ViewTournamentBoundary <<Boundary>>

+showTournament()

CreateTournamentBoundary <<Boundary>>

+createTournament(name: String, date: Date, cost: Decimal, partecipant: int)

Tournament <<Entity>>

-name: String

-location: String

-number: int

-cost: Decimal

-date: LocalDate

-id: int

+getName(): String

+setName(name: String) : void

+getLocation(): String

+setLocation(location: String) : void

+getNumber(): int

+setNumber(number: int) : void

+getCost(): Decimal

+setCost(cost: Decimal) : void

+getDate(): LocalDate

+setDate(date: LocalDate) : void

+getId(): int

+setId(id: int) : void

TournamentController<<Controller>>

+verifyAuthenticaition() : void

+generateTournament() : void

+fetchTournament() : void

User <<Entity>>

-id: int

-username: String

-password: String

-role: String

+getId(): int

+setId(id: int) : void

+getUsername(): String

+setUsername(username: String) : void

+getPassword(): String

+setPassword(password: String) : void

+getRole(): String

+setRole(role: String) : void