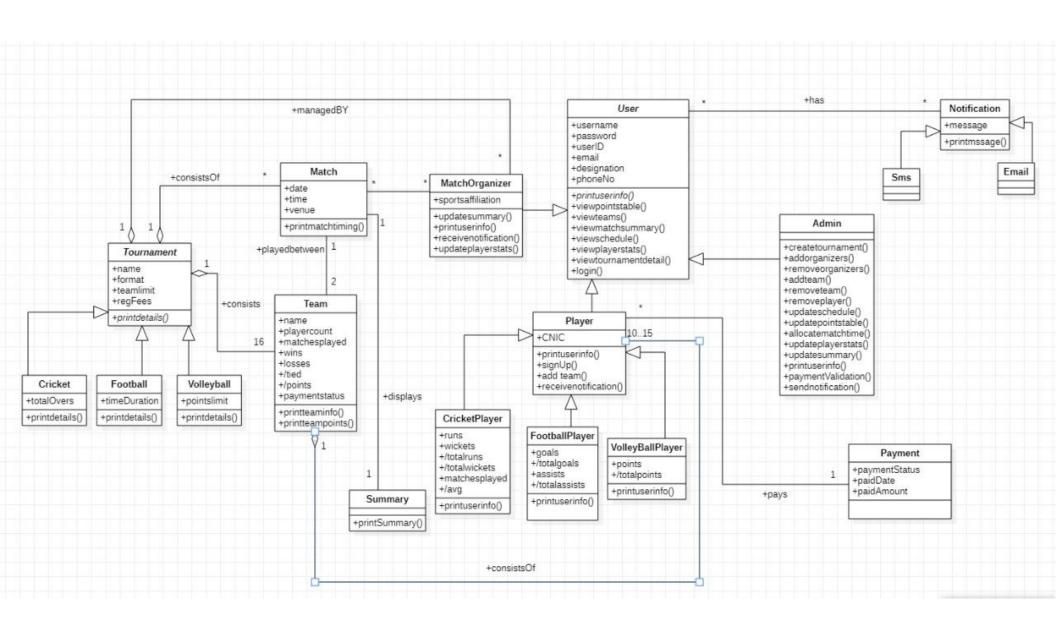
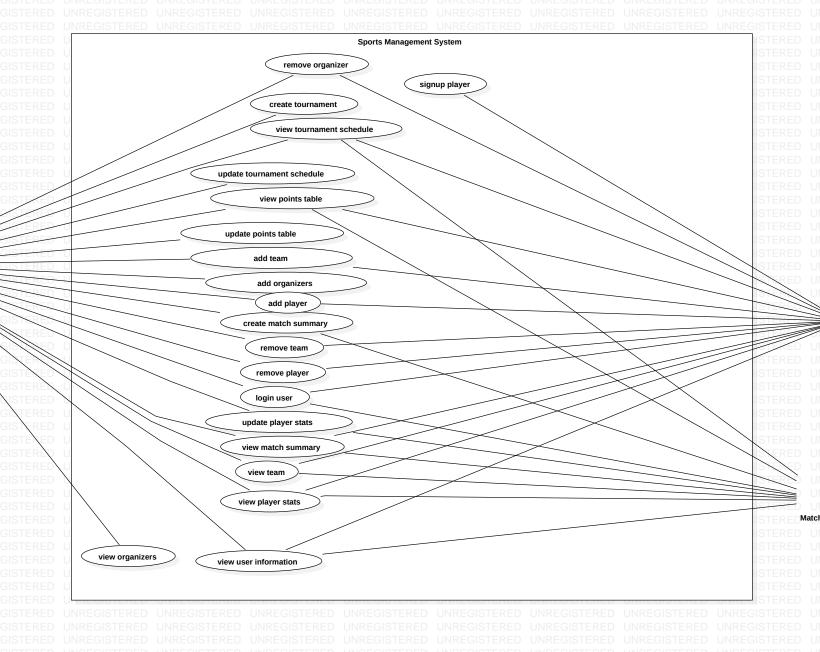
Analysis Class Diagram



Use Case Diagram



Identifier		UC-1	
Nan	ne	create tournament	
Sun	nmary	admin will create tournament of a specific sport after entering required data	
Prio	rity	Medium	
Acto	ors	Admin	
Pre-	-condition(s)	Admin is logged in t	he system
Pos	t-condition(s)	Tournament is adde	d in the tournament list
		Typical Course	of Action
S#	Act	or Action	System Response
1	Press create tou	rnament button	
2			Prompts to enter required data
3	Enter tournament information		
4			Verify information
5			Create tournament instance
	Alta	ata Cauraa of Action/	invalid information
C#	1	ate Course of Action(<u>, </u>
S#	ACT	or Action	System Response Display invalid information error
	l back to step 3		Display invalia information cirol
GU L	back to step 3		

