## ­Data Dictionary

**Class: Guest**

The Guest object is used to store attributes and functions related to a guest user that is not logged in.

**Attributes:**

**Functions:**

resetPassword(): This function will

checkEmail(): This function checks if an email is already registered in the system.

**Class: Game**

The Game object is used to store attributes and functions related to a Game. It is what defines a game, such as the home team, away team, each team’s score and the date/time the game is played.

**Attributes:**

awayScore::int: This is the away team’s score for a game.

awayTeamID:: int: This is the ID of the away team.

date::datetime: This is the date/time the game is played.

homeScore:: int: This is the home team’s score for a game.

homeTeamID:: int: This is the ID of the home team.

ID:: int: This is the unique ID for each game.

**Functions:**

createGame(): This

viewGames(): This

modifyGame(): This

viewScheduleByLeague(): This

postComment(): This

publishVote(): This

viewComments(): This

viewPreditions(): This

viewScore(): This

**Class: Predictions**

The Predictions object is used to store attributes and functions related to a user’s prediction as to which team will when a game.

**Attributes:**

gameID:: int: This is the ID of the game the user is making a prediction for.

teamID:: int: This is the ID of the team the user predicts to win.

userID:: int: This is the ID of the user making the prediction.

**Class: Comment**

The Comment object is used to store attributes and functions related to a comment placed by a user for a given game.

**Attributes:**

comment::string: This is the text of the user’s comment.

gameID:: int: This is the ID of the game the user is commenting on.

ID:: int: This is the unique ID of the comment.

timestamp::datetime: This is the date/time the comment was placed into our system.

Type::short: This is the type of comment the user placed.

userID::int: This is the ID of the user who created the comment.

**Class: User**

The User object is used to store attributes and functions related to a single user in the system.

**Attributes:**

email::string: This is the unique email address of the user, it will be used for login and

firstName::string: This is the first name of the user.

ID:: int: This is the unique ID of the user.

isAdmin::bool: This is a Boolean value specifying rather this user is an admin or not.

lastName::string: This is the last name of the user.

password::string: This is the password of the user; it will be stored as an MD5 hash of the actual password.

**Functions:**

login(): This

logout(): This

modifyPassword(): This

registerUser(): This

**Class: Team**

The Team object is used to store attributes and functions related to a single team in the system.

**Attributes:**

ID::int: This is the unique ID of the team.

leagueId::int: This is the ID of the league this team is a member of.

teamName::string: This is the name of the team.

**Functions:**

viewTeamsByLeague(): This

createTeam(): This

modifyTeam(): This

**Class: Administrator**

The Administrator object is used to store attributes and functions related to a single administrator in the system. This object will inherit from the base User object.

**Attributes:**

**Functions:**

modifyUser(): This

deleteComment(): This

**Class: League**

The League object is used to store attributes and functions related to a single League in the system.

**Attributes:**

ID::int: This is the unique ID of the league.

Name::string: This is the name of the league.

sportID::int: This is the ID of the sport type which this league belongs to.

userID::int: This is the ID of the owner of this league. The user with this ID will be the only one to be able to modify this league.

**Functions:**

createLeague(): This

viewLeaguesBySport(): This

viewLeaguesByUser(): This

modifyLeagues(): This

**Class: Sport**

The Sport object is used to store attributes and functions related to a single sport in the system.

**Attributes:**

ID::int: This is the unique ID of the sport type.

Name::string: This is the name of the sport type, for example: Basketball or Football.

**Functions:**

viewSport(): This

createSport(): This

modifySport(): This