

UNIVERSITY OF TECHNOLOGY JAMAICA  
Faculty of Engineering and Computing  
School of Computing and Information Technology

CIT2004  
Object-Oriented Programming  
OOP Group Project

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Tutor: Alesha Bowen-Mighty  
Due Date: April 13, 2024

**UNIVERSITY OF TECHNOLOGY, JAMAICA**  
**Declaration of Authorship**

**FACULTY:** Engineering and Computing

**School/Department:** Computing and Information Technology

**Course Code & Title:** CMP 1025 - Object-Oriented Programming

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**Date of Submission:** 13/04/2024

**Title of Assignment:** OOP Group Project

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**Lecturer's/Supervisor's Grade for Assignment:** \_\_\_\_\_

**Lecturer's/Supervisor's Comments:** \_\_\_\_\_

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Note: For group assignments each student is required to complete a separate Declaration of Authorship.

*Ref: Regulation 5: Conditions and Procedures  
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*Division of Student Services & Registry  
Ac. Brd. Sept 23, 2004*

UNIVERSITY OF TECHNOLOGY, JAMAICA  
Declaration of Authorship

**FACULTY:** Engineering and Computing

**School/Department:** Computing & Information Technology

**Course Code & Title:** Object Oriented Programming CMP1025

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**Date of Submission:** April 13, 2024.

**Title of Assignment:** Object Orient Programming Group Assignment

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**Lecturer's/Supervisor's Grade for Assignment:** \_\_\_\_\_

**Lecturer's/Supervisor's Comments** : \_\_\_\_\_

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Declaration of Authorship

**FACULTY:** Engineering and Computing

**School/Department:** Computing & Information Technology

**Course Code & Title:** Object Oriented Programming CMP1025

**Submitted To:** Mrs. Alesia Bowen-Mighty  
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**Date of Submission:** April 13, 2024.

**Title of Assignment:** Object Orient Programming Group Assignment

\*\*\*\*\*

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**Student's Signature:** KEastwood

\*\*\*\*\*

**Lecturer's/Supervisor's Grade for Assignment:** \_\_\_\_\_

**Lecturer's/Supervisor's Comments** : \_\_\_\_\_

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UNIVERSITY OF TECHNOLOGY, JAMAICA  
Declaration of Authorship

**FACULTY:** Engineering and Computing

**School/Department:** Computing & Information Technology

**Course Code & Title:** Object Oriented Programming CMP1025

**Submitted To:** Mrs. Alesia Bowen-Mightly

*(Lecturer/Supervisor)*

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**Date of Submission:** 13/04/24

**Title of Assignment:** OOP Group Work

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**Student's Signature:** Paris Scott

\*\*\*\*\*

**Lecturer's/Supervisor's Grade for Assignment:** \_\_\_\_\_

**Lecturer's/Supervisor's Comments** : \_\_\_\_\_

---

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## Group Members Contribution Report

Eastwood, Callam, Scott, Taylor – AMCS 2

| Members  | Contributions  |
|----------|--|
| Eastwood | Athlete and Coach classes<br>Fixing errors<br>Main (driver) file                                     |
| Callam   | User, Agent, and Sponsor classes<br>OOA<br>OOD   |
| Scott    | Association and Coach classes<br>OOA<br>OOD  |
| Taylor   | Admin class<br>OOA<br>OOD - UML<br>Main (driver) file<br>Fixing errors & compiling project<br>Manual |

## Object Oriented Analysis

### General Analysis

#### *Nouns*

The Ministry of Entertainment and Sports, Computerized System, Jamaica, Associations, identification numbers, addresses, number of clubs, athletes, TRN, first name, middle name, last name, gender, date of birth, height, weight, nationality, affiliated club, affiliated sponsor, sponsor, name, affiliated athlete's name, amount of sponsorship, club, code, name, colour, total membership, president, head coach, associated association, coach, TRN, full name, date of birth, gender, date of employment, date of separation, commission

