## LOG ANALYZER CLASS DIAGRAM

Felipe | May 29, 2020

## DataCollector - \_\_teams:type: Teams[] - \_\_gameFaults: Event[] - \_\_gamePenaltis: Event[] - \_\_category: String + getTeams(): Teams[] + getGameFaults(): Event[] + getGamePenaltis(): Event[] + getCategory(): String[] + setTeams(): void + setGamePenaltis(): void + setGamePenaltis(): void + setCategory(): void

## teamClass name: String - goalsPro: Integer - faultsPro: Integer - faultsAgainst: Integer seenOn: Integer - substitutions: Integer - side: String + getName(): String + getGoalsPro(): Integer + getGoalsAgainst(): Integer + getFaultsPro(): Integer + getFaultsAgainst(): Integer + getPenaltisPro(): Integer + getPenaltisAgainst(): Integer + getSubstitutions(): Integer + getSide(): Integer + setName(): void + setSide(): void + setGoalsPro(): void + setGoalsAgainst(): void

+ setPenaltisPro(): void

+ setPenaltisAgainst(): void

+ setSeenOn(): void

+ setSubstitutions: void

## playerClass - team: String - number: Integer - pos: String - f pro: Integer - f commited: Integer -\_\_ f\_shot: Integer - \_\_goals: Integer - \_\_:goals: Integer tries: Integer - \_\_goo\_try: Integer - tackles: Integer + getTeam(): String + getNumber(): Integer + getPos(): String + getFaultsPro(): Integer + getFaultsCommited(): Integer + getFaultsShot(): Integer + getGoals(): Integer + getTries(): Integer + getGoodTries(): Integer + getTackles(): Integer + setTeam(): void + setNumber: void + setPos(): void + setFaultsPro(): void + setFaultsCommited(): void + setFaultsShot(): void

+ setGoals(): void + setTries(): void + setGoodTry(): void + setTackles(): void

```
eventClass
                                                            positionClass
    - etype: String
   - etime: Integer
                                                            - __x: Integer
   - kicker: Player
                                                            - y: Integer
  - offender: Player
  - defender: Player

    timestamp: Integer

 - eposition: Position
                                                          + getX(): Integer
                                                          + getY(): Integer
+ getEventType(): String
                                                     + getTimestamp(): Integer
 + getETime(): Integer
                                                      + getPosition(): Integer[]
 + getKicker(): Player
                                                      + getMoment(): Integer[]
+ getOffender(): Player
                                                            + setX(): void
+ getDefender(): Player
                                                            + setY(): void
+ getEPosition(): Position
                                                        + setPosition(): void
+ setEventType(): void
                                                        + setMoment(): void
   + setETime(): void
   + setKicker(): void
  + seOffender(): void
 + setDefender(): void
 + setEPosition(): void
```