**Classe ArbitroController**

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| **NOME** | **DESCRIÇÃO** | **RESTRIÇÃO** | **TIPO** |
| arbitroDAO | Private variable, used to instantiate the class arbitroDAO () within the constructor of the class ArbitroController. Variable used to access the listarTodos () method where and listing all data referees registered in the system. |  |  |
| dadosArbitro | Referee and the referee data type used to instantiate the arbitrator () class. |  |  |
| arrayDadosArbitro | Variable responsible for storing all the data already stored in the system arbiters using listarTodos () method that is in ArbitroDao () class. The listarTodos () method that takes all data stored in the database of referees |  |  |
| dadosArbitro | Variable responsible for receiving data from each referee stored in vector arrayDadosArbitro variables () individually, ie it stores the data of a single arbitrator. |  |  |
| dadosArbitro | Variable responsible for storing all the data present in consultarPorId (id) function. |  |  |
| arrayDados['nome'] | Variable responsible for storing the name of the technician found by the function. |  |  |
| arrayDados['telefone'] | Variable responsible for storing the telephone found by technical function. |  |  |
| arrayDados['cpf'] | Variable responsible for storing the cpf found by the technical function. |  |  |
| dadosArbitro | Variable responsible for instantiating an arbitrator object. Used to modify your data by calling the update () function arbitroDAO.php class. |  |  |
| nome | Is the name of the referee. |  |  |
| telefone | Is the phone of the referee |  |  |
| cpf | Is the cpf of the referee |  |  |
| dadosArbitro | Variable that receives data from a referee as name, ssn and phone number to be saved in the system. Sends the new data from registered arbitrator for the function insert () arbitroDAO in this class. |  |  |

**Classe DadosController**

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| **NOME** | **DESCRIÇÃO** | **RESTRIÇÃO** | **TIPO** |
| arbitroDAO | Private variable, used to instantiate the class arbitroDAO () within the constructor of the class ArbitroController. Variable used to access the listarTodos () method where and listing all data referees registered in the system. |  |  |
| dadosArbitro | Referee and the referee data type used to instantiate the arbitrator () class. |  |  |
| arrayDadosArbitro | Variable responsible for storing all the data already stored in the system arbiters using listarTodos () method that is in ArbitroDao () class. The listarTodos () method that takes all data stored in the database of referees |  |  |
| dadosArbitro | Variable responsible for receiving data from each referee stored in vector arrayDadosArbitro variables () individually, ie it stores the data of a single arbitrator. |  |  |
| dadosArbitro | Variable responsible for storing all the data present in consultarPorId (id) function. |  |  |
| arrayDados['nome'] | Variable responsible for storing the name of the technician found by the function. |  |  |
| arrayDados['telefone'] | Variable responsible for storing the telephone found by technical function. |  |  |
| arrayDados['cpf'] | Variable responsible for storing the cpf found by the technical function. |  |  |
| dadosArbitro | Variable responsible for instantiating an arbitrator object. Used to modify your data by calling the update () function arbitroDAO.php class. |  |  |
| nome | Is the name of the referee. |  |  |
| telefone | Is the phone of the referee |  |  |
| cpf | Is the cpf of the referee |  |  |
| dadosArbitro | Variable that receives data from a referee as name, ssn and phone number to be saved in the system. Sends the new data from registered arbitrator for the function insert () arbitroDAO in this class. |  |  |

