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Topic: Women's NBA

System Definition: Create a database of WNBA Players and compare different players stats
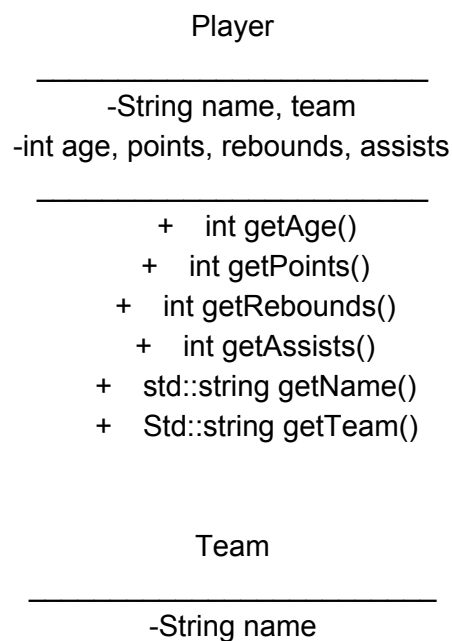
Analysis:

- Inputs: Player Name, Year, Whether to Display or Compare Stats

- Outputs: player stats, optional side by side for comparison

Design:

- Display menu
- Receive inputs for player name and year
- Open database of players
- Read players and stats
- Ask user for inputs regarding whether to display or compare stats to another player
- Repeat until user chooses to end program

Module Estimation: ~12

Class UML:

Player
_____
-String name, team
-int age, points, rebounds, assists
_____
+ int getAge()
+ int getPoints()
+ int getRebounds()
+ int getAssists()
+ std::string getName()
+ Std::string getTeam()

Team
_____
-String name

-int wins, losses, rank
_____
+int getWins()
+int getLosses
+int getRank
+std::string getName()

Execution Plan:

Arjun: Find and compile data, find ways to import data from files

Lauren: Make methods for comparing players/players stats

Andrew: menu for deciding what functions are carried out

Prajakta: Help find stats and make methods for comparing players/player stats

Kim: debugging, monitor efficiency

James: Create classes for players and their stats

Audrey: Designing grouping of arrays and how players will be compared

Self-set deadlines:

March 22nd: Turn in Milestone #2

March 27th: Find/Compile stats, whiteboard the methods and polish design

April 1st: Start coding. Finish a basic scanner to read library of player stats; classes for player stats should be done.

April 3rd: Begin debugging methods for comparison

April 5th: Create code for comparing players stats and maybe analysis of players

April 10th: Clean up, run code and find errors

April 15: Final check

April 16th: Turn it in

April 17th: Get an A