Membership Application

## Start the Application

Run Validator.java in the accessPoint package to launch the Application.

### Default Login Data:

**Username**: admin  
**Password**: admin

### Restore Default Login Data:

1. Open src/accessPoint/accessController.java
2. Set the field “makeUnWritable” to “true”
3. Run “Validator.java”
   1. You can close it right away.
4. In your file system, open the files “username.bin” and “password.bin” with a text editor.
5. Delete everything inside these files and save them.
6. Set the field “makeUnWritable” to “false” again.
7. Run “Validator.java” again.

The username and password should be on their default values again.

## Basic Features

* Sorting
* Search Member
* Remove Member
* Add Member
* Edit Member
* Member Data
  + Name
  + Birthdate
  + Rank
  + Has he paid?
  + Image

## Database features

* If you close the application and reopen it, the registered members are still there.

## Club Specific Features

* Fully functional tournament with preliminary group phase and knockout phase.
  + Unfortunately, due to a lack of time we couldn’t manage to make the tournament absolutely failsafe and catch all errors. But as long as the inputs are correct, the software works.
  + Correct inputs are: Only numbers for the results; No team or player name twice; team and player name need to be at least 3 characters long.
  + Works best when the window is maximised at a resolution of 1920x1080p.

## WoW Factor

* Great, innovative user interface on the member view.
* Ultra-fancy Tournament view
* Login Necessary to access data.
  + Password and Username can be changed
  + Password and Username stored hashed in a file using PBKDF2
    - Note: We are completely aware of it being a bad idea storing the password in a file “password.bin” but yet we did it for simplicity reasons and still the password is hashed.