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Android App for Sport Academy

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Abstract: ***The idea of the app is to connect golf, cricket, kabaddi, kho-kho, holly ball, running, and many others players with coaches. And provides the all information about "INTERNATIONAL SPORT".***
Provide facility to those students who want registered with academy and improve knowledge of about the sport. Providing information about the multiple "INTERNATIONAL SPORTS "sports player and all. If student registered for joining academy, they have to pay for training payment option is available for paying training fees. We provide training demo video for those students who want to join our academy Also provide all updates related to sport, ongoing and upcoming events information for those students who want play State level, National and International level.
Keywords: Android application, sports, profession, coach, campus sports, sports data, functions, platform building.

I. INTRODUCTION

Online sports coaching app is a great way for golf Cricket, Kabaddi, Hockey, holly ball, Kho-Kho, running players to improve their game under the guidance of experienced coaches. Using the app, a player can register and book his seat online and then academy provide the professional golf, cricket, kabaddi, kho-kho, holly ball, running, and many others coach.
In the first release, we needed to implement a registration procedure, login, user profiles, and incorporate the payment method. The client was directly involved in the development of the application and worked directly with the team.
Goal of our project is registering students online to our academy and providing all needed information about sport which is important for student. Also, we provide the live update button which is link to the live match website which is tie-up with academy and user and student also watch live updates of match.
Player's history, achievements, and all detail is present in our android app.
Payment gateway is also provided before registration.
We are proud to make this project a reality. We have received stellar feedback for this project on Clutch.co. This application is alive and available in the App Store.



Fig. sport coaching.

Coach app enables coaches to manage their accounts, create personalized lessons, and respond to players. Among the key features for coaches:

1) *Coach Profile:* Coaches can register and manage their accounts. They can set up their availability, assign a lesson price, showcase their qualifications and biography, and invite players to train.
2) *Trainees:* Coaches can see the list of their trainees, perform searches in the list, and view players' profiles.
3) *Coaching:* Coaches receive videos from players, watch them, and respond with photo, video or text comments and instructions created right in the app.
4) *Notifications:* Coaches are notified about the new lesson requests and messages from students.
5) *Getting Paid:* Coaches are paid for the lessons through the payment system integrated into the app.

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II. LITRACHER REVIEW

While virtual learning environments have been available in some capacity since 1960, "the PLATO system featured multiple roles, including students who could study assigned lessons and communicate with teachers through on-line notes, instructors, who could examine student progress data, as well as communicate and take lessons themselves, and authors, who could do all of the above, plus create new lessons" (Wikipedia, 2006a, 1960s section,).

All learning management systems are not alike; they can be used in different ways. However, a common idea behind an Android app for Sport academy is that e-learning is organized and managed within an integrated system. Different tools are integrated in a single system which offers all necessary tools to run and manage an e-learning course. All learning activities and materials in a course are organized and managed by and within the System. Android app development for sport academy typically offer coaching about sports, student, teach techniques in sports and giving knowledge about sport management, joining student with academy by registering students with the help of android application etc.

Digital Technology in The Application of Sports Field The literature research methods, induction of digital technology in the application of professional sports. Describe the selection of athletes for sports figures, professional training, teaching, and sports figure to provide a reference for further research

A. Existing System

In existing system, the sport person was unaware of the events organized by the different coaches. So even though the sports person was good enough in the sports field they were unable to show their excellence. There was also not an application in which any sports person can search the coaches of their interested field.

B. Drawback

1) There was no such direct disclosure in which sports person will get information about the events.
2) There were no such direct details about the coaches in different sports.

C. In Proposed System

In this proposed system, we develop a application in which the user will enter the details such as their personal details and also their interested field in sports. In this application, the coaches will enter their details and also the events which is organized by them. The player can search for a coach detail and also can view the events location and also the different events. The player by enabling this application they will get the details only about the field they had already chosen. This will prevent them by getting any details other than their fields.

D. Advantages

1) The player can view the events, events location which is organized by the different coaches.
2) This can also develop their direct contact with the coaches of their interested field.
3) The players can buy the sports equipment's.
4) The sport mania will display the best players and coach details.

