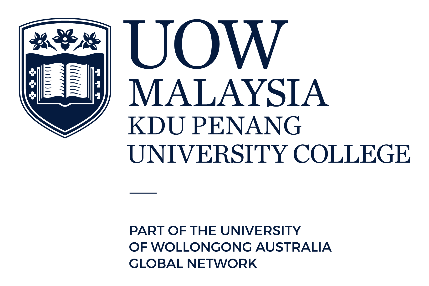
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| **Programme** | | **Course Code and Title** | |
| Diploma in Computer Studies/Diploma In Information Technology | | DJP2264/N Java Programming | |
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| **Date Issued** | **Submission Deadline** | | **Indicative Weighting** |
| Week 4 -07/02/2022 | Week 7 – 04/03/2022 | | 20% |

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| **Assignment title** | Records management system (Player Information Management System) |

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| **Student’s declaration** |
| I certify that the work submitted for this assignment is my own and research sources are fully acknowledged.  Students signature: Date:    LIM |

Table of Contents

[Introduction 3](#_Toc95651793)

[Problem statement 3](#_Toc95651794)

[Class Diagram 3](#_Toc95651795)

[Program Description 3](#_Toc95651796)

[Limitations 3](#_Toc95651797)

[Conclusion 3](#_Toc95651798)

## Introduction

This program is written to help manage player information for a game. The program will start by showing the user a main menu and letting them choose which function they want to run. The program will be able to create new player information, edit them as well as remove them. The program will also save the players’ data after the user chooses to exit the program. It will also load back all the player information once the program is started again.

## Problem statement

## Class Diagram

Text

Description automatically generated

## Program Description

Main Menu:

Text

Description automatically generated

The program starts off by printing the main menu. The main menu contains the 4 basic functions of the program which is “Creating Player”, “Remove Player”. “Edit Player Information” and “Show All Players”. Another option is added to allow the user to exit the program.

Create Player (1):

Text

Description automatically generated

After selecting option 1 (Create player), the user is prompted to enter the new player’s name as well as their points.

Text

Description automatically generated with medium confidence

If the points entered is invalid, an error will pop up saying so and prompt the user to re-enter the points data. Once every data is entered, the new player will be added.

Remove Player (2):

Text

Description automatically generated

When choosing option 2, the user will be prompted to input a player’s name that they want to remove from the list.

Graphical user interface, text

Description automatically generated with medium confidence

If the player does not exist, an error will show up saying that the player is not found and bring the user back to the main screen.

Graphical user interface

Description automatically generated with medium confidence

If a player is found, the player is removed.

Edit Player Information:

Text

Description automatically generated with medium confidence

If the user chooses the 3rd option, the user will be asked for the player’s name that they would like to change. If the user exists, they will be allowed to change the player’s name. Every other attribute of a player is not allowed to be changed as things such as ID and WLR will be handled by the system.

Text

Description automatically generated with medium confidence

If a player is not found, an error will appear.

After that, the user will be brought back to the main screen.

Show all players:

Text

Description automatically generated

If the user chooses option 4, the program will show every player and their details. The program will now wait for the user to press enter before bringing them back to the main menu.

Exit:



When the player wants to exit, the program will save all the players that were created into a file named Players.txt which will be automatically loaded next time when the program is started.

## Limitations

## Conclusion

In conclusion, the whole program is written to allow user to create new player, remove player, edit player information, and show all player in an effective way by choosing the option respectively. The program is user friendly as the output is all well organizing and neat. The program is also able to detect an error input and print out an error message to prevent user entering the wrong input. Overall, the program is well working and functional.