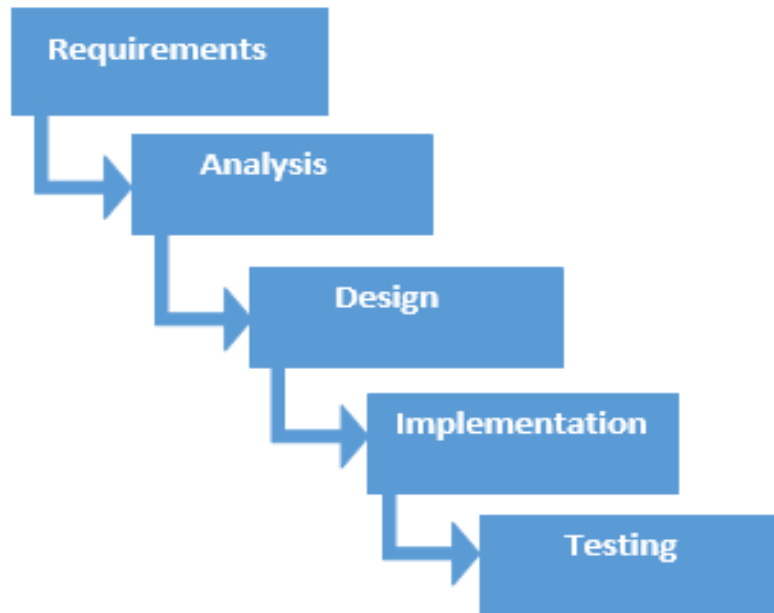# FootballTrainingManager

Dylan Adrián Soler Patiño

FootballTrainingManager

- Gestión y facilitación del entrenamiento y las tácticas de un entrenador de fútbol.

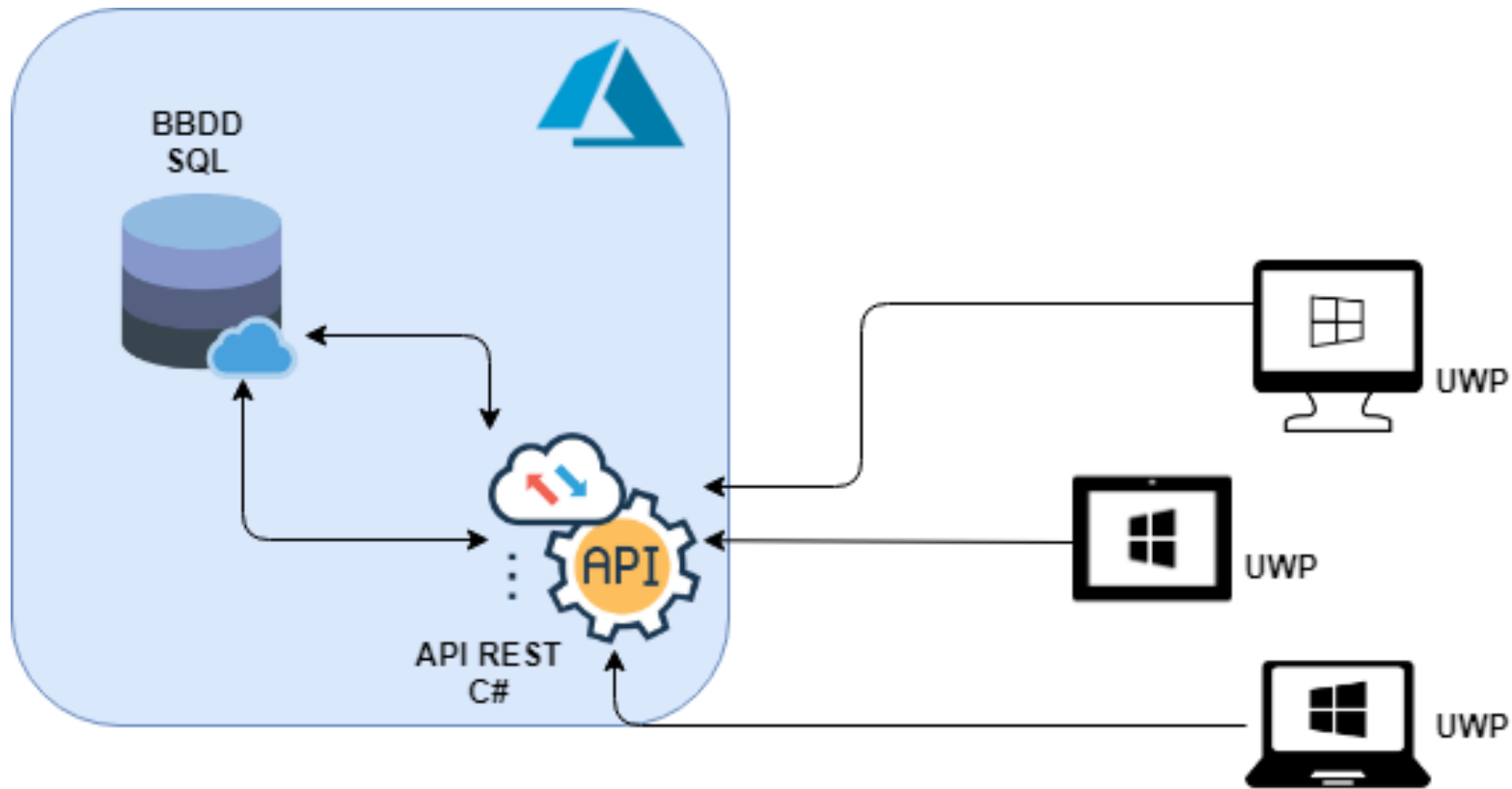- No existen demasiadas opciones actualmente

