## GameSimulatorGUI -League NBA - JFrame Opening - JLayeredPane OpeningPane; - JLayeredPane MatchupPane; - JFrame SimulationFrame; - JLayeredPane SimulationPane; - JLabel SimulationPaneBackground; - JLabel SimulationTeamLogo1: - JLabel SimulationTeamLogo2; - JLabel ScoreLabelTeam1; - JLabel ScoreLabelTeam2; - JLabel MatchupPaneBackground; - JLabel OpeningBackground; - JLabel OpeningTitle; - JLabel LeftLabel; - JLabel RightLabel; - JButton OpeningStartButton; - JButton SimulateButton; - JButton ReturnFromSimulation: - JList<String> TeamList1; - JList<String> TeamList2; - JLabel NBALOGO: - JLabel TeamLogo1; - JLabel TeamLogo2; - JTable StatTable1: - JTable StatTable2: - JTable SimulationTable1; - JTable SimulationTable2; - int framecount - JFrame TeamSelectFrame: - JPanel VisualPanel: - JPanel LeftListPanel; - ArrayList<NBATeamSelect> SelectedTeams

+void GenSimulationComponents(ArrayList<NBATeamSelect>)

+void setFGp(double FGp) +double getThreePtp() +void setThreePtp(double t) +double getFtp() +void setFtp(double ftp) +double getFga() +void setFga(double FGa) +double getThreePTa() +double getFTa() +void set FTa(double FTa) +double getTov() +void setTOV(double TOV) +double getREB() +void setREB(double REB) +void setTeamName(string r +String getTeamName()

**NBATeam** 

- String teamName

- double ThreePTp

- double ThreePta

+ String[][] genStats()

+ double getFGp()

+ String[] genColNames()

- double FGp

- double FTp

- double FGa

- double FTa

- double TOV

- double REB

Extends

## **FileReader**

+void GenOpeningCompponents() +void GenSelectTeamComponents()

- static String regex
- static String teamregex
- + ArrayList<String> StatArry
- +ArrayList<String> TeamArr

+public FileReader()

## **NBATeamSelect**

- NBATeam T
- int TotalPts
- int madeTwoPointers
- int madeThreePointers
- int madeFreeThrows
- int madeFqs
- +String[][] genGameStats() +String[] genGameColNames()
- +void genFGM(d a, d b, d c, d g
- +void genFTM (double a, double b)
- +void genREB(double avg)
- +void genTOV(double avg)
- +void genTotalPTS()
- +int getTotalPTS()
- +void setTiebreaker(int t)
- +void AddFG(int i)

<<interface>>

- +genFGM(double a, double m, double a2, double m2);

GenStats

+genFTM(double a, double m); +genREB(double a); +genTOV(double a); +genTotalPTS();

## League

- FileReader NBAReader + ArrayList <NBATeam>
- +void genTeams(FileReader rdr)