticket buying is more difficulties in real life. We try provide ticket booking through this project.BPL has huge information but it has no system. For this reason user can’t get information. System will provide point table information.

1.2.1 Background

With popularity BPL is one of the most entertaining tournament in Bangladesh Bangladesh Premier League (BPL) is a cricket league within of seven franchises. BPL is played among three cities in Bangladesh. People is very interest to watch this tournament but lack of good facility for buying ticket People can't watch the matches. Even people can't get proper information of BPL

1.2.2 Benefits & Beneficiaries

From this project everyone get statistic of BPL. User can buy match ticket without hassle. User can see latest videos and news. User also get point table statistic.

1.3 Stakeholders

Normal user is stakeholder of this project indirectly. User can watch match highlights, point table and buy ticket. User also get information about BPL news and results.

1.4 Project Schedule

The duration of this project is four to five month. Our development team was working very attentively to finish this project within its duration.

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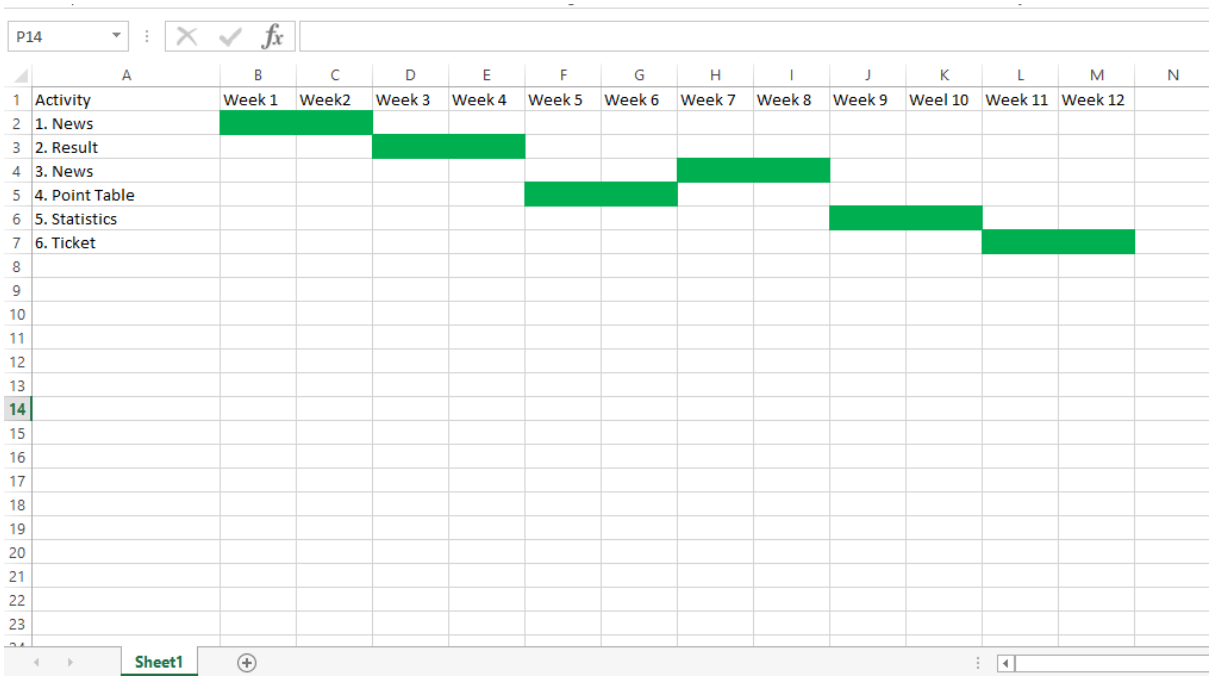
1.4.1 Gantt Chart



	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	Activity	Week 1	Week2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Weel 10	Week 11	Week 12	
2	1. News													
3	2. Result													
4	3. News													
5	4. Point Table													
6	5. Statistics													
7	6. Ticket													

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Chapter2

Software Requirement Specification

2.1 Fundamental Requirement

This is an informational web project. Information is the core requirement of the project. From this project everyone will get information about BPL. User can buy every match ticket through this web application. Ticket range or availability is also important fundamental requirement

2.2 Data Requirements

There are lot of data is required for this project. Players data are needed like runs, fifty, century, fours, wickets, batting average , bowling average etc. Ticket seat data is also need.

2.3 Performance Requirements

BPL requirement's preformation is very highly level. All the requirement is accurate and compete

2.3.1 Precision or Accuracy Requirements

All the information used in this project is accrued and precision. All these data collected from authentic source. Duplication, harmful data are not used in this project

2.4 Dependability Requirements

Dependability requirement is a measurement of system reliability and maintenance.

2.4.1 Reliability Requirements

All the requirements are reliable.

2.4.2 Safety-Critical Requirements

Server is in safe place. So it's ensure safety.

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2.5 Security Requirements

The BPL requirement is more secure. System get all request from client. Ticket form requirement is secured.

2.5.1 Access Requirements

Database administrator can only access into database.

2.5.2 Integrity Requirements

All the requirement are collected from Cricinfo. Cricinfo is trustable site.

2.6 Usability and Human-Interaction Requirements

This project is very user friendly. Everyone can easily use this project. Even non-technical person have ability to perform this project.

2.6.1 Understandability and Politeness Requirements

BPL requirements are easy to understand. Requirement term are familiar to common people.

2.6.2 Accessibility Requirements

Normal user have not accessibility into requirement. Only Database Administration have right to access into Database. Authentication is must to access into the system.