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E. Modules

Initial Setup In the registration phase the user needs to feed their information. This information is used in login phase to verify the concerned user. Then the user information is passed to the GCM server then to the Tomcat server, and once the application is started the information about the user is queried and inserted in the MySQL database server in the user application installed device.

Coach Event Update This module comprises of sharing the location of the user along with the details of the sports events updated by the user. This data is again updated to the GCM server and then these details updated to the local MySQL server database.

Player Indicate Event Interest The player can also show their interest in the event by clicking the event information and also intimate the coach about the interest.

View The Coach and Player Details The coach details will be added in the database and also the player details will be added in the database. The Sport mania can view the coach and player details and they will display the best players and coach details.

III. RESEARCH WORK

This application connects players with golf, cricket kabaddi, kho-kho, holly ball, running, and many others coaches and enables them to exchange information and collaborate anytime, anywhere. The coaching app is focused on the game industry. The app provides online video coaching. The app interface allows secure card payments for the training provided the client personally participated in the academy with help of the app.

In management, advantages of coaching rest in the fact that the client learns to believe in themselves, rely on their own decisions, take over responsibility for themselves. Coaching mainly leads to increasing the coached person's self-confidence and arouses the joy of learning. In management, the advantage of coaching may mainly be seen in higher performance and productivity of Students.

The researchers found an application design that is useful and easy to use and beneficial for sports coaches and the society. Many people do not know the application for a sports

Coach. Therefore, it is very necessary for the society to easily find a coach through the Finding Coach application. Not only in society aspect who get convenience, but in sports coaches' side also get the benefits. The trainer can promote his services, increase training hours and the trainer can evaluate directly

From the user so that the achievement of the trainer is not random. In addition, the Android based sport coaching application is also used.

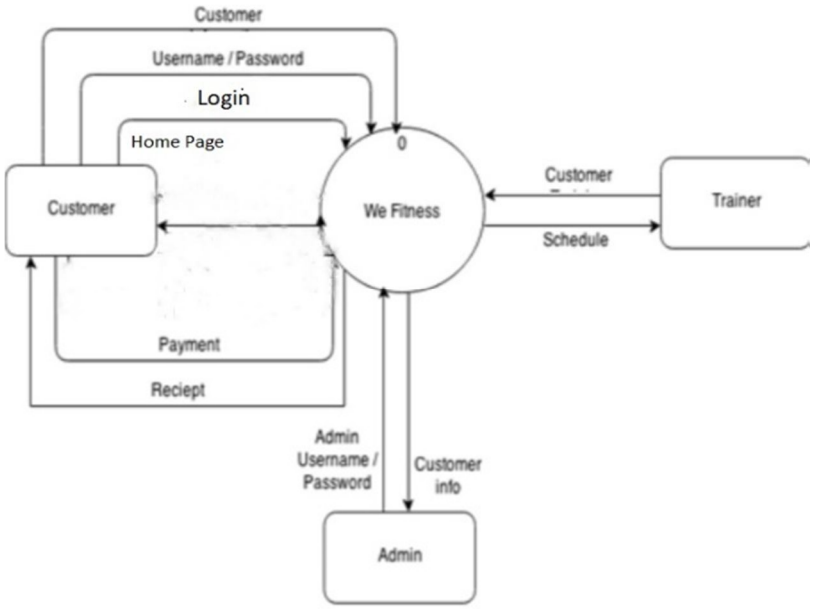
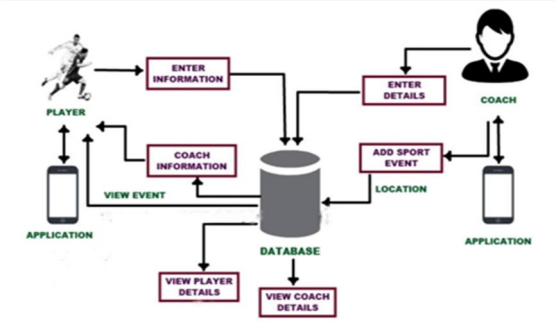


Fig.Data flow diagram.

