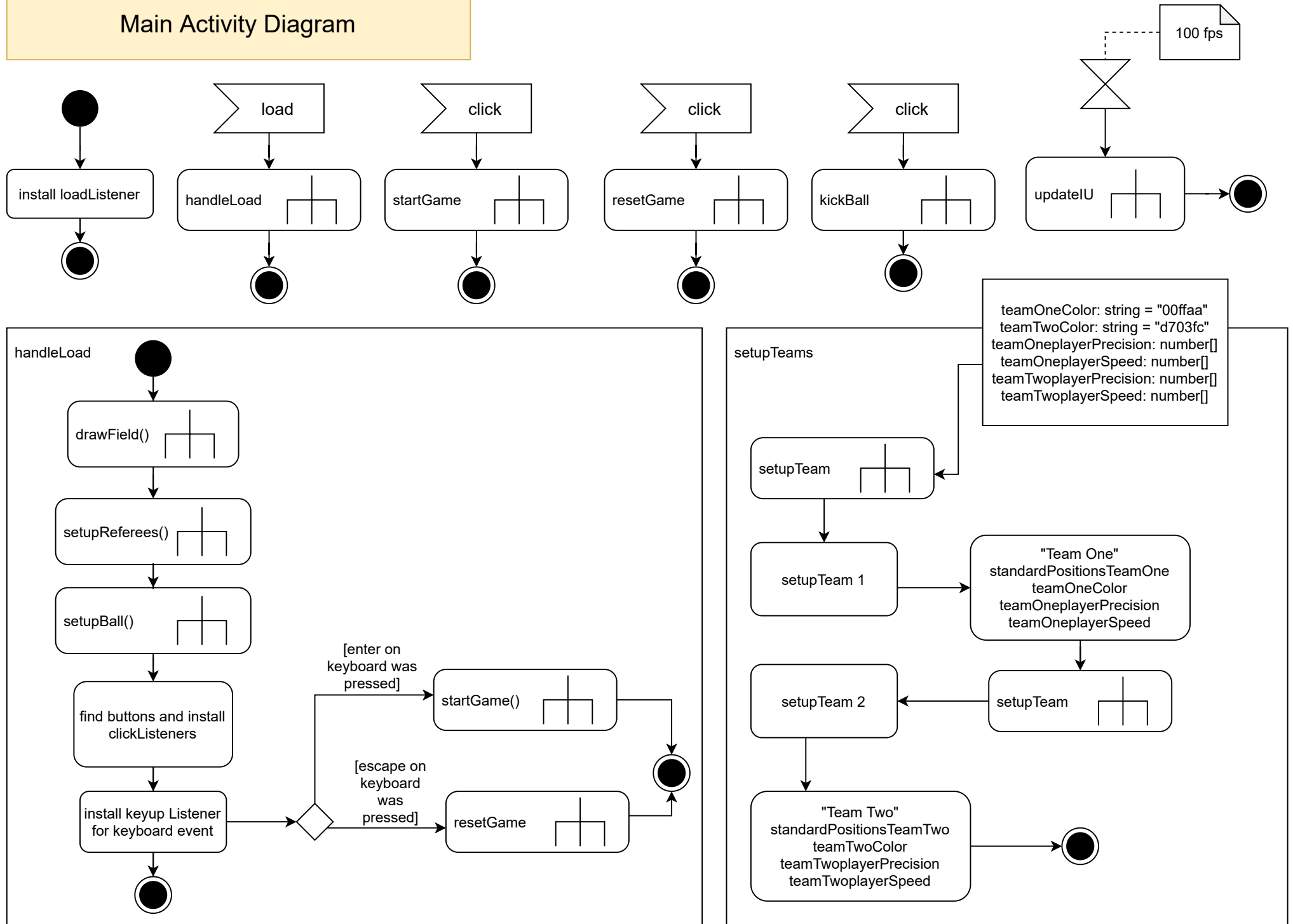
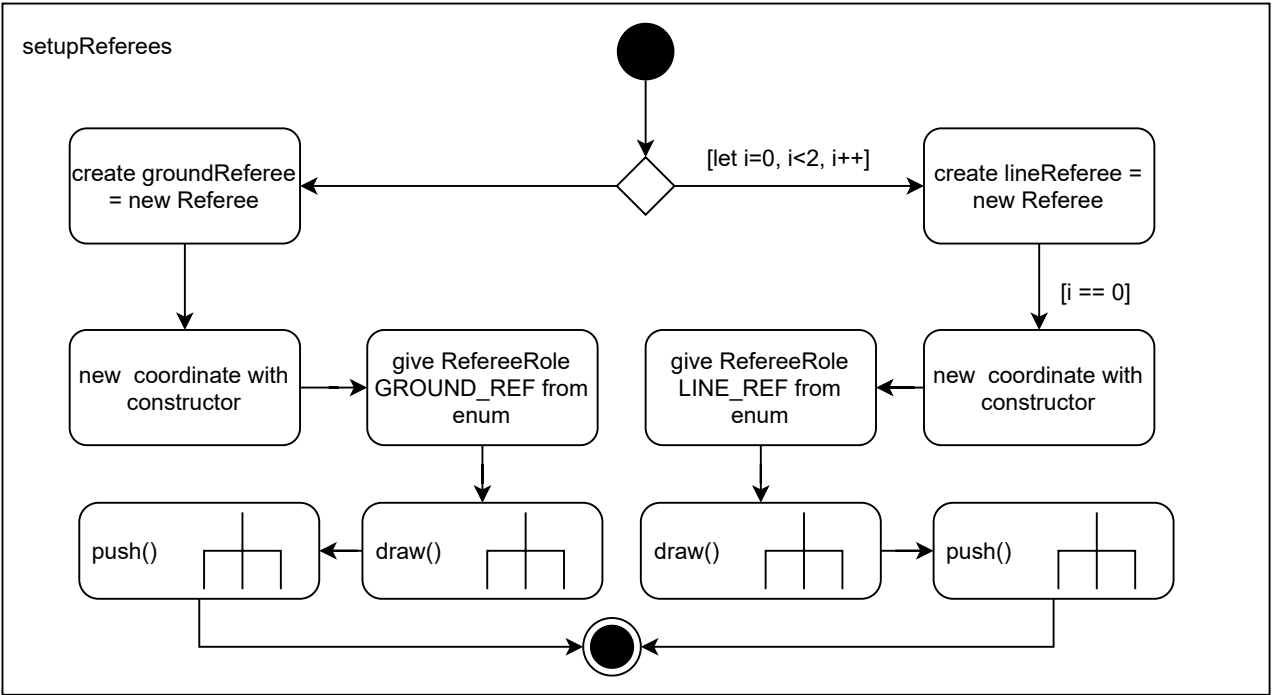
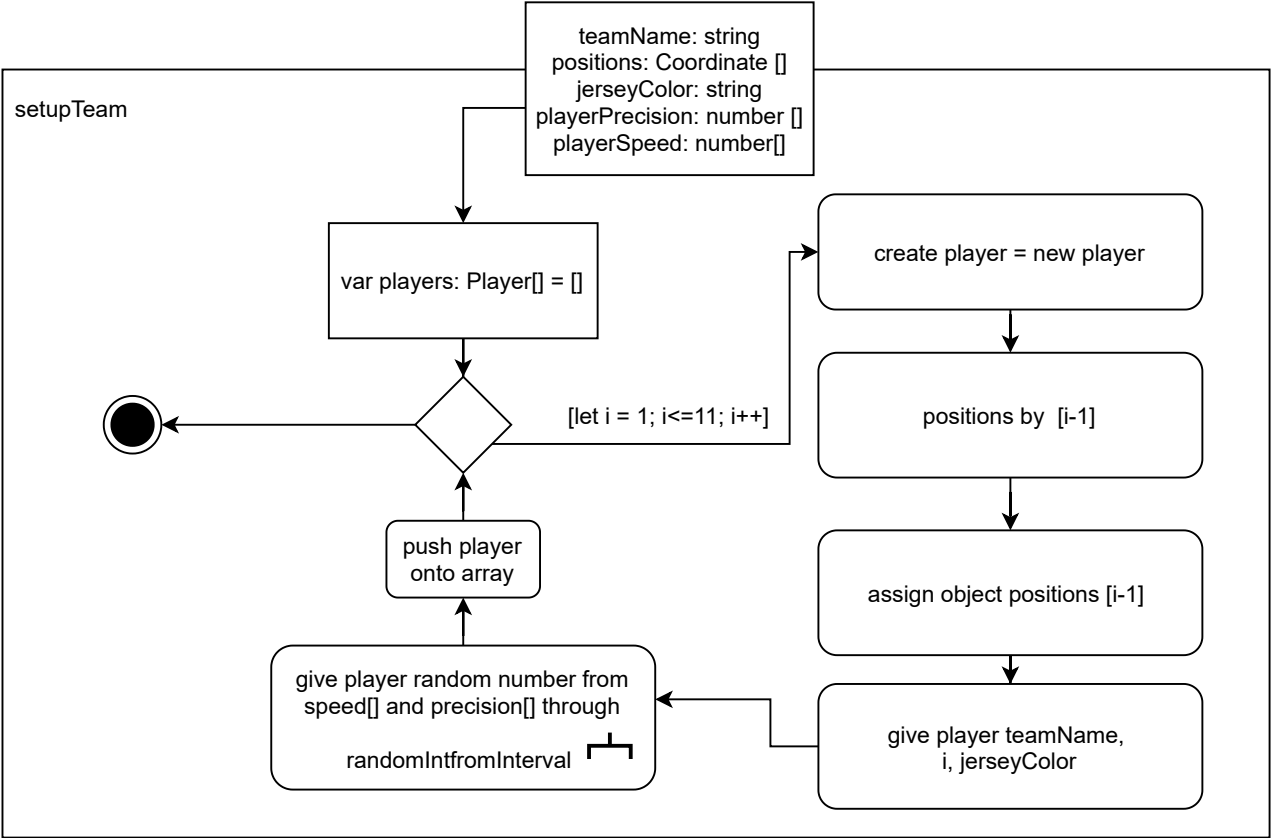
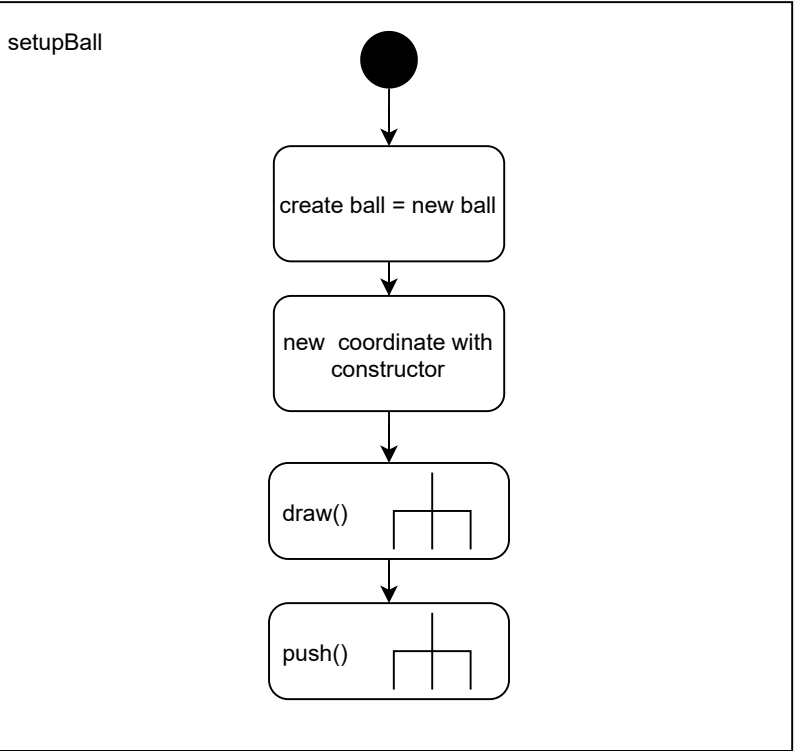
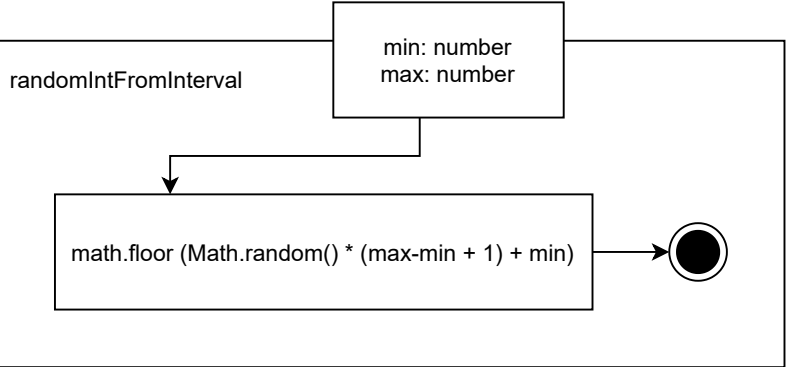
