

Introduction

Generate an application for administrating the World Championship of Soccer.

- pessimistic concurrency
- statistical information concerning scores / player

Users view

General

The screenshots illustrate the application's behavior during user interactions:

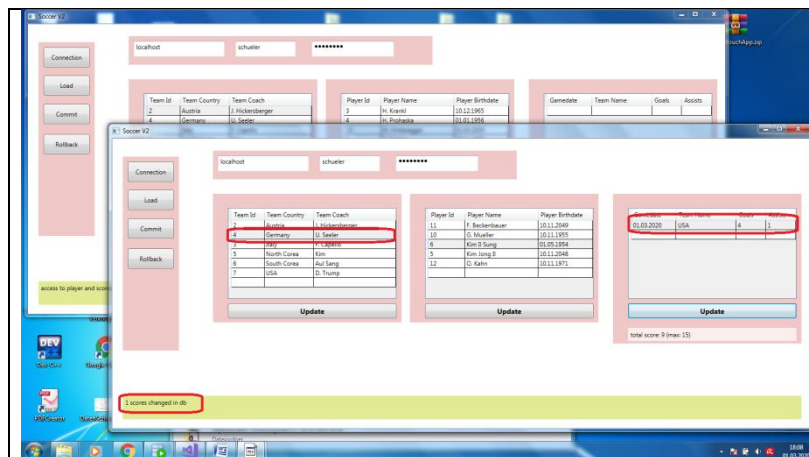
- Top Screenshot:** Shows the main interface with a list of teams and players. A red box highlights the 'Team Country' column. A yellow box at the bottom indicates 'access to player and scores READ/WRITE possible'.
- Middle Screenshot:** Shows the same interface with a red box highlighting the 'Team Country' column. A yellow box at the bottom indicates 'access to player and scores READ/WRITE possible'.
- Bottom Screenshot:** Shows the same interface with a red box highlighting the 'Team Country' column. A yellow box at the bottom indicates 'error update with team Austria not allowed'.

Each user locks exclusively player and scores of selected team(s) → other user are allowed to read players/scores but cannot change corresponding data.

after each selection of a team an appropriate message is displayed

user-2 (front) selects Austria and gets appropriate warning

user-2 tries adding/deleting/updating and gets appropriate error-message.



of course user-2 can change data of eg. team Germany



scores of player and max. score are displayed with actual value → each change is displayed immediately with new values;
formula: $\text{goals} \times 2 + \text{assists}$

Developer's Hints

- ⇒ delivery: ZIP of project folder
- ⇒ readme.txt
- ⇒ as far as possible avoid something like this

