

## 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 . . . . .	7
FootballMatch . . . . .	6
Member< T, M > . . . . .	8
Prediction . . . . .	9
FootballPrediction . . . . .	7
PredictionGame< T, M > . . . . .	10
Schedule< M > . . . . .	12
Score . . . . .	12



## Chapter 2

# Class Index

### 2.1 Class List

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

<a href="#">EmailService</a>		
	Provides functionality to send emails using SMTP . . . . .	5
<a href="#">FootballMatch</a>	. . . . .	6
<a href="#">FootballPrediction</a>	. . . . .	7
<a href="#">Match</a>		
	Abstract match class to set a frame for sport-specific kinds of matches . . . . .	7
<a href="#">Member&lt; T, M &gt;</a>		
	Represents a member participating in the Sport <a href="#">Prediction</a> System (SPS) . . . . .	8
<a href="#">Prediction</a>	. . . . .	9
<a href="#">PredictionGame&lt; T, M &gt;</a>		
	Represents a prediction game in the Sport <a href="#">Prediction</a> System (SPS) . . . . .	10
<a href="#">Schedule&lt; M &gt;</a>		
	Generic class <a href="#">Schedule</a> which represents a tournament . . . . .	12
<a href="#">Score</a>	. . . . .	12





## Chapter 3

# Class Documentation

### 3.1 EmailService Class Reference

Provides functionality to send emails using SMTP.

#### Public Member Functions

- [EmailService](#) ()  
*Initializes a new instance of the [EmailService](#) class.*
- void [SendEmail](#) (string Recipient, string Sender, 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 ( ) [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 Sender,
    string Subject,
    string Content ) [inline]
```

Sends an email.

##### Parameters

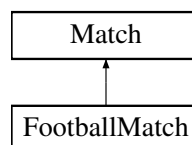
<i>recipient</i>	The recipient's email address.
<i>subject</i>	The subject of the email.
<i>content</i>	The content of the email.

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

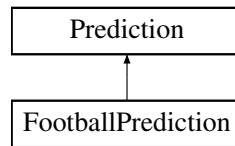
- string? **HomeTeam** [get]
- string? **AwayTeam** [get]

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

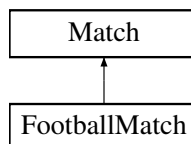
The documentation for this class was generated from the following file:

- `src/ClassLib/FootballPrediction.cs`

## 3.4 Match Class Reference

Abstract match class to set a frame for sport-specific kinds of matches.

Inheritance diagram for Match:



### Public Member Functions

- **Match** (string PathToMatchDataCsvFile)  
*Constructor to initialize a match object.*

### Properties

- uint **MatchID** [get]  
*Unique identifier for the match.*
- DateTime **MatchDate** [get]  
*Date and time when the match takes place.*
- string? **ResultTeam1** [get]  
*Result of team 1 in the match.*
- string? **ResultTeam2** [get]  
*Result of team 2 in the match.*

### 3.4.1 Detailed Description

Abstract match class to set a frame for sport-specific kinds of matches.

This class provides the basic structure for any kind of sports match, including common properties like MatchID, MatchDate, and Results.

### 3.4.2 Constructor & Destructor Documentation

#### 3.4.2.1 Match()

```
Match.Match (
    string PathToMatchDataCsvFile ) [inline]
```

Constructor to initialize a match object.

##### Parameters

<i>PathToMatchDataCsvFile</i>	The path to the CSV file containing match data.
-------------------------------	---

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

- src/ClassLib/Match.cs

## 3.5 Member< T, M > Class Template Reference

Represents a member participating in the Sport [Prediction](#) System (SPS).

### Public Member Functions

- [Member](#) (string forname, string surname, string EmailAddress)  
*Initializes a new instance of the [Member](#) class.*
- void [AddSchedule](#) (uint ScheduleID)  
*Adds a schedule to the member's list of participating schedules.*
- void [RemoveSchedule](#) (uint ScheduleID)  
*Removes a schedule from the member's list of participating schedules.*
- void [AddPrediction](#) (uint PredictionID)  
*Adds a prediction to the member's list of predictions to do.*
- void [RemovePrediction](#) (uint PredictionID)  
*Removes a prediction from the member's list of predictions to do.*
- [Prediction SearchPrediction](#) (uint PredictionID)  
*Searches for a specific prediction in the member's list.*
- void [AddScore](#) (ScheduleTypes PredictedSchedule)  
*Adds a score to the member's list of scores.*
- void [UpdateScore](#) (ScheduleTypes PredictedSchedule, [Prediction](#) prediction)  
*Updates a score in the member's list of scores.*

## Properties

- uint **MemberID** [get]  
*Gets the unique ID of the member.*

### 3.5.1 Detailed Description

Represents a member participating in the Sport **Prediction** System (SPS).

#### Type Constraints

**T** : **Prediction**

**M** : **Match**

### 3.5.2 Member Function Documentation

#### 3.5.2.1 SearchPrediction()

```
Prediction Member< T, M >.SearchPrediction (
    uint PredictionID ) [inline]
```

Searches for a specific prediction in the member's list.

#### Returns

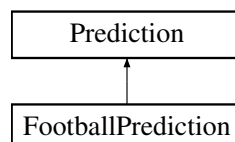
The prediction if found, otherwise null.

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

- src/ClassLib/Member.cs

## 3.6 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

## 3.7 PredictionGame< T, M > Class Template 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](#)< T, M > 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]

### 3.7.1 Detailed Description

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

#### Type Constraints

**T** : [Prediction](#)

**M** : [Match](#)

### 3.7.2 Constructor & Destructor Documentation

### 3.7.2.1 PredictionGame()

```
PredictionGame< T, M >.PredictionGame (
    EmailService emailService ) [inline]
```

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

## 3.7.3 Member Function Documentation

### 3.7.3.1 Register()

```
void PredictionGame< T, M >.Register (
    Member< T, M > member ) [inline]
```

Registers a new member to the prediction game.

### 3.7.3.2 SendDailyEmail()

```
void PredictionGame< T, M >.SendDailyEmail ( ) [inline]
```

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

### 3.7.3.3 Unsubscribe()

```
void PredictionGame< T, M >.Unsubscribe (
    int MemberID ) [inline]
```

Unsubscribes a member from the prediction game.

## 3.7.4 Property Documentation

### 3.7.4.1 PredictionGameID

```
uint PredictionGame< T, M >.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

## 3.8 Schedule< M > Class Template Reference

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

### Public Member Functions

- **Schedule** (ScheduleTypes schedule\_type, string PathToCsvFile)

### Properties

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

### 3.8.1 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

**M** : [Match](#)

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

- src/ClassLib/Schedule.cs

## 3.9 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