

**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.

**Date of Submission: 04/01/2021**

Module Leader – Mr. Guhanathan Poravi

Name : Oshadha Malith Goonathilake

UoW ID - w1762649

Student ID - 2018402

Group - E

# 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.

# Class Diagram

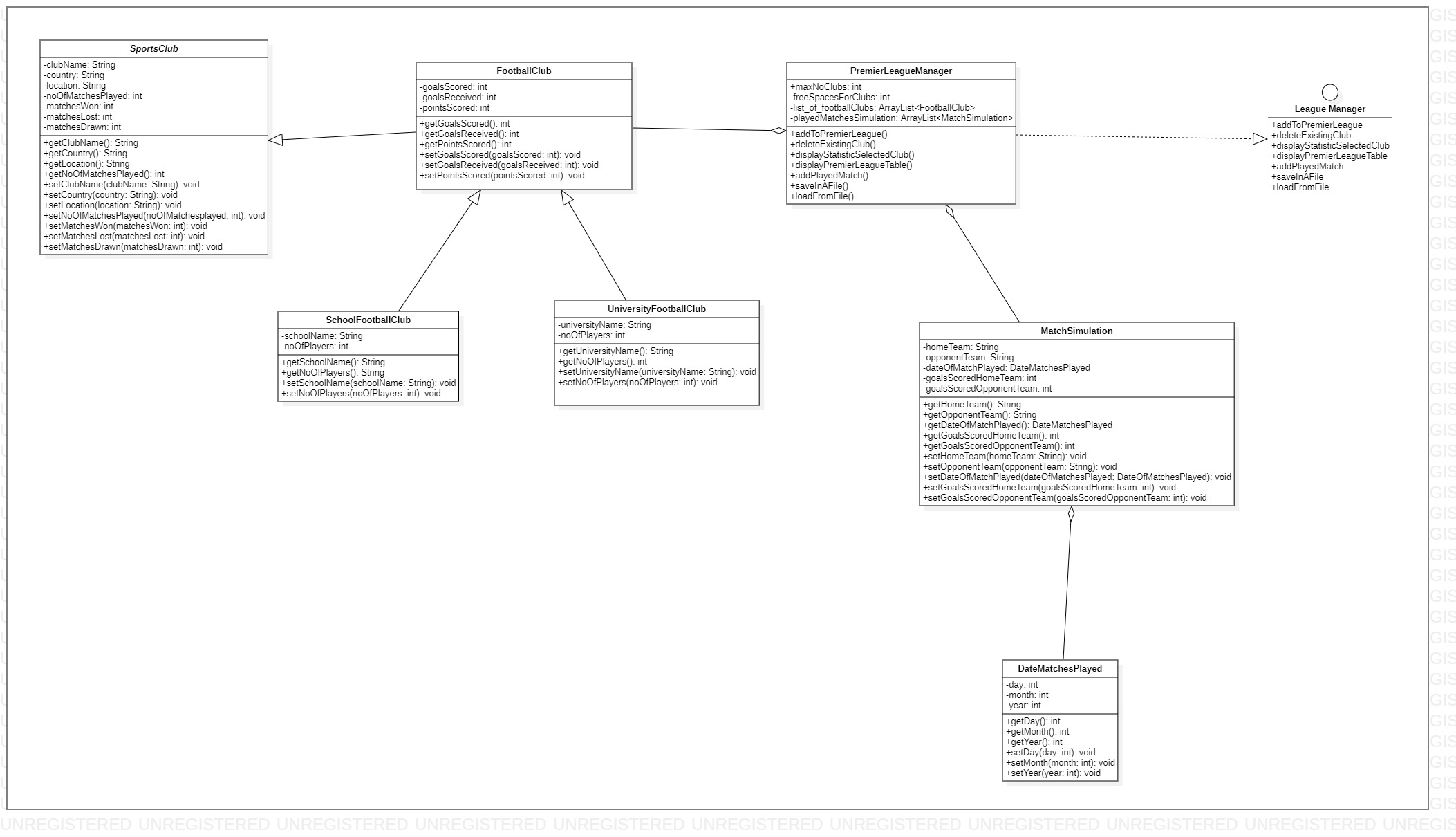
****

Figure 1: Class Diagram

# Diagram, engineering drawing, schematic Description automatically generatedUse Case Diagram CLI

Figure 2: Use Case Diagram CLI

# Diagram, schematic Description automatically generatedUse Case Diagram GUI

Figure 3 : Use Case Diagram GUI

# Java Code for the Premier League Championship

## Premier League championship backend

### **SportsClub**

package controllers;

import java.io.Serializable;

public abstract class SportsClub implements Serializable {

//attributes that a common sport club should contain

private String clubName;

private String country;//country of the sport club

private String location;//location/city of the sport club

private int noOfMatchesPlayed;

private int matchesWon;

private int matchesLost;

private int matchesDrawn;

//constructor for sports club

public SportsClub(String clubName, String country, String location, int noOfMatchesPlayed,

int matchesWon, int matchesLost, int matchesDrawn) {

this.clubName = clubName;

this.country = country;

this.location = location;

this.noOfMatchesPlayed = noOfMatchesPlayed;

this.matchesWon = matchesWon;

this.matchesLost = matchesLost;

this.matchesDrawn = matchesDrawn;

}

//getter method to get and displaying the name of the club

public String getClubName() {

return clubName;

}

//setter method to set the name of the club entered by the user

public void setClubName(String clubName) {

this.clubName = clubName;

}

//getter method to get and displaying the country of the club situated

public String getCountry() {

return country;

}

//setter method to set the country of the club entered by the user

public void setCountry(String country) {

this.country = country;

}

//getter method to get and displaying the location(city) of the club situated

public String getLocation() {

return location;

}

//setter method to set the country of the location(city) entered by the user

public void setLocation(String location) {

this.location = location;

}

//getter method to get and displaying the number of matches played

public int getNoOfMatchesPlayed() {

return noOfMatchesPlayed;

}

//setter method to set the number of matches played

public void setNoOfMatchesPlayed(int noOfMatchesPlayed) {

this.noOfMatchesPlayed = noOfMatchesPlayed;

}

//getter method to get and displaying the number of matches won

public int getMatchesWon() {

return matchesWon;

}

//setter method to set the number of matches won which is entered by the user

public void setMatchesWon(int matchesWon) {

this.matchesWon = matchesWon;

}

//getter method to get and displaying the number of matches lost

public int getMatchesLost() {

return matchesLost; }

//setter method to set the number of matches lost which is entered by the user

public void setMatchesLost(int matchesLost) {

this.matchesLost = matchesLost;

}

//getter method to get and displaying the number of matches drawn

public int getMatchesDrawn() {

return matchesDrawn;

}

//setter method to set the number of matches drawn which is entered by the user

public void setMatchesDrawn(int matchesDrawn) {

this.matchesDrawn = matchesDrawn;

}

@Override

public String toString() {

return "SportsClub{" +"clubName=" + this.clubName + ", country=" + this.country + ", location=" + this.location +", noOfMatchesPlayed=" + this.noOfMatchesPlayed + ", matchesWon=" + this.matchesWon +", matchesLost=" + this.matchesLost +", matchesDrawn=" + this.matchesDrawn ;

}

}

### **FootballClub**

package controllers;

import java.io.Serializable;

public class FootballClub extends SportsClub implements Comparable<FootballClub>,Serializable {

//attributes that should contain in a football club

private int goalsScored;

private int goalsReceived;

private int pointsScored;

//constructor for football club

public FootballClub(String clubName, String country, String location, int noOfMatchesPlayed, int matchesWon, int matchesLost, int matchesDrawn, int goalsScored, int goalsReceived, int pointsScored) {

super(clubName, country, location, noOfMatchesPlayed, matchesWon, matchesLost, matchesDrawn);

this.goalsScored = goalsScored;

this.goalsReceived = goalsReceived;

this.pointsScored = pointsScored;

}

//getter for get and display the goals scored by a football club

public int getGoalsScored() {

return goalsScored;

}

//setter method to set the goals scored by a football club entered by the user

public void setGoalsScored(int goalsScored) {

this.goalsScored = goalsScored;

}

//getter for get and display the goals received for a football club

public int getGoalsReceived() {

return goalsReceived;

}

//setter method to set the goals revived for a football club entered by the user

public void setGoalsReceived(int goalsReceived) {

this.goalsReceived = goalsReceived;

}

//getter for get and display the points scored by a football club

public int getPointsScored() {

return pointsScored;

}

//setter method to set the points scored by a football club entered by the user

public void setPointsScored(int pointsScored) {

this.pointsScored = pointsScored;

}

//compare the points scored by a football club

@Override

public int compareTo(FootballClub footballClub) {

if (this.pointsScored==footballClub.getPointsScored()){

return this.goalsScored-footballClub.getGoalsReceived();

}

return this.getPointsScored()-footballClub.getPointsScored();

}

@Override

public String toString() {

return super.toString()+", goalsScored=" + this.goalsScored +", goalsReceived=" + this.goalsReceived + ", pointsScored=" + this.pointsScored ;

}

}

### **LeagueManager**

package controllers;

import java.io.IOException;

//Interface class with methods that have empty bodies

public interface LeagueManager {

//methods that should be implemented in PremierLeagueManager class

void addToPremierLeague(FootballClub footballClub);

void deleteExistingClub(String clubName);

void displayStatisticSelectedClub(String clubNameDisplay);

void displayPremierLeagueTable();

void addPlayedMatch(String homeTeamPlaying, String opponentTeamPlaying, DateMatchesPlayed dateMatchPlaying, int goalsScoredHomeTeam, int goalsScoredOpponentTeam);

void saveInAFile() ;

void loadFromFile() throws IOException;

}

### **PremierLeagueManager**

package controllers;

import java.io.\*;

import java.util.\*;

//PremierLeagueManager class which is going to implement the classes which are in the interface LeagueManager

public class PremierLeagueManager implements LeagueManager, Serializable {

public static final int maxNoClubs = 20;//variable showing maximum number of clubs that can play in the premier league

private int freeSpacesForClubs = 20;//variable showing the free spaces available ing the list of football clubs.

private List<FootballClub> list\_of\_footballClubs = new ArrayList<>();//arraylist which contain all the objects in sports club including football clubs

private List<MatchSimulation> playedMatchesSimulation = new ArrayList<>();//arraylist which contain all the objects in match simulation class

//Method that is used to create a new football club and add to the premier league manager

@Override

public void addToPremierLeague(FootballClub footballClub) {

for (FootballClub footballClubNew : list\_of\_footballClubs) {//looping inside the list of football clubs

if ((footballClub.getClubName().equals(footballClubNew.getClubName()))) {//if the user enters an already entered club, printing an error

System.out.println("ERROR ! This Football club is already registered");

System.out.println("\n");

return;//printing the error message and return to the main menu

}

}

//finding that the university entered by the user is already registered

if (footballClub instanceof UniversityFootballClub) {

for (FootballClub footballClubNew : list\_of\_footballClubs) {

if (footballClubNew instanceof UniversityFootballClub) {

if ((((UniversityFootballClub) footballClubNew).getUniversityName()).equals((((UniversityFootballClub) footballClub).getUniversityName()))) {

System.out.println("ERROR ! This UNIVERSITY IS ALREADY REGISTERED");

System.out.println("\n");

return;

}

}

}

}

//finding that the school entered by the user is already registered

if (footballClub instanceof SchoolFootballClub) {

for (FootballClub footballClubNew : list\_of\_footballClubs) {

if (footballClubNew instanceof SchoolFootballClub) {

if ((((SchoolFootballClub) footballClubNew).getSchoolName()).equals((((SchoolFootballClub) footballClub).getSchoolName()))) {

System.out.println("ERROR ! This SCHOOL IS ALREADY REGISTERED");

System.out.println("\n");

return;

}

}

}

}

if (freeSpacesForClubs == 0) {

System.out.println("ERROR ! The Football club is Full");//if the spaces in the football club drops to zero printing an error message

} else {

list\_of\_footballClubs.add(footballClub);//if there are no error adding football clubs to the arraylist

freeSpacesForClubs -= footballClub instanceof UniversityFootballClub ? 1 : 1;//if the football club is a university football club reducing the space by one and else also one

System.out.println("YOU HAVE SUCCESSFULLY ADDED A FOOTBALL CLUB...CHEERS !");

