

## Sport Prediction System

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# Chapter 1

## Class Index

### 1.1 Class List

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

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## Chapter 2

# Class Documentation

## 2.1 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.*

### 2.1.1 Detailed Description

Provides functionality to send emails using SMTP.

### 2.1.2 Constructor & Destructor Documentation

#### 2.1.2.1 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.

## 2.1.3 Member Function Documentation

### 2.1.3.1 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

## 2.2 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]

### 2.2.1 Detailed Description

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

### 2.2.2 Constructor & Destructor Documentation

#### 2.2.2.1 PredictionGame()

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

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

### 2.2.3 Member Function Documentation

#### 2.2.3.1 Register()

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

Registers a new member to the prediction game.

#### 2.2.3.2 SendDailyEmail()

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

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

### 2.2.3.3 Unsubscribe()

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

Unsubscribes a member from the prediction game.

## 2.2.4 Property Documentation

### 2.2.4.1 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