

SoccerMatch

-startTime: String
-endTime: String
-location: String
-home: String
-visitor: String
-homePlayerIndex: int
-visitorPlayerIndex: int
-homeGoalIndex: int
-visitorPlayers: Player[]
-homePlayers: Player[]
-visitorGoals: Goal[]
-homeGoals: Goal[]

+SoccerMatch()
+SoccerMatch(startTime:String, home:String, visitor:String, location:String)
+addHomePlayer(p:Player): void
+addVisitorPlayer(p:Player): void
+getWinner(): String
+addHomeGoal(g:Goal): void
+addVisitorGoal(g:Goal): void
+getHomeGoal(): Goal[]
+getVisitorGoal(): Goal[]
+getStartTime(): String
+getEndTime(): String
+getLocation(): String
+getHome(): String
+getVisitor(): String
+setEndTime(endTime:String): void
+getHomeGoalIndex(): int
+getVisitorGoalIndex(): int

Goal

-minute: int

Goal()
+getMinute(): int
+setMinute(minute:int): void
+getPlayer(): Player
+setPlayer(player:Player): void

Player

-name: String
-goals: int
-team: String

+Player()
+Player(name:String, team:String)
+getName(): String
+setName(name:String): void
+getGoals(): int
+setGoals(int): void
+getTeam(): String
+setTeam(team:String): void

Bond

-coupon: double
-payments: int
-interest: double
-valueMaturity: double

+Bond()
+Bond(coupon:double, payments:int, interest:double, valueMaturity:double)
+getPrice(): double

Square

-width: double

Square()
+Square(width:double)
+getArea(): double
+getPerimeter(): double
+getWidth(): double