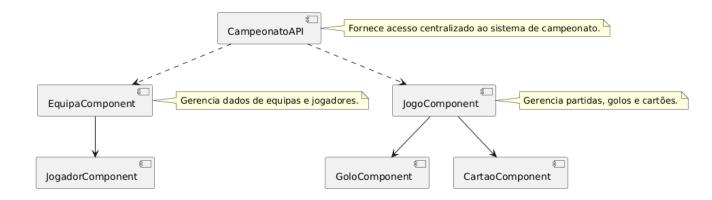
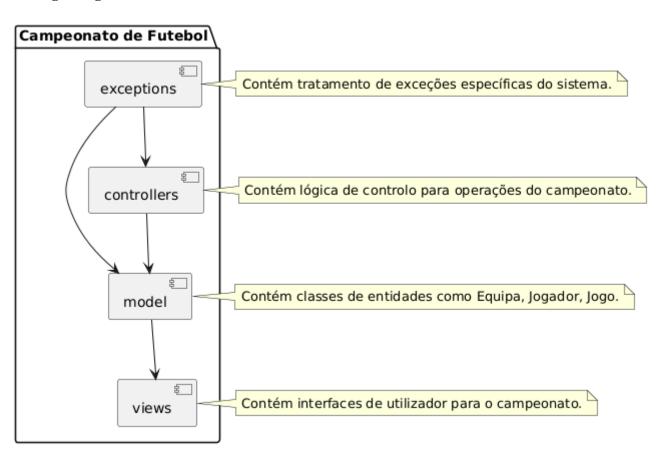
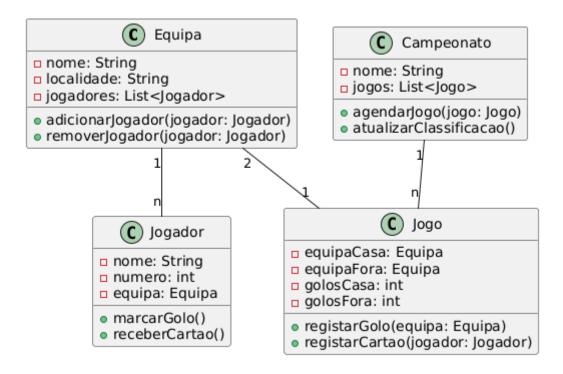
Component Diagram



Package Diagram



Model Class Diagram



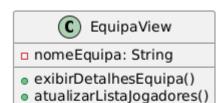
Exceptions Class Diagram



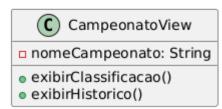
JogoNaoAgendadoException

mensagem: String
JogoNaoAgendadoException(mensagem: String)

Views Class Diagram







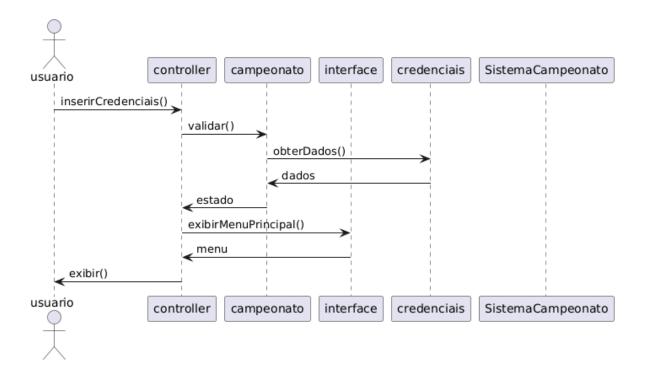
Controllers Class Diagram



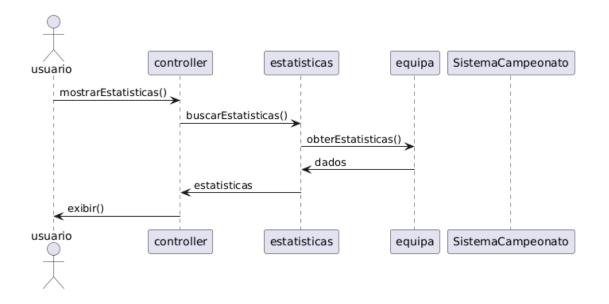
☐ JogoController
☐ jogoService: JogoService
● agendarJogo(equipaCasa: Equipa, equipaFora: Equipa)
● registarGolo(jogo: Jogo, equipa: Equipa)

