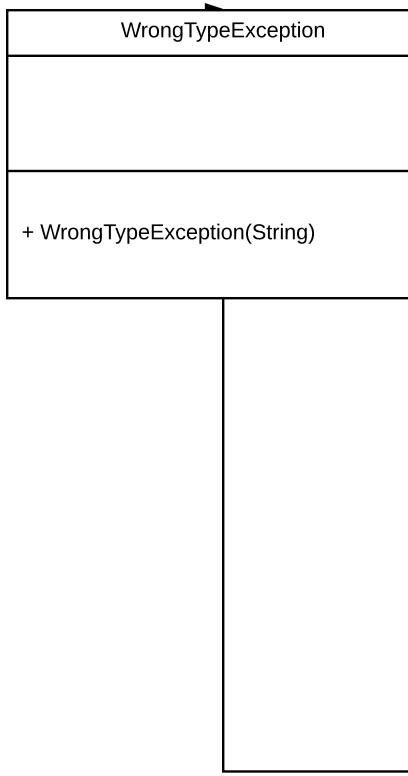
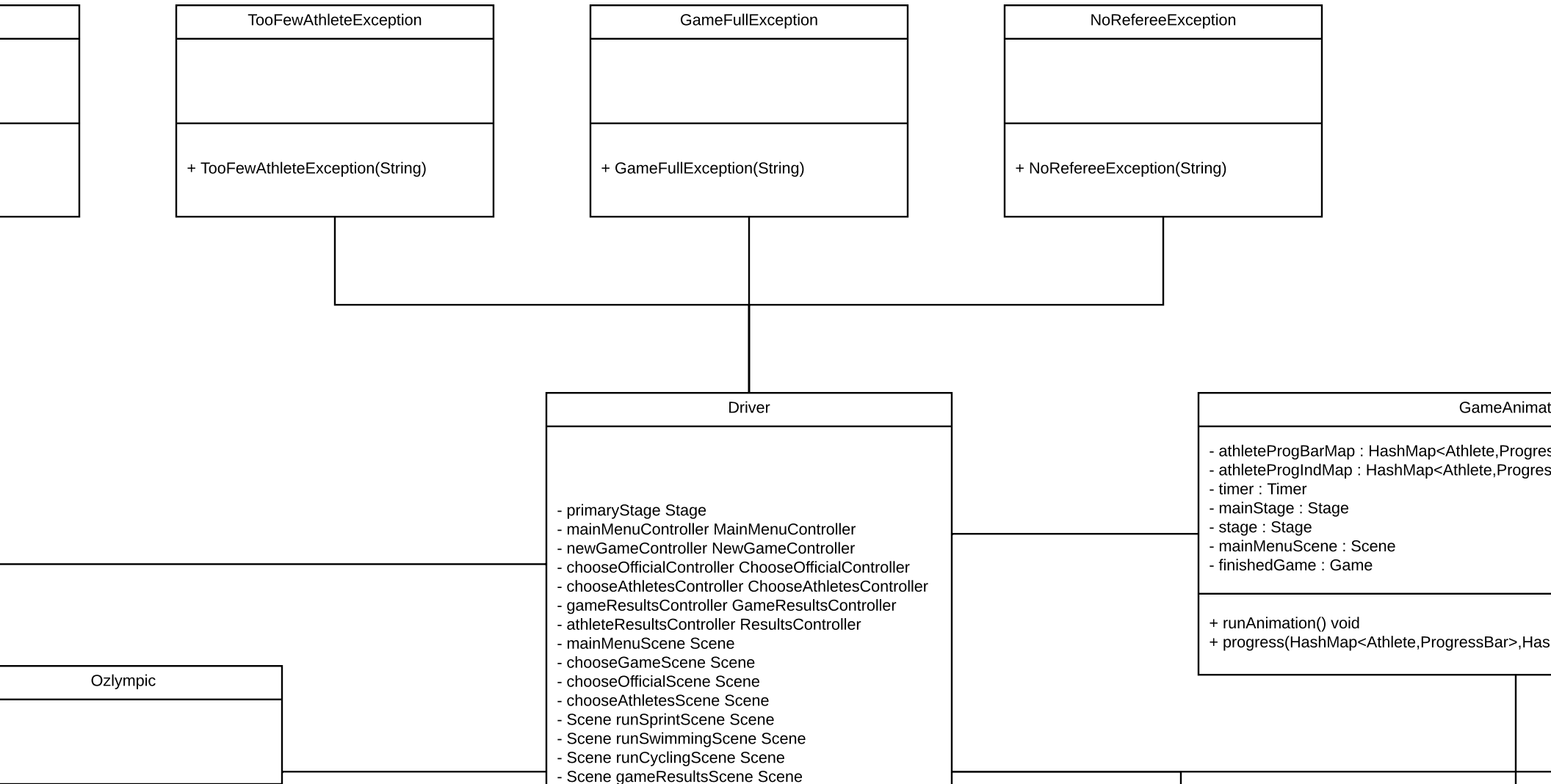
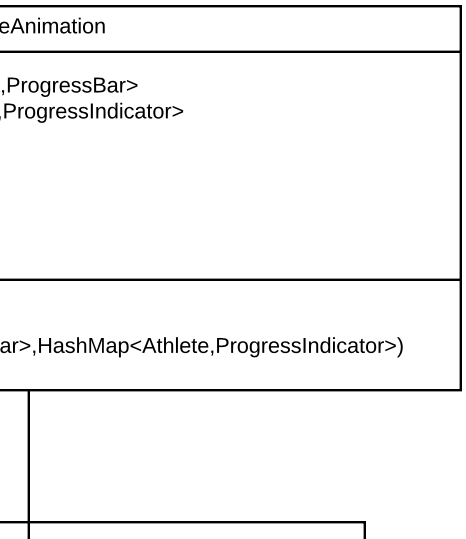
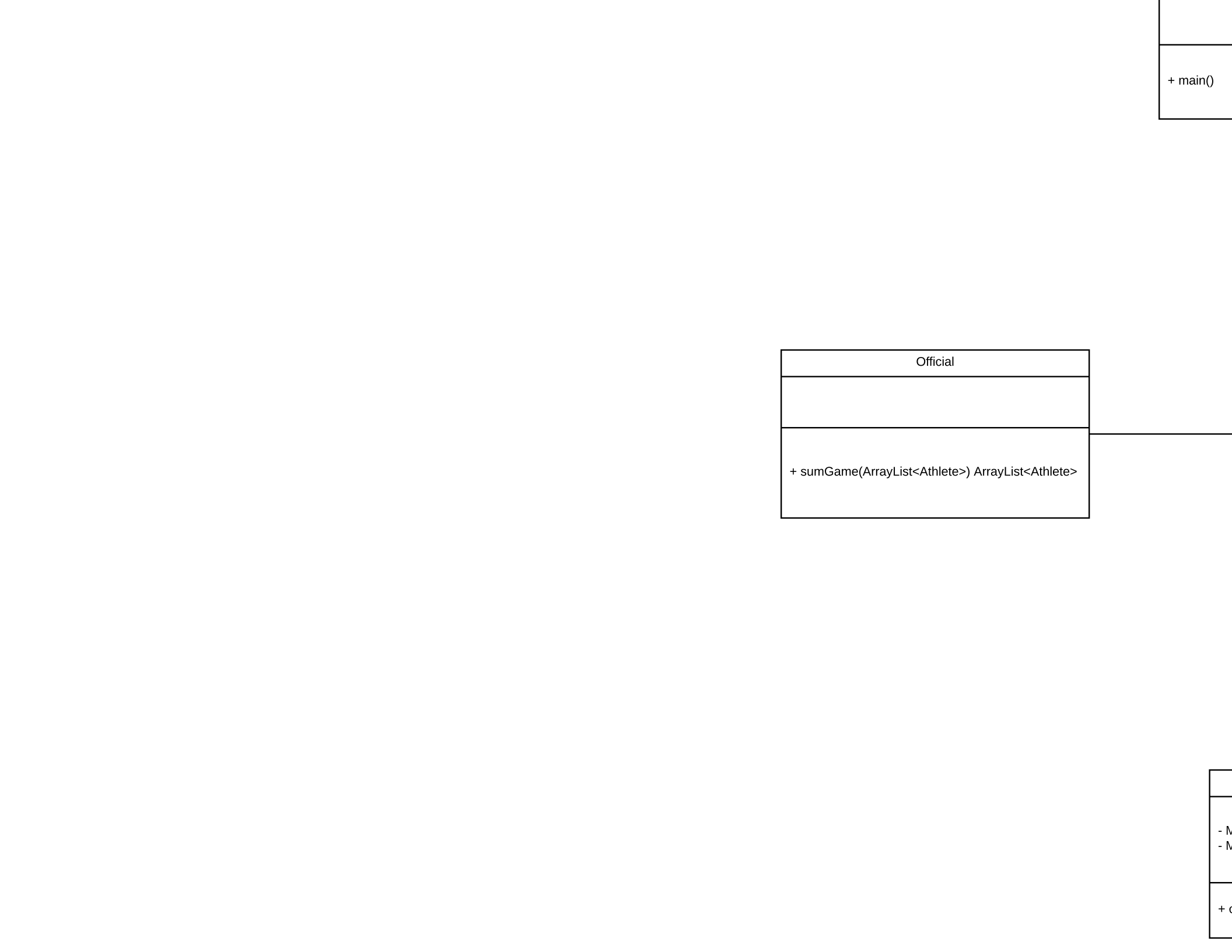
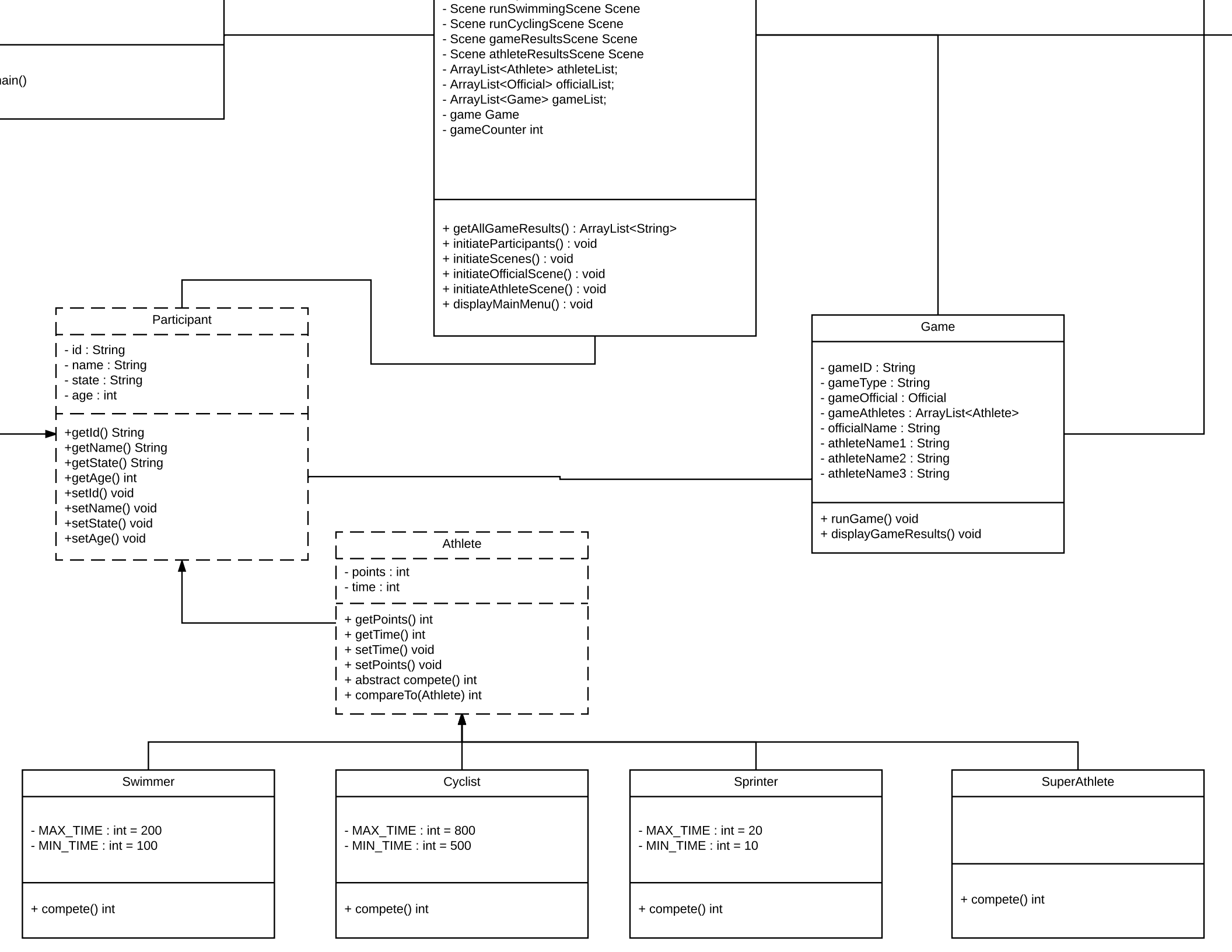
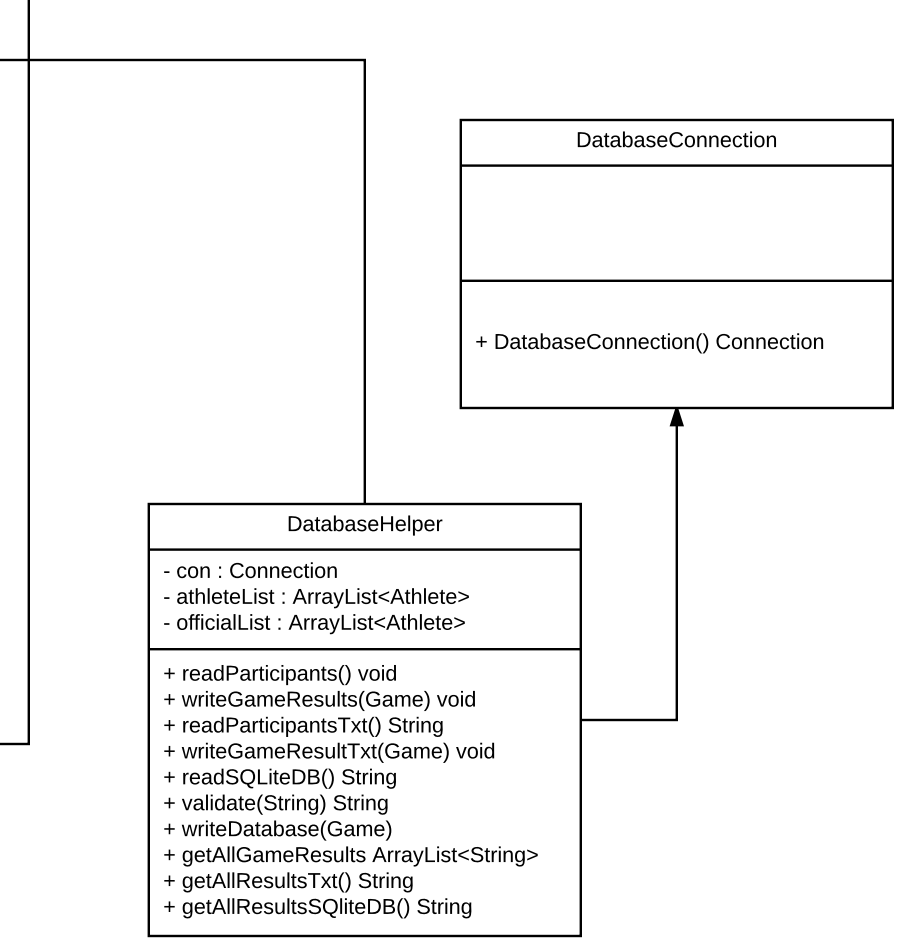

WrongTypeException
+ WrongTypeException(String)


TooFewAthleteException
+ TooFewAthleteException(String)
GameFullException
+ GameFullException(String)
NoRefereeException
+ NoRefereeException(String)
Driver
- primaryStage Stage
- mainMenuController MainMenuController
- newGameController NewGameController
- chooseOfficialController ChooseOfficialController
