RACE MANAGER APPLICATION





Tien Le - 292104 CIS 223 - 40 Course Project

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Introduction - An overall look

The Race Manager is a program originally made by Bob Desilets. However it was just a shell with little to no code in it, making it *almost* unusable. The program published alongside this instruction manual is modified and streamline by me, Tien Le, the author and a student of Bob. The main purpose of this program is to keep track of all the information of a race, marathon such as the teams, the runners, the position of each runner when they finished the race and calculate results for each team, and even individual results. The results can be printed out as a text file if the user desired to.

I have put much time into this program, from trying arrays to using global variables, and ultimately decided to scrap all of them and start fresh with just simply copying line to line from the text file to the list box object. I am known for overthinking things in the past, and it is not surprising that he did the same when starting out this project. After coding the load functionality for the program, I move on to coding the delete button, which is simply removing an item in a list box. Coding for the add button was not hard, but I am not happy with the result, despite it working in the final version, see <u>step 3</u> of the instruction for more information.

Once the code for the three buttons had finished, Irealised that most of the other buttons functioned the same and therefore did not take much time to finish the other ones. The last obstacle was of course the formatting of the final output text file. I had taken some time to think how to properly format them in a straight vertical column, and decided to use many spaces and zero-leading numbers to align all of them. The author is not proud of this part, since it is such a mess, see source code frmRM4000 for more information.

Overall, this final project is very hard to get into. But thanks to some existing code with the shell, I was able to finish the project earlier than expected, and managed to snowball from there. I hope the person reading this can understand what I have done with the program and my struggles throughout this work.

Instructions - The user manual

Step 1: Starting up the program

- When the user first starts up the program, you should be able to see a beautiful splash screen that shows a picture of a marathon.
- After 4 seconds, the main program shows up.



Step 2: Selecting your options

- The program main menu frmRM0000 opens up with the following options
 - A text box containing the file path to the Roster Load text file
 - The default path is "C:\Bob\RosterLoad.txt"
 - Four buttons:
 - Team Manager [1-Team Mgr]
 - Runner Manager [2- Runner Mgr]

- Race Manager [3- Race Mgr]
- Results Manager [4 Result Mgr]
- An exit button on the bottom right



- For now, buttons [3 Race Mgr] and [4 Result Mgr] are not enabled because those forms require information from form frmRM1000 and frmRM2000. These forms can be access and fill out through the buttons [1- Team Mgr] and [2 -Runner Mgr] respectively
- Click [1 Team Mgr] to open up frmRM1000

Step 3: Putting in the teams

- The form frmRM1000 opens up with the following objects
 - A blank list box
 - A cute corgi jumping over the snow (very important)
 - A text box containing the same file path in frmRM0000
 - Three functional buttons
 - Load Teams [Load Teams]
 - Add Teams [Add Teams]

- Delete Teams [Delete Teams]
- A return button on the bottom right of the form

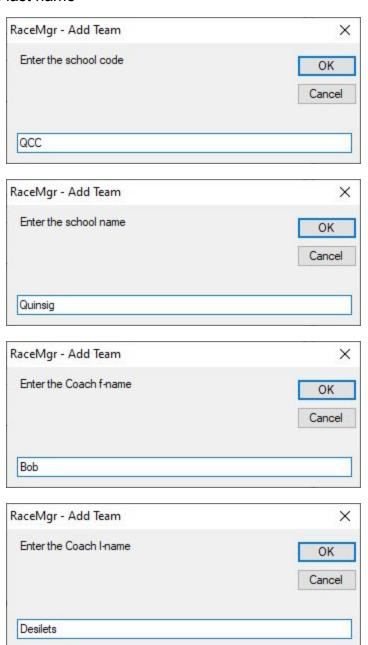


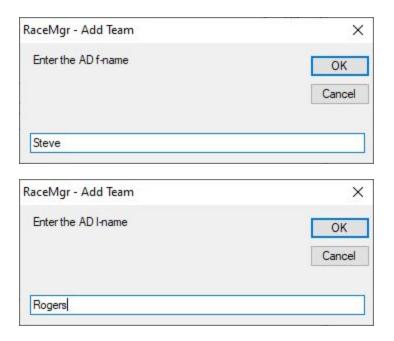
Let's start by adding the teams. Click [Load Teams] to load in the team from the
file path. The program will input blanks if you do not have the right text file in the
correct file path. Please double check if the program doesn't show anything in the
list box.

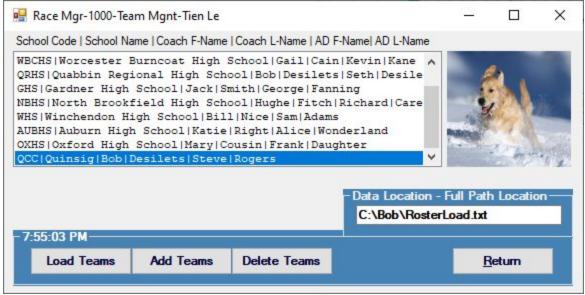


 To add teams, simply click [Add Teams]. An input box will show up and ask for the following informations:

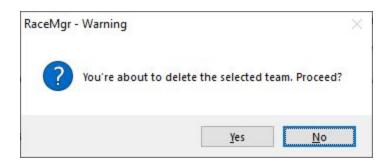
- School code
- School name
- Coach's first name
- Coach's last name
- AD's first name
- AD's last name







- Note: Because this is an input box, when the user clicks [Cancel] it does not end the input procedure. The cancel button returns an empty string and therefore the program accepts the string as it and keeps on asking for the next information on the list above. You can not input a duplicating value.
- Now that you have added a team, let's try to delete it by clicking on the team you've just input (should be in the bottom of the list) and click **[Delete Teams]**. A prompt will show up to let you know you're about to delete a team.



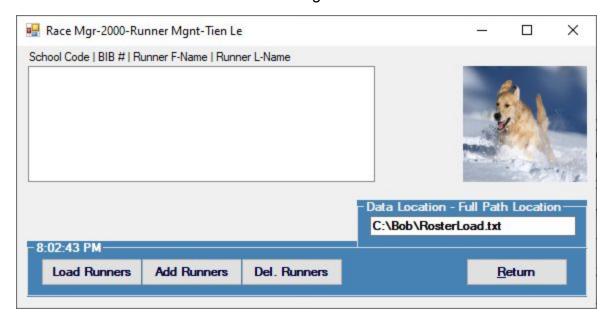


- Click [Return] to return to the main menu frmRM0000
- Select [2 Runner Mgr] to open frmRM2000

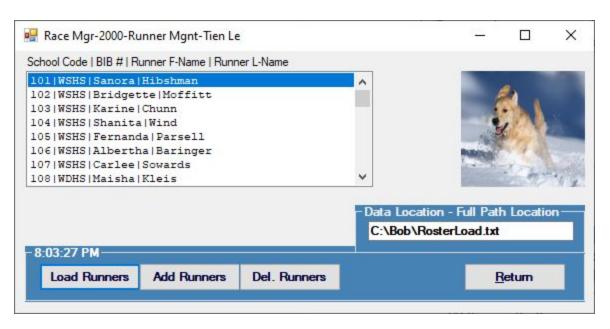


Step 4: Loading the runners

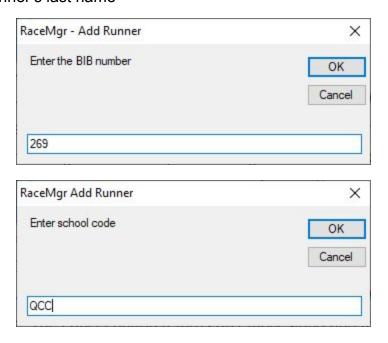
- The form frmRM2000 opens up with the following objects
 - A blank list box
 - Another cute corgi jumping over the snow (*very important!*)
 - A text box containing the same file path in frmRM0000
 - Three functional buttons
 - Load Runners [Load Runners]
 - Add Runners [Add Runners]
 - Delete Runners [Del. Teams]
 - A return button on the bottom right of the form

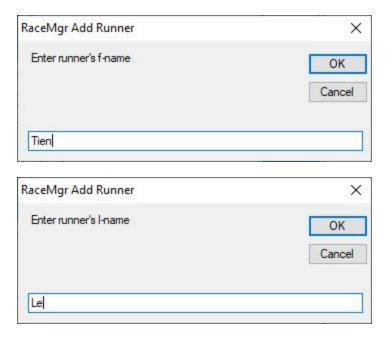


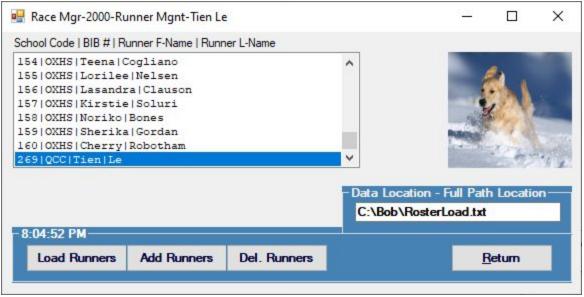
With mostly the same steps, let's start by adding the runners. Click [Load Runners] to load in the runners from the file path. The program will input blanks if you do not have the right text file in the correct file path. Please double check if the program doesn't show anything in the list box.



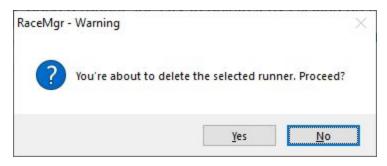
- To add runners, simply click [Add Runners]. An input box will show up and ask for the following information:
 - School code
 - BIB number
 - Runner's first name
 - Runner's last name

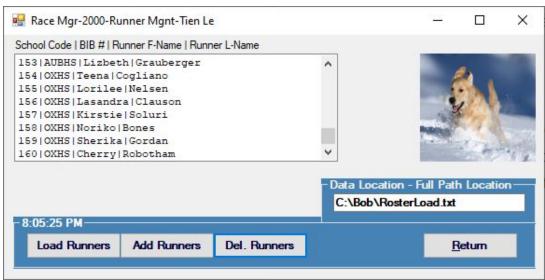






- Note: Because this is an input box, when the user clicks [Cancel] it does not end the input procedure. The cancel button returns an empty string and therefore the program accepts the string as it and keeps on asking for the next information on the list above. You can not input a duplicating value.
- Now that you have added a runner, let's try to delete it by clicking on the runner you've just input (should be in the bottom of the list) and click [Del. Runners]. A prompt will show up to let you know you're about to delete a runner.



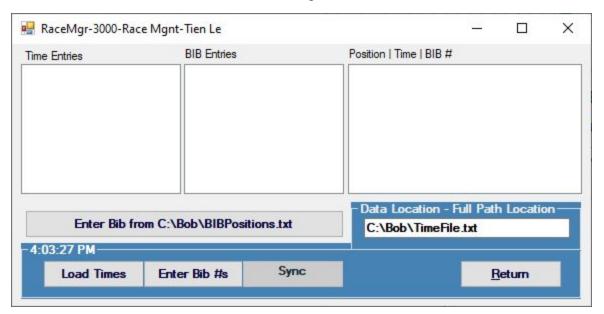


- Click [Return] to return to the main menu frmRM0000
- This time when you return to frmRM0000, you should be able to see that [3 Time Mgr] is now enabled. Click on it to proceed to the next step.



