model Event +FILAS PRINCIPIANTE: String = "data//Clubes.txt" +getFirst():Competitor +setFirst(Competitor first):void +getOrigin():Viewver +setOrigin(Viewver origin):void +getDato():String +toString():String +insertViewver(String id, String firstName, String lastName, String email, String gender, String country, String photo, String birthday):void
-insertViewver(Viewver currentRoot, Viewver newViewver):void +searchViewverWithId(String id):String -searchViewverWithId(Viewver currentRoot, String id):String +showCompetitorsOfACountry(String country):String +showViewversOfACountry():String +showViewversPosOrder(String country):void -showViewversPosOrder(Viewver view, String country):void +printlViewvers():String
-printLevel(Viewver view, String msg):String +loadClub():String +addCharacterToTheList(String id, String firstName, String lastName, String email, String gender,String country, String photo, String birthday) :void +showCompetitor(String id):String -showOneCharacterWithId(String id):Competitor +addRandomly():void -addRandomly(Viewver view):void <<TestCase>> TestEvent -setUpSceneGeneralInsert():void -setUpSceneGeneralSearch():void -setUpSceneShowCompetitorsOfACountry():void -setUpScenePrintlViewvers():void -setUpSceneAddCharacterToTheList() :void -setUpSceneShowCompetitor():void -setUpSceneAddRandomly():void #testInsert(): void #testInsertLeft(): void #testRight(): void
#testSceneSearchViewverWithIdBegginig(): void
#testSceneSearchViewverWithIdMedium(): void #testSceneSearchViewverWithIdFinal(): void #testShowViewvers(): void #showCompetitorsOfACountry():void #printlViewvers():void #addCharacterToTheList() :void #showCompetitor():void #addRandomly():void