#### *Verbs*

Add, view, delete, update, negotiates, gets, pay, switch, manage

### Specific Classes, Attributes and Methods

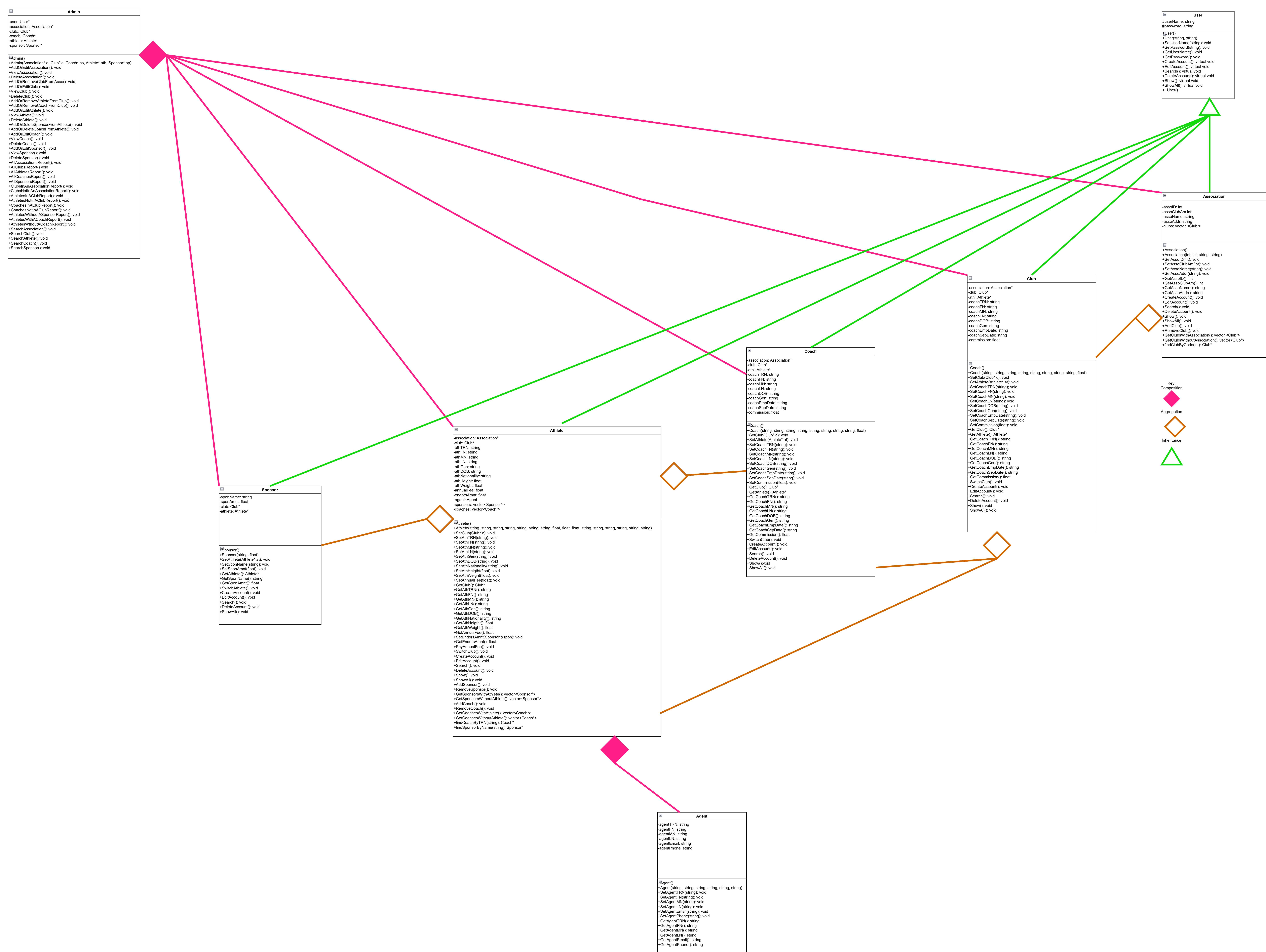
| Classes     | Attributes  | Methods   |
|-------------|---|---|
| Admin       |   | AdminLogin<br>ManageAssociation<br>ManageClub<br>ManageAthlete<br>SingleClubReport<br>AllClubsReport<br>AthletesInAClubReport (all athletes in a club)<br>AthletesNotInAClubReport (all athletes not in a club at all)<br>AthletesWithSponsorReport (all athletes with a sponsor)<br>AthletesWithoutSponsorReport (all athletes without a sponsor)<br>SearchAssociation<br>SearchCoach (athletes working with a specific coach)<br>SearchClub (athletes in a specific club)<br>AthleteInfoReport (search one athlete) |
| User        | UserName<br>Password                                    | CreateAccount<br>EditAccount<br>DeleteAccount<br>ShowAccountInfo  |
| Association | assoID<br>assoAddress<br>assoNumOfClubs<br>assoClubName | CreateAccount<br>EditAccount<br>DeleteAccount<br>AddClub (sounds like a mutator for assoClubName)<br>DeleteClub   |
| Club        | clubCode<br>clubName                                    | CreateAccount<br>EditAccount  |

