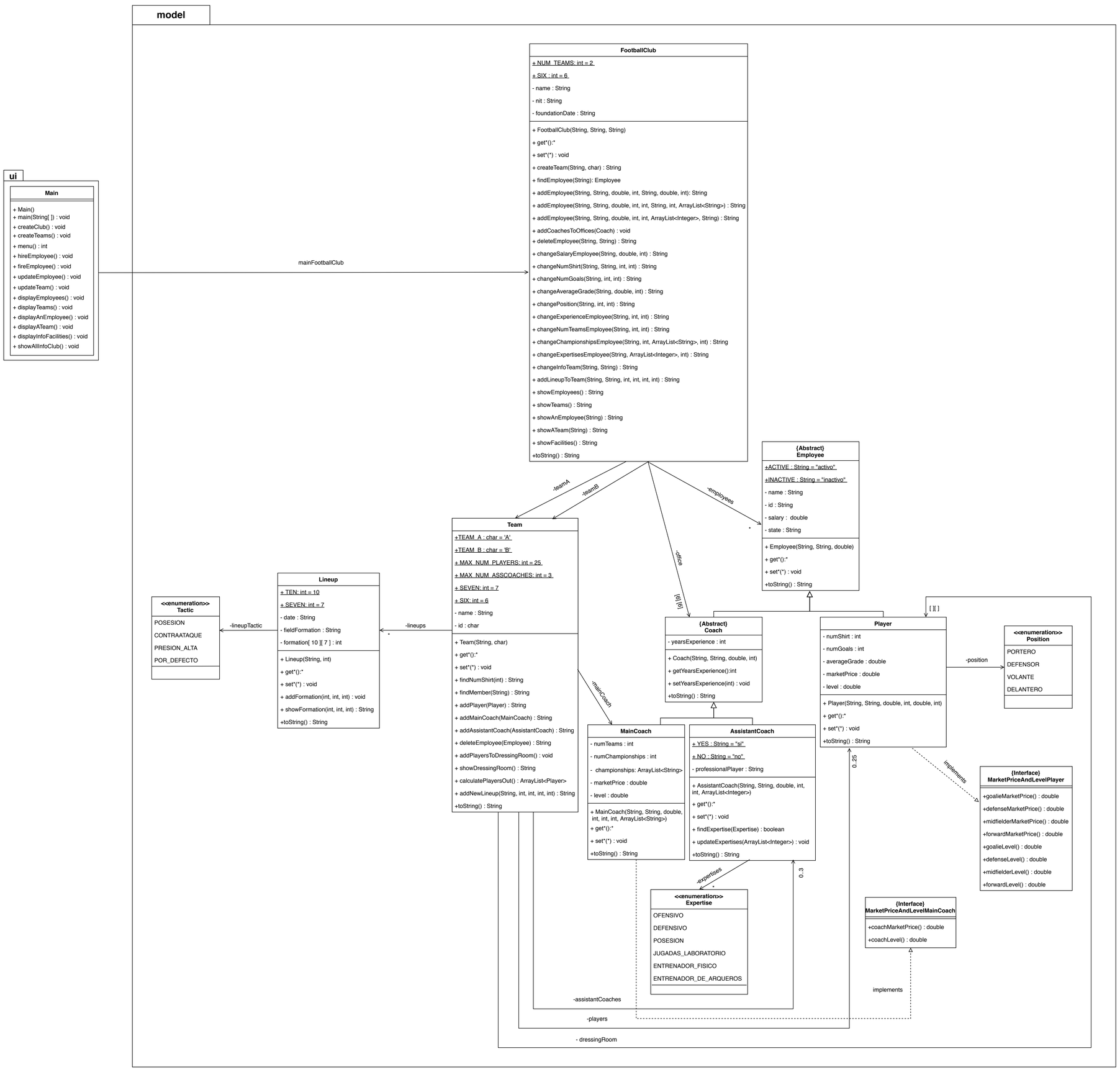
model
ui
Main
+ Main()
+ main(String[ ]) : void
+ createClub() : void
+ createTeams() : void
+ menu() : int
+ hireEmployee() : void
+ fireEmployee() : void
+ updateEmployee() : void
+ updateTeam() : void
+ displayEmployees() : void
+ displayTeams() : void
+ displayAnEmployee() : void
+ displayATeam() : void
+ displayInfoFacilities() : void
+ showAllInfoClub() : void
mainFootballClub
FootballClub
+ NUM_TEAMS: int = 2
+ SIX : int = 6
- name : String
- nit : String
- foundationDate : String
+ FootballClub(String, String, String)
+ get*():*
+ set*(*) : void
+ createTeam(String, char) : String
+ findEmployee(String): Employee
+ addEmployee(String, String, double, int, String, double, int): String
+ addEmployee(String, String, double, int, int, String, int, ArrayList<String>) : String
+ addEmployee(String, String, double, int, int, ArrayList<Integer>, String) : String
+ addCoachesToOffices(Coach) : void
+ deleteEmployee(String, String) : String
+ changeSalaryEmployee(String, double, int) : String
+ changeNumShirt(String, String, int, int) : String
+ changeNumGoals(String, int, int) : String
+ changeAverageGrade(String, double, int) : String
+ changePosition(String, int, int) : String
+ changeExperienceEmployee(String, int, int) : String
+ changeNumTeamsEmployee(String, int, int) : String
+ changeChampionshipsEmployee(String, int, ArrayList<String>, int) : String
+ changeExpertisesEmployee(String, ArrayList<Integer>, int) : String
+ changeInfoTeam(String, String) : String
+ addLineupToTeam(String, String, int, int, int, int) : String
+ showEmployees() : String
+ showTeams() : String
+ showAnEmployee(String) : String
+ showATeam(String) : String
+ showFacilities() : String
+toString() : String
-teamA
-teamB
-employees
*
-office
[6][6]
{Abstract}
Employee
+ACTIVE : String = "activo"
+INACTIVE : String = "inactivo"
- name : String
- id : String
- salary : double
- state : String
+ Employee(String, String, double)
+ get*():*
+ set*(*) : void
+toString() : String
Team
+TEAM_A : char = 'A'
+TEAM_B : char = 'B'
+ MAX_NUM_PLAYERS: int = 25
+ MAX_NUM_ASSCOACHES: int = 3
+ SEVEN: int = 7
+ SIX: int = 6
- name : String
- id : char
+ Team(String, char)
+ get*():*
+ set*(*) : void
+ findNumShirt(int) : String