Identifier		UC-2			
Name		view tournament schedule			
Sum	nmary	view match schedules	of a tournament		
Prio	rity	High			
Acto	ors	Admin, Player, Matc	h Organizer		
Pre-	-condition(s)	A tournament exists	s in the system		
Post	t-condition(s)	User is on the tourn	ament schedule page		
		Typical Course	of Action		
S#	Act	or Action	System Response		
1	Press particular tournament button to view its schedule				
2			Display match schedule		
	Alternate Course of Action				
S#	Act	or Action	System Response		

Identifier		UC-3			
Name		view point table			
Sum	nmary	Display the points of a	all participating teams		
Prio	rity	High			
Acto	ors	Admin, Player, Matc	h Organizer		
Pre-	condition(s)	Teams data exists in	n a particular tournament		
Post	t-condition(s)	User is on the point	table page		
		Typical Course	of Action		
S#	Act	or Action	System Response		
1	Press view point spectate point to				
2			Display point table		
	Alternate Course of Action				
S#	Act	or Action	System Response		

Identifier		UC-4			
Name		view match summary			
Sum	nmary	Displays the summary	y of a match		
Prio	rity	High			
Acto	ors	Admin, Player, Matc	h Organizer		
Pre-	condition(s)	Particular Match has	s been played		
Post	t-condition(s)	User is on the match	h summary page		
		Typical Course	of Action		
S#	Act	or Action	System Response		
1	Press particular match button to view match summary				
2			Display match summary		
	Alternate Course of Action				
S#	Act	or Action	System Response		

Identifier UC-		UC-5	
Name vi		view organizers	
Sun	nmary	Displays the list of all	organizers
Prio	ority	low	
Acto	ors	Admin	
Pre-	-condition(s)	Admin is logged in the system organizers information exists in the system	
Pos	t-condition(s)	The admin is on the	organizers information page
		Typical Course	of Action
S#	Act	or Action	System Response
1	Press view organizers button in the admin page		
2			Display list of all organizers
		Alternate Course	of Action
S#	Act	or Action	System Response

Ide	ntifier	UC-6		
Nan	ne	view User information		
Sun	nmary	Displays the informat	ion of a particular user	
Prio	ority	low		
Acto	ors	Admin, Player, Mato	ch Organizer	
Pre-	-condition(s)	The user is logged in the system(as a player/admin/organizer)		
Pos	t-condition(s)	The user is on the u	ser information page	
		Typical Course	of Action	
S#	Act	or Action	System Response	
1	Press player but information of a			
2			Display user information	
		Alternate Course	of Action	
S#	Act	or Action	System Response	

Identifier		UC-7			
Name		add Official			
Sun	nmary	Assigns an official to	a match		
Prio	rity	medium			
Acto	ors	Admin			
Pre-	-condition(s)	The admin is logged	d in the system		
Pos	t-condition(s)	Official is added in the official's list of a tournament Admin is on the organizers data page			
		Typical Course	of Action		
S#	Act	or Action	System Response		
1	Press match to assign official to				
2	Press organizer	to assign as official			
3			Verify information added		
4			Add official to a match		
	Alternate Course of Action()				
S#	Act	or Action	System Response		
4			Display error message "Organizer already assigned"		
Go b	ack to step 2				

Ide	ntifier	UC-8			
Name		log in			
Sun	nmary	Logs in a player/mato	ch organizer/admin		
Prio	ority	High			
Acto	ors	Admin, Player, Mato	ch Organizer		
Pre	-condition(s)	User is not logged in	n the system		
Pos	t-condition(s)	User is logged in the	e system		
F 03	t-condition(s)	User is on the home	e page		
		Typical Course	of Action		
S#	Act	or Action	System Response		
1	Enter log in butt	ton			
2			Display log in page		
3			Prompt for username, password		
4	Enter username				
5	Enter password				
6			Verify information		
7			Logs in		
		Alternate Course	of Action		
S#	Act	or Action	System Response		
7			Displays error message "Invalid username"		
Go b	ack to step 2		,		
	Alternate Course of Action				
S#	Act	or Action	System Response		
7			Displays error message "Incorrect password"		
Go b	pack to step 2		,		