//printing the number of free slots remaining

System.out.println(freeSpacesForClubs > 0 ? ("Free Slots Remaining to add football clubs: " + freeSpacesForClubs) : "No More Spaces available to add a football club");

System.out.println(list\_of\_footballClubs);

}

System.out.println("\n");

if (freeSpacesForClubs >= maxNoClubs) {//if the free slots became greater than or equal to the maximum number of clubs printing an error message

System.out.println("ERROR ! No spaces available to add any football club");

System.out.println("\n");

}

}

//Method that is used to delete an existing football club from premier league

@Override

public void deleteExistingClub(String clubName) {

if (list\_of\_footballClubs.isEmpty()) {//printing an error message if the football club list is empty..so can't perform delete operation

System.out.println("No Football clubs in the list,yet!");

} else {

boolean foundClub = false;//boolean value to find the club name

for (FootballClub footballClub : list\_of\_footballClubs) {

if (footballClub.getClubName().equals(clubName)) {//if the club name is inside the arraylist

foundClub = true;//making the boolean value to true

list\_of\_footballClubs.remove(footballClub);//removing the relevant club from the list of football clubs

System.out.println("SAD NEWS !!!");

System.out.printf("A %s has Left the Football Club List.%n", footballClub instanceof UniversityFootballClub ? "University Football Club" : "School Football Club");

freeSpacesForClubs += footballClub instanceof UniversityFootballClub ? 1 : 1;//updating the free slots in the list of football clubs

System.out.println("\n");

System.out.printf("Free Slots Remaining: %d%n", freeSpacesForClubs); //printing the remaining spaces

System.out.println("\n");

break;

}

}

if (foundClub == false) {//if the club is not found printing an error message

System.out.println("Invalid Club Name! Please Check & Try Again!");

System.out.println("\n");

}

}

}

//Method that is used to display the statistics for a selected club

@Override

public void displayStatisticSelectedClub(String clubNameDisplay) {

if (list\_of\_footballClubs.isEmpty()) {//printing an error message if the football club is empty

System.out.println("No Football clubs in the list,yet!");

System.out.println("\n");

} else {

boolean foundClub = false;//boolean value to find the club name

for (FootballClub footballClub : list\_of\_footballClubs) {

if (footballClub.getClubName().equals(clubNameDisplay)) {//if the club is in the list of football clubs

foundClub = true;//making the boolean value tto true

System.out.println("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* STATISTICS \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

System.out.println("\n");

if (footballClub instanceof UniversityFootballClub) {//if the football club is a university football club printing the name of the university

System.out.println("\* Name of the University [U23 Division] \t: " + ((UniversityFootballClub) footballClub).getUniversityName());

} else {

//if the football club is a school football club printing the name of the school

System.out.println("\* Name of the School [U18 Division]\t: " + ((SchoolFootballClub) footballClub).getSchoolName());

}

System.out.println("\* Name of the Club \t\t\t: " + footballClub.getClubName());//displaying the name of the club

System.out.println("\* Country of the Club \t\t\t: " + footballClub.getCountry());//displaying the country of the club

System.out.println("\* Location of the Club \t\t\t: " + footballClub.getLocation());//displaying the city of the club

System.out.println("\* Number Of Matches Played \t\t: " + footballClub.getNoOfMatchesPlayed());//displaying the number of matches played by the club

System.out.println("\* Number of Matches Won \t\t: " + footballClub.getMatchesWon());//displaying the number of matches won by the club

System.out.println("\* Number of Matches Lost \t\t: " + footballClub.getMatchesLost());//displaying the number of matches lost by the club

System.out.println("\* Number of Matches Drawn \t\t: " + footballClub.getMatchesDrawn());//displaying the number of matches drawn by the club

System.out.println("\* Goals Scored \t\t\t\t: " + footballClub.getGoalsScored());//displaying the number of goals scored by the club

System.out.println("\* Goals Received \t\t\t: " + footballClub.getGoalsReceived());//displaying the number of goals received by the club

System.out.println("\* Points Scored \t\t\t: " + footballClub.getPointsScored());//displaying the points scored by the club

System.out.println("\n");

System.out.println("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

System.out.println("\n");

break;

}

}

if (foundClub == false) {//if the football club is not found printing an error message

System.out.println("Invalid Club Name! Please Check & Try Again!");

System.out.println("\n");

}

}

}

//Method that is used to display the premier league table in descending order of their points or goal difference

@Override

public void displayPremierLeagueTable() {

Scanner user\_input = new Scanner(System.in);

System.out.println("1 => Display Premier League Table");

System.out.println("2 => Filter Matches played to a particular date");

System.out.println("\n");

System.out.println("Select [1 or 2] from above to proceed... : ");

int choice = user\_input.nextInt();

System.out.println("\n");

if (choice == 1) {//if the user wants to show the premier league table

Collections.sort(list\_of\_footballClubs, Collections.reverseOrder());//sort the arraylist of football clubs in descending order

System.out.println("------------------------------------------------------------------------------------------------" +

"---------------------------------------------------------------------------------------------------------------");

//headings of the table

System.out.printf("| %-22s | %-15s | %-15s | %-15s | %-15s | %-15s | %-15s | %-15s | %-15s | %-15s | %-14s |", "ClubName", "Country", "Location",

"NoOfMatchesPlayed", "MatchesWon", "MatchesLost", "MatchesDrawn", "GoalsScored", "GoalsReceived", "GoalsDifference", "PointsScored");

System.out.println("\n");

System.out.println("------------------------------------------------------------------------------------------------" +

"---------------------------------------------------------------------------------------------------------------");

System.out.println("\n");

for (FootballClub footballClub : list\_of\_footballClubs) {

//values that are coming in the table

System.out.printf("| %-22s | %-15s | %-15s | %-17s | %-15s | %-15s | %-15s | %-15s | %-15s |%-15s | %-14s |", footballClub.getClubName(), footballClub.getCountry(), footballClub.getLocation(), footballClub.getNoOfMatchesPlayed(), footballClub.getMatchesWon(), footballClub.getMatchesLost(),

footballClub.getMatchesDrawn(), footballClub.getGoalsScored(), footballClub.getGoalsReceived(), (footballClub.getGoalsScored() - footballClub.getGoalsReceived()), footballClub.getPointsScored(), "|\n");

System.out.println("\n");

System.out.println("------------------------------------------------------------------------------------------------" +

"---------------------------------------------------------------------------------------------------------------");

System.out.println("\n");

}

} else if (choice == 2) {//if the user wants to filter the matches played by a specific date

boolean dateFoundBoolean = false;//boolean vale to find the date of the match played

System.out.println("Please Enter the Day of the match played: ");//taking the day of the match played

int day = user\_input.nextInt();

System.out.println("Please Enter the Month of the match played: ");//taking the month of the match played

int month = user\_input.nextInt();

System.out.println("Please Enter the Year of the match played : 2020");//taking the year of the match played

// int year = user\_input.nextInt();

int year = 2020;

System.out.println("\n");

for (MatchSimulation matchSimulation : playedMatchesSimulation) {//looping inside the match simulation class from the arraylist

//if the day,month and year is in the arraylist printing the statistics of the matches played

if ((matchSimulation.getDateOfMatchPlayed().getDay() == day) && (matchSimulation.getDateOfMatchPlayed().getMonth() == month)

&& (matchSimulation.getDateOfMatchPlayed().getYear() == year)) {

System.out.println("-----------------------------------------------------------------------------------------------------");

System.out.printf("| %-22s | %-22s | %-15s | %-25s |", "HomeClubName", "OpponentClubName", "HomeClubGoalsScored", "OpponentClubGoalsScored");

System.out.println("\n");

System.out.println("-----------------------------------------------------------------------------------------------------");

System.out.println("\n");

//displaying the values of the table which is sorted to a specific date

System.out.printf("| %-22s | %-22s | %-19s | %-25s | ", matchSimulation.getHomeTeam(),

matchSimulation.getOpponentTeam(),matchSimulation.getGoalsScoredHomeTeam(), matchSimulation.getGoalsScoredOpponentTeam(), "|\n");

System.out.println("\n");

System.out.println("-----------------------------------------------------------------------------------------------------");

System.out.println("\n");

dateFoundBoolean = true;//making the boolean value to true as the date is correct

}

}

if (dateFoundBoolean == false) {//if the date is not found printing and error message

System.out.println("ERROR ! Invalid Date or You have entered a wrong date...");

System.out.println("\n");

}

} else {

//if the user inputs anything else 1 and 2 options printing an error message

System.out.println("ERROR ! Wrong Input...Try Again...");

System.out.println("\n");

}

}

//Method that is used to add a played match with its score and its date

@Override

public void addPlayedMatch(String homeTeamPlaying, String opponentTeamPlaying, DateMatchesPlayed dateMatchesPlayed,

int goalsScoredHomeTeam, int goalsScoredOpponentTeam) {

//check that home team and the opponent team is equal

if (homeTeamPlaying.equals(opponentTeamPlaying)) {

System.out.println("ERROR ! Home Team and Opponent Team cannot be the same");

System.out.println("\n");

}

boolean homeClubFound = false;//to find the home club entered by the user

boolean opponentClubFound = false;//to find the opponent club entered by the user

boolean isClubUniversity = false;//to find the club entered by the user belongs to which division

FootballClub homeClub = null;//taking a variable to set the relevant attributes related to that particular football club(home club)

for (FootballClub footballClub : list\_of\_footballClubs) {

if (footballClub.getClubName().equals(homeTeamPlaying)) {//if the home club entered by the user is in the football club arraylist

if (footballClub instanceof UniversityFootballClub) {//and of the home club os a university football club

isClubUniversity = true;//making the boolean value to true as the home club is a university football club.

}

//else if the football club entered by the user is a school football club

homeClub = footballClub;//take the specific club name entered by the user and the relevant features of that club name into the home club variable

homeClubFound = true;//as the home club is found making the boolean value to true

}

}

FootballClub opponentClub = null;//taking a variable to set the relevant attributes related to that particular football club(opponent club)

for (FootballClub footballClub : list\_of\_footballClubs) {

if ((footballClub.getClubName().equals(opponentTeamPlaying))) {//if the opponent club entered by the user is in the list of football clubs

if (isClubUniversity == true) {//making the boolean value to true as it a university football club

if (footballClub instanceof UniversityFootballClub) {

isClubUniversity = true;

}

}

opponentClub = footballClub;

opponentClubFound = true;

}

}

if (homeClubFound == false) {//if the home club entered by the user is not found printing an error message

System.out.println("ERROR ! This Home Team is not registered...Please register it first !!!");

System.out.println("\n");

}

if (opponentClubFound == false) {//if the opponent club entered by the user is not found printing an error message

System.out.println("ERROR ! This Opponent Team is not registered on selected divisions...Please register it first !!!");

System.out.println("\n");

}

if (homeClubFound == true && opponentClubFound == true) {//if the home club and the opponent club entered by the user, both are found adding the elements to the arraylist and setting it to the match simulation class

MatchSimulation matchSimulation = new MatchSimulation(homeTeamPlaying, opponentTeamPlaying, dateMatchesPlayed, goalsScoredHomeTeam, goalsScoredOpponentTeam);

playedMatchesSimulation.add(matchSimulation);

System.out.println(playedMatchesSimulation);

//printing an error message because one club can play maximum of 38 matches only for the season.

if (homeClub.getNoOfMatchesPlayed() == 38) {

System.out.println("ERROR ! MAXIMUM AMOUNT OF MATCHES PLAYED BY A single CLUB SHOULD NOT EXCEED 38 [Home club has exceeded the maximum amount]");

System.out.println("\n");

}

if (opponentClub.getNoOfMatchesPlayed() == 38) {

System.out.println("ERROR ! MAXIMUM AMOUNT OF MATCHES PLAYED BY A single CLUB SHOULD NOT EXCEED 38 [Opponent club has exceeded the maximum amount]");

System.out.println("\n");

