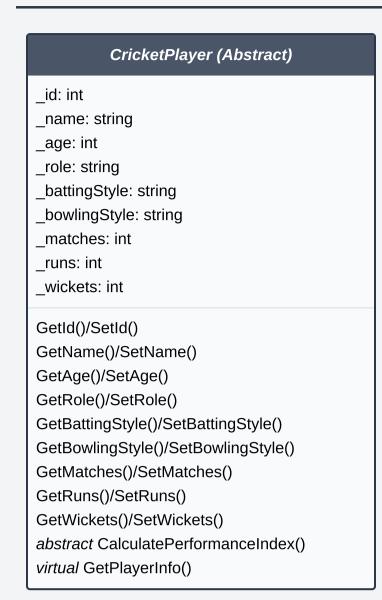
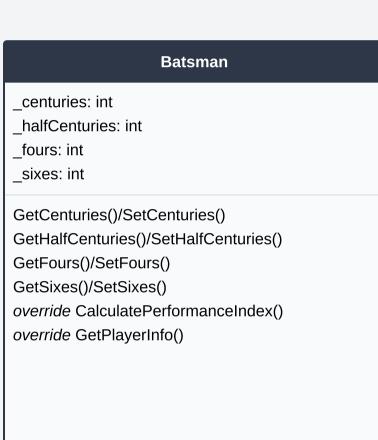
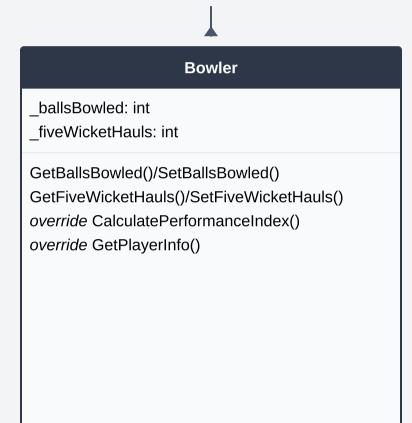
Cricket Management System - Class Diagram

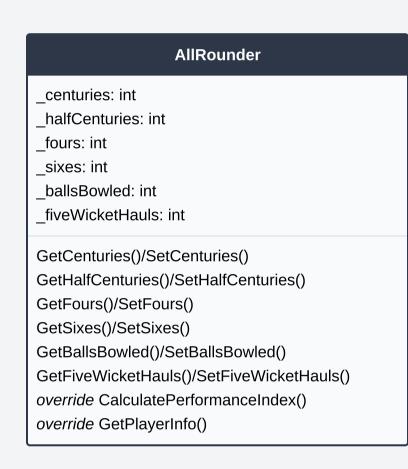


Model/Entity Classes

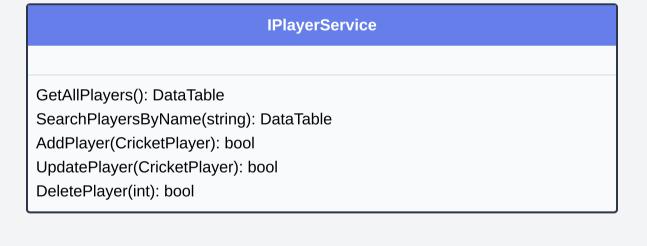


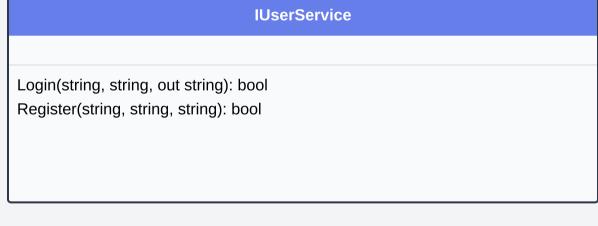




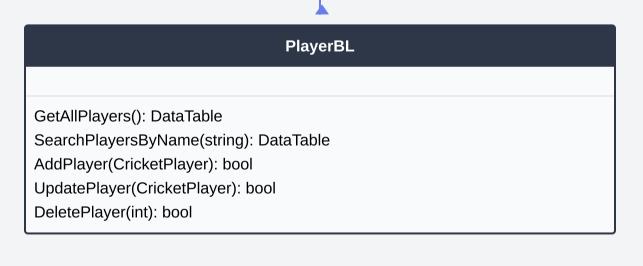


Interfaces





Business Logic (BL) Classes





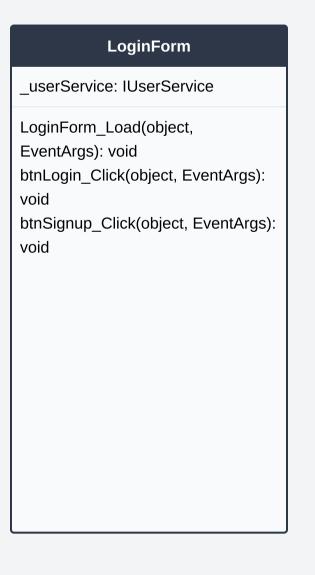
Data Layer (DL) Classes

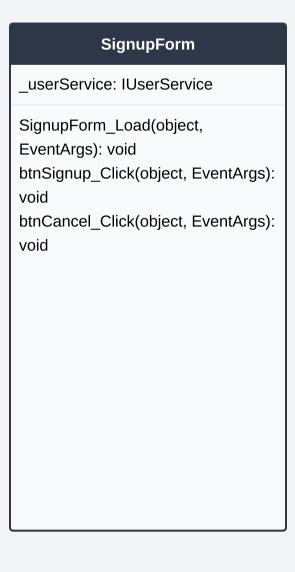






UI Classes





_playerService: IPlayerService selectedPlayerId: int ManagerDashboard_Load(object, EventArgs): void LoadAllPlayers(): void ClearForm(): void GetPlayerFromForm(): CricketPlayer btnAdd_Click(object, EventArgs): btnUpdate_Click(object, EventArgs): btnDelete_Click(object, EventArgs): btnSearch_Click(object, EventArgs): btnExit_Click(object, EventArgs): void

ManagerDashboard

ViewerDashboard _playerService: IPlayerService ViewerDashboard_Load(object, EventArgs): void LoadAllPlayers(): void btnSearch_Click(object, EventArgs): btnReset_Click(object, EventArgs): btnLogout_Click(object, EventArgs): void btnViewStats_Click(object, EventArgs): void

Class Relationships

Inheritance Relationships Batsman ← CricketPlayer (Batsman inherits from CricketPlayer)

- Bowler ← CricketPlayer (Bowler inherits from CricketPlayer) AllRounder ← CricketPlayer (AllRounder inherits from CricketPlayer)
- **Implementation Relationships**

PlayerBL ⇒ IPlayerService (PlayerBL implements IPlayerService)

- UserBL ⇒ IUserService (UserBL implements IUserService)

- **Association Relationships**
- PlayerBL → PlayerDL (PlayerBL uses PlayerDL)
- UserBL → UserDL (UserBL uses UserDL) PlayerDL → SqlHelper (PlayerDL uses SqlHelper)
- UserDL → SqlHelper (UserDL uses SqlHelper) LoginForm → IUserService (LoginForm uses IUserService)
- SignupForm → IUserService (SignupForm uses IUserService) ManagerDashboard → IPlayerService (ManagerDashboard uses IPlayerService)
- ViewerDashboard → IPlayerService (ViewerDashboard uses IPlayerService)