

# **Chapter 1**

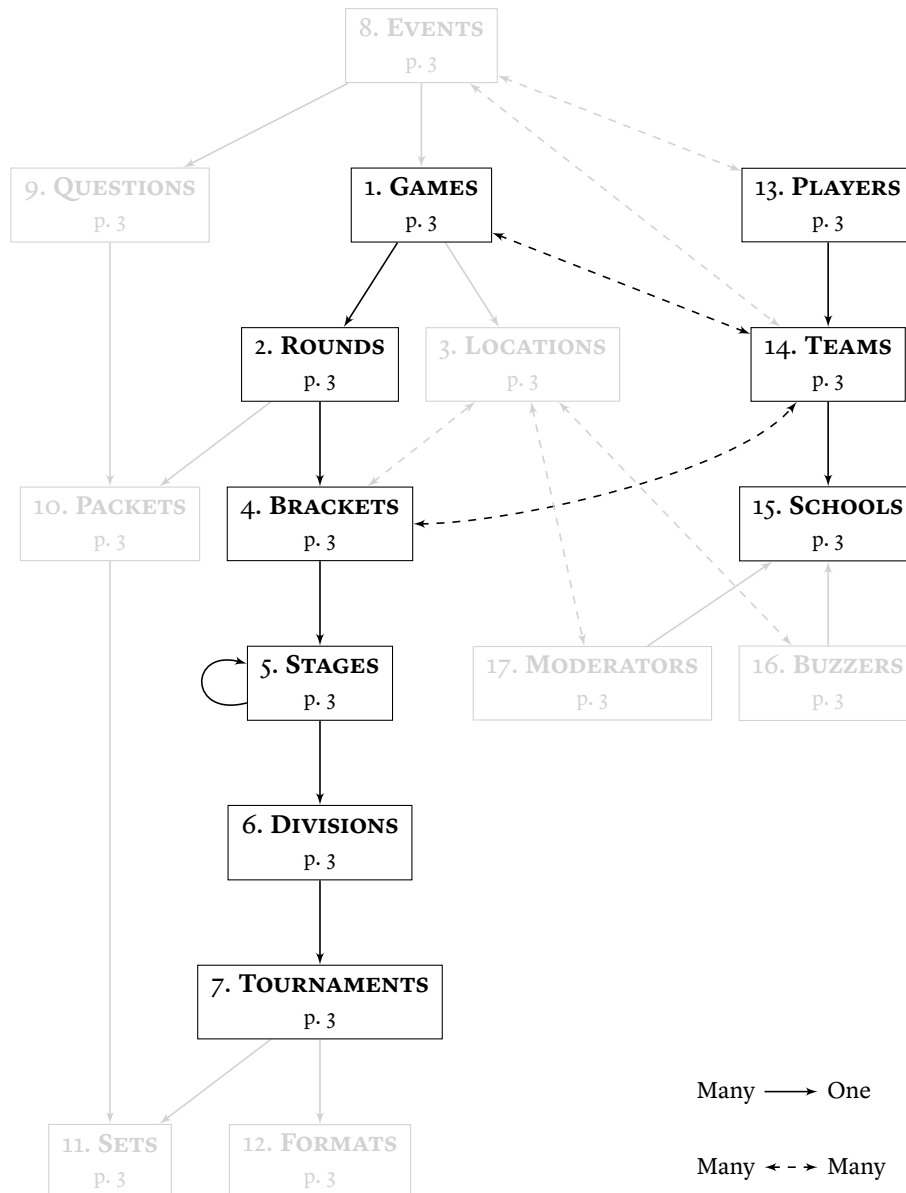
## **Quizbowl object model**

### **Introduction**

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## Contents

The class diagram below illustrates the objects in a complete quizbowl software suite. Click on a class to jump to that section.



- 1 Games**
- 2 Rounds**
- 3 Locations**
- 4 Brackets**
- 5 Stages**
- 6 Divisions**
- 7 Tournaments**
- 8 Events**

Polymorphic; see Match scorekeeper in the components document.

## **9 Questions**

Polymorphic: Question = Tossup of Words | Bonus of Parts.

- 10 Packets**
- 11 Sets**
- 12 Formats**
- 13 Players**
- 14 Teams**
- 15 Schools**
- 16 Buzzers**
- 17 Moderators**