

The application consists of managing players, tournaments and chess tournament locations using Hibernate. I used Main, Management, POJO objects and DAO objects. The first thing I did was to make the POJO objects, then the DAO objects and from that moment I could verify that I was on the right track, because I could create a test class with which I could enter information to the database and check if my code was correct. This way I corrected all the problems that arose in the DAO classes and in the POJO classes. Once my code was working correctly, I started with the Main, which only contains the menu. Finally, I made the Management class, the class that has the program logic. I used lists to retrieve the data from the database and Array Lists for the data to be inserted (both managed from the Management class), and I used Hash Sets managed from the POJO objects to insert the relationships.

I struggled to understand the mapping of the database relationships (one to many, many to one, many to many, etc.) and how the CRUD operations worked. Once it was done, everything was much faster and easier.

Finally, as improvements could be made options to update already created data, relate tables without having to create new data or list data without having to create new data. In the application I have created, as an improvement, when searching for a tournament, the associated players are shown.