**Project Tennis Tournament**



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**Contents**

Pitch of the “Project Tennis tournament” ......................................... 4

Classes and data structures overview .................................................. 5

Class declarations ............................................................................................... 7

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# Inspiration

Organizing a tennis tournament can be a daunting task, requiring meticulous planning and attention to detail.

The tournament administrator must manage a vast number of players, ensuring their participation in the tournament, and scheduling them for matches. Moreover, managing scores and ensuring that the tournament runs smoothly can be extremely overwhelming.

All these tasks require extensive effort and dedication, and even the slightest mistake could lead to significant disruptions in the tournament.

As a result, there is a need for a solution that simplifies the tournament administration process, making it easier for organizers to manage the tournament and ensure a fair and enjoyable competition.

**Solution**

The aim of this project is to develop a program for organising tennis tournaments that automates the entire process. Its purpose is to simplify the process for tournament organizers and players alike, making it easy to participate in and enjoy tennis tournaments without having to worry about the administrative aspects.

The system will handle the following tasks

* *Creation of brackets and rounds*
* *Generation of matches*
* *Storing players’ statistics*
* *Assignment of players to matches*
* *Maintenance of the scoreline over the match*
* *Management of courts*

*And even more…*

# Classes and data structures overview

# (UML class diagram + pointers)

Main distinguished classes



