App

-controller: Controller

View

- io: UserIO

+ displayMenuAndGetOption(): int

+ displayRankings(List<Player>): void

+ getPlayerName(): String

+ displayGames(List<Game>): void

+ getSearchDate(): String

+ getNewGameInfo(Game): void

+ getEditedGameInfo(Game): void

+ getSpecificGameFromList(List<Game>): Game

+ printSuccessMessage(String): void

+ printErrorMessage(String): void

Controller

- view: View

- service: StatsService

+ public run(): void

- displayRankings(): void

- viewRecentGames(): void

- viewGamesByDate(): void

- addGame(): void

- removeGame(): void

- editGame(): void

StatsService

- rankings: RankingsDao

- gameLog: GameLogDao

+ getRankings(): List<Player>

+ getRecentGames(String): List<Game>

+ getGames(String, LocalDate): List<Game>

+ addGame(Game): void

+ removeGame(Game): void

«interface» RankingsDao

RankingsDaoFileImpl

- filename: String

- final DELIMITER: String

+ getAllPlayers(): List<Player>

+ update(List<Player>): void

«interface» GameLogDao

GameLogDaoFileImpl

- filename: String

- final DELIMITER: String

+ addGame(Game): void

+ getAllGames(): List<Game>

+ update(List<Game>): void

Game

- date: LocalDate

- away: Player

- home: Player

- awayGoals: int

- homeGoals: int

- wentToOT: boolean

- outcome: GameOutcome

Player

- name: String

- wins: int

- lossesReg: int

- lossesOT: int

- goalsFor: int

- goalsAgainst: int

- goalDiff: int

- avgGoalsFor: double

- avgGoalsAgainst: double

- rankingPoints: double

enum GameOutcome

HOME_WIN

HOME_LOSS_REG

HOME_LOSS_OT