The program is structured so that there is a Tournament class, which collects code from all the other classes and executes a tournament in full. When the user opens the application, the user will choose from the 5 different types of tournaments (men/women singles and men/women/mix doubles). There is made an abstract class called Persons which both Player and Referee classes inherits from. For doubles, there is made a class called PlayerTeam, which consists of 2 players.

To get player objects made from the textfiles there is a Readfile class that creates objects in a list. If doubles are chosen, the lists will be made into new lists of PlayerTeam objects, and from there, they will be matched up in lists of Match objects from the match class. This matchup of Players and PlayerTeams are made in the static class MatchOrganizer. The MatchOrganizer class also decides the next rounds. Based on the winners, which is a property being set from who is winning the match, the MatchOrganizer class then creates a new match list, which is returned as the the ThisRound property in the tournament class.

The functions that executes the tournament is then looped through until there is only one Match object left in the ThisRound property of the Tournament class, where a winner has been set. The winner is then announced in the console, like every score of every game, and the names of the participants in each game is announced.

This program has been developed with my group, b404f17. The students in this group is the following:

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