**Classe DadosTimeController**

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| **NOME** | **DESCRIÇÃO** | **RESTRIÇÃO** | **TIPO** |
| dadosTimeDAO | Variable responsible for instantiating the class timeDAO.php. |  |  |
| dadosDadosTime | Variable responsible for storing the data of the team after consultation taken from id. |  |  |
| dadosTime | Variable responsible for storing the data of a new team to be inserted in the data. |  |  |
| idDadosTime | Variable responsible for storing the index data identification of a team. |  |  |
| pontos | Variable responsible for storing the points made ​​by the team in a game. |  |  |
| jogos | Variable responsible for storing the points made ​​by the team in a game. |  |  |
| vitorias | Variable response to store the number of wins the team got in a game. |  |
| empates | Variable responsible for storing the number of draws that got the team in games. |  |  |
| derrotas | Variable responsible for storing the number of losses that the team got in games. |  |  |
| gols | Variable responsible for storing the number of goals he has achieved in games. |  |  |
| golsLevados | Variable responsible for storing the number of goals that your opponents did in games |  |  |
| idTimeA | Variable responsible for storing the index identifying the first team. |  |  |
| idTimeB | Variable responsible for storing the index identifying the second team. |  |  |
| pontuacaoA | Variable responsible for storing the first team to score in the game. |  |  |
| pontuacaoB | Variable responsible for storing the second team to score in the game. |  |  |

**Classe jogadorController**

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| **NOME** | **DESCRIÇÃO** | **RESTRIÇÃO** | **TIPO** |
| jogadorDAO | Variable responsible for instantiating the class jogadorDAO.php. |  |  |
| $arrayDadosJogador | Variable responsible for storing all the data of games played. |  |  |
| time | Variable responsible for storing the team to which the player belongs. |  |  |
| idTempo | Variable responsible for storing content identification time. |  |  |
| idJogador | Variable responsible for storing the index to identify the players. |  |  |
| $arrayDadosJogador | Variable responsible for storing all data of a player. |  |  |
| arrayDados | Array that stores all the player data such as name, cfp, phone number and BirthDate. Each position vector has one of these strings. |  |  |
| idJogador | Stores index identifying a player. |  |  |
| idTime | Stores the index identifying a team. |  |  |
| nome | Stores the name of a player. |  |  |
| dataNascimento | Stores the date of birth of a player. |  |  |
| cpf | Stores the cpf of a player. |  |  |
| numero | Stores the number of a player. |  |  |
| dadosArtilheiro | Array that stores all the data of a scorer. |  |  |

**Classe JogoController**

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| **NOME** | **DESCRIÇÃO** | **RESTRIÇÃO** | **TIPO** |
| jogoDAO | Variable responsible for instantiating the class jogoDAO.php. |  |  |
| dadosJogo | Variable responsible for instantiating the class game. |  |  |
| arrayDadosJogo | Vector responsible for storing all data sets. Fied position vector stores all data of a game. |  |  |
| dadosJogo | Query the data set from an id of a game. |  |  |
| arrayDados | Vector responsible for storing game data as espectatores, location, city, play date, duration and more than 17 meters. |  |  |
| dataJogo | Stores the date that the game was being held. |  |  |
| espectadores | Armazena o numero de espectadores que um jogo possui. |  |  |
| cidade | Stores the city in which the game is being held. |  |  |
| loalizacao | Stores the exact location of the game. The address of the site that is being performed. |  |  |
| data | Stores the date on which the game is being stored in the system. |  |  |
| hora | Stores the time the game is being held. |  |  |
| duracao | Stores the time the game is being held. |  |  |
| Total7Metros | Stores total after game 7 meters. |  |  |
| dadosJogo | Variable responsible for instantiating the class game. |  |  |
| idJogo | Is the index identifying a match. |  |  |
| idTimeA | Is the index identifying the first team that will play. |  |  |
| idTimeB | Is the index identifying the second team that will play. |  |  |
| id | Is an index of identification. |  |  |

**Classe técnicoController**

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| **NOME** | **DESCRIÇÃO** | **RESTRIÇÃO** | **TIPO** |
| tecnicoDAO | Variable responsible for instantiating an object of class tecnicoDAO |  |  |
| dadosTecnico | Variable responsible for instantiating a technical class. |  |  |
| arrayDadosTecnico | Vector responsible for storing all data técnicos.Ele and catch those responsible for data contained in the method listarTordos TecnicoDAO class. |  |  |
| arraySelect | And the rate of identification of a specific technician. |  |  |
| Id | Stores the return of function consultarPorId tecnicoDao in this class. Stores the data from the desired technical id. |  |  |
| dadosTecnico | Stores the return of function consultarPorId tecnicoDao in this class. Stores the data from the desired technical id. |  |  |
| arrayDados | Stores all data referred to as the technical name, phone number, cpf. |  |  |
| nome | Stores the name of a technician. |  |  |
| telefone | Store the phone of a technician |  |  |
| cpf | Store the cpf of a technician |  |  |