}

homeClub.setNoOfMatchesPlayed(homeClub.getNoOfMatchesPlayed() + 1);//increase the number of matches played by one

homeClub.setGoalsScored(homeClub.getGoalsScored() + goalsScoredHomeTeam);//updating the goals scored the home team

homeClub.setGoalsReceived(homeClub.getGoalsReceived() + goalsScoredOpponentTeam);//updating the goals received by the home team

opponentClub.setNoOfMatchesPlayed(opponentClub.getNoOfMatchesPlayed() + 1);//increase the number of matches played by one

opponentClub.setGoalsScored(opponentClub.getGoalsScored() + goalsScoredOpponentTeam);//updating the goals scored the opponent team

opponentClub.setGoalsReceived(opponentClub.getGoalsReceived() + goalsScoredHomeTeam);//updating the goals received by the opponent team

if (goalsScoredHomeTeam > goalsScoredOpponentTeam) {//if the goals scored by home team is greater than the goals scored by the opponent team

homeClub.setPointsScored(homeClub.getPointsScored() + 3);//increasing the points of the home team by 3

homeClub.setMatchesWon(homeClub.getMatchesWon() + 1);//increasing the number of matches won by the home team by one

opponentClub.setMatchesLost(opponentClub.getMatchesLost() + 1);//increasing the number of matches lost by the opponent team by one

System.out.println("HOME CLUB HAS WON THE MATCH...");

System.out.println("\n");

}

if (goalsScoredHomeTeam < goalsScoredOpponentTeam) {//if the goals scored by opponent team is greater than the goals scored by the home team

opponentClub.setPointsScored(opponentClub.getPointsScored() + 3);//increasing the points of the opponent team by 3

opponentClub.setMatchesWon(opponentClub.getMatchesWon() + 1);//increasing the number of matches won by the opponent team by one

homeClub.setMatchesLost(homeClub.getMatchesLost() + 1);//increasing the number of matches lost by the home team by one

System.out.println("OPPONENT CLUB HAS WON THE MATCH...");

System.out.println("\n");

}

if (goalsScoredHomeTeam == goalsScoredOpponentTeam) {//if the goals scored by the home team and the opponent team is equal

homeClub.setPointsScored(homeClub.getPointsScored() + 1);//increasing the number of points scored by the home club by one

opponentClub.setPointsScored(opponentClub.getPointsScored() + 1);//increasing the number og points scored by the opponent club by one

homeClub.setMatchesDrawn(homeClub.getMatchesDrawn() + 1);//increasing the number of matches drawn by the home club by one

opponentClub.setMatchesDrawn(opponentClub.getMatchesDrawn() + 1);//increasing the number of matches drawn by the opponent club by one

System.out.println("MATCH HAS BEEN DRAWN...");

System.out.println("\n");

}

}

}

//Method that is used to save the the information entered by the user into a text file

@Override

public void saveInAFile() {

try {

//creating text file of football clubs

FileOutputStream fileOutputStreamPremierLeague1 = new FileOutputStream("footballClubPremierLeague.txt");

ObjectOutputStream objectOutputStreamPremierLeague1 = new ObjectOutputStream(fileOutputStreamPremierLeague1);

//creating text file of matches played

FileOutputStream fileOutputStreamPremierLeague2 = new FileOutputStream("matchSimulation.txt");

ObjectOutputStream objectOutputStreamPremierLeague2 = new ObjectOutputStream(fileOutputStreamPremierLeague2);

//writing objects into the text file which are in the football clubs

for (FootballClub footballClub : list\_of\_footballClubs) {

objectOutputStreamPremierLeague1.writeObject(footballClub);

}

//flush the object output stream

objectOutputStreamPremierLeague1.flush();

//close the fileoutputstream and objectoutputstream

fileOutputStreamPremierLeague1.close();

objectOutputStreamPremierLeague1.close();

//writing objects into the text file which the matches are played

for (MatchSimulation matchSimulation : playedMatchesSimulation) {

objectOutputStreamPremierLeague2.writeObject(matchSimulation);

}

//flush the object output stream

objectOutputStreamPremierLeague2.flush();

//close the fileoutputstream and objectoutputstream

fileOutputStreamPremierLeague2.close();

objectOutputStreamPremierLeague2.close();

System.out.println("DATA SAVED SUCCESSFULLY...");

System.out.println("\n");

//show any errors there are errors

} catch (Exception exception) {

System.out.println("ERROR in Saving !");

System.out.println("\n");

}

}

@Override

public void loadFromFile() throws IOException {

try {

//Creating a stream to read the objects in the text file

FileInputStream fileInputStream1 = new FileInputStream("footballClubPremierLeague.txt");

ObjectInputStream objectInputStream1 = new ObjectInputStream(fileInputStream1);

while (true) {

FootballClub footballClub = (FootballClub) objectInputStream1.readObject();

list\_of\_footballClubs.add(footballClub);

freeSpacesForClubs -= footballClub instanceof UniversityFootballClub ? 1 : 1;//if the football club is a university football club reducing the space by one and else also one

}

} catch (ClassNotFoundException classNotFoundException) {//exception for class not found

System.out.println("ERROR ! Class not found Exception has occurred");

System.out.println("\n");

} catch (FileNotFoundException fileNotFoundException) {

System.out.println("ERROR ! File not found Exception has occurred");

System.out.println("\n");

} catch (EOFException eofException) {//exception for end of file

System.out.println("==============================");

System.out.println("FILE HAS BEEN READ COMPLETELY");

System.out.println("==============================");

System.out.println("\n");

}

if (list\_of\_footballClubs.size() > 1) {

System.out.println("DATA LOADED SUCCESSFULLY OF FOOTBALL CLUBS");

System.out.println("\n");

}

new FileOutputStream("footballClubPremierLeague.txt").close();//flushing the text file after reading

try {

//Creating a stream to read the objects in the text file

FileInputStream fileInputStream2 = new FileInputStream("matchSimulation.txt");

ObjectInputStream objectInputStream2 = new ObjectInputStream(fileInputStream2);

while (true) {

MatchSimulation matchSimulation = (MatchSimulation) objectInputStream2.readObject();

playedMatchesSimulation.add(matchSimulation);

}

} catch (ClassNotFoundException classNotFoundException) {//exception for class not found

System.out.println("ERROR ! Class not found Exception has occurred");

System.out.println("\n");

} catch (FileNotFoundException fileNotFoundException) {

System.out.println("ERROR ! File not found Exception has occurred");

System.out.println("\n");

} catch (EOFException eofException) {//exception for end of file

System.out.println("==============================");

System.out.println("FILE HAS BEEN READ COMPLETELY");

System.out.println("==============================");

System.out.println("\n");

}

if (playedMatchesSimulation.size() > 1) {

System.out.println("DATA LOADED SUCCESSFULLY OF MATCHES PLAYED");

System.out.println("\n");

}

new FileOutputStream("matchSimulation.txt").close();//flushing the text file after reading

}

}

### **SchoolFootballClub**

package controllers;

import java.io.Serializable;

public class SchoolFootballClub extends FootballClub implements Serializable {

//attributes that a school football club should contain

private String schoolName;

private int noOfPlayers;//number of players in the school football club

//constructor for school football club

public SchoolFootballClub( String schoolName, int noOfPlayers,String clubName,

String country, String location,int noOfMatchesPlayed,

int matchesWon, int matchesLost,int matchesDrawn,

int goalsScored, int goalsReceived,

int pointsScored) {

super(clubName, country, location, noOfMatchesPlayed, matchesWon, matchesLost, matchesDrawn, goalsScored, goalsReceived, pointsScored);

this.schoolName = schoolName;

this.noOfPlayers = noOfPlayers;

}

//getter method to get and display the school name

public String getSchoolName() {

return schoolName;

}

//setter method to set the school name entered by the user

public void setSchoolName(String schoolName) {

this.schoolName = schoolName;

}

//getter method to get and display the number of player

public int getNoOfPlayers() {

return noOfPlayers;

}

//setter method to set the number of players entered by the user

public void setNoOfPlayers(int noOfPlayers) {

this.noOfPlayers = noOfPlayers;

}

@Override

public String toString() {

return super.toString() +"schoolName=" + this.schoolName +", noOfPlayers=" + this.noOfPlayers +"}";

}

}

### **UniversityFootballClub**

package controllers;

import java.io.Serializable;

public class UniversityFootballClub extends FootballClub implements Serializable {

//attributes that a university football club should contain

private String universityName;

private int noOfPlayers;//number of players in the university football club

//constructor for university football club

public UniversityFootballClub(String universityName, int noOfPlayers,String clubName,

String country, String location,int noOfMatchesPlayed,

int matchesWon, int matchesLost,int matchesDrawn,

int goalsScored, int goalsReceived,

int pointsScored) {

super(clubName, country, location, noOfMatchesPlayed, matchesWon, matchesLost, matchesDrawn,goalsScored, goalsReceived, pointsScored);

this.universityName = universityName;

this.noOfPlayers = noOfPlayers;

}

//getter method to get and display the university name

public String getUniversityName() {

return universityName;

}

//setter method to set the number of players which is entered by the user

public void setUniversityName(String universityName) {

this.universityName = universityName;

}

//getter method to get and display the number of players

public int getNoOfPlayers() {

return noOfPlayers;

}

//setter method to set the number of players which is entered by the user

public void setNoOfPlayers(int noOfPlayers) {

this.noOfPlayers = noOfPlayers;

}

@Override

public String toString() {

return super.toString() +"universityName='" + this.universityName +", noOfPlayers=" + this.noOfPlayers +"}";

}

}

### **MatchSimulation**

package controllers;

import java.io.Serializable;

public class MatchSimulation implements Comparable<MatchSimulation>,Serializable {

private String homeTeam;

private String opponentTeam;

private DateMatchesPlayed dateOfMatchPlayed;

private int goalsScoredHomeTeam;

private int goalsScoredOpponentTeam;

public MatchSimulation(String homeTeam, String opponentTeam, DateMatchesPlayed dateOfMatchPlayed,int goalsScoredHomeTeam, int goalsScoredOpponentTeam) {

this.homeTeam = homeTeam;

this.opponentTeam = opponentTeam;

this.dateOfMatchPlayed = dateOfMatchPlayed;

this.goalsScoredHomeTeam = goalsScoredHomeTeam;

this.goalsScoredOpponentTeam = goalsScoredOpponentTeam;

}

public String getHomeTeam() {

return homeTeam;

}

public void setHomeTeam(String homeTeam) {

this.homeTeam = homeTeam;

}

public String getOpponentTeam() {

return opponentTeam;

}

public void setOpponentTeam(String opponentTeam) {

this.opponentTeam = opponentTeam;

}

public DateMatchesPlayed getDateOfMatchPlayed() {

return dateOfMatchPlayed;

}

public void setDateOfMatchPlayed(DateMatchesPlayed dateOfMatchPlayed) {

this.dateOfMatchPlayed = dateOfMatchPlayed;

}

public int getGoalsScoredHomeTeam() {

return goalsScoredHomeTeam;

}

public void setGoalsScoredHomeTeam(int goalsScoredHomeTeam) {

this.goalsScoredHomeTeam = goalsScoredHomeTeam;

}

public int getGoalsScoredOpponentTeam() {

return goalsScoredOpponentTeam;

}

public void setGoalsScoredOpponentTeam(int goalsScoredOpponentTeam) {

this.goalsScoredOpponentTeam = goalsScoredOpponentTeam;

}

@Override

public String toString() {

return "MatchSimulation{" +"homeTeam=" + this.homeTeam +", opponentTeam=" + this.opponentTeam + ", dateOfMatchPlaying=" + this.dateOfMatchPlayed +", goalsScoredHomeTeam=" + this.goalsScoredHomeTeam + ", goalsScoredOpponentTeam=" + this.goalsScoredOpponentTeam +'}';

}

@Override

public int compareTo(MatchSimulation matchSimulation) {

if (this.dateOfMatchPlayed.getMonth()==matchSimulation.getDateOfMatchPlayed().getMonth()){

return this.dateOfMatchPlayed.getDay()-matchSimulation.getDateOfMatchPlayed().getDay();

}

return this.dateOfMatchPlayed.getMonth()-matchSimulation.getDateOfMatchPlayed().getMonth();

}

}

### **DateMatchesPlayed**

package controllers;

import java.io.Serializable;

import java.util.Scanner;

public class DateMatchesPlayed implements Serializable {

private int day;

private int month;

private int year;

private static Scanner dateValidation = new Scanner(System.in);

public DateMatchesPlayed(int day, int month, int year) {

try{

if(day>0 && day<=31){

this.day = day;

}else{

System.out.print("Please Enter valid date which played the match: ");

setDay(dateValidation.nextInt());

System.out.println("\n");

}

}catch (Exception e){

System.out.print("Please enter valid date which played the match: ");

setDay(dateValidation.nextInt());

