«UltimateFrizbeeStats» UltimateFrizbee.Stats::Main

PlayerList Players

File inputFile File outputFile

Email?(not sure how importing from

#Operation(i: int): int
+AbstractOperation()

This class should be the starting place for the applicaion.

It should allow the user to select how they want to import the player list.

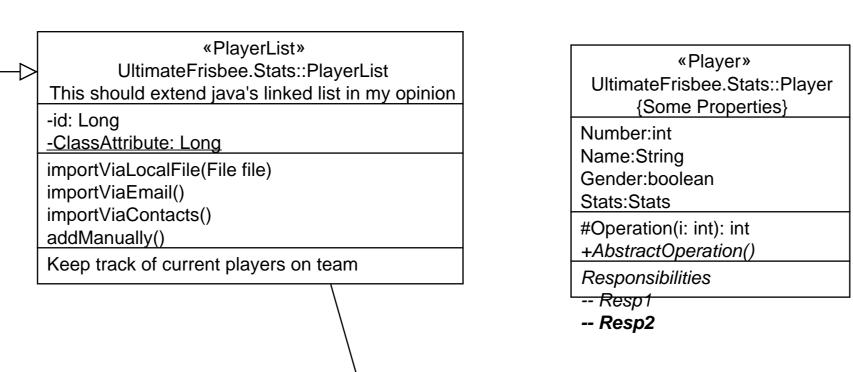
Ways I can think to add players:

Local comma delinated file

Email in inbox with special subject and comma delinated body

Select from contacts

Manual entry



«PlayersOnField»
Package::FatClass
{Some Properties}

-id: Long

-ClassAttribute: Long

#Operation(i: int): int +AbstractOperation()

Responsibilities

-- Resp1

-- Resp2

Turns:int

BadDecisions:int (or linked lists)

#Operation(i: int): int
+AbstractOperation()

Collection of stats

I think that these may need to be ither just into or my prefrence would be linked lists of into indecating sevarity