Metodología en cascada

División del proyecto en fases secuenciales.

Apoyado en mucha documentación y estudio.
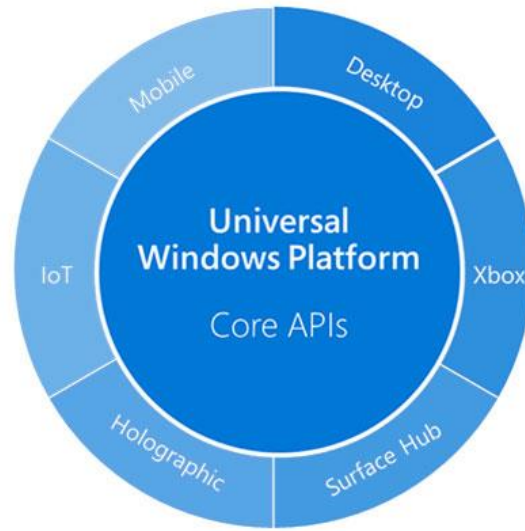
Arquitectura física
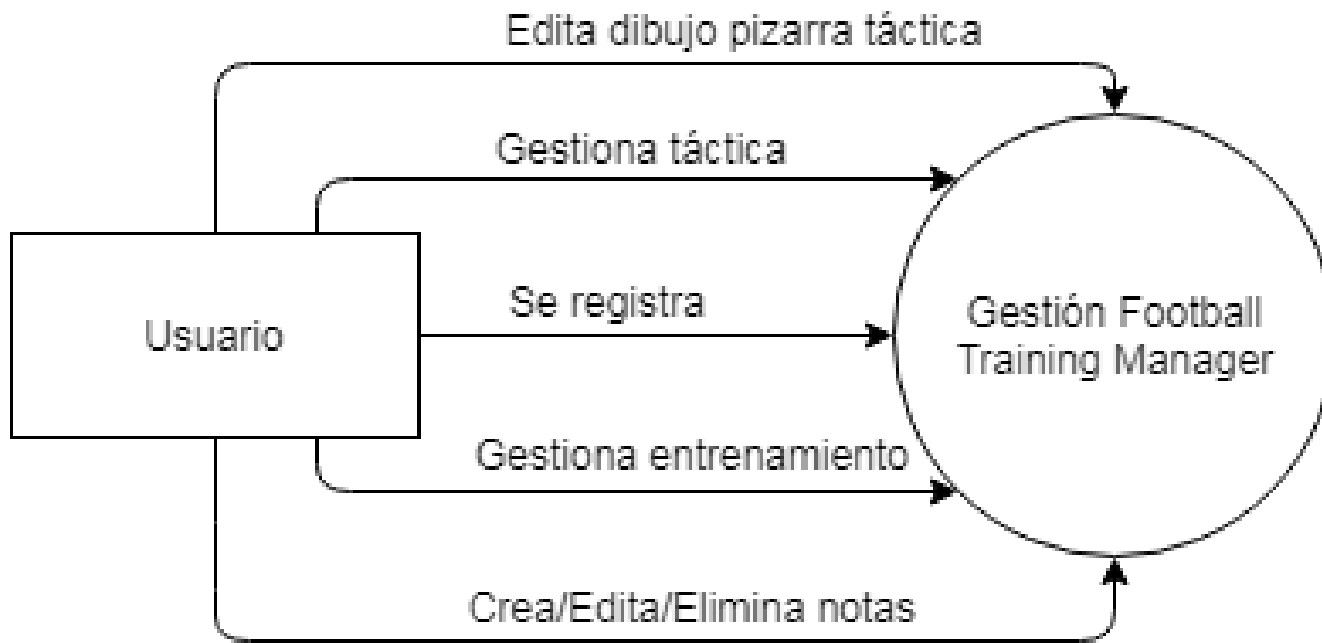
Tecnologías utilizadas

