Squash database (Bence):

users

id(INT)  
 name(VARCHAR)  
 pwd(VARCHAR)  
 role(VARCHAR)  
 loggedin(BOOLEAN)  
 newuser(BOOLEAN)

courts

id(INT)  
 name(VARCHAR)  
 address(VARCHAR)  
 rent(INT)

games

id(INT)  
 player1Id(INT) foreign key from users  
 player2Id(INT) foreign key from users  
 courtId(INT) foreign key from courts  
 scoreplayer1(INT)  
 scoreplayer2(INT)  
 gamedate(DATETIME)

|  |  |  |
| --- | --- | --- |
| USER | id: INT  name: STRING  password: STRING  role: ENUM (ADMIN, PLAYER)  loggedIn: BOOLEAN  newUser: BOOLEAN | Gergő |
| COURT | id: INT  name: STRING  address: STRING  rent: INT | Jani |
| GAME | id: INT  player1Id: INT  @Transient player1: USER  player2Id: INT  @Transient player2: USER  courtId: INT  @Transient court: COURT  scorePlayer1: INT  scorePlayer2: INT  gamedate: LocalDateTime | Kata |

AppController / PLAYER:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| HONNAN | HOVA | TYPE | FUNKCIÓ | INPUT | OUTPUT | HTML | Felelős |
| - | / | GET | belépési oldal betöltése | - | - | login.html | Kata |
| login.html | /login | POST | Belépés ellenőrzése | name password | index.html:   * ArrayList<Game> gameList * LoggedIn User   changepassword.html:   * User   login.html:   * Message (STRING) | index.html  changepassword.html  login.html | Kata |
| changepwd.html | /changepwd | POST | Új jelszó beállítása első belépés után | password  userid | index.html:   * Message (STRING) * LoggedIn User | index.html | Jani |
| index.html | /logout | POST | Felhasználó kiléptetése | userid (loggedin) | login.html:   * Message (STRING) | login.html | Gergő |
| index.html | /searchbyuser | GET | Csak azokat a mérkőzéseket jelenítse meg, ahol a kiválasztott User szerepel | userid (loggedin)  search\_userid | index.html   * ArrayList<Game> gameList * LoggedInUser | index.html | Bence |
| index.html | /searchbycourt | GET | Csak azokat jelenítse a mérkőzéseket jelenítse meg, ahol a kiválasztott helyszín szerepel | userid  (loggedin)  courtid | index.html   * ArrayList<Game> gameList * LoggedInUser | index.html | Jani |

AppController / ADMIN

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| HONNAN | HOVA | TYPE | FUNKCIÓ | INPUT | OUTPUT | HTML | Felelős |
| login.html | /login | POST | Belépés Adminként | name password | index.html:   * ArrayList<Game> gameList * LoggedIn User   changepassword.html:   * User   login.html:  Message (STRING)  admin.html:  admin (USER)  message (STRING)  userList (ArrayList<User>)  courtList (ArrayList<Court>) | index.html  changepassword.html  login.html  admin.html | Kata |
| admin.html | /adduser | POST | Új felhasználó regisztrálása | admin\_id  username | admin.html:  admin (USER)  message (STRING)  userList (ArrayList<User>)  courtList (ArrayList<Court>) | admin.html | Gergő |
| admin.html | /addcourt | POST | Új helyszín regisztrálása | admin\_id  courtname  courtaddress  courtrent | admin.html:  admin (USER)  message (STRING)  userList (ArrayList<User>)  courtList (ArrayList<Court>) | admin.html | Jani |
| admin.html | /addgame | POST | Új játék regisztrálása | admin\_id  player1id  player2id  courtid  player1\_score  player2\_score  gamedate (STRING) | admin.html:  admin (USER)  message (STRING)  userList (ArrayList<User>)  courtList (ArrayList<Court>) | admin.html | Bence |
| admin.html | /showgames | GET | Főoldal betöltése | admin\_id | index.html:   * ArrayList<Game> gameList * user (USER) * userList (ArrayList<User>) * courtList (ArrayList<Court>) * gameList (ArrayList<Game>) | index.html | Bence |

Database:

|  |  |  |  |
| --- | --- | --- | --- |
| MethodName | INPUT | OUTPUT | Felelős |
| userExists | name, password | User / NULL | Bence |
| getAllGames | - | ArrayList<Games> | Gergő |
| getUserById | userid | User | Jani |
| getCourtById | courtid | Court | Jani |
| updateUser | User | - | Jani |
| getGamesByUserId | userid | ArrayList<Games> | Bence |
| getGamesByCourtId | courtid | ArrayList<Games> | Jani |
| addUser | User | - | Gergő |
| addCourt | Court | - | Jani |
| addGame | Game | - | Bence |