

THE
BADMINTON INFORMATION SYSTEM

BY

GEORGE PAPADOPOULOS

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1. INITIAL INVESTIGATION

1.1 Introduction

Badminton is an evolving game in our country. The Cyprus Badminton Federation in an effort to help this evolution decided to organize an international badminton tournament in Cyprus. In the tournament, about 50 countries will take place. This necessitates a massive amount of information to be handled manually. For this reason the Federation decided to computerize the whole thing.

1.2 Description

Badminton is a game very much like volley except that it has two players, one at each side (or two at a side if it's doubles) using rackets and a small ball with a tail on it. One game of badminton is called a match and is made up of several sets.

The ground used for playing a badminton match is called a court. The court is divided into two halves by a net. The person who is employed of supervising the match is called the umpire. Walkover is when a player wins the game without actually playing the match. This is possible if one player is wounded and cannot go on with the match.

Sometimes sound players are placed to play with weak ones. Such players are called seeded players.

The player who will defeat two winning sets first is the winner of the match. To win a set, a player must score 15 points. But if the set comes to be 14-14 then the player who scored the 14 points first decides whether the set will be played up to 15 or up to 17 points. Service is when a player strikes the ball to the opponent's half of the court for the game to be started or restarted. For a player to score a point, must first get the serviceover. The player who has the serviceover can score for a point.

In the tournament several matches will being played at the same time. When a match finishes, a person, called the referee decides which will be the next match to be played in the vacant court.

The tournament encompasses 5 events: Men's Singles, Men's Doubles, Women's Singles, Women's Doubles and Mixed Doubles. A player may be taking part in more than one events at the same time. All the matches to be played are presented in a diagram showing the pairs of each match, for that particular round. When a round finishes the winners of each match are coupled together so as to form the pairs of the next round. This process takes place at the end of each round, until the final match which will yield to the winner of the entire event.

Up to now all the work was handled manually. Everything had to be put on paper. Information like the player's entry details and their qualifications, the participating countries details, results and final ranking records were done manually. This growing volume of information motivated the Badminton Federation to turn into computerization of the tournament. With this turning the Federation added some more

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