|         |   |   |
|---------|---|---|
|         | clubColour<br>clubMembershipAmount<br>clubPresident<br>clubHeadCoach<br>association<br>clubAssoFee (1%)<br>annualFee(10%)   | DeleteAccount<br>PayClubAssoFee<br>CalculateClubAnnualFee<br>PayAnnualFeeToCoach  |
| Coach   | coachTRN<br>coachFirstName<br>coachMiddleName<br>coachLastName<br>coachDOB<br>coachGender<br>coachEmploymentDate<br>coachSeparationDate<br>commission<br>annualFee(10%)   | CreateAccount<br>EditAccount<br>DeleteAccount   |
| Athlete | athTRN<br>athPassword<br>athFirstname<br>athMiddleName<br>athLastName<br>athGender<br>athDOB<br>athHeight<br>athWeight<br>athNationality<br>athClub<br>athClubUserName<br>athClubPassword<br>athSponsor<br>annualFeeToClubORCoach | CreateAccount<br>EditAccount<br>DeleteAccount<br>DeleteAthleteFromClub<br>AddAthleteToClub<br>SwitchClub (mutator for athClub)<br>PayAnnualFeeToClubORCoach |
| Agent   | agentTRN<br>agentFirstName<br>agentMiddleName<br>agentLastName<br>agentEmail<br>agentPhone  |   |
| Sponsor | sponName<br>sponAmount  | CreateAccount<br>EditAccount<br>DeleteAccount   |

## Object Oriented Design

### UML Diagram





# MES Sports Management System User Manual

## Introduction

The Ministry of Entertainment and Sports (MES) Sports Management System is a console-based application designed to manage sports-related activities. The system is divided into two main sections: **Administrator** and **User**.

**VALID LOGIN PASSWORDS** for each section:

Administrator == "admin2024"

Association == "assoPass2024"

Club == "clubPass2024" OR "sportsForLife2024"

Coach == "coachPass2024"

Athlete == "athlPass2024"

Sponsor == "sponPass2024"

As for UserNames, there are no correct ones, just don't leave it blank.

## Main Menu

When you run the program, you will be greeted with the main menu, which looks like this:

```
===== Welcome to the Ministry of Entertainment and Sports  
(MES) Sports Management System =====
```

```
MAIN MENU - Select section:
```

1. Administrator
2. User
3. Exit

You can navigate through the system by entering the number corresponding to your desired section.

### 1. Administrator Section

If you enter 1, you will be directed to the **Administrator** section. More details about this section will be provided in the subsequent parts of the manual.

### 2. User Section

If you enter 2, you will be directed to the **User** section. More details about this section will be provided in the subsequent parts of the manual.

### 3. Exit

If you enter 3, the program will terminate, and you will see the following message:  
Exiting program. Goodbye!

If you enter a number that does not correspond to any of the options, you will see the message: Invalid choice. Please try again. The main menu will then be displayed again.

This loop will continue until you choose to exit the program by entering 3.

---

## Administrator Section

The Administrator section is accessed by entering 1 in the main menu. You will then be prompted to enter the Admin PIN. The correct PIN is `admin2024`.

If the correct PIN is entered, you will be welcomed to the Administrator section and presented with the following options:

```
Select section:
1. Manage Association
2. Manage Club
3. Manage Coach
4. Manage Athlete
5. Manage Sponsor
6. Exit
```

You can navigate through the Administrator section by entering the number corresponding to your desired operation.

### 1. Manage Association

If you enter 1, you will be directed to the **Manage Association** section. More details about this section will be provided in the subsequent parts of the manual.

