



SIS-



TEMA DE GESTIÓN DEPORTIVA

(ENTREGA 4)

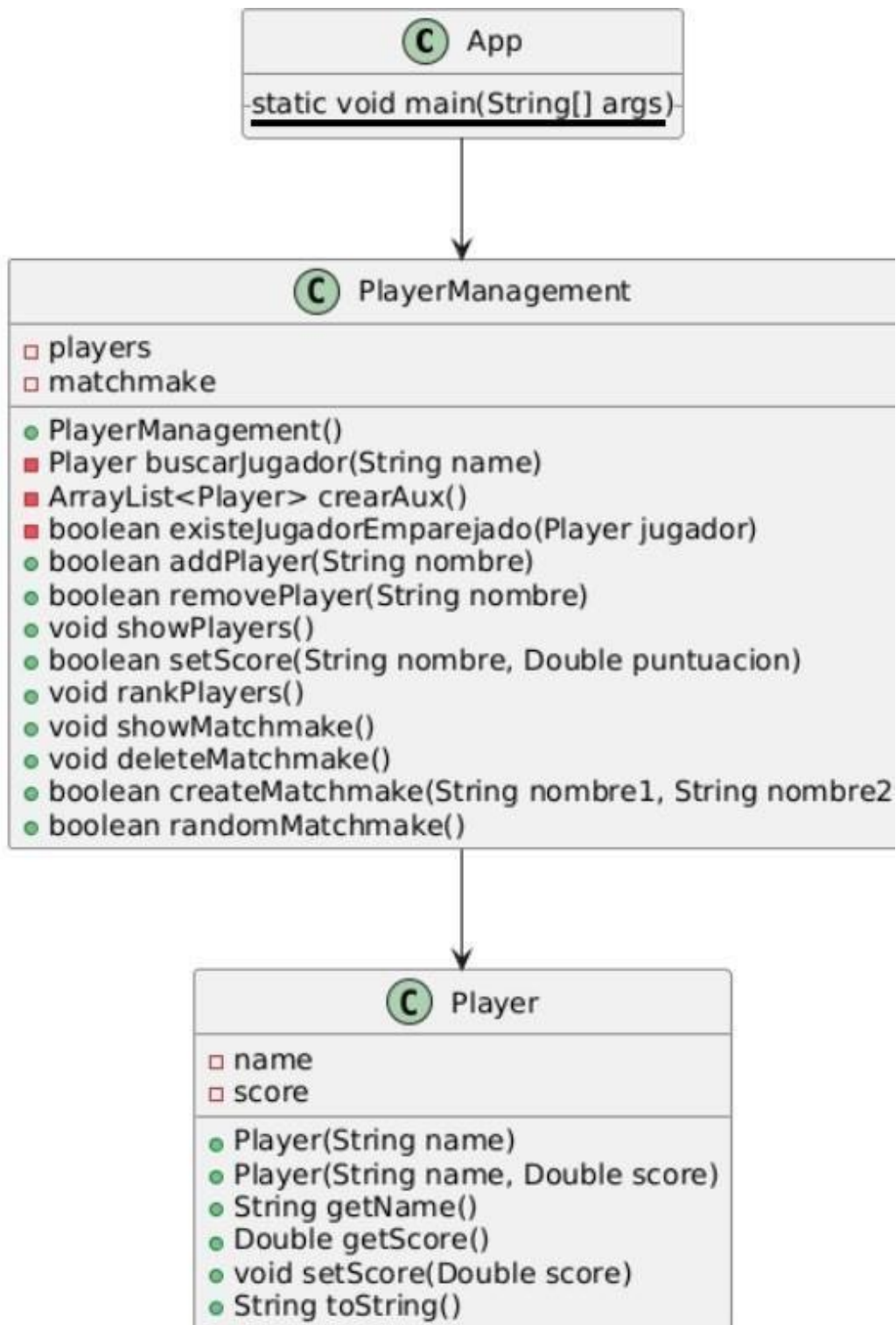
