Use-Case Scenarios & Classes Function Algorithms

TurkishApplication Class

|  |  |
| --- | --- |
| Main() |  |
| Start Program | Enter League Take a team and Play Game |
| Process command() | Implements interface |

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 |
| 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 |
| processCommand() | Implements interface |

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 |

Interface Interface

|  |  |
| --- | --- |
| processCommand() | All game playing in this functions |

GameGui Class

|  |  |
| --- | --- |
| Main() | Game all neccesry events happening this part |

GameConsole Class

|  |  |
| --- | --- |
| main | Game all neccesry events happening this part |