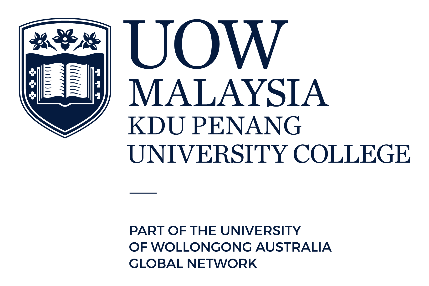
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| --- | --- | --- | --- |
| **Programme** | | **Course Code and Title** | |
| Diploma in Computer Studies/Diploma In Information Technology | | DJP2264/N Java Programming | |
| **Students Name & ID** | | **Lecturer Name** | |
| 1. Tan Wei Harng 0205839 2. Ooi Wei Chuen 0205840 3. Kok Jhun Kit 0205801 4. Lim Wai Xian 0206297 | | Tan Phit Huan | |
|  | | | |
| **Date Issued** | **Submission Deadline** | | **Indicative Weighting** |
| Week 4 -07/02/2022 | Week 7 – 04/03/2022 | | 20% |

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

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

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## Introduction

## Problem statement

## Class Diagram

## 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

## Limitations

## Conclusion