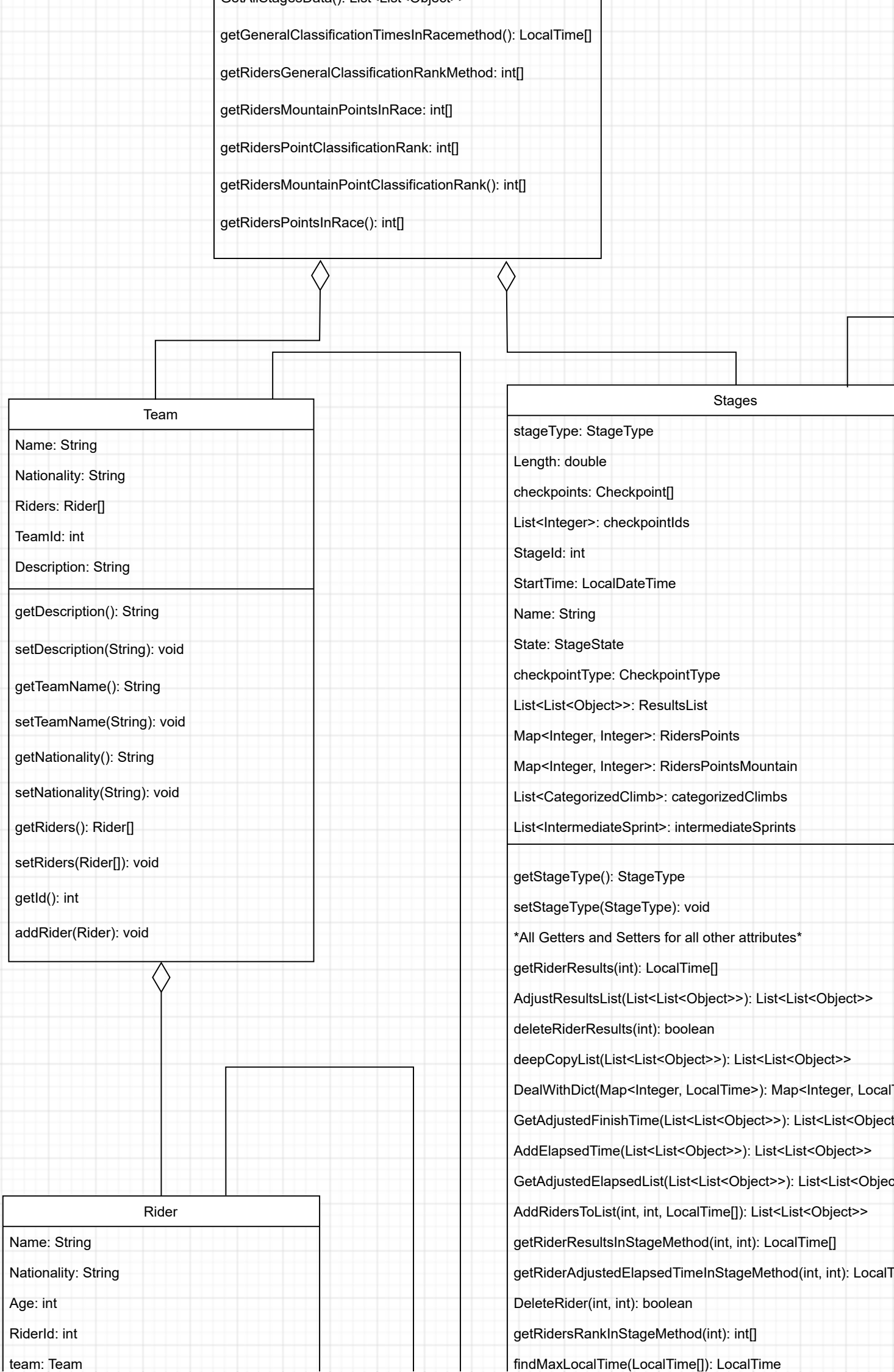
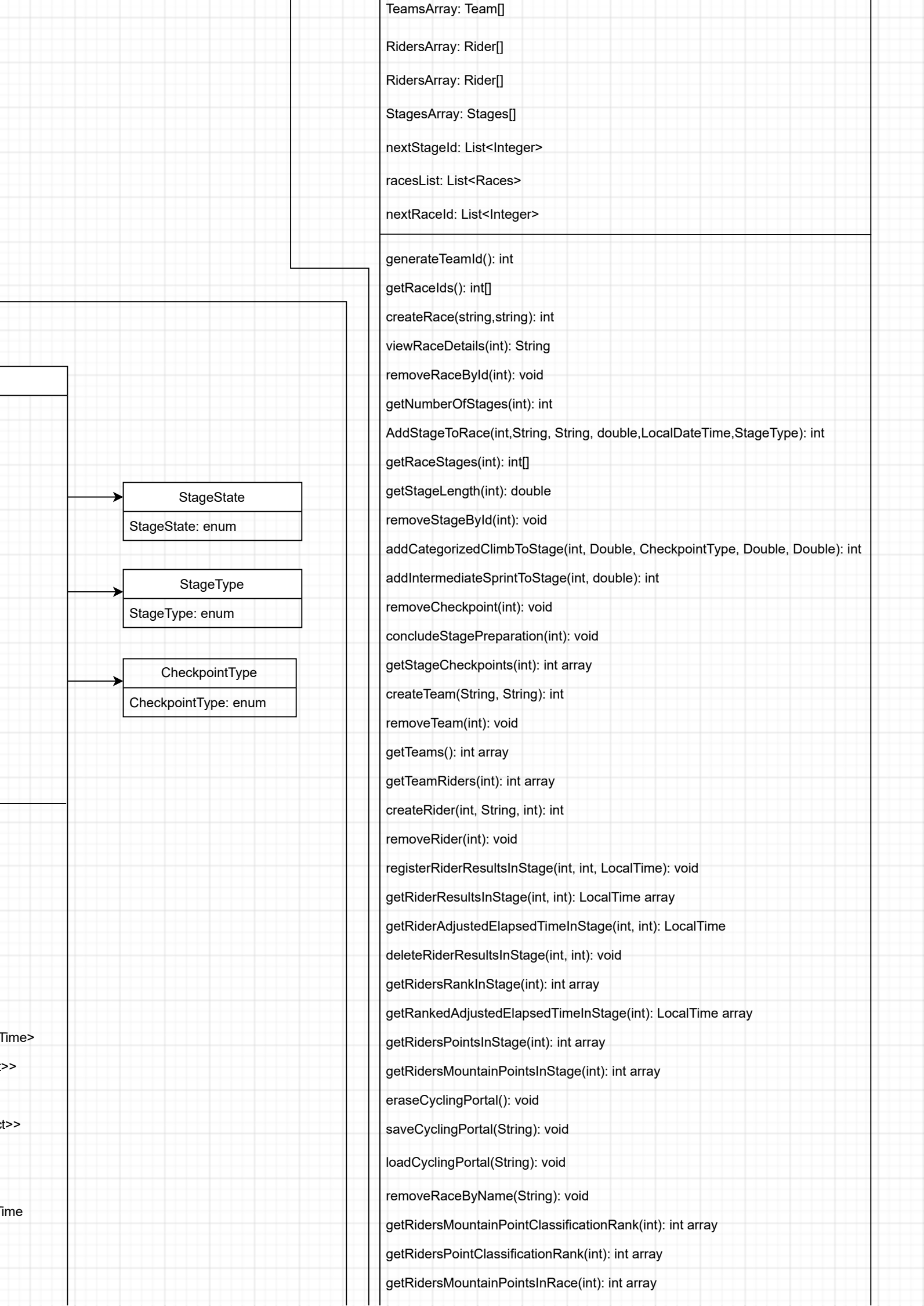
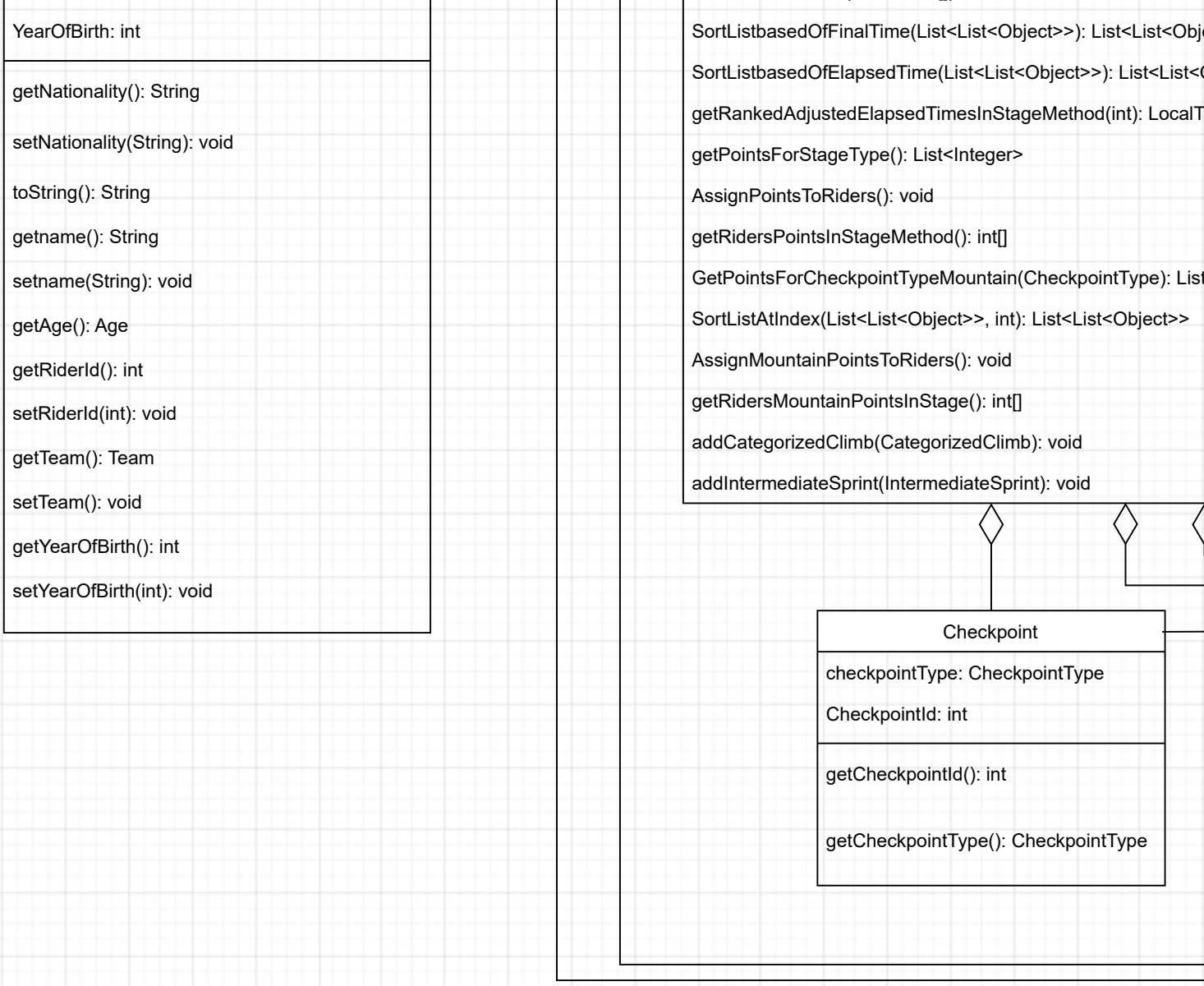
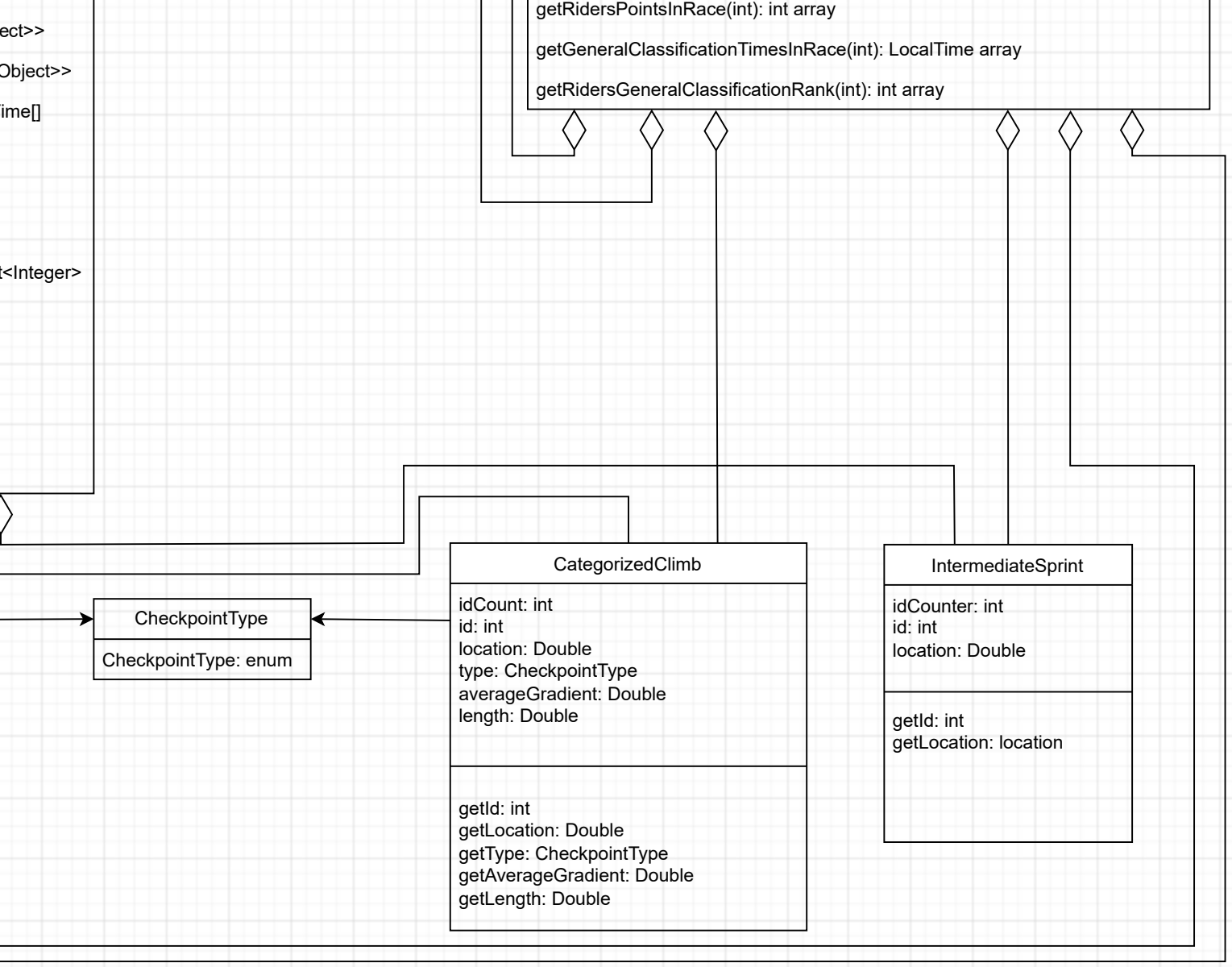
Races
TeamsArray: Team[]
Racename: String
StagesArray: Stage[]
StageId: int
Description: String
getTeams(): Team[]
setTeams(Team[]): void
getRacename(): String
setRacename(String): void
getStages(): Stages[]
setStages(Stages[]): void
getRaceId(): int
setRaceId(int): void
getId(): int
setId(int): void
getDescription(): String
setDescription(String): void
getTotalStages(): int
addTeam(Team): void
removeTeam`(Team): void
addStage(Stages): void
removeStage(Stages): void
getTeamName(int): String
GetAllStagesPoints(): List<Map<Integer, Integer>>
GetAllStagesMountainPoints(): List<Map<Integer, Integer>>
GetAllStagesData(): List<List<Object>>

CyclingPortalImpl
getRaceIds(): int[]
createRace(string,string): int
viewRaceDetails(int): String
removeRaceById(int): void
getNumberOfStages(int): int
AddStageToRace(int,String, String, double,LocalDateTime,StageType): int
getRaceStages(int): int[]
getStageLength(int): double
removeStageById(int): void
addCategorizedClimbToStage(int, Double, CheckpointType, Double, Double): int
