AccountManager

+ AddAccount(name: string, email: string, team: string, birthdate: DateTime, gender: char, address: string, town: string, password: string) : bool
+ AddAccount(name: string, email: string, birthdate: DateTime, gender: char, address: string, town: string, password: string, employeeKey: string) : bool
+ AddAccount(name: string, email: string, birthdate: DateTime, gender: char, address: string, town: string, password: string, employeeKey: string, company: Company) : bool
+ UpdateAccount(id: int, name: string, email: string, team: string, birthdate: DateTime, gender: char, address: string, town: string, password: string) : bool
+ UpdateAccount(id: int, name: string, email: string, birthdate: DateTime, gender: char, address: string, town: string, password: string, employeeKey: string) : bool
+ UpdateAccount(id: int, name: string, email: string, birthdate: DateTime, gender: char, address: string, town: string, password: string, employeeKey: string, company: Company) : bool
+ GetPlayers() : List<Player>
+ GetAccounts() : List<Account>
+ GetStaff() : List<Staff>
+ DeleteAccount(id: int) : bool
+ tournamentSignup(playerId: int, tournamentId: int) : bool
+ GetAccount(email: string) : Player
+ GetAccount(email: string, employeeKey: string) : Staff
+ Login(email: string, password: string) : bool
+ Login(email: string, password: string, employeeKey: string) : bool
- CheckValidEmail(email: string, out key: string) : bool
- CheckValidPassword(email: string, password: string) : bool
- CheckEmployeeKey(email: string, password: string, key: string) : bool

AccountDAL

- CheckSingleResult(command: MySQlCommand) : bool
- CheckMultipleResults(command: MySQlCommand) : DataSet

«interface»
IAccountDAL

+ AddAccount(account: Player) : bool
+ AddAccount(staff: Staff) : bool
+ UpdateAccount(player: Player) : bool
+ UpdateAccount(staff: Staff) : bool
+ GetPlayers() : DataSet
+ GetAccounts() : DateSet
+ GetStaff() : DataSet
+ DeleteAccount(id: int) : bool
+ tournamentSignup(playerId: int, tournamentId: int) : bool
+ GetAccount(email: string) : DataSet
+ GetAccount(email: string, employeeKey: string) : DataSet
+ CheckValidEmail(email: string, out key: string) : bool
+ CheckValidPassword(email: string, password: string) : bool
+ CheckEmployeeKey(email: string, password: string, key: string) : bool

Account

- _name: string
- _email: string
- _birthdate: DateTime
- _gender: char
- _address: string
- _town: string
- _password: string
- _keyword: string

+ Account(name: string, email: string, birthdate: DateTime, gender: char, address: string, town: string, password: string)
+ EncryptPassword(password: string) : string
- GenerateKeyword() : byte[]
- GeneratePassword(password: string, key: byte[]) : string

Player

- _team: string

+ Player(name: string, email: string, team: string, birthdate: DateTime, gender: char, address: string, town: string, password: string)

Staff

- _employeeKey: string

+ Staff(name: string, email: string, birthdate: DateTime, gender: char, address: string, town: string, password: string, employeeKey: string)
+ Staff(name: string, email: string, birthdate: DateTime, gender: char, address: string, town: string, password: string, employeeKey: string, company: Company)
+ GenerateEmployeeKey(dateUTCNow: string, name: string, email: string, birthdate: string) : void

company

- _companyName: string
- _companyLocation: string

+ company(name: string, location: string)

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