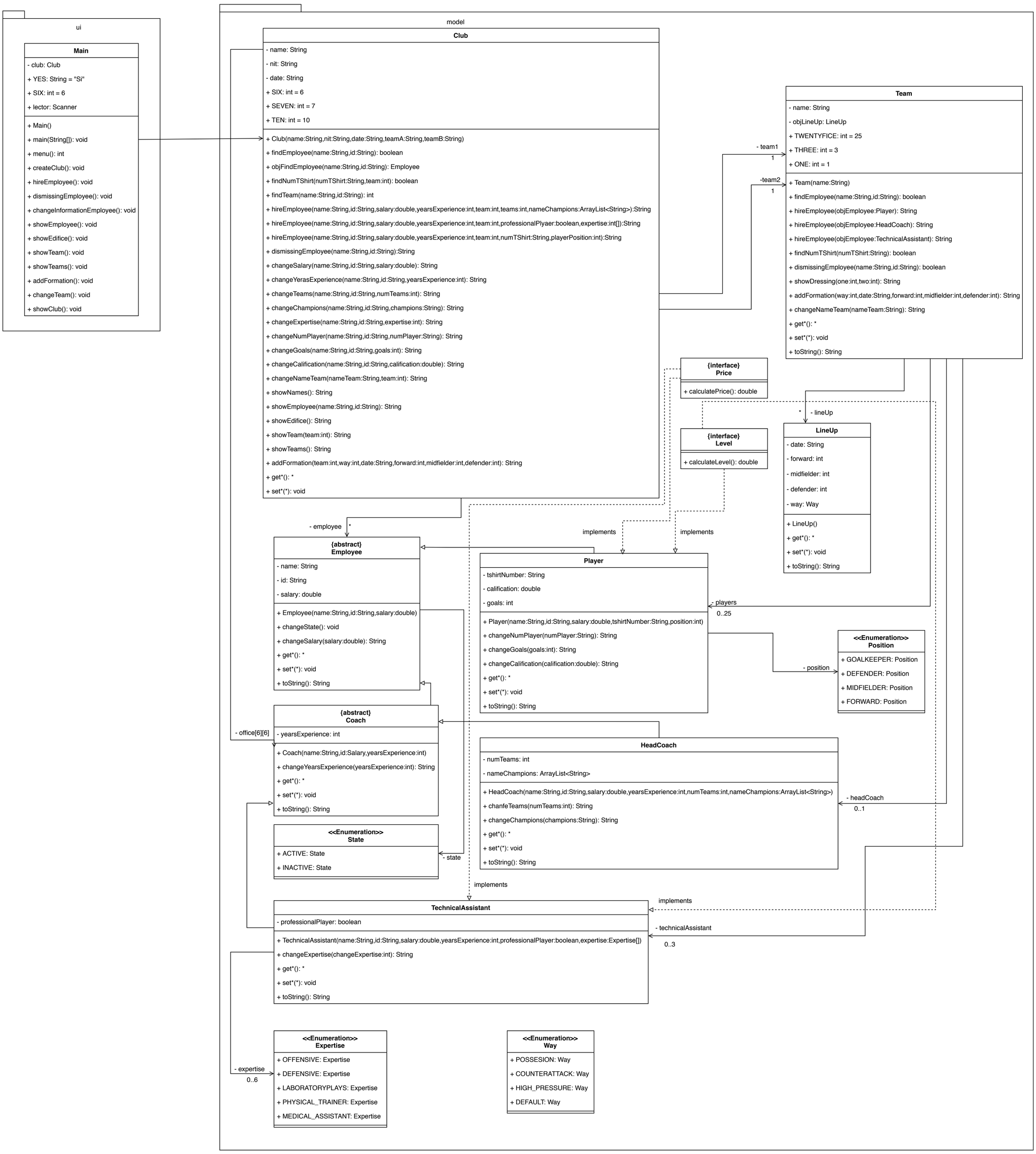
ui
Main
- club: Club
+ YES: String = "Si"
+ SIX: int = 6
+ lector: Scanner
+ Main()
+ main(String[]): void
+ menu(): int
+ createClub(): void
+ hireEmployee(): void
+ dismissingEmployee(): void
+ changeInformationEmployee(): void
+ showEmployee(): void
+ showEdifice(): void
+ showTeam(): void
+ showTeams(): void
+ addFormation(): void
+ changeTeam(): void
+ showClub(): void
model
Club
- name: String
- nit: String
- date: String
+ SIX: int = 6
+ SEVEN: int = 7
+ TEN: int = 10
+ Club(name:String,nit:String,date:String,teamA:String,teamB:String)
+ findEmployee(name:String,id:String): boolean
+ objFindEmployee(name:String,id:String): Employee
+ findNumTShirt(numTShirt:String,team:int): boolean
+ findTeam(name:String,id:String): int
+ hireEmployee(name:String,id:String,salary:double,yearsExperience:int,team:int,teams:int,nameChampions:ArrayList<String>):String
+ hireEmployee(name:String,id:String,salary:double,yearsExperience:int,team:int,professionalPlyaer:boolean,expertise:int[]):String
+ hireEmployee(name:String,id:String,salary:double,yearsExperience:int,team:int,numTShirt:String,playerPosition:int):String
+ dismissingEmployee(name:String,id:String):String
+ changeSalary(name:String,id:String,salary:double): String
+ changeYerasExperience(name:String,id:String,yearsExperience:int): String
+ changeTeams(name:String,id:String,numTeams:int): String
+ changeChampions(name:String,id:String,champions:String): String
+ changeExpertise(name:String,id:String,expertise:int): String
+ changeNumPlayer(name:String,id:String,numPlayer:String): String
+ changeGoals(name:String,id:String,goals:int): String
+ changeCalification(name:String,id:String,calification:double): String
+ changeNameTeam(nameTeam:String,team:int): String
+ showNames(): String
+ showEmployee(name:String,id:String): String
+ showEdifice(): String
+ showTeam(team:int): String
+ showTeams(): String
+ addFormation(team:int,way:int,date:String,forward:int,midfielder:int,defender:int): String
+ get*(): *
+ set*(*): void
Team
- name: String
- objLineUp: LineUp
+ TWENTYFICE: int = 25
+ THREE: int = 3
+ ONE: int = 1
+ Team(name:String)
+ findEmployee(name:String,id:String): boolean
+ hireEmployee(objEmployee:Player): String
+ hireEmployee(objEmployee:HeadCoach): String
+ hireEmployee(objEmployee:TechnicalAssistant): String
+ findNumTShirt(numTShirt:String): boolean