System.out.println("\n");

}

try{

if(month>0 &&month<=12){

this.month = month;

}else{

System.out.print("Please Enter valid month which played the match: ");

setMonth(dateValidation.nextInt());

System.out.println("\n");

}

}catch (Exception e){

System.out.print("Please enter valid month which played the match: ");

setMonth(dateValidation.nextInt());

System.out.println("\n");

}

try{

if(year==2020){

this.year = year;

}else{

System.out.print("Please Enter valid year which played the match: ");

setYear(dateValidation.nextInt());

System.out.println("\n");

}

}catch (Exception e){

System.out.print("Please enter valid year which played the match: ");

setYear(dateValidation.nextInt());

System.out.println("\n");

}

}

public int getDay() {

return day;

}

public void setDay(int day) {

this.day=day;

}

public int getMonth() {

return month;

}

public void setMonth(int month) {

this.month=month;

}

public int getYear() {

return year;

}

public void setYear(int year) {

this.year=year;

}

@Override

public String toString() {

return "Date{" +"day=" + this.day +", month=" + this.month +", year=" + this.year +'}';

}

}

### **ConsoleSystem**

package controllers;

import java.io.File;

import java.io.IOException;

import java.io.Serializable;

import java.net.URISyntaxException;

import java.util.Scanner;

public class ConsoleSystem implements Serializable {

static LeagueManager premierLeagueManager = new PremierLeagueManager();

final static Scanner User\_Input = new Scanner(System.in);//scanner for the user inputs

public static void main(String[] args) throws IOException, URISyntaxException {

try {

// Sleep for 5 Seconds

System.out.println("\n");

System.out.println("......................................................");

System.out.println("YOU ARE ENTERING TO THE PREMIER LEAGUE ");

System.out.println("\n");

System.out.println("server is getting ready !!! PLEASE WAIT ...");

System.out.println("......................................................");

System.out.println("\n");

Thread.sleep(5000);

System.out.println("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*HERE WE GO\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

System.out.println("\n");

}catch(InterruptedException interruptedException) {

System.out.println(interruptedException);

}

//run the playframework and angular in two cmds at the start of the premier league championship

ProcessBuilder processBuilderPlayFrameWork=new ProcessBuilder();

processBuilderPlayFrameWork.command("cmd.exe","/c","start sbt run");

processBuilderPlayFrameWork.directory(new File("../premier-league-manager"));

ProcessBuilder processBuilderAngular=new ProcessBuilder();

processBuilderAngular.command("cmd.exe","/c","start ng serve");

processBuilderAngular.directory(new File("../premier-league-manager-frontend"));

try {

//start the cmds to run the playframework and angular projects

processBuilderPlayFrameWork.start();

processBuilderAngular.start();

}catch (Exception exception){

System.out.println(exception);

}

premierLeagueManager.loadFromFile();//load from the file

mainMenu:

while (true) {

displayMenu();//display the menu

System.out.println("Enter a number from above to Proceed ...");//ask the user to decide a choice from the menu

int choice = User\_Input.nextInt();

System.out.println("\n");

switch (choice) {

case 1:

addToPremierLeague();//call the method to add a new football club

break;

case 2:

deleteExistingClub();//call the method to delete an existing club

break;

case 3:

displayStatisticSelectedClub();//call the method to display statistics of a particular club

break;

case 4:

displayPremierLeagueTable();//call the method to display the premier league table

break;

case 5:

addPlayedMatch();//call the method to add a played match

break;

case 6:

saveInAFile();//call the method to save the details in text file

break;

case 7:

premierLeagueGUI();//call the method to open the premier league gui

break;

case 8:

System.out.println("Thank you for choosing the system, Have a pleasant Day");//Exit from the menu

break mainMenu;

default:

System.out.println("<<<<You selected an Invalid option. Please Try Again !>>>>");//invalid option selected from the menu

continue mainMenu;

}

}

}

private static void displayMenu() {

//Display the menu

System.out.println("------------------------------------------/\*\\-------------------------------------------");

System.out.println("=================WELCOME TO THE FOOTBALL PREMIERE LEAGUE CHAMPIONSHIP=================");

System.out.println("\n");

System.out.println("......................................................");

System.out.println("1. Add a club to the premier League Manager");

System.out.println("2. Delete an existing club from the premier League");

System.out.println("3. Display Statistics for a selected club");

System.out.println("4. Display Premier League Table");

System.out.println("5. Add a played match");

System.out.println("6. Save Into a File");

System.out.println("7. Open Premier League GUI");

System.out.println("8. Exit");

System.out.println("......................................................");

System.out.println("------------------------------------------\\\*/------------------------------------------");

System.out.println("\n");

}

//method to add a new club to the premier league

private static void addToPremierLeague() {

FootballClub footballClub;//initializing the football club

//initializing the variables

int totalMatchesPlayed = 0;

int noOfMatchesWon = 0;

int noOfMatchesLost = 0;

int noOfMatchesDraw = 0;

int goalsScored = 0;

int goalsReceived = 0;

int pointsScored = 0;

User\_Input.nextLine();//as a football club can have spaces between the name of the club,here used a nextLine(), if this nextline() is not there the name

//of the club will not be taken, it will skip to take the country of the club.

mainLoopAdd:

while (true) {

System.out.println("++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++");

System.out.println("\t\tYOU ARE GOING TO ADD FOOTBALL CLUBS TO THE PREMIER LEAGUE BASED ON YOUR UNIVERSITY AND SCHOOL");

System.out.println("++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++");

System.out.println("\n");

//enter the name of the football club

System.out.println("Enter the name of the Club : ");

String clubName = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

//if the user enters only a space to the club name will take the club name again

while (clubName.equals("")) {

System.out.println("ERROR ! Enter clubName Again : ");

clubName = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//if the user enters another character except strings will take the club name again

while (!clubName.matches("[a-zA-Z]+\\s?[a-zA-Z]+\\s?[a-zA-Z]\*$")) {

System.out.println("Enter a String value for the Club Name...Enter the name of the Club : ");

clubName = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//enter the name of the country of the club

System.out.println("Enter the country of the Club : ");

String country = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

//if the user enters a space to the country of the club, country will be taken again

while (country.equals("")) {

System.out.println("ERROR ! Enter Country Again : ");

country = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//if the user enters any other character except a string, country will be taken again as a user input

while (!country.matches("[a-zA-Z]+\\s?[a-zA-Z]+\\s?[a-zA-Z]\*$")) {

System.out.println("Enter a String value for the Country...Enter the name of the Club : ");

country = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//taking the location of the club

System.out.println("Enter the location(city) of the Club : ");

String location = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

//if the user enters a space to the location,taking the location again

while (location.equals("")) {

System.out.println("ERROR ! Enter Location Again : ");

location = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//if the user enters any other character except a string to the location, taking the location again

while (!location.matches("[a-zA-Z]+\\s?[a-zA-Z]+\\s?[a-zA-Z]\*$")) {

System.out.println("Enter a String value for the City of the club...Enter the name of the Club : ");

location = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//choice what division the club should play

footballClubChoice:

while (true) {

System.out.println("1. (U23 players) => University Players");//U23 for University players

System.out.println("2. (U18 players) => School Players");//U18 for school players

System.out.println("\n");

//choice of the division

System.out.println("Do you want to proceed with University Football club or School Football club [Enter the number only (1 or 2)] : ");

int footballClubChoice = User\_Input.nextInt();

System.out.println("\n");

if (footballClubChoice == 1) {//user chosen university as the division

System.out.println("<<<You have chosen UNIVERSITY FOOTBALL CLUB>>>");

System.out.println("\n");

User\_Input.nextLine();//prevent of skipping the name of the university to the number of players

System.out.println("Enter the name of the UNIVERSITY : ");//name of the university

String universityName = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

//if the user enters space to the university name,taking the user input again

while (universityName.equals("")) {

System.out.println("ERROR ! Enter University Name Again...");

universityName = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//if the user enters any other character except a string to the university name, taking it again

while (!universityName.matches("[a-zA-Z]+\\s?[a-zA-Z]+\\s?[a-zA-Z]\*$")) {

System.out.println("Enter a String value for the University Name...Enter the name of the Club : ");

universityName = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//enter the number of players in the university, with the reserved players

System.out.println("Enter the number of players in the university with reserved played [total number of players] : ");

int universityNoPlayers = User\_Input.nextInt();

System.out.println("\n");

//if the user enters the number of players which is less than 0, enter an error message

if (universityNoPlayers < 0) {

System.out.println("ERROR ! No of players can't be a negative value...");

System.out.println("\n");

continue footballClubChoice;

}

//set the values to the university division

footballClub = new UniversityFootballClub(universityName, universityNoPlayers, clubName, country, location, totalMatchesPlayed, noOfMatchesWon, noOfMatchesLost, noOfMatchesDraw, goalsScored, goalsReceived, pointsScored);

premierLeagueManager.addToPremierLeague(footballClub);//call the add method from the premier league manager

break mainLoopAdd;//break the loop after setting the values to the university division

} else if (footballClubChoice == 2) {//if the chosen the school division

System.out.println("<<<You have chosen SCHOOL FOOTBALL CLUB>>>");

System.out.println("\n");

User\_Input.nextLine();

System.out.println("Enter the name of the SCHOOL : ");//take the name of the school

String schoolName = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

//if the user enters a space to the school name, taking it again

while (schoolName.equals("")) {

System.out.println("ERROR ! Enter School Name Again : ");

schoolName = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//if the user enters any other character except a string, taking the school name again

while (!schoolName.matches("[a-zA-Z]+\\s?[a-zA-Z]+\\s?[a-zA-Z]\*$")) {

System.out.println("Enter a String value for the School Name...Enter the name of the Club : ");

schoolName = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//enter the number of players in the school

System.out.println("Enter the number of players in the school with reserved played [total number of players] : ");

int schoolNoPlayers = User\_Input.nextInt();

System.out.println("\n");

//if the user enters the number of players less than 0, printing an error message

if (schoolNoPlayers < 0) {

System.out.println("No of players can't be a negative value...");

System.out.println("\n");

continue footballClubChoice;

}

//setting the school football club after getting the values

footballClub = new SchoolFootballClub(schoolName, schoolNoPlayers, clubName, country, location, totalMatchesPlayed, noOfMatchesWon, noOfMatchesLost, noOfMatchesDraw, goalsScored, goalsReceived, pointsScored);

premierLeagueManager.addToPremierLeague(footballClub);//calling the add to premier league method

break mainLoopAdd;//break the loop after setting the values to the school division

} else {

//printing an error message if the user selects any other number in the division selection

System.out.println("In this age you can't play football any of the age category mentioned above");

System.out.println("\n");

break mainLoopAdd;

}

}

}

}

private static void deleteExistingClub() {

User\_Input.nextLine();

mainLoopDelete:

while (true) {

System.out.println("Enter the CLUB NAME you want to delete : ");//enter the name of the club to be deleted

String deleteClub = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

//if the user enters a space to the name of the club, taking the name of the club again

while (deleteClub.equals("")) {

System.out.println("ERROR ! Enter Club Name Again : ");

deleteClub = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//if the user enters any other character except string, taking the club name again

while (!deleteClub.matches("[a-zA-Z]+\\s?[a-zA-Z]+\\s?[a-zA-Z]\*$")) {

System.out.println("Enter a String value for the Club Name...Enter the name of the Club : ");

deleteClub = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

premierLeagueManager.deleteExistingClub(deleteClub);//calling the delete method again

break mainLoopDelete;

}

}

private static void displayStatisticSelectedClub() {

User\_Input.nextLine();

mainLoopDisplayStats:

while (true) {

System.out.println("Enter the name of the Football Club : ");//taking thee name of the football club to display the stattistics

String clubNameDisplay = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

//if the user enters a space to the club name, taking the club name again

while (clubNameDisplay.equals("")) {

System.out.println("ERROR ! Enter Club Name Again : ");

clubNameDisplay = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//if the user enters any other character except string, taking the name again

while (!clubNameDisplay.matches("[a-zA-Z]+\\s?[a-zA-Z]+\\s?[a-zA-Z]\*$")) {

System.out.println("Enter a String value for the Club Name...Enter the name of the Club : ");

clubNameDisplay = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

premierLeagueManager.displayStatisticSelectedClub(clubNameDisplay);//calling the display statistics methods from the premier league

break mainLoopDisplayStats;

