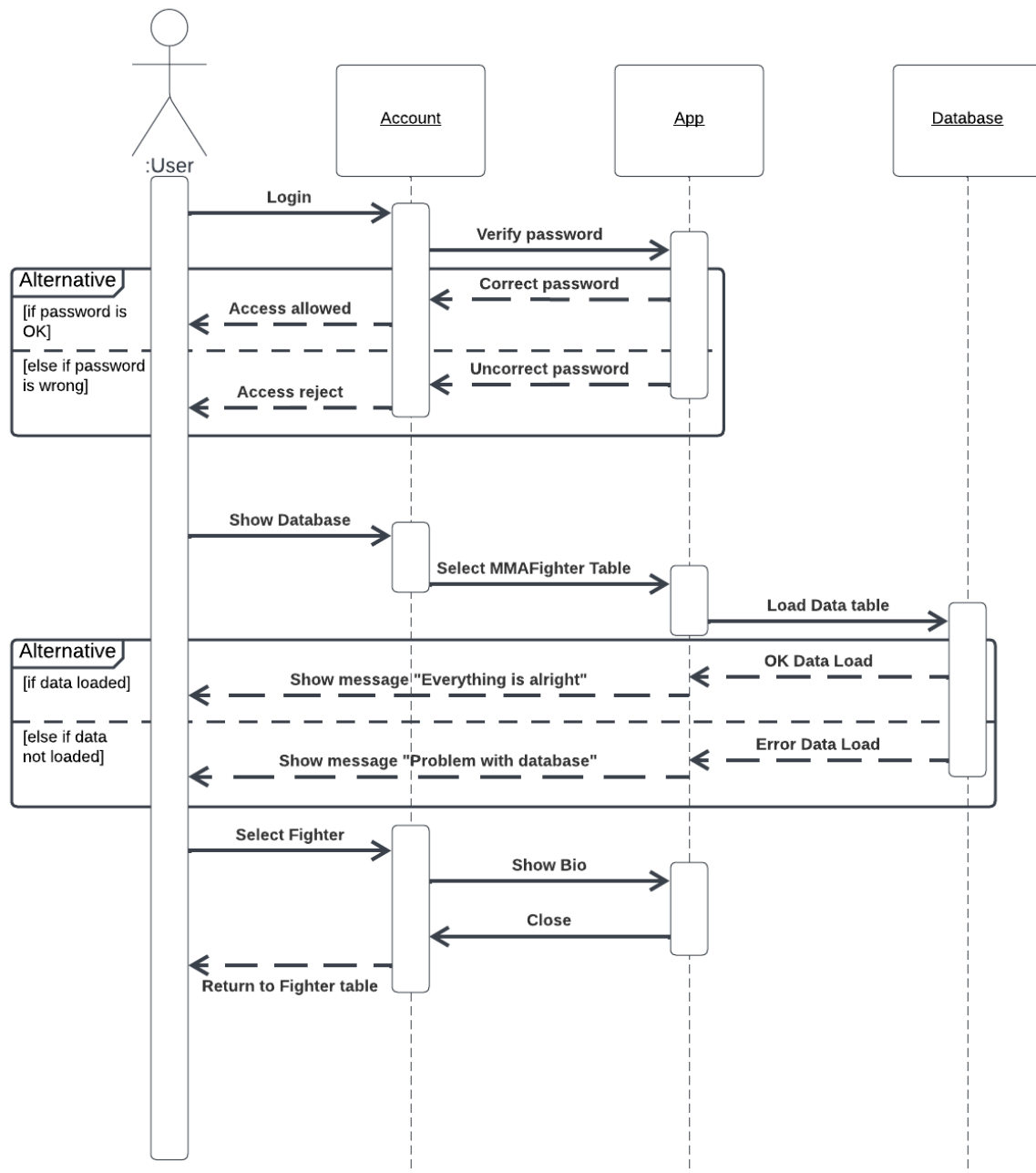


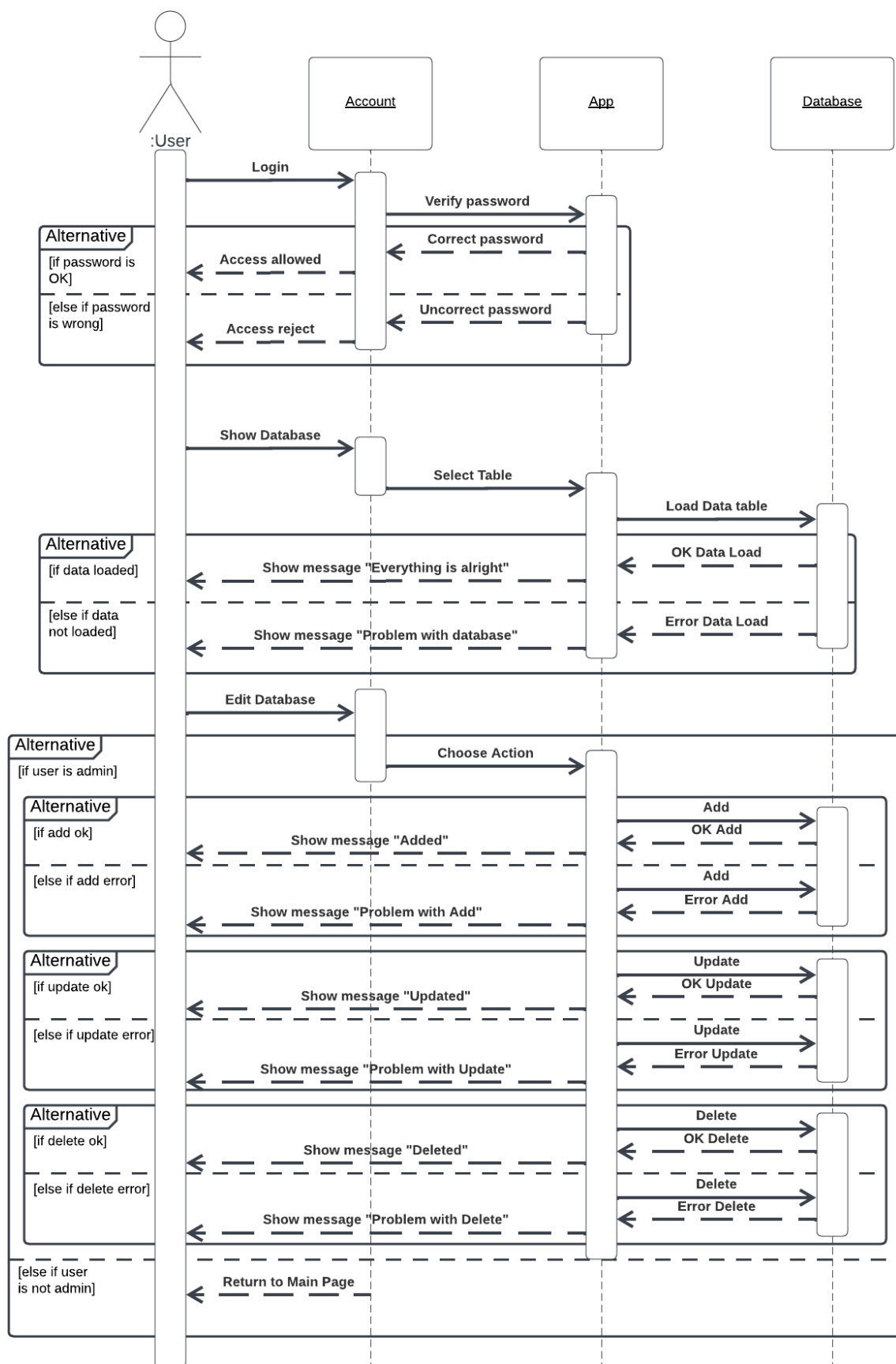
Class diagram, Sequence diagram and Design patterns

