



FINAL PROJECT

TEAM-07

Submitted by,

- 1. Name: Monirul Abdin Seum**
ID: 2012318642
- 2. Name: Mohammad Rayhan Uddin**
ID: 1911824642
- 3. Name: Jeaul Haque Bayzed**
ID: 2013826042

Course: CSE215
Sec: 17

Submitted to,

Mohammad Sakib Mahmud(MoM)
Date: 16/01/2021

Introduction:

We have created a small database for a Cricket team. An Array List comprises the information of players (each element within the list is a CricketPlayer object), and this information is accessible/editable through a GUI program(Graphical User Interface). In order to do so, we have designed a CricketPlayer class and a GUI class, which can act according to the user's request.

Objective/ Vision:

A small database where users can add players name, Jersey number, salary, player type and also set ranking on a graphical interface.

Functional Requirements:

- 1.CricketPlayer class
- 2.GUI Class

Tools to be used:

Use any IDE to develop the project. It may be Eclipse/ MyEclipse / NetBeans etc.

Front End:

Javafx

Implementation:

CricketPlayer class:

CricketPlayer class collects data of the players by accessors and mutators. It initializes the data fields.

GUI class:

Every JavaFX program must have a class that extends `JavaFX.application.Application` and overrides its `start(Stage primaryStage)` method. Here, GUI extends the Application class and contains the main method. GUI class Creates a primary stage. The stage has two scenes, one for Buttons and another for showing the roster. The rosterScene has two panes. One is VBox, and another is Hbox. VBox has three buttons(Add, Remove, Show). The other pane HBox has the VBox pane on the left side of the pane and the table on the right side of

the pane. The CrickerPlayers array stores all the information of players. The observable list method loads the cricketplayer array to collect data from the CicketPlayer class.

Add Button Action:

When the “Add” button is clicked, the program pops up a new window. It has text fields to collect information about a player. This window also has two buttons, “add” and “Back.”When the add button is clicked, all the player’s information is stored in the CricketPlayer class array. This window collects the name of a player, jersey number, Salary, batting position, and ICC ranking. After closing this window, users can access the previous window. It’s mandatory to close the player information window to access the previous window.

RemovePlayer Button Action:

When the “Remove” button is clicked the program pops up a new window. It has text fields to collect the name of a player.It searches the array using the name user put into the text field. If the user types a valid player name then the program removes all information of the player,otherwise show “No such player exists”.It’s mandatory to close the player information window to access the previous window.

Show Button Action:

When the “Remove” button is clicked The program shows all the information off all players of the database as a table view.

Some screenshots are given below:

Roaster

...

Add

...

Rem...

Show

Player Name	Jersey	Salary	Position	ICC Ranking
No content in table				

Player Information

Player Name

Jersey

Salary

Position

ICC Ranking

Add

Back

Roaster

... Add ...

Rem...

Show

Player Name	Jersey	Salary	Position	ICC Ranking
-------------	--------	--------	----------	-------------

Player Information

Player Name

Jersey

Salary

Position

ICC Ranking

Add Back

Roaster

... Add ...

Rem...

Show

Player Name	Jersey	Salary	Position	ICC Ranking
-------------	--------	--------	----------	-------------

