**FINAL PROJECT DATA DICTIONARY**

**RAYMOND SMITH**

**Class: Player**

**DATA**

|  |  |  |
| --- | --- | --- |
| Name | Type | Description |
| firstName | String | Player’s first name |
| lastName | String | Player’s last name |
| number | int | Player’s jersey number |

**METHODS**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Type | Parameters In | Purpose |
| Player | constructor | first, last, num | Sets player’s first name, last name and jersey number |
| getFirstName | String | none | Returns player’s first name |
| getLastName | String | none | Returns player’s last name |
| getNumber | int | none | Returns player’s jersey number |
| setFirstName | void | first | Sets firstName value as the string passed in |
| seLastName | void | last | Sets lsatName value as the string passed in |
| setNumber | void | num | Sets number as the integer passed in |

**Class: basketballPlayer extends Player**

**DATA**

|  |  |  |
| --- | --- | --- |
| Name | Type | Description |
| shotsTaken | int | Total number of shots taken from the field in a game |
| madeShots | int | Total number of made shots during a game |
| threesTaken | int | Total number of 3 point shots taken during game |
| made3s | int | Total number of made 3 point shots during a game |
| freesTaken | int | Total number of free throws taken during game |
| madeFrees | int | Total number of made free throws during game |
| points | int | Total number of points scored during game |
| fouls | int | Total number of fouls player has during game |
| assists | int | Total number of assists player has during game |
| blocks | int | Total number of blocks player has during game |
| steals | int | Total number of steals player has during game |
| rebounds | int | Total number of rebounds player has during games |

**METHODS**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Type | Parameters In | Purpose |
| BasketballPlayer | constructor | first, last, num | Sets stat variables as 0. Calls parent class constructor and sends necessary arguments. |
| setPlayerAlert | void | PlayerAlert p | Passes in instance of the PlayerAlert interface to set the PlayerAlert active |
| toString | String | none | Sets what values will be displayed when the object is added to a comboBox. |
| getShotsTaken | int | none | Returns number of shots taken from field during game |
| getMadeShots | int | none | Returns number of shots made from field during game |
| getThreesTaken | int | none | Returns number of 3 point shots taken during game |
| getThreesMade | int | none | Returns number of 3 point shots made during game |
| getFreesTaken | int | none | Returns number of free throws taken during game |
| getMadeFrees | int | none | Returns number of free throws made during game |
| getPoints | int | none | Returns number of points scored in game |
| getFouls | int | none | Returns number of fouls committed during game |
| getSteals | int | none | Returns number of steals during game |
| getBlocks | int | none | Returns number of blocks during game |
| getAssists | int | none | Returns number of assists during game |
| getRebounds | int | none | Returns number of rebounds during game |
| made2 | void | none | Adds 1 to shotsTaken, madeShots, and 2 to points |
| missed2 | void | none | Adds 1 to shotsTaken |
| made3 | void | none | Adds 1 to threesTaken, made3s, shotsTaken, madeShots, and 3 to points |
| missed3 | void | none | Adds one to shotsTaken and threesTaken |
| freeMade | void | none | Adds one to freesTaken, madeFrees and points |
| missedFree | void | none | Adds one to freesTaken |
| commitFoul | void | none | Adds one to fouls. If Player has 4 or 5 fouls calls alert and sends correct title and message |
| assist | void | none | Adds one to assist |
| block | void | none | Adds one to block |
| steal | void | none | Adds one to steal |
| rebound | void | none | Adds one to rebound |
| getFieldGoalPerc | String | none | Returns the fieldgoal percentage as a string |
| getThreePointPerc | String | none | Returns the 3 point percentage as a String |
| getFreePerc | String | none | Returns the free throw percentage as a String |

**Interface: PlayerAlert**

**METHODS**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Type | Parameters In | Purpose |
| alert | void | title, msg | To provide whatever alert the implementing class needs |

**Class: GameTrackerUI extends JFrame implements PlayerAlert, ActionListener, ItemListener**

**DATA**

|  |  |  |
| --- | --- | --- |
| Name | Type | Description |
| HEIGHT | int | Height of window |
| WIDTH | int | Width of window |
| players | ArrayList<BasketballPlayer> | Array List to hold a list of BasketballPlayer |

**METHODS**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Type | Parameters In | Purpose |
| GameTrackerUI | constructor | none | Sets up UI window and all Wing components |
| alert | void | title, msg | Alerts user when conditions are met |
| actionPerformed | void | ActionEvent e | Defines what happens when certain button is pressed |
| itemStateChanged | void | ItemEvent i | Updates Stats as a new player is selected in combo box |
| loadPlayer | void | none | Loads Player into the players ArrayList |
| updateStats | void | none | Updates stats on the window when event happens |

**Class: SummaryUI extends JFrame implements ActionListener, ItemListener**

**DATA**

|  |  |  |
| --- | --- | --- |
| Name | Type | Description |
| team | ArrayList<BasketballPlayer | ArrayList holding a group of BasketballPlayers |
| GAME\_SUMMARY\_FILE | String | File path to create csv file in |

**METHODS**

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Type | Parameters In | Purpose |
| SummaryUI | constructor | ArrayList<BasketballPlayer>  pList | Builds UI window, sets components, loads combo box and text areas |
| actionPerformed | void | ActionEvent event | Writes to output file when Export button Is pressed |
| itemStateChanged | void | ItemEvent i | Updates stats in text area for player chosen in combo box |