

# **Project Documentation:**

# **OOP Fantasy Draft System**

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Object Oriented Programming

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## **1. Project Description**

The Fantasy Draft System is a Java-based desktop application that simulates the experience of a football manager. It allows users to build their dream team by drafting real-world players into specific tactical formations. The system is built using Java Swing for the Graphical User Interface (GUI) and Microsoft SQL Server for persistent data storage.

### **Core Purpose**

The application serves two distinct types of users:

**Drafters (Users):** They can select a tactical formation (e.g., 4-3-3, 3-5-2), draft players onto a visual pitch, calculating a "Formation Rating" based on the players stats.

**Admins:** They manage the ecosystem by adding new players, updating ratings, removing users, and viewing system-wide statistics.

## **2. Key Features & Technologies**

Language: Java (JDK 17+)

GUI Framework: Java Swing (JFrame, JPanel, Graphics2D for custom card rendering).

Database: Microsoft SQL Server (JDBC Connection).

Architecture: Tiered Architecture separating Interface (View), Users/Draft (Model), and Repository (Data Access).

### 3. Object-Oriented Design Implementation

This project strictly follows OOP principles to ensure scalability and maintainability.

**Inheritance** - The User class is the abstract parent. Admin and Drafter inherit from it, sharing common fields like username and password but implementing unique behaviors.

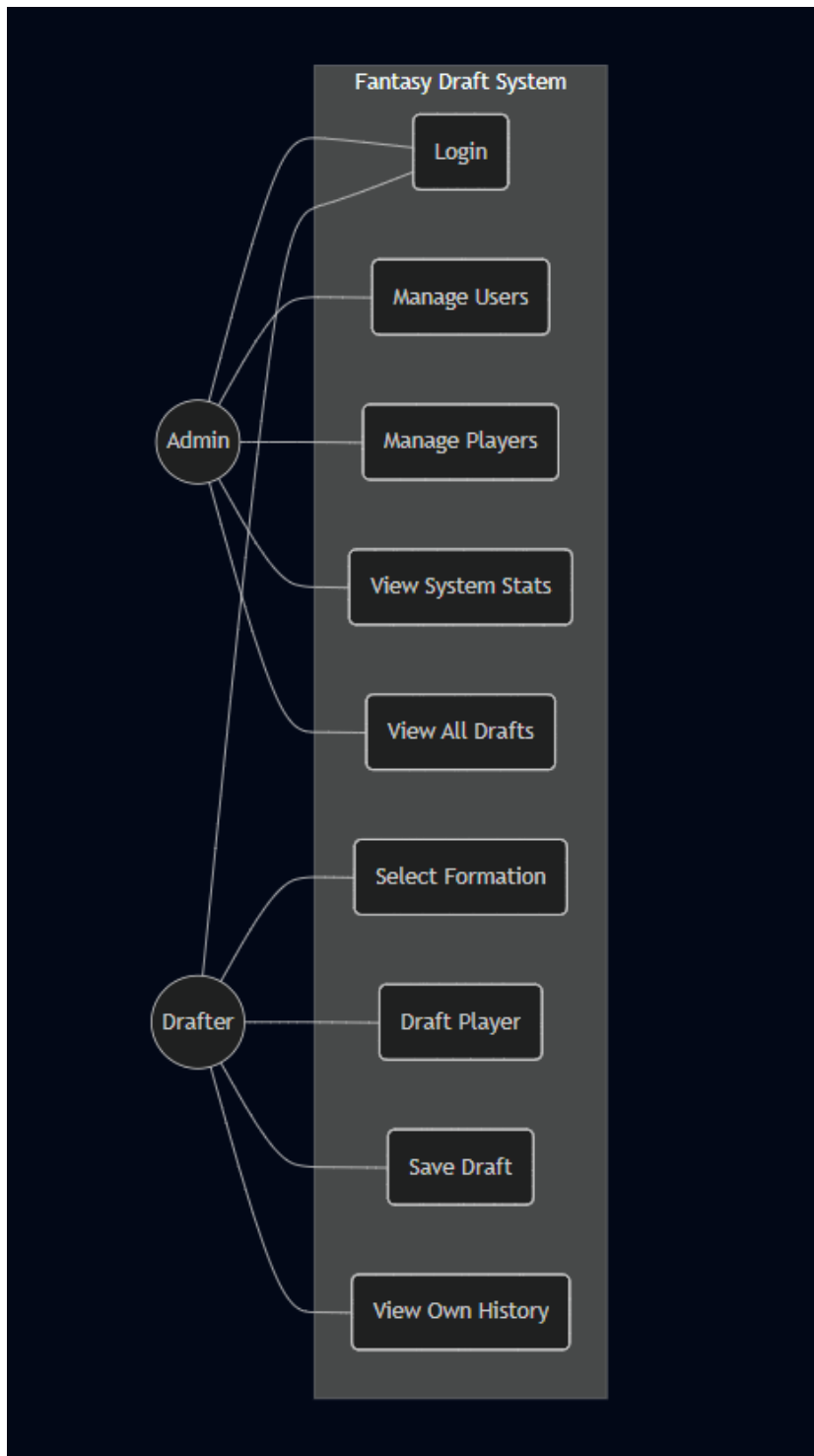
**Encapsulation** - All data fields in Player (e.g., overall, firstName) are private and accessed only via public Getters/Setters.

