

UML

double:startTime
double: endTime
Location:String
Home:String
Visitor:String
homePlayers:int
awayPlayers:int
homeGoal:int
awayGoal:int

getStartTime: return startTime
getEndTime: endTime
getLocation: location
getHome: home
getVisitor: visitor
getHomePlayers: homePlayers
getAwayPlayers: awayPlayers
getHomeGoal: homeGoal
getAwayGoal: awayGoal
addHomeGoal: homeGoal
addAwayGoal: awayGoal
selectWinner: home

width:Double

getArea: return width * width;
getPerimeter: return 4 * width;

Coupon:double
Payments:double
Interest:double
valueMaturity:double

getPrice:return (coupon * (1-(1/(Math.pow(1+interest,payments)))+valueMaturity *
1/Math.pow(1+interest, payments)));