

Sport Prediction System

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

EmailService	5
Match	
FootballMatch	6
Prediction	7
FootballPrediction	7
PredictionGame	8
Schedule< T >	9
Score	10

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

EmailService	
Provides functionality to send emails using SMTP	5
FootballMatch	6
FootballPrediction	7
Prediction	7
PredictionGame	
Represents a prediction game in the Sport Prediction System (SPS)	8
Schedule< T >	
Generic class Schedule which represents a tournament	9
Score	10

Chapter 3

Class Documentation

3.1 EmailService Class Reference

Provides functionality to send emails using SMTP.

Public Member Functions

- [EmailService](#) (string smtpServer, int smtpPort, string username, string password)
Initializes a new instance of the [EmailService](#) class.
- void [SendEmail](#) (string recipient, string subject, string content)
Sends an email.

3.1.1 Detailed Description

Provides functionality to send emails using SMTP.

3.1.2 Constructor & Destructor Documentation

3.1.2.1 EmailService()

```
EmailService.EmailService (
    string smtpServer,
    int smtpPort,
    string username,
    string password ) [inline]
```

Initializes a new instance of the [EmailService](#) class.

Parameters

<i>smtpServer</i>	The SMTP server address.
<i>smtpPort</i>	The SMTP server port.
<i>username</i>	The username for SMTP authentication.
<i>password</i>	The password for SMTP authentication.

3.1.3 Member Function Documentation**3.1.3.1 SendEmail()**

```
void EmailService.SendEmail (
    string recipient,
    string subject,
    string content ) [inline]
```

Sends an email.

Parameters

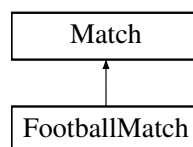
<i>recipient</i>	The recipient's email address.
<i>subject</i>	The subject of the email.
<i>content</i>	The content of the email.

The documentation for this class was generated from the following file:

- src/ClassLib/EmailService.cs

3.2 FootballMatch Class Reference

Inheritance diagram for FootballMatch:

**Public Member Functions**

- **FootballMatch** (string PathToMatchDataCsvFile)

Properties

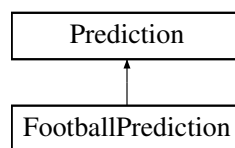
- string? **HomeTeam** [get]
- string? **AwayTeam** [get]

The documentation for this class was generated from the following file:

- src/ClassLib/FootballMatch.cs

3.3 FootballPrediction Class Reference

Inheritance diagram for FootballPrediction:



Public Member Functions

- **FootballPrediction** (uint MemberID, int MatchID, byte PredictionHome, byte PredictionAway)
- void **ChangePrediction** (uint? NewPredictionHome, uint? NewPredictionAway, uint PredictionID)

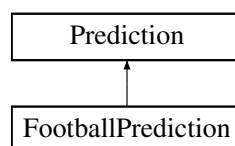
Additional Inherited Members

The documentation for this class was generated from the following file:

- src/ClassLib/FootballPrediction.cs

3.4 Prediction Class Reference

Inheritance diagram for Prediction:



Public Member Functions

- **Prediction** (uint MemberID, uint MatchID)
- bool **ValidatePrediction** ()

Properties

- uint **PredictionID** [get]
- uint **MemberID** [get]
- uint **MatchID** [get]
- DateTime **PredictionDate** [get]

The documentation for this class was generated from the following file:

- src/ClassLib/Prediction.cs

3.5 PredictionGame Class Reference

Represents a prediction game in the Sport [Prediction](#) System (SPS).

Public Member Functions

- [PredictionGame](#) ([EmailService](#) emailService)
Initializes a new instance of the [PredictionGame](#) class.
- void [Register](#) (Member member)
Registers a new member to the prediction game.
- void [Unsubscribe](#) (int MemberID)
Unsubscribes a member from the prediction game.
- void [SendDailyEmail](#) ()
Sends a daily email to all members with the matches that need to be predicted.

Properties

- uint [PredictionGameID](#) [get]
Gets the unique ID of the prediction game.
- List< ScheduleTypes > **ScheduleTypes** [get]

3.5.1 Detailed Description

Represents a prediction game in the Sport [Prediction](#) System (SPS).

3.5.2 Constructor & Destructor Documentation

3.5.2.1 PredictionGame()

```
PredictionGame.PredictionGame (  
    EmailService emailService ) [inline]
```

Initializes a new instance of the [PredictionGame](#) class.

3.5.3 Member Function Documentation

3.5.3.1 Register()

```
void PredictionGame.Register (
    Member member ) [inline]
```

Registers a new member to the prediction game.

3.5.3.2 SendDailyEmail()

```
void PredictionGame.SendDailyEmail ( ) [inline]
```

Sends a daily email to all members with the matches that need to be predicted.

3.5.3.3 Unsubscribe()

```
void PredictionGame.Unsubscribe (
    int MemberID ) [inline]
```

Unsubscribes a member from the prediction game.

3.5.4 Property Documentation

3.5.4.1 PredictionGameID

```
uint PredictionGame.PredictionGameID [get]
```

Gets the unique ID of the prediction game.

The documentation for this class was generated from the following file:

- src/ClassLib/PredictionGame.cs

3.6 Schedule< T > Class Template Reference

Generic class [Schedule](#) which represents a tournament.

Public Member Functions

- **Schedule** (ScheduleTypes schedule_type, string PathToCsvFile)

Properties

- ScheduleTypes **ScheduleID** [get]
- List< T > **Matches** [get]
- List< T > **MatchesOnDay** [get]

3.6.1 Detailed Description

Generic class [Schedule](#) which represents a tournament.

It contains a list of all the matches which take place during the tournament.

Added to that it also contains a list of all the matches on the specific day of the tournament.

Type Constraints

T : *Match*

The documentation for this class was generated from the following file:

- src/ClassLib/Schedule.cs

3.7 Score Class Reference

Public Member Functions

- **Score** (ScheduleTypes PredictedSchedule)
- **CalculateScore** (ScheduleTypes PredictedSchedule, [Prediction](#) prediction)

Properties

- uint **ScoreID** [get]

The documentation for this class was generated from the following file:

- src/ClassLib/Score.cs