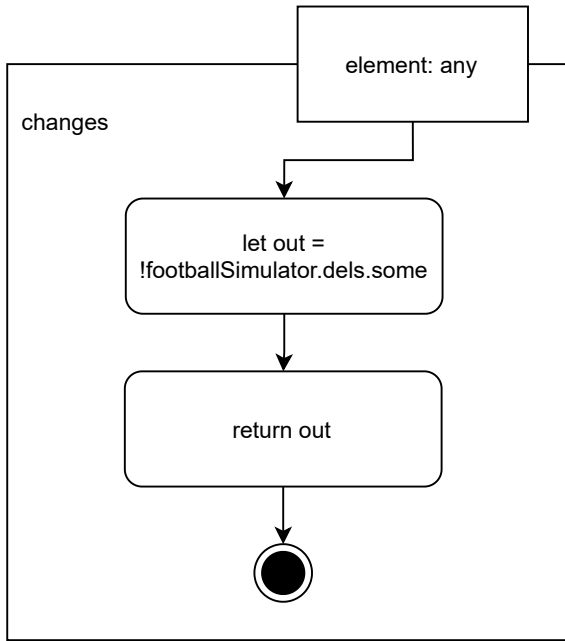
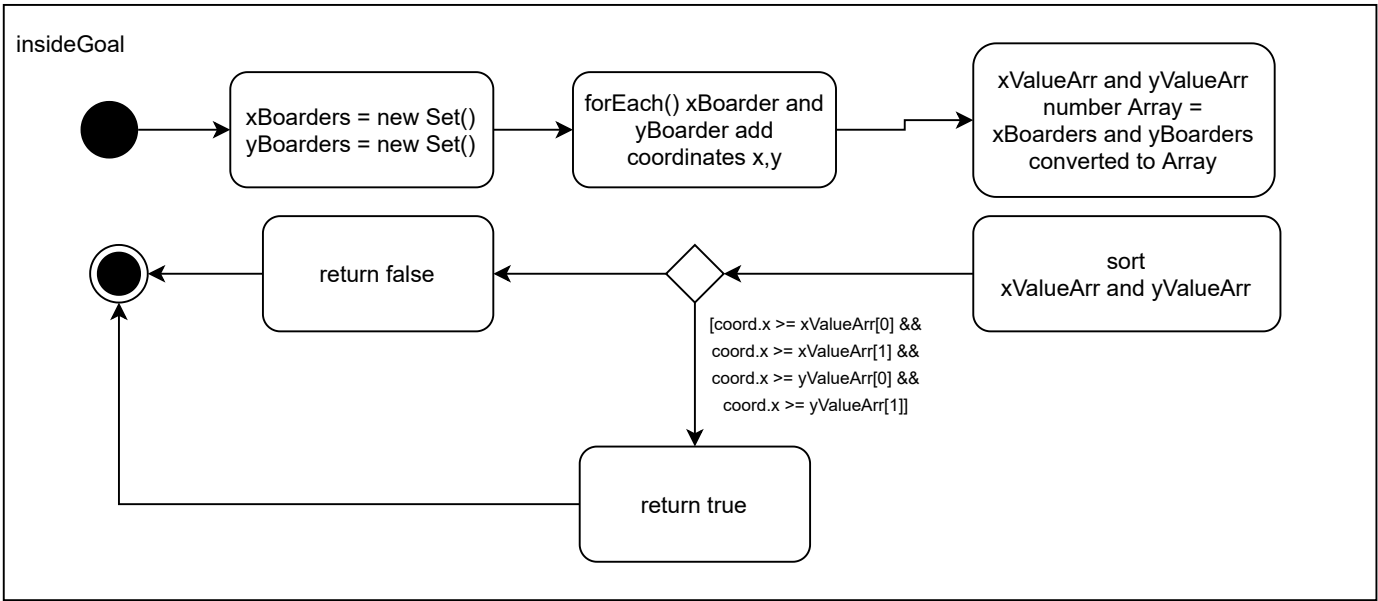
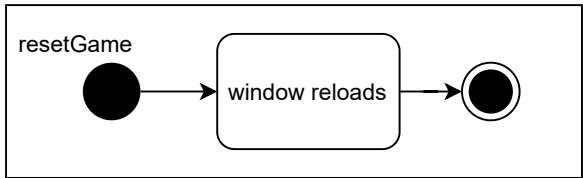
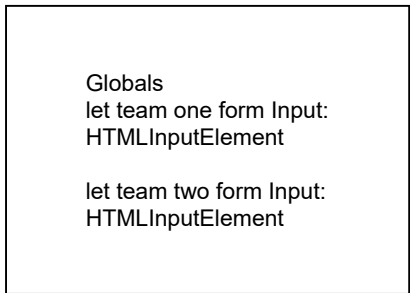
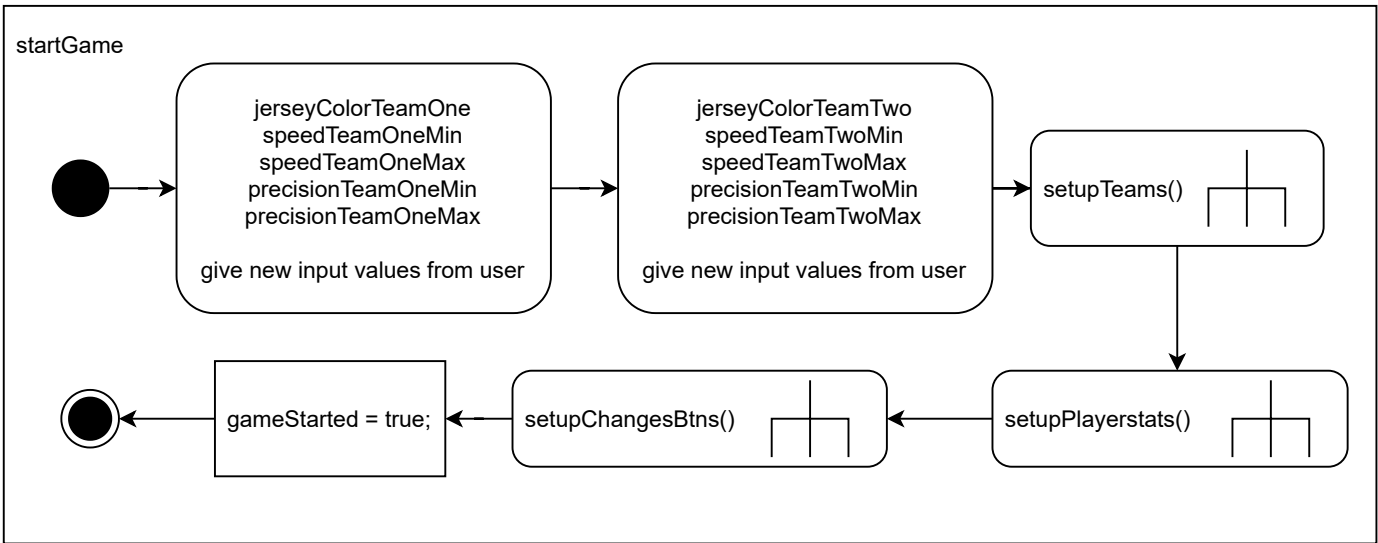


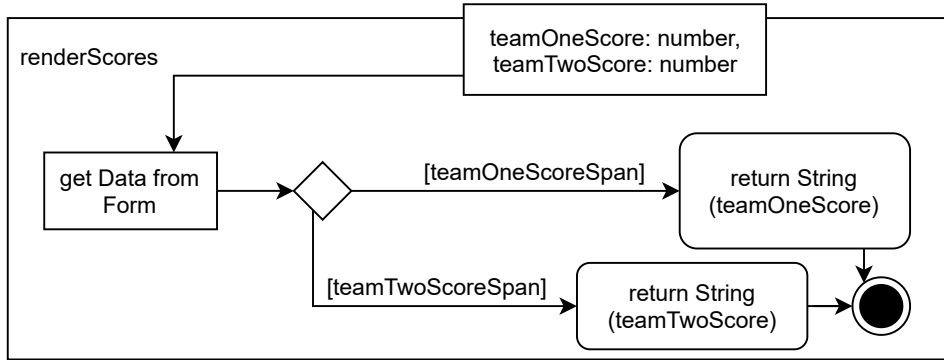