Sequence diagram

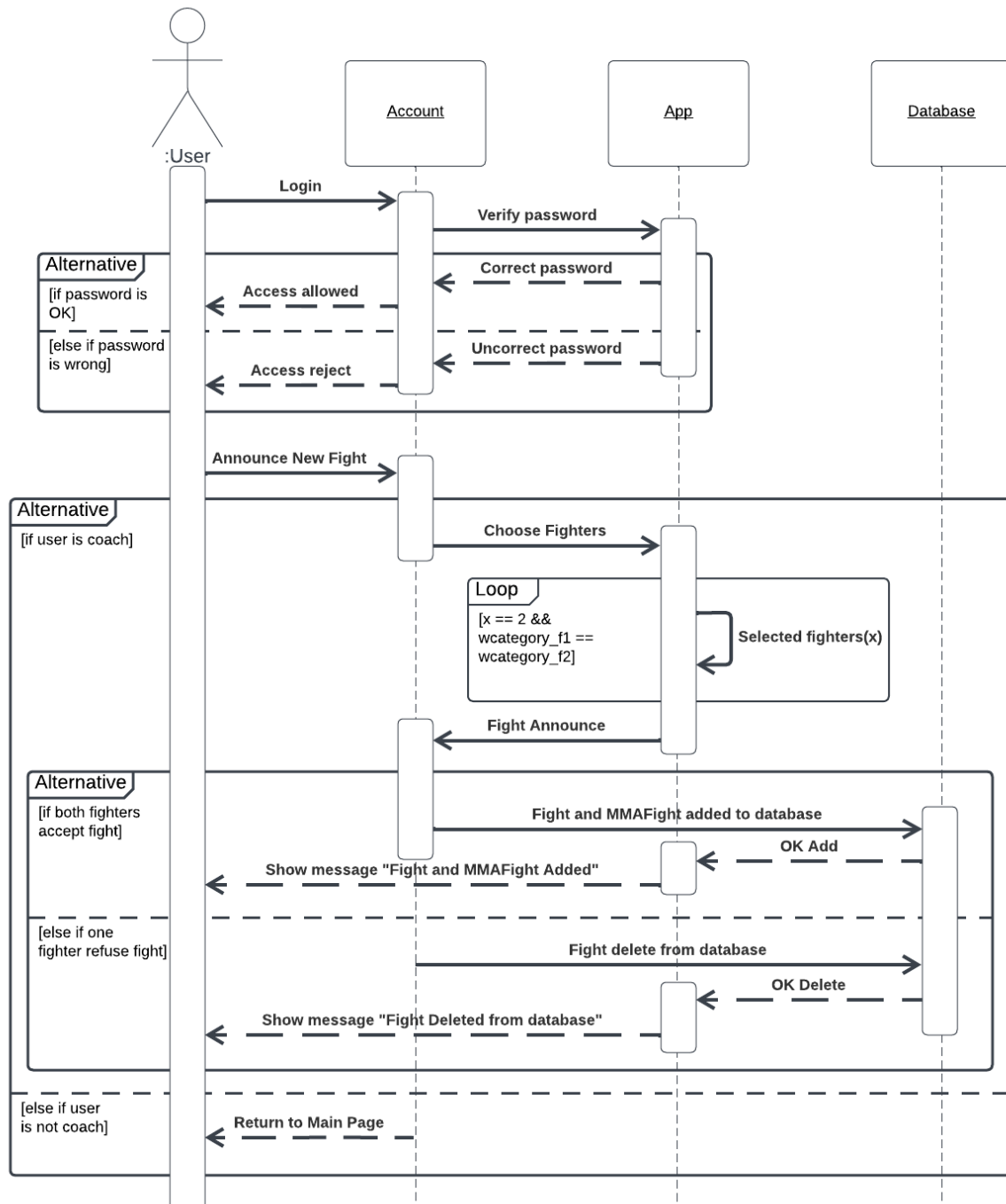
#1 získání BIA fightera



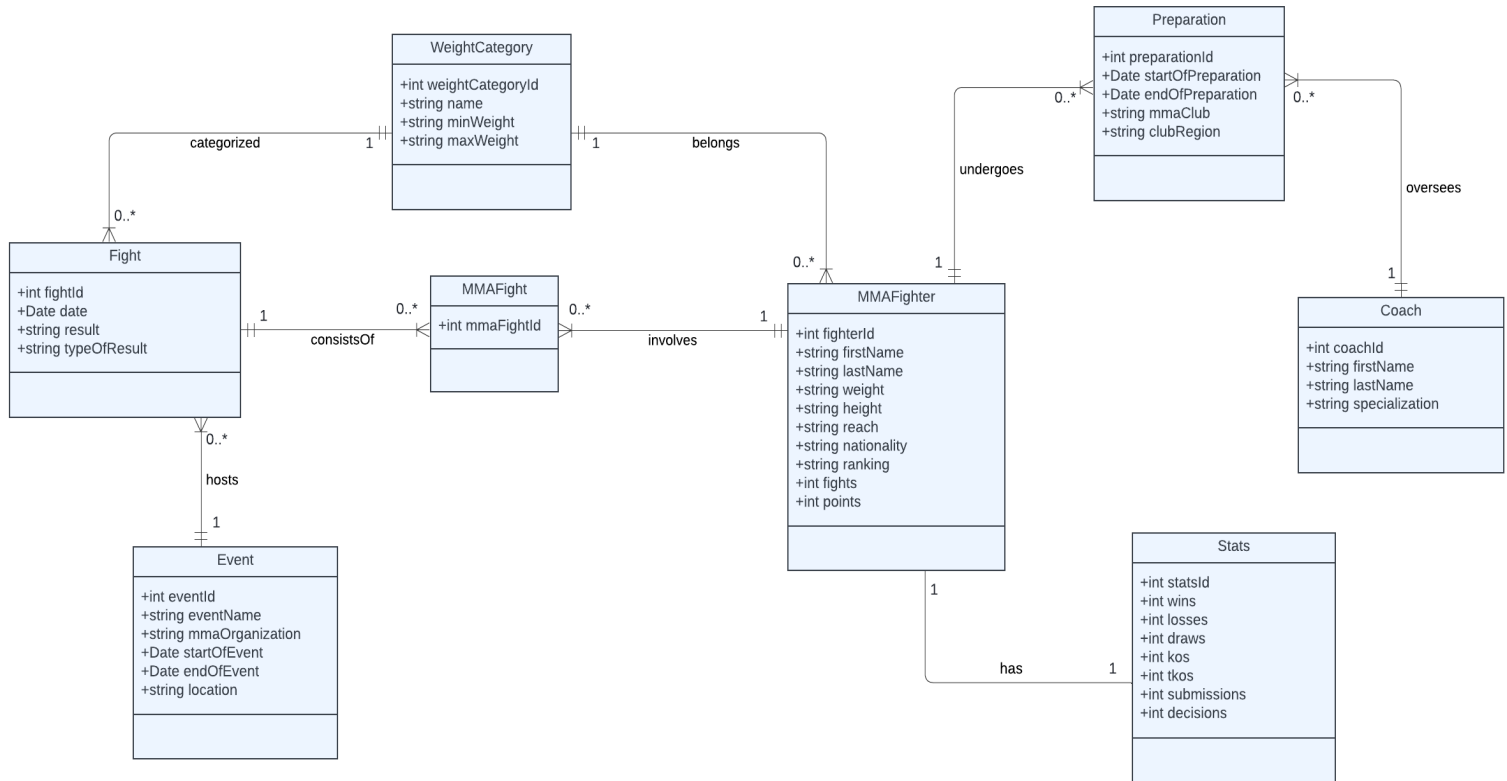
#2 CRUD funkce v databázi



#3 Vytváření zápasu a následné potvrzení zápasu fightery



Class diagram



Design patterns

Repository Pattern
 Service Layer Pattern
 Controller Pattern (MVC)
 Factory Method Pattern
 Observer Pattern