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Chapter3

System Analysis of Bangladesh Premier League

3.1 Use Case Diagram

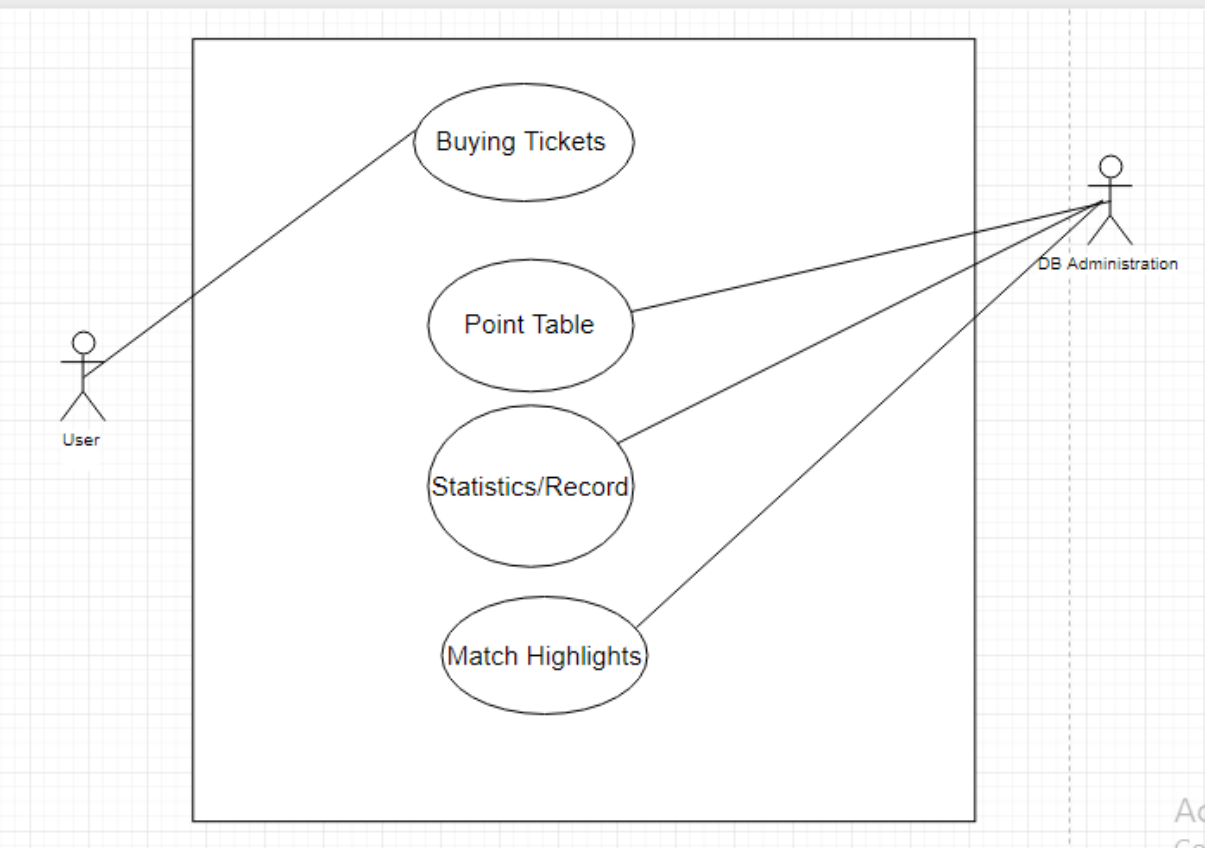

Figure 02: Use Case Diagram

3.2 Use Case Description

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There are four use case description in above use case diagram. Ticket buying is more important use case which actor is user. Other use case's actor is Database Administrator who provide point table, match report and statistics of BPL.

3.2.1 Use Case Description (Buying Tickets)

Use Case Id	**1**
Use Case Name	**Buying Tickets**
Primary Actor	User
Secondary Actor	none
Goal in Context	To buy a ticket.
Precondition	Must need to access on this system.
Scenario	1. View Home Page. 2. Click on „Ticket" button. 3. Select Match and Fill up a registration form 4. Click on Submit Button
Exception	1. Invalid transaction number. 2. Incorrect Phone number. 3. User is blocked.
Priority	High priority
When Available	Within First increment.
Frequency of Use	One ticket against one phone number

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3.2.2 Use Case Description (Record)

Use Case Id	**2**
Use Case Name	**Record**
Primary Actor	Database Administrator
Secondary Actor	user
Goal in Context	To ensure accurate information.
Precondition	Must have an authentic person on this system.
Scenario	1. Input valid data into database. 2. Show on the system.
Exception	1. Unauthentic person log in DB. 2. Incorrect information.
Priority	Medium Priority
When Available	In First increment.
Frequency of Use	All day.

3.2.3 Use Case Description (Match Highlights)

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Use Case Id	**3**
Use Case Name	**Match Highlights**
Primary Actor	Database Administrator
Secondary Actor	User
Goal in Context	To ensure Upload Standard Video.
Precondition	Must have an authentic person on this system.
Scenario	1. Upload valid video. 2. Show on the system.
Exception	1. Low quality video uploaded.
Priority	High Priority
When Available	In Second version.
Frequency of Use	Sometimes per day.

3.2.4 Use Case Description (Point Table)

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Use Case Id	**4**
Use Case Name	**Point Table**
Primary Actor	Database Administrator
Secondary Actor	User
Goal in Context	To ensure accurate information.
Precondition	Must have an authentic person on this system.
Scenario	1. Input valid data into database. 2. Show on the system.
Exception	1. Unauthentic person log in DB. 2. Incorrect information.
Priority	High
When Available	From the very edition.
Frequency of Use	All day.