CampeonatoController
campeonatoService: CampeonatoService
atualizarClassificacao()
exportarRelatorio()

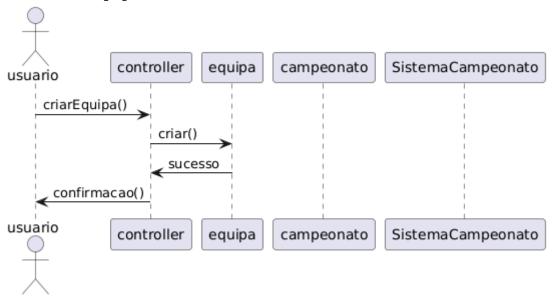
UC 1: Autenticar Utilizador



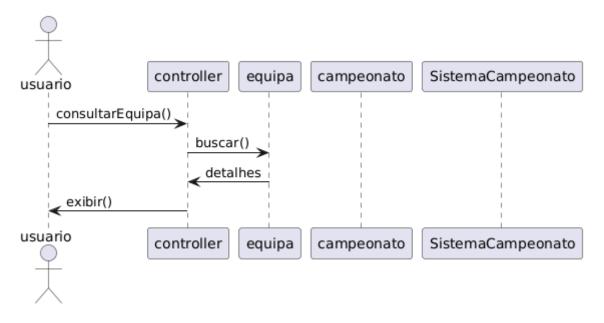
UC 2: Mostrar/Ocultar Estatísticas da Equipa



