

SISTEMA DE GESTIÓN DEPORTIVA



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DE MADRID

Practica de Programación Orientada a Objetos 2024-2025

Universidad Politécnica de Madrid

E.T.S. de Ingeniería en 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
```