SISTEMA DE GESTIÓN DEPORTIVA



Practica de Programación Orientada a Objetos 2024-2025

Universidad Politécnica de Madrid

E.T.S. de Ingeniería en Sistemas Informáticos

Departamento de Sistemas Informáticos

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Match

- +match(Player player1,Player player2):Match
- <getter>getPlayer1():String
- <getter>getPlayer2():String
- + toString():String

Player

name: String # score: Double

- +player(String name):Player
- <getter> getName(): String
- <getter> getScore():Double
- <setter> setName(String): void
- <setter> setScore(Double):void
- + toString(): String



CLI

- +print(String):void
- +scanner():scanner
- +isName():boolean



Logic

- +start(int participantes):void
- +createPlayer(String name): void
- +removePlayer(String name): void
- -removeMatches(String name): void
- +showPlayers(): void
- +setScore(String name, int score): void
- +rankPlayers(): void
- +showMatchups(): void
- +clearMatchups(): void
- +matchPlayers(String name1, String name2): void
- +randomMatchup(): void
- -exists(name):boolean
- -searchPlayer(name):Player
- -menu():void

dde UMLEntregas 2 y 3 cli -scanner Scanner - spelCommand() String - print():void teamRemove +apply String +toString String +getCommand:String +apply String +bString String +getCommand:String playerCreate +apply String +toString String +getCommand:String logaut +toString String +apply String +getCommand:String +apoly Syring +boString Syring -boString Syring login +apply String +toString string +getCommand:String +apply String +toString String +getCommand:String tournament list +toString String eapply String +soarch(String);Team +addTeam;Team);vold +addFuryerToTeam;Puryer,Team); -getTeams();Team -seleteTeam/Team);vold TournamentController +addictionnament(Controller +addictionnament(Controller) -addictionnament(Controller) -addictionnament(Controller) -addiction(Controller) rankAux(Tournament).String showmatchmakes(Tournament).String +search(String):Tournament -getInslance():TournamentController -password:String tornament -turno Sirrig -staritizant conduct -finish Cale Localizat -finish Cale Localizat -tangun Sirrig -tang register(tournament);void register(team);void matchmakingMan(tournament);String CAIRDONIS SCORED POINTS MATCH_WON ASISTS_POINTS PAST_TOURNAMENTS GENERATED_MONEY -name.String - isMember[Payer]Boolean - ipsCategory(category]Double +RemovaTournament[Tourname +addTournament[Tournament) category +gaiValue(): Double > +seiValue(): vald -value:double