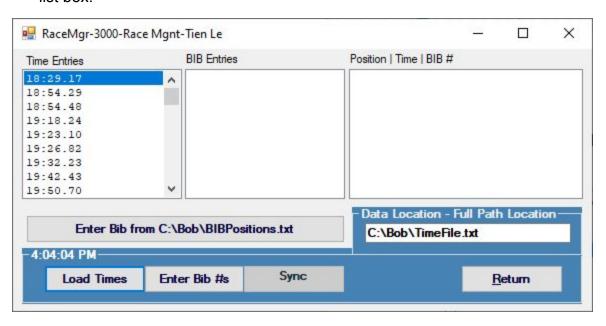
Step 5: Accessing the time files

- The form frmRM3000 opens up with the following objects
 - Three blank list boxes
 - A text box containing the same file path in frmRM0000, however, with the file changed to "TimeFile.txt.
 - The path should appear as "C:\Bob\TimeFiles.txt"
 - Four functional buttons
 - Load Times [Load Times]
 - Enter BIB numbers one by one [Enter BIB #s]
 - Sync the times with BIB numbers [Sync]
 - This button is disabled at the moment.
 - Enter BIB from an existing text file [Enter BIB from
 C:\Bob\BIBPositions.txt]
 - A return button on the bottom right of the form

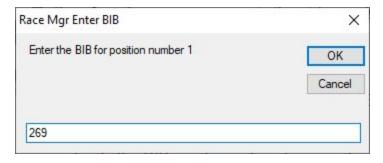


- Let's start by adding the times. Click **[Load Times]** to load in the times from the file path. The program will input blanks if you do not have the right text file in the

correct file path. Please double check if the program doesn't show anything in the list box.

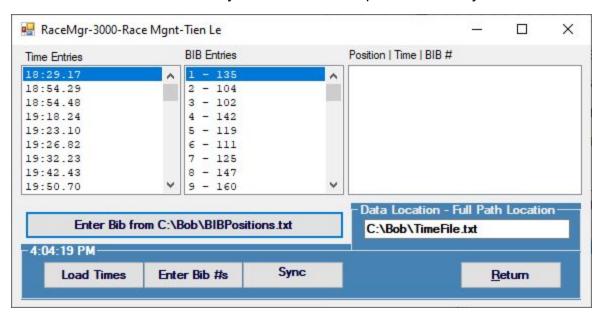


- For the next mini step, you have two options
 - 1. Using [Enter BIB #s], enter each BIB number one by one.
 - This gets tedious quickly, and if you made a mistake you can't go back and change it.
 - Because this is an input box, when the user clicks [Cancel] it does not end the input procedure. The cancel button returns an empty string and therefore the program accepts the string as it and keeps on asking for the next BIB number. You can not input a duplicating value.

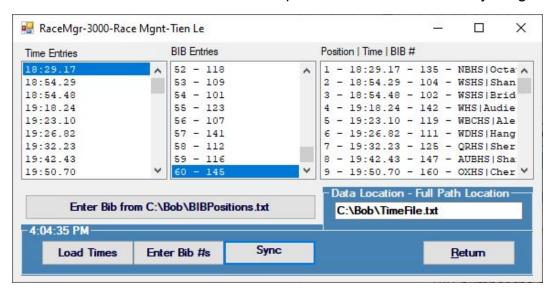


2. Using [Enter BIB from C:\Bob\BIBPositions.txt], enter BIB numbers through a text file. The author recommends using this method.

- The program loads the BIB numbers of each runner based on their positions within the text file. If a runner comes first, his or her BIB number will appear at the top, and so on for the second, third...
- Using this method will give you room to change inputs from the text file itself and you don't have to input each one by hand.



After you've input all the BIB numbers, **[Sync]** button will be enabled. Click the **[Sync]** button and sync the time with the corresponding BIB numbers. For each BIB number the program will find the correct runner and show it in the third list box. You can see the full list of runner placements after it's done syncing.

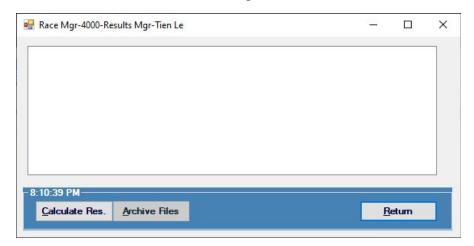


- Click [Return] to return to the main menu frmRM0000.
- This time when you return to frmRM0000, you should be able to see that **[4 Result Mgr]** is now enabled. Click on it to proceed to the next step.

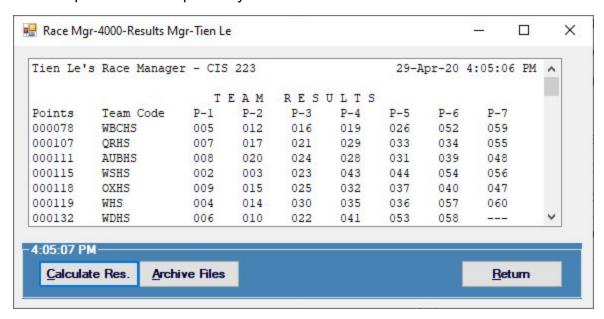


Step 6: Seeing the results

- The form frmRM4000 opens up with the following objects
 - A blank list boxes
 - Two functional buttons
 - Calculate the results [Calculate Res.]
 - Archive the displayed result [Archive Files]
 - A return button on the bottom right of the form

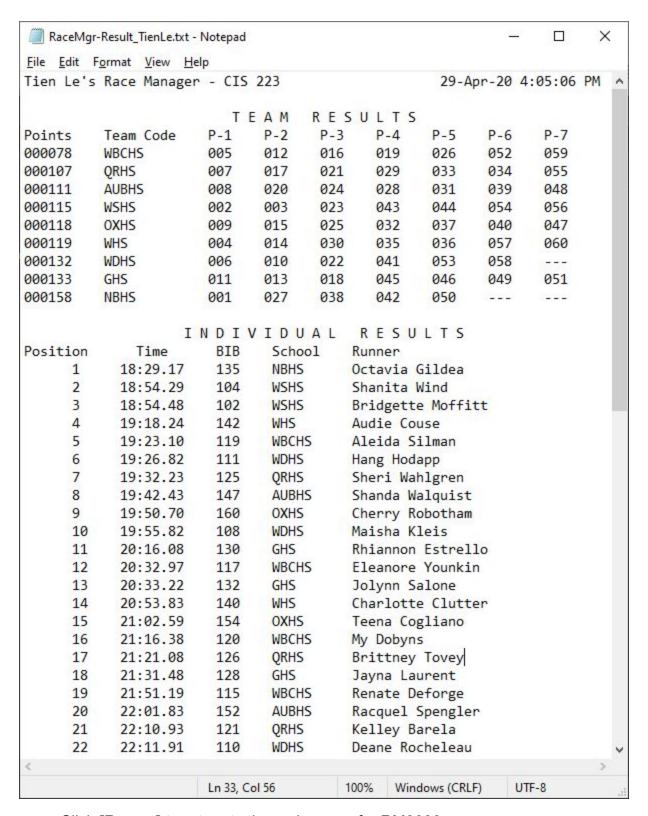


- Click [Calculate Res.]. The program will print out a well formatted result of the race including but not limited to:
 - Name of the author and the general date and time
 - Team results
 - Individuals results
- The team results and individuals results are sorted from the best points and the best placements respectively.



Click [Archive Files] to archive displayed results. You can find the file at
 "C:\Bob\RaceMgr-Result_TienLe.txt"





- Click [Return] to return to the main menu frmRM0000
- Click [Exit] to exit the program.

Appendix A - Design documentations

Appendix A.1 - frmRMSplash.vb

Requirements documents

Date: 25 April, 2020

Date Submitted: 8 May, 2020

Application Title: Race Manager - frmRMSplash.vb

Purpose: frmRMSplash.vb show the user the splash screen to

introduce the user to the program

Program Procedures: In a Windows Classic Desktop application, the program

shows a picture of a marathon as a splash screen.

Algorithms, Processing,

and Conditions:

1. The user opens the program to display the splash

screen

Notes and Restrictions:

The splash screen lasts for 4 seconds

Comments:

n/a

Use case definition

1. The Windows Classic Desktop application opens with a splash screen which lasts for 4 seconds.

Appendix A.2 - frmRM0000.vb

Requirements documents

Date: 25 April, 2020

Date Submitted: 8 May, 2020

Application Title: Race Manager - frmRM0000.vb

Purpose: frmRM0000.vb show the user the main menu with the

options to choose [1 - Team Mgr], [2 - Runners Mgr],

[3 - Time Mgr] and [4 - Results Mgr]. There's also a

[Exit] button

Program Procedures: In a Windows Classic Desktop application, the program

shows the user the option to pick between Team

Manager, Runners Manager, Time Manager and Result

Manager.

Algorithms, Processing,

and Conditions:

- 1. The form appears with 4 options for choose from.
- 2. The user can choose [1 Team Mgr] to go

frmRM1000.vb

3. The user can choose [2 - Runners Mgr] to go

frmRM2000.vb

4. The user can choose [3 - Time Mgr] to go

frmRM3000.vb

5. The user can choose [4 - Results Mgr] to go

frmRM4000.vb

6. The user can change the file path if desired

7. The user can choose Exit to exit the program

Notes and Restrictions: - [3 -]

- [3 - Time Mgr] button should not be enabled until

frmRM1000 and frmRM2000 have been filled out

- [4 - Results Mgr] button should not be enabled until

	frmRM3000 has been filled out
Comments:	n/a

Use case definition

- 1. The Windows Classic Desktop application opens with a blank list box, a text box containing the file path, four functional buttons, and an exit button.
- 2. The form appears with 4 options to choose from.
- 3. The user can choose [1 Team Mgr] to go frmRM1000.vb
- 4. The user can choose [2 Runners Mgr] to go frmRM2000.vb
- 5. The user can choose [3 Time Mgr] to go frmRM3000.vb
- 6. The user can choose [4 Results Mgr] to go frmRM4000.vb
- 7. The user can change the file path if desired
- 8. The user can repeat step 2 to 7.
- 9. The user can choose Exit to exit the program

Appendix A.3 - frmRM1000.vb

Requirements documents

Date: 25 April, 2020

Date Submitted: 8 May, 2020

Application Title: Race Manager - frmRM1000.vb

Purpose: frmRM1000.vb show the user the main menu with the

options to choose [Load Teams], [Add Teams], and

[Delete Teams]. There's also a [Return] button.

Program Procedures: In a Windows Classic Desktop application, the program

shows the user the option to load in the teams, add

more teams, and delete a team.

Algorithms, Processing,

and Conditions:

1. The user can choose **[Load Teams]** to load in the teams from the file in path file

2. The user can choose [Add Teams] to add in a team

that they want to.

3. The user can choose [Delete Teams] to delete a

selected team.

4. The user can change the file path to the text file if

desired.

5. The user can choose [Return] to return to

frmRM0000

Notes and Restrictions:

n/a

Comments:

Note: Because the author used an input box, when the user clicks [Cancel] it does not end the input procedure.

The cancel button returns an empty string and therefore the program accepts the string as it and keeps on

asking for the next information on the list above. You
can not input a duplicating value.

Use case definition

- 1. The Windows Classic Desktop application opens with a blank list box, a text box containing the file path, three functional buttons, and an exit button.
- 2. The form appears with 3 options to choose from.
- 3. The user can choose [Load Teams] to load in the teams from the file in path file
- 4. The user can choose [Add Teams] to add in a team that they want to.
- 5. The user can choose [Delete Teams] to delete a selected team.
- 6. The user can change the file path to the text file if desired.
- 7. The user can repeat step 2 to 6.
- 8. The user can choose [Return] to return to frmRM0000

Appendix A.4 - frmRM2000.vb

Requirements documents

Date: 25 April, 2020

Date Submitted: 8 May, 2020

Application Title: Race Manager - frmRM2000.vb

Purpose: frmRM2000.vb show the user the main menu with the

options to choose [Load Runners], [Add Runners],

and [Delete Runners]. There's also a [Return] button.

Program Procedures: In a Windows Classic Desktop application, the program

shows the user the option to load in the runners, add

more runners, and delete a runner.

Algorithms, Processing,

and Conditions:

1. The user can choose **[Load Runners]** to load in the runners from the file in path file

2. The user can choose [Add Runners] to add in a

runner that they want to.

