«interface»
AttributeTechnicalDAO
Attributes
Operations
+ fetchAttributeTechnicalDB(String, Vector<Vector<String>>): void
+ updateAttributeTechnicalDB(String, String, String, String, ...): String
«interface»
AttributeGoalkeepingDAO
Attributes
Operations
+ fetchAttributeGoalkeepingDB(String, Vector<Vector<String>>): void
+ updateAttributeGoalkeepingDB(String, String, String, String, ...): String
«interface»
AttributePhysicalDAO
Attributes
Operations
+ fetchAttributePhysicalDB(String, Vector<Vector<String>>): void
+ updateAttributePhysicalDB(String, String, String, String, ...): String
«interface»
AttributeMentalDAO
Attributes
Operations
+ fetchAttributeMentalDB(String, Vector<Vector<String>>): void
+ updateAttributeMentalDB(String, String, String, String, ...): String
«interface»
ConfederationDAO
Attributes
Operations
+ fetchConfederationDB(String, String, Vector<Vector<String>> ...): void
+ countConfederationDB(): int
+ fetchConfederationDB(String, String, Vector<String>, Map< ...): void
+ fetchConfederationDB(String, Map<String, String>): void
«interface»
ParticipationDAO
Attributes
Operations
+ newParticipationDB(String, String, String): String
+ deleteParticipationDB(String, String, String): String
+ fetchParticipationDB(String, String, Vector<Vector<Object>> ...): void
+ fetchParticipationDB(String, String, Vector<String>, Map< ...): void
+ fetchParticipationYearDB(String, String, Vector<String>, ...): void
+ fetchParticipationAdminDB(String, String, Vector<Vector< ...): void
«interface»
NationalityDAO
Attributes
Operations
+ newNationalityDB(String, String): String
+ fetchNationalityDB(String, Vector<Vector<String>>): void
+ deleteNationalityDB(String, String): String
+ fetchNationalityDB(String, Vector<Vector<Object>>, Map< ...): void
«interface»
CountryDAO
Attributes
Operations
+ countCountryDB(): int
+ fetchCountryDB(String, String, Vector<String>, Map<String, ...): void
+ fetchCountryDB(String, String, Vector<Vector<String>>): void
«interface»
StatisticDAO
Attributes
Operations
+ fetchStatisticAdminDB(String, String, String, String, Map< ...): String
+ updateStatisticDB(String, String, String, String, String, ...): String
+ fetchStatisticPlayerDB(String, String, String, String, ...): void
+ fetchStatisticTotalDB(String, String, Vector<Vector<Object> ...): void
+ fetchStatisticEditionDB(String, String, Vector<Vector< ...): void
«interface»
AdminDAO
Attributes
Operations
+ isAdminDB(String, String): boolean
«interface»
MilitancyDAO
Attributes
Operations
+ fetchMilitancyNationalAdminDB(String, Vector<Vector<Object> ...): void
+ newMilitancyDB(String, String, String, String, String): String
+ fetchMilitancyNationalDB(String, Vector<Vector<String>>, ...): void
+ fetchMilitancyClubDB(String, Vector<Vector<String>>, Map< ...): void
+ fetchMilitancyDB(String, String, Vector<Vector<String>>, ...): void
+ fetchMilitancyClubAdminDB(String, Vector<Vector<Object>>, ...): void
+ deleteMilitancyDB(String, String, String): String
«interface»
CompetitionDAO
Attributes
Operations
+ fetchCompetitionConfederationDB(String, String, Vector< ...): void
+ newCompetitionEditionDB(String, String): String
+ fetchCompetitionDB(String, String, String, String, String, ...): void
+ fetchCompetitionDB(String, String, String, String, String, ...): void
+ fetchCompetitionEditionAdminDB(String, String, Vector< ...): void
+ deleteCompetitionEditionDB(String, String): String
+ countCompetitionDB(): int
+ fetchCompetitionPlayDB(String, String, String, Vector< ...): void
+ fetchCompetitionAdminDB(String, String, String, String, ...): void
+ fetchCompetitionDB(String, String, Vector<String>, Map< ...): void