addIntermediateSprintToStage(int, double): int
removeCheckpoint(int): void
concludeStagePreparation(int): void
getStageCheckpoints(int): int array
createTeam(String, String): int
removeTeam(int): void
getTeams(): int array
getTeamRiders(int): int array
createRider(int, String, int): int
removeRider(int): void
registerRiderResultsInStage(int, int, LocalTime): void
getRiderResultsInStage(int, int): LocalTime array
getRiderAdjustedElapsedTimeInStage(int, int): LocalTime
deleteRiderResultsInStage(int, int): void
getRidersRankInStage(int): int array
getRankedAdjustedElapsedTimeInStage(int): LocalTime array
getRidersPointsInStage(int): int array
getRidersMountainPointsInStage(int): int array
eraseCyclingPortal(): void
saveCyclingPortal(String): void
loadCyclingPortal(String): void
removeRaceByName(String): void
getRidersMountainPointClassificationRank(int): int array
getRidersPointClassificationRank(int): int array
getRidersMountainPointsInRace(int): int array
getRidersPointsInRace(int): int array
getGeneralClassificationTimesInRace(int): LocalTime array
getRidersGeneralClassificationRank(int): int array
CyclingPortalImpl


getGeneralClassificationTimesInRacemethod(): LocalTime[]
getRidersGeneralClassificationRankMethod: int[]
