JAVA PRESUBMISSION REPORT (CSE310)

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Introduction:

The proposed application aims to develop a football league system that can manage the team details and results of games played. The application will utilize Java programming language to record team information and calculate points based on the results of the games. The system will also generate reports such as team standings and match schedules.

Requirements:

The following are the requirements for the football league application:

- The system should allow the user to add, modify and delete team information, including team name, coach, players and contact information.
- The system should allow the user to add game results, including team scores, game date, and location.
- The system should calculate points based on the results of the game (e.g. 3 points for a win, 1 point for a draw, 0 points for a loss).
- The system should provide a feature to generate a league table to show the order of teams based on their points.
- The system should provide a feature to generate match schedules for the league.

Design:

The proposed design of the football league application consists of the following components:

•Team class: This class will contain the attributes of the team, such as team name, coach, players, and contact information.

•Match class: This class will contain the attributes of the match, such as the game date, location, and scores.

•League Table class: This class will calculate the points of each team and generate the league table based on the points.

•Schedule class: This class will generate the match schedule for the league.

Implementation:

The implementation of the football league application will be done in Java programming language. The system will use object-oriented programming concepts to create classes for the components mentioned above. The GUI will be designed using JavaFX, which will allow the user to interact with the system and perform the required tasks.

Testing:

To ensure the functionality of the football league application, the system will be tested using various test cases. The tests will cover the features of the system, such as adding and modifying team information, adding game results, generating league tables, and match schedules. The system will also be tested for performance and reliability.

Conclusion:

In conclusion, the proposed football league application will be a useful tool for managing the team details and results of games played. The application will be implemented using Java programming language and will provide features such as adding and modifying team information, adding game results, generating league tables, and match schedules. The system will be tested to ensure its functionality and reliability.

Football.java > Football

```java
/*
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*/



import java.util.*;
import java.lang.*;

class Football
{
    Run | Debug
    public static void main(String args[]) throws NullPointerException
    {
        int n,m,i,j,k;
        System.out.print(s:"\n\n\n\n\n");
        System.out.print("\t\t\t"+"FOOTBALL LEAGUE TABLE"+"\t\t");
        System.out.print(s:"\n\n");
        System.out.print("\t\t\t\t\t"+"- BY Ashwani & Himanshu");
        int x=0;
        Scanner sc=new Scanner(System.in);
        System.out.println(x:"\n\n");
        System.out.println(x:"Enter number of Teams:");
        n=sc.nextInt();
        String z[]=new String[n];
        System.out.println(x:"\n\n");
        System.out.println(x:"Enter names of Teams:");
        for(i=0;i<n;i++)
        {
            z[i]=sc.next();
```

PROBLEMS 2 OUTPUT TERMINAL DEBUG CONSOLE

```
Enter number of Teams:
```

```java
        int n,m,i,j,k;
        System.out.print(s:"\n\n\n\n\n\n");
        System.out.print("\t\t\t"+"FOOTBALL LEAGUE TABLE"+"\t\t");
        System.out.print(s:"\n\n");
        System.out.print("\t\t\t\t\t\t"+"- BY Ashwani & Himanshu");
        int x=0;
        Scanner sc=new Scanner(System.in);
        System.out.println(x:"\n\n");
        System.out.println(x:"Enter number of Teams:");
        n=sc.nextInt();
        String z[]=new String[n];
        System.out.println(x:"\n\n");
        System.out.println(x:"Enter names of Teams:");
        for(i=0;i<n;i++)
        {
            z[i]=sc.next();
        }
        System.out.println(x:"\n\n");
        System.out.println(x:"Enter number of Matches:");
        m=sc.nextInt();
        int pt[]=new int[n];
        int gf[]=new int[n];
        int ga[]=new int[n];
        int gd[]=new int[n];
        int mt[]=new int[n];
        String s[]=new String[n+n];
        String a[][]=new String[m][4];
        System.out.println(x:"\n\n");
        System.out.println(x:"Enter details of Matches(Team1 Team2 T1goals T2goals)");
        for(i=0;i<m;i++)
        {
            for(j=0;j<4;j++)
            {
                a[i][j]=sc.next();
            }
```

```
49          for(j=0;j<4;j++)
50          {
51              a[i][j]=sc.next();
52          }
53          System.out.println();
54      }
55
56      for(i=0;i<m;i++)
57      {
58          for(j=0;j<2;j++)
59          {k=0;
60              int temp=0;
61              int index=0;
62              while(((i-k)>=0)&&(i>0))
63              {
64                  if(a[i][j].equals(s[i-k]))
65                  {temp=1;
66                      index=i-k;
67                  }
68                  k++;
69              }
70
71              if(temp==1)
72              {mt[index]+=1;
73                  gf[index]+=Integer.parseInt(a[i][(j+2)]);
74                  ga[index]+=Integer.parseInt(a[i][(3-j)]);
75                  if((Integer.parseInt(a[i][j+2]))>(Integer.parseInt(a[i][3-j])))
76                  pt[index]+=2;
77                  else if(Integer.parseInt(a[i][j+2])==Integer.parseInt(a[i][3-j]))
78                  pt[index]+=1;
79                  else
80                  {pt[index]+=0;}
81              }
82              else
83              {
```