

NBA Player and Team Comparison

About The Folder

After unzipping the folder you were greeted with three things:

- Final_Project_Doc.pdf (this file)
- UML Diagram
 - Which is the UML diagram that describes the program
- src folder

About The Program

There are 4 folders within src:

- State
 - The state design pattern is essentially the driver for the program. Tracks what the program is doing and allows for free movement between menus.
- Adapter (also singleton)
 - This part is called adapter but utilizes two different design patterns
 - Uses the adapter design pattern to interact with the CSV and create the data
 - Also utilizes a singleton pattern so that we can be sure that no matter how often the adapter is used within one run of the program, the data will only be extracted and formatted once
- Factory
 - This area of the program utilizes the factory design pattern to compare players or teams
 - There is a Comparison Factory that creates either a PlayerComparison or TeamComparison
- Strategy
 - Utilizes a strategy pattern to correctly print the output depending on whether it is a player or team comparison.

How To Run The Program

You will want to cd your terminal into the folder `aidan_daly_ood`

To run the code you will then write this into the terminal:

```
Unset
user ~ % java src/Driver.java
```

After running this the rest of the information should be present in the terminal.