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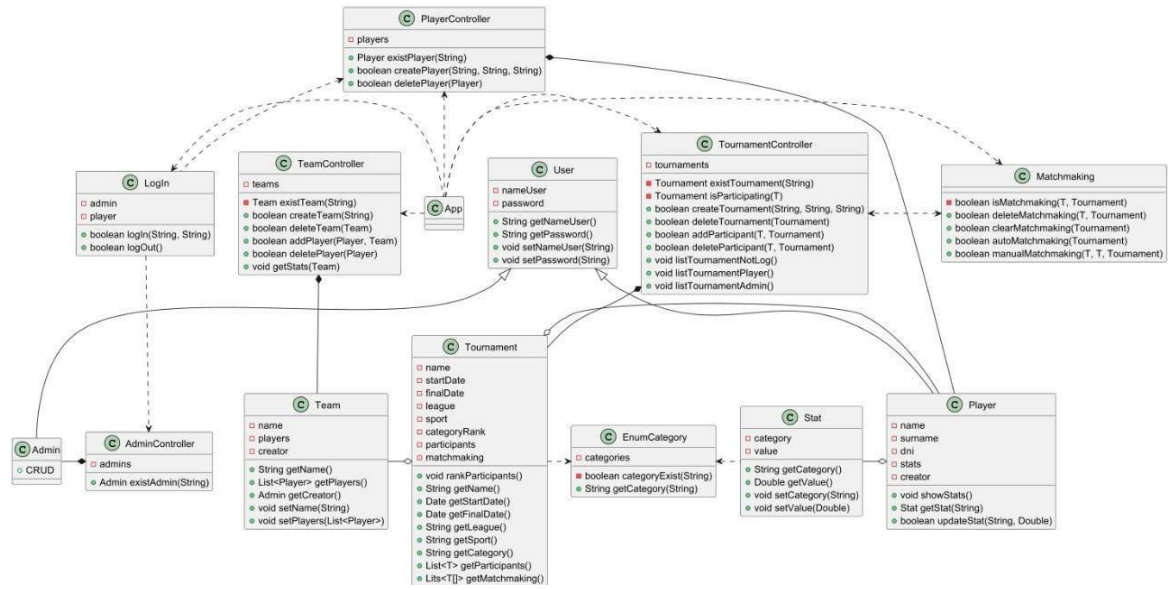
<https://github.com/AlbertoArpa/poo2/>