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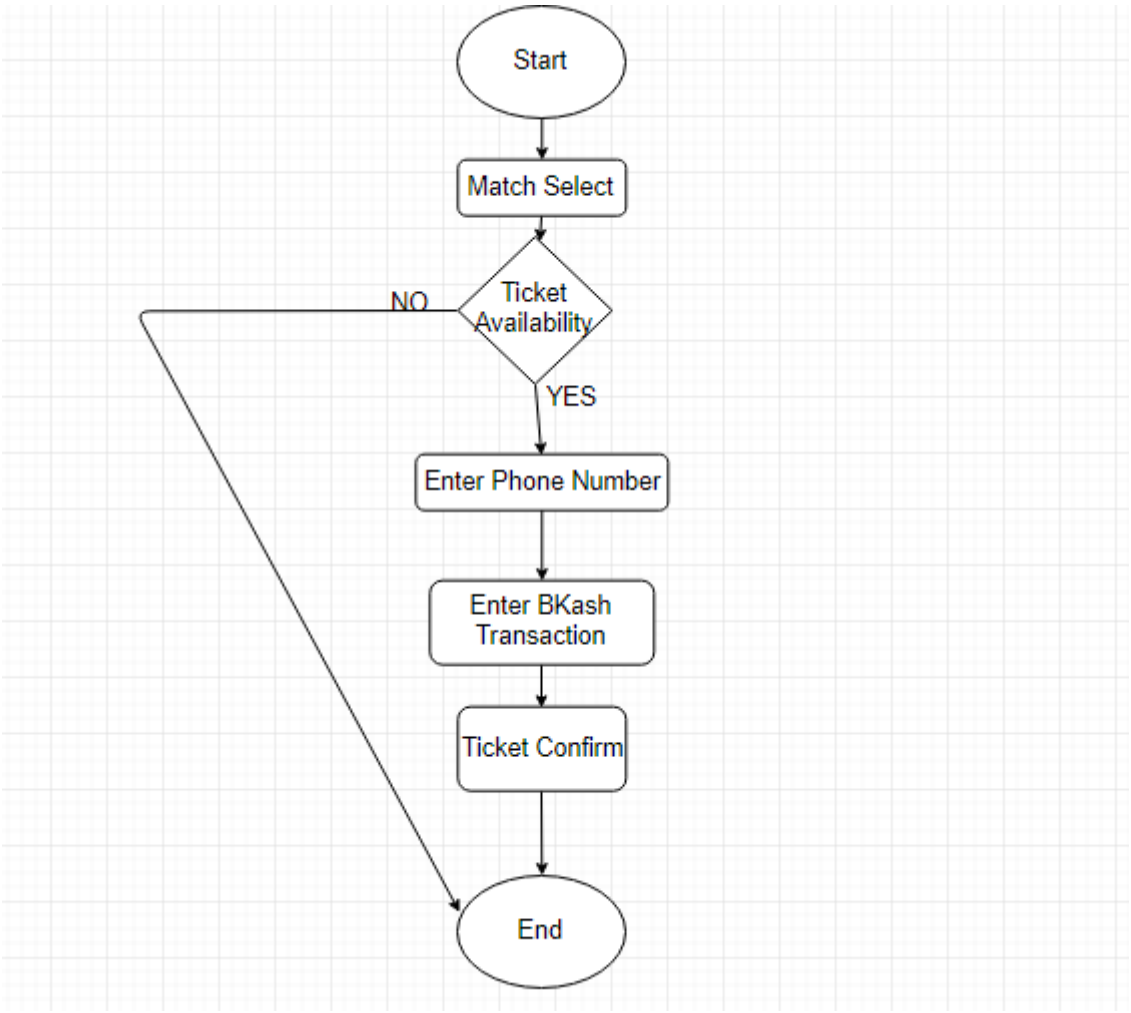
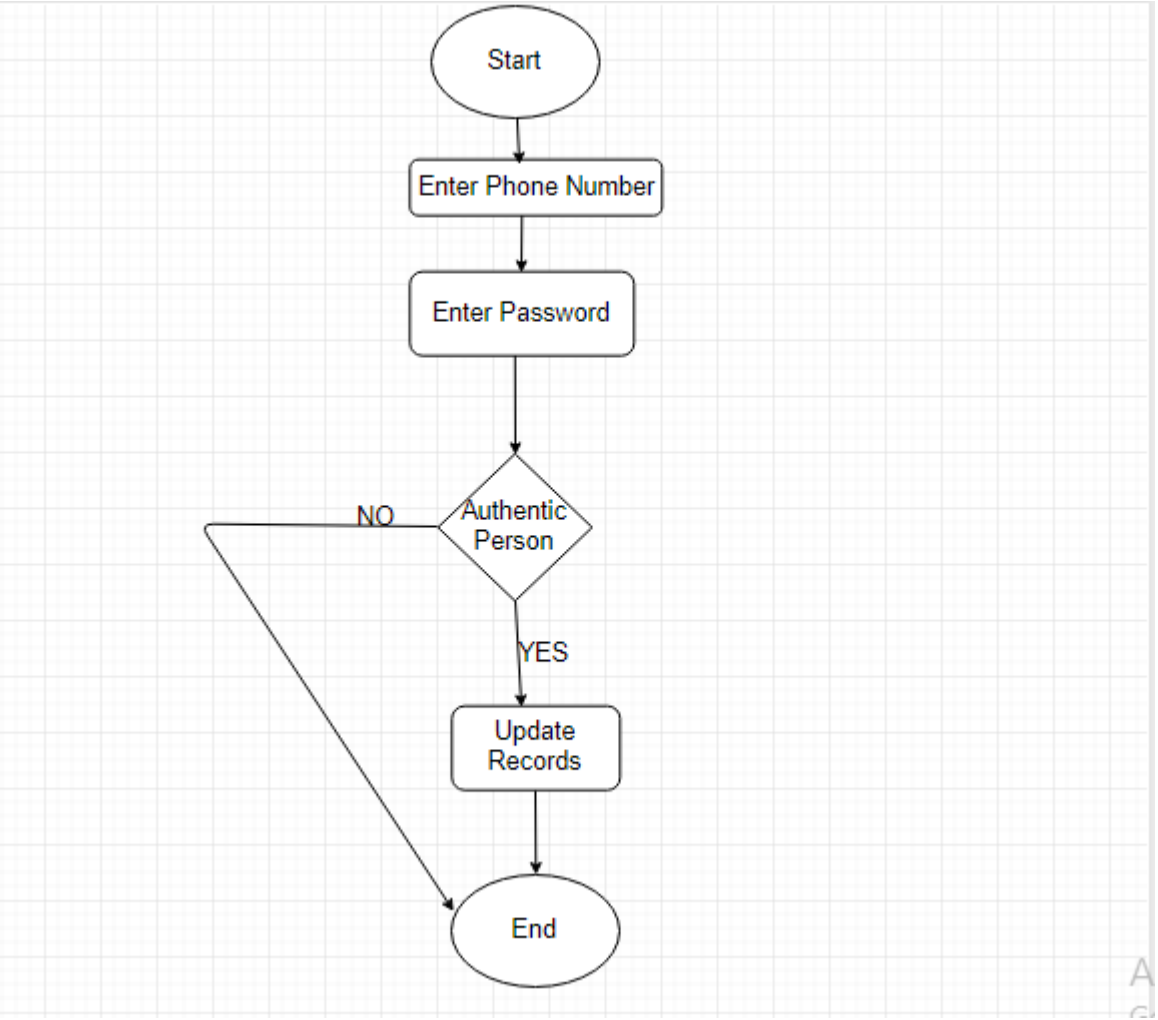
3.3 Activity Diagram

We show in activity diagram how to work our project. We describe each of use case like ticket booking, Point table and Records. These diagram will show working process to user.

