

**Informatics Institute of Technology**

**Department of Computing**

**(B.Eng.) in Software Engineering**

Module: Object Oriented Programming

5COSC001W

**Object Oriented Programming Coursework (Semester 1)**

Task is to create an application using java which simulates the manipulation of a premier league championship.

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# Introduction

# The task is to create a java-based program that simulates the manipulation of a premier league championship. Design and implement a PremierLeagueManager(for football) class that extends the LeagueManager interface. The LeagueManager interface must be built so that it can be expanded in the future to maintain not only a range of premier football league clubs but also academic clubs such as university sports clubs and school sports clubs.

# Conslusion

By doing this coursework, it helped to gain a vast knowledge about Object oriented programming concepts, Angular for the front-end and playframework for the backend while using REST API. And also it helps to learn how to call an API from Angular. And this coursework gave a knowledge how a premier league championship works.