

Group 3: MES Sports Application

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CIT2004: Object Oriented Programming

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OOP Group Report

This outlines how the group work was divided and how each member contributed to completing it. Each member worked on the Object Oriented Analysis (OOA), Object Oriented Design (OOD) and/or the code for each class:

1. Sherika Smith: Athlete, User, File Manager (MinistryPrograms, Nationality, Demographics, Salary), Menu
2. Jason White: Coach, Administrator
3. Ronaldo Blake: Sponsors
4. Amoya Jordan: Club, Agent
5. Lashawn Green: Association, Administrator
6. Joel Henry : Menu, File Manager

We faced challenges in coordinating tasks and ensuring alignment among different modules proved to be a challenge due to the complexity of the project. In addition, we had issues with balancing individual responsibilities with group collaboration which required meticulous time management to meet project deadlines. In general, the team has made notable advancements in crafting the MES Sports Application. Every member has played a vital part in bringing their specialized skills to various project elements. Despite encountering obstacles, the team's commitment and cooperative efforts have been pivotal in moving the project closer to completion.

Object Oriented Analysis

Athlete

Nouns: trn, first name, middle name, last name, gender, date of birth, height, weight, nationality, sponsor, agent, club, and clubPassword

Verbs: Login and Pay Fees

Attributes: trn, firstName, middleName, lastName, gender, dob, height, weight, nationality, club, sponsor, clubPassword, agent

Methods: Login, PayFees

Association

Noun: Name, ID, Club Name, Club Number, Address, Sports, Salary

Verb: Manage

Class: Association

Attribute: Name, ID, ClubName, ClubNumber, Address, Sport, Salary

Method: Manage Association

Administrator

Noun: User, Association, Club, Athlete

Verb: Select, Manage, Link

Attributes: Association

Class: Administrator

Method: CreateAcc, EditAcc, DltAcc, Assoc_Select, Assign_Athlete, manage associations, manage clubs

Coach

Nouns: TRN, First Name, Middle Name, Last Name, Gender, DOB, Employment Date,

Separation Date, Commission

Verb: Gets Money

Class: Coach

Method: Name, Commission

Attributes: TRN, Fname, Mname, Lname, Gender, DOB, Emp_Date, Sep_Date, Commission

Sponsor:

Nouns: Name of Sponsor, Sponsorship Date, AthleteName, Sponsorship Amount

Attributes: name, athleteName, Amount, sponsorshipDate

Class: Sponsor

Club

Nouns: Club code, Club name, Club Colour, Total Membership, President, Head Coach, and

Association

Verbs: Gets, Pays

Classes: Club

Attributes: ClubCode, ClubName, Clubcolor, TotalMembership, president, headCoach,