Main Activity Diagram



Globals
let input: HTMLInputElement
let span: HTMLSpanElement
let button: HTMLButtonElement
let paragraph: HTMLParagraphElement



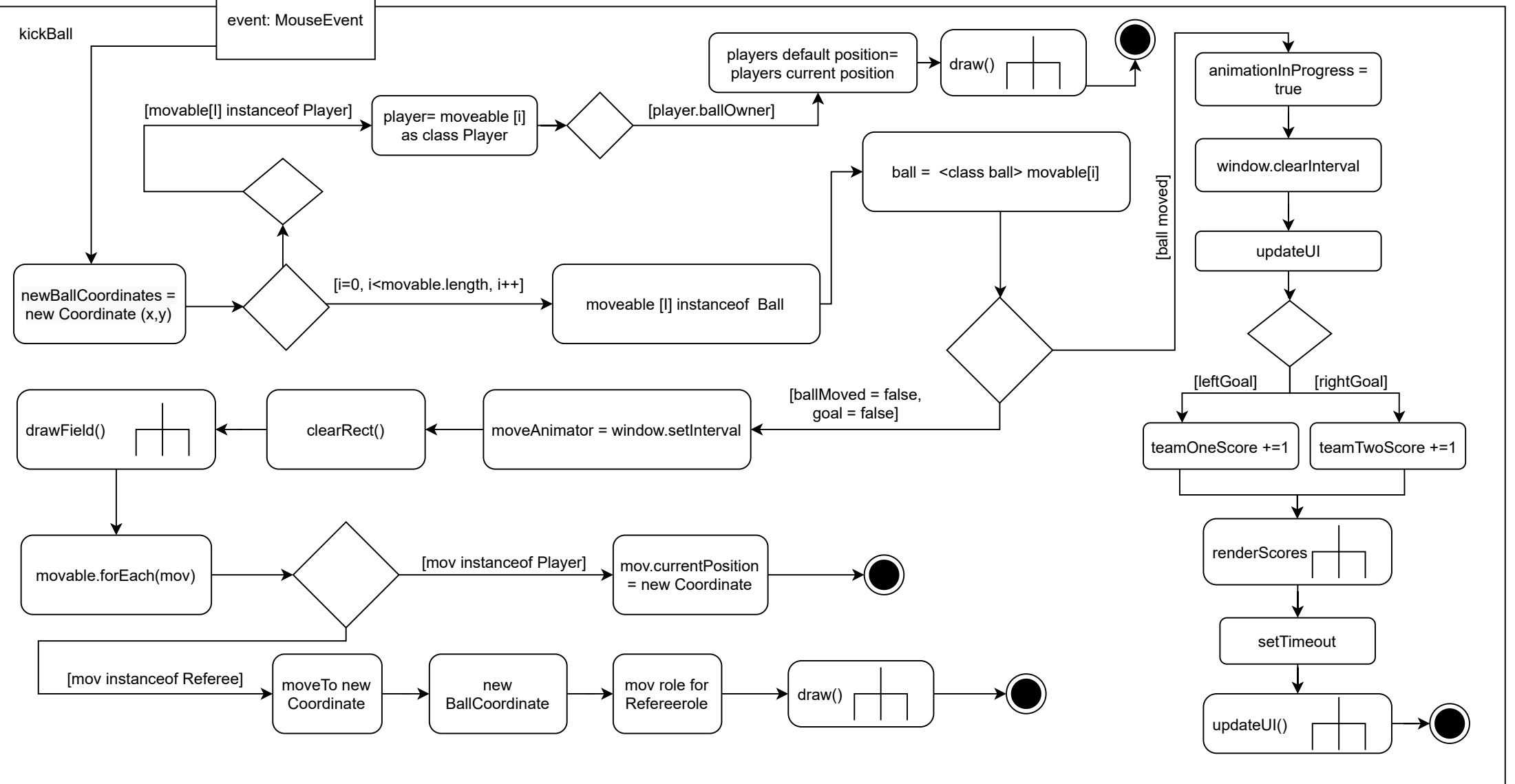




