UML Player Class Diagram

Sam | December 5, 2018

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Player
NFLPlayer
firstName - players first name - String
lastName - player last name - String
teamName - name of the team he is part of - String dateOfBirth - date of birth for the player - int
age - current age of the player - int
games - games the player has played for his team this year - int
totalTeamGames - games his current team has played this year - int
yearsPlayed - season years the player has played - int
adverageGamesYearly - float
adverageGamesMissed - float
height - player height - float
weight - player weight - int
college - players college they played for - String
position - possition the player player - String
 - toString outputs a string with all the varible values and labled accordinly
 - all of the set methods set the varible named to wahtever varible used in the input
setFirstName(String a)
setLastName(String a)
setDateOfBirth(int a)
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setAge(int a) setGames(int a) setHeight(int a) setWeight(int a) setCollege(String a) setPosition(String a) setYearsPlayed(int years)

- the adverage set methods use the inputs to compute the desired varible setAdverageGamesYearly(int years, int totalGames)
setAdverageGamesMissed(int years, int totalTeamGames, int totalGamesPlayed)

- get methods return back the designated varibles value getTeamName() getFirstName() getLastName(getDateOfBirth() getAge() getGames() getHeight() getWeight() getCollege() getPosition() getAdverageGamesYearly() getAdverageGamesMissed()

tackleTotal(int) = number of tackles this year tackleAssistted(int) = number of tackles assisted in tackleSolo(int) = number of solo tackles fumblesForced(int) = number of forced fumbles fumblesRecovered(int) = number of fumbles recovered fumbledYardsRecovered(int) = number of yards gained by recovering a fumble interceptionsCaught(int) = number of interceptions interceptionsYardsReturnedAdverage(int) = number of yards returned per interception interceptions rausketurileu-auverage(iii) – number on yards returneu per interception interceptionsLongestReturn(int) = longest interception return run interceptionsReturnedForTouchDown(int) = total interceptions returned for touchdown stuffs(int) = number of stuffs stuffYards(int) = number of yards lossed by opposing team due to stuff

defensivePlaver

- toString outputs a string with all the variable values and labeled accordinly toString()
- all of the set methods set the variable named to whatever variable used in the input

setTackleTotal(int a) setTackleAssistted(int a) setTackleSolo(int a) setFumblesForced(int a) setFumblesRecovered(int a) setFumbledYardsRecovered(int a) setInterceptionsCaught(int a) setInterceptionsCatagrium up
setInterceptionsYardsReturnedAdverage(int a)
setInterceptionsLongestReturn(int a) setInterceptionsReturnedForTouchDown(int a) setStuffs(int a)

setStuffYards(int a) setSack(int a)

getFumblesForced()

sack(int) = number of sacks

 get methods return back the designated varibles value getTackleTotal() getTackleAssistted() getTackleSolo()

getFumblesRecovered()
getFumbledYardsRecovered() getInterceptionsCaught()
getInterceptionsYardsReturnedAdverage() getInterceptionsLongestReturn()
getInterceptionsReturnedForTouchDown() getStuffs() getStuffYards() getSack()

offensivePlayer

passCompetion = number of passes completed passAttemps = number of passes attempted passCompetionPercent = percent of passes completed of attempted passYards = number of yards gained by receiving a pass longestPass = longest pass completed passInterceptions = number of passes intercepted by opposing team fieldGoalsAttempted = number of field goal kicks attempted fieldGoalMissed = number of field goal attempts that missed fieldGoalPercent = missed fieldGoalPercent = missed field goals over attempted field goals to get unsuccessful percent then subtract from one to get a successful ratio fieldGoalYards = total yards of field goals rushingAttempts = number of times attempted rushing rushingYards = number of yards gained by rushing rushingYardsAdverage = average number of yards gained by rushing per game

rushingLongest = longest rush rushingTouchDowns = number of touchdown from rushing rushingFirstDowns = number of first downs obtained by rushing rushingFumbles = number of fumbles from frushing receivingAttempts = number of receptions attempted receiving Yards = number of yards gained by receiving receivingAdverage = number of yards gained on average per game by recieving receivingLongest = longest pass successfully received receivingTouchDowns = touchdowns by reception receivingFirstDowns = first downs gained by the reception receivingFumbles = fumbles caused by failing to receive

- toString outputs a string with all the variable values and labeled accordingly

- all of the set methods set the varible named to wahtever varible used in the input methods with more than one input are basing values off of computations of supplied varibles setPassCompetion(int a) setAttempts(int a) setPassInterceptions(int a) $set Pass Competion Percent (int\ pass Attemps,\ int\ pass Competion) \\ set Pass Yards (int\ a)$ setLongestPass(int a) setFieldGoalsAttempted(int a) setFieldGoalMissed(int a) setFieldGoalPercent(int fieldGoalsAttempted, int fieldGoalMissed) setFieldGoalYards(int a) setRushingAttempts(int a) setRushingYards(int`a) setRushingAdverage(int rushingAttempts, int games) setRushingLongest(int a) setRushingTouchDowns(int a)

setRushingFirstDowns(int a) setRushingFumbles(int a) setReceivingAttempts(int a) setReceivingYards(int`a) setReceivingAdverage(int receivingYards, int receivingAttempts)

setReceivingLongest(int a) setReceivingTouchDowns(int a)

setReceivingFumbles(int a)

getPassInterceptions()

- aet methods return back the designated varibles value

getPassCompetionPercent() getLongestPass() getFieldGoalsAttempted() getFieldGoalMissed() getFieldGoalPercent() getFieldGoalYards() getRushingAttempts() getRushingYards() getRushingAdverage() aetRushinaLonaest() getRushingTouchDowns() getRushingFirstDowns() getRushingFumbles() getReceivingAttempts() getReceivingYards() getReceivingAdverage() qetReceivinqLongest() getReceivingTouchDowns() getReceivingFirstDowns()

getReceivingFumbles()