3. The user can choose [Delete Runners] to delete a

selected runner.

4. The user can change the file path to the text file if

desired.

5. The user can choose [Return] to return to

frmRM0000

Notes and Restrictions:

n/a

Comments:

Note: Because the author used an input box, when the user clicks [Cancel] it does not end the input procedure.

The cancel button returns an empty string and therefore the program accepts the string as it and keeps on

asking for the next information on the list above. You
can not input a duplicating value.

Use case definition

- 1. The Windows Classic Desktop application opens with a blank list box, a text box containing the file path, three functional buttons, and an exit button.
- 2. The form appears with 3 options to choose from.
- The user can choose [Load Runners] to load in the runners from the file in path file
- 4. The user can choose [Add Runners] to add in a runner that they want to.
- 5. The user can choose [Delete Runners] to delete a selected runner.
- 6. The user can change the file path to the text file if desired.
- 7. The user can repeat step 2 to 6.
- 8. The user can choose [Return] to return to frmRM0000

Appendix A.5 - frmRM3000.vb

Requirements documents

Date: 25 April, 2020

Date Submitted: 8 May, 2020

Application Title: Race Manager - frmRM3000.vb

Purpose: frmRM3000.vb show the user the main menu with the

options to choose [Load Time], [Enter BIB #s], [Enter

Bib from C:\Bob\BIBPositions.txt] and [Sync].

There's also a [Return] button.

Program Procedures: In a Windows Classic Desktop application, the program

shows the user the option to load in the time, enter BIB

number one by one, enter BIB number through a text

file, and sync the BIB numbers with the time.

Algorithms, Processing,

and Conditions:

1. The user can choose **[Load Time]** to load in the time from the file in path file

- 2. The user can choose **[Enter BIB #s]** to enter BIB number one by one.
- 3. The user can choose [Enter Bib from

C:\Bob\BIBPositions.txt] to input BIB number from a text file

- 4. The user can choose **[Sync]** to sync the time and the BIB numbers
- 5. The user can change the file path to the text file if desired.
- 6. The user can choose [Return] to return to frmRM0000

Notes and Restrictions:

- [Sync] button should not be enabled until the user has

	input the time and the BIB numbers.
Comments:	Note: Because the author used an input box, when the
	user clicks [Cancel] it does not end the input procedure.
	The cancel button returns an empty string and therefore
	the program accepts the string as it and keeps on
	asking for the next information on the list above. You
	can not input a duplicating value.

Use case definition

- 1. The Windows Classic Desktop application opens with three list boxes, four buttons to load in the time, enter BIB number one by one, enter BIB number through a text file, and sync the BIB numbers with the time. There's also a text box containing file path and a return button.
- 2. The user can choose [Load Time] to load in the time from the file in path file
- 3. The user can choose [Enter BIB #s] to enter BIB number one by one.
- 4. The user can choose [Enter Bib from C:\Bob\BIBPositions.txt] to input BIB number from a text file
- 5. The user can choose [Sync] to sync the time and the BIB numbers
- 6. The user can change the file path to the text file if desired.
- 7. The user can repeat step 2 to 7.
- 8. The user can choose [Return] to return to frmRM0000

Appendix A.6 - frmRM4000.vb

Requirements documents

Date: 25 April, 2020

Date Submitted: 8 May, 2020

Application Title: Race Manager - frmRM4000.vb

Purpose: frmRM4000.vb show the user the main menu with the

options to choose [Calculate Res.] and [Archive

Results]. There's also a [**Return**] button.

Program Procedures: In a Windows Classic Desktop application, the program

> shows the user the option to calculate the results and the ability to archive the results. There's also a return

button.

Algorithms, Processing,

and Conditions:

1. The user can choose [Calculate Res.] to calculate

the results and display it in the list box.

2. The user can choose [Archive Result] to output the

results as a text file located in

C:\Bob\RaceMgr-Result_TienLe

3. The user can choose [Return] to return to

frmRM0000

Notes and Restrictions: - [Archive Results] button should not be enabled until

the user has clicked [Calculate Res.]

Comments:

n/a

Use case definition

- 1. The Windows Classic Desktop application opens with a list box, two buttons to calculate the results and archive the results. There are also a return button
- 2. The form appears with 2 options to choose from.
- 3. The user can choose [Calculate Res.] to calculate the results and display it in the list box.
- 4. The user can choose [Archive Result] to output the results as a text file located in C:\Bob\RaceMgr-Result_TienLe
- 5. The user can choose [Return] to return to frmRM0000
- 6. The user can repeat step 2 to 5.
- 7. The user can choose [Return] to return to frmRM0000

Appendix B - Test results

Appendix B.1 - The short version

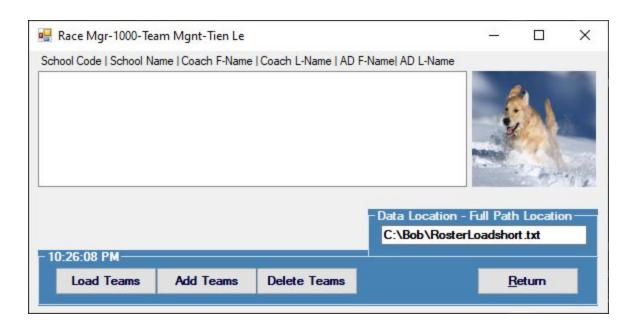
frmRMSplash [Splash Form]



frmRM0000 [Main Menu]



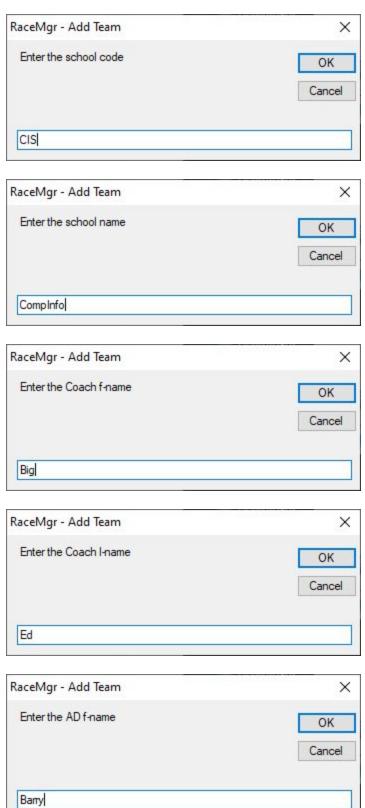
frmRM1000 [Team Management]

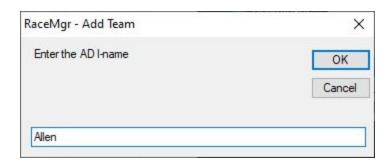


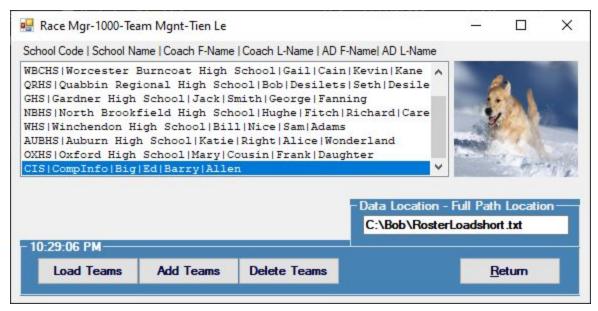
frmRM1000 - [Load Teams]



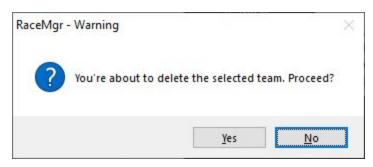
frmRM1000 - [Add Teams]

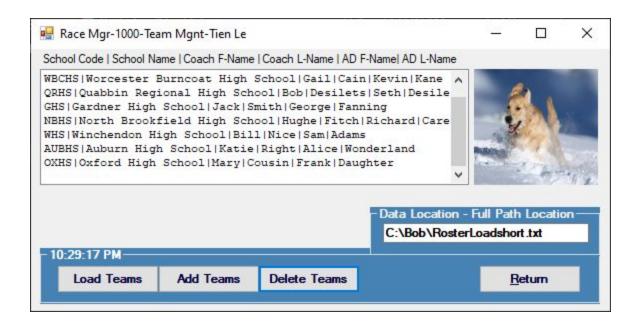




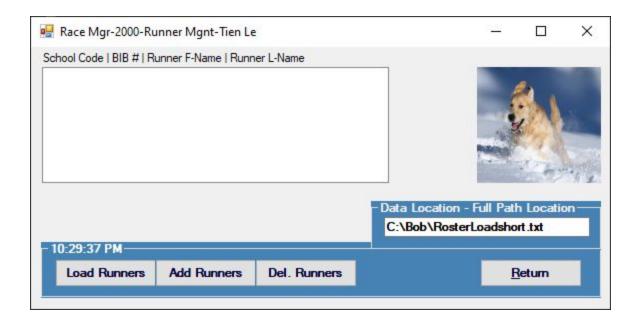


frmRM1000 - [Delete Teams]

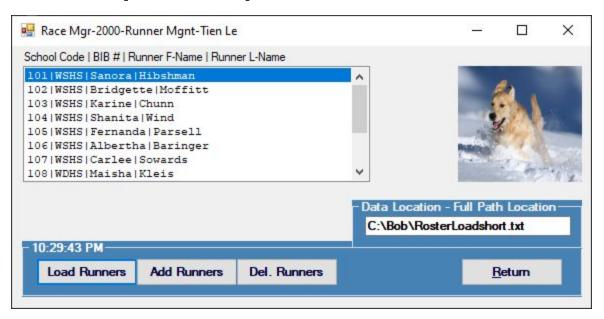




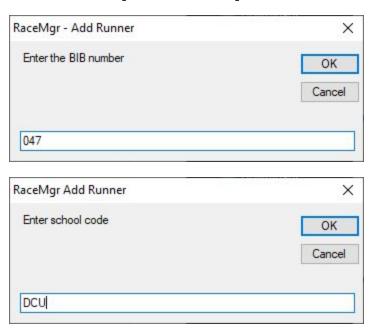
frmRM2000 [Runners Management]

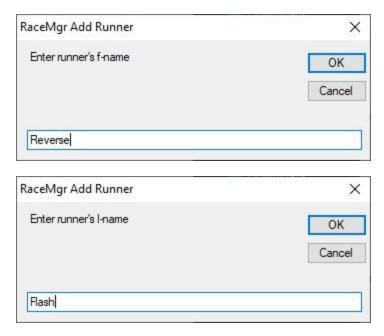


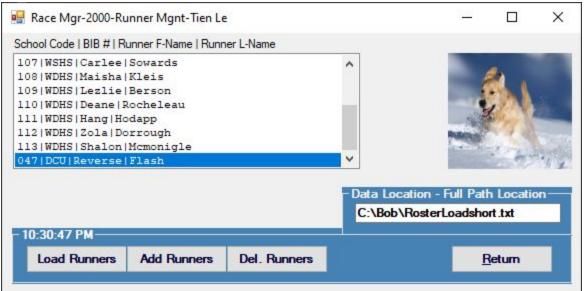
frmRM2000 - [Load Runners]



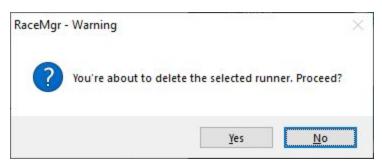
frmRM2000 - [Add Runners]