**Polymorphism** - The UserRepository returns a generic User object during login, but the system behaves differently at runtime depending on whether the object is actually an instance of Admin or Drafter.

**Abstraction** - The User class is abstract and defines abstract methods like getDashboardTitle(), forcing subclasses to provide their own implementation.

## **4. Use Cases**

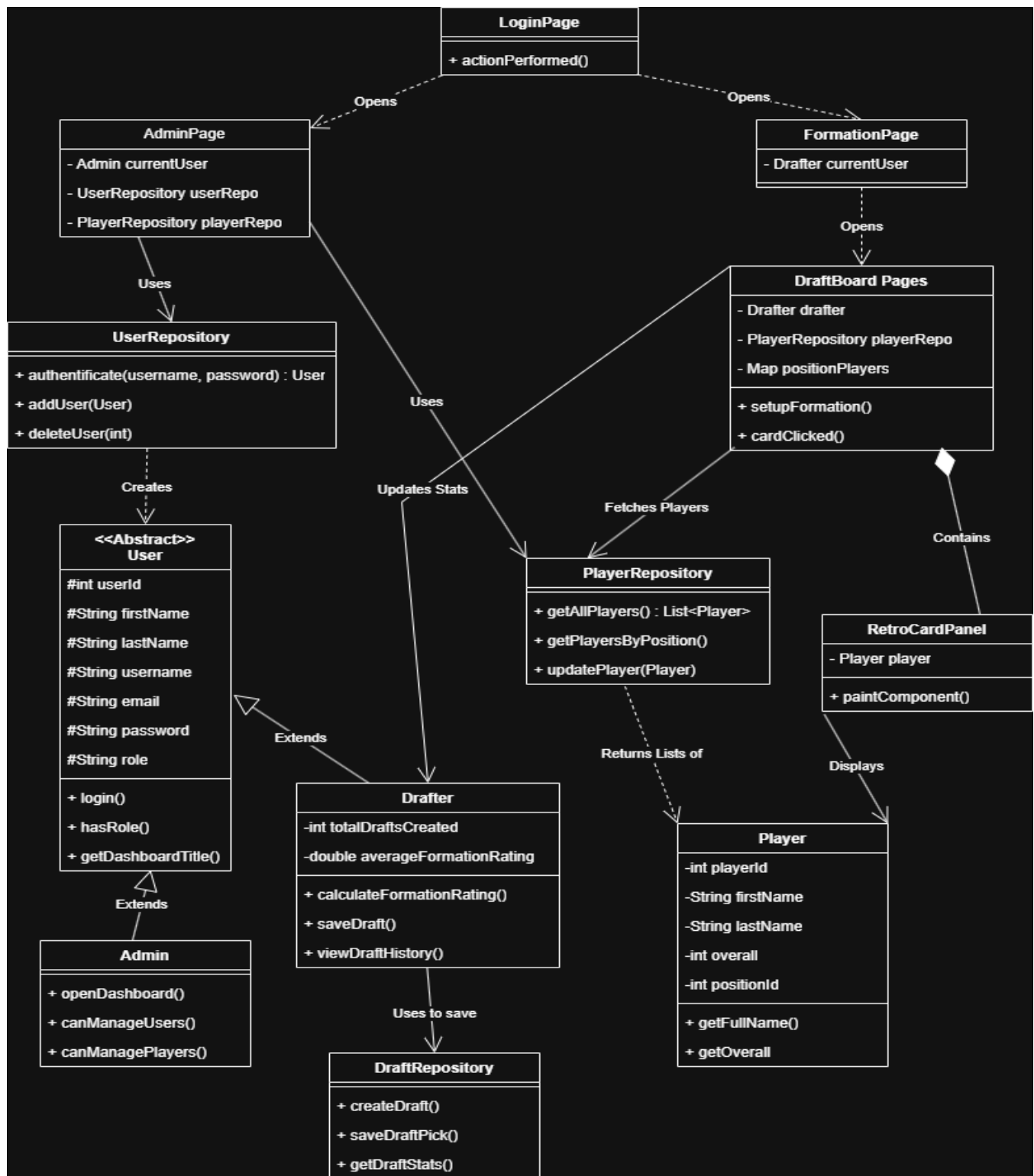
The Use Cases of the Drafter and the Admin



