

Controller	
▼ Attributes	
- controllerInstance: Controller	
- adminConnected: boolean	
▼ Operations	
+ setNationalTeamComboBox(String, Vector<String>, Map<String ...>: void	
+ setPositionComboBox(Vector<String>, Map<String, String>): void	
+ setRetiredDate(String, String): String	
+ setCompetitionConfederationComboBox(String, String, Vector< ...>: void	
+ assignTrophyTeam(String, String, String, String): String	
+ setConfederationComboBox(String, String, Vector<String>, ...): void	
+ isAdmin(String, String): boolean	
+ setPlayerStatisticView(String, String, String, String, ...): void	
+ updatePlayer(String, String, String, String, String ...): String	
+ setPlayerTrophyComboBox(Vector<String>, Map<String, String> ...): void	
+ setTeamInfoMap(String, Map<String, String>): void	
+ setPlayerCaseView(String, Map<String, String>, Vector< ...>: void	
+ updateAttributeTechnical(String, String, String, String, ...): String	
+ setPlayerInfoMap(String, Map<String, String>): void	
+ updateTeam(String, String, String, String): String	
+ newMilitancy(String, String, String, String, String): String	
+ countConfederations(): Integer	
+ setTeamSeasonView(String, String, Map<String, String>, ...): void	
+ isAdminConnected(): Boolean	
+ addPlayerPosition(String, String): String	
+ setPlayerPrizeTable(String, Vector<Vector<String>>): void	
+ setAttributePhysicalTable(String, Vector<Vector<String>>): void	
+ setPartecipationYearComboBox(String, String, Vector<String> ...): void	
+ setTagComboBox(Vector<String>, Map<String, String>): void	
+ setPartecipationTable(String, String, Vector<Vector<Object> ...>: void	
+ assignPrizeTeam(String, String, String): String	
+ setPlayerComboBoxYear(String, String, Vector<String>, Map< ...>: void	
+ countCompetitions(): Integer	
+ updateAttributeMental(String, String, String, String, ...): String	
+ setPlayerGeneralView(String, Map<String, String>, Vector< ...>: void	
+ setPartecipationTableAdmin(String, String, Vector<Vector< ...>: void	
+ setCompetitionTableAdmin(String, String, Vector<Vector< ...>: void	
+ deleteTeam(String): String	
+ setCountryTable(String, String, Vector<Vector<String>>): void	
+ newCompetitionEdition(String, String): String	
+ deleteCompetitionEdition(String, String): String	
+ countPlayers(): Integer	
+ createTeam(String, String, String, String): String	
+ setStatisticCompetitionEditionTable(String, String, Vector< ...>: void	
+ setNationalityTable(String, Vector<Vector<Object>>, Map< ...>: void	
+ setNationalCareerTable(String, Vector<Vector<String>>, Map< ...>: void	
+ logoutAdmin(): void	
+ setPartecipationComboBox(String, String, Vector<String>, ...): void	
+ setTeamPrizeComboBox(Vector<String>, Map<String, String>): void	
+ setPlayerTrophyTableAdmin(String, String, Vector<Vector< ...>: void	
+ setAttributeMentalTable(String, Vector<Vector<String>>): void	
+ addPlayerTag(String, String): String	
+ addPlayerPrize(String, String, String): String	
+ setPlayerCareerView(String, Map<String, String>, Vector< ...>: void	
+ removePlayerPosition(String, String): String	
+ setTeamTrophyTable(String, String, Vector<Vector<String>>): void	
+ setPlayerPrizeComboBox(Vector<String>, Map<String, String>): void	
+ setClubCareerAdmin(String, Vector<Vector<Object>>, Map< ...>: void	
+ setTeamYearComboBox(String, String, Vector<String>, Map< ...>: void	
+ setCompetitionComboBox(String, String, String, String, ...): void	
+ setConfederationTable(String, String, Vector<Vector<String> ...>: void	
+ setTeamSquadTable(String, String, Vector<Vector<String>>, ...): void	
+ setPlayerStatisticTable(String, String, String, String, ...): void	