Player Information

Player Name

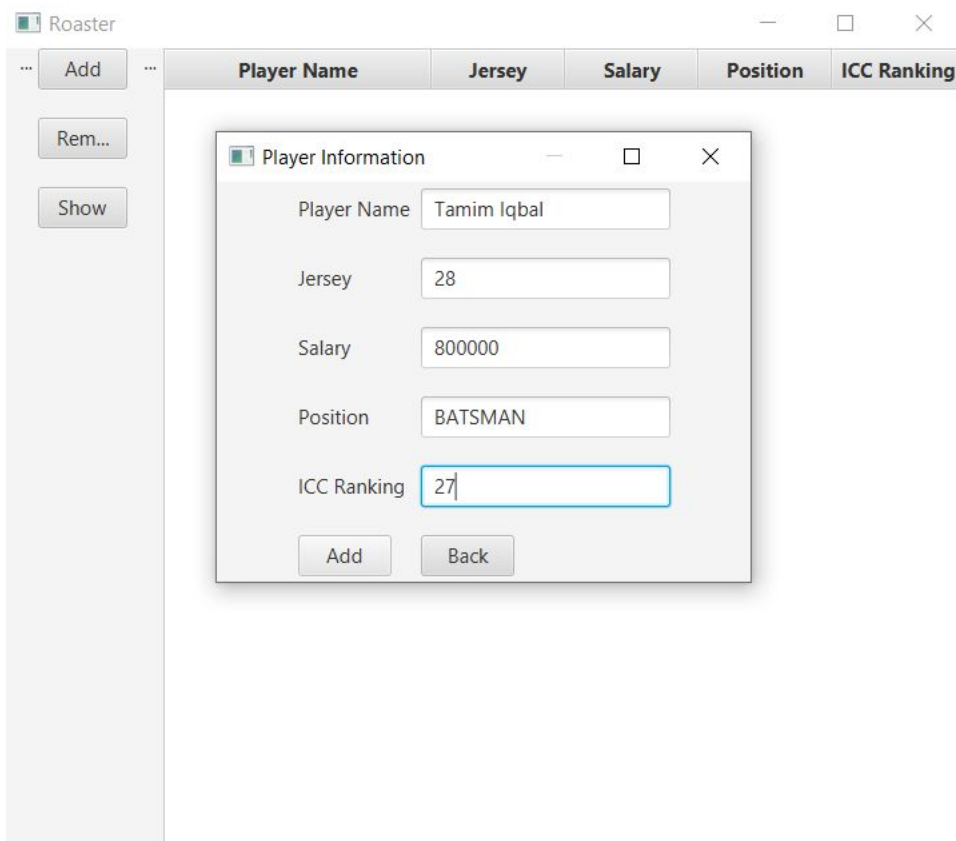
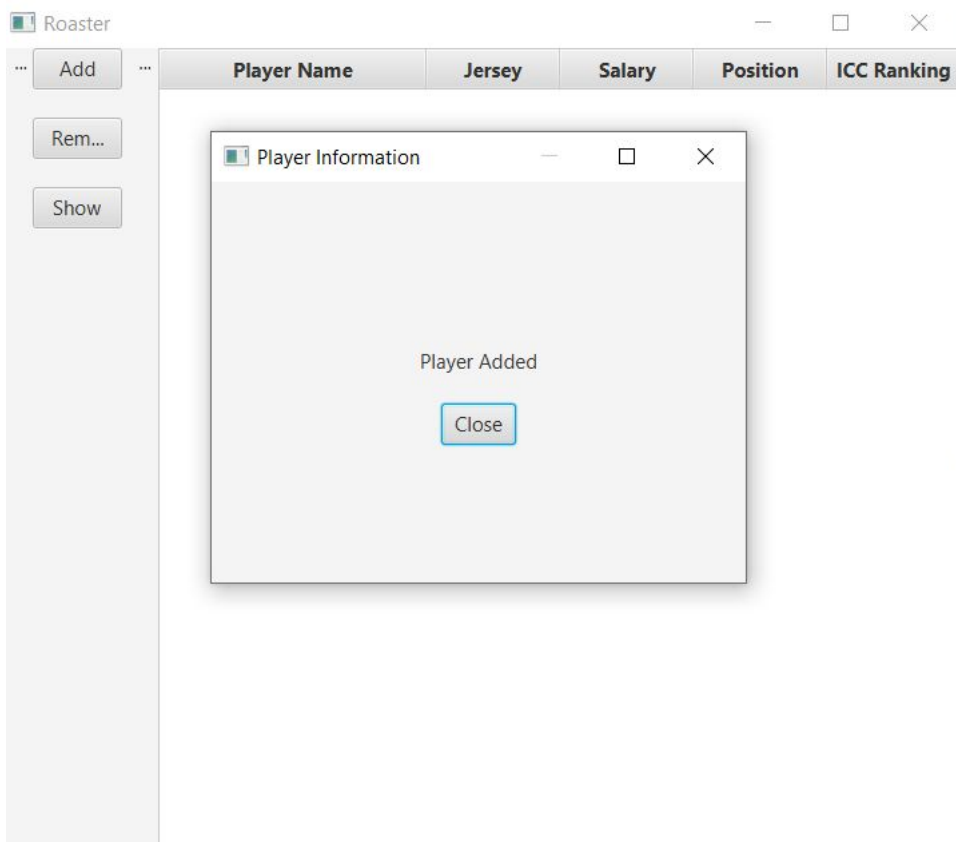
Jersey