**Classe TempoController**

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| **NOME** | **DESCRIÇÃO** | **RESTRIÇÃO** | **TIPO** |
| tempoDAO | Variable responsible for instantiating the class TempoDAO. |  |  |
| dadosTempo | Variable responsible for instantiating the class time. |  |  |
| arrayDadosTempo | Variable responsible for storing the value of all time by storing the return listarTodos method TempoDAO in this class. |  |  |
| dadosTempoTempo | Stores all weather data. |  |  |
| Id | Stores the index for identifying a time. |  |  |
| arrayDados | Stores all data for a particular time as players like, 7-meter throw, scoring the first team, scoring the second team, while a technical index for identifying a time index identifying a game. |  |  |
| Relatorio | Stores the report of a game. |  |  |
| idJogo | Stores the identification index of a game. |  |  |
| idTempo | Stores index identifying a specific time. |  |  |
| idJogo | Stores index identifying a specific set |  |  |
| Tiro7Metros | Stores when a shot from 7 feet and carried. |  |  |
| tempoTecnico | Stores the time of a technician |  |  |
| placarTime1 | Stores the score of the first team. |  |  |
| placarTime2 | Stores the score of the second team. |  |  |
| Tipo | Stores the type of game that is being performed. |  |  |
| seteMetros | Stores when a shot from seven meters and held. |  |  |
| idTempoAtual | Stores the current time of departure. |  |  |
| resultado | Stores the last result of a game played. |  |  |

**Classe TimeController**

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| **NOME** | **DESCRIÇÃO** | **RESTRIÇÃO** | **TIPO** |
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$timeDAO 🡪 Variavel responsável por instanciar a classe TimeDAO.

$dadosTime 🡪 Variavel responsável por instanciar a classe Time.

$arrayDadosTime 🡪 Vetor responsável por armazenar o dado de todos os times no sistema.

$arraySelect 🡪 Vetor responsável por receber cada dado dos times.

$idTime 🡪 É o índice de identificação de um time especifico.

$id 🡪 Armazena o índice de identificação de um time selecionado.

$dadosTime 🡪 Variavel responsável por armazenar todos os dados de um time consultado.

$arrayDados 🡪 Vetor responsável por armazenar os dados de um time como nome.

$idTecnico 🡪 Armazena o índice de identificação de um técnico.

$nome 🡪 Armazena o nome de um time.

$categoria 🡪 Armazena a categoria de um time.

$endereco 🡪 Armazena o endereço da sede de um determinado time.

$dataFundacao 🡪 Armazena a data de fundação de um time.

$presidente 🡪 Armazena o nome do presidente do time.

$telefone 🡪 Armazena o telefone de um time.

$id 🡪 Armazena o índice de identificação de um time.

$dadosTime 🡪 Vetor que armazena todos os dados de um time como pontos, jogos, vitorias, empates derrotas, gols e gols levados.

$porcentagem 🡪 Armazena a porcentagem de vitorias que um time obteve em um determinado jogo.

**Classe TimeJogoController**

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| **NOME** | **DESCRIÇÃO** | **RESTRIÇÃO** | **TIPO** |
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$timeJogoDAO 🡪 Variável responsável por instanciar a classe timeJogoDao.

$dadosTimeJogo 🡪 Variável responsável por instanciar a classe TimeJogo.

$arrayDadosTimeJogo 🡪Variável responsável por armazenar todos os dados dos times.

$dadosTimeJogo 🡪 Variável responsável por armazenar os dados de um um jogo.

$idTime 🡪 Armazena o indice de identificador de um time.

$idTempo 🡪 Armazena o indice de identificador de um tempo.

$timeJogo 🡪 Armazena os dados de um time que está jogando.

$idJogoAtual 🡪 Armazena o índice de identificação de um jogo atual.