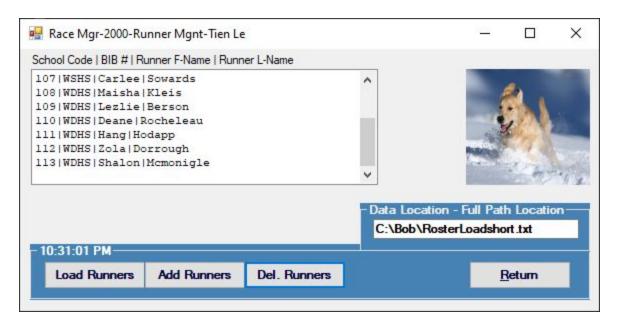




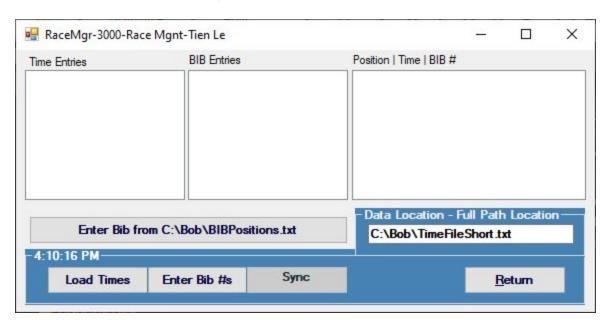


frmRM2000 - [Del. Runners]

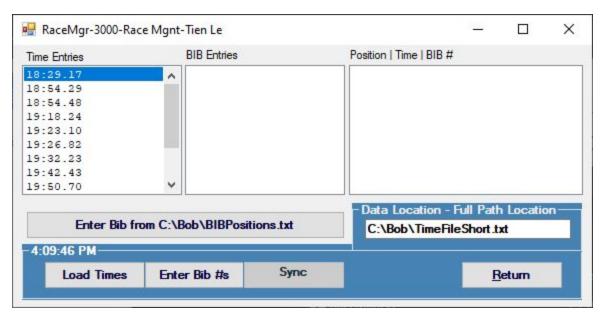




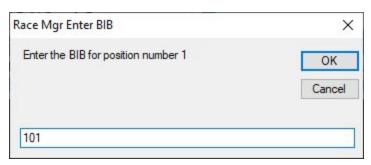
frmRM3000 [Time Management]

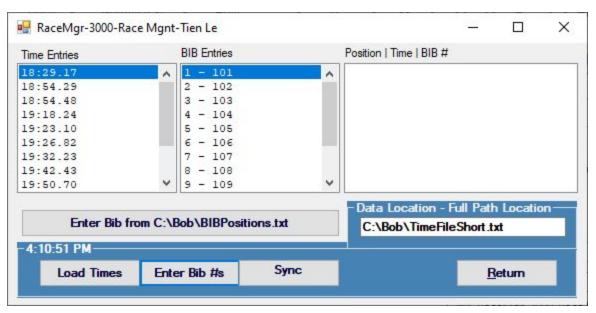


frmRM3000 - [Load Times]

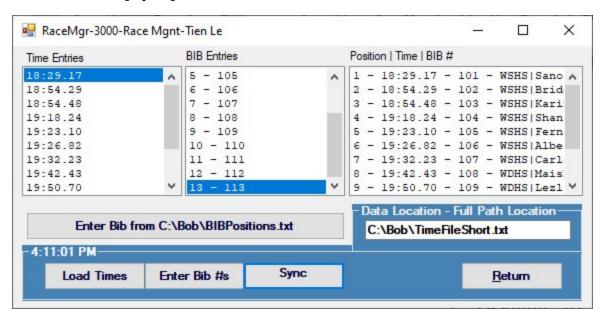


frmRM3000 - [Enter BIB #s]

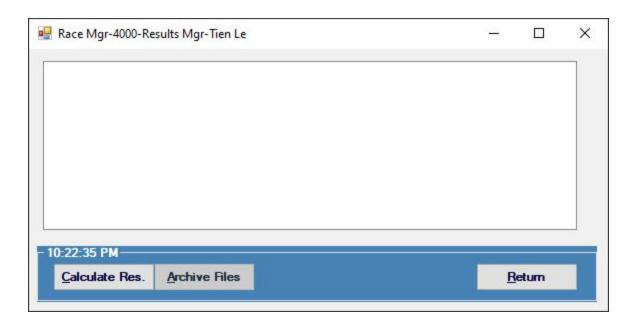




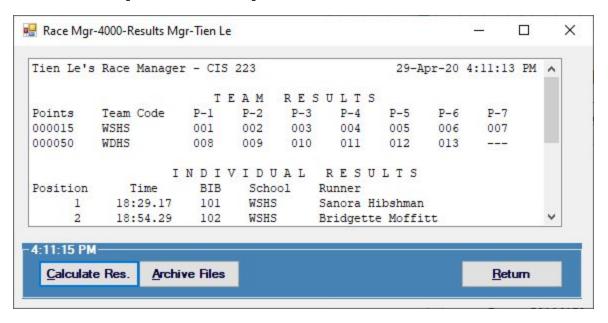
frmRM3000 - [Sync]



frmRM4000 [Results Management]



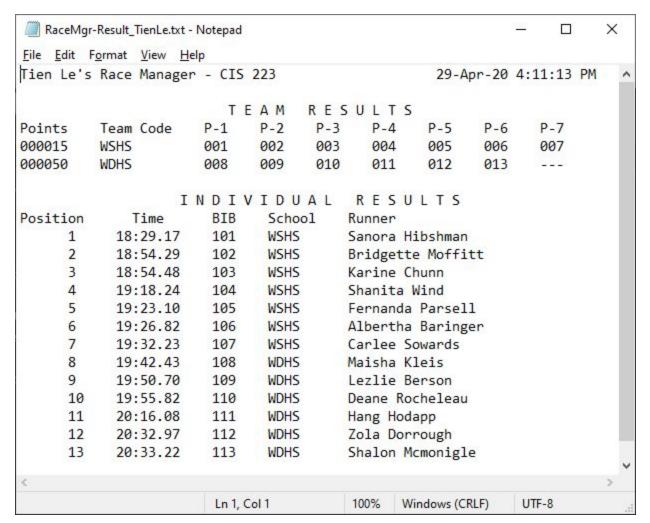
frmRM4000 - [Calculate Res.]



frmRM4000 - [Archive File]



Sample Text File Output File



Appendix B.2 - The full version

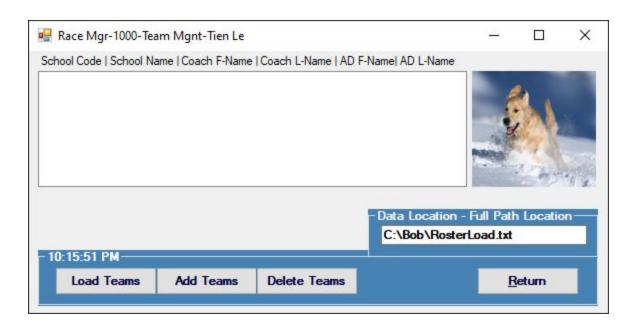
frmRMSplash [Splash Form]



frmRM0000 [Main Menu]



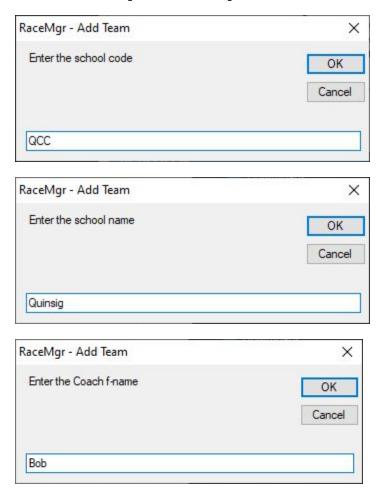
frmRM1000 [Team Management]

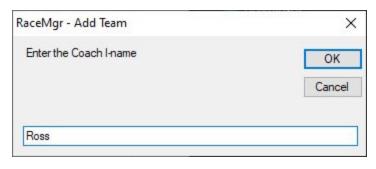


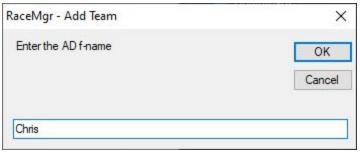
frmRM1000 - [Load Teams]

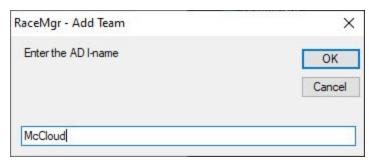


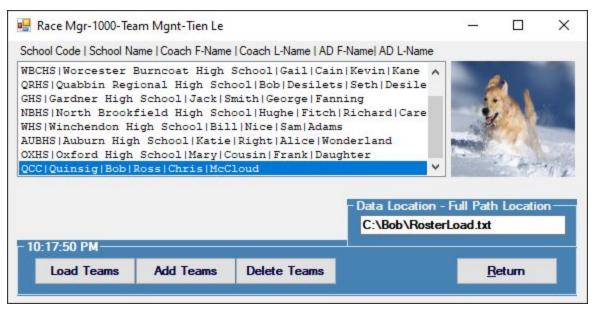
frmRM1000 - [Add Teams]





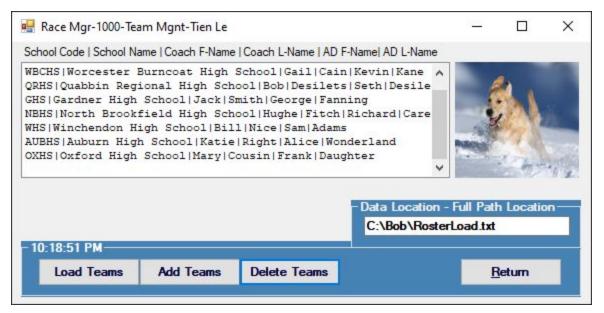




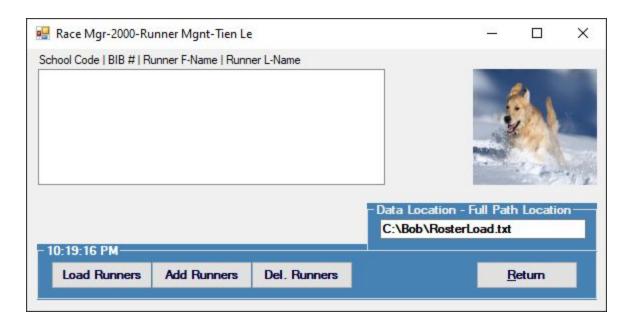


frmRM1000 - [Delete Teams]

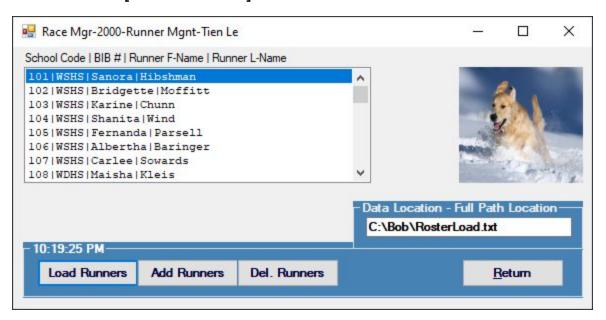




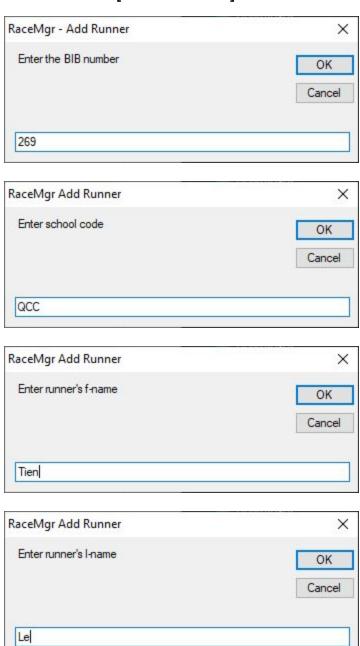
frmRM2000 [Runners Management]