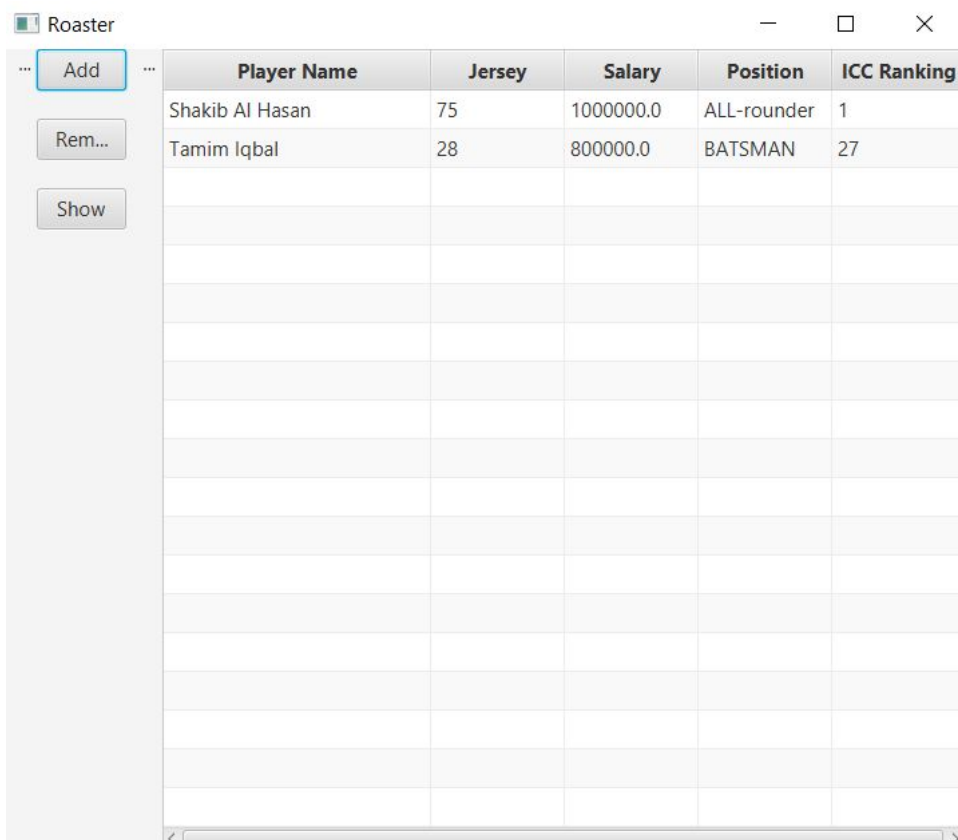
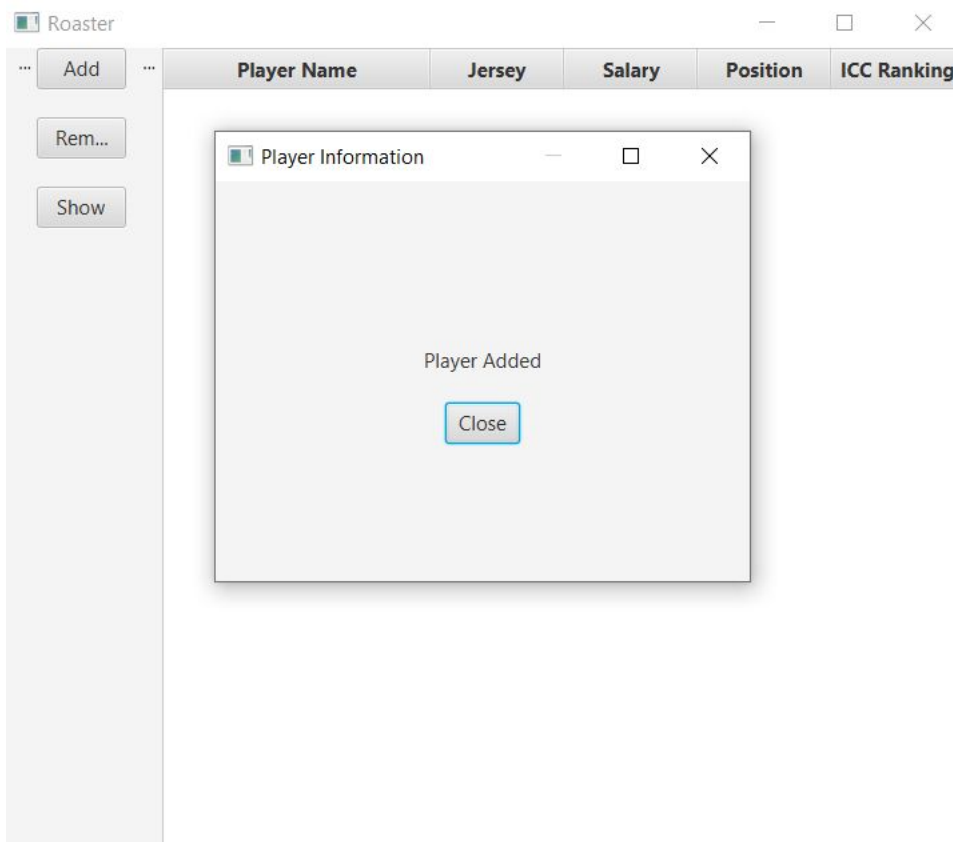
Salary

