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2-19-17

CS 5310 Database Management Systems

University of Houston- Downtown

Project Proposal, E/R diagram

# Project Description

# Functions

## Administrator Use Cases

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| **UC1- Insert new competition**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the “competition” table and the “insert” option. 6. Output: System prompts administrator to enter information in each of the competition table fields. 7. Output: System displays “Table will be updated, click yes to continue”. 8. Input: Administrator clicks on “yes” option. 9. Output: The system checks to verify that the entered information does not already exist in the system. 10. If the data is not a duplicate the new competition is added to the system and is displayed including the generated ID field. |
| **UC2- Insert new team**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the “team” table and the “insert” option. 6. Output: System prompts administrator to enter information in each of the team table fields. 7. Output: System displays “Table will be updated, click yes to continue”. 8. Input: Administrator clicks on “yes” option. 9. Output: The system checks to verify that the entered information does not already exist in the system. 10. If the data is not a duplicate the new team is added to the system and is displayed including the generated ID field. |
| **UC3- Insert new player**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the “player” table and the “insert” option. 6. Output: System prompts administrator to enter information in each of the player table fields. 7. Output: System displays “Table will be updated, click yes to continue”. 8. Input: Administrator clicks on “yes” option. 9. Output: The system checks to verify that the entered information does not already exist in the system. 10. If the data is not a duplicate the new player is added to the system and is displayed including the generated ID field. |
| **UC4- Insert new leagueTable**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the “leagueTable” table and the “insert” option. 6. This option is only available if a new competition has been added to the system. 7. Output: System outputs “Please enter the name of competition you would like to create league table for.” 8. Input: Administrator enters the name of the competition. 9. Output: The system verifies that there is not an existing leagueTable for the entered competition. 10. Output: System prompts administrator to enter information in each of the leagueTable fields. 11. Output: System displays “Table will be updated, click yes to continue”. 12. Input: Administrator clicks on “yes” option. 13. Output: New leagueTable is added to the system and is displayed including the generated ID field. |
| **UC5- Insert new fixture**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the “fixture” table and the “insert” option. 6. Output: System prompts administrator to enter information in each of the fixture table fields. 7. Output: System displays “Table will be updated, click yes to continue”. 8. Input: Administrator clicks on “yes” option. 9. Output: The system checks to verify that the entered information does not already exist in the system. 10. If the data is not a duplicate the new fixture is added to the system and is displayed including the generated ID field. |
| **UC6- Insert new venue**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the “venue” table and the “insert” option. 6. Output: System prompts administrator to enter information in each of the venue table fields. 7. Output: System displays “Table will be updated, click yes to continue”. 8. Input: Administrator clicks on “yes” option. 9. Output: The system checks to verify that the entered information does not already exist in the system. 10. Output: If the data is not a duplicate the new venue is added to the system and is displayed including the generated ID field. |
| **UC7- Insert new manager**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the “manager” table and the “insert” option. 6. Output: System prompts administrator to enter information in each of the manager table fields. 7. Output: System displays “Table will be updated, click yes to continue”. 8. Input: Administrator clicks on “yes” option. 9. Output: The system checks to verify that the entered information does not already exist in the system. 10. Output: If the data is not a duplicate the new manager is added to the system and is displayed including the generated ID field. |
| **UC8- Modify competition**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the competition table and the “modify” option. 6. Output: System displays selected table and a search field. 7. Input: The administrator may search for the record to be modified by name or ID number or select it from the table. 8. Output: The record is displayed and the fields become editable. 9. Input: The user modifies the desired fields of the record. 10. Output: System displays “Table will be updated, click yes to continue”. 11. Input: Administrator clicks on “yes” option. 12. Output: The system verifies that the modification does not make the record a duplicate. 13. Output: If the data is not a duplicate the record is updated in the system and is displayed. |
| **UC9- Modify team**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the competition table and the “modify” option. 6. Output: System displays selected table and a search field. 7. Input: The administrator may search for the record to be modified by name or ID number or select it from the table. 8. Output: The record is displayed and the fields become editable. 9. Input: The user modifies the desired fields of the record. 10. Output: System displays “Table will be updated, click yes to continue”. 11. Input: Administrator clicks on “yes” option. 12. Output: The system verifies that the modification does not make the record a duplicate. 13. Output: If the data is not a duplicate the record is updated in the system and is displayed. |
