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sport

## Class Volley

* java.lang.Object
  + [sport.Sport](http://docs.google.com/sport/Sport.html)
    - sport.Volley

# public class Volley extends [Sport](http://docs.google.com/sport/Sport.html) Estende la classe [**Sport**](http://docs.google.com/sport/Sport.html) definisce i metodi utili per gestire un campionato di Volley.Version: 1.0 Author: Francesco Franco

### Constructor SummaryConstructors

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

### Method SummaryAll Methods Instance Methods Concrete Methods

|  |  |
| --- | --- |
| * + Modifier and Type | * + Method and Description |
| * + int | * + [maxPunteggio](http://docs.google.com/sport/Volley.html#maxPunteggio--)() Definisce il massimo numero di set. |
| * + void | * + [setPunteggio](http://docs.google.com/sport/Volley.html#setPunteggio-calendario.Partita-boolean-)([Partita](http://docs.google.com/calendario/Partita.html) p, 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

#### Volley public Volley()

### Method Detail

# setPunteggio public void setPunteggio([Partita](http://docs.google.com/calendario/Partita.html) p, boolean rstPartita) Metodo utilizzato per assegnare i punti ad una squadra. Data una partita: case 1:Vittoria a squadra casa case 2:Vittoria a casa trasfertaSpecified by: [setPunteggio](http://docs.google.com/sport/Sport.html#setPunteggio-calendario.Partita-boolean-) in class [Sport](http://docs.google.com/sport/Sport.html) Parameters: p - partita di cui vogliamo settare/resettare il punteggio. rstPartita - specifica se stiamo settando/resettando il punteggio.

#### maxPunteggio public int maxPunteggio() Definisce il massimo numero di set.Specified by: [maxPunteggio](http://docs.google.com/sport/Sport.html#maxPunteggio--) in class [Sport](http://docs.google.com/sport/Sport.html) Returns: Massimo numero di set effettuabili da una squadra. See Also: JComboBox

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