}

}

private static void displayPremierLeagueTable() {

premierLeagueManager.displayPremierLeagueTable();//calling the premier league table from the premier league manager

}

private static void addPlayedMatch() {

mainLoopAddPlayedMatch:

while (true) {

User\_Input.nextLine();

System.out.println("Enter home team playing the premier league [Club name] : ");//taking the name of the home team to play a match

String homeTeamPlaying = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

//if the user enters a space to the name of the home team, take the home team again

while (homeTeamPlaying.equals("")) {

System.out.println("ERROR ! Enter Home Club Again : ");

homeTeamPlaying = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//if the user enters a character except a string,take the home team again

while (!homeTeamPlaying.matches("[a-zA-Z]+\\s?[a-zA-Z]+\\s?[a-zA-Z]\*$")) {

System.out.println("Enter a String value for the Home Team...Enter the name of the Club : ");

homeTeamPlaying = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//taking the name of the opponent team

System.out.println("Enter the opponent team playing the premier league [Club name]: ");

String opponentTeamPlaying = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

//if the user enters a space to the name of the opponent team, take the opponent team again

while (opponentTeamPlaying.equals("")) {

System.out.println("ERROR ! Enter Opponent Team Again : ");

opponentTeamPlaying = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//if the user enters a character except a string,take the opponent team again

while (!opponentTeamPlaying.matches("[a-zA-Z]+\\s?[a-zA-Z]+\\s?[a-zA-Z]\*$")) {

System.out.println("Enter a String value for the Opponent Team...Enter the name of the Club : ");

opponentTeamPlaying = User\_Input.nextLine().toLowerCase();

System.out.println("\n");

}

//take the day of the match played

System.out.println("Please Enter the Day of the match played: ");

int day = User\_Input.nextInt();

//taking the month of the match played

System.out.println("Please Enter the Month of the match played: ");

int month = User\_Input.nextInt();

//year of the match played

System.out.println("Year of the match played : 2020");

int year=2020;

System.out.println("\n");

System.out.println("Enter the number of goals scored by the Home Team: ");//goals scored by the home team

int goalsScoredHomeTeam = User\_Input.nextInt();

System.out.println("\n");

//if the user enters the goals scored by the home team as less than zero, printing an error message

if (goalsScoredHomeTeam < 0) {

System.out.println("ERROR ! Goals Scored by the home team can't be a negative value...Re-Enter it again : ");

System.out.println("\n");

continue mainLoopAddPlayedMatch;

}

//taking the goals scored by the opponent team

System.out.println("Enter the number of goals scored by the Opponent Team : ");

int goalsScoredOpponentTeam = User\_Input.nextInt();

System.out.println("\n");

//if the user enters the goals scored by the opponent team as less than zero, printing an error message

if (goalsScoredOpponentTeam < 0) {

System.out.println("ERROR ! Goals Scored by the opponent team can't be a negative value...Re-Enter it again : ");

System.out.println("\n");

continue mainLoopAddPlayedMatch;

}

//setting the the date to the date constructor

DateMatchesPlayed dateMatchPlaying = new DateMatchesPlayed(day, month, year);

//calling the add played match from the premier league

premierLeagueManager.addPlayedMatch(homeTeamPlaying, opponentTeamPlaying, dateMatchPlaying, goalsScoredHomeTeam, goalsScoredOpponentTeam);

break mainLoopAddPlayedMatch;

}

}

private static void saveInAFile() {

premierLeagueManager.saveInAFile();//calling the saving method from the premier league manager

}

private static void premierLeagueGUI() throws URISyntaxException, IOException {

//open localhost:9000 and localhost:4200

ProcessBuilder processBuilderPlayFramework=new ProcessBuilder();

processBuilderPlayFramework.command("cmd.exe","/c","start microsoft-edge:http://localhost:9000");

ProcessBuilder processBuilderAngular=new ProcessBuilder();

processBuilderAngular.command("cmd.exe","/c","start microsoft-edge:http://localhost:4200");

try {

//start the cmds to run the playframework and angular projects

processBuilderPlayFramework.start();

processBuilderAngular.start();

}catch (Exception exception){

System.out.println(exception);

}

}

}

### **HomeController**

package controllers;

import com.fasterxml.jackson.databind.JsonNode;

import play.libs.Json;

import play.mvc.\*;

import java.io.\*;

import java.util.ArrayList;

import java.util.Collections;

import java.util.List;

/\*\*

\* This controller contains an action to handle HTTP requests

\* to the application's home page.

\*/

public class HomeController extends Controller {

/\*\*

\* An action that renders an HTML page with a welcome message.

\* The configuration in the <code>routes</code> file means that

\* this method will be called when the application receives a

\* <code>GET</code> request with a path of <code>/</code>.

\*/

//convert football club arraylist to json format

public Result getFootballClubsToJson() {

List<FootballClub> footballClubs = footballClubs\_readFromFile();

JsonNode jsonFootballClubs = Json.toJson(footballClubs);

return ok(jsonFootballClubs);

}

private List<FootballClub> footballClubs\_readFromFile() {

List<FootballClub> list\_of\_footballClubs = new ArrayList<>();

try {

//Creating a stream to read the objects in the text file

FileInputStream fileInputStream1 = new FileInputStream("footballClubPremierLeague.txt");

ObjectInputStream objectInputStream1 = new ObjectInputStream(fileInputStream1);

//read to end of the file and add to the arraylist

while (true) {

FootballClub footballClub = (FootballClub) objectInputStream1.readObject();

list\_of\_footballClubs.add(footballClub);

}

} catch (ClassNotFoundException classNotFoundException) {//exception for class not found

System.out.println("ERROR ! Class not found Exception has occurred");

System.out.println("\n");

} catch (FileNotFoundException fileNotFoundException) {

System.out.println("ERROR ! File not found Exception has occurred");

System.out.println("\n");

} catch (EOFException eofException) {//exception for end of file

System.out.println("ERROR ! End of File Exception has occurred");

System.out.println("\n");

} catch (IOException ioException) {

ioException.printStackTrace();

}

Collections.sort(list\_of\_footballClubs,Collections.reverseOrder());

return list\_of\_footballClubs;

}

/\*Match Simulation\*/

//convert matchsimulation arraylist to json

public Result getMatchesPlayedToJson() {

List<MatchSimulation> matchSimulation = matchesPlayed\_readFromFile();

JsonNode jsonMatchesPlayed = Json.toJson(matchSimulation);

return ok(jsonMatchesPlayed);

}

private List<MatchSimulation> matchesPlayed\_readFromFile() {

List<MatchSimulation> playedMatchSimulation = new ArrayList<>();

try {

//Creating a stream to read the objects in the text file

FileInputStream fileInputStream = new FileInputStream("matchSimulation.txt");

ObjectInputStream objectInputStream = new ObjectInputStream(fileInputStream);

//read to end of the file and add to the arraylist

while (true) {

MatchSimulation matchSimulation = (MatchSimulation) objectInputStream.readObject();

playedMatchSimulation.add(matchSimulation);

}

} catch (ClassNotFoundException classNotFoundException) {//exception for class not found

System.out.println("ERROR ! Class not found Exception has occurred");

System.out.println("\n");

} catch (FileNotFoundException fileNotFoundException) {

System.out.println("ERROR ! File not found Exception has occurred");

System.out.println("\n");

} catch (EOFException eofException) {//exception for end of file

System.out.println("ERROR ! End of File Exception has occurred");

System.out.println("\n");

} catch (IOException ioException) {

ioException.printStackTrace();

}

return playedMatchSimulation;

}

}

### **RandomMatchController**

package controllers;

import com.fasterxml.jackson.databind.JsonNode;

import play.libs.Json;

import play.mvc.\*;

import java.io.\*;

import java.util.ArrayList;

import java.util.List;

import java.util.Random;

/\*\*

\* This controller contains an action to handle HTTP requests

\* to the application's home page.

\*/

public class RandomMatchAngularController extends Controller {

/\*\*

\* An action that renders an HTML page with a welcome message.

\* The configuration in the <code>routes</code> file means that

\* this method will be called when the application receives a

\* <code>GET</code> request with a path of <code>/</code>.

\*/

//convert randommatch arraylist to json

public Result getRandomMatchToJson() {

List<MatchSimulation> randomMatches = randomMatches\_readFromFile();

JsonNode jsonRandomMatchSimulation = Json.toJson(randomMatches);

return ok(jsonRandomMatchSimulation);

}

private List<MatchSimulation> randomMatches\_readFromFile() {

List<FootballClub> list\_of\_footballClubs = new ArrayList<>();

List<MatchSimulation> randomMatches = new ArrayList<>();

try {

//Creating a stream to read the objects in the text file

FileInputStream fileInputStream1 = new FileInputStream("footballClubPremierLeague.txt");

ObjectInputStream objectInputStream1 = new ObjectInputStream(fileInputStream1);

//read to end of the file and add to the arraylist

while (true) {

FootballClub footballClub = (FootballClub) objectInputStream1.readObject();

list\_of\_footballClubs.add(footballClub);

}

} catch (ClassNotFoundException classNotFoundException) {//exception for class not found

System.out.println("ERROR ! Class not found Exception has occurred");

System.out.println("\n");

} catch (FileNotFoundException fileNotFoundException) {

System.out.println("ERROR ! File not found Exception has occurred");

System.out.println("\n");

} catch (EOFException eofException) {//exception for end of file

System.out.println("ERROR ! End of File Exception has occurred");

System.out.println("\n");

} catch (IOException ioException) {

ioException.printStackTrace();

}

//random home team and opponent team

Random randomHomeTeam = new Random();

Random randomOpponentTeam = new Random();

//random date for random match

Random date=new Random();

//random goals score by the home team

int goalsScoredHomeTeam = randomHomeTeam.nextInt(11);

//random goals scored by the opponent team

int goalsScoredOpponentTeam = randomOpponentTeam.nextInt(11);

//generate random dates

int dayRandom= date.nextInt(31)+1;

int monthRandom=date.nextInt(12)+1;

int yearRandom=2020;

//set the random dates for the date constructor

DateMatchesPlayed dateMatchesPlayed =new DateMatchesPlayed(dayRandom,monthRandom,yearRandom);

clubSameLoop:

while (true) {

//generate random home team name

int randomGenerateHomeTeam = randomHomeTeam.nextInt(list\_of\_footballClubs.size());

FootballClub randomElementHomeTeam = list\_of\_footballClubs.get(randomGenerateHomeTeam);

//generate random opponent team name

int randomGenerateOpponentTeam = randomOpponentTeam.nextInt(list\_of\_footballClubs.size());

FootballClub randomElementOpponentTeam = list\_of\_footballClubs.get(randomGenerateOpponentTeam);

//random home team should be equal to the home team in the football club list

if (!(randomElementHomeTeam.getClubName().equals(randomElementOpponentTeam.getClubName()))) {

//check whether the random home team and opponent team is university sports club

if ((randomElementHomeTeam instanceof UniversityFootballClub && randomElementOpponentTeam instanceof UniversityFootballClub) ||

//check whether the random home team and opponent team is school sports club

randomElementHomeTeam instanceof SchoolFootballClub && randomElementOpponentTeam instanceof SchoolFootballClub) {

//set the values to the match simulation constructor

MatchSimulation matchSimulation=new MatchSimulation(randomElementHomeTeam.getClubName(),randomElementOpponentTeam.getClubName(), dateMatchesPlayed,goalsScoredHomeTeam,goalsScoredOpponentTeam);

randomMatches.add(matchSimulation);

//System.out.println(randomMatches);

boolean homeClubFound = false;//to find the home club entered by the user

boolean opponentClubFound = false;//to find the opponent club entered by the user

boolean isClubUniversity = false;//to find the club entered by the user belongs to which division

FootballClub homeClub = null;//taking a variable to set the relevant attributes related to that particular football club(home club)

for (FootballClub footballClub : list\_of\_footballClubs) {

if (footballClub.getClubName().equals(randomElementHomeTeam.getClubName())) {//if the home club entered by the user is in the football club arraylist

if (footballClub instanceof UniversityFootballClub) {//and of the home club os a university football club

isClubUniversity = true;//making the boolean value to true as the home club is a university football club.

