Final Project Methods List

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**Class:** Player

**Methods:**

* public Player(String first, String last, int num)
* public String getFirstName()
* public String getLastName()
* public int getNumber()
* public void setFirstName(String first)
* public void setLastName(String last)
* public void setNumber(int num)

**Class:** BasketballPlayer

**Methods:**

* public BasketballPlayer(String first, String last, int num)
* public void setPlayerAlert(PlayerAlert p)
* public String toString()
* public int getShotsTaken()
* public int getMadeShots()
* public int getThreesTaken()
* public int getThreesMade()
* public int getFreesTaken()
* public int getMadeFrees()
* public int getPoints()
* public int getFouls()
* public int getSteals()
* public int getBlocks()
* public int getAssists()
* public int getRebounds()
* public void made2()
* public void missed2()
* public void made3()
* public void missed3()
* public void freeMade()
* public void missedFree()
* public void commitFoul()
* public void assist()
* public void block()
* public void steal()
* public void rebound()
* public String getFieldGoalPerc()
* public String getThreePointPerc()
* public String getFreePerc()

**Class:** GameTrackerUI

**Methods:**

* public GameTrackerUI()
* public void alert(String title, String msg)
* public void actionPerformed(ActionEvent e)
* public void ItemStateChanged(ItemEvent i)
* public void loadPlayer()
* public void updateStats()

**Class:** SummaryUI

**Methods:**

* public SummaryUI(ArrayList<BasketballPlayer> pList)
* public void actionPerformed(ActionEvent event)
* public void itemStateChanged(ItemEvent i)