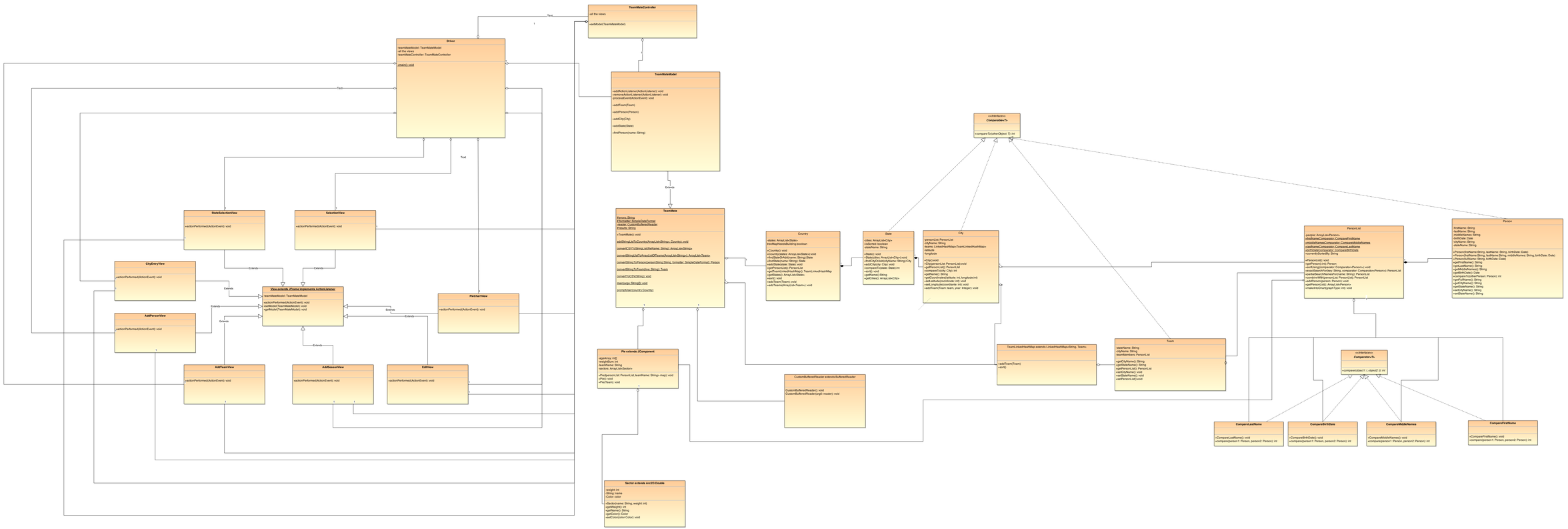
TeamMateController
all the views
+setModel(TeamMateModel)
Text
1
Driver
teamMateModel: TeamMateModel
all the views
teamMateController: TeamMateController
+main() void
Text
Text
TeamMateModel
+addActionListener(ActionListener): void
+removeActionListener(ActionListener): void
processEvent(ActionEvent) void
+addTeam(Team)
+addPerson(Person)
+addCity(City)
+addState(State)
+findPerson(name: String)
Extends
StateSelectionView
+actionPerformed(ActionEvent): void
SelectionView
+actionPerformed(ActionEvent): void
CityEntryView
+actionPerformed(ActionEvent): void
Extends
Extends
View extends JFrame implements ActionListener
teamMateModel: TeamMateModel
+actionPerformed(ActionEvent): void
+setModel(TeamMateModel): void
+getModel(TeamMateModel): void
Extends
Extends
Extends
Extends
PieChartView
+actionPerformed(ActionEvent): void
AddPersonView
+actionPerformed(ActionEvent): void
Extends
Extends
AddTeamView
+actionPerformed(ActionEvent): void
AddSeasonView
+actionPerformed(ActionEvent): void
EditView
+actionPerformed(ActionEvent): void
TeamMate
Person String
formatter: SimpleDateFormat
reader: CustomBufferedReader
Results String
+TeamMate() void
addStringLeftToCountry(ArrayList<String>, Country): void
convertCSVToStringList(fileName: String): ArrayList<String>
convertStringLeftToTeams(ArrayList<String>): ArrayList<Team>
convertStringToPerson(person:String, formatter: SimpleDateFormat): Person
convertStringToTeam(line: String): Team
convertToCSV(String): void
main(args: String[]): void
promptUserCountry:Country)
Country
states: ArrayList<State>
teamMaysNeedsBuilding:boolean
+Country() void
+Country(states: ArrayList<State>) void
+findStateOrAdd(name: String):State
+getStates(): ArrayList<State>
+addStates(state: State): void
+getPersonList(): PersonList
+getTeamLinkedHashMap(): TeamLinkedHashMap
+getStates(): ArrayList<State>
+setTeams() void
+addTeam(Team): void
+addTeams(ArrayList<Team>): void
State
+cities: ArrayList<City>
+isDirtied: boolean
+stateName: String
+State() void
+State(cities: ArrayList<City>) void
+findCityOrAdd(name: String):City
+addCity(city: City): void
+compareToState: State):int
+sort() void
+getName() String
+getCities(): ArrayList<City>
City
+personList: PersonList
+cityName: String
+teams: LinkedHashMap<Team,LinkedHashMap>
+latitude
+longitude
+City() void
+City(personList: PersonList) void
+getPersonList(): PersonList
+compareTo(City, City): int
+getName(): String
+getCoordinates(latitude: int, longitude int)
