**Class TimeJogoController**

Class responsible for handling the data in a game. Can delete, update, delete and updates the game scores.

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| **Name** | **Description** | **Restriction** | **Type** |
| timeJogoDAO | Variable responsible for instantiating the class timeJogoDao. | Without Limits | timeJodoDAO |
| dadosTimeJogo | Variable responsible for instantiating the class TimeJogo. | No Restriction | String |
| arrayDadosTimeJogo | Variable responsible for storing all data teams. | No Restriction | String |
| dadosTimeJogo | Variable responsible for storing the data of a game. | No Restriction | String |
| idTime | Stores the index of a team identifier. | Only Numbers | Int |
| idTempo | Stores the index identifier of a time. | Only Numbers | Int |
| timeJogo | Stores the data of a team that is playing. | No Restriction | String |
| idJogoAtual | Stores the index identifying a current game. | Just Numbers | Int |