

## Sport Prediction System

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<b>1 Hierarchical Index</b>	<b>1</b>
1.1 Class Hierarchy	1
<b>2 Class Index</b>	<b>3</b>
2.1 Class List	3
<b>3 Class Documentation</b>	<b>5</b>
3.1 CSVReader< M > Class Template Reference	5
3.1.1 Member Function Documentation	5
3.1.1.1 GetMatchDataFromCsvFile()	5
3.2 CSVWriter< M > Class Template Reference	6
3.3 EmailService Class Reference	6
3.3.1 Detailed Description	6
3.3.2 Constructor & Destructor Documentation	6
3.3.2.1 EmailService()	6
3.3.3 Member Function Documentation	7
3.3.3.1 SendEmail()	7
3.4 FootballMatch Class Reference	7
3.5 FootballPrediction Class Reference	8
3.6 Match Class Reference	8
3.6.1 Detailed Description	9
3.6.2 Constructor & Destructor Documentation	9
3.6.2.1 Match()	9
3.7 Member Class Reference	9
3.7.1 Detailed Description	10
3.7.2 Member Function Documentation	10
3.7.2.1 SearchPredictionDone()	11
3.8 Prediction Class Reference	11
3.9 PredictionGame Class Reference	11
3.9.1 Detailed Description	12
3.9.2 Constructor & Destructor Documentation	12
3.9.2.1 PredictionGame()	12
3.9.3 Member Function Documentation	12
3.9.3.1 Register()	12
3.9.3.2 SendDailyEmail()	13
3.9.3.3 Unsubscribe()	13
3.9.4 Property Documentation	13
3.9.4.1 PredictionGameID	13
3.10 Schedule Class Reference	13
3.10.1 Detailed Description	14
3.11 Score Class Reference	14



# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

CSVReader< M > . . . . .	5
CSVWriter< M > . . . . .	6
EmailService . . . . .	6
Match . . . . .	8
FootballMatch . . . . .	7
Member . . . . .	9
Prediction . . . . .	11
FootballPrediction . . . . .	8
PredictionGame . . . . .	11
Schedule . . . . .	13
Score . . . . .	14



## Chapter 2

# Class Index

### 2.1 Class List

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

<a href="#">CSVReader&lt; M &gt;</a>	5
<a href="#">CSVWriter&lt; M &gt;</a>	6
<a href="#">EmailService</a>	
Provides functionality to send emails using SMTP	6
<a href="#">FootballMatch</a>	7
<a href="#">FootballPrediction</a>	8
<a href="#">Match</a>	
Abstract match class to set a frame for sport-specific kinds of matches	8
<a href="#">Member</a>	
Represents a member participating in the Sport <a href="#">Prediction</a> System (SPS)	9
<a href="#">Prediction</a>	11
<a href="#">PredictionGame</a>	
Represents a prediction game in the Sport <a href="#">Prediction</a> System (SPS)	11
<a href="#">Schedule</a>	
Generic class <a href="#">Schedule</a> which represents a tournament	13
<a href="#">Score</a>	14





## Chapter 3

# Class Documentation

### 3.1 CSVReader< M > Class Template Reference

#### Static Public Member Functions

- static string[] [GetMatchDataFromCsvFile](#) (string PathToMatchDataCsvFile, int line\_number)  
*Reads the match data from a CSV file.*
- static List< [Match](#) > **GetScheduleFromCsvFile** (string PathToCsvFile, SportsTypes sport\_type)

#### 3.1.1 Member Function Documentation

##### 3.1.1.1 GetMatchDataFromCsvFile()

```
static string [] CSVReader< M >.GetMatchDataFromCsvFile (  
    string PathToMatchDataCsvFile,  
    int line_number ) [inline], [static]
```

Reads the match data from a CSV file.

#### Parameters

<i>PathToMatchDataCsvFile</i>	The path to the CSV file containing match data.
<i>MatchID</i>	The unique identifier of the match.

#### Returns

An array of strings containing the match data.

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

- src/ClassLib/CSVReader.cs

## 3.2 CSVWriter< M > Class Template Reference

### Static Public Member Functions

- static void **UpdateSchedule** (string PathToCsvFile, List< [Match](#) > schedule)
- static void **DeleteScheduleFile** (string PathToCsvFile)

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

- src/ClassLib/CSVWriter.cs

## 3.3 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.*

### 3.3.1 Detailed Description

Provides functionality to send emails using SMTP.

### 3.3.2 Constructor & Destructor Documentation

#### 3.3.2.1 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.

### 3.3.3 Member Function Documentation

#### 3.3.3.1 SendEmail()

```
void EmailService.SendEmail (
    string Recipient,
    string Sender,
    string Subject,
    string Content ) [inline]
```

Sends an email.

##### Parameters

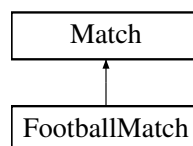
<i>recipient</i>	The recipient's email address.
<i>subject</i>	The subject of the email.
<i>content</i>	The content of the email.

