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## Group assignment 2: Class diagram

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PRÓUN HUGBÚNAÐAR  
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# 1 Introduction

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. The presenter on Wednesday, March 4 2015, will be Hannes Pétur Eggertsson.

## 1.1 Notation

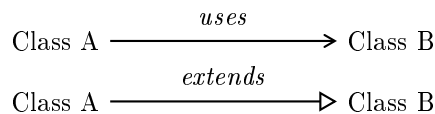
In our class diagrams we use the following notation:

- means a private variable or method (not directly accessible by other classes).
- + means a public variable or method (directly accessible by other methods).

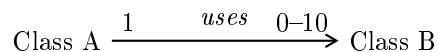
Also, each class in the diagram has four sections:

<i>The class' name.</i>
Short description of the class.
The class' variables and their type listed on the format: -/+ <b>type1</b> <b>variable1</b> -/+ <b>anotherClass</b> <b>variable2</b>
The class' methods listed on the format: -/+ <b>type1</b> <b>method1(type variable,...)</b> -/+ <b>type2</b> <b>method2(...)</b>

Classes are then connected using arrows:



In many we know many classes 'Class A' and 'Class B' will be associated with, this is shown by placing an arrow at the beginning and end of an arrow, e.g.



if each instance of 'Class A' will use 'Class B' in a range of 0 to 10 instances.

## 1.2 Terminologies and Concepts

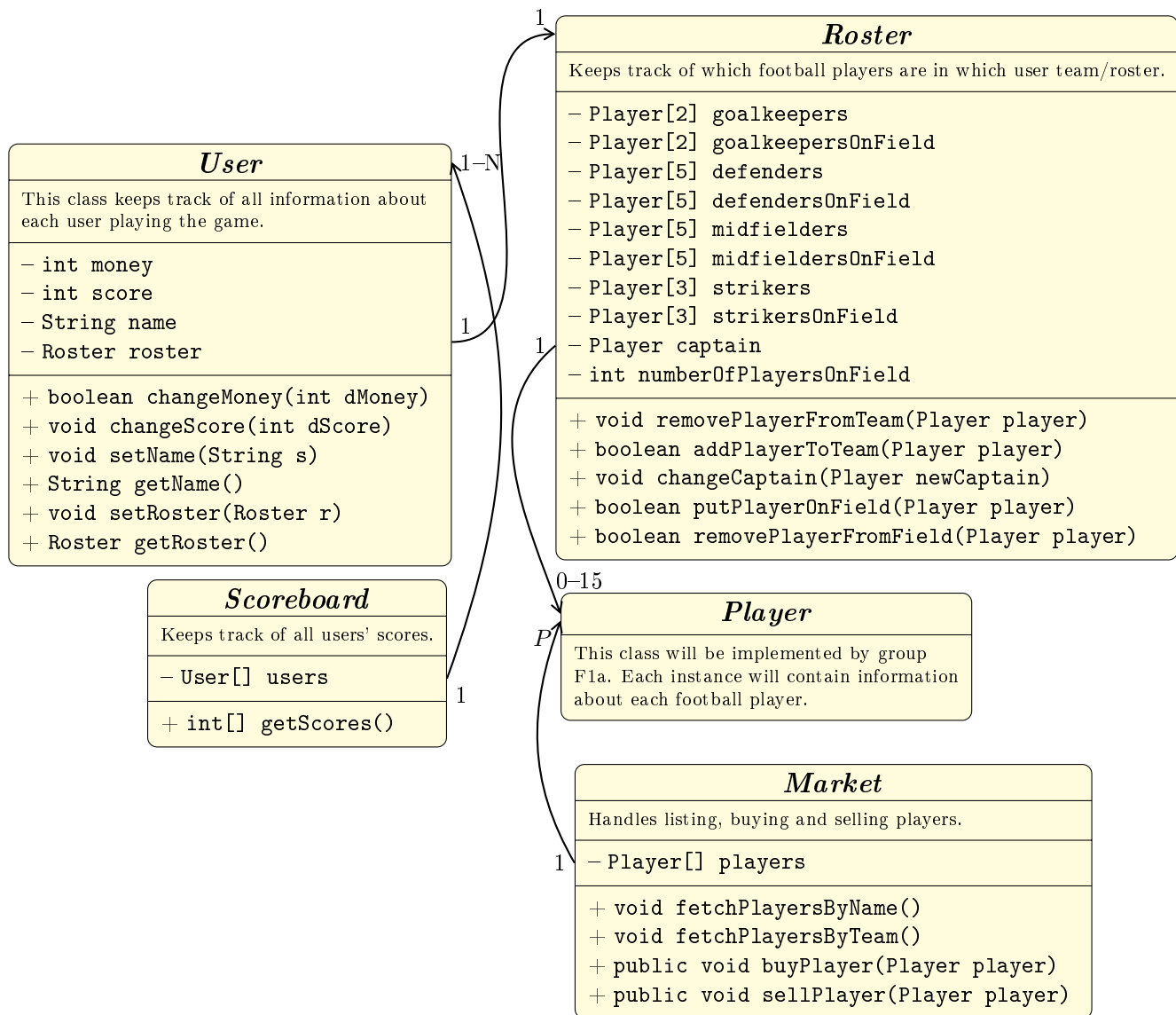
**User** A (human) user actually playing the game.

**Player** A football player in the game, e.g. Gylfi Sigurðsson.

**Team** An actual football team in the game, e.g. Manchester United.

**Roster** The user's bought players, the players could be from multiple teams. Note that the roster includes both players which user has set on and off the field.

## 2 Class diagram



Where  $N$  is the number of total users in the current game and  $P$  is the total amount of football players in the game.

# Appendix

## User interface