### 2. Manage Club

If you enter 2, you will be directed to the **Manage Club** section. More details about this section will be provided in the subsequent parts of the manual.

### 3. Manage Coach

If you enter 3, you will be directed to the **Manage Coach** section. More details about this section will be provided in the subsequent parts of the manual.

## 4. Manage Athlete

If you enter 4, you will be directed to the **Manage Athlete** section. More details about this section will be provided in the subsequent parts of the manual.

## 5. Manage Sponsor

If you enter 5, you will be directed to the **Manage Sponsor** section. More details about this section will be provided in the subsequent parts of the manual.

## 6. Exit

If you enter 6, the Administrator section will close, and you will see the message: `Exiting Admin Section. Goodbye.`

If you enter an invalid choice, you will be prompted to try again. This loop will continue until you choose to exit the Administrator section by entering 6.

If an incorrect PIN is entered, access to the Administrator section will be denied with the message: `Incorrect PIN. Access Denied.`

---

## Manage Association Section

The Manage Association section is accessed from the Administrator section. This section allows the admin to manage various aspects of an association.

In this section, you will be presented with the following options:

Select section:

1. Add or Edit Association account
2. View Association account
3. Delete Association
4. Add or Remove Club from Association
5. Report on all Associations
6. Report on Clubs in an Association
7. Report on Clubs not in an Association
8. Search Association
9. Exit

You can navigate through the Manage Association section by entering the number corresponding to your desired operation.

### 1. Add or Edit Association account

If you enter 1, the `AddOrEditAssociation()` function will be called, allowing you to add a new association or edit an existing one.

## **2. View Association account**

If you enter 2, the `ViewAssociation()` function will be called, allowing you to view the details of the association added or edited.

## **3. Delete Association**

If you enter 3, the `DeleteAssociation()` function will be called, allowing you to delete an association.

## **4. Add or Remove Club from Association**

If you enter 4, the `AddOrRemoveClubFromAsso()` function will be called, allowing you to add a club to an association or remove a club from an association by supplying the club code.

## **5. Report on all Associations**

If you enter 5, the `AllAssociationsReport()` function will be called, generating a report on all associations.

## **6. Report on Clubs in an Association**

If you enter 6, the `ClubsInAnAssociationReport()` function will be called, generating a report on all clubs in a specific association.

## **7. Report on Clubs not in an Association**

If you enter 7, the `ClubsNotInAnAssociationReport()` function will be called, generating a report on all clubs not currently in an association.

## **8. Search Association**

If you enter 8, the `SearchAssociation()` function will be called, allowing you to search for a specific association by its ID.

## **9. Exit**

If you enter 9, you will exit the Manage Association section and return to the Administrator section.

If you enter an invalid choice, you will be prompted to try again. This loop will continue until you choose to exit the Manage Association section by entering 9.

---

## **Manage Club Section**

The Manage Club section is accessed from the Administrator section. This section allows the admin to manage various aspects of a club.

In this section, you will be presented with the following options:

Select section:

1. Add or Edit Club account
2. View Club account
3. Delete Club account
4. Add or Remove Athlete from Club
5. Add or Remove Coach from Club
6. Report on all Clubs
7. Report on Athletes in a Club
8. Report on Athletes not in a Club
9. Report on Coaches in a Club
10. Report on Coaches not in a Club
11. Search Club
12. Exit

You can navigate through the Manage Club section by entering the number corresponding to your desired operation.

### **1. Add or Edit Club account**

If you enter 1, the `AddOrEditClub()` function will be called, allowing you to add a new club or edit an existing one.

### **2. View Club account**

If you enter 2, the `ViewClub()` function will be called, allowing you to view the details of the club added or edited.

### **3. Delete Club account**

If you enter 3, the `DeleteClub()` function will be called, allowing you to delete a club.

### **4. Add or Remove Athlete from Club**

If you enter 4, the `AddOrRemoveAthleteFromClub()` function will be called, allowing you to add an athlete to a club or remove an athlete from a club by TRN.

### **5. Add or Remove Coach from Club**

If you enter 5, the `AddOrRemoveCoachFromClub()` function will be called, allowing you to add a coach to a club or remove a coach from a club by TRN.

