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SOCCER CLUB AUTOMATED INFORMATION SYSTEM

This paper mainly introduces the web application of automatic information system in soccer club, which makes the information management of soccer clubs more convenient and efficient.

Introduction

The soccer club automatic information system is divided into a foreground system and a background system. The front-end system is mainly used to display information, including club information, game records, coaches and player information. The background system is mainly used for information management, data statistics and data information visualization.

I. Disadvantages of existing systems

In the existing system, the existing system uses a system based on manual records, which has problems such as error-prone information, cumbersome process, slow execution, and low safety and reliability. At the same time, as the amount of information to be collected increases gradually, clubs must use more human and financial resources to record and classify this information. In addition, another disadvantage is that the existing soccer clubs only focus on displaying club information and do not include the analysis, processing and display of player performance data and injury records, which wastes club players The value of the data created in the game.

II. Task description

The Soccer Club Automated Information system based on web application is divided into a front stage system and a back stage system. The front stage system is used to display information about the club. Includes: player and coach information, club profile, club history, club achievements, game records and game videos, etc. The back stage system is used to manage the entire system, including: team information management, system user management, role management, authority menu assignment and club information statistics. The entire system has been improved on the existing system. The front stage system focuses on information display, and the back stage system focuses on the unified management of data. This separation of front-end and back-end design makes the functional division of the club system clearer. In addition, the back stage system not only focuses on management, but also pays more attention to the statistical and graphical display of data, which makes the stored data more valuable, visualizes the information composition of the entire club. Meanwhile,by centrally managing the club information, the time spent looking for club personnel information such as player information can be greatly reduced, and the club's feedback information can be obtained after analyzing the statistical data. It securely stores everything about the club in a database. The design of the entire system is intuitive and easy to operate. The efficiency of individuals participating in the automated system has been increased.

III. Conclusion

Soccer club automatic information system is mainly divided into two parts: front stage and back stage. It combines Spring Boot, Mybatis-plus, Mybatis, JWT, Vue, Axios and other technologies and MySQL database for system design and development.Front stage can help the club and club fans better interact.Back stage can help coach take a more reasonable layout through the analysis of statistics;can help doctors to conveniently record players' physical conditions and give advice;can help club administrators to better maintain and update the club's front desk display system. Compared with some existing management systems, it also pays more attention to data collation ,statistics and presentation. The system is also very convenient to use. The design of the whole system is concise and clear.

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