Documentation of

The Ultimate Aces

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Our main aim for this project is to create a program that contained database functions. The menu is quite simple, you just have to choose an option and then you can create a student you can edit him you can delete him, or you can create a team, or a teacher and you do the same thing to them. the program has its own data folders, and it can save all the information about the students, teachers and teams. By choosing your options you can develop whatever you want to happen to the teams or students. We have a lot of ideas about the future of this project. We want to add many new things and some other stuffs. Also, we want to clear all the errors we have and to upgrade the code.

1. Our testing strategy for the code🡪[Go back](#Home_page)

We mostly use a lot of hand checking for our code. We do not want to trust on a program so this is way we used hand checking. It means that we start and test the code again and again until it is working. We fixed every little mistake that we found while checking it. We started the program and follow it to see where the problems are and tried to fix it. Everything that we found is fixed. We tried to check everything we could because it is a lot of code and different functions to go through.

1. Function description🡪[Go back](#Home_page)

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| Functions | Description |
| void studentsAdd(); | function which adds students to Students.csv |
| void studentsDelete(); | function which deletes students off Students.csv |
| void connectionsRemoveStudentFromTeam(string studentEmail); | connections from Students.csv to Teams.csv |
| void studentsEdit(); | function which edits students information in Students.csv |
| void editFirstName(string emailToBeEdited, string fileToEdit, string tempFileName, string editNameTo); | Edits students first name |
| void editSecondName(string emailToBeEdited, string fileToEdit, string tempFileName, string editNameTo); | Edits students last name |
| void editEmail(string emailToEdit, string fileToEdit, string tempFileName, string editTo); | Edits students email |
| void connectionsEmailChangeTeams(string emailToBeEdited, string editTo); | Connections to teams.csv |
| void editPreferredPos(string emailToBeEdited, string newPosition); | Edits students preferred position |
| void editClass(string emailToBeEdited, char newClass); | Edits students class |
| void teachersAdd(); | function which adds teachers to Teachers.csv |
| void teachersDelete(); | function which deletes teachers off Teachers.csv |
| void connectionsRemoveTeacherFromTeam(string teacherEmail); | connections from Teachers.csv to Teams.csv |
| void teachersEdit(); | function which edits teachers information in Teachers.csv |
| void editFirstName(string emailToBeEdited, string fileToEdit, string tempFileName, string editNameTo); | Edits teachers first name |
| void editSecondName(string emailToBeEdited, string fileToEdit, string tempFileName, string editNameTo); | Edits teachers second name |
| void editEmail(string emailToEdit, string fileToEdit, string tempFileName, string editTo); | Edits teachers email |
| void connectionsEmailChangeTeams(string emailToBeEdited, string editTo); | Connections to teams.csv |
| void teamsAdd(); | function which adds teams to Teams.csv |
| vector<string> searchStudentTeam(string searchTermS); | connections from Teams.csv to Students.csv Used for displaying information to the user and checking if student is legible to be in a team |
| vector<string> searchTeacherTeam(string searchTermT); | connections from Teams.csv to Teachers.csv Used for displaying information to the user |
| void connectionsChangeStudentTeam(string studentName, string studentTeam); | connections from Teams.csv to Students.csv Used for changing students team in Students.csv |
| void connectionsChangeTeacherTeam(string teacherEmail); | connections from Teams.csv to Teachers.csv Used for changing the number of teams the teacher is part in |
| void teamsDelete(); | function which deletes teams off Teams.csv |
| void connectionsChangeStudentTeamToNo(string teamName); | connection from Teams.csv to Students.csv Used for changing the team to No after deletion of the team |
| void connectionsChangeTeacherTeamDown(string teacherEmail); | connection from Teams.csv to Teachers.csv Used for changing the number of teams the teacher is part in |
| void teamsEdit(); | function which searches if a team exists and prints it in the cmd |
| void editTeamName(string teamToBeEdited, string editTo); | Edits team name |
| void connectionsChangeTeamNameStudents(string oldTeamName, string newTeamName); | Connections to Students.csv |
| void editTeamClassmates(string newStudentEmail, string teamNameOfStudent, int studentNumberInTeam); | Edits students in Teams.csv depending who replaces him |
| void connectionsTeamStudents(string oldStudentEmail, string newStudentEmail, string nameOfTeam); | Connection to Students.csv |
| bool searchStudent(string searchTerm); | Searches Students.csv for a student |
| bool searchTeacher(string searchTerm); | Searches Teachers.csv for a teacher |
| bool searchTeam(string searchTerm); | Searches Teams.csv for a teacher |