Identifier		UC-9		
Name		update tournament schedule		
Sun	nmary	Updates the schedule	of the tournament	
Prio	rity	Medium		
Acto	ors	Admin		
Pre-	condition(s)	Admin is logged in t	he system	
Pos	t-condition(s)	Tournament schedu	le data is updated	
		Typical Course	of Action	
S#	Act	or Action	System Response	
1	Press update scl	nedule button		
2			Prompts for specific match	
3	Enter particular match button			
4			Prompts for time/date	
5	Enter time/date/			
6			verify updated information	
7			Update schedule	
	Altern	ate Course of Action	(Invalid time/date)	
S#	Act	or Action	System Response	
7			Display error message "Invalid time or date entered"	
Go b	Go back to step 5			

Identifier		UC-10			
Name		update point table			
Sun	nmary	Updates the points ta	ble of a specific tournament		
Prio	ority	High			
Acto	ors	Admin			
Pre	-condition(s)	Admin is logged in t	he system		
Pos	t-condition(s)	Points data is updat	ed in the point table		
		Typical Course	of Action		
S#	Act	or Action	System Response		
1	Select team to u	update points of			
2			Verify information		
3			Calculate updated points		
4			Update point table		
	Alternate Course of Action				
S#	Act	or Action	System Response		
3			Display error message "Team		
			hasn't played yet"		
Go E	Go Back to step 1				

Identifier		UC-11		
Name		create match summary		
Summary		It will create the summary of a match		
Prio	rity	High		
Acto	ors	Admin, Match Orga	nizer	
Pre-	condition(s)	Admin or match org	ganizer is logged in the system	
Post	t-condition(s)	Match summary is oupdated	created and match data is	
		Typical Course	of Action	
S#	Act	or Action	System Response	
1	Press specific match summa	atch button to create ry		
2			Display scorecard to update	
3			Prompt for update data(score/wickets)	
4	Enter data			
5			Verify data	
6			Update data	
7			Create summary	
	Alternat	te Course of Action(r	natch yet to happen)	
S#	Acto	or Action	System Response	
2			Display error message "match hasn't happened yet"	
Go b	ack to step 1			
Alternate Course of Action(wrong data entered)				
S#	Act	or Action	System Response	
6			Display error message "wrong data entered"	
Go b	ack to step 4		·	

		1	1	
Identifier		UC-12		
Name		update player stats		
Sum	nmary	Updates the stats of a	a player for a tournament	
Prio	rity	high		
Acto	ors	Admin, Match Organ	nizer	
Pre-	condition(s)	Admin/match organ	izer is logged in the system	
Post	t-condition(s)	Stats of a player are	e updated	
	Typical Course of Action			
S#	Act	or Action	System Response	
1	Select player from players list			
2			Display player stats	
3			Prompt user to add updated stats	
4	Enter player stats			
5			Verify updated stats	
6			Update stats	
	Alternate Course of Action(wrong data entered)			
S#	Act	or Action	System Response	
6			Display error message "invalid data entered"	
Go b	ack to step 4			
<u>'</u>				

Ide	Identifier UC-13					
Nan	Name view player stats					
Summary View a players stats in a tournament						
Prio	rity	High				
Acto	ors	Admin, Player, Mato	h Organizer			
Pre-	-condition(s)	Player should exist	in a tournament			
Post	t-condition(s)	User is on the playe	r stats page			
		Typical Course	of Action			
S#	Act	or Action	System Response			
1	Select player fro	m player list				
2			Display player stats			
	,	Alternate Course	of Action			
S#	Act	or Action	System Response			

Ide	ntifier	UC-14					
Nan	1е	sign up					
Sum	nmary	Sign up a player willing to register a team					
Prio	rity	Medium					
Acto	ors	Player					
Pre-	condition(s)	User is not logged in	n already				
Post	t-condition(s)	Player data is added system	d to registered players list in the				
		Typical Course	of Action				
S#	Act	or Action	System Response				
1	Enter sign up op	tion					
2			Prompt username, password and other mandatory details				
3	Enter username						
4	Enter password						
5	Enter mandatory	y details					
6			Verify information				
7			Sign up the player				
	Altern	ate Course of Action	(Invalid username)				
S#	Act	or Action	System Response				
7			Display error message "invalid username"				
Go b	ack to step 3						
	Altern	ate Course of Action	(Invalid password)				
S#	Act	or Action	System Response				
7	Display error message "invalid password"						
Go b	ack to step 4		•				
	Alter	nate Course of Actio	n(Invalid details)				

S#	Actor Action	System Response
7		Display error message "invalid details entered"
Go b	pack to step 5	