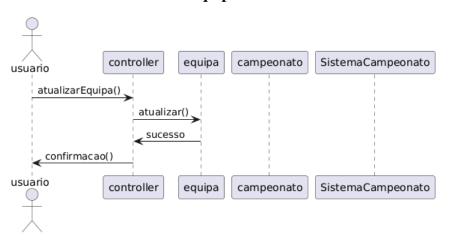
UC 3: Criar Equipa



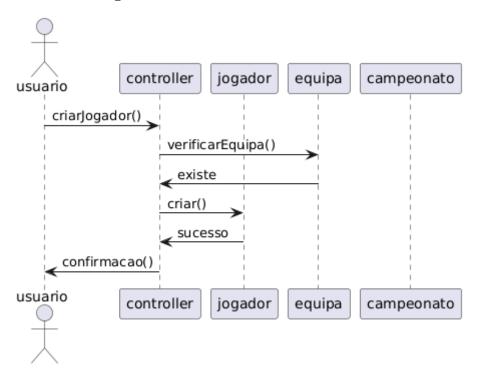
UC 4: Consultar Equipa



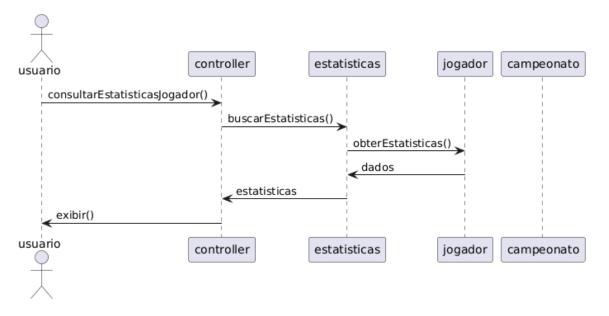
UC 5: Atualizar Dados da Equipa



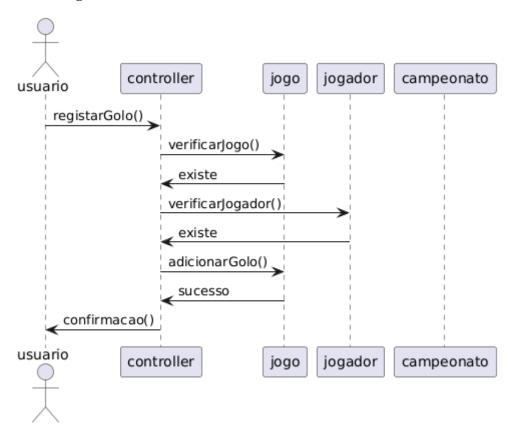
UC 6: Criar Jogador



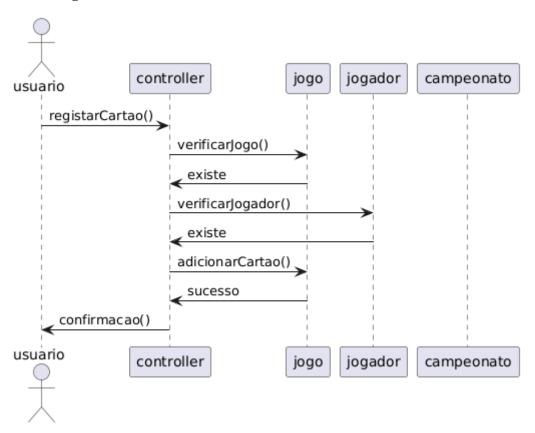
UC 7: Consultar Estatísticas do Jogador



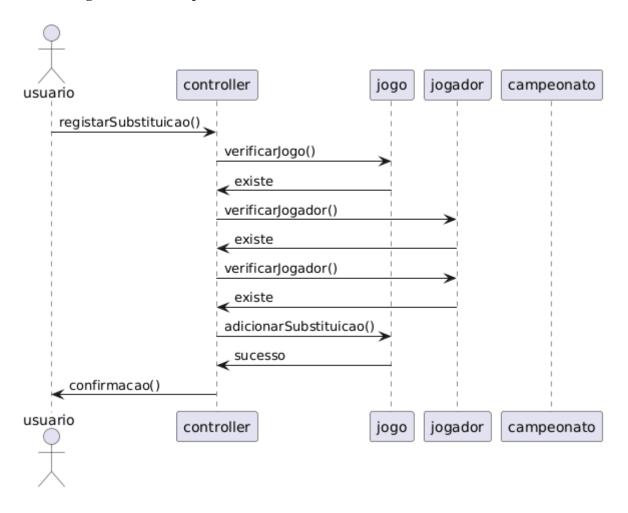
UC 8: Registar Golos



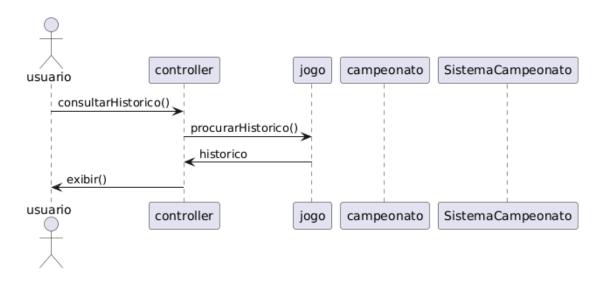
UC 9: Registar Cartão (Amarelo/Vermelho)



