Evaluation

Success Criteria	Condition
Create an Object oriented program that would improve organization	Met: Created Persons class which has accessor and mutator methods. Members(parent class), Coach(child) and Player(child)
Create a menu that will direct client to various functions	Met: switch directs user to the various functionality (add, delete etc.)
Create conditional operators that will direct to either coach or player	Met: each case statement has an option of player or coach or both.
Client will input names, jersey numbers, jersey, jacket and short sizes	Met: Client is able to input everything for both Coach and Player.
Client will be able to add/ delete players or coaches	Met: Client is able to add and delete players
Client will see all the inputted information throughout the program	Met: Client is able to see this through the printout case statement.
The program will write to a file all the information entered in the program	Met: Made two write files for both coach and player. One file to send off and one file to read from.
Contain a readfile through which the user can access the persons written already to file, and thus be able to modify this file in the program at a later time.	Met: This is done through the file made for reading purposes.
Contain Calendar class	Not Met: Not most important for Coach

Conclusion reached

The program did function as the Client wanted(Appendix II). It is able to execute functionality like such as adding names, jersey sizes, editing, deleting etc. However, the layout of the console could have been improved. The Client also liked the ability to have a file to directly send to the companies. But, would have liked to have the file a little more spaced out. The Client liked the ability to come back and edit the file at a later time and add, edit and delete the players and coaches when he wanted. This was because if a player either left or joined after the team selection, he could add them in later.

Extensibility and Further improvement:

Visual interface:

An interface would make the program look cleaner and be easier to use. This would overcome the feedback that the client gave.

Clear Console:

Clearing the console(Console.clear), after the function has been executed will make it visually easier to navigate through the program and would make the program much "cleaner".

Create a cost class:

This cost class will be an additional case statement. This class will have the ability to calculate the cost per player when the client inputs the total cost for the team received by the company.

Create a calendar class:

Calendar class can be a separate case statement that directs the program to the calendar class in which there will be a calendar object. The client can input all the practice and game dates. Then these can be printed out to a file and sent to players.

Birth date:

This could be another function that is added for coach to keep track of player's birth date.

Attendance of players:

Could be implemented in the calendar class as a separate array, for keeping track of frequency of attendance.

Word Count: 502