| **UC10- Modify player**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the player table and the “modify” option. 6. Output: System displays selected table and a search field. 7. Input: The administrator may search for the record to be modified by name or ID number or select it from the table. 8. Output: The record is displayed and the fields become editable. 9. Input: The user modifies the desired fields of the record. 10. Output: System displays “Table will be updated, click yes to continue”. 11. Input: Administrator clicks on “yes” option. 12. Output: The system verifies that the modification does not make the record a duplicate. 13. Output: If the data is not a duplicate the record is updated in the system and is displayed. |
| **UC11- Modify leagueTable**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the leagueTable table and the “modify” option. 6. Output: System displays selected table and a search field. 7. Input: The administrator may search for the record to be modified by name or ID number or select it from the table. 8. Output: The record is displayed and the fields become editable. 9. Input: The user modifies the desired fields of the record. 10. Output: System displays “Table will be updated, click yes to continue”. 11. Input: Administrator clicks on “yes” option. 12. Output: The system verifies that the modification does not make the record a duplicate. 13. Output: If the data is not a duplicate the record is updated in the system and is displayed. |
| **UC12- Modify fixture**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the fixture table and the “modify” option. 6. Output: System displays selected table and a search field. 7. Input: The administrator may search for the record to be modified by name or ID number or select it from the table. 8. Output: The record is displayed and the fields become editable. 9. Input: The user modifies the desired fields of the record. 10. Output: System displays “Table will be updated, click yes to continue”. 11. Input: Administrator clicks on “yes” option. 12. Output: The system verifies that the modification does not make the record a duplicate. 13. Output: If the data is not a duplicate the record is updated in the system and is displayed. |
| **UC13- Modify venue**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the player table and the “modify” option. 6. Output: System displays selected table and a search field. 7. Input: The administrator may search for the record to be modified by name or ID number or select it from the table. 8. Output: The record is displayed and the fields become editable. 9. Input: The user modifies the desired fields of the record. 10. Output: System displays “Table will be updated, click yes to continue”. 11. Input: Administrator clicks on “yes” option. 12. Output: The system verifies that the modification does not make the record a duplicate. 13. Output: If the data is not a duplicate the record is updated in the system and is displayed. |
| **UC14- Modify venue**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the venue table and the “modify” option. 6. Output: System displays selected table and a search field. 7. Input: The administrator may search for the record to be modified by name or ID number or select it from the table. 8. Output: The record is displayed and the fields become editable. 9. Input: The user modifies the desired fields of the record. 10. Output: System displays “Table will be updated, click yes to continue”. 11. Input: Administrator clicks on “yes” option. 12. Output: The system verifies that the modification does not make the record a duplicate. 13. Output: If the data is not a duplicate the record is updated in the system and is displayed. |
| **UC15- Delete competition**   1. Input: The administrator logs in the system. 2. Output: The menu options are displayed. 3. Input: Administrator selects “update data” 4. Output: The system displays base table names and “insert”, “delete”, “modify” options. 5. Input: Administrator selects the name of the base table he wants to update and the “delete” option. 6. Output: System displays selected table and a search field. 7. Input: The administrator may search for the record to be deleted by name or ID number or select it from the table. 8. Input: The user clicks on “delete” button. 9. Output: System displays “Table will be updated, click yes to continue”. 10. Input: Administrator clicks on “yes” option. 11. Output: Record is deleted from the system and the updated table is displayed. |
| **UC16- Delete team** |
| **UC17- Delete player** |
| **UC18- Delete leagueTable** |
| **UC19- Delete fixture** |
| **UC20- Delete venue** |
| **UC21- Delete manager** |
| **UC22- Create new administrator account** |
| **UC23- Delete an administrator account** |

## Customer Use Cases

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| **UC1- Search for competition** |
| **UC2- Search for team** |
| **UC3- Search for player** |
| **UC4- Search for fixture by team** |
| **UC5- Search for fixture by date** |
| **UC6- Search for venue** |
| **UC7- Search for manager** |
| **UC8- View standings of a competition** |
| **UC11- View teams in a competition** |
| **UC10- View fixtures of a team** |
| **UC11- View players of a team** |
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# Entity Relationship Diagram