# Classes

1. Main Class

* Run program

1. GUI Class

* Main GUI window(action Listener)

1. Referee Object (Object Class)

* Get/Set methods for all variables
* Constructor that takes a string as arg, 1 line from .txt file

1. Referee List (Array Class)

* Reads RefereesIn.txt
* Write RefereesOut.txt
* Creates new Referee Object
* Allocate method
* Get ID and Allocations (Bar Chart Data)

1. Match Object (Object Class)

* Constructor ( week, area, level, referee object)
* Get/Set methods for all variables

1. Match List (Array Class)

* Writes MatchesAllocs.txt
* Create new match

1. Bar Graph GUI class (Other Window)

* Display Bar Chart

1. Search/Update GUI class (Other Window)

* Add

1. Allocated Report Frame Class (Other Window)