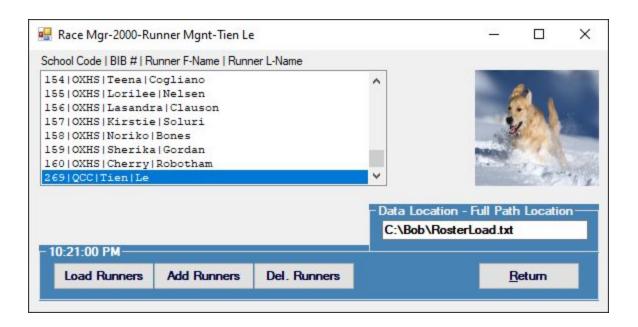


frmRM2000 - [Load Runners]

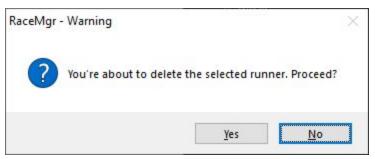


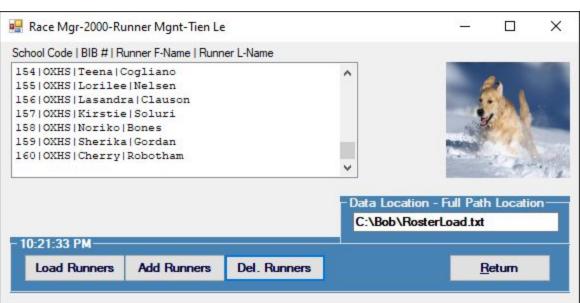
frmRM2000 - [Add Runners]



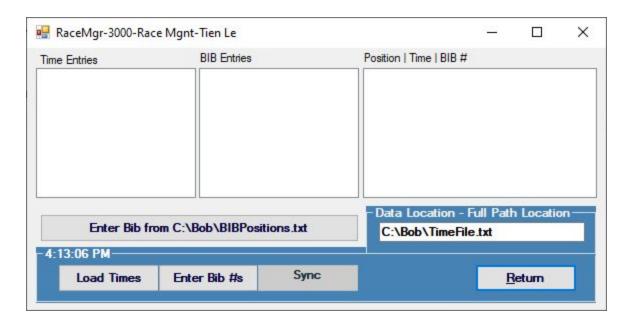


frmRM2000 - [Del. Runners]

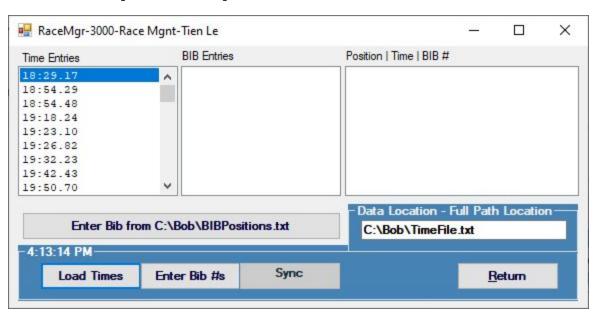




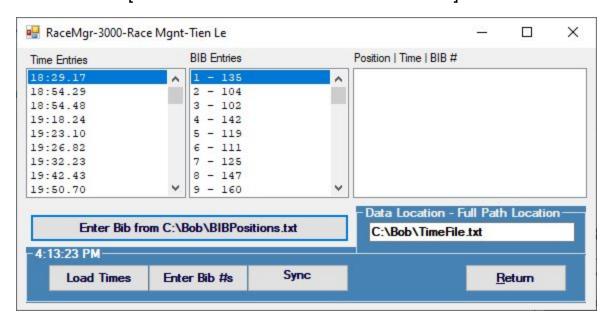
frmRM3000 [Time Management]



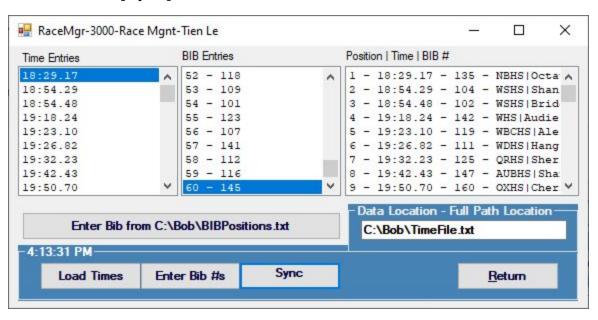
frmRM3000 - [Load Times]



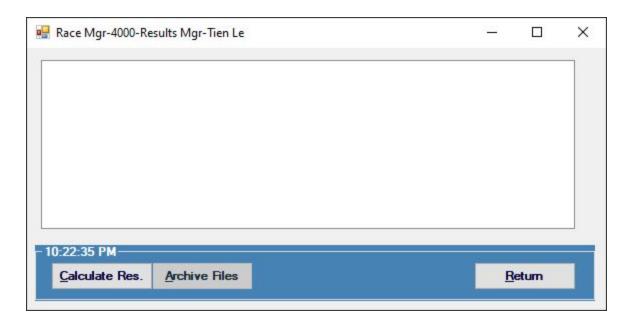
frmRM3000 - [Enter BIB from C:\Bob\BIBPositions.txt]



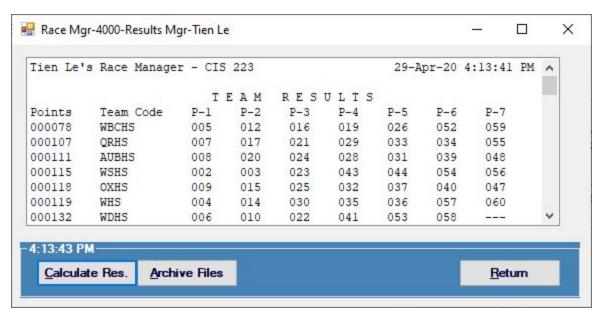
frmRM3000 - [Sync]



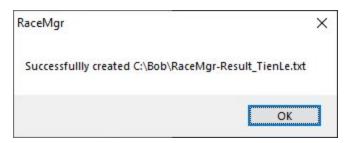
frmRM4000 [Results Management]



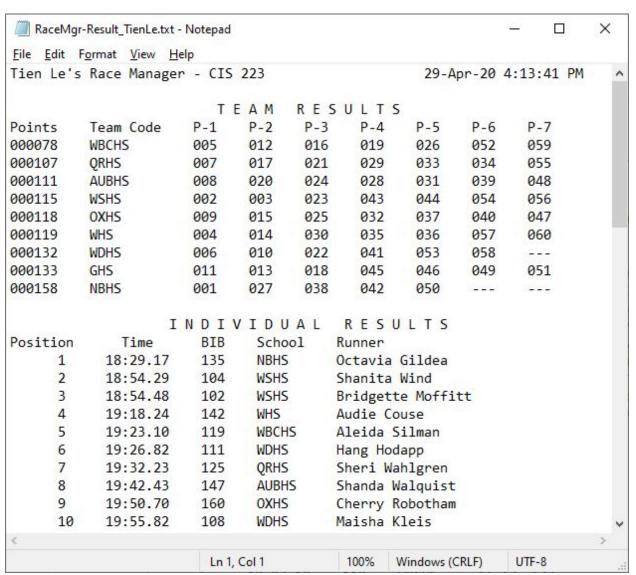
frmRM4000 - [Calculate Res.]



frmRM4000 - [Archive File]



Sample Text File Output File



Appendix C - The source code

Appendix C.1 - frmRMSplash.vb

There is no code for this form

Appendix C.2 - frmRM0000.vb

```
Public Class frmRM0000
    ' Shell Author: Bob Desilets
    ' Modified by: Tien Le
    ' Module name: frmRM0000
    ' Last Modified date: 25-April-2020
    ' Module description: form 0000 main menu
    Private Sub Timer1_Tick(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles Timer1.Tick
        grpCommand.Text = TimeOfDay
        frmRM1000.grpCommand.Text = TimeOfDay
        frmRM2000.grpCommand.Text = TimeOfDay
        frmRM3000.grpCommand.Text = TimeOfDay
        frmRM4000.grpCommand.Text = TimeOfDay
    Fnd Sub
    Private Sub btnTeamMgr_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles btnTeamMgr.Click
        frmRM1000.Show()
        Me.Hide()
    End Sub
    Private Sub btnRunnerMgr_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles btnRunnerMgr.Click
        frmRM2000.Show()
        Me.Hide()
    End Sub
```

Appendix C.3 - frmRM1000.vb

```
Imports System.IO
' Shell Author: Bob Desilets
' Modified by: Tien Le
' Module name: frmRM1000
Last Modified date: 25-April-2020
' Module description: form 1000 team mgr
Public Class frmRM1000
    Private Sub btnLoadTeams_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles btnLoadTeam.Click
        ' This routine loads the lstTeam box from an ASCII .txt file
        ' # School [School Code | Name | Coach F-Name| Coach L-Name | AD
F-Name | AD L-Name]
        Dim strRow As String
        Dim bolFoundCode As Boolean = False
        Dim bolEndCode As Boolean = False
        Dim bolFoundDup As Boolean = False
        Dim intPosition As Integer
        Dim intPosition2 As Integer
        Dim strTeamCodeIn As String
        Dim textIn As StreamReader =
            New StreamReader(New FileStream(txtFilePath.Text,
FileMode.OpenOrCreate, FileAccess.Read))
        ' Clear Team listbox
        lstTeam.Items.Clear()
        Do While textIn.Peek <> -1 And Not bolEndCode
            Me.Refresh()
            strRow = textIn.ReadLine.Trim
            If Not bolFoundCode Then
                If "# SCHOOL " = UCase(Mid(strRow, 1, 9)) Then
                    bolFoundCode = True
                End If
            Else
```

```
If Mid(strRow, 1, 2) <> "# " Then
                    For Each item As String In 1stTeam. Items
                        intPosition = InStr(1, strRow, "|")
                        strTeamCodeIn = Mid(strRow, 1, intPosition - 1)
                        intPosition2 = InStr(1, item, strTeamCodeIn)
                        If intPosition2 > 0 Then
                            bolFoundDup = True
                            MsgBox("Found Duplicate School Code: " &
strTeamCodeIn)
                        End If
                    Next
                    If Not bolFoundDup Then
                        lstTeam.Items.Add(strRow)
                    Else
                        lstTeam.Items.Add("DUPLICATE School Code: " & strRow)
                        lstTeam.Items.Add("Please correct input file and
reload teams")
                        bolEndCode = True
                    Fnd If
                Flse
                    bolEndCode = True
                End If
            End If
        Loop
        'Set focus on the first item
        lstTeam.SelectedIndex = 0
    End Sub
    Private Sub BtnAddRunners_Click(sender As Object, e As EventArgs) Handles
btnAddRunners.Click
        'Adding team one by one so I don't have to make a new form :)
        Dim intPosition As Integer
        Dim strTeamCodeIn As String
        Dim bolFoundDup As Boolean = False
        Dim bolEndCode As Boolean = False
        Dim strSchool_Code As String = UCase(InputBox("Enter the school
code", "RaceMgr - Add Team"))
```

Do While Not bolFoundDup And Not bolEndCode

```
For Each item As String In lstTeam. Items
                intPosition = InStr(1, item, "|")
                strTeamCodeIn = Mid(item, 1, intPosition - 1)
                If strTeamCodeIn = strSchool_Code Then
                    bolFoundDup = True
                    MsgBox("Found Duplicate School Code: " & strTeamCodeIn)
                Fnd If
            Next
            If bolFoundDup Then
                strSchool_Code = UCase(InputBox("Enter a different school
code", "RaceMgr - Add Team"))
                bolFoundDup = False
            Flse
                bolEndCode = True
            Fnd Tf
       Loop
        Dim strSchool_Name As String = InputBox("Enter the school name",
"RaceMgr - Add Team")
        Dim strSchool_CoachFname As String = InputBox("Enter the Coach
f-name", "RaceMgr - Add Team")
        Dim strSchool_CoachLname As String = InputBox("Enter the Coach
1-name", "RaceMgr - Add Team")
        Dim strSchool_ADFname As String = InputBox("Enter the AD f-name",
"RaceMgr - Add Team")
        Dim strSchool_ADLname As String = InputBox("Enter the AD 1-name",
"RaceMgr - Add Team")
        'Print to list box
        lstTeam.Items.Add(strSchool_Code & "|" & strSchool_Name & "|" &
strSchool_CoachFname & "|" & strSchool_CoachLname & "|" & strSchool_ADFname &
"|" & strSchool_ADLname)
    End Sub
```