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IV. SYSTEM ARCHITECTURE



V. CONCLUSION

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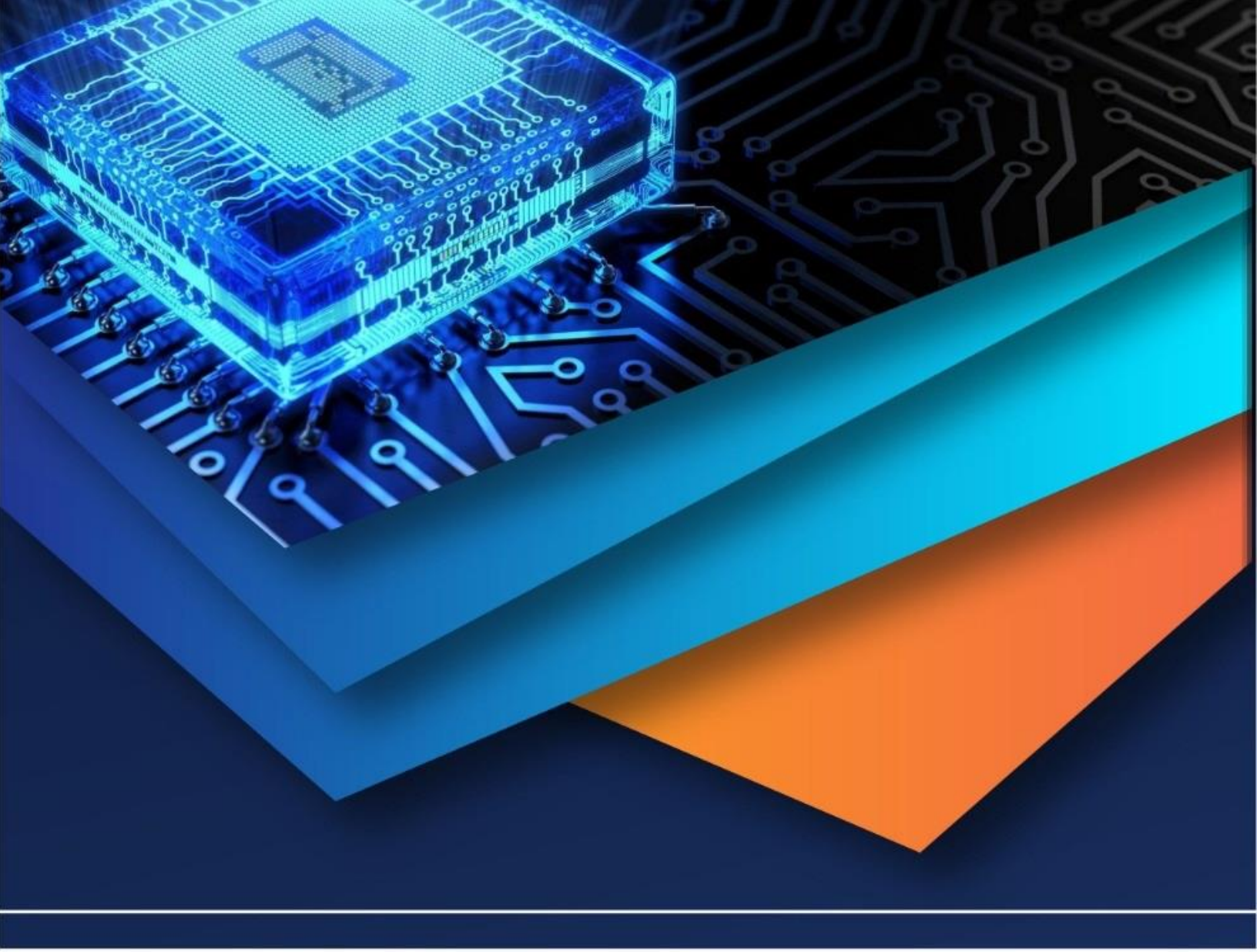
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