getRidersMountainPointsInRace: int[]
getRidersPointClassificationRank: int[]
getRidersMountainPointClassificationRank(): int[]
getRidersPointsInRace(): int[]
Team
Name: String
Nationality: String
Riders: Rider[]
TeamId: int
Description: String
getDescription(): String
setDescription(String): void
getTeamName(): String
setTeamName(String): void
getNationality(): String
setNationality(String): void
getRiders(): Rider[]
setRiders(Rider[]): void
getId(): int
addRider(Rider): void
Stages
stageType: StageType
Length: double
checkpoints: Checkpoint[]
List<Integer>: checkpointIds
StageId: int
StartTime: LocalDateTime
Name: String
State: StageState
checkpointType: CheckpointType
List<List<Object>>: ResultsList
Map<Integer, Integer>: RidersPoints
Map<Integer, Integer>: RidersPointsMountain
List<CategorizedClimb>: categorizedClimbs
List<IntermediateSprint>: intermediateSprints
getStageType(): StageType
setStageType(StageType): void
All Getters and Setters for all other attributes
getRiderResults(int): LocalTime[]
AdjustResultsList(List<List<Object>>): List<List<Object>>
deleteRiderResults(int): boolean
deepCopyList(List<List<Object>>): List<List<Object>>
DealWithDict(Map<Integer, LocalTime>): Map<Integer, Local