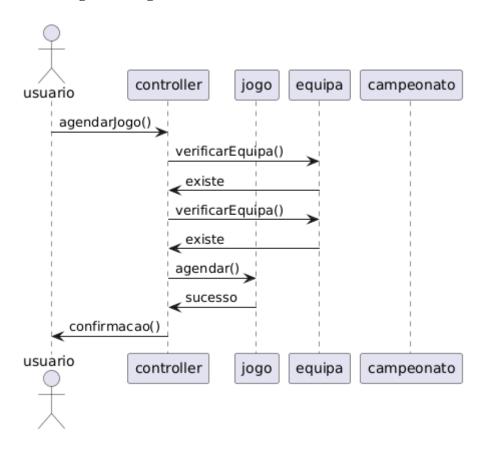
UC10: Registar Substituição



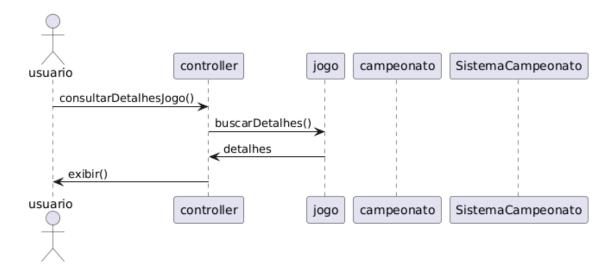
UC11: Consultar Histórico de Partidas



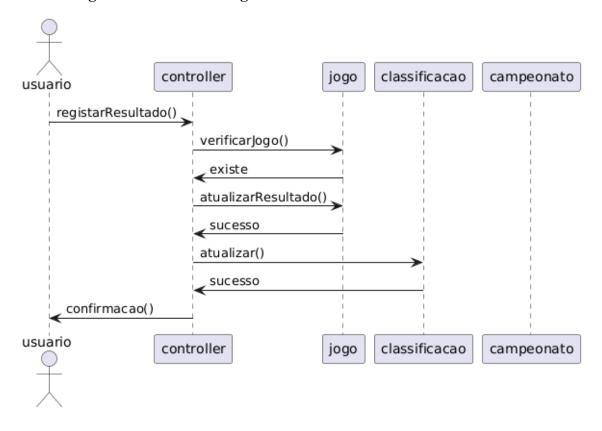
UC12: Agendar Jogo



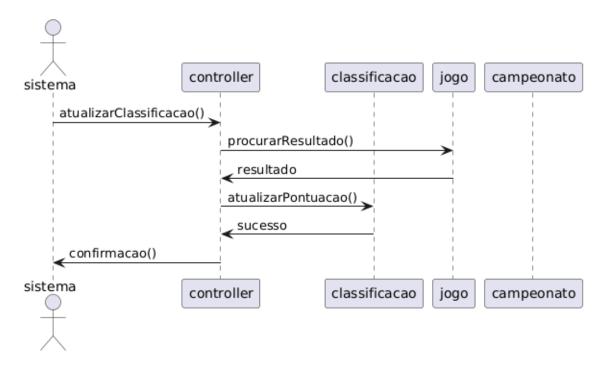
UC13: Consultar Detalhes de Jogo



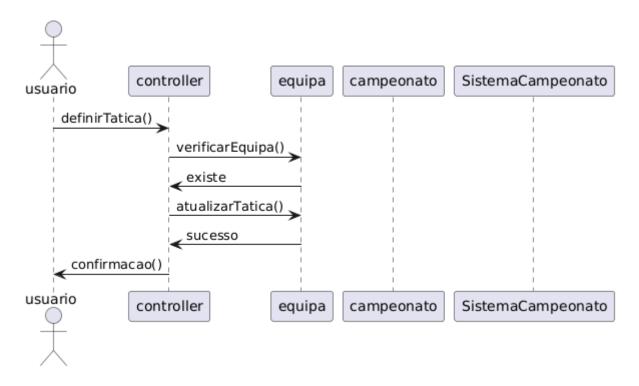
UC 14: Registar Resultado de Jogo



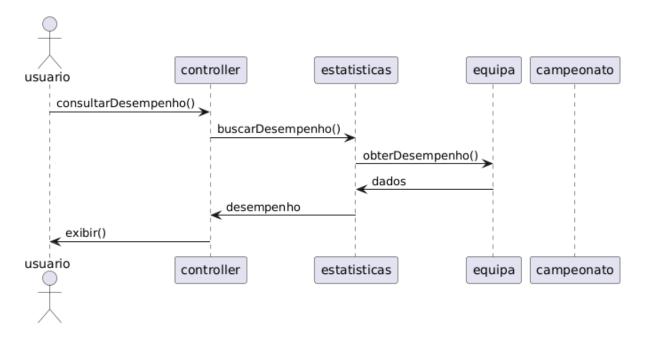
UC15: Atualizar Classificação do Campeonato



UC16: Definir Tática da Equipa



UC17: Consultar Desempenho da Equipa



UC18: Exportar Relatório do Campeonato