3.3.1 Activity Diagram (Ticket Buying)



3.3.2 Activity Diagram (Record)



3.3.3 Activity Diagram (Match Highlights)

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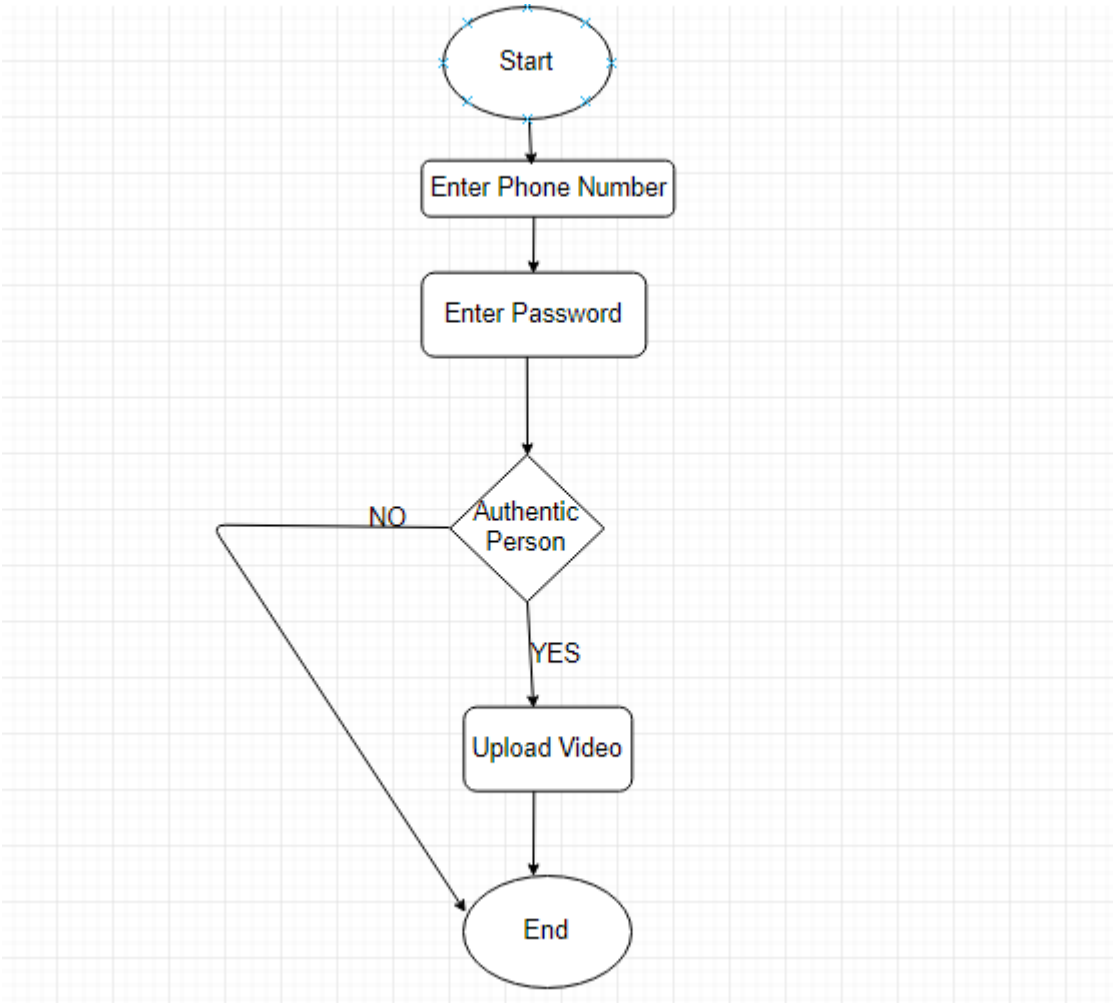

3.3.4 Activity Diagram (Point Table)

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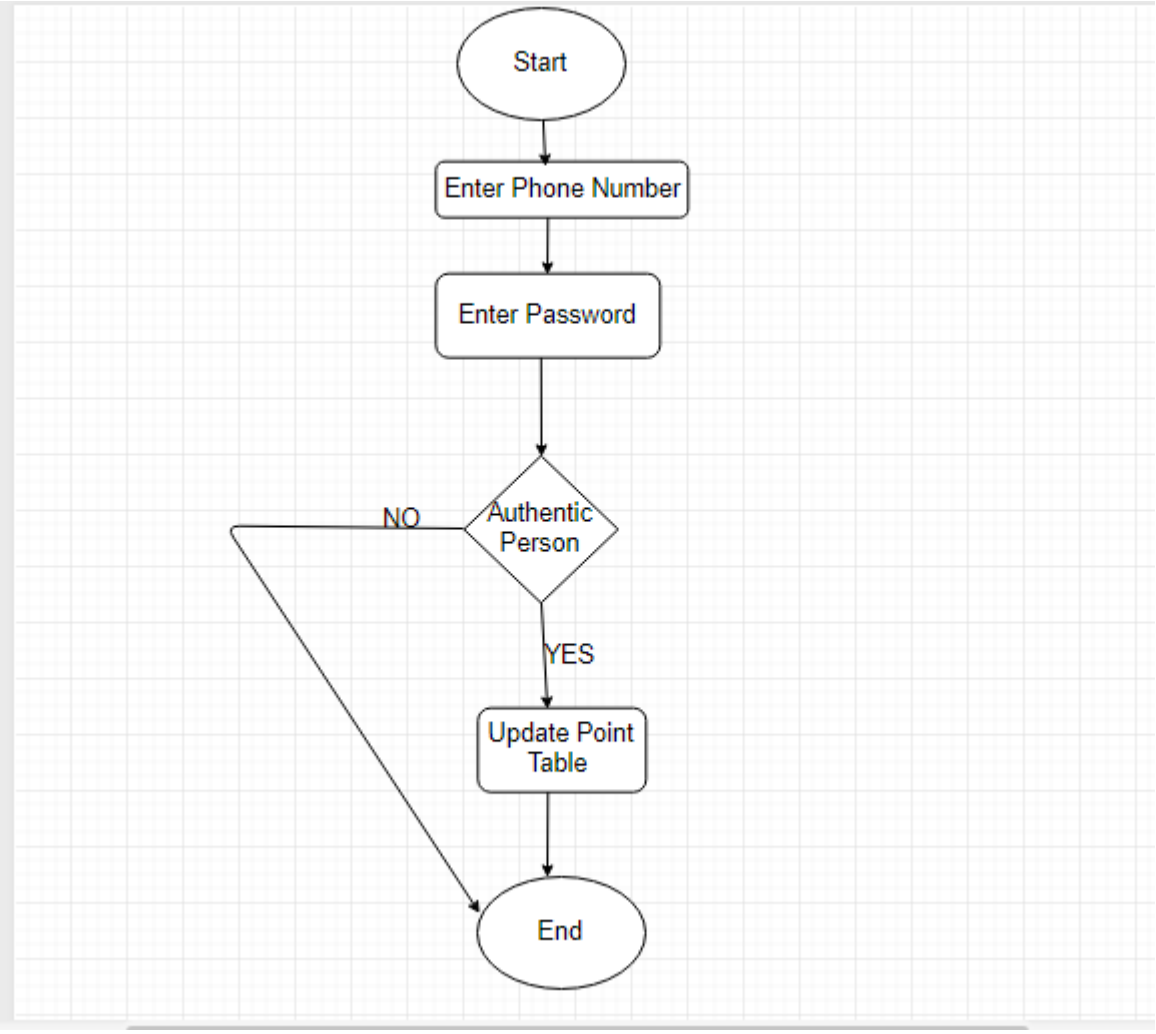