}

//else if the football club entered by the user is a school football club

homeClub = footballClub;//take the specific club name entered by the user and the relevant features of that club name into the home club variable

homeClubFound = true;//as the home club is found making the boolean value to true

}

}

FootballClub opponentClub = null;//taking a variable to set the relevant attributes related to that particular football club(opponent club)

for (FootballClub footballClub : list\_of\_footballClubs) {

if ((footballClub.getClubName().equals(randomElementOpponentTeam.getClubName()))) {//if the opponent club entered by the user is in the list of football clubs

if (isClubUniversity == true) {//making the boolean value to true as it a university football club

if (footballClub instanceof UniversityFootballClub) {

isClubUniversity=true;

}

}

opponentClub=footballClub;

opponentClubFound=true;

}

}

if (homeClubFound == true && opponentClubFound == true) {//if the home club and the opponent club entered by the user, both are found adding the elements to the arraylist and setting it to the match simulation class

homeClub.setNoOfMatchesPlayed(homeClub.getNoOfMatchesPlayed() + 1);//increase the number of matches played by one

homeClub.setGoalsScored(homeClub.getGoalsScored() + goalsScoredHomeTeam);//updating the goals scored the home team

homeClub.setGoalsReceived(homeClub.getGoalsReceived() + goalsScoredOpponentTeam);//updating the goals received by the home team

opponentClub.setNoOfMatchesPlayed(opponentClub.getNoOfMatchesPlayed() + 1);//increase the number of matches played by one

opponentClub.setGoalsScored(opponentClub.getGoalsScored() + goalsScoredOpponentTeam);//updating the goals scored the opponent team

opponentClub.setGoalsReceived(opponentClub.getGoalsReceived() + goalsScoredHomeTeam);//updating the goals received by the opponent team

if (goalsScoredHomeTeam > goalsScoredOpponentTeam) {//if the goals scored by home team is greater than the goals scored by the opponent team

homeClub.setPointsScored(homeClub.getPointsScored() + 3);//increasing the points of the home team by 3

homeClub.setMatchesWon(homeClub.getMatchesWon() + 1);//increasing the number of matches won by the home team by one

opponentClub.setMatchesLost(opponentClub.getMatchesLost() + 1);//increasing the number of matches lost by the opponent team by one

}

if (goalsScoredHomeTeam < goalsScoredOpponentTeam) {//if the goals scored by opponent team is greater than the goals scored by the home team

opponentClub.setPointsScored(opponentClub.getPointsScored() + 3);//increasing the points of the opponent team by 3

opponentClub.setMatchesWon(opponentClub.getMatchesWon() + 1);//increasing the number of matches won by the opponent team by one

homeClub.setMatchesLost(homeClub.getMatchesLost() + 1);//increasing the number of matches lost by the home team by one

}

if (goalsScoredHomeTeam == goalsScoredOpponentTeam) {//if the goals scored by the home team and the opponent team is equal

homeClub.setPointsScored(homeClub.getPointsScored() + 1);//increasing the number of points scored by the home club by one

opponentClub.setPointsScored(opponentClub.getPointsScored() + 1);//increasing the number og points scored by the opponent club by one

homeClub.setMatchesDrawn(homeClub.getMatchesDrawn() + 1);//increasing the number of matches drawn by the home club by one

opponentClub.setMatchesDrawn(opponentClub.getMatchesDrawn() + 1);//increasing the number of matches drawn by the opponent club by one

}

}

break clubSameLoop;

} else {

//continue the loop until the home team and the opponent team is not equal

continue clubSameLoop;

}

} else {

//continue the loop until the home team and the opponent team is in the same division to play the match

continue clubSameLoop;

}

}

return randomMatches;

}

}

### **SortByDateAngular**

package controllers;

import com.fasterxml.jackson.databind.JsonNode;

import play.libs.Json;

import play.mvc.\*;

import java.io.\*;

import java.util.ArrayList;

import java.util.Collections;

import java.util.List;

public class SortByDateController extends Controller {

//convert the match simulation array to json

public Result getSortByDateToJson() {

List<MatchSimulation> matchSimulations = matchesPlayed\_readFromFile();

JsonNode jsonRandomMatchSimulation = Json.toJson(matchSimulations);

return ok(jsonRandomMatchSimulation);

}

private List<MatchSimulation> matchesPlayed\_readFromFile() {

List<MatchSimulation> playedMatchSimulation = new ArrayList<>();

try {

//Creating a stream to read the objects in the text file

FileInputStream fileInputStream = new FileInputStream("matchSimulation.txt");

ObjectInputStream objectInputStream = new ObjectInputStream(fileInputStream);

//read to end of the file and add to the arraylist

while (true) {

MatchSimulation matchSimulation = (MatchSimulation) objectInputStream.readObject();

playedMatchSimulation.add(matchSimulation);

}

} catch (ClassNotFoundException classNotFoundException) {//exception for class not found

System.out.println("ERROR ! Class not found Exception has occurred");

System.out.println("\n");

} catch (FileNotFoundException fileNotFoundException) {

System.out.println("ERROR ! File not found Exception has occurred");

System.out.println("\n");

} catch (EOFException eofException) {//exception for end of file

System.out.println("ERROR ! End of File Exception has occurred");

System.out.println("\n");

} catch (IOException ioException) {

ioException.printStackTrace();

}

Collections.sort(playedMatchSimulation);

return playedMatchSimulation;

}

}

## Premier League championship frontend

## app.component.html

<!DOCTYPE html>

<html><!-- Start the html tag -->

<head><!-- Start the head tag -->

<title>Premiere League Manager</title><!-- title of the html page -->

</head><!-- End of the head tag -->

<body><!-- Start the body tag -->

<ul>

<!-- buttons which perform sort wins,goals scored,points in descending order,button which sorts the dates in ascending order,button which play a random match-->

<li> <button [disabled]="!footballClubs || footballClubs.length===0?true:false" (click)="sortNoOfWins()" class="sortWinsButton" >Sort by Number of Wins</button>&nbsp;

</li>

<li> <button [disabled]="!footballClubs || footballClubs.length===0?true:false" (click)="sortGoalsScored()" class="sortGoalsScoredButton">Sort by Number of Goals Scored</button>&nbsp;

</li>

<li> <button [disabled]="!footballClubs || footballClubs.length < 2?true:false" class="randomMatchButton" (click)="randomMatch()">Random Match</button>&nbsp;

</li>

<li> <button [disabled]="!sortByDateAscendingOrder || sortByDateAscendingOrder.length===0?true:false" class="sortByDateButton" (click)="sortByDate()" id="sortByDateButton">Sort by Date</button>

</li>

<li> <button [disabled]="!footballClubs || footballClubs.length===0?true:false" (click)="sortByPoints()" class="sortByPoints">Sort by Points</button>

</li>

<!-- Calender -->

<li style="float: right;" class="calender">

<div class="calender">

<label for="Calender" style="font-size: 20px;color:darkcyan;background-color: black;"><b>Calender:</b></label>

<input type="date" id="calender" name="calender">

</div>

</li>

<li style="float: left;" class="clock">

<!-- Digital clock -->

<div class="clock"> {{clock}} </div>

</li>

</ul>

<br>

<h1>PREMIERE LEAGUE MANAGER</h1><!-- heading of the page -->

<div class="search"><!-- division of the search bar and search button -->

<!-- day to search -->

<input maxlength="4" size="4" style="border-top-left-radius: 15px;border-bottom-left-radius:15px;padding-top: 5px;padding-bottom: 5px;" #search type="text" id="day" name="Day" placeholder="Day" [(ngModel)]="day"/>

<!-- month to search -->

<input maxlength="4" size="4" style="padding-top: 5px;padding-bottom: 5px;" #search type="text" id="month" name="Month" placeholder="Month" [(ngModel)]="month"/>

<!-- year to search -->

<input maxlength="4" size="4" style="border-top-right-radius: 15px;border-bottom-right-radius:15px;padding-top: 5px;padding-bottom: 5px;" #search type="text" id="year" name="Year" placeholder="Year" [(ngModel)]="year"/>

<!-- button to perform search action -->

<!-- if the matches played array is empty disable the button -->

<button [disabled]="!matchSimulation || matchSimulation.length===0?true:false" class="searchButton" (click)="searchButton()">Search</button>

</div>

<br>

<!-- modal which displays the dates which was searched by the user -->

<div [style.visibility]="searchDatePopUpBox ? 'visible' : 'hidden'" class="modal\_filterByDate">

<div class="modal-content\_filterByDate">

<h1 style="margin-left: 220px;">FILTER BY DATE</h1><!-- Heading of the modal box -->

<!-- Close button in the filter by date modal -->

<button class="closePopUpFilterDate" (click)="closePopUpFilterByDate()">X</button>

<br>

<!-- Table showing the results of after searching -->

<table>

<tr>

<!-- Headings of the table-->

<th class="tablehead" \*ngFor="let head of headings\_filterByDate">{{head}}</th>

</tr>

<!-- results came after searching -->

<tr \*ngFor="let matchesPlayed of tempSearchArray">

<td \*ngIf="dateFound==true">{{matchesPlayed.homeTeam}}</td>

<td \*ngIf="dateFound==true">{{matchesPlayed.opponentTeam}}</td>

<td \*ngIf="dateFound==true">Day : {{matchesPlayed.dateMatchPlayed.day}}, Month : {{matchesPlayed.dateMatchPlayed.month}}, Year : {{matchesPlayed.dateMatchPlayed.year}}</td>

<td \*ngIf="dateFound==true">{{matchesPlayed.goalsScoredHomeTeam}}</td>

<td \*ngIf="dateFound==true">{{matchesPlayed.goalsScoredOpponentTeam}}</td>

</tr>

</table>

</div>

</div>

<!-- Table which shows all the football clubs -->

<!-- getting the tale id to refresh after adding a random match -->

<table id="tableFootballClubs">

<tr>

<!-- heading of the football club table -->

<th class="tablehead" \*ngFor="let head of headings\_footballClub">{{head}}</th>

</tr>

<!-- values of the football club table -->

<tr \*ngFor="let clubs of footballClubs" > <!-- looping inside the football clubs array -->

<td>{{clubs.clubName}}</td>

<td>{{clubs.country}}</td>

<td>{{clubs.location}}</td>

<td>{{clubs.noOfMatchesPlayed}}</td>

<td>{{clubs.matchesWon}}</td>

<td>{{clubs.matchesLost}}</td>

<td>{{clubs.matchesDrawn}}</td>

<td>{{clubs.goalsScored}}</td>

<td>{{clubs.goalsReceived}}</td>

<td>{{clubs.pointsScored}}</td>

<td>{{clubs.universityName}}</td>

<td>{{clubs.schoolName}}</td>

<td>{{clubs.noOfPlayers}}</td>

</tr>

</table>

<!-- Modal which displays the random matches playing -->

<div [style.visibility]="popUpRandomMatch ? 'visible' : 'hidden'" class="modal\_randomMatches">

<div class="modal-content\_randomMatches" >

<!-- Heading of the modal which plays the random matches -->

<h1 style="margin-left: 220px;">RANDOM MATCH</h1>

<!-- table which displays the random matches -->

<table>

<tr>

<!-- heading of the random match modal table -->

<th class="tablehead" \*ngFor="let head of headingRandomMatch">{{head}}</th>

</tr>

<!-- values of the random match playing table-->

<tr \*ngFor="let randomMatchValues of randomMatches" >

<td>{{randomMatchValues.homeTeam}}</td>

<td>{{randomMatchValues.opponentTeam}}</td>

<td>Day : {{randomMatchValues.dateOfMatchPlayed.day}}, Month : {{randomMatchValues.dateOfMatchPlayed.month}}, Year : {{randomMatchValues.dateOfMatchPlayed.year}}</td>

<td>{{randomMatchValues.goalsScoredHomeTeam}}</td>

<td>{{randomMatchValues.goalsScoredOpponentTeam}}</td>

</tr>

</table>

<!-- close the random match modal -->

<button class="closePopUpRandomMatch" (click)="closePopUpRandomMatch()">OK</button>

</div>

</div>

<!-- Modal which displays the dates sorted in ascending order -->

<div [style.visibility]="sortByDatePopUpBox ? 'visible' : 'hidden'" class="modal\_sortByDate">

<div class="modal-content\_sortByDate" >

<!-- heading of the sort date modal -->

<h1 style="margin-left: 220px;">SORT BY DATE</h1>

<!-- close the dates sorts modal -->

<button class="closePopUpSortDate" (click)="closePopUpsortByDate()">X</button>

<br>

<!-- table which displays the clubs which were played and sorted in scendong order by the date-->