Private Sub btnDeleteRunner_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles btnDeleteRunner.Click

'This routine removes a Team from the list based on the entered Team $\ensuremath{\mathsf{Code}}$

```
Dim answer As Integer
        answer = MsgBox("You're about to delete the selected team. Proceed?",
vbQuestion + vbYesNo + vbDefaultButton2, "RaceMgr - Warning")
        If answer = vbYes Then
            'Remove the team from the list
            lstTeam.Items.Remove(lstTeam.SelectedItem)
       Fnd If
    End Sub
    Private Sub btnExit_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles btnExit.Click
        If lstTeam.Items.Count > 0 And frmRM2000.lstPlayers.Items.Count > 0
Then
            frmRM0000.btnRaceMgr.Enabled = True
       Else
            frmRM0000.btnRaceMgr.Enabled = False
        Fnd If
        frmRM0000.Show()
       Me.Hide()
    End Sub
    Private Sub frmRM1000_Load(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles MyBase.Load
        If txtFilePath.Text.Trim = "" Then
            txtFilePath.Text = frmRM0000.txtFilePath.Text
        Fnd Tf
    End Sub
    Private Sub frmRM1000_VisibleChanged(ByVal sender As Object, ByVal e As
System. EventArgs) Handles Me. VisibleChanged
        If txtFilePath.Text.Trim = "" Then
            txtFilePath.Text = frmRM0000.txtFilePath.Text
       Fnd Tf
    Fnd Sub
End Class
```

Appendix C.4 - frmRM2000.vb

Imports System.IO

```
' Shell Author: Bob Desilets
' Modified by: Tien Le
' Module name: frmRM2000
Last Modified date: 25-April-2020
' Module description: form 2000 runner mgr
Public Class frmRM2000
    Private Sub btnLoadRunners_Click(ByVal sender As System.Object, ByVal e
As System. EventArgs) Handles btnLoadRunners. Click
        ' This routine loads the lstRunner box from an ASCII .txt file
        Dim strRow As String
        Dim bolFoundCode As Boolean = False
        Dim bolEndCode As Boolean = False
        Dim bolFoundDup As Boolean = False
        Dim intPosition As Integer
        Dim intPosition2 As Integer
        Dim strTeamCodeIn As String
        Dim textIn As StreamReader = New StreamReader(New
FileStream(txtFilePath.Text, FileMode.OpenOrCreate, FileAccess.Read))
        ' Clear Team listbox
        lstPlayers.Items.Clear()
        Do While textIn.Peek <> -1 And Not bolEndCode
            Me.Refresh()
            strRow = textIn.ReadLine.Trim
            If Not bolFoundCode Then
                If "# ROSTER " = UCase(Mid(strRow, 1, 9)) Then
                    bolFoundCode = True
                End If
            Else
                If Mid(strRow, 1, 2) <> "# " Then
                    For Each item As String In lstPlayers. Items
                        intPosition = InStr(1, strRow, "|")
```

```
strTeamCodeIn = Mid(strRow, 1, intPosition - 1)
                        intPosition2 = InStr(1, item, strTeamCodeIn)
                        If intPosition2 > 0 Then
                            bolFoundDup = True
                            MsgBox("Found Duplicate runners BIB: " &
strTeamCodeIn)
                        End If
                    Next.
                    If Not bolFoundDup Then
                        lstPlayers.Items.Add(strRow)
                    Else
                        lstPlayers.Items.Add("DUPLICATE runners BIB: " &
strRow)
                        lstPlayers.Items.Add("Please correct input file and
reload teams")
                        bolEndCode = True
                    End If
                F1se
                    bolEndCode = True
                Fnd If
            Fnd If
        Loop
        'Set focus on the first item
        lstPlayers.SelectedIndex = 0
    End Sub
    Private Sub btnAddRunners_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles btnAddRunners.Click
        ' This routine loops through a msg box prompting the user for Bib # |
School Code | Name
        ' You must scan the existing runner's Bib #s for duplicates... Force
the user
        ' to enter a new number
        Dim bolDup As Boolean
        Dim strBIB_Input As String = InputBox("Enter the BIB number",
"RaceMgr - Add Runner")
        Dο
            bolDup = False
```

```
For Each strBIB_Test As String In lstPlayers.Items
                If Equals(Mid(strBIB_Test, 1, 3), strBIB_Input) Then
                    bolDup = True
                Fnd If
            Next
            If Not bolDup Then
                Dim strRoster_BIB As String = strBIB_Input
                Dim strRoster_SchoolCode As String = UCase(InputBox("Enter
school code", "RaceMgr Add Runner"))
                Dim strRoster_RunnerFname As String = InputBox("Enter
runner's f-name", "RaceMgr Add Runner")
                Dim strRoster_RunnerLname As String = InputBox("Enter
runner's 1-name", "RaceMgr Add Runner")
                lstPlayers.Items.Add(strRoster_BIB & "|" &
strRoster_SchoolCode & "|" & strRoster_RunnerFname & "|" &
strRoster RunnerLname)
            F1se
                strBIB_Input = InputBox("BIB number exist. Please enter a
different BIB number", "RaceMgr - Add Runner")
            End If
        Loop While bolDup
    Fnd Sub
    Private Sub btnDeleteRunner_Click(ByVal sender As System.Object, ByVal e
As System.EventArgs) Handles btnDeleteRunner.Click
        'This routine removes a runner from the list based on the entered Bib
#... Perform typical validation...
        Dim answer As Integer
        answer = MsgBox("You're about to delete the selected runner.
Proceed?", vbQuestion + vbYesNo + vbDefaultButton2, "RaceMgr - Warning")
        If answer = vbYes Then
            'Remove the team from the list
            lstPlayers.Items.Remove(lstPlayers.SelectedItem)
        Fnd If
    End Sub
    Private Sub btnExit_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles btnExit.Click
```

```
If frmRM1000.lstTeam.Items.Count > 0 And lstPlayers.Items.Count > 0
Then
            frmRM0000.btnRaceMgr.Enabled = True
       Else
            frmRM0000.btnRaceMgr.Enabled = False
        End If
        frmRM0000.Show()
       Me.Hide()
    End Sub
    Private Sub frmRM2000_Load(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles MyBase.Load
        If txtFilePath.Text.Trim = "" Then
            txtFilePath.Text = frmRM0000.txtFilePath.Text
       End If
    End Sub
    Private Sub frmRM2000_VisibleChanged(ByVal sender As Object, ByVal e As
System.EventArgs) Handles Me.VisibleChanged
        If txtFilePath.Text.Trim = "" Then
            txtFilePath.Text = frmRM0000.txtFilePath.Text
       Fnd Tf
    End Sub
End Class
```

Appendix C.5 - frmRM3000.vb

```
Imports System.IO
' Shell Author: Bob Desilets
' Modified by: Tien Le
' Module name: frmRM3000
Last Modified date: 25-April-2020
' Module description: form 3000 time mgr
Public Class frmRM3000
    Private Sub btnExit_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles btnExit.Click
        If lstSyncTimeBibs.Items.Count > 0 Then
            frmRM0000.btnResultsMgr.Enabled = True
        F1se
            frmRM0000.btnResultsMgr.Enabled = False
        End If
        frmRM0000.Show()
        Me.Hide()
    End Sub
    Private Sub btnSyncTimesBibs_Click(ByVal sender As System.Object, ByVal e
As System.EventArgs) Handles btnSyncTimesBibs.Click
        ' This button is disabled until both Times and Bibs have been
entered.
        ' The associated list box is invisible until this buttom is pressed
        ' This routine merges Position | Time | Bib #
        Dim intPostion As Integer
        Dim index As Integer = 0
        Dim intPlacing As Integer = 1
        lstSyncTimeBibs.Items.Clear()
        For Each item As String In lstTimeEntry.Items
            Dim strRunner As String = "Runner Not Found"
```

```
Dim strSchool As String = "School Not Found"
            lstBibs.SelectedIndex = index
            intPostion = InStr(lstBibs.SelectedItem, "- ")
            strRunner = Trim(Mid(lstBibs.SelectedItem, intPostion + 2))
            ' Find School and Runners by stepping through lstPlayers
            For Each item2 As String In frmRM2000.lstPlayers.Items
                ' Sample row layout -- lstRoster.Items.Add("A-SHS")
                If strRunner = Mid(item2, 1, 3) Then
                    strSchool = Mid(item2, 5)
                End If
            Next.
            lstSyncTimeBibs.Items.Add(intPlacing & " - " & item & " - " &
strRunner & " - " & strSchool)
            index += 1
            intPlacing += 1
            Me.Refresh()
        Next.
    End Sub
    Private Sub btnEnterResults_Click(ByVal sender As System.Object, ByVal e
As System.EventArgs) Handles btnEnterResults.Click
        'Load time button
        Dim textIn As StreamReader = New StreamReader(New
FileStream(txtFilePath.Text, FileMode.OpenOrCreate, FileAccess.Read))
        Dim strRow As String
        Dim bolFoundCode As Boolean = False
        'Clear Team listbox
        lstTimeEntry.Items.Clear()
        Do While textIn.Peek <> -1
            Me.Refresh()
            strRow = textIn.ReadLine.Trim
            If Not bolFoundCode Then
                If "# TIME FILE" = UCase(Mid(strRow, 1, 11)) Then
                    bolFoundCode = True
                Fnd If
```

```
Flse
                If Mid(strRow, 1, 2) <> "# " Then
                    lstTimeEntry.Items.Add(strRow)
                Fnd If
            Fnd If
        Loop
        'Set focus on the first item
        lstTimeEntry.SelectedIndex = 0
        'Check if it's sync-able
        If lstTimeEntry.Items.Count > 0 And lstBibs.Items.Count > 0 Then
            btnSyncTimesBibs.Enabled = True
        Flse
            btnSyncTimesBibs.Enabled = False
        Fnd If
    Fnd Sub
    Private Sub txtFilePath_TextChanged(ByVal sender As System.Object, ByVal
e As System.EventArgs) Handles txtFilePath.TextChanged
        If txtFilePath.Text.Length > 0 Then
            btnFnterResults.Fnabled = True
        F1se
            btnEnterResults.Enabled = False
        Fnd If
    Fnd Sub
    Private Sub btnEnterBib_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles btnEnterBib.Click
        'Enter Bib one by one.
        Dim strInput As String
        Dim bolDup As Boolean
        Dim intStart As Integer
        Dim strTest As String
        'Clear Bib list
        lstBibs.Items.Clear()
        For index As Integer = 1 To lstTimeEntry.Items.Count
            strInput = InputBox("Enter the BIB for position #" & index, "Race
Mgr Enter BIB")
            Do
```

```
bolDup = False
                For Each strBIB_Test As String In lstBibs.Items
                    intStart = InStr(1, strBIB_Test, "-")
                    strTest = Mid(strBIB_Test, intStart + 2, 3)
                    'lstBibs.Items.Add(strTest)
                    If strTest = strInput Then
                        bolDup = True
                    Fnd If
                Next.
                If Not bolDup Then
                    lstBibs.Items.Add(index & " - " & strInput)
                Else
                    strInput = InputBox("Enter a different BIB for position
number " & index, "Race Mgr Enter BIB")
                End If
            Loop While bolDup
        Next.
        'Set focus on the first item
        lstBibs.SelectedIndex = 0
        'Check if it's sync-able
        If lstTimeEntry.Items.Count > 0 And lstBibs.Items.Count > 0 Then
            btnSyncTimesBibs.Enabled = True
        Else
            btnSyncTimesBibs.Enabled = False
        Fnd If
    End Sub
    Private Sub BtnBibAuto_Click(sender As Object, e As EventArgs) Handles
btnBibAuto.Click
        Dim strPath As String = "C:\Bob\BIBPositions.txt"
        Dim strRow As String
        Dim bolFoundCode As Boolean = False
        Dim intCounter As Integer = 1
        Dim intStart As Integer
        Dim strTest As String
        Dim arrCheck(10000) As String
        Dim index As Integer = 0
```

```
Dim textIn As StreamReader = New StreamReader(New FileStream(strPath,
FileMode.OpenOrCreate, FileAccess.Read))
        Do While textIn.Peek <> -1
            Me.Refresh()
            strRow = textIn.ReadLine.Trim
            arrCheck(index) = Mid(strRow, 1, 3)
            index += 1
        Loop
        Dim numCheck As Integer = 0
        For i As Integer = 0 To arrCheck.Length - 1
            If Not arrCheck(i) Is Nothing Then
                Dim 1 As Integer = Array.LastIndexOf(arrCheck, arrCheck(i))
                If 1 \Leftrightarrow i Then
                    numCheck += 1
                End If
            End If
        Next.
        Dim textIn2 As StreamReader = New StreamReader(New
FileStream(strPath, FileMode.OpenOrCreate, FileAccess.Read))
        If numCheck <> 0 Then
            lstBibs.Items.Clear()
            lstBibs.Items.Add("FOUND DUPLICATE")
            lstBibs.Items.Add("PLEASE FIX INPUT FILE")
        Flse
            'Add all lines to lstbox
            Do While textIn2.Peek <> -1
                Me.Refresh()
                strRow = textIn2.ReadLine.Trim
                lstBibs.Items.Add(intCounter & " - " & Mid(strRow, 1, 3))
                intCounter += 1
            Loop
        Fnd If
```

```
'Set focus on the first item
lstBibs.SelectedIndex = 0

'Check if it's sync-able
If lstTimeEntry.Items.Count > 0 And lstBibs.Items.Count > 0 Then
        btnSyncTimesBibs.Enabled = True
Else
        btnSyncTimesBibs.Enabled = False
End If
End Sub
End Class
```

