Volleyball Scoreboard Manual (Python Tkinter Version)

📋 Usage

1. Click the `TeamA +` / `TeamB +` buttons in the title bar to add one point to the respective team.
2. If a team scores while not serving, it is treated as a side-out: the rotation deque rotates one step clockwise and service switches to the scoring team.
3. The `Swap Serve` button (enabled only when the score is 0-0) lets you manually toggle the serving team.
4. Click the `Undo` button to revert to the previous state (score, rotation, server, set number).
5. Click the `Reset` button to return to the initial state (0–0 score, initial rotation, Team A serving, set 1).
6. You can edit the team names, set number, and player jersey numbers by clicking on the corresponding labels.

🤯 Data Structures

- `self.teamA_rot`, `self.teamB_rot` (`collections.deque`):
  Deques holding each team's jersey numbers. Index 0 indicates the serving position.
- `self.teamA_pos`, `self.teamB_pos` (List of `(row, col)`):
  Grid coordinates for each player cell using `grid(row, col)`. Matches the rotation order.
- `self.server_team` (str): `"A"` or `"B"`.
- `self.teamA_score`, `self.teamB_score` (int): Current scores.
- `self.set_count` (int): Current set number.
- `self.history` (List of dicts):
  Undo history stack. Each entry is a dict containing score, rotation, server_team, and set_count.

🔄 Process Flow

1. **add_point_A** / **add_point_B**:
   - Saves current state to `self.history` via `save_state()`.
   - Increments the scoring team's score by 1.
   - If the scoring team was not serving, calls `.rotate(-1)` on that team's deque and switches `server_team`.
   - Calls `update_rotation_display()` to refresh the UI.
2. **undo**:
   - Pops the last state from `self.history`, restores all variables, and refreshes the UI.
3. **swap_serve**:
   - Toggles `server_team` between `"A"` and `"B"` only when both teams have 0 points.
4. **reset_game**:
   - Calls `init_state()` to reset score, rotation, server, and set count to their initial values.
5. **Editing**:
   - Uses `simpledialog.askstring` / `askinteger` to edit team names, set count, and jersey numbers.