Assignment 4

Background:

You are creating GUI application that is going to track the swim clubs, their swimmers, swim meets and results.

References: Please refer to "General Assignment Requirements" document posted on eCentennial.

Part 4:

Now that you have class library you are going to create Windows forms application that utilizes it.

The GUI application should have the following functionality.
1. User should be able to add a club
2. User should be able to add a swimmer
3. User should be able to add a coach
4. User should be able to assign a swimmer/coach to the club
5. User should be able to list all the clubs
6. Once the user selects the club the club information should be displayed including the list of swimmers and coaches. User can select any club member to get more details on.
7. When a swimmer or a coach is selected the information about them is displayed.
8. User should be able to create a swim meet with events.
9. User should be able to assign the swimmers to the events
10. User should be able to seed the meet that will display heat and line assignment.
11. User should be able to load and save clubs and swimmers from the file with the location that is specified by the user.

Additional requirements:
1. This assignment can be done in the group of 2. Only one submission is required per group. Self-enroll in the groups.
2. Choose one member's class library to use for the application.
3. Make sure that every window form in the application has name and student number of members of the group.
4. You will be asked to demonstrate your assignment in class at which time all members of the group must be present.
5. Make sure that your GUI application is in the separate project then your class library created in assignment 3.
6. You can add any additional code that may be needed.

Submission: Submit the solution to Assignment4 drop box by drop box deadline.