Association

Methods: calculateAnnualFee, payFee

User

Nouns: username, password

Verbs: Access, view

Attributes: Username, Password

Methods: Login

Agent

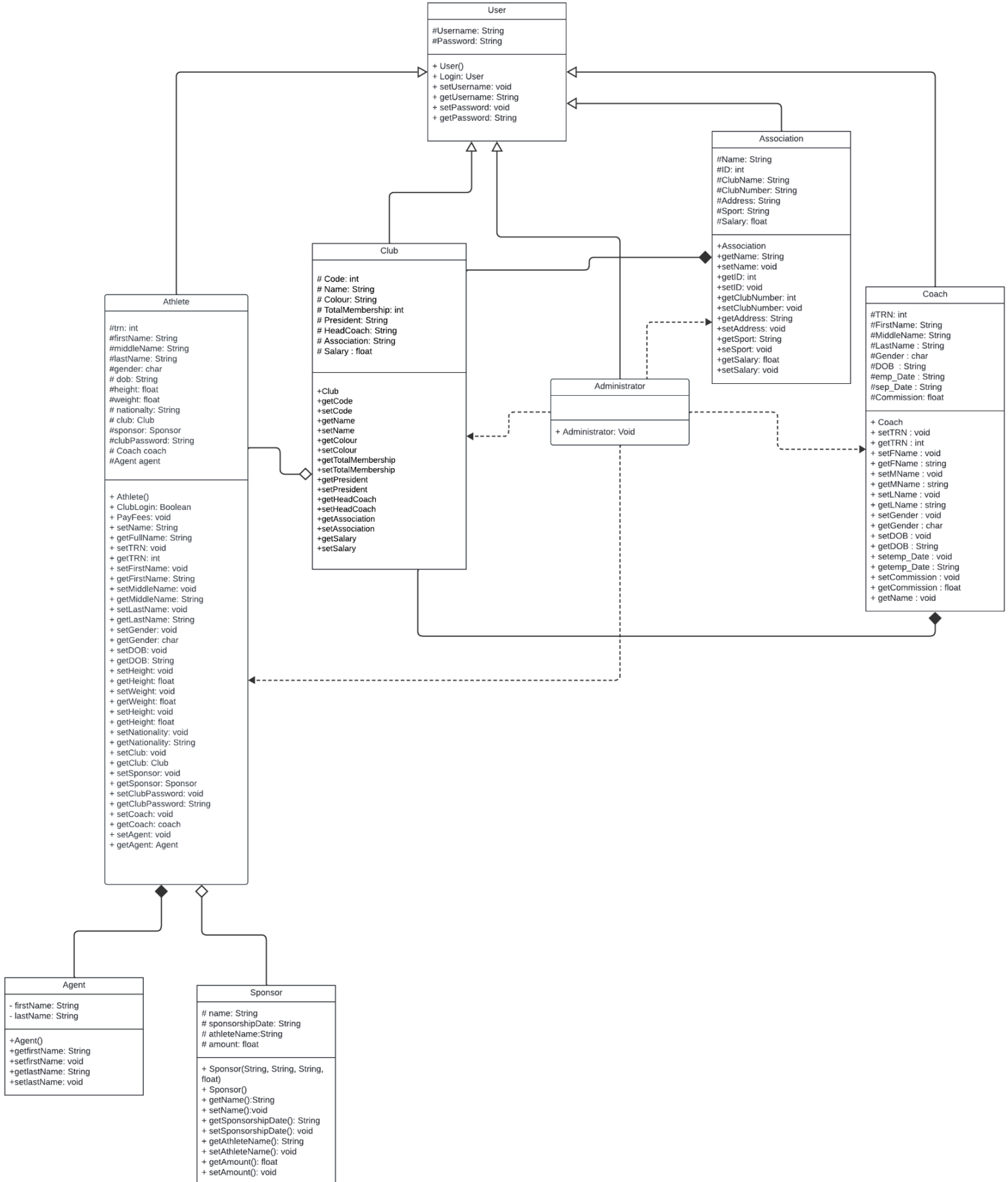
Class: Agent

Nouns: TRN, First Name, Middle Name, Last Name, Athlete

Verbs: negotiates

Attributes: TRN, FirstName, MiddleName, LastName, Athlete

Object Oriented Design



User Manual

Introduction

This manual contains the steps for running the MES Sports Application Program. Major aspects to be touched on within the manual:

1. How to log into the application.
2. How to assign oneself to a specific role (coach, athlete, club, association, etc.)
3. How to create and manage an account if assigned as admin.
4. The list of menus users can view and how to do so.

The manual will also touch on special terms used, necessary equipment, and potential problems with their solutions.

Background

The following are definitions of the terms that will show up within the manual:

- User Select Menu: Allows the user to choose their user type.
- Login Menu: Allows users to log in to the system using their Username and Password.
- Main Menu: This shows all the available menus that a user can choose to view based on their administration level.
- System Management Menu: Allows the user to either create, edit or delete the info for an athlete, coach, club, association and sponsor.
 - Create Account Menu: Allows the admin to enter the relevant information for the user they want to create.

