

# Use-Case Scenarios & Classes Function Algorithms

## TurkishApplication Class

Main()	
Start Program	Enter League Take a team and Play Game

## TurkishLeague Class

Add Team(): Add league a team	User Choice a team and add league
Remove Team(): Remove team from league	User Choice a team for remove it Remove and delete it
MatchShedule():	User see all game days for a year
PlayMatch():	Team plays game for one week
SetWeeklyShedule():	Setting that week gameday
puanDurumu()	Guncel Puan Durumu gosteriliyor

## Team Class

Add player():	Adding the team a player if user want
Remove player():	Removing a player if user want
Change Manager():	If user want to change manager
Save Data()	Saving Data
Change president():	User change the president

## Person Class

setName():	Setting name
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setBirthDate():	Setting date of birth
setTcNumber():	Giving that person a tc id
getName()	Getting Name
getBirthDate()	Get Birth Date
getTcNumber()	Get tc Number

### TurkishLeagueGui Class

MainTest()	
Adding Buttons, Showing All data	

### GameDay Class

setMacthDate()	Start a day and go on one week
setScore()	Saving data all score
getMacthDate()	Giving that week date

### TurkishLeagueJUnitTest Class

Test1()	Testing with junit add Team and Remove team
testPlayGame()	Testing playing game in game
testGameSchudule()	Testing game schule on file
testRead()	All reading testing in this part

### TeamTestJUnit Class

testAddPlayer()	Testing add a player to team
testRemovePlayer()	Testing remove player from a team