Ider	ntifier	UC-15					
Nan	ne	remove player					
Sum	nmary	Removes a player from a team					
Prio	rity	low					
Acto	<u>-</u>	Admin, Player					
Pre-	-condition(s)		yer) is logged in the system				
Post	t-condition(s)	The particular player is removed and no longer in the system					
		Typical Course	of Action				
S#	Act	or Action	System Response				
1	Press the remov remove a player	re player button to					
2			Shows list of players				
3			Prompt for player to remove				
4	Enter player						
5			Removes player				
	,	Alternate Course	of Action				
S#	Act	or Action	System Response				

Ide	ntifier	UC-16						
Nan								
Sun	n a particular tournament							
Prio	ority	low						
Acto	ors	Admin						
Pre-	-condition(s)	Admin is logged in t	he system					
Pos	t-condition(s)	The particular team is removed and no longer in the tournament						
		Typical Course	of Action					
S#	Act	System Response						
1	Press the remove remove a particular	e team button to ular team						
2			Removes the team					
	,	Alternate Course	of Action					
S#	Act	or Action	System Response					

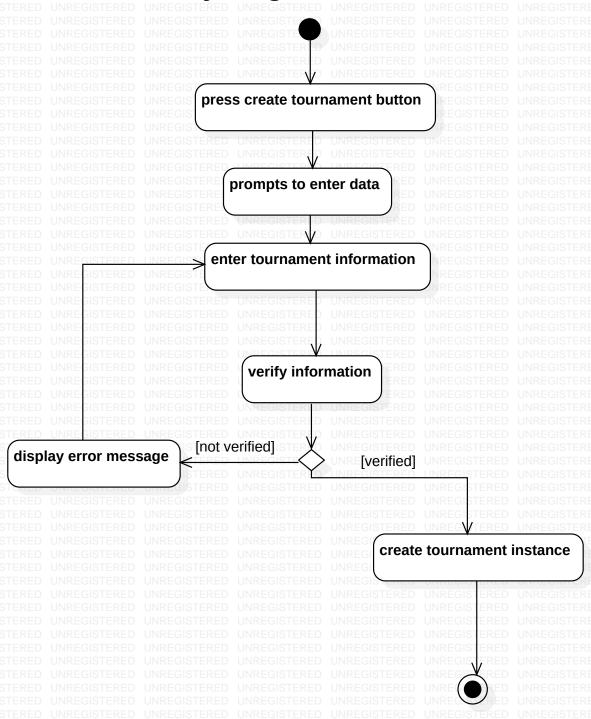
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Ider	ntifier	UC-17					
Nan	1e	remove organizer					
Sum	nmary	Removes an organize	r from a tournament				
Prio	rity	low					
Acto	ors	Admin					
Pre-	-condition(s)	The admin is logged	in the system				
Post	t-condition(s)	The organizer is no organizer list	longer in the tournament				
Typical Course of Action							
S#	Act	or Action	System Response				
1		e organizer button to					
	remove an orga	nizer					
2			Shows list of organizers				
3			Prompt for organizer to remove				
4	Enter organizer						
5			Removes organizer				
	1	Alternate Course	of Action				
S#	Act	or Action	System Response				

Identifier	ntifier UC-18				
Name	add player				
Summary	Adds a player to a tea	am			
Priority					
Actors	Admin, Player(capta	ain)			
Pre-condition(s)	Player/admin is logo	ged in the system			
Post-condition(s)	Player is added to tl	ne particular team			
	Typical Course	of Action			
S# Act	or Action	System Response			
1 Enter add player	option				
2		Displays page			
3		Prompt user to add player information			
4 Enter player nar	ne				
5 Enter player CN	IC				
6 Enter player em	ail				
7 Enter player pho	one No				
8 Enter player des	ignation				
9 Press add player	button				
10		Check validation			
11		Add player to the team			
Alterna	te Course of Action(inappropriate CNIC)			
S# Act	or Action	System Response			
11		Display message "inappropriate CNIC format"			
Go back to step 5					
Alte	rnate Course of Action	on(invalid email)			
S# Act	or Action	System Response			
11		Display message "invalid email address"			
Go back to step 6					