### **6. Report on all Clubs**

If you enter 6, the `AllClubsReport()` function will be called, generating a report on all clubs.



## **7. Report on Athletes in a Club**

If you enter 7, the `AthletesInAClubReport()` function will be called, generating a report on all athletes in a specific club.

## **8. Report on Athletes not in a Club**

If you enter 8, the `AthletesNotInAClubReport()` function will be called, generating a report on all athletes not currently in a club.

## **9. Report on Coaches in a Club**

If you enter 9, the `CoachesInAClubReport()` function will be called, generating a report on all coaches in a specific club.

## **10. Report on Coaches not in a Club**

If you enter 10, the `CoachesNotInAClubReport()` function will be called, generating a report on all coaches not currently in a club.

## **11. Search Club**

If you enter 11, the `SearchClub()` function will be called, allowing you to search for a specific club by club code.

## **12. Exit**

If you enter 12, you will exit the Manage Club section and return to the Administrator section.

If you enter an invalid choice, you will be prompted to try again. This loop will continue until you choose to exit the Manage Club section by entering 12.

---

## **Manage Coach Section**

The Manage Coach section is accessed from the Administrator section. This section allows the admin to manage various aspects of a coach.

In this section, you will be presented with the following options:

Select section:

1. Add or Edit Coach account
2. View Coach account
3. Delete account
4. Report on all Coaches

- 5. Search Coach
- 6. Exit

You can navigate through the Manage Coach section by entering the number corresponding to your desired operation.

### **1. Add or Edit Coach account**

If you enter 1, the `AddOrEditCoach()` function will be called, allowing you to add a new coach or edit an existing one.

### **2. View Coach account**

If you enter 2, the `ViewCoach()` function will be called, allowing you to view the details of the coach added or edited.

### **3. Delete account**

If you enter 3, the `DeleteCoach()` function will be called, allowing you to delete a coach.

### **4. Report on all Coaches**

If you enter 4, the `AllCoachesReport()` function will be called, generating a report on all coaches.

### **5. Search Coach**

If you enter 5, the `SearchCoach()` function will be called, allowing you to search for a specific coach by TRN.

### **6. Exit**

If you enter 6, you will exit the Manage Coach section and return to the Administrator section.

If you enter an invalid choice, you will be prompted to try again. This loop will continue until you choose to exit the Manage Coach section by entering 6.

---

## **Manage Athlete Section**

The Manage Athlete section is accessed from the Administrator section. This section allows the admin to manage various aspects of an athlete.

In this section, you will be presented with the following options:



Select section:

1. Add or Edit Athlete account
2. View account
3. Delete account
4. Add or Remove Sponsor from Athlete
5. Add or Delete Coach from account
6. Report on all Athletes
7. Report on Athletes with a Sponsor
8. Report on Athletes without a Sponsor
9. Report on Athletes with a Coach
10. Report on Athletes without a Coach
11. Search Athlete
12. Exit

You can navigate through the Manage Athlete section by entering the number corresponding to your desired operation.

### **1. Add or Edit Athlete account**

If you enter 1, the `AddOrEditAthlete()` function will be called, allowing you to add a new athlete or edit an existing one.

### **2. View account**

If you enter 2, the `ViewAthlete()` function will be called, allowing you to view the details of the athlete added or edited.

### **3. Delete account**

If you enter 3, the `DeleteAthlete()` function will be called, allowing you to delete an athlete.

### **4. Add or Remove Sponsor from Athlete**

If you enter 4, the `AddOrDeleteSponsorFromAthlete()` function will be called, allowing you to add a sponsor to an athlete or remove a sponsor from an athlete by sponsor name.

### **5. Add or Delete Coach from account**

If you enter 5, the `AddOrDeleteCoachFromAthlete()` function will be called, allowing you to add a coach to an athlete or remove a coach from an athlete by TRN.

### **6. Report on all Athletes**

If you enter 6, the `AllAthletesReport()` function will be called, generating a report on all athletes.

### **7. Report on Athletes with a Sponsor**

If you enter 7, the `AthletesWithASponsorReport()` function will be called, generating a report on all athletes with a sponsor.

### **8. Report on Athletes without a Sponsor**

If you enter 8, the `AthletesWithoutASponsorReport()` function will be called, generating a report on all athletes without a sponsor.

