

## 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
Schedule< T > . . . . .	9
Score . . . . .	10



## 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 . . . . .		<a href="#">5</a>
<a href="#">FootballPrediction</a> . . . . .		<a href="#">6</a>
<a href="#">Prediction</a> . . . . .		<a href="#">7</a>
<a href="#">PredictionGame</a>		
Represents a prediction game in the Sport <a href="#">Prediction</a> System (SPS) . . . . .		<a href="#">7</a>
<a href="#">Schedule&lt; T &gt;</a>		
Generic class <a href="#">Schedule</a> which represents a tournament . . . . .		<a href="#">9</a>
<a href="#">Score</a> . . . . .		<a href="#">10</a>





## 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**

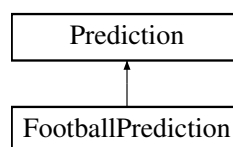
<i>recipient</i>	The recipient's email address.
<i>subject</i>	The subject of the email.
<i>content</i>	The content of the email.

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)

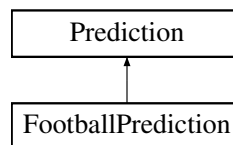
## Additional Inherited Members

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 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]

### 3.5.1 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

## 3.6 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