Diagrama de contexto básico

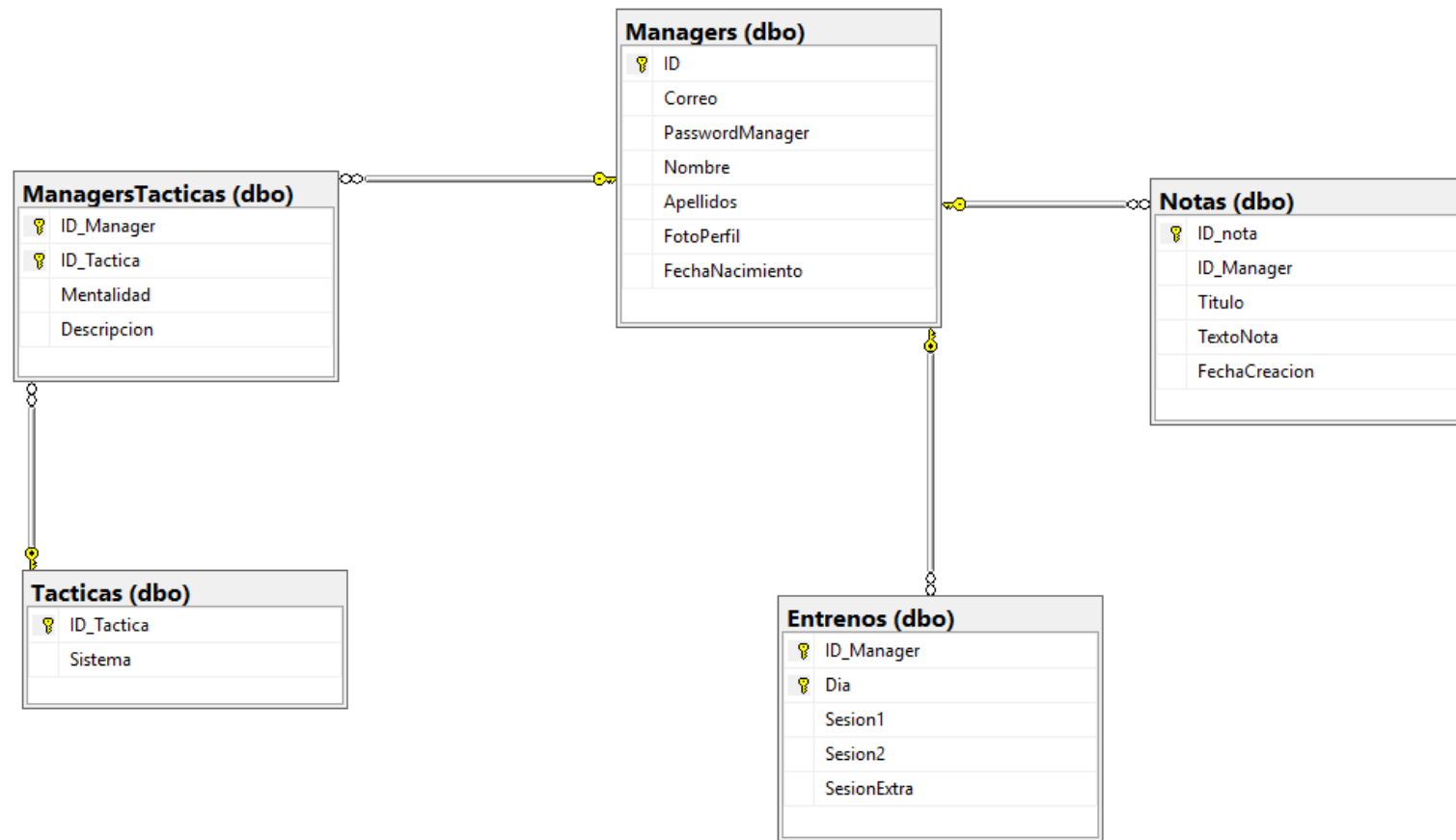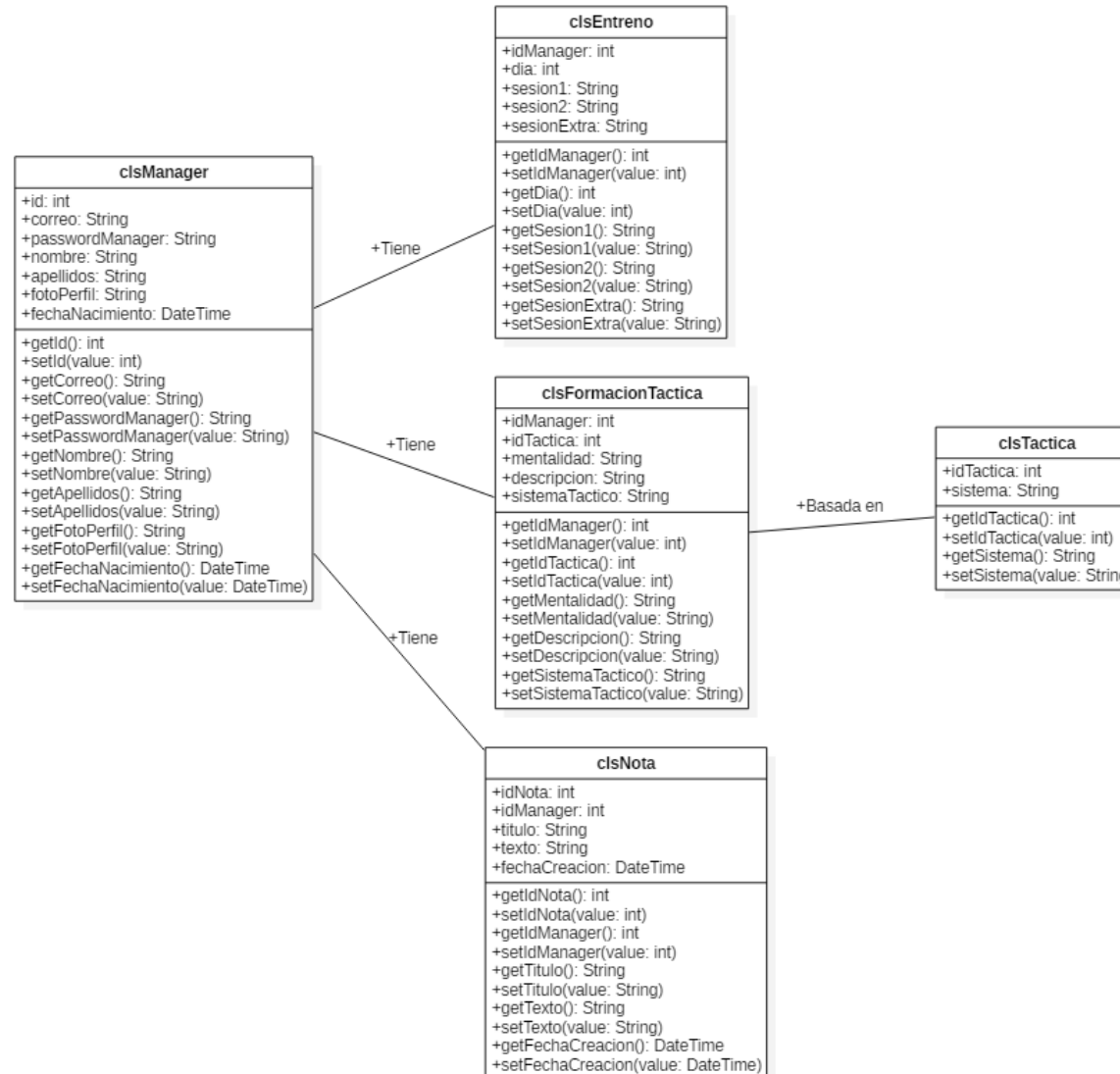# Diagrama físico de datos

