uc

Create new
score sheet

<<include>>

Modify a
scoresheet   <<include>>   scoresheet

View team
rankings

View previous
scores

<<include>>

<<include>>

View fixture and
result chart   <<include>>   view

<<include>>

View Team Stats

Force Generate
statistics

<<include>>

Generate fixtures   <<include>>   Admin

<<include>>   <<include>>

Register New
player   <<extend>>   Add a new team

User

Administrator

pkg

Assign

adminGui
- teamName : TextField
- addTeam : Button
- playerName : TextField
- selectTeam : DropBox
- registerPlayer : Button
- generateFixtures : Button
- generateTeamStats : Button

+ obtainStats() : float
+ createTeam() : String
+ getTeam(name : String) : String
+ createFixtures() : String
+ switchPage() : String

team
- singlesMatchesPlayed : int
- teamTotal : int
- doublesMatchesPlayed : int
- players : arrayList<String>

+ teamName() : string
+ players() : string

player
- playerName : String

+ players() : String

admin
- team : string
- player : string

+ addTeam() : string
+ registerNewPlayer() : string
+ generateMatches() : String
+ generateStats() : int

Interact

Assign

match
- currentPlayers : arrayList<String>
- homeTeam : string
- awayTeam : string
- sets : arrayList<int>

+ matchType() : string
+ currentSetLeader() : string

singleSet
- homePlayer : String
- awayPlayer : String
- homeWins : int
- currentGame : String
- awayWins : int

+ calculateTotal() : int
+ inputScore() : int

Part of

Part of

user
+ viewFixtures() : string
+ viewTeamStats() : int
+ viewPreviousScores() : int
+ viewTeamRank() : String
+ createSheet() : String

Obtain scores

viewGui
- viewResults : Button
- viewStats : Button
- viewRank : Button
- viewPreviousScore : Button
- outputDisplay : Canvas

+ displayFixtures() : String
+ displayTeamStats() : int
+ displayPreviousScores() : int
+ displayTeamRank() : String
+ switchPage() : String

Interact

previousScore
- previousMatches : arrayList<String>
- previousSingleSets : arrayList<int>
- previousDoubleSets : arrayList<int>
- previousTeams : arrayList<String>
- previousScore : arrayList<int>

+ saveMatch() : string
+ saveSingleSets() : int
+ saveDoubleSets() : int
+ saveFinalScore() : int

Interact

scoreSheet
- homeTeam : string
- awayTeam : string
- homePlayer : string
- awayPlayer : string
- sheetStore : arrayList<int>

+ newSheet() : string
+ modifySheet() : int
+ calculateScore() : int
+ submitScore() : int
+ storeSheet() : String
+ inputScores() : int

scoreGui
- newSheet : Button
- modifySheet : Button
- homeTeamX : DropBox
- awayTeamX : DropBox
- homeTeamY : DropBox
- awayTeamY : DropBox
- calculateSubmit : Button
- sets : TextField
- finalScore : TextField

+ makeNewSheet() : String
+ alterSheet() : int
+ calculateScore() : int
+ inputScores() : int
+ switchPage() : String

doubleSet
- homePlayer : String
- awayPlayer : String
- currentGame : String
- homeWins : int
- awayWins : int

+ doublesSet() : int

Part of

report
- singleSetsWon : int
- doubleSetsWon : int
- matchWon : int
- matchPlayed : int
- teams : arrayList<String>

+ generateReport() : String
+ update() : String

Obtain fixtures and results

Assign

Interact

fixtures
- singleSetsWon : int
- doubleSetsWon : int
- matchWon : int
- matchPlayed : int
- teams : arrayList<String>

+ generateMatches() : String

Obtain match details

game
- homeScore : int
- awayScore : int
- singleSets : arrayList<int>
- doubleSets : int
- teams : arrayList<String>

+ teamWon() : String

Assign

teamStats
+ totalMatchPlayed() : int
+ totalMatchWon() : int
+ totalSetWon() : int
+ teamRank() : int
+ generateTeamStats() : int

Part of

Obtain match details

sd Diagram 3: RegisterPlayer Sequence

: Administrator

adminGui

team

player

1: registerNewPlayer(team:String, player:String): String()

1.1: getTeam(name:String):String()

1.1.1: players():string()

stores new player in players function

Sends a confirmation that player
has been added to team

New player added to team

sd Diagram 4: Viewing previous match scores sequence

: User   viewGui   admin   previousScores

1: viewPreviousScores(): int()   1.1: displayPreviousScores():int()

Saves previous scores

Display previous scores

sd Diagram 5: Creating a new sheet Sequence

: User   scoreGui   scoreSheet

1: createSheet():String()   1.1: makeNewSheet():string()

Creates a new scoresheet

New sheet Created