

Matthew Cocchi Samuel Beals Kristopher Moore Nicolai Bedford

D4 Class Diagram

Github link: <a href="https://github.com/mjc367/Group\_7">https://github.com/mjc367/Group\_7</a>
Trello Link: <a href="https://trello.com/cs386group07">https://trello.com/cs386group07</a>

CS 386 Software Engineering Spring 2017 Prof. Gerosa This a class diagram of The Tournament Software. There are fifteen total classes each with either their one to one or one to many relationship. This diagram outlines the usual procedure of a tournament. It starts out with the Tournament Organizer who creates the Tournament. The Tournament then has many Players. Each Player has a Match. There are also classes that support the Tournament, Player, and Match classes.