Diagrama de clases general

- Entidades

ViewModels

clsVmPerfil

+String _imagenPerfil
+String _imagenPerfil
+int _edad
+bool _formReadOnly
+String _pswActual
+String _newPsw
+String _newRepPsw
+String _datePickerVisibility
+String _edadVisibility
+String _guardarVisibility
+String _editarVisibility
+String _formCambiarPswVisibility
+String _passwActualVisibility
+String _txbNotifyErrorPswVisibility
+String _txbNotifyErrorNewPswVisibility
+String _cancelarPswVisibility
+String _gvAvataresVisibility
+String _infoVisibility
+List String _listadoAvatares
+String _passwCheck
+int _lineasAdornoStroke
+DelegateCommand _guardarCommand
+DelegateCommand _editarCommand
+DelegateCommand _cancelarCommand
+DelegateCommand _cambiarPswLinkCommand
+DelegateCommand _guardarNewPswCommand
+DelegateCommand _cancelarNewPswCommand
+DelegateCommand _checkPasswordCommand
+DelegateCommand _editarFotoCommand
+DelegateCommand _quitarFotoCommand
+DelegateCommand _guardarImagenNuevaCommand
+DelegateCommand _cancelarImagenNuevaCommand
+Double _screenHeight
+Double _screenWidth

