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1. **Title:** Baseball Database
2. **Project Summary:** A baseball database website that youth/amateur teams can use to enter & keep track of statistics. Will set up for one client only.
3. **Project Requirements:**

id	Description
1	A user shall be able to sign up for the system
2	A user shall be able to login to a system, granted they have previously signed up
3	An admin can add a user to the system
4	A user can add a statistical entry
5	Users and admin can view all entries
6	An admin can remove any statistical entry

4. UI Mockups:

The Amateur Baseball Stats Tracker

Returning Users/Admin:
Login
Username
[ ]
Password
[ ]

New Users:
Sign Up
Username
[ ]
Password
[ ]

Current Team Statistics :   [Sign out]

Batting

id	G	PA	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO

Total :

Pitching

id	W	L	G	IP	H	R	ER	HBP	HR	BB	SO	HBP

Total :

[⊕ Add a new entry]   [Admin Options]

Adding a new entry

Batting

G	PA	AB	R	H	2B	3B	HR	RBI	SB	...
☐	☐	☐	☐	☐	☐	☐	▷	☐	▷	

[Add new entry]

Pitching

W	L	G	IP	H	R	ER	HBP	HR	BB	SO
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

[Add new entry]

Admin Options

Removing an Entry

id [   ]

[Remove this entry]

Adding a User

username [   ]

password [   ]

[Add this user]

5. Class Diagram:

User

- userId: String
- password: String
- loginStatus: bool
- - - - - - - - - - - - - - - -
+ getUserId(): String
+ setUserId(String): void
+ getPassword(): String
+ setPassword(String): void
+ getLoginStatus(): bool
+ setLoginStatus(bool): void
+ addStatisticId(String): void
+ verifyLogin(): void
+ viewStatistics(): void

Admin

- adminId: String
- - - - - - - - - - - - - - - -
+ getAdminId(): String
+ setAdminId(String): void
+ removeStatisticId(String): void
+ addUserId(String): void

Team

- userIds: ArrayList<String>
- adminId: String
- statisticIds: ArrayList<String>
- - - - - - - - - - - - - - - -
+ getUserIds(): ArrayList<String>
+ addUserId(String): void
+ removeUserId(String): void
+ getAdminId(): String
+ setAdminId(String): void
+ getStatisticIds(): ArrayList<String>
+ addStatisticId(String): void
+ removeStatisticId(String): void

Statistic

- statisticId: String
- statisticType: String
- createdByUserId: String
- - - - - - - - - - - - - - - -
+ getStatisticId(): String
+ setStatisticId(String): void
+ getstatisticType(): String
+ setStatisticType(String): void
+ getCretedByUserId(): String
+ setCreatedByUserId(String): void

Batting Statistic

- games: Int
- plateAppearances: Int
- atBats: Int
- runs: Int
- hits: Int
- doubles: Int
- triples: Int
- homeRuns: Int
- runsBattedIn: Int
- stolenBases: Int
- caughtStealing: Int
- walks: Int
- strikeouts: Int
- - - - - - - - - - - - - - - -
+ get(Games): Int
+ setGames(Int): void
+ getPlateAppearances(): Int
+ setPlateAppearances(Int): void
+ getAtBats(): Int
+ setAtBats(Int): void
+ getRuns(): Int
+ setRuns(Int): void
+ getHits(): Int
+ setHits(Int): void
+ getDoubles(): Int
+ setDoubles(Int): void
+ getTriples(): Int
+ setTriples(Int): void
+ getHomeRuns(): Int
+ setHomeRuns(Int): void
+ getRunsBattedIn(): Int
+ setRunsBattedIn(Int): void
+ getCaughtStealing(): Int
+ setCaughtStealing(Int): void
+ getWalks(): Int
+ setWalks(Int): void
+ getStrikeouts(): Int
+ setStrikeouts(Int): void

Pitching Statistic

- games: Int
- wins: Int
- losses: Int
- inningsPitched: Int
- hits: Int
- runs: Int
- earnedRuns: Int
- homeRuns: Int
- walks: Int
- strikeouts: Int
- - - - - - - - - - - - - - - -
+ get(Games): Int
+ setGames(Int): void
+ getWins(): Int
+ setWins(Int): void
+ getLosses(): Int
+ setLosses(Int): void
+ getInningsPitched(): Int
+ setInningsPitched(Int): void
+ getHits(): Int
+ setHits(Int): void
+ getRuns(): Int
+ setRuns(Int): void
+ getEarnedRuns(): Int
+ setEarnedRuns(Int): void
+ getHomeRuns(): Int
+ setHomeRuns(Int): void
+ getWalks(): Int
+ setWalks(Int): void
+ getStrikeouts(): Int
+ setStrikeouts(Int): void