

# An attempt at some documentation for FootballLeague: Classes

Josh Gillott

May 20, 2019

## Contents

<b>1</b>	<b>Club</b>	<b>2</b>
1.1	Overview . . . . .	2
1.2	Properties . . . . .	2
1.3	Methods . . . . .	3
1.3.1	listTeams . . . . .	3
1.3.2	toString . . . . .	3
1.3.3	main . . . . .	3
<b>2</b>	<b>Database</b>	<b>3</b>
2.1	Overview . . . . .	3
2.2	Properties . . . . .	3
2.3	Methods . . . . .	3
2.3.1	close . . . . .	3
2.3.2	readPlayer . . . . .	3
2.3.3	readPlayersTeam . . . . .	3
2.3.4	writePlayer . . . . .	3
2.3.5	updatePlayer . . . . .	3
2.3.6	writeTeam . . . . .	3
2.3.7	readTeam . . . . .	3
2.3.8	countPlayers . . . . .	3
2.3.9	checkDuplication . . . . .	3
2.3.10	main . . . . .	3
<b>3</b>	<b>Gui</b>	<b>3</b>
3.1	Overview . . . . .	3
3.2	Properties . . . . .	3
3.3	Methods . . . . .	3
3.3.1	main . . . . .	3

<b>4</b>	<b>Match</b>	<b>3</b>
4.1	Overview . . . . .	3
4.2	Properties . . . . .	3
4.3	Methods . . . . .	3
4.3.1	toString . . . . .	3
4.3.2	genMatch . . . . .	4
4.3.3	main . . . . .	4
<b>5</b>	<b>Player</b>	<b>4</b>
5.1	Overview . . . . .	4
5.2	Properties . . . . .	4
5.3	Methods . . . . .	4
5.3.1	toString . . . . .	4
5.3.2	genString . . . . .	4
5.3.3	genStringInt . . . . .	4
5.3.4	genPlayer . . . . .	4
5.3.5	main . . . . .	4
<b>6</b>	<b>Team</b>	<b>4</b>
6.1	Overview . . . . .	4
6.2	Properties . . . . .	4
6.3	Methods . . . . .	4
6.3.1	getStartingXI . . . . .	4
6.3.2	addPlayer . . . . .	4
6.3.3	removePlayer . . . . .	4
6.3.4	toString . . . . .	4
6.3.5	genTeam . . . . .	4
6.3.6	main . . . . .	4
<b>7</b>	<b>Venue</b>	<b>4</b>
7.1	Overview . . . . .	4
7.2	Properties . . . . .	4
7.3	Methods . . . . .	4
7.3.1	toString . . . . .	4

# 1 Club

## 1.1 Overview

## 1.2 Properties

Property	Type	Getter	Setter
name	String	getName	setName
teams	ArrayList<team>	getTeams	setTeams
venue	Venue	getVenue	setVenue

## 1.3 Methods

### 1.3.1 listTeams

### 1.3.2 toString

### 1.3.3 main

## 2 Database

### 2.1 Overview

### 2.2 Properties

### 2.3 Methods

#### 2.3.1 close

#### 2.3.2 readPlayer

#### 2.3.3 readPlayersTeam

#### 2.3.4 writePlayer

#### 2.3.5 updatePlayer

#### 2.3.6 writeTeam

#### 2.3.7 readTeam

#### 2.3.8 countPlayers

#### 2.3.9 checkDuplication

#### 2.3.10 main

## 3 Gui

### 3.1 Overview

### 3.2 Properties

### 3.3 Methods

#### 3.3.1 main

## 4 Match

### 4.1 Overview

### 4.2 Properties

### 4.3 Methods

#### 4.3.1 toString

Why is this the only `toString` that uses the `@Override` decorator?

4.3.2 genMatch

4.3.3 main

## 5 Player

5.1 Overview

5.2 Properties

5.3 Methods

5.3.1 toString

5.3.2 genString

5.3.3 genStringInt

5.3.4 genPlayer

5.3.5 main

## 6 Team

6.1 Overview

6.2 Properties

6.3 Methods

6.3.1 getStartingXI

6.3.2 addPlayer

6.3.3 removePlayer

6.3.4 toString

6.3.5 genTeam

6.3.6 main

## 7 Venue

7.1 Overview

7.2 Properties

7.3 Methods

7.3.1 toString