<table>

<tr>

<!-- headings of the table -->

<th class="tablehead" \*ngFor="let head of headings\_filterByDate">{{head}}</th>

</tr>

<!-- values of the table -->

<tr \*ngFor="let sortByDate of sortByDateAscendingOrder" ><!-- loop inside the array of sortDateAscendingOrder-->

<td>{{sortByDate.homeTeam}}</td>

<td>{{sortByDate.opponentTeam}}</td>

<td>Day : {{sortByDate.dateOfMatchPlayed.day}}, Month : {{sortByDate.dateOfMatchPlayed.month}}, Year : {{sortByDate.dateOfMatchPlayed.year}}</td>

<td>{{sortByDate.goalsScoredHomeTeam}}</td>

<td>{{sortByDate.goalsScoredOpponentTeam}}</td>

</tr>

</table>

</div>

</div>

<!-- Javascript -->

<script>

var tableOfFootballCLubs=document.getElementById("tableFootballClubs");//getting the table id

tableOfFootballCLubs.refresh();//refresh the table after playing a random match

</script>

</body>

</html>

## app.component.css

/\* heading of the premier league manager \*/

h1{

margin-left: 170px;

font-family: 'Monospace ';

font-weight: bold;

font-size: 50px;

}

/\* body of the web page\*/

body{

background-color: #E0FFFF;

background-image: url(Images/premier-league-logo.jpg);

background-repeat: no-repeat;

background-size: auto;

width:100%;

height: 900px;

}

/\* search field alignment \*/

.search{

padding-left: 75%;

margin-top: -3px;

padding-bottom: 50px;

}

/\* search button design and alignment \*/

.searchButton{

transition-duration: 0.4s;

border: 2px solid #4CAF50;

margin-left: 10px;

padding-top: 5px;

padding-bottom: 5px;

cursor: grab;

border-radius: 25px;

}

/\* search button hover \*/

.searchButton:hover {

background-color: #4CAF50;

color: white;

}

/\* table of football clubs \*/

table{

width: 100%;

line-height: 250%;

overflow:auto;

border-spacing: 0px;

}

/\* table heading of football clubs \*/

.tablehead{

background-color: #00cc99;

}

/\* table border \*/

table, th, td {

border: 1px solid black;

padding: 5px;

}

/\* stripes in the table rows \*/

tr:nth-child(even) {background-color: #f2f2f2;}/\*stripped rows\*/

tr:nth-child(odd) {background-color: #ccd9ff;}/\*stripped rows\*/

/\* sort wins in descending order button, design and alignment \*/

.sortWinsButton{

transition-duration: 0.4s;

border: 2px solid #f44336;

padding-top: 10px;

padding-bottom: 10px;

margin: 25px;

cursor: grab;

}

/\* sort wins in descending order button, hover \*/

.sortWinsButton:hover {

background-color: #f44336;

color: white;

}

/\* sort goals scored in descending order button, design and alignment \*/

.sortGoalsScoredButton{

transition-duration: 0.4s;

border: 2px solid #f44336;

padding-top: 10px;

padding-bottom: 10px;

margin: 25px;

cursor: grab;

}

/\* sort goals scored in descending order button, hover \*/

.sortGoalsScoredButton:hover {

background-color: #f44336;

color: white;

}

/\* random matches playing button, design and alignment \*/

.randomMatchButton{

transition-duration: 0.4s;

border: 2px solid #f44336;

padding-top: 10px;

padding-bottom: 10px;

margin: 25px;

cursor: grab;

}

/\* random matches playing button, hover \*/

.randomMatchButton:hover {

background-color: #f44336;

color: white;

}

/\* sort date in descending order button, design and alignment \*/

.sortByDateButton{

transition-duration: 0.4s;

border: 2px solid #f44336;

padding-top: 10px;

padding-bottom: 10px;

margin: 25px;

cursor: grab;

}

/\* sort date in descending order button, hover \*/

.sortByDateButton:hover {

background-color: #f44336;

color: white;

}

/\* sort points in descending order button, design and alignment \*/

.sortByPoints{

transition-duration: 0.4s;

border: 2px solid #f44336;

padding-top: 10px;

padding-bottom: 10px;

margin: 28px;

cursor: grab;

}

/\* sort points in descending order button, hover \*/

.sortByPoints:hover {

background-color: #f44336;

color: white;

}

/\* The Modal which displays random matches \*/

.modal\_randomMatches {

/\* display: none; Hidden by default \*/

position: fixed; /\* Stay in place \*/

z-index: 1; /\* plce on top \*/

padding-top: 100px; /\* Location of the box \*/

left: 0;

top: 0;

width: 100%; /\* width size\*/

height: 100%; /\* height size\*/

overflow: auto; /\* Enable scroll if needed \*/

}

/\* Modal Content which displays random matches \*/

.modal-content\_randomMatches {

background-color: #00d1cc; /\* background color \*/

margin: auto;

padding: 20px;

border: 1px solid #888;

padding-bottom: 150px;

}

/\* close the random match modal \*/

.closePopUpRandomMatch{

transition-duration: 0.4s;

border: 2px solid #f44336;

padding-top: 10px;

padding-bottom: 10px;

padding-right: 10px;

padding-left: 10px;

margin: 0px;

float: right;

margin-left: 850px;

margin-top: 50px;

cursor: grab;

}

/\* close the random match modal button hover \*/

.closePopUpRandomMatch:hover {

background-color: #f44336;

color: rgb(70, 53, 53);

}

/\* The Modal which displays date sorted in descending order \*/

.modal\_sortByDate {

position: absolute; /\* Stay in fixed place \*/

z-index: 1; /\* place on top \*/

padding-top: 100px; /\* Location of the box \*/

left: 0;

top: 0;

width: 100%; /\* width size \*/

height: 100%; /\* height size\*/

overflow: auto;/\*If the height exceeds the default size insert a scrool bar\*/

}

/\* Modal Content which displays date sorted in descending order\*/

.modal-content\_sortByDate {

background-color: #009eab;

margin: auto;

padding: 20px;

border: 1px solid #888;

padding-bottom: 80px;

}

/\* close modal of date sorted in descending order\*/

.closePopUpSortDate{

transition-duration: 0.4s;

border: 2px solid #f44336;

padding-top: 10px;

padding-bottom: 10px;

padding-right: 10px;

padding-left: 10px;

margin: 0px;

float: right;

margin-left: 850px;

margin-top: -40px;

cursor: grab;

}

/\* close modal of date sorted in descending order\*/

.closePopUpSortDate:hover {

background-color: #f44336;

color: rgb(70, 53, 53);

}

/\* The Modal which displays dates which was filtered after searching \*/

.modal\_filterByDate {

position: absolute; /\* Stay fixed \*/

z-index: 1; /\* plce on top \*/

padding-top: 100px; /\* Location of the box \*/

left: 0;

top: 0;

width: 100%; /\* width size\*/

height: 100%; /\* height size\*/

overflow: auto;/\*If the height exceeds the default size insert a scrool bar\*/

}

/\* Modal Content which displays dates which was filtered after searching \*/

.modal-content\_filterByDate {

background-color: #4682B4;

margin: auto;

padding: 20px;

border: 1px solid #888;

padding-bottom: 150px;

}

/\* close the modal which displays dates which was filtered after searching button,design and alignment \*/

.closePopUpFilterDate{

transition-duration: 0.4s;

border: 2px solid #f44336;

padding-top: 10px;

padding-bottom: 10px;

padding-right: 10px;

padding-left: 10px;

margin: 0px;

float: right;

margin-left: 850px;

margin-top: -40px;

cursor: grab;

}

/\* close the modal which displays dates which was filtered after searching button,hover \*/

.closePopUpFilterDate:hover {

background-color: #f44336;

color: rgb(70, 53, 53);

}

/\* calender design and alignment \*/

.calender{

margin-left: 1150px;

margin-top: -40px;

font-family: Orbitron;

}

/\* clock design and alignment \*/

.clock{

margin-top: -10px;

color:darkcyan;

font-size: 20px;

font-family: Orbitron;

letter-spacing: 7px;

font-weight: bold;

background-color: black;

width: 130%;

text-align: center;

margin-left: -250px;

}

/\* header of the page \*/

ul {

list-style-type: none;

margin: 0;

padding: 0;

overflow: hidden;

background-color: #333;

padding-bottom: -5px;

}

li {

float: left;

}

## app.component.ts

import { Component} from '@angular/core';

import { FootballClubs } from './frontendClasses/FootballClubs';

import { FreeapiService } from './apiService/apiServices.service';

import {RandomMatches} from './frontendClasses/randomMatches';

import {SortByDate} from './frontendClasses/SortByDate';

import { MatchSimulation } from './frontendClasses/MatchSimulation';

@Component({

selector: 'app-root',

templateUrl: './app.component.html',

styleUrls: ['./app.component.css']

})

export class AppComponent {

popUpRandomMatch = false;//random match popup set to false

sortByDatePopUpBox = false;//sort date pop up set to false

searchDatePopUpBox = false;//search date pop up set to false

title = 'Premier League Manager';//title of the angular project

footballClubs:FootballClubs[];//football club array

matchSimulation:MatchSimulation[];//matches played array

randomMatches:RandomMatches[];//random match playing array

sortByDateAscendingOrder:SortByDate[];//sort date in ascending order array

//day,month and year which contain the user input values in the search field

day:number;

month:number;

year:number;

//search field elements

dateFound=false;

alertBox=false;

homeTeam:string;

opponentTeam:string;

dateOfMatchPlayed:{day:number,month:number,year:number};

goalsScoredHomeTeam:number;

goalsScoredOpponentTeam:number;

tempSearchArray=new Array();

//random match elements

homeTeamRandomMatchFound=false;

opponentTeamRandomMatchFound=false;

homeTeamRandomMatch:FootballClubs;

opponentTeamRandomMatch:FootballClubs;

//headings of the tables

public headings\_footballClub=["Club Name", "Country", "Location","No Of Matches Played", "Matches Won", "Matches Lost", "Matches Drawn", "Goals Scored", "Goals Received", "Points Scored","University Name","School Name","No Of Players"];

public headings\_filterByDate=["Home Team", "Opponent Team", "Date Of Match Played","Goals Scored Home Team", "Goals Scored Opponent Team"];

public headingRandomMatch=["Home Team", "Opponent Team", "Date Of Match Played","Goals Scored Home Team", "Goals Scored Opponent Team"];

//clock and clock handle

clock=""

clockHandle;

constructor(private apiService:FreeapiService) {

}

ngOnInit(){

//get the football clubs from the http://localhost:9000

this.apiService.getFootballClubs()

.subscribe(

data =>{

this.footballClubs = data;

}

);

//get the football clubs from the http://localhost:9000/sortByDate

this.apiService.getSortByDate()

.subscribe(

data =>{

this.sortByDateAscendingOrder = data;

}

);

//get the football clubs from the http://localhost:9000/matchesPlayed

this.apiService.getMatchSimulation()

.subscribe(

data =>{

this.matchSimulation = data;

}

);

//code for the clock is taken from =>

//https://stackblitz.com/edit/angular-clock-1-q2tuyq?file=src%2Fapp%2Fapp.component.html

this.clockHandle = setInterval(()=>{

this.clock = new Date().toLocaleString();},1000);

}

//search function

searchButton(){

//empty the array in begining of each loop

this.tempSearchArray=[];

//find if the date entered by the user is in the array

for(let matchSimulationSearch of this.matchSimulation){

if((this.day==matchSimulationSearch.dateOfMatchPlayed.day) && (this.month==matchSimulationSearch.dateOfMatchPlayed.month) && (this.year==matchSimulationSearch.dateOfMatchPlayed.year)){

this.homeTeam=matchSimulationSearch.homeTeam;

this.opponentTeam=matchSimulationSearch.opponentTeam;

this.dateOfMatchPlayed={day: matchSimulationSearch.dateOfMatchPlayed.day,month:matchSimulationSearch.dateOfMatchPlayed.month,year:matchSimulationSearch.dateOfMatchPlayed.year}

this.goalsScoredHomeTeam=matchSimulationSearch.goalsScoredHomeTeam;

this.goalsScoredOpponentTeam=matchSimulationSearch.goalsScoredOpponentTeam;