Position

ICC Ranking

Add Back





Roaster

...

Add

...

Rem...

Show

Player Name	Jersey	Salary	Position	ICC Ranking
-------------	--------	--------	----------	-------------

Remove Player

Player Name

Remove

Back

Roaster

...

Add

...

Rem...

Show

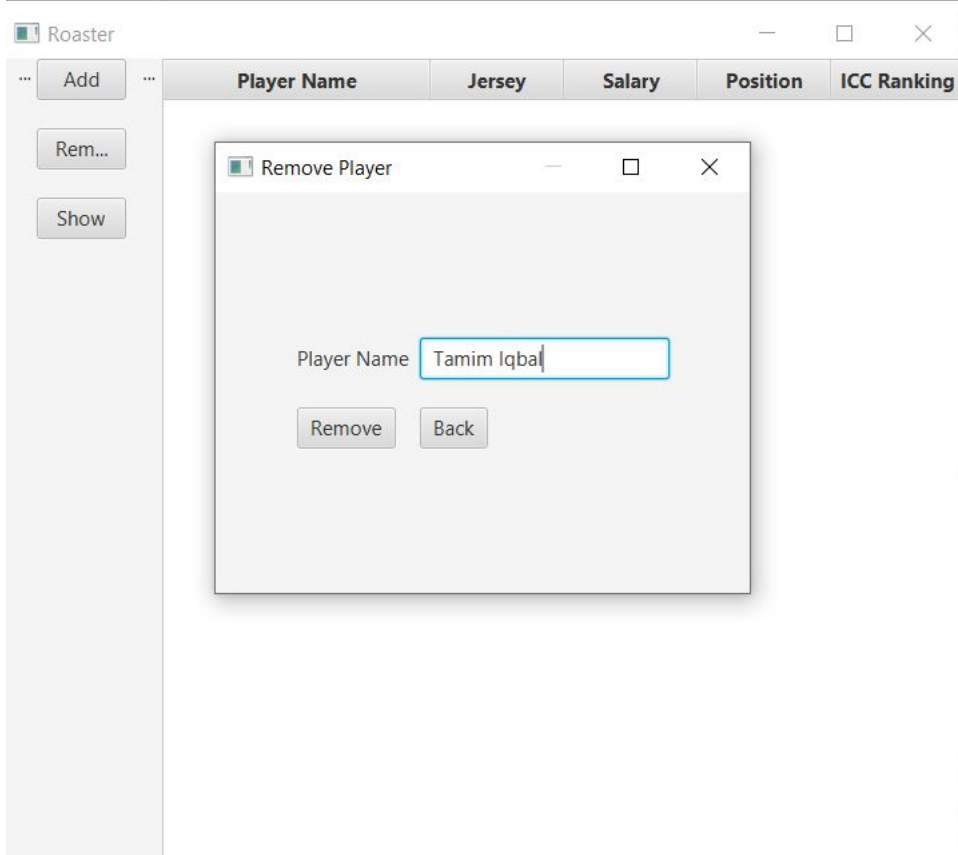
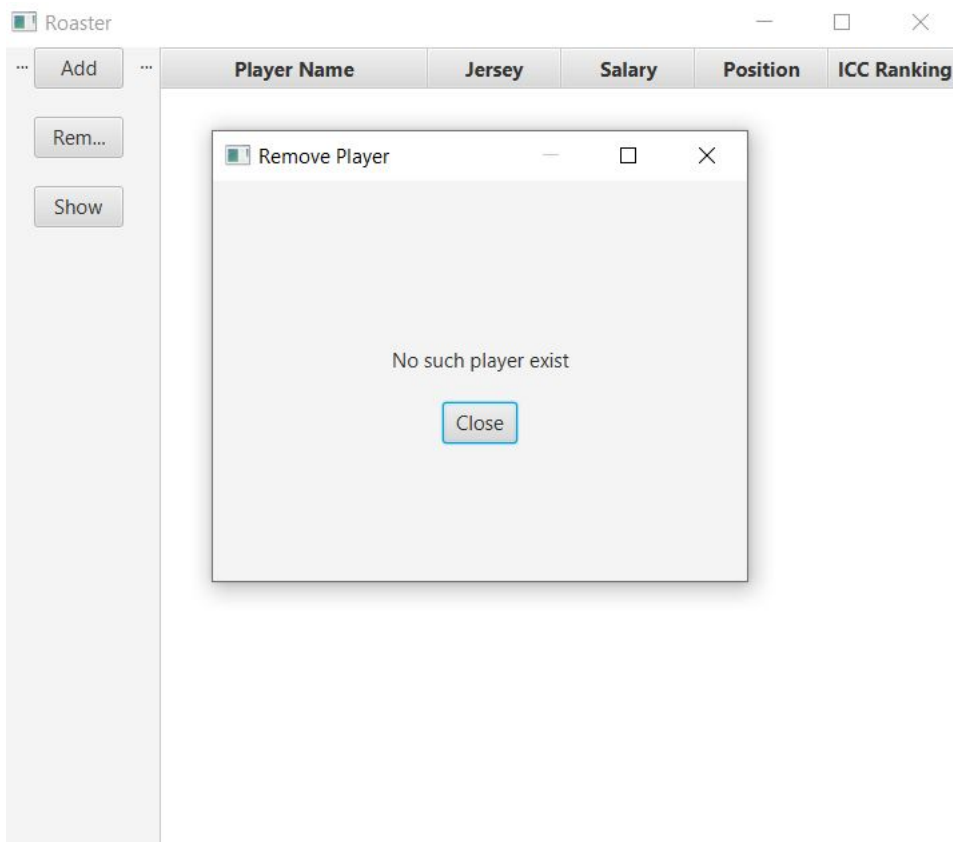
Player Name	Jersey	Salary	Position	ICC Ranking
-------------	--------	--------	----------	-------------

Remove Player

Player Name

Remove

Back



How to run this project:

Import the CriccktPlayer.java and GUI.Java file on the Eclipse IDE and run it.

Users can also run the program by opening the “.bat” file.

##Source codes are in the “**Source**” folder.

Thank you.