Globals
let teamOneScoreSpan =
HTMLSpanElement
let teamTwoScoreSpan =
HTMLSpanElement

Globals
canvasGround.getBoundingClientRect() as
DomRect

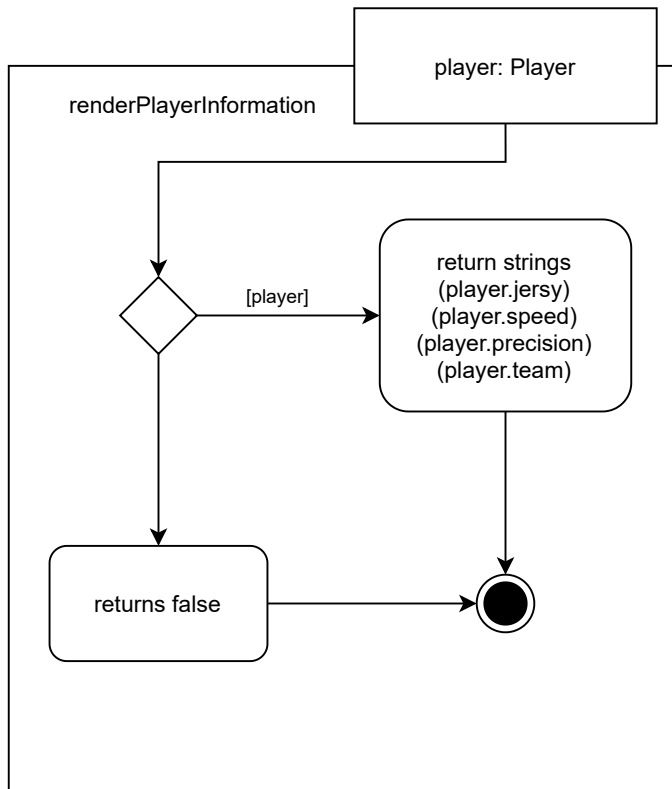
DomRect Interface extends DOMRectReadOnly