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

- src/ClassLib/EmailService.cs

## 3.4 FootballMatch Class Reference

Inheritance diagram for FootballMatch:



### Public Member Functions

- **FootballMatch** (string PathToMatchDataCsvFile, int line\_number)
- override string **ToString** ()

### Properties

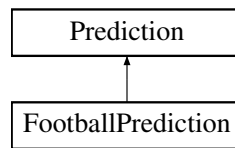
- string? **HomeTeam** [get]
- string? **AwayTeam** [get]
- byte? **ResultHomeTeamPenalties** [get]
- byte? **ResultAwayTeamPenalties** [get]

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

- src/ClassLib/FootballMatch.cs

## 3.5 FootballPrediction Class Reference

Inheritance diagram for FootballPrediction:



### Public Member Functions

- **FootballPrediction** (uint MemberID, [FootballMatch](#) football\_match, DateTime predictionDate, byte prediction\_home, byte prediction\_away)
- void **ChangePrediction** (byte? NewPredictionHome, byte? NewPredictionAway)
- override string **ToString** ()

### Additional Inherited Members

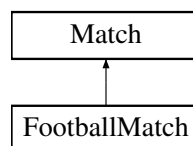
The documentation for this class was generated from the following file:

- src/ClassLib/FootballPrediction.cs

## 3.6 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, int line\_number)  
*Constructor to initialize a match object.*
- override int **GetHashCode** ()

## Properties

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

### 3.6.1 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.

### 3.6.2 Constructor & Destructor Documentation

#### 3.6.2.1 Match()

```
Match.Match (
    string PathToMatchDataCsvFile,
    int line_number ) [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

## 3.7 Member Class Reference

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

## Public Member Functions

- [Member](#) (string forename, string surname, string emailaddress)  
*Initializes a new instance of the [Member](#) class.*
- override int **GetHashCode** ()
- void [AddParticipatingSchedule](#) ([Schedule](#) schedule)  
*Adds a schedule to the member's list of participating schedules.*
- void [RemoveParticipatingSchedule](#) (ScheduleTypes schedule\_type)  
*Removes a schedule from the member's list of participating schedules.*
- void [AddPredictionToDo](#) ()  
*Adds a prediction to the member's list of predictions to do.*
- void [RemovePredictionToDo](#) (uint MatchID)  
*Removes a prediction from the member's list of predictions to do.*
- [Prediction SearchPredictionDone](#) (uint PredictionID)  
*Searches for a specific prediction in the member's list.*
- void **AddPrediction** ()

## Protected Attributes

- List< [Score](#) > **Scores**

## Properties

- uint [MemberID](#) [get]  
*Gets the unique ID of the member.*
- string? **forename** [get, set]
- string? **surname** [get, set]
- string **EmailAddress** [get, set]
- string **password** [get, set]
- List< [Schedule](#) > **ParticipatingSchedules** [get]
- List< [Match](#) > **PredictionsToDo** [get]
- List< [Prediction](#) > **PredictionsDone** [get]

### 3.7.1 Detailed Description

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

### 3.7.2 Member Function Documentation

### 3.7.2.1 SearchPredictionDone()

```
Prediction Member.SearchPredictionDone (
    uint PredictionID ) [inline]
```

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

#### Returns

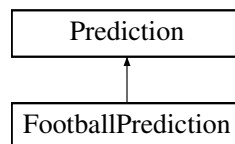
The prediction if found, otherwise null.

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

- src/ClassLib/Member.cs

## 3.8 Prediction Class Reference

Inheritance diagram for Prediction:



### Public Member Functions

- **Prediction** (uint member\_id, [Match](#) predicted\_match, DateTime predictionDate)
- bool **ValidatePrediction** ()
- override int **GetHashCode** ()
- override string **ToString** ()

### Properties

- uint **PredictionID** [get]
- uint **MemberID** [get]
- [Match](#) **PredictedMatch** [get]
- DateTime **PredictionDate** [get, set]

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

- src/ClassLib/Prediction.cs

## 3.9 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]

### 3.9.1 Detailed Description

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

### 3.9.2 Constructor & Destructor Documentation

#### 3.9.2.1 PredictionGame()

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

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

### 3.9.3 Member Function Documentation

#### 3.9.3.1 Register()

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

Registers a new member to the prediction game.



### 3.9.3.2 SendDailyEmail()

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

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

### 3.9.3.3 Unsubscribe()

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

Unsubscribes a member from the prediction game.

## 3.9.4 Property Documentation

### 3.9.4.1 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

## 3.10 Schedule Class Reference

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

### Public Member Functions

- **Schedule** (string PathToCsvFile, SportsTypes sport\_type, ScheduleTypes schedule\_type)
- List< [Match](#) > **GetMatchesFromCsvFile** (string PathToCsvFile, SportsTypes sport\_type)
- List< [Match](#) > **GetMatchesOnDay** ()

### Properties

- ScheduleTypes **ScheduleID** [get]
- List< [Match](#) > **Matches** [get]

### 3.10.1 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.

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

- `src/ClassLib/Schedule.cs`

## 3.11 Score Class Reference

### Public Member Functions

- **Score** (ScheduleTypes PredictedSchedule)
- **int CalculateScore** (ScheduleTypes PredictedSchedule, [Prediction](#) prediction)

### Properties

- **uint ScoreID** [`get`]

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

- `src/ClassLib/Score.cs`