model HeadCoach -numberTeams: int -championships: ArrayList<String> headCoach +HeadCoach(name: String, id:String, salary:double, yearsExperience:int, numberTeams:int, championships:ArrayList<String>) +getNumberTeams():int +setNumberTeams(numberTeams:int):void implements +getChampionships():ArrayList<String> +setChampionships(championships:ArrayList<String>):void +addChampionship(championship:String):String implements +championshipsToString():String +toString():String offices[6][6] -yearsExperience: int +Coach(name:String, id:String, salary:double, yearsExperience:int) +getYearsExpperience():int +setYearsExperience(int yearsExperience):void +toString():String **AssistantCoach** +MAX_SKILLS: int=6 +calculatePrice(): double -wasPlayer: boolean +AssistantCoach(name:String, id:String, salary:double, yearsExperience:int, wasPlayer:boolean, skills:String[]) +getWasPlayer():boolean +setWasPlayer(wasPlayer:boolean):void +getSkills():Skill[]
+setSkills(Skill[] skills):void
+wasPlayerToString():String +skillsToString():String +addSkill(skill:String):String +toString():String Club {interface} +MAX_OFFICE_ROWS: int=6 +MAX_OFFICE_COLS: int=6 Level <<enumeration>> Skill {abstract} Employee +calculateLevel(): int -name: String OFFENSIVE -nit: String DEFENSIVE -name: String 1..6 POSSESSION
LABORATORY_PLAYS
PSYCHOLOGIST -foundationDate: String employees -id: String -salary: double -activeStatus: boolean +Club(name:String, nit:String, foundationDate:String, teamNameA:String, teamNameB:String) PHYSIOTHERAPIST +get*():* +set*(*):void +Employee(name:String, id:String, salary:double) +getMAX_SKILLS(): int +findEmployee(id: String):Employee +get*():*
+set*(*):void
+statusToString():String
+toString():String +findTeam(teamX: char):Team +hireEmployee(team: char, name: String, id:String, salary:double, number:int, averageRating:double, position:String): String
+hireEmployee(team: char, name: String, id:String, salary:double, yearsExperience:int, numberTeams:int, championships:ArrayList<String>): String
+hireEmployee(team: char, name: String, id:String, salary:double, yearsExperience: int, wasPlayer: boolean, skills:String[]):String club +fireEmployee(id: String):String +searchEmployee(id:String):int +updateSalary(id:String, salary:double):String +findEmployeeInTeam(objEmployee: Employee):Team +updateNumberPlayer(id:String, number: int):String +updateGoalsPlayer(id:String, goals:int):String +updateAverageRatingPlayer(id:String, averageRating: double):String +updatePosition(id:String, position:String):String +updateYearsExperience(id:String, yearsExperience:int):String +updateNumberTeams(id:String, numberTeams:int):String +updateChampionships(id:String, championship:String):String +updateWasPlayer(id:String):String +updateSkill(id:String, skill:String):String +officeLocations():String implements Player +placeCoachInOffice(coach:Coach):void -number: int +removeCoachFromOffice(coach):void
+updateTamName(teamX:char, teamName:String):String
+addLineup(teamX:char, dateLineup:String, tactic:String, defenders:int, midfielders:int, fordwards:int):String -goals: int -averageRating: double +showFacilities():String +showAllEmployees():String implements +Player(name: String, id:String, salary:double, number:int, averageRating:double, position:String) +get*():* +set*(*):void +toString():String +showEmployee(id:String):String +showAllTeams():String +showTeam(teamX:char):String +showClub():String teamA <<enumeration>>
Position GOALKEEPER DEFENDER Team MIDFIELDER changingRooms[][] FORDWARD +MAX_PLAYERS: int=25 +MAX_CRA_ROWS: int=7 +MAX_CRA_COLS:int=7 +MAX_CRB_ROWS: int=7 +MAX_CRB_COLS:int=6 +MAX_AS_COACHES: int=3 -team: char -name: String -crRows: int -crCols: int +Team(team:char, name:String) players +get*():* +set*(*):void +findEmployee(objEmployee:Employee):Employee +canHirePlayer():boolean +numberPlayerÄvailable(number:int):boolean +hirePlayer(name:String, id:String, salary:double, number:int, averageRating:double, position: String): Player +canHireHeadCoach():boolean +hireHeadCoach(name:String, id:String, salary:double, yearsExperience:int, numberTeams:int, championships:ArrayList<String>):HeadCoach +hireAssistantCoach(name: String, id:String , salary:double, yearsExperience: int, wasPlayer: boolean, skills:String[]):AssistantCoach assistantCoaches +fireEmployee(objEmployee:Employee):void +changingRoomLocations():String +findLineup(dateLineup:String):Lineup +addLineup(dateLineup:String, tactic:String, defenders:int, midfielders:int, fordwards:int):String +employeesToString():String +lineupsToString():String +toString():String +MAX_FORMATION_ROWS:int =10 lineups +MAX_FORMATION_COLS: int=7 <<enumeration>>
Tactic -formation[10][7]: int POSSESSION +Lineup(date:String, tactic:String) COUNTERATTACK +get*():* +set*(*):void HIGH_PRESSURE DEFAULT +formationMatrix(defenders:int, midfielders:int, fordwards:int):void +formationMatrixToString():String +formationForMedia():String +toString():String

#Main()
#main(String[]):void
#showMenu(): int
#chosenOption(op:int):void
#createClub():void
#hireEmployee():void
#fireEmployee():void
#updateEmployee():void
#updatePlayer(id: String):void
#updateHeadCoach(id: String):void
#updateTeam():void
#showFacilities():void
#showEmployees():void
#showTeams():void
#showClub():void