

## Java Application Required scenarios and Query sets

Your team will be responsible to complete the implementation and demonstrate the application behavior for the following 3 Scenarios functionalities in the application.

*Please Note: For the application UI, I will not include complete screenshots here as I want each group to think how they want to present their application. Main screen UI Sample is provided as well as some others*

Figure 1: Main Menu interface option

```
*****
                        *****
                Welcome to Selecting an All-Star Team
                        *****
*****
                1. Search & Browse the Database
                  2. Statistics & Data Mining
                  3. Updates
                  4. Quit
Type in your option: 4
Enter User ID: raj
Enter password: raj
*****
```

### Scenario 1

In Figure 1: Option 3 is used for database administrative functions. When the user chooses *option 3 (Updates)* from the Main Menu interface “Figure 1”: The user should be prompted to enter the admin login information username and password. The application verifies the information and if correct that means this person is an admin and he/she is authorized to do updates on the database.

If the username or password is incorrect, the user will be prompted to try again with valid admin login info or quit to the main screen.

Once the user successfully logs in it will show a new UI with the options below:

1. **Option A: Insert new information** which includes 3 new sub options
  - Add a new player
  - Add a new coach
  - Add a new team
2. **Option B: Delete some information** which includes 3 new sub options
  - Delete a specific player
  - Delete a specific coach
  - Delete a specific team

3. **Option C: Update current information** which includes 3 new sub options
  - Update a specific player
  - Update a specific coach
  - Update a specific team

**For this Scenario**, the team is responsible to implement and demonstrate the functionality for **only Option A (Insert new information)** and **Option B (Delete some information)** with all **the 3 sub options** in each. The video recording should show how the application can be used to insert and delete one example of each sub option.

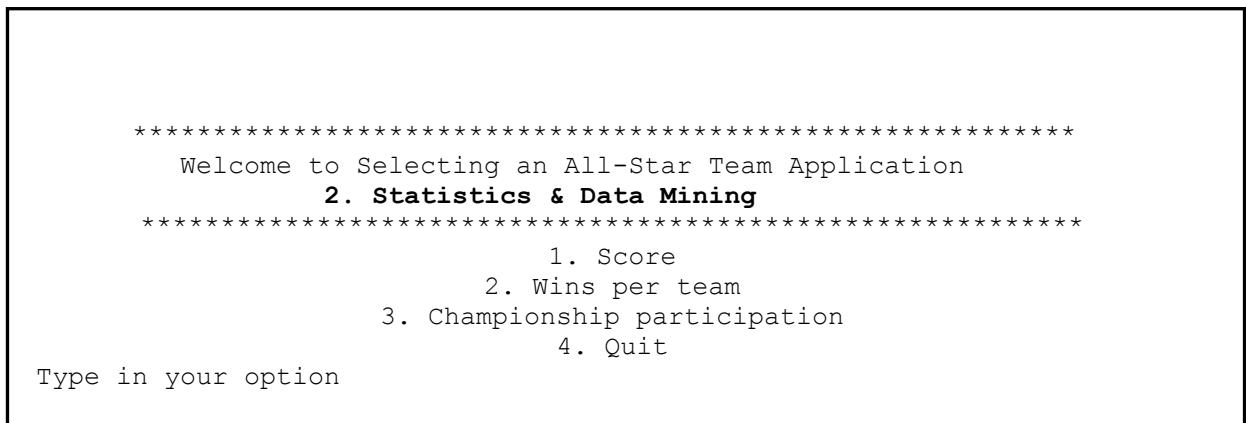


Figure 2: Statistics & Data Mining

## Scenario 2

When the user choose **option 2 (Statistics & Data Mining)** from the Main Menu interface “Figure 1”. It will show a new UI similar to **Figure 2**.

Implement and demonstrate the application behavior for the following options in **Figure 2**

1. When the user chooses **option 1 (Score)** from the interface in Figure 2, it should list the score that each nominee received in the evaluation process
2. When the user chooses **option 2 (Wins per team)** from the interface in Figure 2, it should for each team, list the total number of wins in a championship during the last five years
3. When the user chooses **option 3 (Championship participation)** from the interface in Figure 2, it should list the number of participating teams in the championship during the last 5 years.
4. When the user choose **option 4 (Quit)**: It should return the application to the main interface in figure 1

## Scenario 3

1. When the user choose **option 1 (Browse & Search the Database)** from the main interface in figure 1, it should take you to a new UI interface that gives the options to retrieve the following

- a. Option A (**The nominees from each team**): The first step in this selection process is to identify the nominees from each team. A football team has 7 positions: quarterback, running backs, inside receivers, wide receivers, center players, guards, and tackles. This option should list for each position the names of the candidates and the total score from the evaluation process. Group this information by position. Within each group sort the candidates based on their total score.
- a. Option B (**Search**) from the main interface it should take you to a new UI interface that gives the option to retrieve the following.
  - i. Option A (**team info**): This option prompts the user for the name of a team and presents the name of its players, the name of its coach, and the rank of the team
  - ii. Option B (**Game info**): This option prompts for the name of a team and provides a list of the games this team played and the corresponding results.
  - iii. Option C (**Coach info**): This option prompts for the name of a coach and provides a list of the teams he coached.
2. When the user choose **option 3(Quit)**: It should return the application to the main interface in figure 1