Sequence Diagram detailing the object interactions during the drafting process.

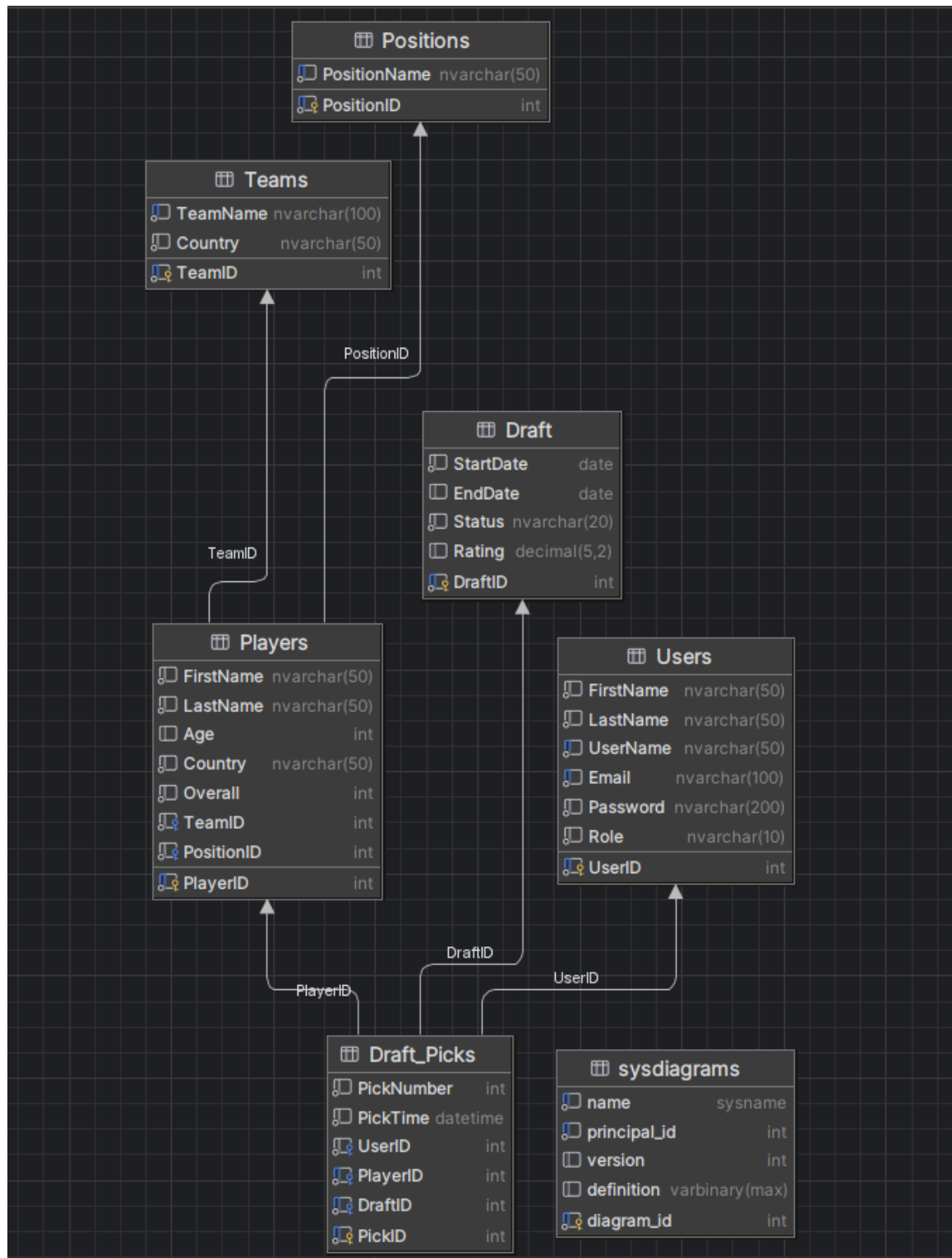


## 5. UML Diagram



