PlayerControllerPrivate

- service PlayerService

+ getAllPlayer ()

+ getDataPLayerGame (Int id)

+ savePlayer(PlayerDTO player)

+ deletePlayer(Int id)

PlayerService

- repository: IPlayer

+getAllDataPLayer (): List<Player>

+getDataPlayerGame(Int id): List<Player>

+findById (Int id)

+savePlayer (PlayerDTO playerDTO)

+deletePlayer (Int id)

+convertToModel (PlayerDTO playerDTO)

+convertToDTO (Player player)

<< interface >>
IPlayer

+dataPlayerGame(id:Int):List <Player>

Extends

JpaRepository

PlayerDTO

- name: String

+Player (String name)

+ setName (String name)

+ getName( ): String

Player

- id: Int

- name: String

+Player (Int id, String name)

+ setId (Int id)

+ setName (String name)

+ getId( ): Int

+ getName( ): String

RankingController

- service RankingService

+ saveRanking(RankingDTO rankingDTO)

+ deleteRanking (Int id)

JpaRepository

Extends

<<interface >>
IGame

+finById()

+save()

RankingService

- repository: IRanking

- repositoryGame : IGame

- repositoryPlayer : IPlayer

+findById(Int id):

+deleteRanking (Int id):

+saveRanking(RankingDTO   rankingDTO):

RankingDTO

- score: Int

- idGame: Game

- idPlayer: Player

+Ranking (Int score,Game idGame, Player idPlayer)

+ setScore(int score)

+ setIdGame(Game idGame)

+ setIdPlayer (Player idPlayer)

+ getScore( ): Int

+ getIdGame( ): Game

+ getIdPlayer( ): Player

Ranking

- id: Int

- score: Int

- idGame: Game

- idPlayer: Player

+Ranking (Int id, Int score,Game idGame, Player idPlayer)

+ setId (Int id)

+ setScore(int score)

+ setIdGame(Game idGame)

+ setIdPlayer (Player idPlayer)

+ getId( ): Int

+ getScore( ): Int

+ getIdGame( ): Game

+ getIdPlayer( ): Player

UML Class Diagram

<<interface >> ICard

+finById()

+save()

— Extends → **JpaRepository**

CardService

- repository: ICard

+dataCardAll(): List <Card>

+saveCard (CardDTO cardDTO):

+findById(Int id):

+deleteCard(Int id):

CardController

- service CardService

+ getAllDataCard()

+ saveCard(CardDTO cardDTO)

+ deleteCard (Int id)

CardDTO

- name: String

- url: String

+ Card(Int id, String url,String name)

+ setId (Int id)

+ setUrl (String url)

+ setName (String name)

+ getId( ): Int

+ getUrl( ): String

+ getName( ): String

Card

- id: Int

- url: String

- name: String

- idStatistics:StatisticsCard

+ Card(Int id, String url,String name,StatisticsCard statistics)

+ setId (Int id)

+ setUrl (String url)

+ setName (String name)

+ setIdStatistics(StatisticsCard idStatistics)

+ getId( ): Int

+ getUrl( ): String

+ getName( ): String

+ getIdStatistics(): StatisticsCard

StatisticsCard
- id: Int
- pac: String
- sho: String
- pas: String
- dri: String
- def: String
- phy: String
- idCard: Card
+**StatisticsCard** (Int id, String pac, String sho, String pas, String dri, String def, String phy)
+ setId (Int id)
+ setPac (String pac)
+ setSho (String sho)
+ setPas(String pas)
+ setDri(String dri)
+ setDef(String def)
+ setIdCard (Card idCard)
+ setPhy(String phy)
+ getId( ): Int
+ getPac ( ): String
+ getSho ( ): String
+ getPas( ): String
+ getDri( ): String
+ getDef( ): String
+ getPhy( ): String
+ getIdCard( ): Card

JpaRepository

△
|
Extends

<<interface >>
IGame

+finById()

+save()

GameController

- service GameService

+ getAllGame()

+ saveGame(GameDTO gameDTO)

+ deleteGame (Int id)

GameService

- repository: IGame

+getAllDataGame(): List <Game>

+findById(Int id):

+saveGame(GameDTO gameDTO):

+deleteGame(Int id):

+converToModel(GameDTO gameDTO):

+converToDTO(Game game):

Game

- id: Int

-numPlayer : Int

-date : LocalDateTime

-idPlayer : Player

+Game (Int id, Int numPlayer, LocalDateTime date, Player idPlayer)

+ setId (Int id)

+ setNumPlayer(Int numPlayer)

+ setDate(LocalDateTime date)

+ setIdPlayer(Player idPlayer)

+ getId( ): Int

+ getNumPlayer():Int

+getDate(): LocalDateTime

+getIdPlayer(): Player

GameDTO

+ numPlayer : Int

+ IdPlayer : Player

+Game (Int numPlayer, Player idPlayer)

+ setNumPlayer(int numPlayer)

+ setIdPlayer (Player idPlayer)

+ getNumPlayer(int numPlayer)

+ getIdPlayer (Player idPlayer)