

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
Prediction	7
FootballPrediction	6
PredictionGame	7
Score	9

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
FootballPrediction		6
Prediction		7
PredictionGame		
Represents a prediction game in the Sport Prediction System (SPS)		7
Score		9

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

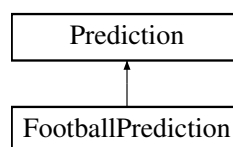
<i>recipient</i>	The recipient's email address.
<i>subject</i>	The subject of the email.
<i>content</i>	The content of the email.

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

- src/ClassLib/EmailService.cs

3.2 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)

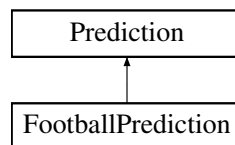
Additional Inherited Members

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

- `src/ClassLib/FootballPrediction.cs`

3.3 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`

3.4 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]

3.4.1 Detailed Description

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

3.4.2 Constructor & Destructor Documentation

3.4.2.1 PredictionGame()

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

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

3.4.3 Member Function Documentation

3.4.3.1 Register()

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

Registers a new member to the prediction game.

3.4.3.2 SendDailyEmail()

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

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

3.4.3.3 Unsubscribe()

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

Unsubscribes a member from the prediction game.

3.4.4 Property Documentation

3.4.4.1 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

3.5 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

