

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