GetAdjustedFinishTime(List<List<Object>>): List<List<Object
AddElapsedTime(List<List<Object>>): List<List<Object>>
GetAdjustedElapsedList(List<List<Object>>): List<List<Objec
AddRidersToList(int, int, LocalTime[]): List<List<Object>>
getRiderResultsInStageMethod(int, int): LocalTime[]
getRiderAdjustedElapsedTimeInStageMethod(int, int): Local
DeleteRider(int, int): boolean
getRidersRankInStageMethod(int): int[]
findMaxLocalTime(LocalTime[]): LocalTime
Rider
Name: String
Nationality: String
Age: int
RiderId: int
team: Team


TeamsArray: Team[]
RidersArray: Rider[]
RidersArray: Rider[]
StagesArray: Stages[]
nextStageId: List<Integer>
racesList: List<Races>
nextRaceId: List<Integer>
generateTeamId(): int
getRaceIds(): int[]
createRace(string,string): int
viewRaceDetails(int): String
removeRaceById(int): void
getNumberOfStages(int): int
AddStageToRace(int,String, String, double,LocalDateTime,StageType): int
getRaceStages(int): int[]
getStageLength(int): double
removeStageById(int): void
addCategorizedClimbToStage(int, Double, CheckpointType, Double, Double): int
addIntermediateSprintToStage(int, double): int
removeCheckpoint(int): void
concludeStagePreparation(int): void