+setLatitude(coordinate: int): void
+setLongitude(coordinate: int): void
+addTeam(Team team, year: Integer): void
<<Interface>>
Comparable<T>
+compareTo(otherObject: T): int
PersonList
people: ArrayList<Person>
#firstNameComparator: CompareFirstName
#middleNameComparator: CompareMiddleNames
#lastNameComparator: CompareLastName
#birthDateComparator: CompareBirthDate
#currentlyAcceptBy String
+PersonList() void
+getPerson(int): Person
+sortUsing(comparator: Comparator<Person>): void
+sortUsingCurrentComparator: Comparator<Person>): PersonList
+searchBasedOnNameEntry(name: String): PersonList
+searchBetWWPerson(int, int, int): PersonList
+addPerson(person: Person): void
+getPersonList(): ArrayList<Person>
+massInsertChangeType(int): void
Person
firstName: String
lastName: String
middleNames: String
birthDate: Date
cityName: String
stateName: String
+Person(firstName String, lastName String, birthDate: Date)
+Person(firstName:String, lastName String, middleNames: String, birthDate: Date)
+Person(firstName: String, birthDate: Date)
+getFirstName(): String
+getLastName(): String
+getMiddleNames(): String
+getBirthDate(): Date
+compareTo(otherPerson: Person): int
+setCityName(): void
+getCityName(): String
+getStateName(): String
+setCityName(): String
+setStateName(): String
TeamLinkedHashMap extends LinkedHashMap<String, Team>
+addTeam(Team)
+sort()
Team
stateName: String
cityName: String
teamMembers: PersonList
+getCityName(): String
+getStateName(): String
+getPersonList(): PersonList
+setCityName(): void
+setStateName(): void
+setPersonList() void
<<InterfaceI>>
Comparator<T>
+compare(object1 :(object2 :(int
CompareLastName
+CompareLastName() void
+compare(person1 : Person, person2: Person): int
CompareBirthDate
+CompareBirthDate() void
+compare(person1 : Person, person2: Person): int
CompareMiddleNames
+CompareMiddleNames() void
+compare(person1 :Person, person2: Person): int
CompareFirstName
+CompareFirstName() void
+compare(person1 : Person, person2: Person): int
Pie extends JComponent
+angleArray: int[]
+weightSum: int
+teamName: String
+sectors: ArrayList<Sector>
+Pie(personList PersonList, teamName: String= map): void
+Pie() void
+Pie(Team): void
CustomBufferedReader extends BufferedReader
CustomBufferedReader() void
CustomBufferedReader(arg0: reader) void
Sector extends Arc2D.Double
-weight: int
-Color color
-Color color
+ (Sector(name: String, weight: int)
+getWeight(): int
+getName(): String
+getColor(): Color
+setColor(color Color): void