height: number
width: number
x: number
y: number



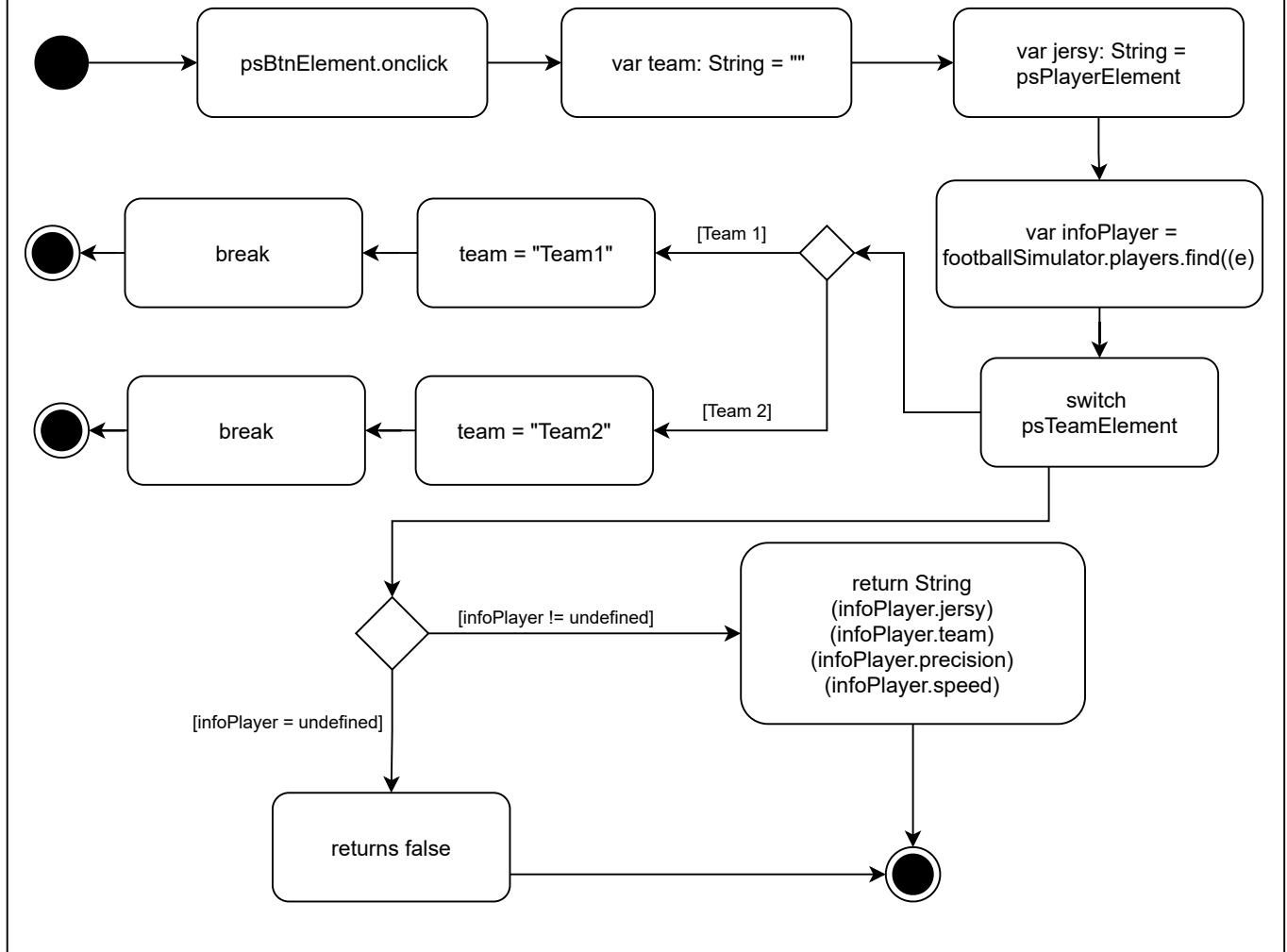
Globals
 psBtnElement = HTMLButtonElement
 psTeamElement = HTMLSelectElement
 psPlayerElement = HTMLSelectElement