IWSIM21 – POO

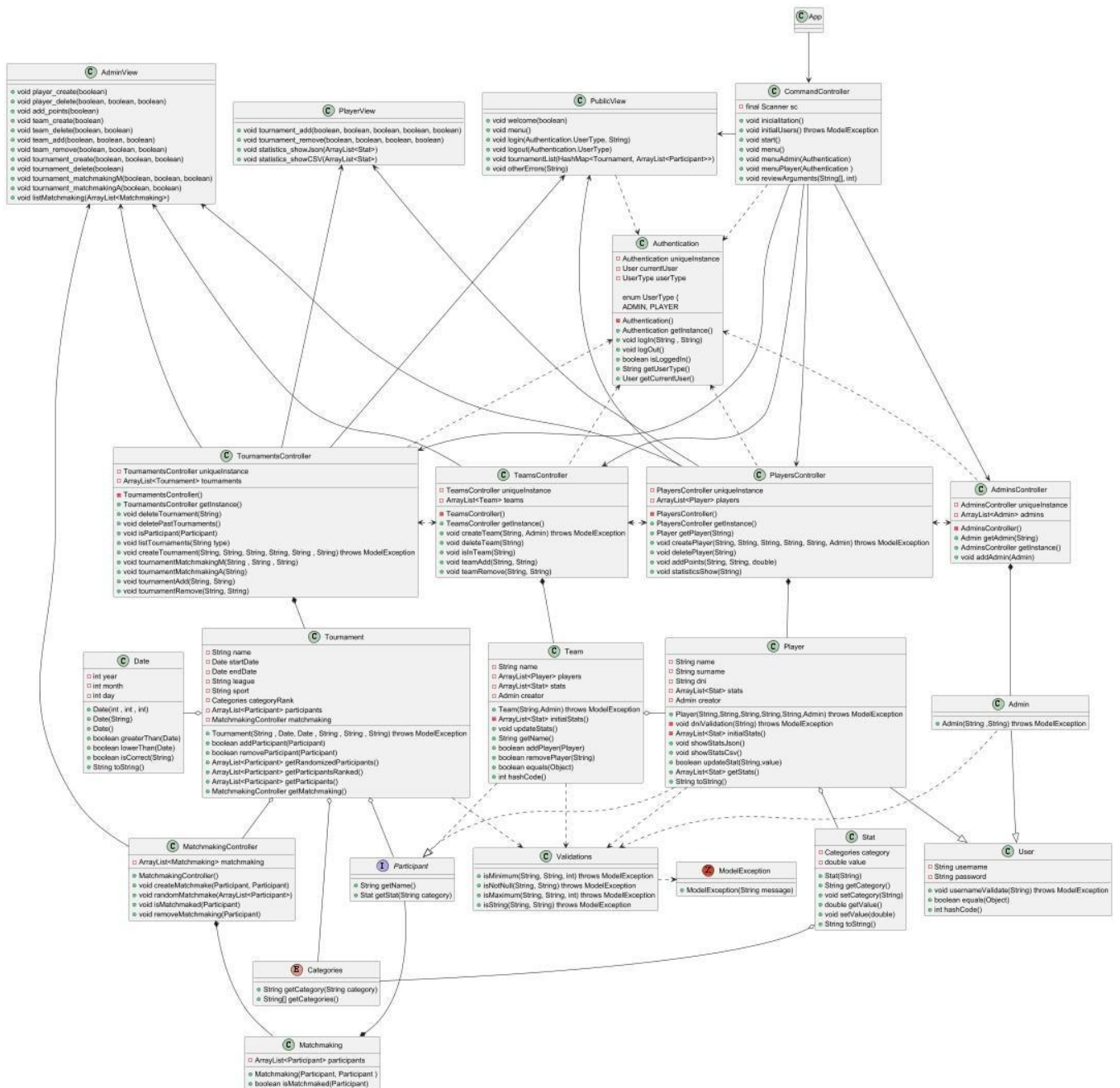
PRÁCTICA 1:



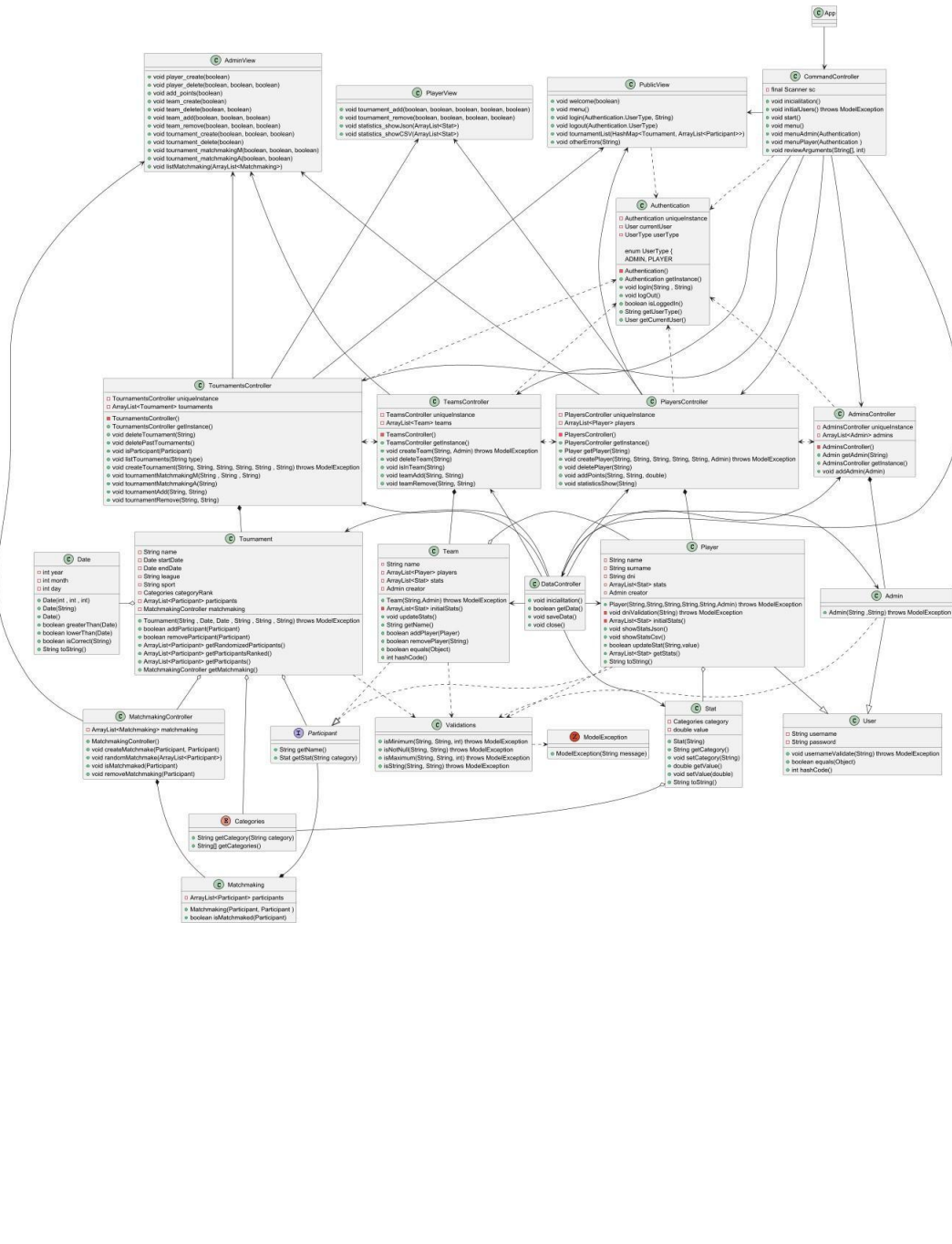
PRÁCTICA 2:



PRÁCTICA 3:



PRÁCTICA 4:



HIBERNATE:

La conexión a la base de datos se ha implementado con llamadas a esta mediante la clase DataController, del paquete "Controlador", siendo la finalidad de esta clase manejar la información que se lee y se escribe a la base de datos, y para controlar esto manualmente se introduce un nuevo comando: "save-changes", con el cual se actualizan todos los datos automáticamente, añadiendo los objetos creados, actualizando los existentes y eliminando los que ya no se utilizan.

Aquí un ejemplo dentro del método saveData():



```
1  for (Team team : TeamsController.getTeams()) {
2      for (Stat stat : team.getStats()) {
3          stat.setTeam(team);
4          session.persist(stat);
5      }
6      session.persist(team);
7  }
8  session.getTransaction().commit();
```

Y otro dentro de getData():



```
List<Player> players = session.createQuery("SELECT DISTINCT p FROM Player p JOIN FETCH p.stats", Player.class).getResultList();
for (Player player : players){
    PlayersController.addPlayer(player);
    if (player.getTeam()!=null){
        TeamsController.getTeam(player.getTeam().getName()).addPlayer(player);
    }
}
```

PRUEBA DE EJEMPLO:

Haremos una prueba de ejecución con imágenes de la salida de la terminal y de MySQL.

