





PostgresImplAttributeGoalkeepingDAO		
▼ Attributes		 
- conn: Connection		
▼ Operations		 
+ updateAttributeGoalkeepingDB(String, String, String, String ...): String		
+ fetchAttributeGoalkeepingDB(String, Vector<Vector<String>>): void		

- conn: Connection	
▼ Operations	
+ updateAttributeTechnicalDB(String, String, String, String, ...): String	
+ fetchAttributeTechnicalDB(String, Vector<Vector<String>>): void	

+ updateAttributePhysicalDB(String, String, String, String, ...): String	
PostgresImplAttributeMentalDAO	





PostgresImplConfederationDAO	
Attributes	
- conn: Connection	
Operations	

PostgresImplPartecipationDAO

▼ Attributes

- conn: Connection

PostgresImplParticipationDAO	
▼ Attributes	
- conn: Connection	
▼ Operations	
+ newParticipationDB(String, String, String): String	
+ fetchParticipationDB(String, String, Vector<Vector<Object>> ...): void	
+ fetchParticipationYearDB(String, String, Vector<String>, ...): void	
+ deleteParticipationDB(String, String, String): String	
+ fetchParticipationDB(String, String, Vector<String>, Map< ...>): void	
+ fetchParticipationAdminDB(String, String, Vector<Vector< ...>): void	

Attributes			
- conn: Connection			
▼ Operations			
+ fetchNationalityDB(String, Vector<Vector<String>>): void			
+ newNationalityDB(String, String): String			
+ deleteNationalityDB(String, String): String			
+ fetchNationalityDB(String, Vector<Vector<Object>>, Map< ...>): void			

```
+ fetchCompetitionDB(String, String, String, String, ...) : void
+ fetchCompetitionAdminDB(String, String, String, String, ...) : void
+ deleteCompetitionEditionDB(String, String) : String
+ fetchCompetitionDB(String, String, Vector<String>, Map< ...>) : void
+ fetchCompetitionEditionAdminDB(String, String, Vector< ...>) : void
+ fetchCompetitionPlayDB(String, String, String, Vector< ...>) : void
+ fetchCompetitionEditionDB(String, String, Vector<String>, ...) : void
+ fetchCompetitionDB(String, String, String, String, ...) : void
+ newCompetitionEditionDB(String, String) : String
+ countCompetitionDB(): int
+ fetchCompetitionDB(String, Map<String, String>) : void
```

PostgresImplPositionDAO	
▼ Attributes	
+ fetchMillicancyClubAdminDB(String, Vector<Vector<Object>>, ...): void	
+ fetchMillicancyDB(String, String, Vector<Vector<String>>, ...): void	
+ newMillicancyDB(String, String, String, String, String): String	
+ fetchMillicancyNationalAdminDB(String, Vector<Vector<Object> ...): void	

PostgresImplStatisticDAO

PostgresImplStatisticDAO	
▼ Attributes	+
- conn: Connection	
▼ Operations	+
+ fetchStatisticPlayerDB(String, String, String, String, ...): void	
+ fetchStatisticEditionDB(String, String, Vector<Vector< ...>): void	
+ updateStatisticDB(String, String, String, ...): String	
+ fetchStatisticTotalDB(String, String, Vector<Vector<Object> ...): void	
+ fetchStatisticAdminDB(String, String, String, String, Map< ...>): String	

- conn: Connection

▼ Operations

+ countCountryDB(): int

+ fetchCountryDB(String, String, Vector<String>, Map<String, ...>): void

+ fetchCountryDB(String, String, Vector<Vector<String>>): void

PostgresImplAdminDAO

PostgresImplTrophyDAO

```
+ deleteTrophyPlayerDB(String, String, String, String, String ...): String
+ newTrophyTeamDB(String, String, String, String): String
+ fetchTrophyDB(String, String, Vector<Vector<String>>, Map< ...>): void
+ fetchTeamTrophyAdminDB(String, String, Vector<Vector<Object ...>): void
+ deleteTrophyTeamDB(String, String, String, String): String
```

▼ Attributes

- conn: Connection

▼ Operations

+ fetchPlayerDB(String, String, Vector<String>, Map<String, ...>): void

+ fetchPlayerDB(String, String, String, Vector<Vector<String> ...>): void

+ deletePlayerDB(String): String

+ fetchPlayerYearDB(String, String, Vector<String>, Map< ...>): void

+ fetchPlayerDB(String, Map<String, String>): void

+ newPlayerDB(String, String, String, String, String, String): String

+ countPlayerDB(): int

+ setRetiredDateDB(String, String): String

+ fetchPlayerDB(String, String, String, String, String, ...): void

+ updatePlayerDB(String, String, String, String, String, ...): String

+ randomPlayerDB(): String

+ fetchPlayerYearDB(String): String

- conn: Connection

▼ Operations

+ fetchTagDB(String, Vector<Vector<String>>): void

+ deletePlayerTagDB(String, String): String

+ fetchTagDB(Vector<String>, Map<String, String>): void

+ newPlayerTagDB(String, String): String

+ fetchTagDB(String, Vector<Vector<Object>>, Map<Integer, Map ...>): void

- + deletePlayerPrizeDB(String, String, String): String
- + fetchPrizePlayerDB(String, Vector<Vector<String>>): void
- + fetchPrizeDB(String, Vector<Vector<String>>): void
- + deletePrizeTeamDB(String, String, String): String
- + fetchPlayerPrizeDB(String, Vector<Vector<Object>>, Map< ...>): void
- + newPlayerPrizeDB(String, String, String): String
- + newPrizeTeamDB(String, String, String): String
- + fetchTeamPrizeAdminDB(String, Vector<Vector<Object>>, Map< ...>): void
- + fetchTeamPrizeDB(Vector<String>, Map<String, String>): void
- + fetchPlayerPrizeDB(Vector<String>, Map<String, String>): void

PostgresImplTeamDAO

Attributes

+ fetchTeamDB(String, Map<String, String>): void	
+ fetchTeamDB(String, String, String, Vector<String>, Map< ...>): void	
+ fetchTeamCompetitionDB(String, String, Vector<String>, Map< ...>): void	
+ countTeamDB(): int	
+ newClubTeamDB(String, String, String): String	
+ fetchTeamComboBoxDB(String, Vector<String>, Map<String, ...>): void	
+ deleteTeamDB(String): String	
+ fetchTeamPlayDB(String, String, String, Vector<String>, Map< ...>): void	
+ fetchTeamDB(String, String, Vector<String>, Map<String, ...>): void	
+ fetchTeamDB(String, String, String, String, String, Vector< ...>): void	
+ updateClubTeamDB(String, String, String): String	