REQUIREMENTS

-Java 1.8

-Servlets

-JDBC

-SQL

-HTML/CSS/Javascript

-Bootstrap

-AJAX

-JUnit

-log4j

Environment:

Tomcat

IntelliJ

-DBeaver

UNIT TESTING – 33% MUST BE TESTED – ALSO NEED TO DO COVERAGE REPORTS

TOPIC IDEAS:  
Little League App – an app that houses the leagues(Roster of players & coach), players(contact info, kids age/birthdate, parentsnames & address), Schedule, scores for the league & current league ladder. App will allow for both Coaches and Players to signup to the leagues, split the leagues into appropriate teams – and kick off a league schedule for playing. Leagues will be able to be renamed after creation

MODEL:

* League
  + City (String)
  + Teams[] (Team)
* Team
  + Name(String)
  + Coach (Coach)
  + Players [] (player)
  + Schedule[](scheduledDay)
  + GameScores[] (gameScore)
  + Sponsor (String)
* Person
  + Name(String)
  + Phone(Numeric(10) )
  + Team(team)
* Player (extends person)
  + Parent (string)
  + Age(int)
  + Position (Enum)
* Position (Enum)
  + Pitcher, Catcher, FirstBase, SecondBase,ShortStop, ThirdBase, LeftField, RightField, CenterField
* GameScore
  + Score(int)
  + Win(Boolean)
  + DayPlayed(string)

METHODS:

* LEAGUE
  + Register Coach
  + Register Player
  + Create Teams – this function creates an array of teams based on the registered coaches and number of players. Players are randomly split/selected – minimum of 9 per team. Teams are given a null value name and can be changed after creation.
  + Create Schedule – this function takes and pairs teams to play at one week intervals (on different days) for an 11 week season. Each week should be calculated the same night/day played.
* TEAM
  + RenameTeam
  + RecordScoreOnDay – record the score from a game on a particular day and mark as a win or loss
  + AddSponsor