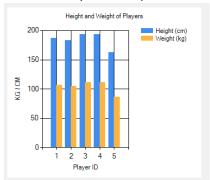
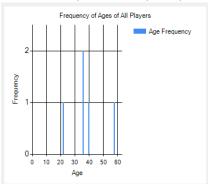
1. Upon opening the application, 2 files will be loaded automatically by default. These files contain players and teams data. Any data contained in these files will be loaded. If the files are empty or do not exist, no data will be loaded.

The files are located as follows:

- a. "\...\Assignment3\MainPlayerManagementForm\MainPlayerManagementForm\bin\ Debug\Players.txt"
- b. "\...\Assignment3\MainPlayerManagementForm\MainPlayerManagementForm\bin\ Debug\Teams.txt"
- 2. If player data exists in the player data files, or player data is added by the user, 2 charts will be plotted:
 - a. Chart 1 tells you a comparison of heights and weights of each player



b. Chart 2 tells you the frequency of the age of players



3. To sign a player to a team, enter the player ID and the name of the team you would like to sign to. For example:



Note: the player ID and team must exist before signing a player

4. To search for a player by age, simply type in an age:

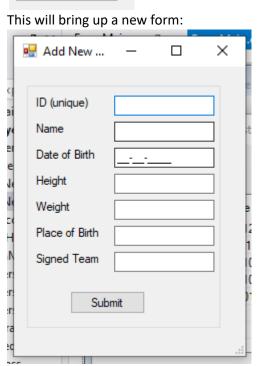


If a player of that age exists, a new window will open showing all players of that age:



5. To add a new player, click on this button:

Add New Player

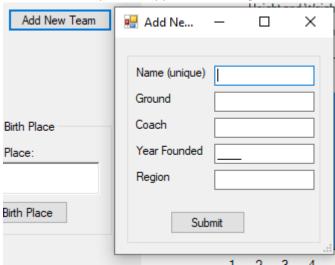


Enter required data.

Note: all data must be entered and be of the correct format. For example, ID's can only be

numeric, and the signed team must exist. The program will inform you if incorrect data has been entered.

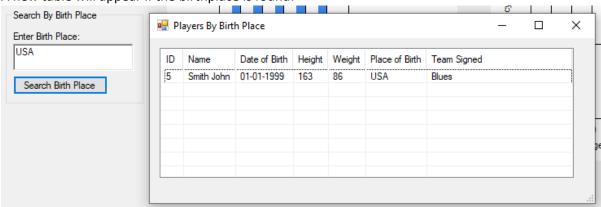
6. The exact same process applies for adding a new team:



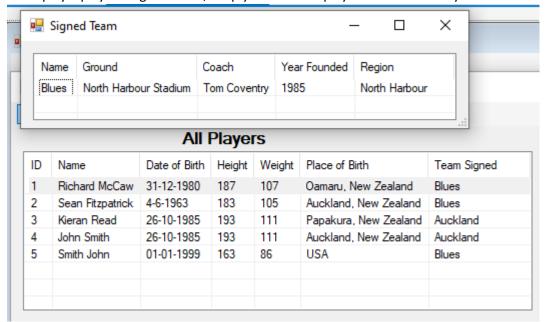
7. To search all players who were born in a certain place, enter name here:



A new table will appear if the birthplace is found:

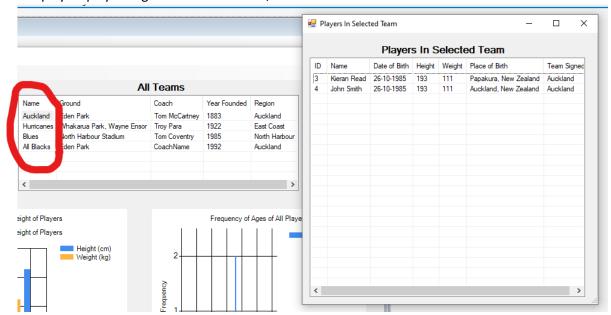


8. To display a players' signed team, simply click on the players row in "All Players":



This will bring up the players' signed team. In this example, the row containing player ID 1 was clicked.

9. To display all players signed to certain team, click on the team Name under "All teams":



This will bring up all players signed to that team. In this example, the team "Auckland" was clicked.

Note: this function only works when the team name is clicked. It will not work if a team row is clicked.

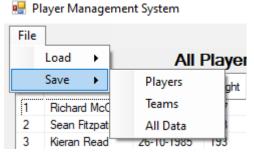
10. To load new data from an existing file, click on file->load:



You may then select the file you wish to open.

Note: the data in the file must be created by this program. If this is not the case, errors may occur, or the data may load incorrectly.

11. To save data currently in the tables, click file->save:



You may choose to save only player or team data. Alternatively, you can chose to save all data.