getStageCheckpoints(int): int array
createTeam(String, String): int
removeTeam(int): void
getTeams(): int array
getTeamRiders(int): int array
createRider(int, String, int): int
removeRider(int): void
registerRiderResultsInStage(int, int, LocalTime): void
getRiderResultsInStage(int, int): LocalTime array
getRiderAdjustedElapsedTimeInStage(int, int): LocalTime
deleteRiderResultsInStage(int, int): void
getRidersRankInStage(int): int array
getRankedAdjustedElapsedTimeInStage(int): LocalTime array
getRidersPointsInStage(int): int array
getRidersMountainPointsInStage(int): int array
eraseCyclingPortal(): void
saveCyclingPortal(String): void
loadCyclingPortal(String): void
removeRaceByName(String): void
getRidersMountainPointClassificationRank(int): int array
getRidersPointClassificationRank(int): int array
getRidersMountainPointsInRace(int): int array
StageState
StageState: enum
StageType
StageType: enum
CheckpointType
CheckpointType: enum


YearOfBirth: int
getNationality(): String
setNationality(String): void
toString(): String
getname(): String
setname(String): void
getAge(): Age
getRiderId(): int
setRiderId(int): void
getTeam(): Team
setTeam(): void
getYearOfBirth(): int
setYearOfBirth(int): void
