

HIGHER TECHNICAL INSTITUTE

COURSE IN COMPUTER STUDIES

DIPLOMA PROJECT

(USER MANUAL)

CYPRUS UNIVERSITY SPORTS
FEDERATION PROMOTIONAL SYSTEM

CS/222

PAPACOSTA MARIA
STYLIANOU TASOULA

9 JUNE 1999

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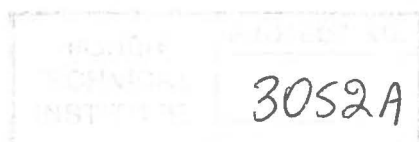
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CONTENTS

I.	INTRODUCTION	1
II	HOW TO USE THIS MANUAL	2
Chapter 1 – Getting Started		3
1.1	System Requirements	3
1.2	Installing the System	4
1.3	Running and Logging into the system	5
Chapter 2 – Quick Start Tutorial		6
2.1	Overview of the System	7
2.1.1	File Menu	7
2.1.3	Window Menu	8
2.1.4	Sports Menu	9
2.1.5	Finals Menu	10
2.1.6	Reports Menu	12
2.1.7	Labels Menu	12
2.1.8	Utilities Menu	13
2.1.9	Help Menu	13
Chapter 3 – System Operations		14
3.1	Buttons that you can find in multiple forms	14
3.2	Additional information on some buttons	16
3.3	Database aspect	17
3.3.1	File Menu	17
3.3.1.1	Page SetUp	17
3.3.1.2	Print	18
3.3.1.3	Print Preview	18
3.3.1.4	Send	18
3.3.1.5	Exit	18
3.3.2	Window Menu	19
3.3.2.1	Tile Horizontally	19
3.3.2.2	Tile Vertically	19
3.3.2.3	Cascade	19
3.3.3	Maintenance Menu	20
3.3.3.1	Announcements	20
3.3.3.2	Members Details	21
3.3.3.3	Subscriptions	23
3.3.3.4	National Federations	25
3.3.3.5	Team Representatives	27
3.3.3.6	Referees	29

3.3.3.7	Subsidization	31
3.3.4	Sports Menu	32
3.3.4.1	Participation Submenu	32
3.3.4.1.1.	Participation of teams in sports	33
3.3.4.1.2	Teams and Athlete details	35
3.3.4.1.3	Athlete Participation	37
3.3.4.1.4	Teams and Athletes	37
3.3.4.2	Groups Submenu	38
3.3.4.2.1	Sport Groups	39
3.3.4.2.2.	Group Pairs	41
	3.3.4.2.2.1 Sport Program	43
	3.3.4.2.2.2 Results of group Pairs Form	44
	3.3.4.2.2.3 Athlete Points Form	46
	3.3.4.2.3 Group Results	47
3.3.5	Finals Menu	49
3.3.5.1	Final Groups	50
3.3.5.1.1	Two Groups	51
3.3.5.1.2	Three Groups	59
3.3.5.1.3	Four Groups	62
3.3.6	Reports Menu	69
3.3.6.1	Members	70
3.3.6.2	National Federations	71
3.3.6.3	Referees	72
3.3.6.4	Team Representatives	73
3.3.6.5	Subscriptions	74
3.3.6.6.	Subsidization	75
3.3.6.7	Sports in a Period	76
3.3.6.8	Teams in a Sport	77
3.3.6.9	Athletes	78
3.3.6.10	Athletes in Sports	79
3.3.6.11	Group Results	80
3.3.6.12	First Scorer	81
3.3.6.13	Final Arrangement	82
3.3.6.13	Report Generator	83
3.3.7	Labels Menu	84
3.3.7.1	Athletes	84
3.3.7.2	Members	85
3.3.7.3	National Federations	85
3.3.7.4	Referees	86

3.3.7.5	Team Representatives	87
3.3.8	Utilities Menu	88
3.3.8.1	Backup	88
3.3.8.2	Restore	89
3.3.9	Help Menu	90
3.3.9.1	Contents and Index	90
3.3.9.2	About CUSF System	91
3.4	Internet Aspect	
3.4.1	ODBC Data Source Administration	92
3.4.2	Main CUSF Page	95
3.4.2.1	About CUSF	97
3.4.2.2	Existing Championships for the Current year	97
3.4.2.3	Sport Program	98

I. INTRODUCTION

This project concerns the implementation of a software system, whose purpose is to aid the management and administration of the Cyprus University Sports Federation.

More specifically the system will consist of two parts that are briefly explained below:

(1) Internet Site Aspect

The system will include a Web Page designed specifically for the needs of the CUSF. This Web Page will include information about:

- CUSF, like history of CUSF from the time it was established until now.
- The Sport Program of the sport events.
- Results of the sport events that have already been performed.
- The First Scorers in each sport.

This Web Page will be updated frequently.

(2) Database Aspect

This database will include information about the members belonging to CUSF, information about the program of the sport events and the results of these events.

In addition, the system should be able to continue normal operation and be able to cope with the growth of the federation.

II. HOW TO USE THIS MANUAL

This manual is divided into three chapters. Each chapter will contain explanations and indications for both the database and the Internet point of view. The first chapter "Getting Started", starts by indicating what are the system requirements. After that, it explains step-by-step how to install the software system on your personal computer. Finally, it shows to the user how to login to the system. The second chapter, "Quick Start Tutorial", provides an overview of the system functions. The third chapter, "System Operations", analyses each function of the system separately, in order for the user to be able to work efficiently with the system and get the most out of it.