Thomas Bryant-Clauson

CS-172-OL

Pete Tucker

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**Football Player Database: Requirements Specification**

**Problem:**

Building a 2018 NFL football player database for people looking to find what players played on what teams in 2018.

**Requirements:**

Each **football player** has a name and an number (jersey number). A football player plays for a **NFL franchise (a team**). Each team has a city and a state they are based out of. A football player plays a specific position on the team.

**To Accomplish:**

The program should accomplish taking in a NFL players name from 2018 and output the team with where its located and what position said football player plays.

**Assumptions:**

Im assuming that the user will know players from the 2018 NFL season. The user could enter Jon Manning, he wont be in the program. The user may only know football players for the 2017 season, nfl rosters are changing all the time.

**UML Diagrams:**

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| **FOOTBALL PLAYER** |
| **-**FirstName: string  -LastName: string  -FootBallNumber: int  -Position Pos: enum |
| **+**FootballPlayer();  +FootballPlayer(string firstname, string lastname, positon pos);  **+**Get\_FirstName(); string  +Get\_LastName(); string  +Set\_FootballNumber(int num); void  +Set\_Position(Position Pos); void  **+S**et\_FirstName(string n); void  +Set\_LastName(string n); void |

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| **FOOTBALL TEAM** |
| **-**TeamName: string  -City: string  -State: string |
| **+**FootballTeam(string n);  +Get\_FootballPlayerWithName(string n); FootBallPlayer  +Get\_FootballPlayerAtPosition(Position Pos); Position  +Set\_City(string c); void  +Set\_State(string s); void |