

FUNCTIONAL REQUIREMENTS

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| Name | Contract employees |
| Identifier | RF1 |
| Operation summary | <p>It asks for the required information that allows to create the standard employee, then it asks for the type of employee that will be created, that can be: principal coach, technical assistant and player. Then it asks for the missing information and creates the corresponding employee. After that, the employee is added to the payroll.</p> |
| Inputs | <p>String name (name of the employee) String id (id of the employee) Int salary (salary of the user) Boolean state (if it is an active or inactive employee)</p> <p>Principal coach: Int numberTeams (number of teams that the coach has) String[] championships (array of names of the won championships) Int nChampionships (amount of won championships)</p> <p>TechnicalAssistant: Boolean activatedP (if the employee was a player) String[] listExper (the name of all the expertises that the employee has)</p> <p>Player: String shirtNumber (the shirt number of the player) Int goals (amount of goals made in the club) Double evaAvearage (Avearage evaluation of the player) String position (the position of the player)</p> |
| Expected outputs | Create a new employee and add it to the payroll. |

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| Name | Fire employee |
| Identifier | RF2 |
| Operation summary | It asks for the id of the employee that you wish to fire and then search the payroll and if there is a match it removes that object from the payroll and additionally it searches in the existing teams the same id and also removes it. |
| Inputs | String id(the id of the employee that will be fired) |
| Expected outputs | Remove the employee from the payroll and if is the case, from a team |

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| Name | Add employee to team |
| Identifier | RF3 |
| Operation summary | It asks for the name of the team you wish to add the employee to and then asks for the id of the employee. If the team and id exists it then considers if there is more than one team created, if that's the case it checks if the employee is already in that team, if it doesn't it adds it. |
| Inputs | String teamName (the name of the team where you'll add the employee) String Id (the id of the employee that will be added to the team) |
| Expected outputs | Add the employee to the selected team and id the employee is already added, notify it to the user. |

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| Name | Show employee |
| Identifier | RF4 |
| Operation summary | It asks for the id of the of the employee you wish to see, then it searches for it, if it exists it prints its attributes. |
| Inputs | String id |
| Expected outputs | Print all the information of the player selected (it is different depending on the employee type). |

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| Name | Update employee |
| Identifier | RF5 |
| Operation summary | It asks for the id of the player you want to update, if it exists it gives you the option of changing the standard attributes of the employee (those that are the same for all types) or to change something else. If the user selects the last option, it will then give different option depending on the employee type. Finally, it will update the attribute selected. |
| Inputs | <p>Int selection (the option that determines which attribute will be updated)</p> <p>Standard:</p> <p>String name (name of the employee)</p> <p>String id (id of the employee)</p> <p>Int salary (salary of the user)</p> <p>Boolean state (if it is an active or inactive employee)</p> <p>Principal coach:</p> <p>Int numberTeams (number of teams that the coach has)</p> <p>String[] championships (array of names of the won championships)</p> <p>Int nChampionships (amount of won championships)</p> |

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| | <p>TechnicalAssistent: Boolean activatedP (if the employee was a player) String[] listExper (the name of all the expertises that the employee has)</p> <p>Player: String shirtNumber (the shirt number of the player) Int goals (amount of goals made in the club) Double averageEvaluation (Average evaluation of the player) String position (the position of the player)</p> |
| Expected outputs | Change the value of an specific attribute of an employee. |

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| Name | Show all employees |
| Identifier | RF6 |
| Operation summary | It checks the amount of employees created and executes the procedure to show one employee with all the existing ones. |
| Inputs | |
| Expected outputs | Print the information of all the employees registered up to that moment |

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| Name | Show a team |
| Identifier | RF7 |
| Operation summary | It asks for the name of the team you wish to see, then it searches for it, if it exists it prints its name and members. |
| Inputs | String teamName |

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| Expected outputs | Print the information of the team. |
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| Name | Update team |
| Identifier | RF8 |
| Operation summary | It asks for the name of the of the team you wish to update and if it exists, it will ask for the new name of the team and change it. |
| Inputs | String teamName String newTeamName |
| Expected outputs | Change the value of the team name. |

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| Name | Show teams |
| Identifier | RF9 |
| Operation summary | It takes the number of teams counter and based on that, it executes the operation to print the information of one team as many times as it needs (1 or 2 times). |
| Inputs | |
| Expected outputs | Print the information of all teams. |

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| Name | Add alignment and formation to a team |
| Identifier | RF10 |
| Operation summary | <p>It asks for the name of the of the team you wish to add an alignment, if it exists it asks for the date and tactic of the alignment and adds it to the alignments of the corresponding team.</p> <p>For adding a formation, it asks for the name of the team, if it exists, it then asks for the date of the alignment and finally the formation in the form A-B-C, where there can only be 3 parts, each one with a number not greater than 7 and the sum of all of them must be 10. If the chain is valid it register that formation (adds it to the formations) and then prints the formation matrix with the amount of defenders, mild fields and strikers.</p> |
| Inputs | String teamName String date Int option (there is an option that select the tactic) String formation (A-B-C) |
| Expected outputs | Add an alignment to the team and also add and display a formation. |

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| Name | Organize players in change rooms and show it |
| Identifier | RF11 |
| Operation summary | It asks for the name of the of the team which players will be organized. Then it creates a matrix where players are placed leaving an empty space between them and when it's all done it displays the matrix. |
| Inputs | String teamName |
| Expected outputs | Organize players in the change rooms and displays it. |

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| Name | Organize coaches in office and show it |
| Identifier | RF12 |
| Operation summary | It takes all employees and determines if they are an instance of Coach, if they are, it adds them to the office matrix and when it's all done it prints it. |
| Inputs | |
| Expected outputs | Organize all players in the offices and display the matrix |

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| Name | Show it all |
| Identifier | RF13 |
| Operation summary | It executes the methods for showing all players, teams office matrix and change rooms. If there are no coaches hired, it won't show anything in the offices. |
| Inputs | |
| Expected outputs | Print all the information about employees, teams (name and members), offices and change rooms. |