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| **Class Name: Player Skill Profile Window.CS** | |
| **Responsibilities:**  This class is responsible for providing the user with functionality for the player skill profiles.  It does this through the use of event handlers which will be buttons. The user will click on the corresponding button that suits what they which to achieve.  These will be an add, edit, search, and delete button. Once pressed the class will call upon the users class and from there functionality is provided. | **Collaborators:**  The main collaborators are the two user classes. These are the admin and coach class. In these classes they have methods given from the interface that allows them to perform actions.  These classes have different versions of the methods to suit that specific users need so the class that will be called upon will be decided on what type of user is currently using the application. |

CRC Questions?

1. **Beyond the scope of the system?**
2. **Refers to the system as a whole?**
3. **Duplicates another class?**
4. **Too vague?**
5. **Too specific?**
6. **Too tied up with physical inputs and outputs?**
7. **Really an attribute? An attribute is a characteristic**
8. **Really an operation? An action, responsibility**
9. **Really an association?**
10. **Interaction between 2 classes**