+ setNationalityTable(String, Vector<Vector<String>>): void	
+ countTeams(): Integer	
+ setAttributeGoalkeepingTable(String, Vector<Vector<String>> ...): void	
+ getRandomPlayer(): String	
+ assignTrophyPlayer(String, String, String, String, String): String	
+ setPositionTable(String, Vector<Vector<String>>): void	
+ setStatisticTable(String, String, Vector<Vector<Object>>, ...): void	
+ deletePlayer(String): String	
+ getInstance(): Controller	
+ setCompetitionPlayComboBox(String, String, String, Vector< ...>: void	
+ setTeamPlayComboBox(String, String, String, Vector<String> ...): void	
+ setConfederationMap(String, Map<String, String>): void	
+ removePlayerTag(String, String): String	
+ setPositionTable(String, Vector<Vector<Object>>, Map< ...>: void	
+ setPlayerComboBox(String, String, Vector<String>, Map< ...>: void	
+ setCompetitionTable(String, String, String, String, String ...): void	
+ updateStatistic(String, String, String, String, String, ...): String	
+ setCountryComboBox(String, String, Vector<String>, Map< ...>: void	
+ setCompetitionInfoMap(String, Map<String, String>): void	
+ deletePartecipation(String, String, String): String	
+ setCompetitionComboBox(String, String, Vector<String>, Map< ...>: void	
+ setCompetitionTableAdmin(String, String, String, String, ...): void	
+ setStatisticMapAdmin(String, String, String, String, Map< ...>: String	
+ setClubCareerTable(String, Vector<Vector<String>>, Map< ...>: void	
+ setTeamComboBox(String, String, Vector<String>, Map<String ...>: void	
+ setPlayerTrophyTable(String, String, Vector<Vector<String>> ...): void	
+ setTagTable(String, Vector<Vector<Object>>, Map<Integer, ...>: void	
+ createPartecipation(String, String, String): String	
+ countCountry(): Integer	
+ addNationality(String, String): String	
+ updateAttributeGoalkeeping(String, String, String, String, ...): String	
+ deleteMilitancy(String, String, String): String	
+ setCompetitionEditionComboBox(String, String, Vector<String ...>: void	
+ setTeamComboBox(String, String, String, Vector<String>, Map ...): void	
+ newPlayer(String, String, String, String, String, String): String	
+ setTeamPrizeTableAdmin(String, Vector<Vector<Object>>, Map< ...>: void	
+ setTeamComboBox(String, String, String, String, String, ...): void	
+ removePrizeTeam(String, String, String): String	
+ setPlayerDetailedView(String, Map<String, String>, Vector< ...>: void	
+ setTeamTrophyComboBox(Vector<String>, Map<String, String>): void	
+ deletePlayerPrize(String, String, String): String	
+ setTeamTrophyTableAdmin(String, String, Vector<Vector< ...>: void	
+ setTeamTable(String, String, String, String, String, Vector ...): void	
+ removeTrophyPlayer(String, String, String, String, String): String	
+ setPlayerPrizeTable(String, Vector<Vector<Object>>, Map< ...>: void	
+ removeNationality(String, String): String	
+ setTagTable(String, Vector<Vector<String>>): void	
+ setPlayerTable(String, String, String, Vector<Vector<String ...>: void	
+ setPlayerYear(String): String	
+ setNationalCareerAdmin(String, Vector<Vector<Object>>, Map< ...>: void	
+ setAttributeTechnicalTable(String, Vector<Vector<String>>): void	
+ updateAttributePhysical(String, String, String, String, ...): String	
+ setTeamCaseView(String, String, Map<String, String>, Vector ...): void	
+ setPlayerTable(String, String, String, String, String, ...): void	
+ setTeamComboBox(String, Vector<String>, Map<String, String> ...): void	
+ removeTrophyTeam(String, String, String, String): String	
+ setTeamPrizeTable(String, Vector<Vector<String>>): void	