Appendix C.6 - frmRM4000.vb

```
Imports System.IO
' Shell Author: Bob Desilets
' Modified by: Tien Le
' Module name: frmRM4000
' Last Modified date: 25-April-2020
' Module description: form 4000 result mgr
Public Class frmRM4000
    Private Sub btnExit_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles btnExit.Click
        frmRM0000.Show()
        Me.Hide()
    Fnd Sub
    Private Sub btnCalculateResults_Click(ByVal sender As System.Object,
ByVal e As System. EventArgs) Handles btnCalculateResults. Click
        'Calculate the result
        'Enable the Archive button
        btnArchive.Enabled = True
        'Clear the list box
        lstTeamResults.Items.Clear()
        Dim strDayTime As String = Format(Now, "General Date")
        Dim strFullName As String = "Tien Le's Race Manager - CIS 223"
        Dim strOneTab As String = "
        Dim strFiveTab As String = "
        Dim strResultLine As String
        Dim index As Integer = 0
        Dim intPositionStart As Integer
        Dim intPositionEnd As Integer
        Dim intPostitionTest As Integer
        Dim intPoints(7) As Integer
        Dim intTotalPoints As Integer = 0
```

```
Dim strPosition As String
        Dim strTime As String
        Dim strBIB As String
        Dim strSchool As String
        Dim strRunnerFname As String
        Dim strRunnerLname As String
        For Each str1000_item As String In frmRM1000.lstTeam.Items
            'Outer loop
            Dim str1000_SchoolCode As String = Trim(Mid(str1000_item, 1,
InStr(1, str1000_item, "|") - 1))
            For Each str3000_item As String In
frmRM3000.lstSyncTimeBibs.Items
                'Inner loop
                'Find the vertical bar
                intPositionEnd = InStr(1, str3000_item, "|")
                'Find the 3rd (-) sign
                intPositionStart = InStr(1, str3000_item, "-")
                intPostitionTest = InStr(intPositionStart + 1, str3000_item,
"-")
                intPositionStart = InStr(intPostitionTest + 1, str3000_item,
"-")
                intPositionStart += 2
                'Copy the school code from (index) of SYNC listbox
                Dim str3000_SchoolCode As String = Trim(Mid(str3000_item,
intPositionStart, intPositionEnd - intPositionStart))
                'Check for if it's the same school
                If str1000_SchoolCode = str3000_SchoolCode Then
                    'Add point to it if it's the same school
                    intPoints(index) = Convert.ToInt32(Mid(str3000_item, 1,
2))
                    If index < 5 Then
                        intTotalPoints += intPoints(index)
                    Fnd If
                    index += 1
                Fnd If
            Next
            'Default spacing
            Dim strSpace As String = "
```

```
If str1000_SchoolCode.Trim.Length = 3 Then
               strSpace = "
           ElseIf str1000_SchoolCode.Trim.Length = 4 Then
               strSpace = "
           ElseIf str1000_SchoolCode.Trim.Length = 5 Then
               strSpace = "
           End If
           If intTotalPoints > 0 And index = 7 Then
                'Seven Runners
               strResultLine = $"{intTotalPoints:D6}
{str1000_SchoolCode}{strSpace}{intPoints(0):D3} {intPoints(1):D3}
{intPoints(2):D3}
                    {intPoints(3):D3}
                                       {intPoints(4):D3}
{intPoints(5):D3}
                    {intPoints(6):D3}"
               lstTeamResults.Items.Add(strResultLine)
           Fnd If
           If intTotalPoints > 0 And index = 6 Then
                'Six Runners
               strResultLine = $"{intTotalPoints:D6}
{str1000_SchoolCode}{strSpace}{intPoints(0):D3} {intPoints(1):D3}
{intPoints(2):D3}
                    {intPoints(3):D3} {intPoints(4):D3}
{intPoints(5):D3}
               lstTeamResults.Items.Add(strResultLine)
           Fnd If
           If intTotalPoints > 0 And index = 5 Then
                'Five Runners
               strResultLine = $"{intTotalPoints:D6}
{str1000_SchoolCode}{strSpace}{intPoints(0):D3} {intPoints(1):D3}
{intPoints(2):D3}
                    {intPoints(3):D3} {intPoints(4):D3}
               lstTeamResults.Items.Add(strResultLine)
           Fnd If
            'Reset index and all values
           intTotalPoints = 0
           intPoints(0) = 0
           intPoints(1) = 0
           intPoints(2) = 0
```

```
intPoints(3) = 0
           intPoints(4) = 0
           intPoints(5) = 0
           intPoints(6) = 0
           index = 0
       Next
       ' Sort all items added previously.
       lstTeamResults.Sorted = True
       ' Stop sorting all items
       lstTeamResults.Sorted = False
       'Adding the labels
       lstTeamResults.Items.Insert(0, strFullName & strFiveTab & strDayTime)
       lstTeamResults.Items.Insert(1, "")
       LTS")
       lstTeamResults.Items.Insert(3, "Points" & strOneTab & "Team Code" &
strOneTab & "P-1" & strOneTab & "P-2" &
                               strOneTab & "P-3" & strOneTab & "P-4" &
strOneTab & "P-5" & strOneTab & "P-6" & strOneTab & "P-7")
       lstTeamResults.Items.Add("")
       lstTeamResults.Items.Add(strFiveTab & "I N D I V I D U A L R E S U
I T S")
       lstTeamResults.Items.Add("Position" & strOneTab & " Time " &
strOneTab &
                               "BIB" & strOneTab & "School" & strOneTab &
"Runner")
       'Getting information from frmRM3000 lstSync
       For Each str3000_item As String In frmRM3000.lstSyncTimeBibs.Items
           intPositionStart = 1
           intPositionEnd = InStr(intPositionStart, str3000_item, "-")
           strPosition = Mid(str3000_item, intPositionStart, 2)
           intPositionStart = intPositionEnd + 2
           intPositionEnd = InStr(intPositionStart, str3000_item, "-")
           strTime = Mid(str3000_item, intPositionStart, 8)
```

```
intPositionStart = intPositionEnd + 2
            intPositionEnd = InStr(intPositionStart, str3000_item, "-")
            strBIB = Mid(str3000_item, intPositionStart, 3)
            intPositionStart = intPositionEnd + 2
            intPositionEnd = InStr(intPositionStart, str3000_item, "|")
            strSchool = Mid(str3000_item, intPositionStart, intPositionEnd -
intPositionStart)
            intPositionStart = intPositionEnd + 1
            intPositionEnd = InStr(intPositionStart, str3000_item, "|")
            strRunnerFname = Mid(str3000_item, intPositionStart,
intPositionEnd - intPositionStart)
            intPositionStart = intPositionEnd + 1
            intPositionEnd = InStr(intPositionStart, str3000_item, "|")
            strRunnerLname = Mid(str3000_item, intPositionStart)
            'Default spacing
            Dim strSpace As String = "
            If strSchool.Trim.Length = 3 Then
                strSpace = "
            ElseIf strSchool.Trim.Length = 4 Then
                strSpace = "
            ElseIf strSchool.Trim.Length = 5 Then
               strSpace = "
           Fnd If
            strResultLine = $"
                                    {strPosition}
                                                     {strTime}
                                                                  {strBIB}
{strSchool}{strSpace}{strRunnerFname} {strRunnerLname}"
            lstTeamResults.Items.Add(strResultLine)
        Next
    End Sub
    Private Sub btnArchive_Click(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles btnArchive.Click
        ' Create new file.
```

Appendix C.7 - RosterLoad.txt

124|QRHS|Krysta|Sweet

```
# School [School Code|School Name|Coach F-Name|Coach L-Name|AD F-Name|AD
L-Name]
WSHS|Worcester South High School|Glenn|Clauss|Bret|Zane
WDHS|Worcester Dorehty High School|Ellsworth|Quackenbush|Bert|Coco
WBCHS|Worcester Burncoat High School|Gail|Cain|Kevin|Kane
QRHS|Quabbin Regional High School|Bob|Desilets|Seth|Desilets
GHS|Gardner High School|Jack|Smith|George|Fanning
NBHS|North Brookfield High School|Hughe|Fitch|Richard|Carey
WHS|Winchendon High School|Bill|Nice|Sam|Adams
AUBHS|Auburn High School|Katie|Right|Alice|Wonderland
OXHS|Oxford High School|Mary|Cousin|Frank|Daughter
# Roster [Bib|School Code|Runner's F-Name|Runner's L-Name]
101|WSHS|Sanora|Hibshman
102|WSHS|Bridgette|Moffitt
103|WSHS|Karine|Chunn
104|WSHS|Shanita|Wind
105|WSHS|Fernanda|Parsell
106|WSHS|Albertha|Baringer
107|WSHS|Carlee|Sowards
108|WDHS|Maisha|Kleis
109|WDHS|Lezlie|Berson
110|WDHS|Deane|Rocheleau
111 | WDHS | Hang | Hodapp
112|WDHS|Zola|Dorrough
113|WDHS|Shalon|Mcmonigle
114|WBCHS|Valentine|Vant
115|WBCHS|Renate|Deforge
116|WBCHS|Yung|Corner
117|WBCHS|Eleanore|Younkin
118|WBCHS|Alexia|Fandel
119|WBCHS|Aleida|Silman
120 | WBCHS | My | Dobyns
121|QRHS|Kelley|Barela
122|QRHS|Tatyana|Thornley
123|QRHS|Diedre|Hake
```

