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sport

## Class Sport

* java.lang.Object
  + sport.Sport
* Direct Known Subclasses: [Calcio](http://docs.google.com/sport/Calcio.html), [Rugby](http://docs.google.com/sport/Rugby.html), [Volley](http://docs.google.com/sport/Volley.html)  
    
  public abstract class Sport  
  extends java.lang.Object  
  Classe astratta che definisce i metodi utili per ogni sport implementato.Version: 1.0 Author: Francesco Franco

### Constructor SummaryConstructors

|  |
| --- |
| * + Constructor and Description |
| * + [Sport](http://docs.google.com/sport/Sport.html#Sport--)() |

### Method SummaryAll Methods Instance Methods Abstract Methods

|  |  |
| --- | --- |
| * + Modifier and Type | * + Method and Description |
| * + abstract int | * + [maxPunteggio](http://docs.google.com/sport/Sport.html#maxPunteggio--)() Metodo utilizzato per assegnare il risultato di una squadra. |
| * + abstract void | * + [setPunteggio](http://docs.google.com/sport/Sport.html#setPunteggio-calendario.Partita-boolean-)([Partita](http://docs.google.com/calendario/Partita.html) partita, boolean rstPartita) Metodo utilizzato per assegnare i punti ad una squadra. |

### Methods inherited from class java.lang.Objectequals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### Constructor Detail

#### Sport public Sport()

### Method Detail

#### setPunteggio public abstract void setPunteggio([Partita](http://docs.google.com/calendario/Partita.html) partita, boolean rstPartita) Metodo utilizzato per assegnare i punti ad una squadra.Parameters: p - partita di cui vogliamo settare/resettare il punteggio rstPartita - specifica se stiamo settando/resettando il punteggio

#### maxPunteggio public abstract int maxPunteggio() Metodo utilizzato per assegnare il risultato di una squadra.Returns: Massimo numero di gol/set/punti effettuabili da una squadra. See Also: JComboBox

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