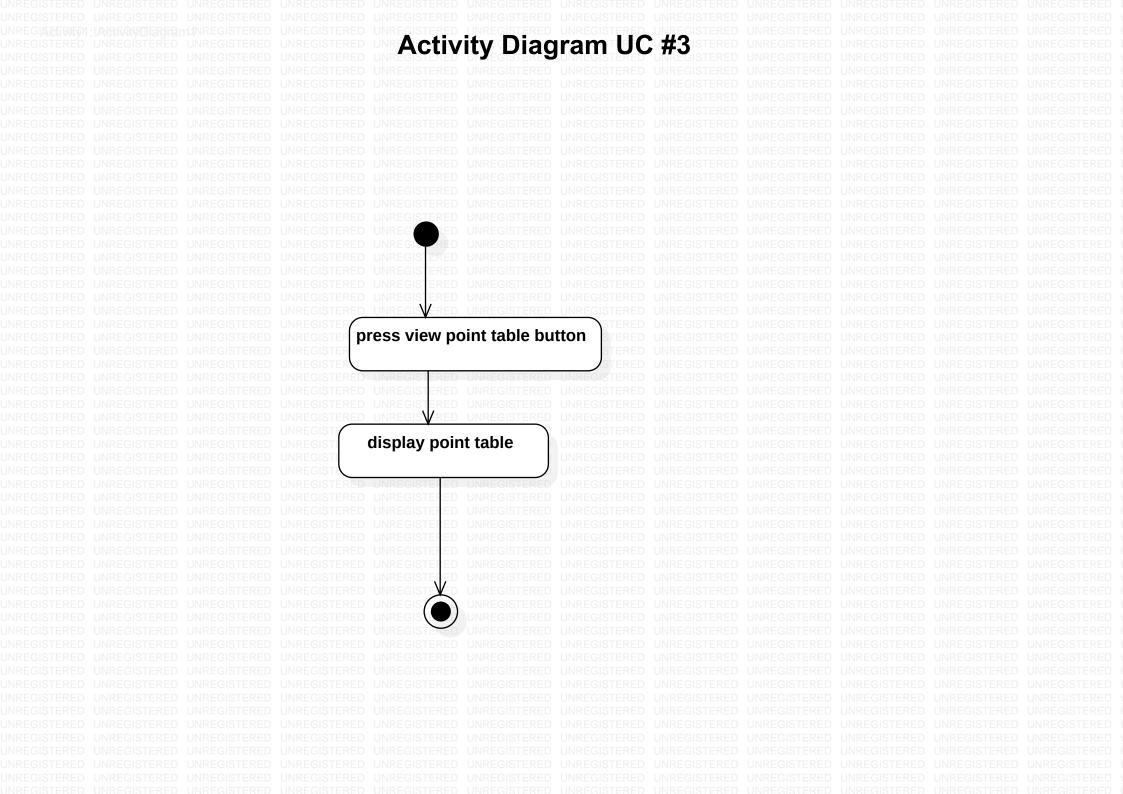
	Alternate Course of A	action(Invalid phone No)
S#	Actor Action	System Response
11		Display message "Invalid Phone No"
Go back to	o step 7	·
	Alternate Course of A	Action(team already full)
S#	Actor Action	System Response
11		display message "team players limit reached"

Talas		110.10					
	ntifier	UC-19					
Nan	ne	add team					
Sun	nmary	Adds a team to a tou	rnament				
Prio	rity	High					
Acto	ors	Admin, Player(capta	ain)				
Pre-	-condition(s)	Admin/player is log	ged in the system				
Pos	t-condition(s)	The team is added i	in the tournament team list				
		Typical Course	of Action				
S#	S# Actor Action System Response						
1			Prompt user to add team information				
2	Enter name						
3	Enter team play	er count					
4	Press add team						
5			validation				
6			Add team to the tournament				
	Alter	nate Course of Actio	n(duplicate name)				
S#	Act	or Action	System Response				
6			Display message "team name already exists"				
	Go back to step	2					
		Alternate Course	of Action				
S#	Act	or Action	System Response				

Ide	ntifier	UC-20					
Nan	ne	view team					
Sun	nmary	Views the teams participating in the tournament					
Prio	ority	High					
Acto	ors	Admin, Player(capta	nin) ,Match Organizer				
Pre-	-condition(s)	User is logged in the	e system				
Post	t-condition(s)	User is on the view	team page				
		Typical Course	of Action				
S#	Act	ctor Action System Response					
1	Enter the view t						
2			Display list of teams				
		Alternate Course	of Action				
S#	Act	or Action	System Response				
	T	Alternate Course	of Action				
S#	Act	or Action	System Response				



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press view match summary button