+ fetchCompetitionDB(String, Map<String, String>): void
+ fetchCompetitionEditionDB(String, String, Vector<String>, ...): void
«interface»
PositionDAO
Attributes
Operations
+ deletePlayerPositionDB(String, String): String
+ fetchPositionDB(Vector<String>, Map<String, String>): void
+ fetchPositionDB(String, Vector<Vector<String>>): void
+ newPlayerPositionDB(String, String): String
+ fetchPositionDB(String, Vector<Vector<Object>>, Map<Integer, ...): void
«interface»
TrophyDAO
Attributes
Operations
+ newTrophyPlayerDB(String, String, String, String, String): String
+ deleteTrophyTeamDB(String, String, String, String): String
+ fetchTeamTrophyAdminDB(String, Vector<Vector<Object ...): void
+ fetchPlayerTrophyDB(Vector<String>, Map<String, String>): void
+ fetchTrophyDB(String, String, Vector<Vector<String>>): void
+ fetchTrophyPlayerAdminDB(String, String, Vector<Vector< ...): void
+ fetchTrophyDB(String, Vector<Vector<String>>, Map< ...): void
+ deleteTrophyPlayerDB(String, String, String, String, ...): String
+ fetchTeamTrophyDB(Vector<String>, Map<String, String>): void
+ newTrophyTeamDB(String, String, String, String): String
«interface»
TagDAO
Attributes
Operations
+ fetchTagDB(Vector<String>, Map<String, String>): void
+ newPlayerTagDB(String, String): String
+ deletePlayerTagDB(String, String): String
+ fetchTagDB(String, Vector<Vector<Object>>, Map<Integer, Map ...): void
+ fetchTagDB(String, Vector<Vector<String>>): void
«interface»
PrizeDAO
Attributes
Operations
+ deletePlayerPrizeDB(String, String, String): String
+ fetchPlayerPrizeDB(Vector<String>, Map<String, String>): void
+ fetchTeamPrizeDB(Vector<String>, Map<String, String>): void
+ deletePrizeTeamDB(String, String, String): String
+ newPlayerPrizeDB(String, String, String): String
+ newPrizeTeamDB(String, String, String): String
+ fetchPrizePlayerDB(String, Vector<Vector<String>>): void
+ fetchTeamPrizeAdminDB(String, Vector<Vector<Object>>, Map< ...): void
+ fetchPlayerPrizeDB(String, Vector<Vector<Object>>, Map< ...): void
+ fetchPrizeDB(String, Vector<Vector<String>>): void
«interface»
PlayerDAO
Attributes
Operations
+ fetchPlayerDB(String, String, String, String, String, ...): void
+ fetchPlayerYearDB(String): String
+ fetchPlayerDB(String, Map<String, String>): void
+ countPlayerDB(): int
+ deletePlayerDB(String): String
+ updatePlayerDB(String, String, String, String, String, ...): String
+ fetchPlayerDB(String, String, String, Vector<Vector<String> ...): void
+ fetchPlayerYearDB(String, Vector<Vector<String>, Map< ...): void
+ randomPlayerDB(): String
+ setRetiredDateDB(String, String): String
+ fetchPlayerDB(String, String, Vector<String>, Map<String, ...): void
+ newPlayerDB(String, String, String, String, String, String): String
«interface»
TeamDAO
Attributes
Operations
+ fetchTeamDB(String, Map<String, String>): void
+ newClubTeamDB(String, String, String): String
+ updateClubTeamDB(String, String, String): String
+ fetchTeamDB(String, Vector<String>, Map<String, String>): void
+ fetchTeamPlayDB(String, String, String, Vector<String>, Map ...): void
+ deleteTeamDB(String): String
+ fetchTeamDB(String, String, Vector<String>, Map<String, ...): void
+ fetchTeamDB(String, String, String, String, String, Vector< ...): void
+ fetchTeamCombatBoxDB(String, Vector<String>, Map<String, ...): void
+ newNationalTeamDB(String): String
+ fetchTeamCombatDB(String, String, String, String, ...): void
+ fetchTeamDB(String, String, String, String, Vector<String>, Map< ...): void
+ fetchTeamCompetitionDB(String, String, Vector<String>, Map< ...): void
+ countTeamDB(): int