**ACS 567\_HW1\_Work Plan**

The Java console application that I would be creating is a cricket application consisting of the data fields: id, firstName, lastName, runsScored, year. And would consist of three classes as required by following the object-oriented principles, which are:

1. The Player class which encapsulates the player data. The data fields which this class would maintain are id, firstName, lastName, runsScored, year which would have the identifiers long, String, String, String and String respectively.
2. The DataManager class which is a singleton class that manages the data manipulation, analytics and filtering operations and error handling operations by maintaining and returning a single instance of the class to avoid multiple simultaneous conflicting data operations and stores/manipulates the data from a data.txt file in the same root repository path of the application in a CSV format.
3. The CricketApplication class which would be a driver class and the entry point of the application, which handles user interaction based on the input provided. For example, on running the application the user will be receiving a list of choices like “Enter 0 to read the existing data”, “Enter 1 to add new data into the application”, “Enter 2 to edit the existing data”, “Enter 3 to delete a particular record of the existing data using id”, “Enter 4 to remove all the data in the storage file”, “Enter 5 to view the mean values of the runs scored by the player according to the year”, “Enter 6 to view the median values of the runs scored by the player according to the year”, “Enter 7 to view the filter the records of the player according to the year”. And based on the user’s input the selected operation would be performed and the respective result would be displayed.