

The application consists of the management of players, tournaments and chess tournament games using JavaBeans components. I have used the PlayerBean class, acting as SOURCE, which interacts with 3 other JavaBean classes called MessageBean, GameBean and DeferralBean which act as LISTENERS. I used two other AUXILIARY classes called TournamentBean and DBBean. The first thing I did was to create all the classes, setters and getters according to the practice recommendations. I also created the Main file to be able to test all the functionalities that I was creating. I made the connection, a select and the closing of the database and checked that it worked. Then I did step by step what the exercise asked for until I completed it.

It took me a while to understand how the calls and their arguments worked, but once I understood it, everything went very quickly.

Finally, it would have been good to have the Main file to understand when it is set from the Main and when it is set from the Bean classes themselves, because the exercise is a bit confusing because it does not consider when it is going to be set from a listener, auxiliary class or from the main itself.