+ dismissingEmployee(name:String,id:String): boolean
+ showDressing(one:int,two:int): String
+ addFormation(way:int,date:String,forward:int,midfielder:int,defender:int): String
+ changeNameTeam(nameTeam:String): String
+ get*(): *
+ set*(*): void
+ toString(): String
- team1
1
-team2
1
{interface}
Price
+ calculatePrice(): double
{interface}
Level
+ calculateLevel(): double
*
- lineUp
LineUp
- date: String
- forward: int
- midfielder: int
- defender: int
- way: Way
+ LineUp()
+ get*(): *
+ set*(*): void
+ toString(): String
- employee
*
{abstract}
Employee
- name: String
- id: String
- salary: double
+ Employee(name:String,id:String,salary:double)
+ changeState(): void
+ changeSalary(salary:double): String
+ get*(): *
+ set*(*): void
+ toString(): String
implements
implements
Player
- tshirtNumber: String
- calification: double
- goals: int
+ Player(name:String,id:String,salary:double,tshirtNumber:String,position:int)
+ changeNumPlayer(numPlayer:String): String
+ changeGoals(goals:int): String
+ changeCalification(calification:double): String
+ get*(): *
+ set*(*): void
+ toString(): String
- players
0..25
- position
<<Enumeration>>
Position
+ GOALKEEPER: Position
+ DEFENDER: Position
+ MIDFIELDER: Position
+ FORWARD: Position
{abstract}
Coach
- yearsExperience: int
+ Coach(name:String,id:Salary,yearsExperience:int)
+ changeYearsExperience(yearsExperience:int): String
+ get*(): *
+ set*(*): void
+ toString(): String
- office[6][6]
HeadCoach
- numTeams: int
- nameChampions: ArrayList<String>
+ HeadCoach(name:String,id:String,salary:double,yearsExperience:int,numTeams:int,nameChampions:ArrayList<String>)
+ chanfeTeams(numTeams:int): String
+ changeChampions(champions:String): String
+ get*(): *
+ set*(*): void
+ toString(): String
- headCoach
0..1
<<Enumeration>>
State
+ ACTIVE: State
+ INACTIVE: State
- state
implements
implements
TechnicalAssistant
- professionalPlayer: boolean
+ TechnicalAssistant(name:String,id:String,salary:double,yearsExperience:int,professionalPlayer:boolean,expertise:Expertise[])
+ changeExpertise(changeExpertise:int): String
+ get*(): *
+ set*(*): void
+ toString(): String
- technicalAssistant
0..3
<<Enumeration>>
Expertise
+ OFFENSIVE: Expertise
+ DEFENSIVE: Expertise
+ LABORATORYPLAYS: Expertise
+ PHYSICAL_TRAINER: Expertise
+ MEDICAL_ASSISTANT: Expertise
- expertise
0..6
<<Enumeration>>
Way
+ POSSESION: Way
+ COUNTERATTACK: Way
+ HIGH_PRESSURE: Way
+ DEFAULT: Way