//if the date is in the array displaying the modal

this.searchDatePopUpBox=true;

//if the date is in the array making the datefound boolean value to true

this.dateFound=true;

//if the date is in the array pushing the relavent information to the temporary array

this.tempSearchArray.push({homeTeam:matchSimulationSearch.homeTeam,opponentTeam:matchSimulationSearch.opponentTeam,dateMatchPlayed:matchSimulationSearch.dateOfMatchPlayed,goalsScoredHomeTeam:matchSimulationSearch.goalsScoredHomeTeam,goalsScoredOpponentTeam:matchSimulationSearch.goalsScoredOpponentTeam});

}

}

//if the length of the temporary array is 0 making the day,month and year text filds to null and displaying an alert box

if(this.tempSearchArray.length==0){

for(let matchSimulationSearch of this.matchSimulation){

//displaying an error message if one component of the date is found

if((this.day==matchSimulationSearch.dateOfMatchPlayed.day) || (this.month==matchSimulationSearch.dateOfMatchPlayed.month) || (this.year==matchSimulationSearch.dateOfMatchPlayed.year)){

this.day=null;

this.month=null;

this.year=null;

alert("ERROR ! DATE CANNOT BE FOUND !!!");

break;

//displaying an error message if all the components of the date are not found

}if(!((this.day==matchSimulationSearch.dateOfMatchPlayed.day) && (this.month==matchSimulationSearch.dateOfMatchPlayed.month) && (this.year==matchSimulationSearch.dateOfMatchPlayed.year))){

this.day=null;

this.month=null;

this.year=null;

alert("ERROR ! DATE CANNOT BE FOUND !!!");

break;

}

break;

}

}

}

//close the filter by date modal after the button click

closePopUpFilterByDate(){

this.searchDatePopUpBox=false;

}

// sort number of wins in descending order

compareWins(object\_1, object\_2, key){

const obj\_1 = object\_1[key];

const obj\_2 = object\_2[key];

if (obj\_1 > obj\_2) {//if the object\_1 is greater than object\_2 shift the relavent row upper

return -1

}

return 0//else do nothing

}

//button click action for sort number of wins

sortNoOfWins(){

this.footballClubs.sort((a,b)=>{//sort the matches won column by calling the above compare wins method

return this.compareWins(a, b, 'matchesWon')

}

)

}

//sort goals scored in descending order

compareGoalsScored(object\_1, object\_2, key){

const obj\_1 = object\_1[key];

const obj\_2 = object\_2[key];

if (obj\_1 > obj\_2) {//if the object\_1 is greater than object\_2 shift the relavent row upper

return -1

}

return 0//else do nothing

}

//button click action for sort number of goals scored

sortGoalsScored(){

this.footballClubs.sort((a,b)=>{//sort the goals scored column by calling the above compare goals scored method

return this.compareGoalsScored(a, b, 'goalsScored')

}

)

}

//sort points scored in descending order

comparedPointsScored(object1, object2, key){

const obj1 = object1[key];

const obj2 = object2[key];

if (obj1 > obj2) {//if the object\_1 is greater than object\_2 shift the relavent row upper

return -1

}

return 0//else do nothing

}

sortByPoints(){

this.footballClubs.sort((a,b)=>{//sort the points scored column by calling the above compare points scored method

return this.comparedPointsScored(a, b, 'pointsScored')

}

)

}

//random match button click action method

randomMatch(){

//call the api after every button click(new random match will be generated)

this.apiService.getRandomMatches()

.subscribe(

data =>{

this.randomMatches = data;

}

);

//show the random match modal

this.popUpRandomMatch=true;

}

//close the random match modal

closePopUpRandomMatch(){

this.popUpRandomMatch=false;

//if the club name is in the match simulation home team make the boolean home team random match to true and set the football club to the home team random match boolean value

for(let footballClubsRandomMatch of this.footballClubs){

for(let matchSimulationRandomMatch of this.randomMatches){

if(footballClubsRandomMatch.clubName.includes(matchSimulationRandomMatch.homeTeam)){

this.homeTeamRandomMatchFound=true;

this.homeTeamRandomMatch=footballClubsRandomMatch;

}

}

}

//if the club name is in the match simulation opponent team make the boolean opponent team random match to true and set the football club to the opponent team random match boolean value

for(let footballClubsRandomMatch of this.footballClubs){

for(let matchSimulationRandomMatch of this.randomMatches){

if(footballClubsRandomMatch.clubName.includes(matchSimulationRandomMatch.opponentTeam)){

this.opponentTeamRandomMatchFound=true;

this.opponentTeamRandomMatch=footballClubsRandomMatch;

}

}

}

//if both home team random match and opponent team random match found true

if (this.homeTeamRandomMatchFound==true && this.opponentTeamRandomMatchFound==true){

for(let matchSimulationRandomMatch of this.randomMatches){

//increase the number of matches played by one

this.homeTeamRandomMatch.noOfMatchesPlayed=this.homeTeamRandomMatch.noOfMatchesPlayed+1;

//updating the goals scored of the home team

this.homeTeamRandomMatch.goalsScored=this.homeTeamRandomMatch.goalsScored+matchSimulationRandomMatch.goalsScoredHomeTeam;

//updating the goals received by the home team

this.homeTeamRandomMatch.goalsReceived=this.homeTeamRandomMatch.goalsReceived+matchSimulationRandomMatch.goalsScoredOpponentTeam;

//increase the number of matches played by one

this.opponentTeamRandomMatch.noOfMatchesPlayed=this.opponentTeamRandomMatch.noOfMatchesPlayed+1;

//updating the goals scored of the opponent team

this.opponentTeamRandomMatch.goalsScored=this.opponentTeamRandomMatch.goalsScored+matchSimulationRandomMatch.goalsScoredOpponentTeam;

//updating the goals received by the opponent team

this.opponentTeamRandomMatch.goalsReceived=this.opponentTeamRandomMatch.goalsReceived+matchSimulationRandomMatch.goalsScoredHomeTeam;

//if the goals scored by home team is greater than the goals scored by the opponent team

if(matchSimulationRandomMatch.goalsScoredHomeTeam > matchSimulationRandomMatch.goalsScoredOpponentTeam){

//increasing the points of the home team by 3

this.homeTeamRandomMatch.pointsScored=this.homeTeamRandomMatch.pointsScored+3;

//increasing the number of matches won by the home team by one

this.homeTeamRandomMatch.matchesWon=this.homeTeamRandomMatch.matchesWon+1;

//increasing the number of matches lost by the opponent team by one

this.opponentTeamRandomMatch.matchesLost=this.opponentTeamRandomMatch.matchesLost+1;

}

//if the goals scored by opponent team is greater than the goals scored by the home team

if(matchSimulationRandomMatch.goalsScoredHomeTeam < matchSimulationRandomMatch.goalsScoredOpponentTeam){

//increasing the points of the opponent team by 3

this.opponentTeamRandomMatch.pointsScored=this.opponentTeamRandomMatch.pointsScored+3;

//increasing the number of matches won by the opponent team by one

this.opponentTeamRandomMatch.matchesWon=this.opponentTeamRandomMatch.matchesWon+1;

//increasing the number of matches lost by the home team by one

this.homeTeamRandomMatch.matchesLost=this.homeTeamRandomMatch.matchesLost+1;

}

//if the goals scored by the home team and the opponent team are equal

if(matchSimulationRandomMatch.goalsScoredHomeTeam == matchSimulationRandomMatch.goalsScoredOpponentTeam){

//increasing the number of points scored by the home club by one

this.homeTeamRandomMatch.pointsScored=this.homeTeamRandomMatch.pointsScored+1;

//increasing the number of points scored by the opponent club by one

this.opponentTeamRandomMatch.pointsScored=this.opponentTeamRandomMatch.pointsScored+1;

//increasing the number of matches drawn by the home club by one

this.homeTeamRandomMatch.matchesDrawn=this.homeTeamRandomMatch.matchesDrawn+1;

//increasing the number of matches drawn by the opponent club by one

this.opponentTeamRandomMatch.matchesDrawn=this.opponentTeamRandomMatch.matchesDrawn+1;

}

}

}

//push the relavent data to the match simulation array

for(let matchSimulationRandomMatch of this.randomMatches){

this.matchSimulation.push({homeTeam:matchSimulationRandomMatch.homeTeam,opponentTeam:matchSimulationRandomMatch.opponentTeam,dateOfMatchPlayed:matchSimulationRandomMatch.dateOfMatchPlayed,goalsScoredHomeTeam:matchSimulationRandomMatch.goalsScoredHomeTeam,

goalsScoredOpponentTeam:matchSimulationRandomMatch.goalsScoredOpponentTeam});

}

//push the relavent data to the sortdate ascending order array

for(let matchSimulationRandomMatch of this.randomMatches){

this.sortByDateAscendingOrder.push({homeTeam:matchSimulationRandomMatch.homeTeam,opponentTeam:matchSimulationRandomMatch.opponentTeam,dateOfMatchPlayed:matchSimulationRandomMatch.dateOfMatchPlayed,goalsScoredHomeTeam:matchSimulationRandomMatch.goalsScoredHomeTeam,

goalsScoredOpponentTeam:matchSimulationRandomMatch.goalsScoredOpponentTeam});

}

}

//sort date in ascending order button click action

sortByDate(){

//first sort the date by day

this.sortByDateAscendingOrder.sort((a, b) => (a.dateOfMatchPlayed.day < b.dateOfMatchPlayed.day ? -1 : 1));

//second sort the date by month

this.sortByDateAscendingOrder.sort((a, b) => (a.dateOfMatchPlayed.month < b.dateOfMatchPlayed.month ? -1 : 1));

//open the modal sort date pop up box

this.sortByDatePopUpBox=true;

}

//close the sort date pop up box after a button click

closePopUpsortByDate(){

this.sortByDatePopUpBox=false;

}

}

## apiService = > apiServices.service.ts

import { HttpClient } from '@angular/common/http';

import { Injectable } from '@angular/core';

import { Observable } from 'rxjs';

@Injectable()

export class FreeapiService {

constructor(private httpclient:HttpClient) { }

//call the localhost:9000 from the api as a json format

getFootballClubs():Observable<any>{

return this.httpclient.get("http://localhost:9000");

}

//call the localhost:9000/matchesPlayed from the api as a json format

getMatchSimulation():Observable<any>{

return this.httpclient.get("http://localhost:9000/matchesPlayed");

}

//call the localhost:9000/randomMatch from the api as a json format

getRandomMatches():Observable<any>{

return this.httpclient.get("http://localhost:9000/randomMatch");

}

//call the localhost:9000/sortByDate from the api as a json format

getSortByDate():Observable<any>{

return this.httpclient.get("http://localhost:9000/sortByDate");

}

}

## frontendClasses => FootballClubs.ts

//get the required details from the web(API) to display the football clubs

export class FootballClubs{

clubName:string;

country:string;

location:string;

noOfMatchesPlayed:number;

matchesWon:number;

matchesLost:number;

matchesDrawn:number;

goalsScored:number;

goalsReceived:number;

pointsScored:number;

universityName:string;

schoolName:string;

noOfPlayers:number;

}

## frontendClasses => MatchSimulation.ts

//get the required details from the web(API) to display the matches played

export class MatchSimulation{

homeTeam:string;

opponentTeam:string;

dateOfMatchPlayed:{day:number,month:number,year:number};

goalsScoredHomeTeam:number;

goalsScoredOpponentTeam:number;

}

## frontendClasses => RandomMatches.ts

//get the required details from the web(API) to display the random matches played

export class RandomMatches{

homeTeam:string;

opponentTeam:string;

dateOfMatchPlayed:{day:number,month:number,year:number};

goalsScoredHomeTeam:number;

goalsScoredOpponentTeam:number;

}

## frontendClasses => SortByDate.ts

//get the required details from the web(API) to display matches sorted by date

export class SortByDate{

homeTeam:string;

opponentTeam:string;

dateOfMatchPlayed:{day:number,month:number,year:number};

goalsScoredHomeTeam:number;

goalsScoredOpponentTeam:number;

}

# 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 it helps to learn how to call an API from Angular. And this coursework gave a knowledge how a premier league championship works.

# References

https://stackblitz.com/edit/angular-clock-1-q2tuyq?file=src%2Fapp%2Fapp.component.html