IMPORTANT NOTES

- Running the system on a network drive might have unexpected results. For full functionality use on a physical drive.
- USE PYTHON 3
- The file that runs the rest is tennis_controller.py

Menu system

Loading

The first time the system is run (until a save is created) the system will read and process all the information in the csv files and deliver the user to the main menu.

Once a save has been created, on running the program again, the user will be able to choose to load that previous save.

```
Do you want to load a previous save?
Last saved: 20:36:02 20 March 2018
1. YES
2. NO
>
```

It is fairly obvious what these options are.

Main menu

```
Options:
0. SAVE & EXIT
1. OUTPUT INFO ABOUT TENNIS
2. VIEW CURRENT DATA
3. CONTINUE
Enter command:
```

Save and Exit

This is where the current state of the system will be saved, and the program will close. Without pressing this the state of the system will not be saved.

Output info about tennis

Selecting this will give an overview of the seasons, tournaments and tracks.

View current data

This will take the user to another menu

```
-----CURRENT DATA-----
0. Main Menu
1. View ranking
2. View prize money
3. Number of wins for a player with a particular score
4. Percentage wins for a player
5. Player with most wins
6. Player with most loses
Enter command:
```

Man menu

Takes the user back to the main menu

View ranking

This outputs the current total ranking for each player in order of ranking points.

View prize money

This outputs the current prize money for each player in order of total prize money.

Number of wins for a player with a particular score

The user will then select the track and the player and for an individual tournament or for the season from the next couple of menus. After this the user can type a score difference. For example, a win 2:0 is a score difference of 2 and 2:1 is a score difference of 1. This means for the ladies track a player can only win with two different score differences and men only three different.

Percentage wins for a player

The user will then select the track and the player and for an individual tournament or for the season from the next couple of menus. Then the percentage wins of a player will be displayed. If the season is called before all of the tournaments are played, then only the games played will count towards this percentage.

Player with most wins

The user will have to choose the track. The system will then return the player or players (multiple players with the same number of wins) with the most wins. This means that after just the first tournament the winner of the tournament will have the most wins.

Players with the most loses

The user will have to choose the track. The system will then return the player or players (multiple player with the same number of loses) with the most loses. This means that just the first tournament every player apart from the winner of the tournament will have the same number of loses.

Continue

This is where the user can run though the matches etc.

Tracks are independent of each other. This means that you can progress to the next tournament (for a given track) even if the other track(s) are not completed yet. Because of this you can run through the entire season for a track before starting another one.

The user will have to select a tournament then a track. If the user tries to select a tournament before the previous tournaments, then a message will be displayed to the user and redirected back to the previous menu.

If a tournament has been completed and the user tries to go into it then the results of the tournament will be displayed to them.

On entering the current tournament, the current round will be displayed to the user with the options:

```
Current round is Round 1
Options are:
0. Select tournament (back)
1. Read from file
2. Manual input
>
```

Select tournament

This goes back a menu

Read from file

This will read the round data from the csv file.

Manual input

This is where the user can enter the match details manually. The available players will be displayed to the user. The manual input will stop when enough matches are entered.

Errors entering results

Any errors (either in files or manual input) will be flagged up to the user and will ask for the match to be entered again (scores are wrong).

For example, if the match entered was:

 FP10 1 FP21 1

The user can either type:

FP10 2 FP21 2 (or different scores)

Or

FP10 i FP21 1

This notes that FP10 was injured and gives the win to FP21 with the score of 1:2.

For manual input if a player has already played in the round or is not allowed to play in the round it will be flagged up to the user and the match will be rejected.

For file reading if a player has already played in the round or is not allowed to play in the round the system will tell the user and the line number of the match (and the file) will be output to the user. It is best then to close the program and correct this error in the file before loading the system again starting from scratch as the wrong number of matches will be in a round.