- Edit Account Menu: Allows the admin to select a specific user he/she wants to edit where they can enter the new information into the account.
- Delete Account Menu: Allows the admin to select the user they want to remove from the system.
- Ministry programs Menu: Shows the programs offered by the ministry.
- Sporting Events Menu: Shows the list of events scheduled for the user's sport or for all sports if a user is an admin.
- Salary Menu: Depending on the administration level, the Salary Menu displays the commission or salary received from the athlete.
- Demographics Menu: Displays a report containing the general summarization of the information stored in all associations.
- Clubs Menu: Depending on the administration level, it may show a list or singular club within an association.
- Nationality Menu: Displays the nationalities recorded in the system.
- Sponsorship Menu: Shows all available sponsors for athletes depending on their sport.

Equipment List

For the necessary program to run, a personal computer must be used, with the following specifications required on the equipment:

1. At **least** 124 MB RAM
2. At **least** Disk Space: 124MB for the Java Runtime
3. At **least** Processor: 266MHz
4. Users must download JRE (Java Runtime Environment).

How to Use the MES Sports Application

The MES Sports Application can be used by five users: admin, athlete, agent, coach, and association.

How to Login:

1. Open the application to view the User Select Menu. Click the respective user type to access the Login Menu.
2. In the Login Menu, enter the username and password in the text boxes provided and press the Login button.
3. If the login is successful, a push notification box will appear, press the ok button to view the Main Menu.
4. If the login attempt fails, a push notification box shows the remaining login attempts. Press the ok button to access the Login Menu again. If the user runs out of login attempts, then the application will shut down.

Athlete Guide:

1. The Main Menu for an Athlete will show the: Ministry Programs, Sporting Events, Demographics Clubs, Nationality and Sponsorship buttons.
2. Select the button which corresponds to the information the user would like to see.
3. The user can access the Main Menu again after clicking an option by pressing the Back Button.
4. The Club Button opens the Club Login Menu where the user would have to enter his/her TRN and club password.

5. If the login is successful, a push notification box will appear, press the ok button to view the Club Menu which shows the club the user is in.
6. If the login attempt fails, a push notification box shows the remaining login attempts. Press the ok button to access the Club Login Menu again. If the user runs out of login attempts, then the application will shut down.

Coach Guide:

1. The Main Menu for a Coach will show the: Ministry Programs, Sporting Events, Demographics, Clubs, Nationality, Sponsorship and Salary buttons.
2. Select the button which corresponds to the information the user would like to see.
3. The user can access the Main Menu again after clicking an option by pressing the Back Button.

Association Guide:

1. The Main Menu for an Association will show the: Ministry Programs, Sporting Events, Demographics, Clubs, Nationality, Sponsorship and Salary buttons.
2. Select the button which corresponds to the information the user would like to see.
3. The club menu shows every club within the association.
4. The user can access the Main Menu again after clicking an option by pressing the Back Button.

Admin Guide

1. Within the Login Menu, the admin would have to choose the sport of the association they want to access.

2. The username for Admin is “Admin” and the password is aDm1n235.
3. The Main Menu for an Administrator will show the System Management, Ministry Programs, Sporting Events, Demographics, Clubs, Nationality, and Sponsorship buttons
4. Select the button which corresponds to the information the user would like to see.
5. When they select the System Management button, the admin will see the users they want to change.
6. Once a user is selected, the create, edit and delete options will appear which can open the Create Account Menu, Edit Account Menu, and Delete Account Menu respectively.

Troubleshooting

Table 1

Troubleshooting Guide

Problem	Cause	Correction
The application will not open	<ol style="list-style-type: none"> 1. Lack of available resources on the system. 2. The user's computer does not meet the specified device specifications. 	<ol style="list-style-type: none"> 1. Try closing other apps running in the background to free the device resources. 2. Use another computer or upgrade the current computer to meet the device specifications.
The application is performing slowly.	Lack of available resources on the system.	Try closing other apps running in the background to free the device resources.
Login attempts keep failing.	<ol style="list-style-type: none"> 1. Incorrect login information 	<ol style="list-style-type: none"> 1. Double-check the username and password for typos.

	2. An account was not created for the user	2. Contact the System Administrator to create the account for the user.
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