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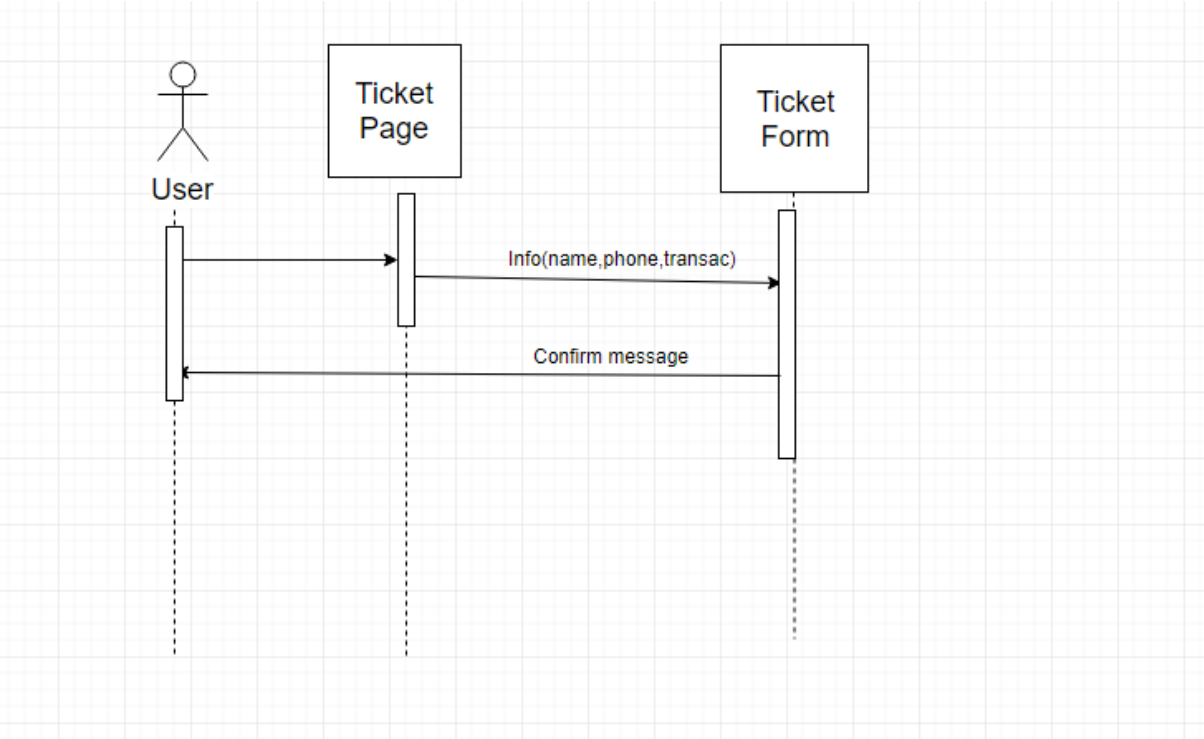
3.4.1 System Sequence Diagram (Ticket Buying)



3.4.2 System Sequence Diagram (Point Table)

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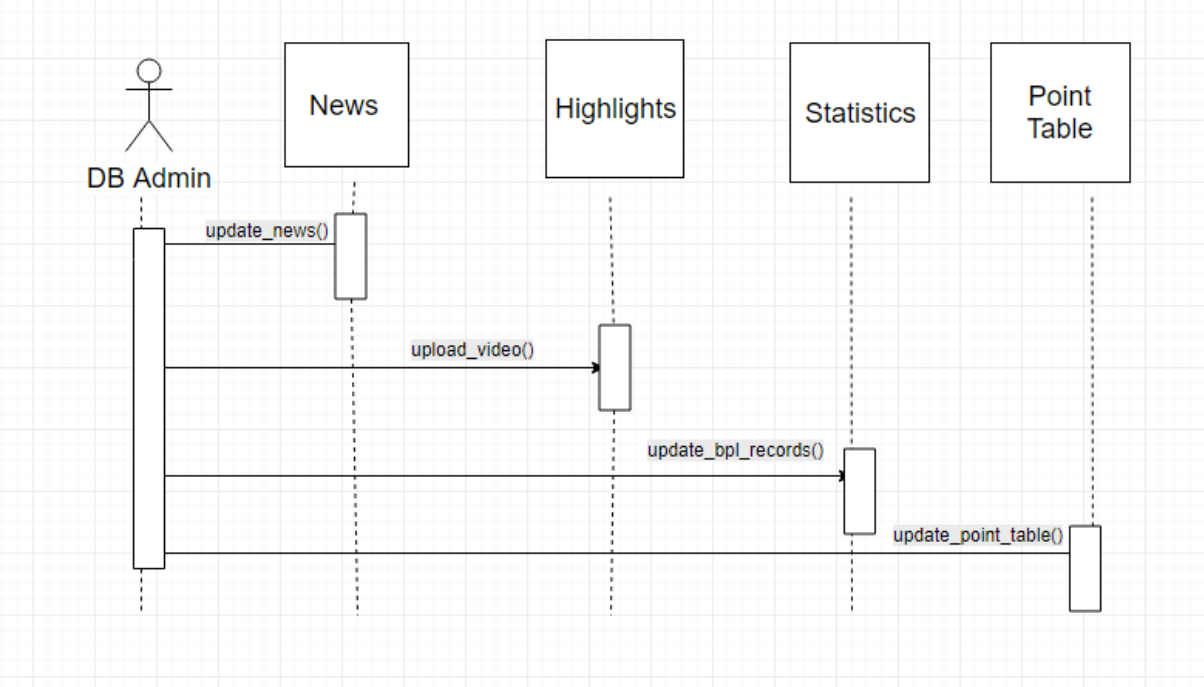