SortListbasedOfFinalTime(List<List<Object>>): List<List<Obj
SortListbasedOfElapsedTime(List<List<Object>>): List<List<
getRankedAdjustedElapsedTimesInStageMethod(int): LocalT
getPointsForStageType(): List<Integer>
AssignPointsToRiders(): void
getRidersPointsInStageMethod(): int[]
GetPointsForCheckpointTypeMountain(CheckpointType): List
SortListAtIndex(List<List<Object>>, int): List<List<Object>>
AssignMountainPointsToRiders(): void
getRidersMountainPointsInStage(): int[]
addCategorizedClimb(CategorizedClimb): void
addIntermediateSprint(IntermediateSprint): void
Checkpoint
checkpointType: CheckpointType
CheckpointId: int
getCheckpointId(): int
getCheckpointType(): CheckpointType


ect>>
Object>>
ime[]
t<Integer>
getRidersPointsInRace(int): int array
getGeneralClassificationTimesInRace(int): LocalTime array
getRidersGeneralClassificationRank(int): int array
CheckpointType
CheckpointType: enum
CategorizedClimb
idCount: int
id: int
location: Double
type: CheckpointType
averageGradient: Double
length: Double
getId: int
getLocation: Double
getType: CheckpointType
getAverageGradient: Double
getLength: Double
IntermediateSprint
idCounter: int
id: int
location: Double
getId: int
getLocation: location