- Al ejecutar App.java, aparece la conexión de Hibernate a la BD:

```
dic 22, 2024 2:30:43 P. M. org.hibernate.engine.jdbc.env.internal.JdbcEnvironmentInitiator initiateService
INFO: HHH10001005: Database info:
    Database JDBC URL [jdbc:mysql://localhost:3306/poo]
    Database driver: com.mysql.jdbc.Driver
    Database version: 8.0
    Autocommit mode: false
    Isolation level: undefined/unknown
    Minimum pool size: 1
    Maximum pool size: 10
dic 22, 2024 2:30:45 P. M. org.hibernate.resource.transaction.backend.jdbc.internal.DdlTransactionIsolatorNonJtaImpl getIsolatedConnection
INFO: HHH10001501: Connection obtained from JdbcConnectionAccess [org.hibernate.engine.jdbc.env.internal.JdbcEnvironmentInitiator$ConnectionProviderJdbcConnectionAccess@48cch
-----BIENVENIDO AL SISTEMA DE GESTIÓN DEPORTIVA -----

Comandos:
> login [username;password]
> tournament-list
-----
> |
```

- Iniciamos sesión como admin:

```
ROL: admin
BIENVENIDO, adrian@alumnos.upm.es
Comandos:
> player-create [username;password;name;surname;dni]
> team-create [name]
> player-delete [username]
> team-delete [name]
> add-points [player username;category;points]
> team-add [player username;team]
> team-remove [player username;team]
> tournament-create [name;startDate;endDate;league;sport;categoryRank]
> tournament-delete [tournament name]
> tournament-matchmaking [-m/-a;tournament name(;team1;team2)]
> tournament-list
> save-changes
> logout
-----
> |
```

	username
▶	adrian@alumnos.upm.es
•	NULL

- Creamos el jugador con username adri@alumnos.upm.es y guardamos en la BD:

```
> player-create adri@alumnos.upm.es;123;adri;largo;87654321J

JUGADOR CREADO CON EXITO
Comandos:
> player-create [username;password;name;surname;dni]
> team-create [name]
> player-delete [username]
> team-delete [name]
> add-points [player username;category;points]
> team-add [player username;team]
> team-remove [player username;team]
> tournament-create [name;startDate;endDate;league;sport;categoryRank]
> tournament-delete [tournament name]
> tournament-matchmaking [-m/-a;tournament name(;team1;team2)]
> tournament-list
> save-changes
> logout
-----
> save-changes
```

	dni	name	surname	username	creator_username	team_name
▶	87654321j	adri	largo	adri@alumnos.upm.es	adrian@alumnos.upm.es	NULL
•	NULL	NULL	NULL	NULL	NULL	NULL

	username	password
▶	adri@alumnos.upm.es	123
	adrian@alumnos.upm.es	1432
•	NULL	NULL

- Creamos el equipo “god” y guardamos en la BD:

```
> team-create god

EQUIPO CREADO CON EXITO
Comandos:
> player-create [username;password;name;surname;dni]
> team-create [name]
> player-delete [username]
> team-delete [name]
> add-points [player username;category;points]
> team-add [player username;team]
> team-remove [player username;team]
> tournament-create [name;startDate;endDate;league;sport;categoryRank]
> tournament-delete [tournament name]
> tournament-matchmaking [-m/-a;tournament name(;team1;team2)]
> tournament-list
> save-changes
> logout
-----
> save-changes
```


	name	creator_username
▶	god	adrian@alumnos.upm.es
•	NULL	NULL

- Añadimos el jugador al equipo y guardamos en la BD:

```
> team-add adri@alumnos.upm.es;god

JUGADOR AÑADIDO AL EQUIPO CON EXITO
Comandos:
> player-create [username;password;name;surname;dni]
> team-create [name]
> player-delete [username]
> team-delete [name]
> add-points [player username;category;points]
> team-add [player username;team]
> team-remove [player username;team]
> tournament-create [name;startDate;endDate;league;sport;categoryRank]
> tournament-delete [tournament name]
> tournament-matchmaking [-m/-a;tournament name(;team1;team2)]
> tournament-list
> save-changes
> logout
-----
> save-changes
```

	dni	name	surname	username	creator_username	team_name
▶	87654321j	adri	largo	adri@alumnos.upm.es	adrian@alumnos.upm.es	god
•	NULL	NULL	NULL	NULL	NULL	NULL