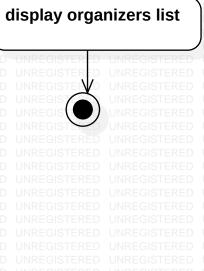
display match summary





press view organizers button



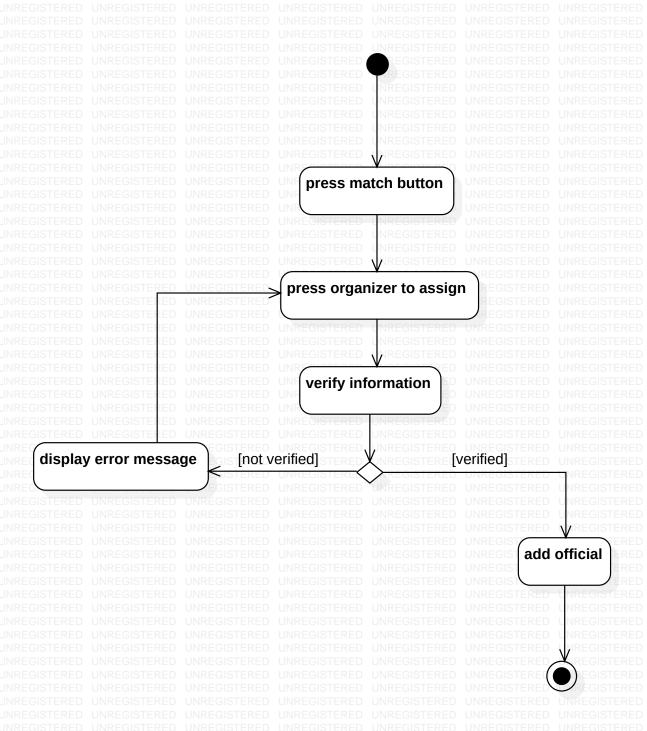


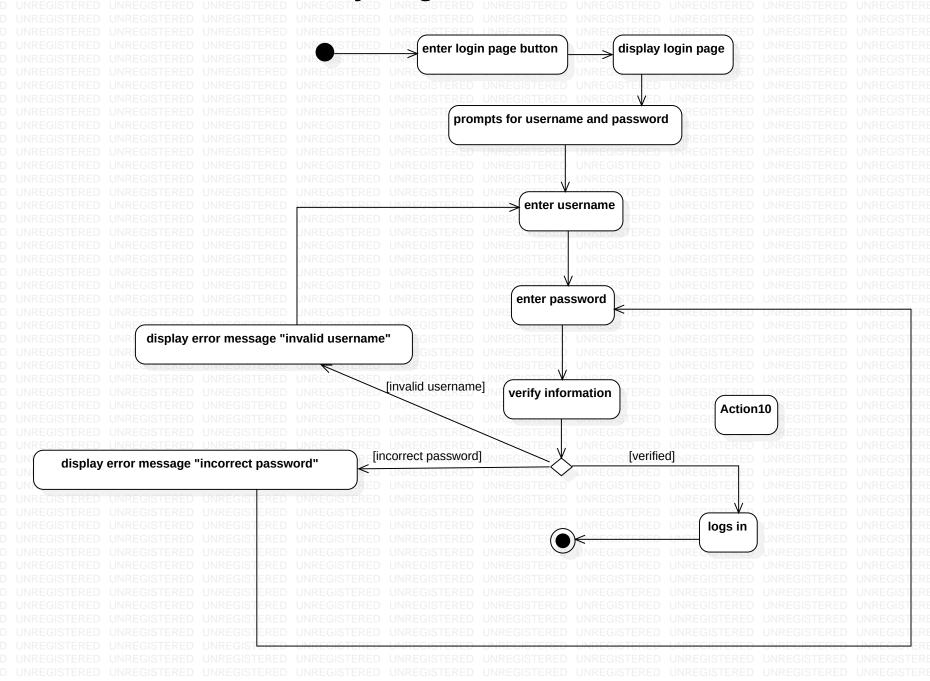






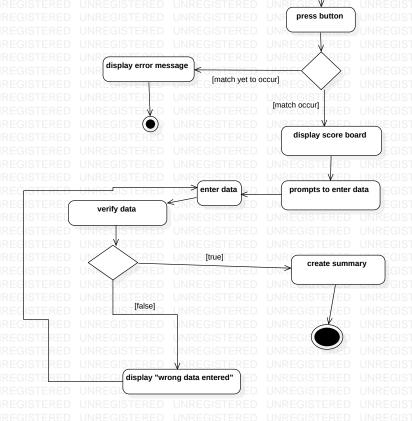
