**Project Description:**

This is Mini Project for Sports Event Manager where you can manage maximum 20 games, 100 players per game and 7 days. The program allows you to add a game, players playing each game and days on which a game will be played. You can also display schedule of a game, a player, a day.

**Java Files Given:**

DaySchedule.java

Game.java

GameAssociation.java

Player.java

SportsEventManager.java

SportsEvenManager\_LN.java(This file is only for line number reference to create blocks and CFG . Please use the line numbers given in this file ONLY.)

You are expected to test the following:

**Class to Test:** SportsEventManager.java

**Methods to Test:**

* **public int addGame(String name, int maxPlayers):** This method allows you add a game in your list with max number of players participating in that game. Name of the game should be unique.
* **public Game searchGame(String name) :** This method allows you to search a game by its name and return Game object.
* **public String addPlayer(String name, String[] gameNames):** This method allows you to add a player along with names of the participating games. The participating games should be added before adding a player. This method will return successful message if player name is unique and all the games are already in the list. This method will return an error message if player name is already in the list or game is not in the list, but if there are 3 games a player is participating and third is not in the list, it will add first two game for that player and then will return an error message. In short, game will be added to player until it finds that it is not in the list.
* **public String addSchedule(String dayName, String[] gameNames):** This method allows you to add a day and games played on that day. The participating games should be added before adding a day. The logic for this is same as addPlayer method except player is replaced with day.
* **public Player searchPlayer(String name) :** This method allows you to search player by player name.
* **public DaySchedule searchDay(String name) :** This method allows you to search day by day name.
* **public String displayGameWiseSchedule(String gameName) :** This method will display players playing this game and days on which game is played.
* **public String displayDayWiseSchedule(String dayName) :** This method will display game scheduled on the day and players playing the game.
* **public String displayPlayerWiseSchedule(String playerName):** This method will display games, the player is playing and days on which the game is being played.

Steps to follow:

1. Create CFG with blocks table. (See Submission-Format-Sample.pdf)
2. Write TR with test data for CFG covering every edge. (See Submission-Format-Sample.pdf)
3. Write jUnit test cases.
4. Export JaCoCo, HTML report

Note: Please refer junit ppt for all deliverables.