

Università degli Studi di Napoli Federico II



Corso di Laurea Triennale in Informatica
Anno Accademico 2023/2024
Insegnamenti:

Basi di Dati e Sistemi Informativi I
Professore
Silvio Barra

Object Orientation
Professore
Porfirio Tramontana

Traccia 3: Sistema Informativo Dei Calciatori

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Indice

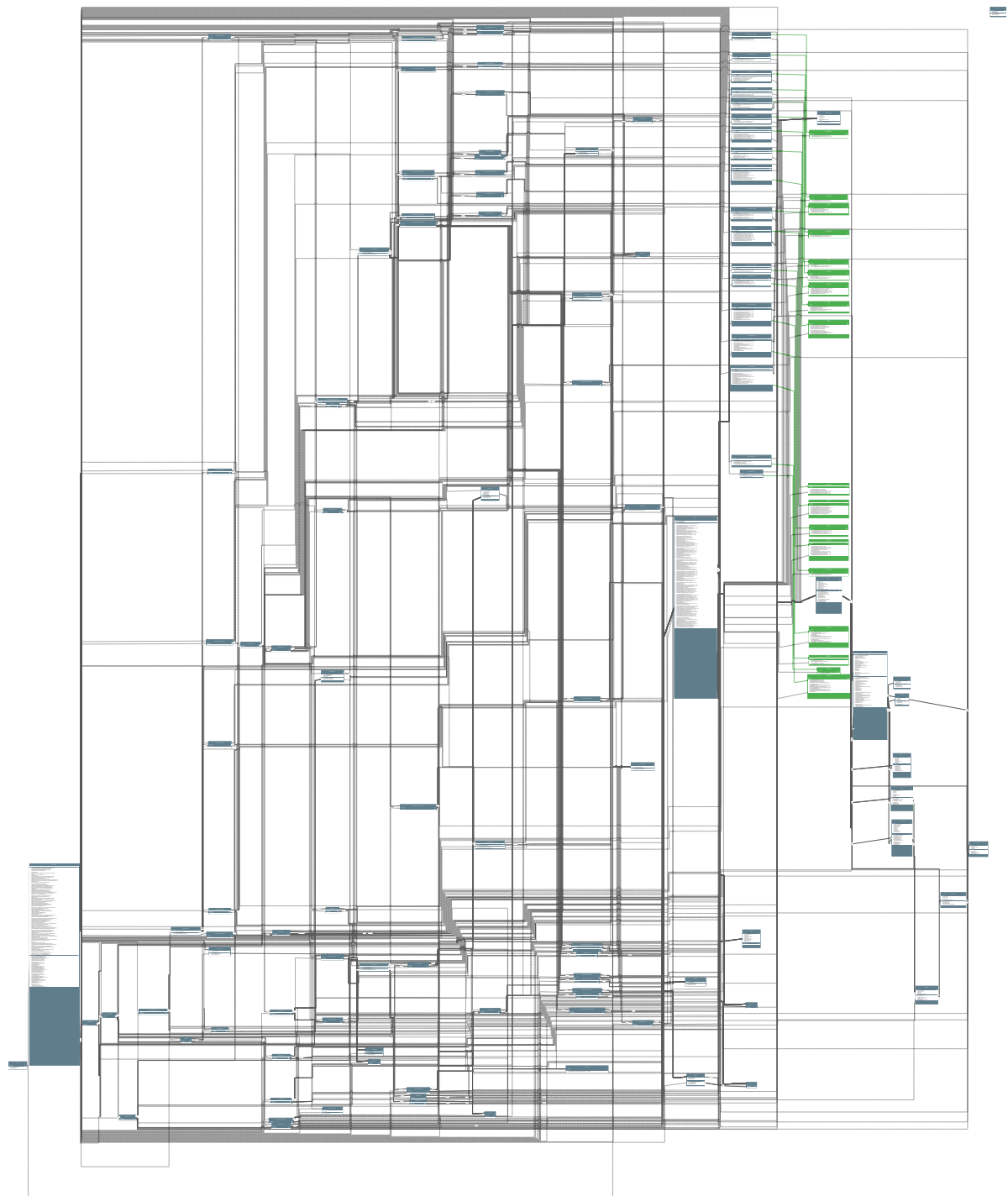
1	Object Orientation	3
1.1	Introduzione	4
1.2	Diagramma del Problema	4
1.3	Diagramma della Soluzione	5
1.4	Sequence Diagram	11