Chapter4

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4.1 Class Diagram

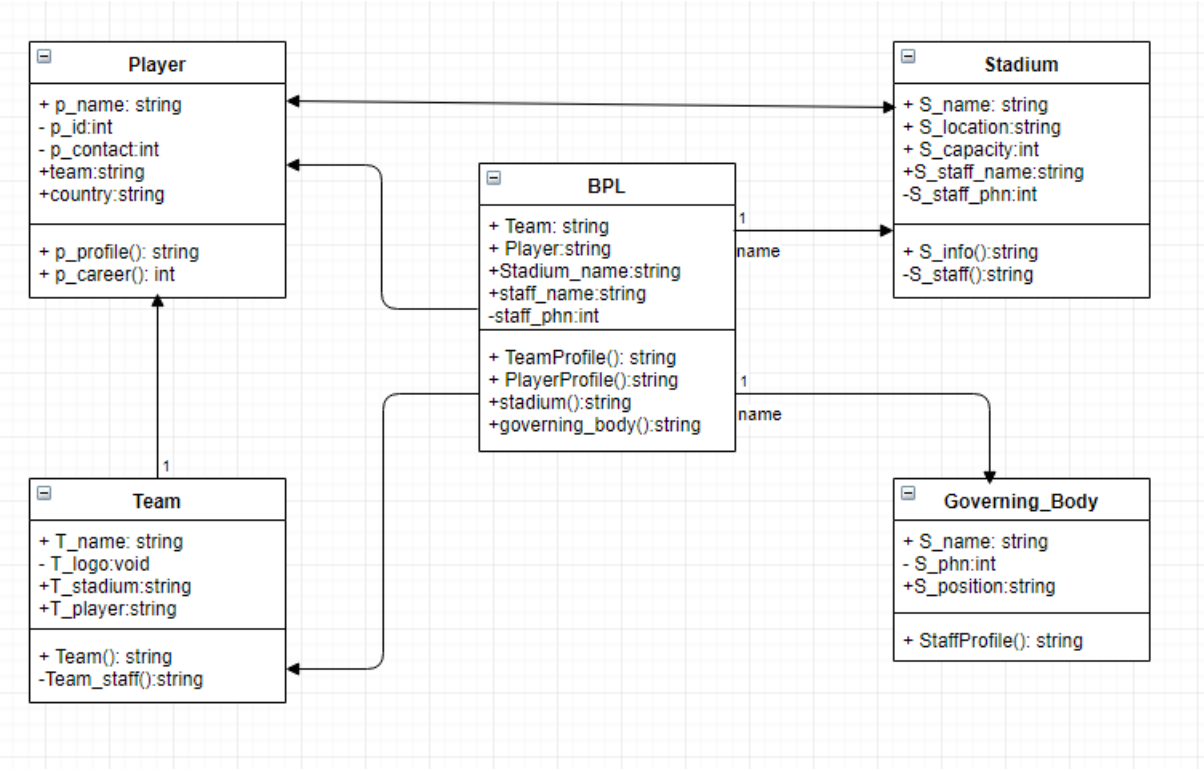

Figure 05: Class Diagram

4.2 Development Tools & Technology

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Mainly we used to Laravel Framework to develop BPL project. Developer work on it. Developer create new method or technique in tools.

4.2.1 User Interface Technology

HTML is used to create front side where user interface to the system.

4.2.1.1 ASP.NET MVC4 Framework or Laravel Framework

We used Laravel 5.5 to build this System

4.2.1.2 Font Awesome or Others

Font awesome used in this project for icon.

4.2.2 Implementation Tools & Platforms

Recommended server configurations:

- PHP support (Laravel 5.5)
- MySQL (5.6.20 or later)
- XAMP

4.2.2.2MySQL Community Server 5.5

MySQL Community Server 5.5 has been used.

Chapter5

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System Testing of Bangladesh Premier League

5.1 Testing feature

All the feature is tested by senior tester. They test every part of this project. Especially focus on Ticket Buying feature. Point table is also test weather its data get correctly o not in High priority. Statistic of BPL is also tested in high priority. Match report / highlights is tested with carefully

5.1.1 Features need to be tested

Two feature is tested with given priority.

1. Ticket Registration
2. Valid Statistic

5.1.2 Features not to be tested

Most of these feature are tested in this project. No features have not left to test.

5.2 Testing Strategies

Strategy of BPL testing team is very positive. They try to tested every feature after development. Tester follow routine to test the system.

5.2.1 Test approach

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Testing approach is an important thing where system is test how it functionalities work or not. It's describe of test planning from the very beginning of the project.

5.3 Testing Environment (hardware/software requirements)

Bangladesh Premier League's testing environment was fabulous among the test team. They configures hardware and software properly. Making test environment as needed.

5.4 Test Case

Test Case is tested by tester who work in project or intuition. There are few test case in this system like buying ticket. This test case will show how system need to buy a ticket.

5.4.1 Integration Testing Case Module

Test Case ID.1	**Module Name: Buying Ticket**
Module: User Ticket Buying Module	Test Designed: Shamim Reza
Test Priority: (Low/Medium/High): High	Test Date: 20.011.18
Test Title: Verify ticket confirm with valid user Phone Number and Transaction ID	Test Executed By: Shamim Reza
Description: Ticket page.	Test Executed Date: 20.11.18

Pre-Condition: User must have valid phone number and Transaction.

Test Case 1	Ticket page

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Test steps:	1. Go to ticket page 2. Provide valid Phone number 3. Provide Valid Transaction 4. Click Submit Button.
Test Data:	Phone: valid number Password: valid transaction;
Expected Result:	User Should able to buying ticket
Actual Result:	User Successfully buying ticket
Status(Pass/fail)	Pass