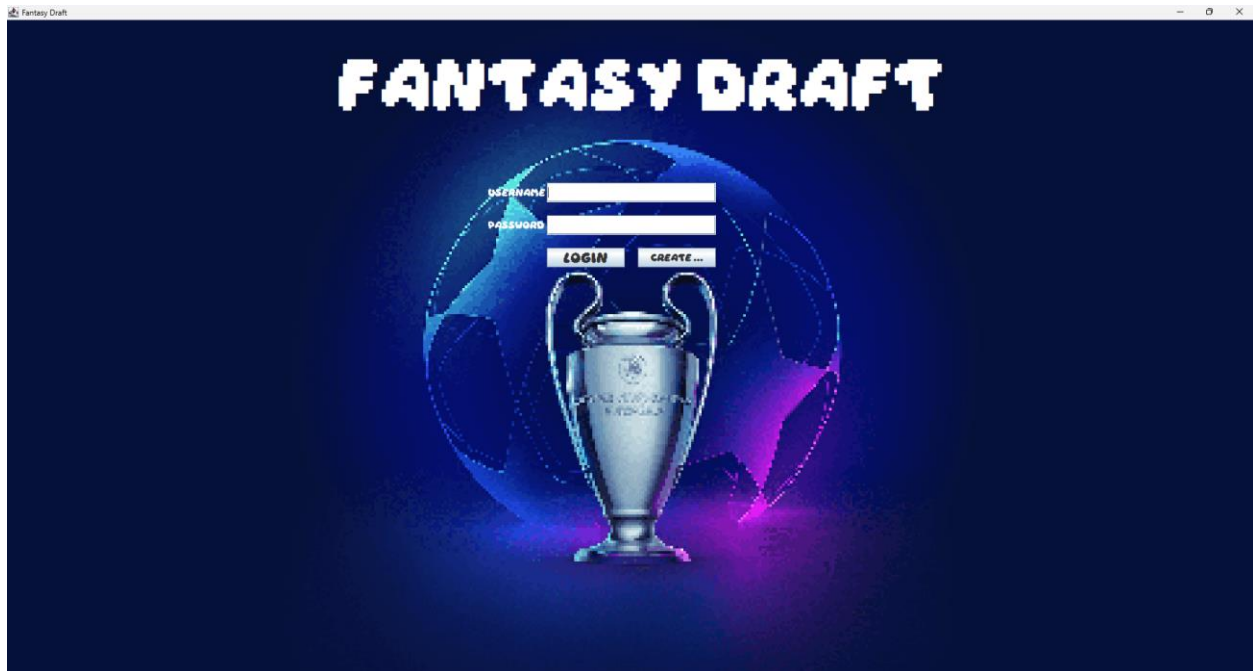
## 6. Database Schema



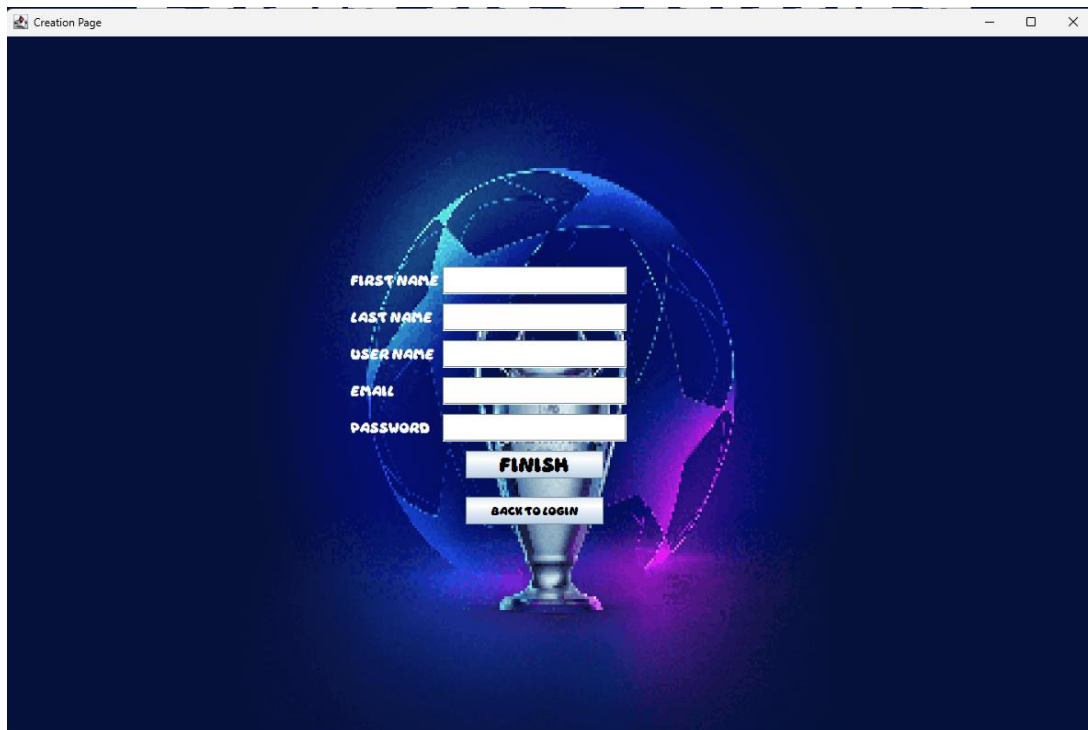


## 7. Application Interface

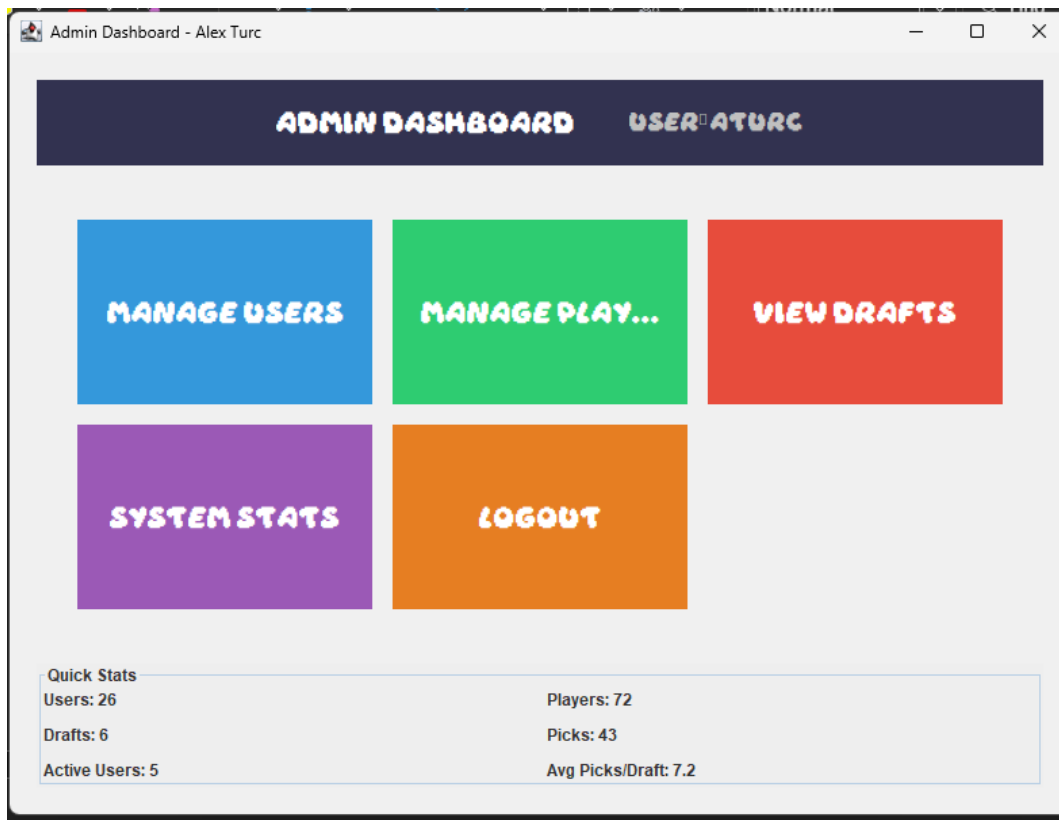
## Main page



## Account Creation Page



## Admin Page



## Formation Selection Page



## Draft Page



Player Selection Dialog



Completed Draft