1 Object Orientation

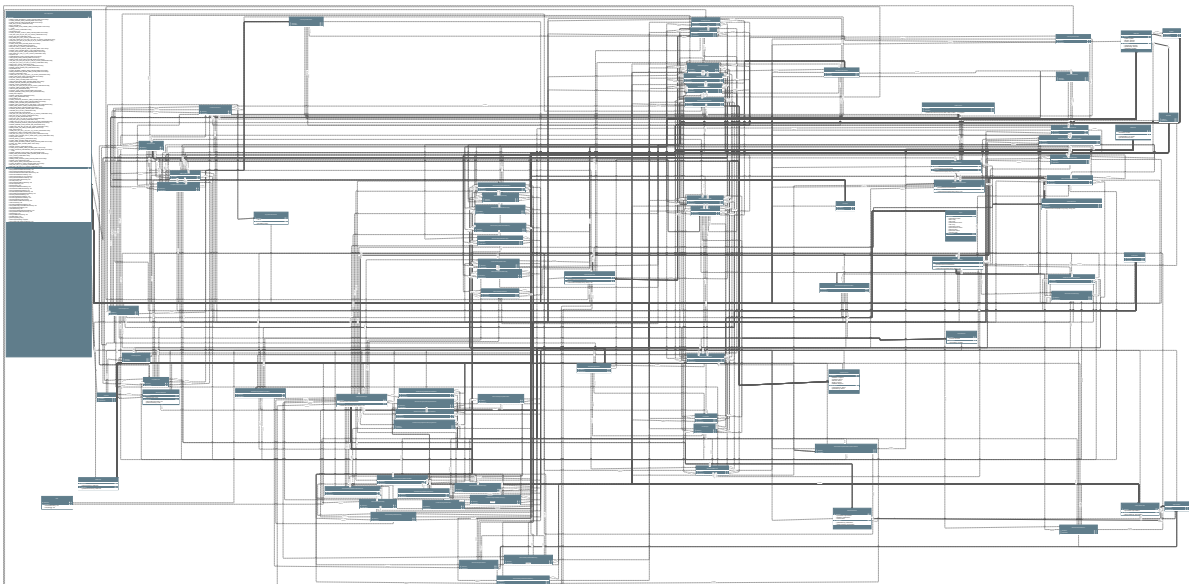
1.1 Introduzione

1.2 Diagramma del Problema

1.3 Diagramma della Soluzione



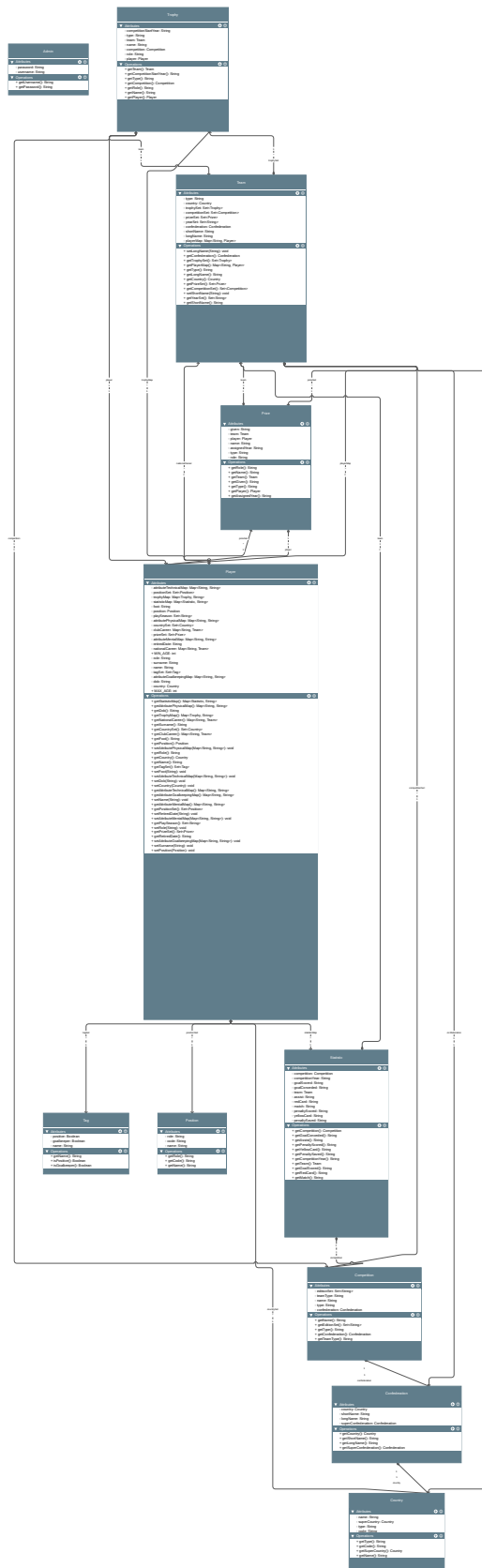
Gui Package



Controller Package

Controller
<div>▼ Attributes</div> <div>- controllerInstance: Controller - adminConnected: boolean</div> <div>▼ Operations</div> <div>+ setNationalTeamComboBox(String, Vector<String>, Map<String, String>): void + setPositionComboBox(Vector<String>, Map<String, String>): void + setRetiredDate(String, String): String + setCompetitionConfederationComboBox(String, String, Vector<String>): 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, ...): String + setPlayerTrophyComboBox(Vector<String>, Map<String, String>, ...): void + setTeamInfoMap(String, Map<String, String>): void + setPlayerCaseView(String, Map<String, String>, Vector<String>, ...): void + updateAttributeTechnical(String, String, String, String, ...): String + setPlayerInfoMap(String, Map<String, String>): void + updateTeam(String, String, String, String): String + newMillicy(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 + setParticipationYearComboBox(String, String, Vector<String>, ...): void + setTagComboBox(Vector<String>, Map<String, String>): void + setParticipationTable(String, String, Vector<Vector<Object>>, ...): void + assignPrizeTeam(String, String, String): String + setPlayerComboBoxYear(String, String, Vector<String>, Map<String>): void + countCompetitions(): Integer + updateAttributeMental(String, String, String, String, ...): String + setPlayerGeneralView(String, Map<String, String>, Vector<String>, ...): void + setParticipationTableAdmin(String, String, Vector<Vector<String>>, ...): void + setCompetitionTableAdmin(String, String, Vector<Vector<String>>, ...): void + deleteTeam(String): String + setCountryTable(String, String, Vector<Vector<String>>): void + newCompetitionEdition(String, String): String + deleteCompetitionEditor(String, String): String + countPlayers(): Integer + createTeam(String, String, String, String): String + setStatisticCompetitionEditionTable(String, String, Vector<String>): void + setNationalityTable(String, Vector<Vector<Object>>, Map<String>): void + setNationalCareerTable(String, Vector<Vector<String>>, Map<String>): void + logoutAdmin(): void + setParticipationComboBox(String, String, Vector<String>, ...): void + setTeamPrizeComboBox(Vector<String>, Map<String, String>): void + setPlayerTrophyTableAdmin(String, String, Vector<Vector<String>>, ...): void + setAttributeMentalTable(String, Vector<Vector<String>>): void + addPlayerTag(String, String): String + addPlayerPrize(String, String, String): String + setPlayerCareerView(String, Map<String, String>, Vector<String>, ...): 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<String>): void + setTeamYearComboBox(String, String, Vector<String>, Map<String>): 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<String>): void + setTeamPlayComboBox(String, String, String, Vector<String>): void + setConfederationMap(String, Map<String, String>): void + removePlayerTag(String, String): String + setPositionTable(String, Vector<Vector<Object>>, Map<String>): void + setPlayerComboBox(String, String, Vector<String>, Map<String>): void + setCompetitionTable(String, String, String, String, String, ...): void + updateStatistic(String, String, String, String, String, ...): String + setCountryComboBox(String, String, Vector<String>, Map<String>): void + setCompetitionInfoMap(String, Map<String, String>): void + deleteParticipation(String, String, String): String + setCompetitionComboBox(String, String, Vector<String>, Map<String>): void + setCompetitionTableAdmin(String, String, String, String, ...): void + setStatisticMapAdmin(String, String, String, String, Map<String>): String + setClubCareerTable(String, Vector<Vector<String>>, Map<String>): void + setTeamComboBox(String, String, Vector<String>, Map<String>, ...): void + setPlayerTrophyTable(String, String, Vector<Vector<String>>, ...): void + setTagTable(String, Vector<Vector<Object>>, Map<Integer, String>): void + createParticipation(String, String, String): String + countCountry(): Integer + addNationality(String, String): String + updateAttributeGoalkeeping(String, String, String, String, ...): String + deleteMillicy(String, String, String): String + setCompetitionEditionComboBox(String, String, Vector<String>): void + setTeamComboBox(String, String, String, Vector<String>, Map<String>): void + newPlayer(String, String, String, String, String): String + setTeamPrizeTableAdmin(String, Vector<Vector<Object>>, Map<String>): void + setTeamComboBox(String, String, String, String, String, ...): void + removePrizeTeam(String, String, String): String + setPlayerDetailedView(String, Map<String, String>, Vector<String>): void + setTeamTrophyComboBox(Vector<String>, Map<String, String>): void + deletePlayerPrize(String, String, String): String + setTeamTrophyTableAdmin(String, String, Vector<Vector<String>>, ...): void + setTeamTable(String, String, String, String, String, Vector<String>): void + removeTrophyPlayer(String, String, String, String, String): String + setPlayerPrizeTable(String, Vector<Vector<Object>>, Map<String>): 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<String>): void + setAttributeTechnicalTable(String, Vector<Vector<String>>): void + updateAttributePhysical(String, String, String, String, ...): String + setTeamCaseView(String, String, Map<String, String>, Vector<String>): 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</div>