Post Condition: Successfully Ticket Confirm

Chapter6

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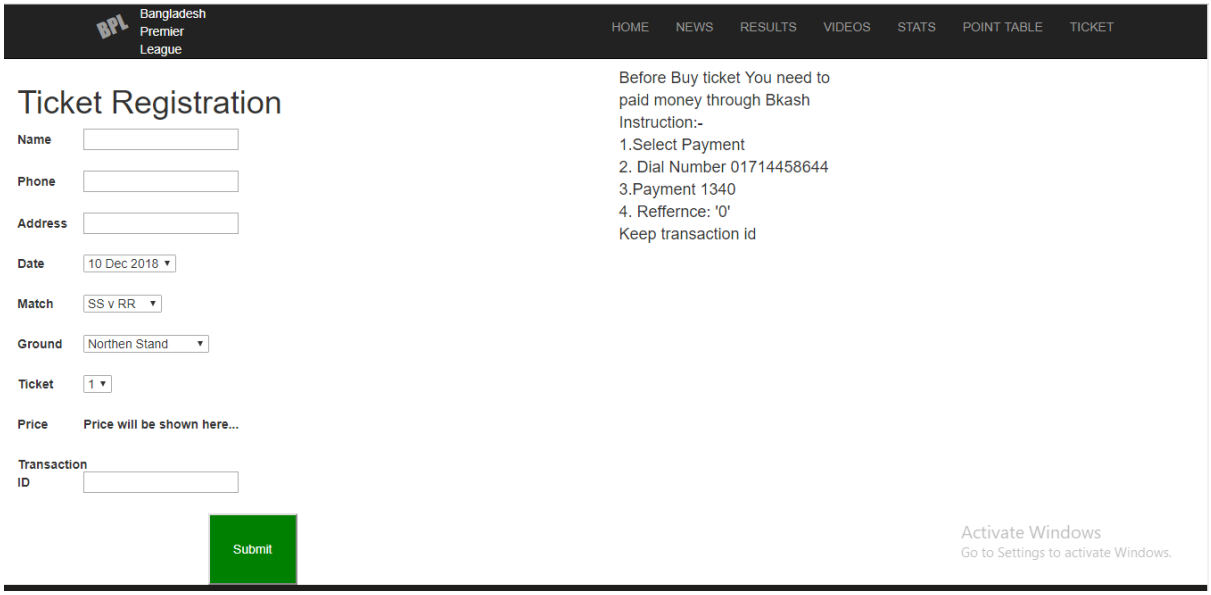
User Manual of Bangladesh Premier League

A user guide or user's guide, also generally known as a manual, is a technical communication document desired to give aid to people using an especial system.

6.1 Ticket Registration



To buy ticket as a user of our user need to fill all the re required and click the “Submit” button.

6.2 News Page View

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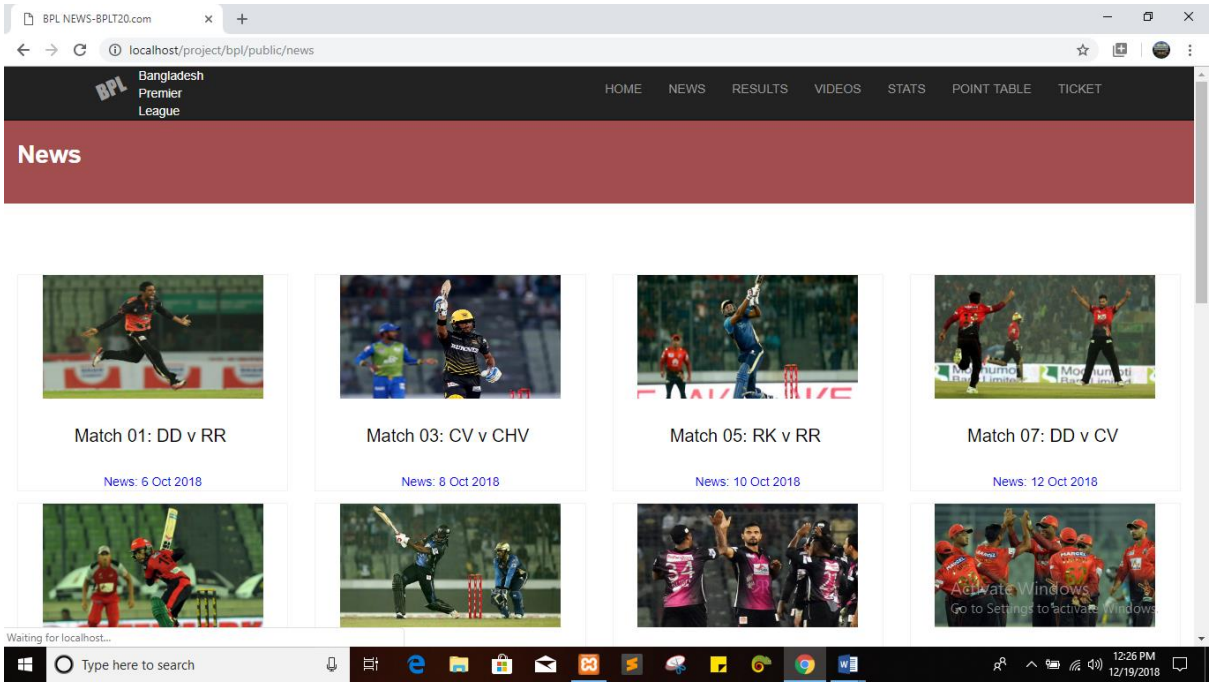
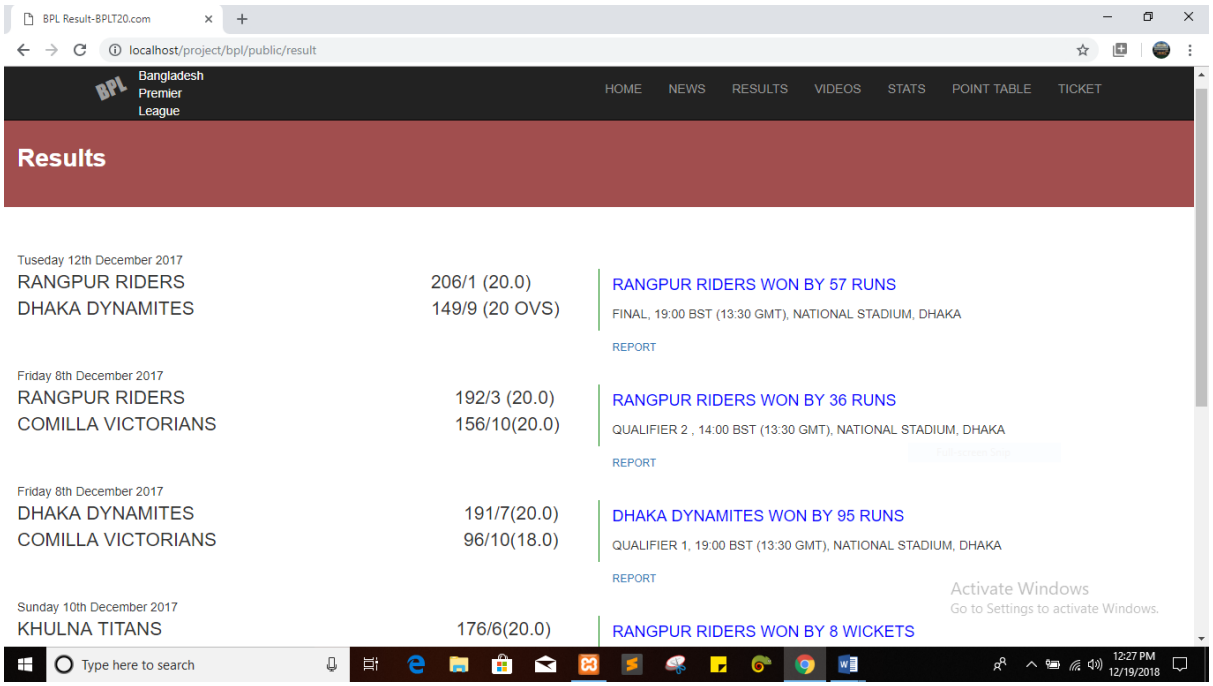


