

Introduction

Upgrade of the former app:

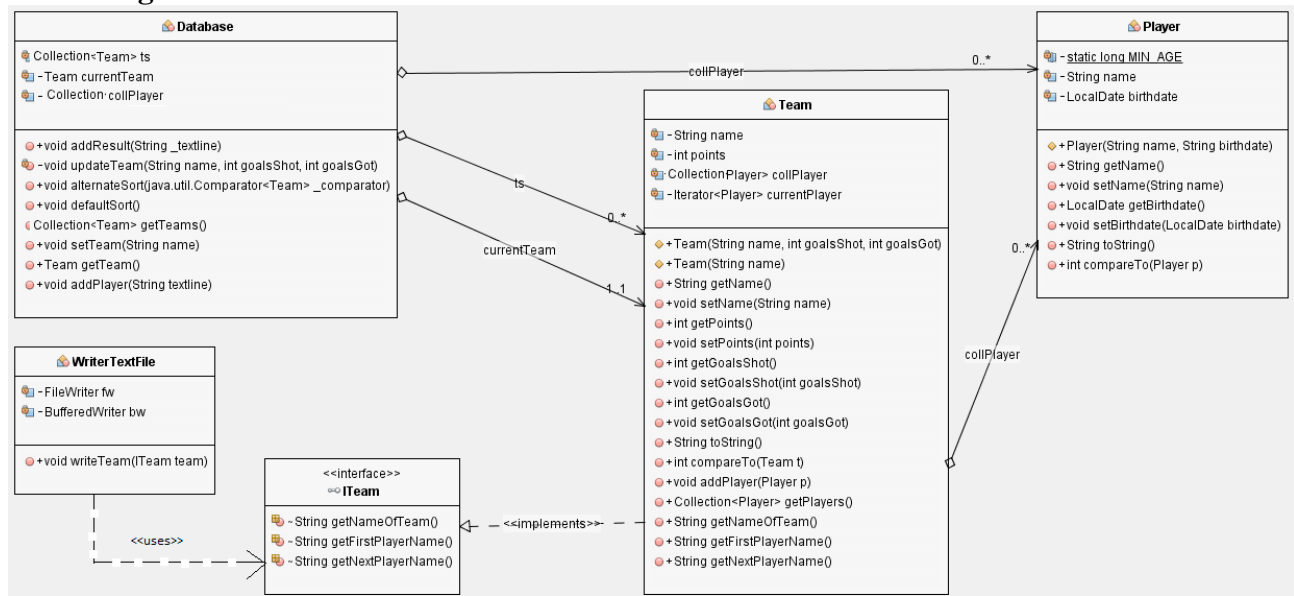
→ user can input some more commands from console.

The outcome is shown below

Hints

- for writing to a text file use given class **WriterTextFile**
- which is given as a jar-file (incl. interface **ITeam**)
- documentation of this class also can be seen in the folder “javadoc”
- a player has to be at least 18 years old (from now on)
- players with identical names are not allowed in database
- typical dialog between user and app can be seen below
- any messages beginning with “error: ...” are generated by exceptions

Class Diagram



Outcome: eg.

```

*****
* load <filename> ... load teams and results *
* add <team1-team2,goal1:goal2> ... add result *
* list {-name | -points} ... list order by *
* set <team> ... set current team *
* player <playername,YYYY-MM-DD> ... add player to current team *
* list {-players} ... list players of current team by name *
* write ... write current team to textfile *
* quit ... end of app *
*****
==>load results.txt
*****
* load <filename> ... load teams and results *
...
*****
==>player Prohaska,1900-11-11
error: current team not set
*****
...
*****
==>set Russia
error: team 'Russia' not found
*****
...
*****
==>set Austria
*****
...
*****
==>player Prohaska,1954-12-23
*****
...
*****
==>player Krankl,1958-03-14
*****
...
*****
==>player Benjamin,1999-10-20
error: player with date '1999-10-20' too young
*****
...
*****
==>player Benjamin,1999-01-01
*****
...
*****
==>list -players
----- player of team: Austria -----
  1. Benjamin, birthdate=Fr, 01. Jan 1999
  2. Krankl, birthdate=Fr, 14. Mar 1958
  3. Prohaska, birthdate=Th, 23. Dec 1954
*****
...
*****
==>write
*****
...
*****
==>set Germany
*****
...
*****
==>player Prohaska,1900-01-01
error: player with name 'Prohaska' already stored
*****
...
*****
==>

```

Result of Write