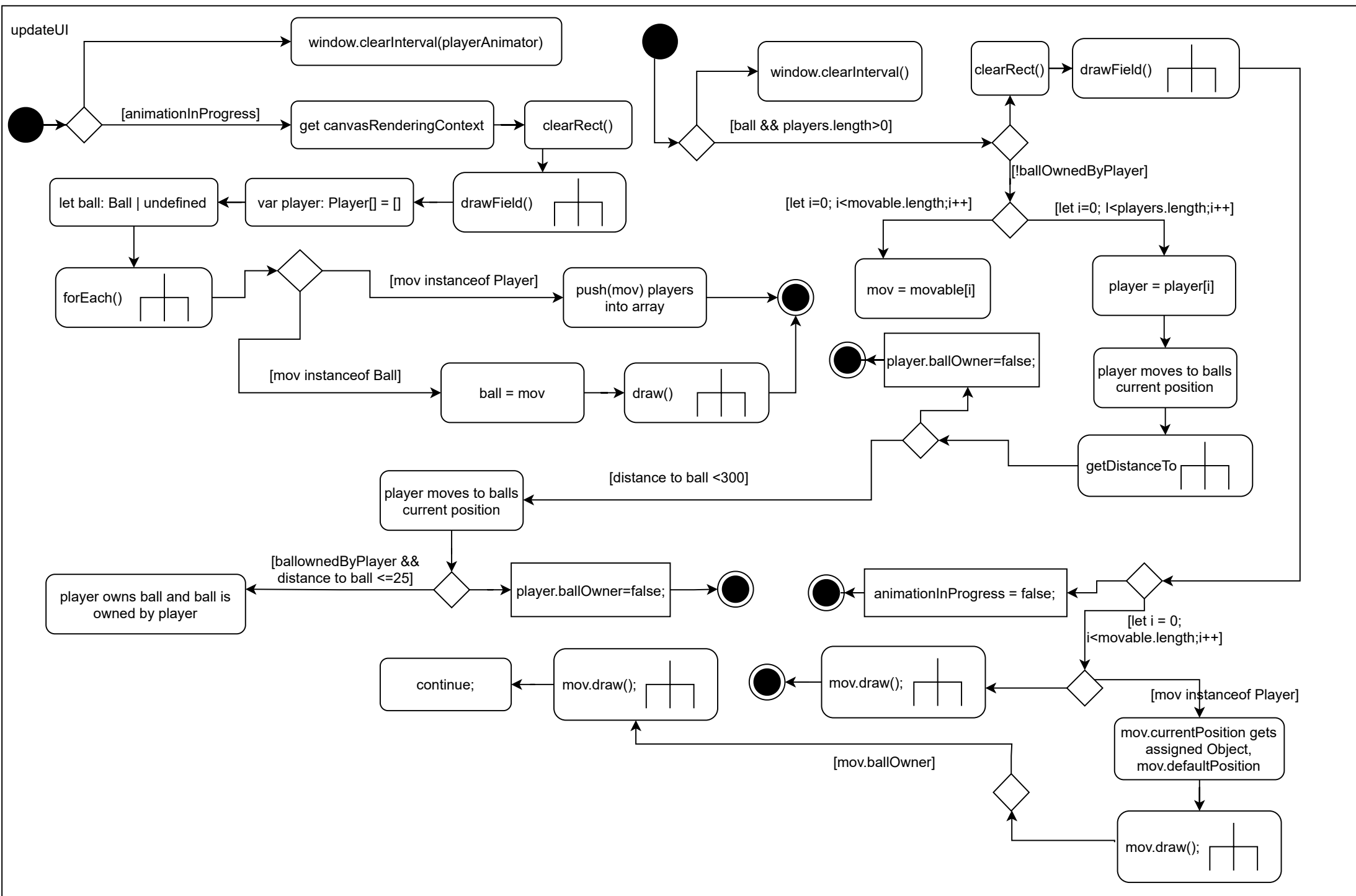
psNumberParagraph = HTMLParagraphElement
 psTeamParagraph = HTMLParagraphElement
 psPrecisionParagraph = HTMLParagraphElement
 psSpeedParagraph = HTMLParagraphElement