### **9. Report on Athletes with a Coach**

If you enter 9, the `AthletesWithACoachReport()` function will be called, generating a report on all athletes with a coach.

### **10. Report on Athletes without a Coach**

If you enter 10, the `AthletesWithoutACoachReport()` function will be called, generating a report on all athletes without a coach.

### **11. Search Athlete**

If you enter 11, the `SearchAthlete()` function will be called, allowing you to search for a specific athlete by TRN.

### **12. Exit**

If you enter 12, you will exit the Manage Athlete section and return to the Administrator section.

If you enter an invalid choice, you will be prompted to try again. This loop will continue until you choose to exit the Manage Athlete section by entering 12.

---

## **Manage Sponsor Section**

The Manage Sponsor section is accessed from the Administrator section. This section allows the admin to manage various aspects of a sponsor.

In this section, you will be presented with the following options:

Select section:

1. Add or Edit Sponsor account
2. View Sponsor account
3. Delete Sponsor account
4. Report on all Sponsors
5. Search Sponsor
6. Exit

You can navigate through the Manage Sponsor section by entering the number corresponding to your desired operation.

### **1. Add or Edit Sponsor account**

If you enter 1, the `AddOrEditSponsor()` function will be called, allowing you to add a new sponsor or edit an existing one.

### **2. View Sponsor account**

If you enter 2, the `ViewSponsor()` function will be called, allowing you to view the details of the sponsor added or edited.

### **3. Delete Sponsor account**

If you enter 3, the `DeleteSponsor()` function will be called, allowing you to delete a sponsor.

### **4. Report on all Sponsors**

If you enter 4, the `AllSponsorsReport()` function will be called, generating a report on all sponsors.

### **5. Search Sponsor**

If you enter 5, the `SearchSponsor()` function will be called, allowing you to search for a specific sponsor by name.

### **6. Exit**

If you enter 6, you will exit the Manage Sponsor section and return to the Administrator section.

If you enter an invalid choice, you will be prompted to try again. This loop will continue until you choose to exit the Manage Sponsor section by entering 6.

---

## **User Section**

The User Section is accessed from the main menu. This section allows the user to view various aspects of the system.

In this section, you will be presented with the following options:

Select section:

1. Association

2. Club
3. Coach
4. Athlete
5. Sponsor
6. Exit

You can navigate through the User section by entering the number corresponding to your desired operation. Each option will take you to the respective section where you can view more details. If you enter 6, you will exit the User section and return to the main menu.

If you enter an invalid choice, you will be prompted to try again. This loop will continue until you choose to exit the User section by entering 6.

---

## **Association Section**

The Association section is accessed from the User section. This section allows the user to interact with various aspects of an association.

In this section, you will be presented with the following options:

Select section:

1. Create association account
2. Edit association account
3. Search for association account
4. Delete association account
5. View association account
6. View all associations
7. Add Club
8. Remove club
9. See clubs in an association
10. See clubs without association
11. Exit

You can navigate through the Association section by entering the number corresponding to your desired operation.

### **1. Create association account**

If you enter 1, the `CreateAccount()` function will be called, allowing you to create a new association account.

### **2. Edit association account**

If you enter 2, the `EditAccount()` function will be called, allowing you to edit an existing association account.

### **3. Search for association account**

If you enter 3, the `Search()` function will be called, allowing you to search for a specific association account by ID.

### **4. Delete association account**

If you enter 4, the `DeleteAccount()` function will be called, allowing you to delete an association account.

### **5. View association account**

If you enter 5, the `Show()` function will be called, allowing you to view the details of an association account.

### **6. View all associations**

If you enter 6, the `ShowAll()` function will be called, generating a list of all associations.

### **7. Add Club**

If you enter 7, the `AddClub()` function will be called, allowing you to add a club to an association.

### **8. Remove club**

If you enter 8, the `RemoveClub()` function will be called, allowing you to remove a club from an association.

### **9. See clubs in an association**

If you enter 9, the `GetClubsWithAssociation()` function will be called, generating a list of all clubs in a specific association.

### **10. See clubs without association**

If you enter 10, the `GetClubsWithoutAssociation()` function will be called, generating a list of all clubs not currently in an association.

