Group assignment 2:

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1 Class diagram

In this document there's the class diagram for group F2a. Group members are: Einar Helgi Þrastarson (personal ID number: 110287-2919), Hannes Pétur Eggertsson (240889-2939) and Sigurður Birkir Sigurðsson (120589-2539). Our project is to build an user interface for a fantasy football game. In our class diagram we felt it made sense to split the classes into two categories, back-end classes and front-end classes.

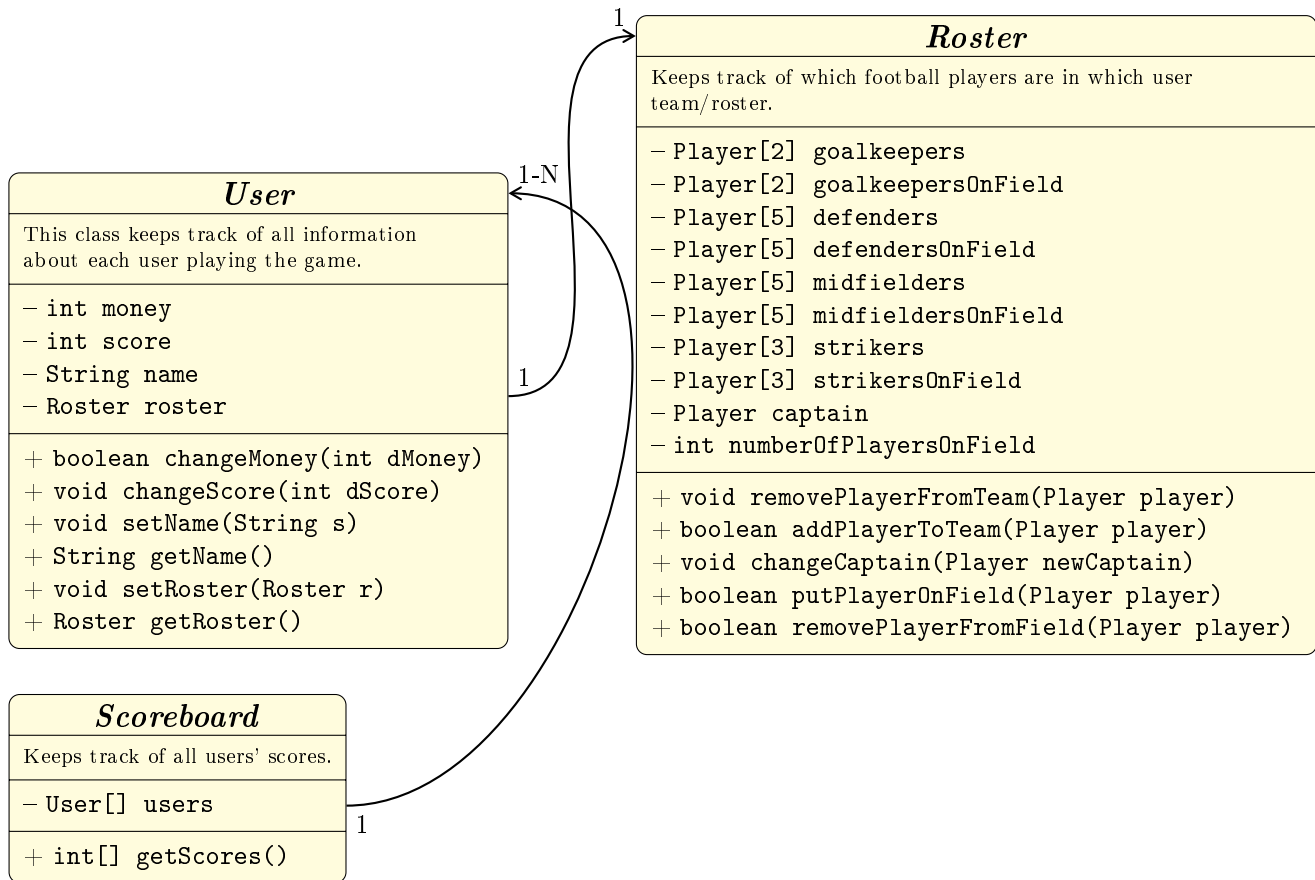In our class diagrams we use the following notation:
  − means a private variable or method (not directly accessable by other classed).
  + means a public variable or method (directly accessable by other methods).

Also, each class in the diagram has four sections:

The class' name.
Short description of the class.
The class' variables and their type listed on the format: −/+ `type1 variable1`   −/+ `type2 variable2`
The class' methods listed on the format: −/+ `type methodName(type variable,...)`

The presenter on Wednesday will be Hannes Pétur Eggertsson.

2 Class diagram

Roster

Keeps track of which football players are in which user team/roster.

− Player[2] goalkeepers
− Player[2] goalkeepersOnField
− Player[5] defenders
− Player[5] defendersOnField
− Player[5] midfielders
− Player[5] midfieldersOnField
− Player[3] strikers
− Player[3] strikersOnField
− Player captain
− int numberOfPlayersOnField

+ void removePlayerFromTeam(Player player)
+ boolean addPlayerToTeam(Player player)
+ void changeCaptain(Player newCaptain)
+ boolean putPlayerOnField(Player player)
+ boolean removePlayerFromField(Player player)

User

This class keeps track of all information about each user playing the game.

− int money
− int score
− String name
− Roster roster

+ boolean changeMoney(int dMoney)
+ void changeScore(int dScore)
+ void setName(String s)
+ String getName()
+ void setRoster(Roster r)
+ Roster getRoster()

Scoreboard

Keeps track of all users' scores.

− User[] users

+ int[] getScores()

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Appendix

User interface