+bool guardarCommand_CanExecuted()
+void guardarCommand_Executed()
+void editarCommand_Executed()
+void cancelarCommand_Executed()
+void cambiarPswLinkCommand_Executed()
+void cancelarNewPswCommand_Executed()
+void checkPasswordCommand_Executed()
+bool checkPasswordCommand_CanExecuted()
+bool guardarNewPswCommand_CanExecuted()
+void guardarNewPswCommand_Executed()
+void editarFotoCommand_Executed()
+void quitarFotoCommand_Executed()
+bool guardarImagenNuevaCommand_CanExecuted()
+void guardarImagenNuevaCommand_Executed()
+bool cancelarImagenNuevaCommand_CanExecuted()
+void cancelarImagenNuevaCommand_Executed()
+int calcularEdad(int)
+Boolean comprobarPassword(String, String)
+ListString rellenarListadoAvatares()

---

clsVmAjustes

+String _password
+DelegateCommand _linkEliminarCuentaCommand
+DelegateCommand _eliminarCuentaCommand
+DelegateCommand _cancelarCommand
+Double _screenHeight
+Double _screenWidth
+String _formPswVisibility
+String _txbNotifyErrorPswVisibility

+void linkEliminarCuentaCommand_Executed()
+void eliminarCuentaCommand_Executed()
+void cancelarCommand_Executed()
+Boolean comprobarPassword(String, String)

---

clsVmEntrenos

+NotifyTaskCompletion-List clsEntreno- _listadoEntrenos
+Double _screenHeight
+Double _screenWidth
+String _entrenosSoloLecturaVisibility
+String _entrenosEditablesVisibility
+DelegateCommand _editarEntrenosCommand
+DelegateCommand _guardarEntrenosCommand
+DelegateCommand _cancelarCommand

+void editarEntrenosCommand_Executed()
+bool guardarEntrenosCommand_CanExecuted()
+void guardarEntrenosCommand_ExecutedAsync()
+bool cancelarCommand_CanExecuted()
+void cancelarCommand_Executed()

---

clsVmFormTactica

+NotifyTaskCompletion-List clsFormacionTactica- _formTacticaAsin
+List clsTactica _listadoTacticas
+bool _formReadOnly
+String _comboBoxSistemaVisibility
+String _txbSistemaVisibility
+DelegateCommand _editarFormTactCommand
+DelegateCommand _guardarFormTactCommand
+DelegateCommand _cancelarCommand
+Double _screenHeight
+Double _screenWidth

+void editarFormTactCommand_Executed()
+bool guardarFormTactCommand_CanExecuted()
+void guardarFormTactCommand_Executed()
+bool cancelarCommand_CanExecuted()
+void cancelarCommand_Executed()

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clsVmNotas

+NotifyTaskCompletion-List clsNota- _listadoNotasAsincrono
+clsNota _notaSeleccionada
+bool _esInsertar
+Double _screenHeight
+Double _screenWidth
+String _stkBtnNotaSeleccionadaVisibility
+String _notaVisibility
+String _notaEditableVisibility
+DelegateCommand _insertarNotaCommand
+DelegateCommand _eliminarListaCommand
+DelegateCommand _guardarNotaCommand
+DelegateCommand _editarNotaCommand
+DelegateCommand _cancelarCommand
+DelegateCommand _eliminarNotaCommand
+DelegateCommand _deseleccionarNotaCommand

+void eliminarListaCommand_Executed()
+bool guardarNotaCommand_CanExecuted()
+Operation1()
+bool editarNotaCommand_CanExecuted()
+void editarNotaCommand_Executed()
+void insertarNotaCommand_Executed()
+bool eliminarNotaCommand_CanExecuted()
+void eliminarNotaCommand_Executed()
+bool cancelarCommand_CanExecuted()
+void cancelarCommand_Executed()
+bool deseleccionarNotaCommand_CanExecuted()
+void deseleccionarNotaCommand_Executed()

Estilo de interfaz de usuario básico

Dificultades

- Problemas al debuggear con visual studio

- Limpiar, Recompilar, Cerrar y Abrir

- Tiempo un poco, pero sobre todo ganas

GRACIAS

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