### **11. Exit**

If you enter 11, you will exit the Association section and return to the User section.

If you enter an invalid choice, you will be prompted to try again. This loop will continue until you choose to exit the Association section by entering 11.

---

## **Club Section**

The Club section is accessed from the User section. This section allows the user to interact with various aspects of a club.

In this section, you will be presented with the following options:

Select section:

1. Create club account
2. Edit club account
3. Search for club account
4. Delete club account
5. View club account
6. View all clubs
7. Add Athlete
8. Remove Athlete
9. See athletes in a club
10. See athletes not in a club
11. Add Coach
12. Remove Coach
13. See coaches in a club
14. See coaches not in a club
15. Exit

You can navigate through the Club section by entering the number corresponding to your desired operation.

### **1. Create club account**

If you enter 1, the `CreateAccount()` function will be called, allowing you to create a new club account.

### **2. Edit club account**

If you enter 2, the `EditAccount()` function will be called, allowing you to edit an existing club account.

### **3. Search for club account**

If you enter 3, the `Search()` function will be called, allowing you to search for a specific club account by code.

### **4. Delete club account**

If you enter 4, the `DeleteAccount()` function will be called, allowing you to delete a club account.

### **5. View club account**

If you enter 5, the `Show()` function will be called, allowing you to view the details of a club account.

## **6. View all clubs**

If you enter 6, the `ShowAll()` function will be called, generating a list of all clubs.

## **7. Add Athlete**

If you enter 7, the `AddAthlete()` function will be called, allowing you to add an athlete to a club.

## **8. Remove Athlete**

If you enter 8, the `RemoveAthlete()` function will be called, allowing you to remove an athlete from a club.

## **9. See athletes in a club**

If you enter 9, the `GetAthletesWithClub()` function will be called, generating a list of all athletes in a specific club.

## **10. See athletes not in a club**

If you enter 10, the `GetAthletesWithoutClub()` function will be called, generating a list of all athletes not currently in a club.

## **11. Add Coach**

If you enter 11, the `AddCoach()` function will be called, allowing you to add a coach to a club.

## **12. Remove Coach**

If you enter 12, a new `Club` object will be created and the `RemoveCoach()` function will be called, allowing you to remove a coach from a club.

## **13. See coaches in a club**

If you enter 13, the `GetCoachesWithClub()` function will be called, generating a list of all coaches in a specific club.

## **14. See coaches not in a club**

If you enter 14, the `GetCoachesWithoutClub()` function will be called, generating a list of all coaches not currently in a club.

## **15. Exit**

If you enter 15, you will exit the `Club` section and return to the `User` section.

If you enter an invalid choice, you will be prompted to try again. This loop will continue until you choose to exit the Club section by entering 15.

---

## **Coach Section**

The Coach section is accessed from the User section. This section allows the user to interact with various aspects of a coach.

In this section, you will be presented with the following options:

Select section:

1. Create coach account
2. Edit coach account
3. Search for coach account
4. Delete coach account
5. View coach account
6. View all coaches
7. Switch club
8. Exit

You can navigate through the Coach section by entering the number corresponding to your desired operation.

### **1. Create coach account**

If you enter 1, the `CreateAccount()` function will be called, allowing you to create a new coach account.

### **2. Edit coach account**

If you enter 2, the `EditAccount()` function will be called, allowing you to edit an existing coach account.

### **3. Search for coach account**

If you enter 3, the `Search()` function will be called, allowing you to search for a specific coach account.

### **4. Delete coach account**

If you enter 4, the `DeleteAccount()` function will be called, allowing you to delete a coach account.

### **5. View coach account**

If you enter 5, the `Show()` function will be called, allowing you to view the details of a coach account.



## **6. View all coaches**

If you enter 6, the `ShowAll()` function will be called, generating a list of all coaches.

## **7. Switch club**

If you enter 7, the `SwitchClub()` function will be called, allowing you to switch the club of a coach.

## **8. Exit**

If you enter 8, you will exit the Coach section and return to the User section.

If you enter an invalid choice, you will be prompted to try again. This loop will continue until you choose to exit the Coach section by entering 8.

---

## **Athlete Section**

The Athlete section is accessed from the User section. This section allows the user to interact with various aspects of an athlete.