- chooseAthletesController ChooseAthletesController
- gameResultsController GameResultsController
- athleteResultsController ResultsController
- mainMenuScene Scene
- chooseGameScene Scene
- chooseOfficialScene Scene
- chooseAthletesScene Scene
- Scene runSprintScene Scene
- Scene runSwimmingScene Scene
- Scene runCyclingScene Scene
- Scene gameResultsScene Scene
GameAnimat
- athleteProgBarMap : HashMap<Athlete,Progres
- athleteProgIndMap : HashMap<Athlete,Progres
- timer : Timer
- mainStage : Stage
- stage : Stage
- mainMenuScene : Scene
- finishedGame : Game
+ runAnimation() void
+ progress(HashMap<Athlete,ProgressBar>,Has
Ozlympic


eAnimation
,ProgressBar>
,ProgressIndicator>
ar>,HashMap<Athlete,ProgressIndicator>)


+ main()
Official
+ sumGame(ArrayList<Athlete>) ArrayList<Athlete>


ain()
- Scene runSwimmingScene Scene
- Scene runCyclingScene Scene
- Scene gameResultsScene Scene
- Scene athleteResultsScene Scene
- ArrayList<Athlete> athleteList;
- ArrayList<Official> officialList;
- ArrayList<Game> gameList;
- game Game
- gameCounter int
+ getAllGameResults() : ArrayList<String>
+ initiateParticipants() : void
+ initiateScenes() : void
+ initiateOfficialScene() : void
+ initiateAthleteScene() : void
+ displayMainMenu() : void
Participant
- id : String
