

State Board of Cricket Council –V1.0 *

State Board of Cricket Council

State Board of Cricket Council (SBCC) is one of the leading cricket selection academies in the state. They are in need of an automated system that should manipulate the player details provided and also find the players who have secured star rating between a specific range from the database.

You being their software consultant have been approached to develop a pilot java application which can be used by the admin for the above mentioned requirement.

Click below to download Requirement Document(s)

[Requirement Document - 1/7](#)

State Board of Cricket Council – Running Case study

Requirement 1: Create a player profile

This functionality deals with getting the basic details of players such as player Id, player Name, number of matches played, runScored and playing zone of the player. Create a player and display as specified in the sample input and output.

Component Specification: Player (Model Class)

Component Name	Type (Class)	Attributes	Methods	Responsibilities
	Player	String playerId String playerName int matchesPlayed int runScored String playingZone	Include all necessary Getters and Setters for all the attributes Provide a no argument and a five argument constructor in the given order playerId, playerName, matchesPlayed, runScored and playingZone.	

In `UserInterface` class, **In the main method provided, fill the code to produce the output as shown in the Sample input and Output.**

When user selects the option **1. Create player**, it should get the player details such as `playerId`, `playerName`, `matchesPlayed`, `runScored` and `playingZone` from the user and create `Player`.

When user selects the option **2. Display player details**, it should display all the player details. (**Hint:** The details should be displayed using getters).

When user selects the option **3. Exit**, display the message "**Thank you for using SBCC application**" and end the program.

OVERALL DESIGN CONSTRAINTS:

- The `Player` class should be inside the package `com.sbcc.model`
- The `UserInterface` class should be inside the package `com.sbcc.main`
- Adhere to the design specifications mentioned in the case study.
- The classes and methods should be declared as public and all the attributes should be declared as private.
- Do not change or delete the class/method/attributes, names or return types which are provided to you as a part of the base code skeleton.
- Please make sure that your code does not have any compilation errors while submitting.

Sample Input and Output 1 [Values given in bold represents the input]:

1. Create player

2. Display player details

3. Exit

Enter your choice

1

Enter the player Id

HASV1234F

Enter the player name

Dhoni Mahee

Enter the number of matches played

10

Enter the total runs scored

1000

Enter the playing zone

North

1. Create player
2. Display player details
3. Exit

Enter your choice

2

Player id: HASV1234F

Player name: Dhoni Mahee

Matches played: 10

Total runs scored: 1000

Playing zone: North

1. Create Player
2. Display player details
3. Exit

Enter your choice

3

Thank you for using SBCC application