In this section, you will be presented with the following options:

Select section:

1. Create athlete account
2. Edit athlete account
3. Search for athlete account
4. Delete athlete account
5. View athlete account
6. View all athletes
7. Add sponsor
8. Remove sponsor
9. See all athletes with a sponsor
10. See all athletes without a sponsor
11. Add coach
12. Remove coach
13. See all athletes with a coach
14. See all athletes without a coach
15. Switch club
16. Exit

You can navigate through the Athlete section by entering the number corresponding to your desired operation.

### **1. Create athlete account**

If you enter 1, the `CreateAccount()` function will be called, allowing you to create a new athlete account.

## **2. Edit athlete account**

If you enter 2, the `EditAccount()` function will be called, allowing you to edit an existing athlete account.

## **3. Search for athlete account**

If you enter 3, the `Search()` function will be called, allowing you to search for a specific athlete account.

## **4. Delete athlete account**

If you enter 4, the `DeleteAccount()` function will be called, allowing you to delete an athlete account.

## **5. View athlete account**

If you enter 5, the `Show()` function will be called, allowing you to view the details of an athlete account.

## **6. View all athletes**

If you enter 6, the `ShowAll()` function will be called, generating a list of all athletes.

## **7. Add sponsor**

If you enter 7, the `AddSponsor()` function will be called, allowing you to add a sponsor to an athlete.

## **8. Remove sponsor**

If you enter 8, the `RemoveSponsor()` function will be called, allowing you to remove a sponsor from an athlete.

## **9. See all athletes with a sponsor**

If you enter 9, the `GetSponsorsWithAthlete()` function will be called, generating a list of all athletes with a sponsor.

## **10. See all athletes without a sponsor**

If you enter 10, the `GetSponsorsWithoutAthlete()` function will be called, generating a list of all athletes without a sponsor.

## **11. Add coach**

If you enter 11, the `AddCoach()` function will be called, allowing you to add a coach to an athlete.

## **12. Remove coach**

If you enter 12, the `RemoveCoach()` function will be called, allowing you to remove a coach from an athlete.

## **13. See all athletes with a coach**

If you enter 13, the `GetCoachesWithAthlete()` function will be called, generating a list of all athletes with a coach.

## **14. See all athletes without a coach**

If you enter 14, the `GetCoachesWithoutAthlete()` function will be called, generating a list of all athletes without a coach.

## **15. Switch club**

If you enter 15, the `SwitchClub()` function will be called, allowing you to switch the club of an athlete.

## **16. Exit**

If you enter 16, you will exit the Athlete section and return to the User section.

If you enter an invalid choice, you will be prompted to try again. This loop will continue until you choose to exit the Athlete section by entering 16.

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## **Sponsor Section**

The Sponsor section is accessed from the User section. This section allows the user to interact with various aspects of a sponsor.

In this section, you will be presented with the following options:

Select section:

1. Create sponsor account
2. Edit sponsor account
3. Search for sponsor account
4. Delete sponsor account
5. View sponsor account
6. View all sponsors
7. Switch athlete being sponsored
8. Exit

You can navigate through the Sponsor section by entering the number corresponding to your desired operation.

### **1. Create sponsor account**

If you enter 1, the `CreateAccount()` function will be called, allowing you to create a new sponsor account.

### **2. Edit sponsor account**

If you enter 2, the `EditAccount()` function will be called, allowing you to edit an existing sponsor account.

### **3. Search for sponsor account**

If you enter 3, the `Search()` function will be called, allowing you to search for a specific sponsor account.

### **4. Delete sponsor account**

If you enter 4, the `DeleteAccount()` function will be called, allowing you to delete a sponsor account.

### **5. View sponsor account**

If you enter 5, the `Show()` function will be called, allowing you to view the details of a sponsor account.

### **6. View all sponsors**

If you enter 6, the `ShowAll()` function will be called, generating a list of all sponsors.

### **7. Switch athlete being sponsored**

If you enter 7, the `SwitchAthlete()` function will be called, allowing you to switch the athlete being sponsored by a sponsor.

### **8. Exit**

If you enter 8, you will exit the Sponsor section and return to the User section.

If you enter an invalid choice, you will be prompted to try again. This loop will continue until you choose to exit the Sponsor section by entering 8.