Lab\_6\_5

UML Diagrams

Player

name : String

goals : int

team : String

Player()  
Player(name : String, goals : int, tea, : String)  
getName() : String

getGoals() : int

getTeam() : String

Goal

minute : int

player : Player

Goal()

Goal(minute : int, player : Player)

getMinute() : int

getPlayer() : String

SoccerMatch

startTime : Date

endTime : Date

location : String

home : String

visitor : String

homePlayers : Player[]

visitorPlayers : Player[]

homeGoals : Goal[]

visitorGoals : Goal[]

SoccerMatch()

SoccerMatch(startTime : Date, location : String, home : String, visitor : String, homePlayers : Player[], visitorPlayers : Player[], homeGoals : Goal[], visitorGoals : Goal[])

endDate : void

addHomePlayer : void

addVisitorPlayer : void

getWinner() : String

addHomeGoal : void

addVisitorGoal : void

getHomeGoal : void

getVisitorGoal : void