

Sport Prediction System

Generated by Doxygen 1.9.1

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Chapter 1

Class Index

1.1 Class List

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

EmailService		
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PredictionGame		
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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

2.3 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