- 125|QRHS|Sheri|Wahlgren
- 126|QRHS|Brittney|Tovey
- 127 | QRHS | Tuyet | Manfre
- 128|GHS|Jayna|Laurent
- 129|GHS|Anastasia|Noles
- 130|GHS|Rhiannon|Estrello
- 131|GHS|Katy|Dent
- 132|GHS|Jolynn|Salone
- 133|GHS|Johnie|Rasmus
- 134|GHS|Tashia|Schlick
- 135|NBHS|Octavia|Gildea
- 136|NBHS|Charlene|Heredia
- 137|NBHS|Reina|Tatem
- 138|NBHS|Dong|Factor
- 139|NBHS|Jeniffer|Bichrest
- 140|WHS|Charlotte|Clutter
- 141|WHS|Alaine|Chowning
- 142|WHS|Audie|Couse
- 143|WHS|Madelaine|Lightbody
- 144|WHS|Nery|Shawl
- 145|WHS|Milda|Auxier
- 146|WHS|Beatriz|Embury
- 147|AUBHS|Shanda|Walquist
- 148|AUBHS|Felipa|Gillen
- 149 | AUBHS | Kena | Launer
- 150|AUBHS|Tatum|Hoppe
- 151|AUBHS|Lura|Mccants
- 152|AUBHS|Racquel|Spengler
- 153|AUBHS|Lizbeth|Grauberger
- 154|OXHS|Teena|Cogliano
- 155|OXHS|Lorilee|Nelsen
- 156|OXHS|Lasandra|Clauson
- 157|OXHS|Kirstie|Soluri
- 158|OXHS|Noriko|Bones
- 159|OXHS|Sherika|Gordan
- 160|OXHS|Cherry|Robotham

Appendix C.8 - TimeFile.txt

- # Time File
- 18:29.17
- 18:54.29
- 18:54.48
- 19:18.24
- 19:23.10
- 19:26.82
- 19:32.23
- 19:42.43
- 19:50.70
- 19:55.82
- 20:16.08
- 20:32.97
- 20:33.22
- 20:53.83
- 21:02.59
- 21:16.38
- 21:21.08
- 21:31.48
- 21:51.19
- 22:01.83
- 22:10.93
- 22:11.91
- _____
- 22:16.62
- 22:18.29 22:19.16
- 22:20.54
- 22:21.40
- 22:25.68
- 22:50.11
- 22:57.76
- 23:04.07
- 23:04.54
- 23:07.77
- 23:23.39
- 23:24.64

- 23:28.49
- 23:28.81
- 23:29.08
- 23:54.10
- 23:55.36
- 24:15.87
- 24:16.17
- 24:24.64
- 24:25.54
- 24:27.74
- 24:34.66
- 24:35.33
- 24:39.30
- 25:14.75
- 25:25.87
- 25:43.87
- 26:03.25
- 26:34.07
- 26:36.04
- 26:38.13
- 26:46.89
- 27:14.52
- 27:57.58
- 28:00.53
- 28:01.24

Appendix C.9 - BIBPositions.txt

- 135|NBHS|Octavia|Gildea
- 104|WSHS|Shanita|Wind
- 102|WSHS|Bridgette|Moffitt
- 142|WHS|Audie|Couse
- 119|WBCHS|Aleida|Silman
- 111 | WDHS | Hang | Hodapp
- 125|QRHS|Sheri|Wahlgren
- 147|AUBHS|Shanda|Walquist
- 160|OXHS|Cherry|Robotham
- 108|WDHS|Maisha|Kleis
- 130|GHS|Rhiannon|Estrello
- 117|WBCHS|Eleanore|Younkin
- 132|GHS|Jolynn|Salone
- 140|WHS|Charlotte|Clutter
- 154|OXHS|Teena|Cogliano
- 120 | WBCHS | My | Dobyns
- 126|QRHS|Brittney|Tovey
- 128 | GHS | Jayna | Laurent
- 115|WBCHS|Renate|Deforge
- 152|AUBHS|Racquel|Spengler
- 121|QRHS|Kelley|Barela
- 110|WDHS|Deane|Rocheleau
- 103|WSHS|Karine|Chunn
- 151|AUBHS|Lura|Mccants
- 158|OXHS|Noriko|Bones
- 114|WBCHS|Valentine|Vant
- 139|NBHS|Jeniffer|Bichrest
- 149 | AUBHS | Kena | Launer
- 122|QRHS|Tatyana|Thornley
- 146|WHS|Beatriz|Embury
- 150|AUBHS|Tatum|Hoppe
- 157|OXHS|Kirstie|Soluri
- 127|QRHS|Tuyet|Manfre
- 124|QRHS|Krysta|Sweet
- 143|WHS|Madelaine|Lightbody
- 144|WHS|Nery|Shawl

- 155|OXHS|Lorilee|Nelsen
- 136|NBHS|Charlene|Heredia
- 148|AUBHS|Felipa|Gillen
- 159|OXHS|Sherika|Gordan
- 113|WDHS|Shalon|Mcmonigle
- 138|NBHS|Dong|Factor
- 106|WSHS|Albertha|Baringer
- 105|WSHS|Fernanda|Parsell
- 133|GHS|Johnie|Rasmus
- 134|GHS|Tashia|Schlick
- 156|OXHS|Lasandra|Clauson
- 153|AUBHS|Lizbeth|Grauberger
- 129|GHS|Anastasia|Noles
- 137|NBHS|Reina|Tatem
- 131|GHS|Katy|Dent
- 118|WBCHS|Alexia|Fandel
- 109|WDHS|Lezlie|Berson
- 101|WSHS|Sanora|Hibshman
- 123|QRHS|Diedre|Hake
- 107|WSHS|Carlee|Sowards
- 141|WHS|Alaine|Chowning
- 112|WDHS|Zola|Dorrough
- 116|WBCHS|Yung|Corner
- 145|WHS|Milda|Auxier

Appendix C.10 - RosterLoadshort.txt

School [School Code|School Name|Coach F-Name|Coach L-Name|AD F-Name|AD L-Name] WSHS|Worcester South High School|Glenn|Clauss|Bret|Zane WDHS|Worcester Dorehty High School|Ellsworth|Quackenbush|Bert|Coco WBCHS|Worcester Burncoat High School|Gail|Cain|Kevin|Kane QRHS|Quabbin Regional High School|Bob|Desilets|Seth|Desilets GHS|Gardner High School|Jack|Smith|George|Fanning NBHS|North Brookfield High School|Hughe|Fitch|Richard|Carey WHS|Winchendon High School|Bill|Nice|Sam|Adams AUBHS|Auburn High School|Katie|Right|Alice|Wonderland OXHS|Oxford High School|Mary|Cousin|Frank|Daughter # Roster [Bib #|School Code|Runner's F-Name|Runner's L-Name] 101|WSHS|Sanora|Hibshman 102|WSHS|Bridgette|Moffitt 103|WSHS|Karine|Chunn 104|WSHS|Shanita|Wind 105|WSHS|Fernanda|Parsell 106|WSHS|Albertha|Baringer 107|WSHS|Carlee|Sowards 108|WDHS|Maisha|Kleis 109|WDHS|Lezlie|Berson 110|WDHS|Deane|Rocheleau 111 | WDHS | Hang | Hodapp 112|WDHS|Zola|Dorrough 113|WDHS|Shalon|Mcmonigle

Appendix C.11 - TimeFileshort.txt

Time File
18:29.17
18:54.29
18:54.48
19:18.24
19:23.10
19:26.82
19:32.23
19:42.43
19:50.70
19:55.82
20:16.08
20:32.97
20:33.22

Appendix C.12 - RaceMgr-Result_TienLe.txt

Tien Le's Race Manager - CIS 223

29-Apr-20 3:54:35 PM

		T E A M		RESULTS				
Points	Team Code	P-1	P-2	P-3	P-4	P-5	P-6	P-7
000078	WBCHS	005	012	016	019	026	052	059
000107	QRHS	007	017	021	029	033	034	055
000111	AUBHS	008	020	024	028	031	039	048
000115	WSHS	002	003	023	043	044	054	056
000118	OXHS	009	015	025	032	037	040	047
000119	WHS	004	014	030	035	036	057	060
000132	WDHS	006	010	022	041	053	058	
000133	GHS	011	013	018	045	046	049	051
000158	NBHS	001	027	038	042	050		

	1	NDIA	IDUAL	RESULIS
Position	Time	BIB	School	Runner
1	18:29.17	135	NBHS	Octavia Gildea
2	18:54.29	104	WSHS	Shanita Wind
3	18:54.48	102	WSHS	Bridgette Moffitt

4	19:18.24	142	WHS	Audie Couse
5	19:23.10	119	WBCHS	Aleida Silman
6	19:26.82	111	WDHS	Hang Hodapp
7	19:32.23	125	QRHS	Sheri Wahlgren
8	19:42.43	147	AUBHS	Shanda Walquist
9	19:50.70	160	OXHS	Cherry Robotham
10	19:55.82	108	WDHS	Maisha Kleis
11	20:16.08	130	GHS	Rhiannon Estrello
12	20:32.97	117	WBCHS	Eleanore Younkin
13	20:33.22	132	GHS	Jolynn Salone
14	20:53.83	140	WHS	Charlotte Clutter
15	21:02.59	154	OXHS	Teena Cogliano
16	21:16.38	120	WBCHS	My Dobyns
17	21:21.08	126	QRHS	Brittney Tovey
18	21:31.48	128	GHS	Jayna Laurent
19	21:51.19	115	WBCHS	Renate Deforge
20	22:01.83	152	AUBHS	Racquel Spengler
21	22:10.93	121	QRHS	Kelley Barela
22	22:11.91	110	WDHS	Deane Rocheleau
23	22:16.62	103	WSHS	Karine Chunn
24	22:18.29	151	AUBHS	Lura Mccants
25	22:19.16	158	OXHS	Noriko Bones
26	22:20.54	114	WBCHS	Valentine Vant
27	22:21.40	139	NBHS	Jeniffer Bichrest
28	22:25.68	149	AUBHS	Kena Launer
29	22:50.11	122	QRHS	Tatyana Thornley
30	22:57.76	146	WHS	Beatriz Embury
31	23:04.07	150	AUBHS	Tatum Hoppe
32	23:04.54	157	OXHS	Kirstie Soluri
33	23:07.77	127	QRHS	Tuyet Manfre
34	23:23.39	124	QRHS	Krysta Sweet
35	23:24.64	143	WHS	Madelaine Lightbody
36	23:28.49	144	WHS	Nery Shawl
37	23:28.81	155	OXHS	Lorilee Nelsen
38	23:29.08	136	NBHS	Charlene Heredia
39	23:54.10	148	AUBHS	Felipa Gillen
40	23:55.36	159	OXHS	Sherika Gordan
41	24:15.87	113	WDHS	Shalon Mcmonigle
42	24:16.17	138	NBHS	Dong Factor

43	24:24.64	106	WSHS	Albertha Baringer
44	24:25.54	105	WSHS	Fernanda Parsell
45	24:27.74	133	GHS	Johnie Rasmus
46	24:34.66	134	GHS	Tashia Schlick
47	24:35.33	156	OXHS	Lasandra Clauson
48	24:39.30	153	AUBHS	Lizbeth Grauberger
49	25:14.75	129	GHS	Anastasia Noles
50	25:25.87	137	NBHS	Reina Tatem
51	25:43.87	131	GHS	Katy Dent
52	26:03.25	118	WBCHS	Alexia Fandel
53	26:34.07	109	WDHS	Lezlie Berson
54	26:36.04	101	WSHS	Sanora Hibshman
55	26:38.13	123	QRHS	Diedre Hake
56	26:46.89	107	WSHS	Carlee Sowards
57	27:14.52	141	WHS	Alaine Chowning
58	27:57.58	112	WDHS	Zola Dorrough
59	28:00.53	116	WBCHS	Yung Corner
60	28:01.24	145	WHS	Milda Auxier