- Creamos el torneo “futbol” y guardamos en la BD:

```
> tournament-create futbol;14/01/2025;15/01/2026;liga1;futbol7;money generated

TORNEO CREADO CON EXITO
Comandos:
> player-create [username;password;name;surname;dni]
> team-create [name]
> player-delete [username]
> team-delete [name]
> add-points [player username;category;points]
> team-add [player username;team]
> team-remove [player username;team]
> tournament-create [name;startDate;endDate;league;sport;categoryRank]
> tournament-delete [tournament name]
> tournament-matchmaking [-m/-a;tournament name(;team1;team2)]
> tournament-list
> save-changes
> logout
```

```
> save-changes
```

CAMBIOS GUARDADOS CORRECTAMENTE

	name	category_rank	league	sport	endDate	startDate
▶	futbol	MONEY_GENERATED	liga1	futbol7	20	19
•	NULL	NULL	NULL	NULL	NULL	NULL

- Añadimos el equipo al torneo y guardamos en la BD:

```
> tournament-add futbol;god
```

TU EQUIPO HA SIDO AÑADIDO AL TORNEO

Comandos:

```
> tournament-add [tournament name(;team)]
> tournament-remove [tournament name(;team)]
> statistics-show [-csv/-json]
> tournament-list
> save-changes
> logout
```

```
> save-changes
```

	name	tournament_name
▶	god	futbol

- Añadimos puntos al jugador en la categoría “money generated” y guardamos en la BD:

```
> add-points adri@alumnos.upm.es;money generated;12

PUNTOS AÑADIDOS CORRECTAMENTE
Comandos:
> player-create [username;password;name;surname;dni]
> team-create [name]
> player-delete [username]
> team-delete [name]
> add-points [player username;category;points]
> team-add [player username;team]
> team-remove [player username;team]
> tournament-create [name;startDate;endDate;league;sport;categoryRank]
> tournament-delete [tournament name]
> tournament-matchmaking [-m/-a;tournament name(;team1;team2)]
> tournament-list
> save-changes
> logout
-----
> save-changes
```

	id	category	value	player_username	team_name
▶	216	SCORED_POINTS	0	adri@alumnos.upm.es	NULL
	217	ASSIST_POINTS	0	adri@alumnos.upm.es	NULL
	218	WON_GAMES	0	adri@alumnos.upm.es	NULL
	219	WON_TOURNAMENTS	0	adri@alumnos.upm.es	NULL
	220	MONEY_GENERATED	12	adri@alumnos.upm.es	NULL
	226	SCORED_POINTS	0	NULL	god
	227	ASSIST_POINTS	0	NULL	god
	228	WON_GAMES	0	NULL	god
	229	WON_TOURNAMENTS	0	NULL	god
	230	MONEY_GENERATED	12	NULL	god
	NULL	NULL	NULL	NULL	NULL

- Eliminamos el equipo del torneo y guardamos en la BD:

```
> tournament-remove futbol;god

TU EQUIPO HA SIDO ELIMINADO DEL TORNEO
Comandos:
> tournament-add [tournament name(;team)]
> tournament-remove [tournament name(;team)]
> statistics-show [-csv/-json]
> tournament-list
> save-changes
> logout
-----
> save-changes

CAMBIOS GUARDADOS CORRECTAMENTE
```

name	tournament_name
------	-----------------

- Eliminamos el torneo y guardamos en la BD:

```
> tournament-delete futbol

TORNEO BORRADO CORRECTAMENTE
Comandos:
> player-create [username;password;name;surname;dni]
> team-create [name]
> player-delete [username]
> team-delete [name]
> add-points [player username;category;points]
> team-add [player username;team]
> team-remove [player username;team]
> tournament-create [name;startDate;endDate;league;sport;categoryRank]
> tournament-delete [tournament name]
> tournament-matchmaking [-m/-a;tournament name(;team1;team2)]
> tournament-list
> save-changes
> logout
-----
> save-changes
```

	name	category_rank	league	sport	endDate	startDate
*	NULL	NULL	NULL	NULL	NULL	NULL

- Cuando se finaliza la ejecución y se vuelve a ejecutar, se leen los cambios subidos a la base de datos y se incorporan al programa