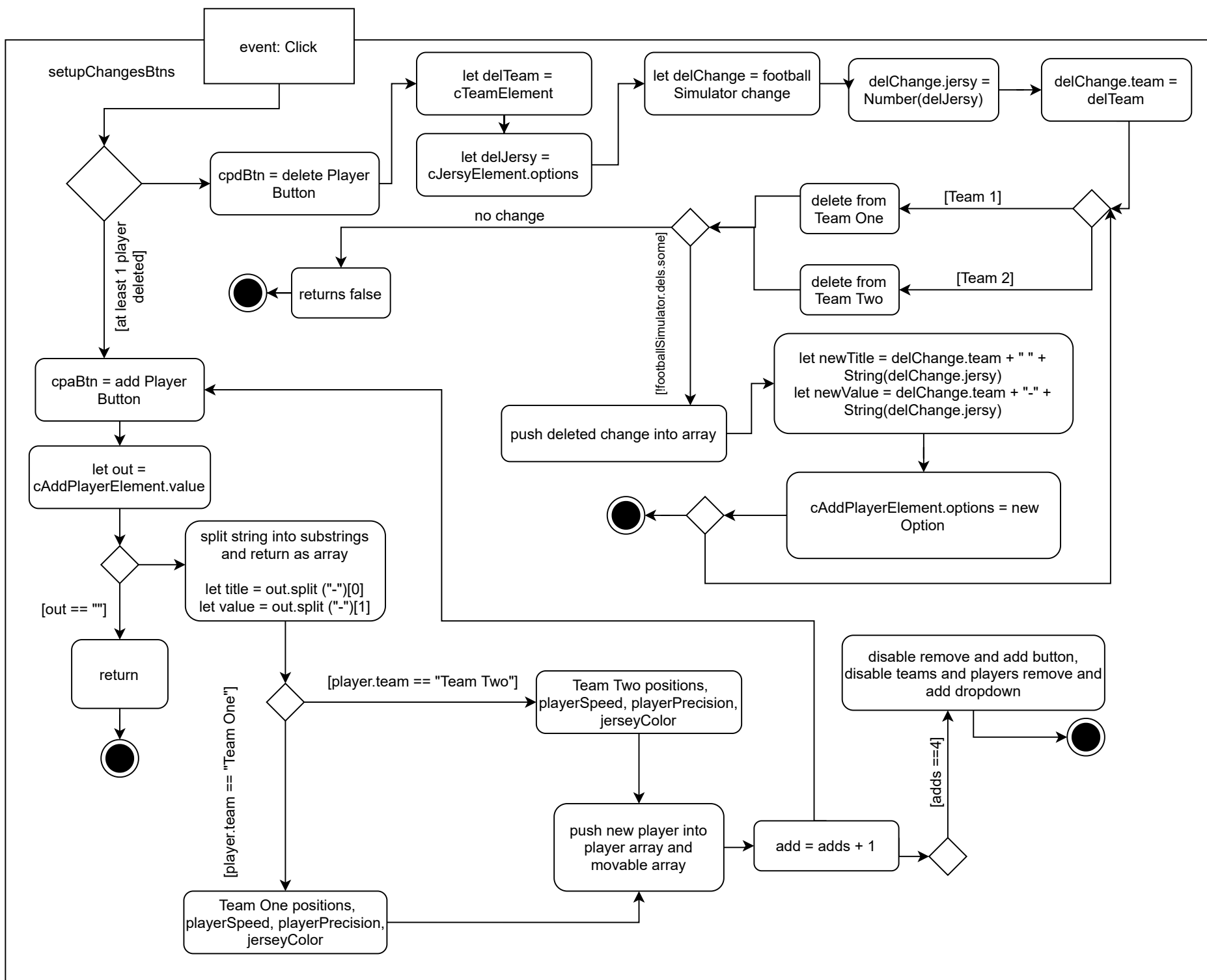
Globals
 playerJerseyNumberParagraph =
 HTMLParagraphElement
 playerSpeedParagraph = HTMLParagraphElement
 playerPrecisionParagraph = HTMLParagraphElement
 playerTeamParagraph = HTMLParagraphElement



setupPlayerStats







Globals
 cpaBtnElement = HTMLButtonElement
 cpdBtnElement = HTMLButtonElement
 cTeamElement = HTMLSelectElement
 cJerseyElement = HTMLSelectElement
 cAddPlayerElement = HTMLSelectElement