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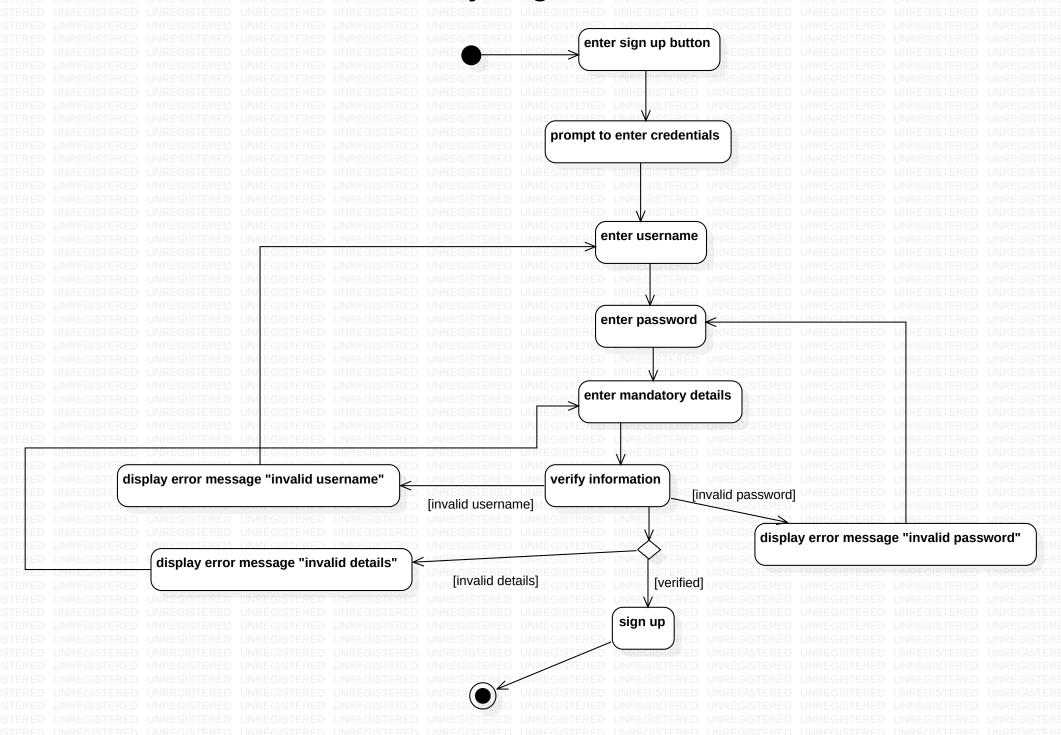
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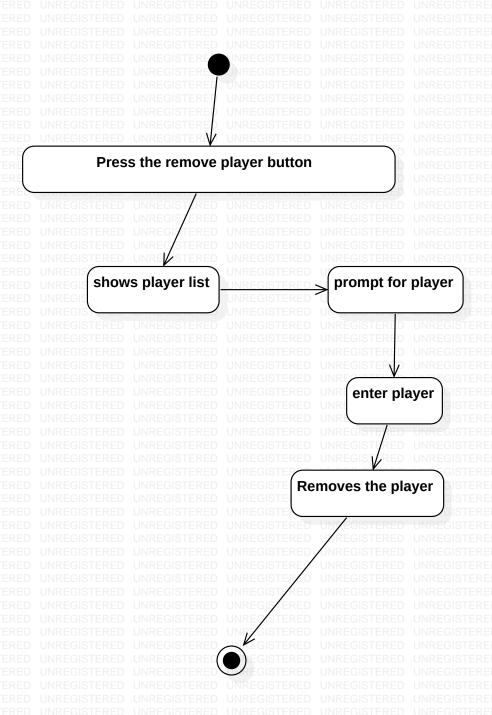
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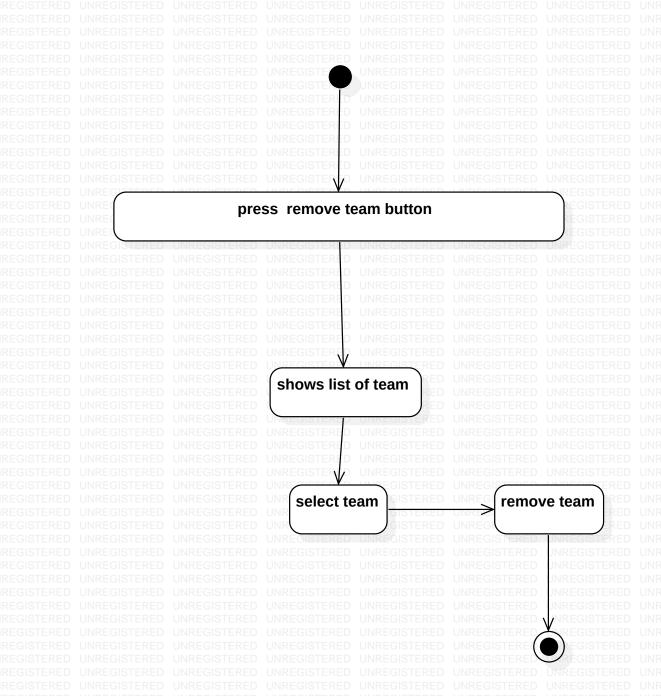


