

Big Assignment

Let the League Commence

The UIT Premier League is always considered as one of the most competitive football tournament in the globe. Thus, you are required to developed a League Manager program as follows:

- There are many clubs participating the league. Each club is represented as a 3-character code (i.e., data file of club is a fixed-length record file).
- In each club, there are many players, whose names are varied in length (i.e. data file of player is a variable-length record file).
- Clubs and players can be added and removed. To manage club files, please implement two methods: best fit and first fit mode.
- When the transfer season finished, players files will be defragmented.
- When the league finished, club file will be defragmented.

Remarks:

- Students will work in group of 3 or 4.
- The assignment will be carried out in 2 weeks (started from 16 May).
- The interface is up to students to design (and it does not matter, in fact).
- The language is C++, C#, Java (the IDE can be settled down by students and TA).
- How to mark: code review.