6.3 Result Page View



6.4 Records Page View

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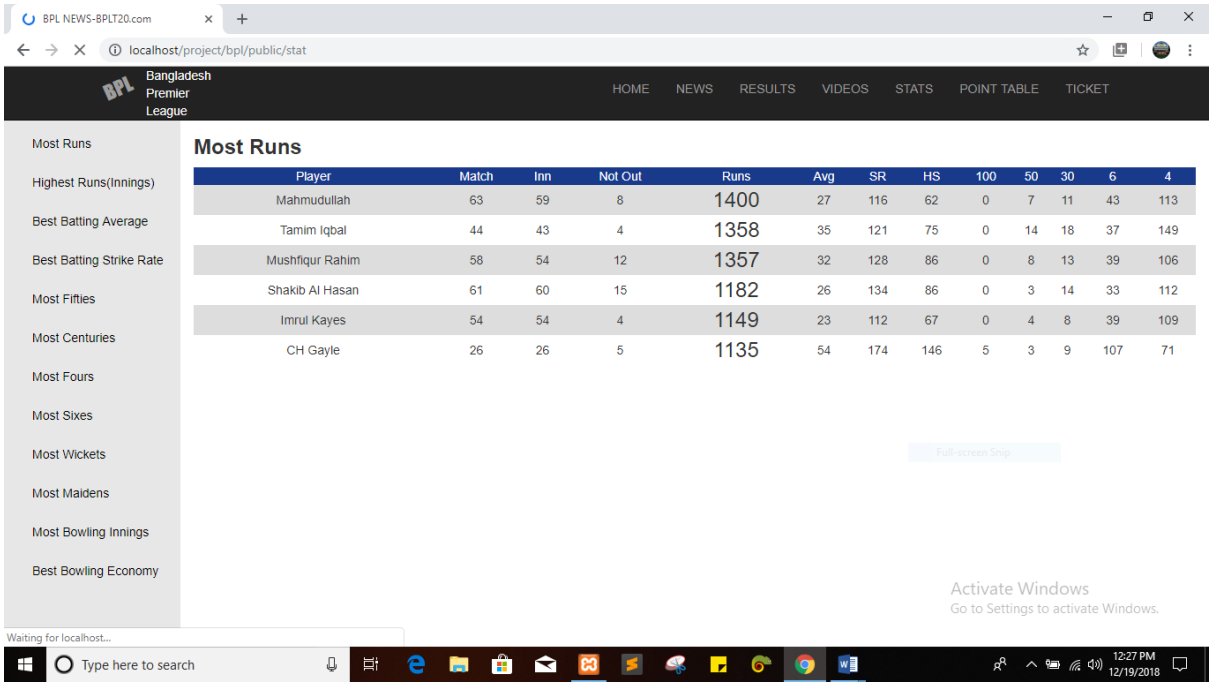
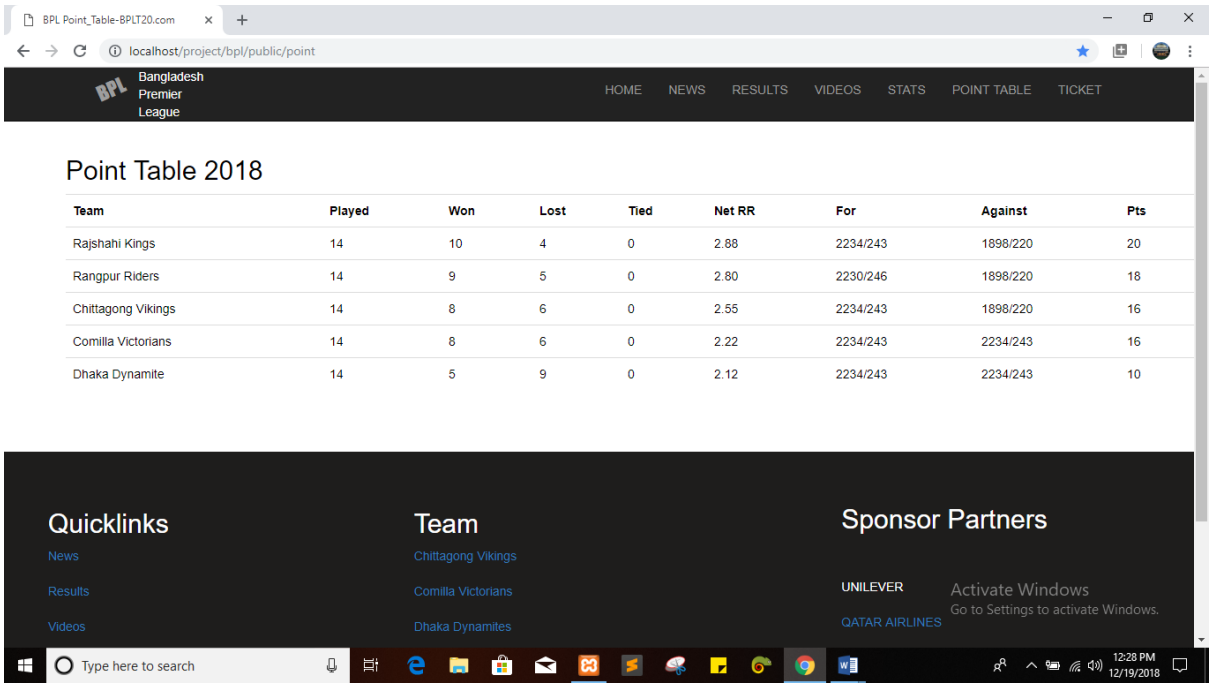


6.5 Point Table Page View



Chapter7

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Project Summary of Bangladesh Premier League

7.1 GitHub Link

https://github.com/shahin901/Bangladesh-Premier-League-

7.2 Critical Evolution

System have some critical evolution that our developer face during development. Our developer overcome very successfully.

7.3 Limitations

There are few limitation in this project like payment gateway. Authentication is also main limitation.

7.4 Obstacles & Achievements

Our developer face many obstacles but they succefully achieve good results

7.4 Future Scope

Ticket system is more flexible. Information will provide more accurate and proper way.

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