- name : String
- state : String
- age : int
+getId() String
+getName() String
+getState() String
+getAge() int
+setId() void
+setName() void
+setState() void
+setAge() void
Game
- gameID : String
- gameType : String
- gameOfficial : Official
- gameAthletes : ArrayList<Athlete>
- officialName : String
- athleteName1 : String
- athleteName2 : String
- athleteName3 : String
+ runGame() void
+ displayGameResults() void
Athlete
- points : int
- time : int
+ getPoints() int
+ getTime() int
+ setTime() void
+ setPoints() void
+ abstract compete() int
+ compareTo(Athlete) int
Swimmer
- MAX_TIME : int = 200
- MIN_TIME : int = 100
+ compete() int
Cyclist
- MAX_TIME : int = 800
- MIN_TIME : int = 500
+ compete() int
Sprinter
- MAX_TIME : int = 20
- MIN_TIME : int = 10
+ compete() int
SuperAthlete
+ compete() int


DatabaseConnection
+ DatabaseConnection() Connection
DatabaseHelper
- con : Connection
- athleteList : ArrayList<Athlete>
- officialList : ArrayList<Athlete>
+ readParticipants() void
+ writeGameResults(Game) void
+ readParticipantsTxt() String
+ writeGameResultTxt(Game) void
+ readSQLiteDB() String
+ validate(String) String
+ writeDatabase(Game)
+ getAllGameResults ArrayList<String>
+ getAllResultsTxt() String
+ getAllResultsSQliteDB() String