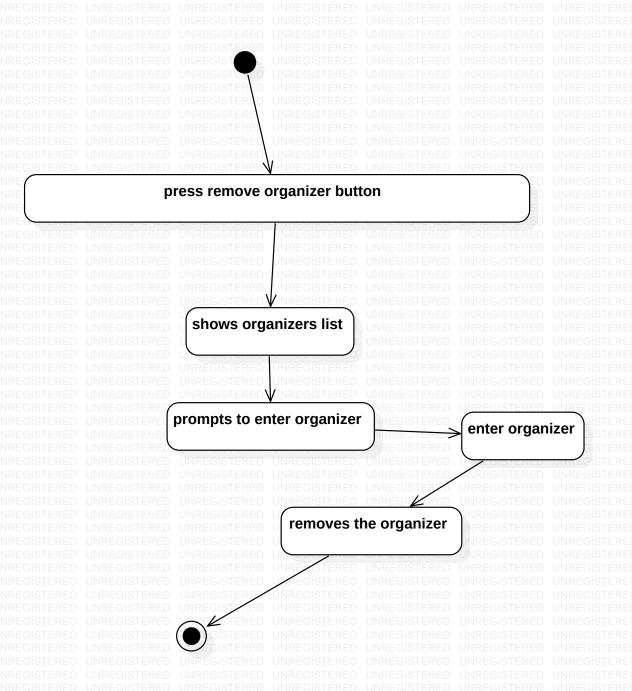
Activity Diagram UC #12 select player display stats prompts to enter updated stats verify stats

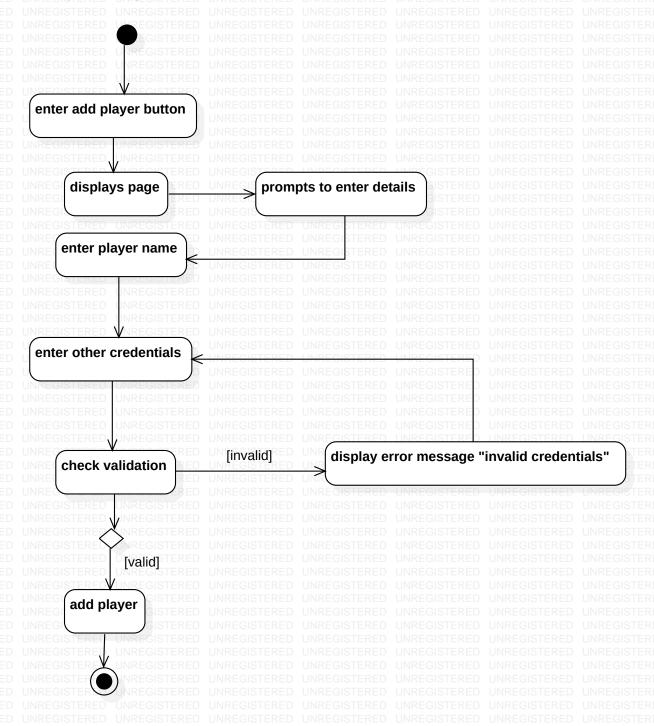
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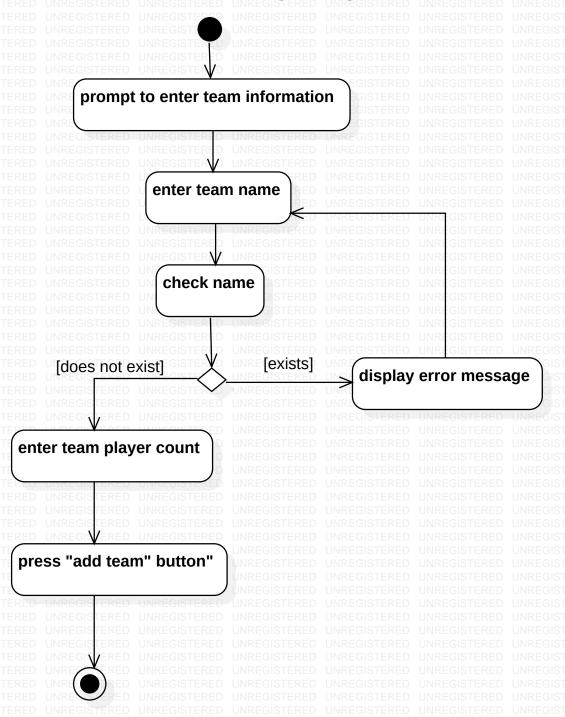












Activity Diagram UC #20 enter "view team" option display teams' list