+ findMember(String) : String
+ addPlayer(Player) : String
+ addMainCoach(MainCoach) : String
+ addAssistantCoach(AssistantCoach) : String
+ deleteEmployee(Employee) : String
+ addPlayersToDressingRoom() : void
+ showDressingRoom() : String
+ calculatePlayersOut() : ArrayList<Player>
+ addNewLineup(String, int, int, int, int) : String
+toString() : String
-lineups
*
Lineup
+ TEN: int = 10
+ SEVEN: int = 7
- date : String
- fieldFormation : String
- formation[10][7] : int
+ Lineup(String, int)
+ get*():*
+ set*(*) : void
+ addFormation(int, int, int) : void
+ showFormation(int, int, int) : String
+toString() : String
-lineupTactic
<<enumeration>>
Tactic
POSESION
CONTRAATAQUE
PRESION_ALTA
POR_DEFECTO
-mainCoach
{Abstract}
Coach
- yearsExperience : int
+ Coach(String, String, double, int)
+ getYearsExperience():int
+ setYearsExperience(int) : void
+toString() : String
[ ][ ]
Player
- numShirt : int
- numGoals : int
- averageGrade : double
- marketPrice : double
- level : double
+ Player(String, String, double, int, double, int)
+ get*():*
+ set*(*) : void
+toString() : String
-position
<<enumeration>>
Position
PORTERO
DEFENSOR
VOLANTE
DELANTERO
MainCoach
- numTeams : int
- numChampionships : int
- championships: ArrayList<String>
- marketPrice : double
- level : double
+ MainCoach(String, String, double, int, int, int, ArrayList<String>)
+ get*():*
+ set*(*) : void
+toString() : String
AssistantCoach
+ YES : String = "si"
+ NO : String = "no"
- professionalPlayer : String
+ AssistantCoach(String, String, double, int, int, ArrayList<Integer>)
+ get*():*
+ set*(*) : void
+ findExpertise(Expertise) : boolean
+ updateExpertises(ArrayList<Integer>) : void
+toString() : String
0..23
implements
{Interface}
MarketPriceAndLevelPlayer
+goalieMarketPrice() : double
+defenseMarketPrice() : double
+midfielderMarketPrice() : double
+forwardMarketPrice() : double
+goalieLevel() : double
+defenseLevel() : double
+midfielderLevel() : double
+forwardLevel() : double
-expertises
*
0..3
<<enumeration>>
Expertise
OFENSIVO
DEFENSIVO
POSESION
JUGADAS_LABORATORIO
ENTRENADOR_FISICO
ENTRENADOR_DE_ARQUEROS
{Interface}
MarketPriceAndLevelMainCoach
+coachMarketPrice() : double
+coachLevel() : double
implements
-assistantCoaches
-players
- dressingRoom