Model Package

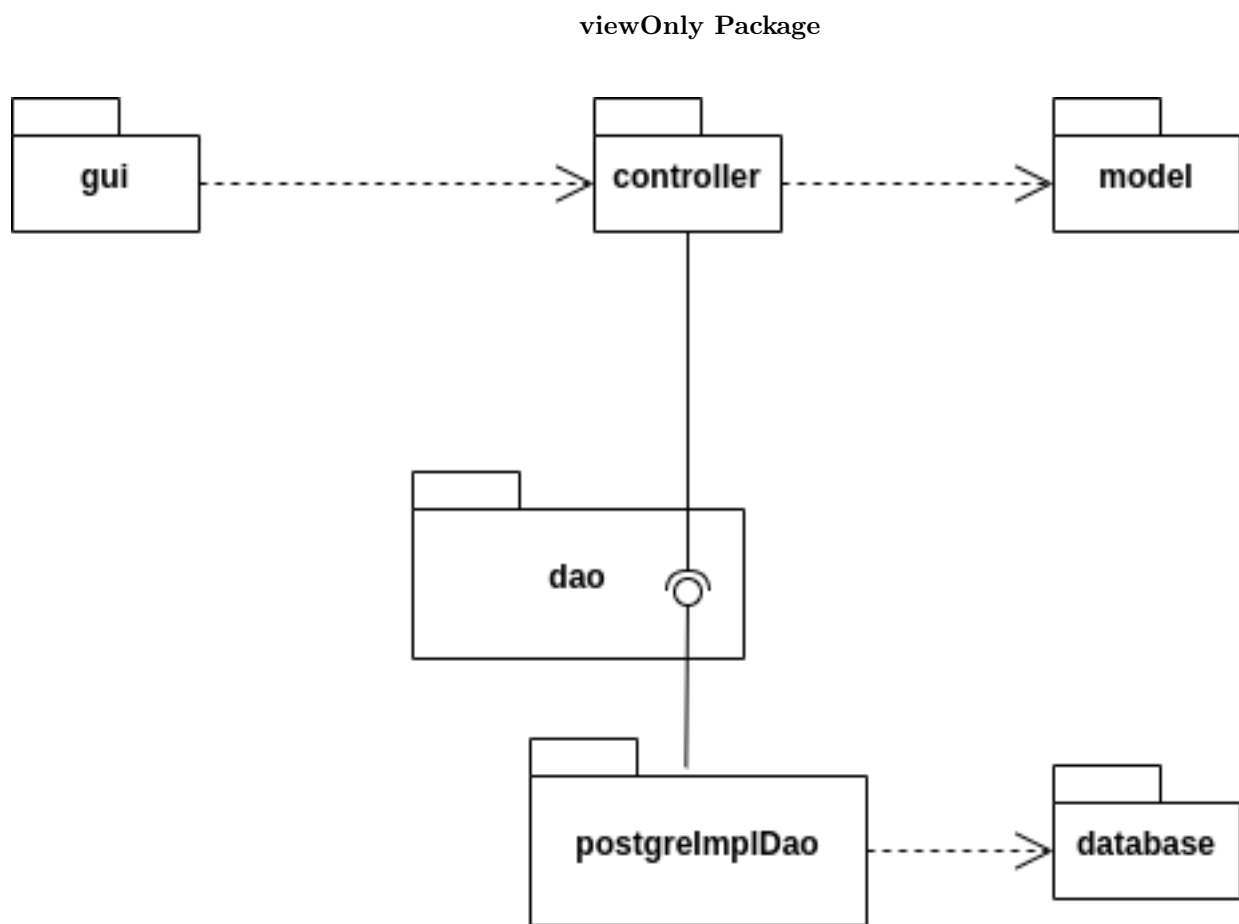


Dao Package

[illegible]

PostgreImplDao Package

[illegible]



1.4 Sequence Diagram