

Programming Project 2

Tennis knockout Competition



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University of sussex

SCHOOL OF INFORMATICS

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# Screen Designs

\* Name Entry \*  
Please enter 16 player names for the first round, maximum 30 characters per name. Separate names by pressing return.  
Player names:   
Player Name 1  
Player Name 2  
Player Name 3  
Player Name 4  
Player Name 5  
Player Name 6  
Player Name 7  
Player Name 8   
Player Name 9   
Player Name 10   
Player Name 11  
Player Name 12  
Player Name 13   
Player Name 14   
Player Name 15   
Player Name 16  
Press Enter to continue...

Figure 1 – Screen 1: Name entry

\* Menu \*   
1. Enter a game result.  
2. Display the current round.  
3. Display those who are through to the next round.  
4. Display the previous round.  
5. Exit program.  
Please enter the number for the action you wish to take: 2

Figure 2 – Screen 2: Menu

\* Round Display \*  
Displaying Round 1  
  
Match 1:  
+----------------------------------------------+  
| Player Name 1 |21|19| 0| 8|xx| Loser |  
| Player Name 2 | 6|21|21|21|xx| Winner |  
+----------------------------------------------+  
  
Match 2:  
+----------------------------------------------+  
| Player Name 3 |20|19| 0|xx|xx| Loser |  
| Player Name 4 |21|21|21|xx|xx| Winner |  
+----------------------------------------------+  
  
Match 3:  
+----------------------------------------------+  
| Player Name 5 |21|21| 8|18|21| Winner |  
| Player Name 6 | 6|15|21|21|19| Loser |  
+----------------------------------------------+   
Etc.  
Press Enter to continue...

Figure 3 – Screen 3: Round Display

\* Players Advancing \*  
Players advancing from round 1 into round 2:  
  
Player Name 2   
Player Name 4   
Player Name 5   
Player Name 7   
Player Name 10   
Player Name 11  
Player Name 13  
Player Name 15  
  
Press Enter to continue...

Figure 4 – Screen 4: Players Advancing Display

# Story Board

# Test Plan

# JSP

# Code Listing

# Test Log