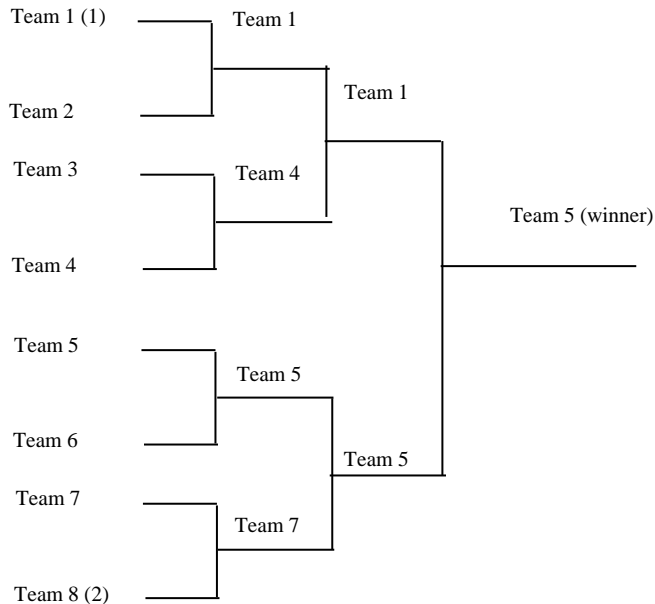


Object Oriented Design

Create an UML diagram for the design of the following software. YOU DO NOT NEED TO WRITE THE CODE!

Design a software that aids someone in organizing a single elimination tournament. A single elimination tournament can best be described by the diagram below.



The software should have the following functions:

- Read in the number of teams in the tournament
- Read in (from text file) the information of the team, including the seeding (assume only two seeds)
- Create the draw of the tournament: the top two seeds (the numbers of brackets) are always at the top and bottom of the draw, the rest of the teams are placed randomly
- Allow user to enter the score of each game
- Update the draw accordingly
- Announce eventual winner