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## model

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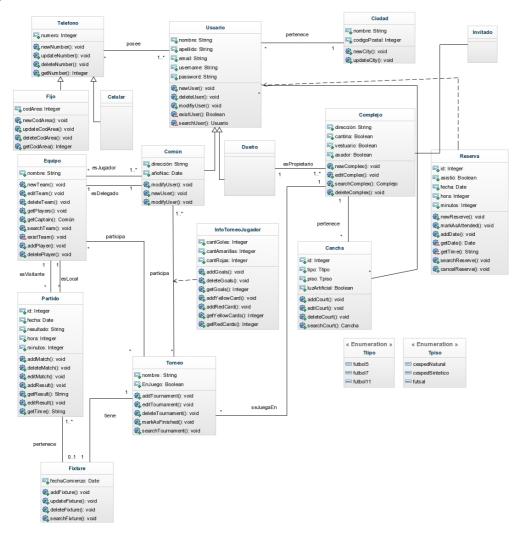
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| Diagrams          |   |  |  |  |  |  |  |  |  |      |  |
| Classifiers       | _ |  |  |  |  |  |  |  |  |      |  |
| Usuario           |   |  |  |  |  |  |  |  |  |      |  |
| Común             |   |  |  |  |  |  |  |  |  |      |  |
| Dueño             |   |  |  |  |  |  |  |  |  |      |  |
| Invitado          |   |  |  |  |  |  |  |  |  |      |  |
| Telefono          |   |  |  |  |  |  |  |  |  |      |  |
| Ciudad            |   |  |  |  |  |  |  |  |  |      |  |
| Fijo              |   |  |  |  |  |  |  |  |  |      |  |
| Celular           |   |  |  |  |  |  |  |  |  |      |  |
| Complejo          |   |  |  |  |  |  |  |  |  |      |  |
| Torneo            |   |  |  |  |  |  |  |  |  |      |  |
| Cancha            |   |  |  |  |  |  |  |  |  |      |  |
| Equipo            |   |  |  |  |  |  |  |  |  |      |  |
| Fixture           |   |  |  |  |  |  |  |  |  |      |  |
| Partido           |   |  |  |  |  |  |  |  |  |      |  |

#### 1. Overview

#### 1.1 Model Description

#### 1.2 Diagrams



#### 2 Classifiers

#### 2.1 Class Usuario

#### 2.1.1 Attributes

- nombre : String [1]

- apellido : String [1]

- email : String [1]

- username : String [1]

- password : String [1]

#### 2.1.2 Generalizations

None

#### 2.1.3 Operations

- Void **newUser** ()
- Void deleteUser ()
- Void modifiyUser ()
- Boolean existUser ()
- Usuario **searchUser** ()

#### 2.1.4 Associations

- pertenece : Ciudad [1]

- **telefono** : Telefono [\*]
- cancha: Cancha[\*]

#### 2.2 Class Común

#### 2.2.1 Attributes

- dirección : String [1]
- añoNac : Date [1]

#### 2.2.2 Generalizations

- Usuario

#### 2.2.3 Operations

- Void modifyUser ()
- Void newUser ()
- Void modifyUser ()

#### 2.2.4 Associations

- equipo : Equipo [\*]
- torneo : Torneo [\*]
- **esDelegado** : Equipo [1]

#### 2.3 Class Dueño

#### 2.3.1 Attributes

No additional attributes

#### 2.3.2 Generalizations

- Usuario

#### 2.3.3 Operations

No additional operations

#### 2.3.4 Associations

- complejo : Complejo [1..\*]

#### 2.4 Class Invitado

#### 2.4.1 Attributes

No additional attributes

#### 2.4.2 Generalizations

None

#### 2.4.3 Operations

No additional operations

#### 2.4.4 Associations

- complejo : Complejo [0..1]

#### 2.5 Class Telefono

#### 2.5.1 Attributes

- numero : Integer [1]

#### 2.5.2 Generalizations

None

#### 2.5.3 Operations

- Void newNumber () - Void **updateNumber** () - Void deleteNumber () - Integer getNumber () 2.5.4 Associations - **posee** : Usuario [1..\*] 2.6 Class Ciudad 2.6.1 Attributes - nombre : String [1] - codigoPostal : Integer [1] 2.6.2 Generalizations None 2.6.3 Operations - Void **newCity** () - Void updateCity () 2.6.4 Associations

- usuario : Usuario [\*]

## 2.7 Class Fijo

#### 2.7.1 Attributes

- codArea : Integer [1]

#### 2.7.2 Generalizations

- Telefono

#### 2.7.3 Operations

- Void newCodArea ()
- Void updateCodArea ()
- Void deleteCodArea ()
- Integer getCodArea ()

#### 2.8 Class Celular

#### 2.8.1 Attributes

No additional attributes

#### 2.8.2 Generalizations

- Telefono

#### 2.8.3 Operations

No additional operations

### 2.9 Class Complejo

#### 2.9.1 Attributes

- dirección : String [1]
- cantina : Boolean [1]
- vestuario : Boolean [1]
- asador : Boolean [1]

#### 2.9.2 Generalizations

None

#### 2.9.3 Operations

- Void newComplex ()
- Void editComplex ()
- Complejo **searchComplex** ()
- Void deleteComplex ()

#### 2.9.4 Associations

- **esPropietario** : Dueño [1]
- cancha : Cancha [\*]
- **seJuegaEn** : Torneo [\*]
- invitado : Invitado [0..1]

#### 2.10 Class Torneo

#### 2.10.1 Attributes

- nombre : String [1]

- **EnJuego** : Boolean [1]

#### 2.10.2 Generalizations

None

#### 2.10.3 Operations

- Void addTournament ()
- Void editTournament ()
- Void deleteTournament ()
- Void markAsFinished ()
- Void searchTournament ()

#### 2.10.4 Associations

- equipo : Equipo [\*]

- participa : Común [1..\*]

- complejo : Complejo [1]

- tiene : Fixture [1]

#### 2.11 Class Cancha

#### 2.11.1 Attributes

- **id** : Integer [1]

- **tipo** : Ttipo [1]

- **piso** : Tpiso [1]

- **luzArtificial** : Boolean [1]

#### 2.11.2 Generalizations

None

#### 2.11.3 Operations

- Void addCourt ()

- Void editCourt ()

- Void deleteCourt ()

- Cancha searchCourt ()

#### 2.11.4 Associations

- pertenece : Complejo [1]

- usuario : Usuario [\*]

## 2.12 Class Equipo

# 2.12.1 Attributes - nombre : String [1] 2.12.2 Generalizations None 2.12.3 Operations - Void newTeam () - Void editTeam () - Void deleteTeam () - Void **getPlayers** () - Común **getCaptain** () - Void searchTeam () - Void existTeam () - Void addPlayer () - Void **deletePlayer** ()

#### 2.12.4 Associations

- esJugador : Común [1..\*]

- participa : Torneo [\*]
- partido : Partido [\*]
- partido : Partido [\*]
- común : Común [1]

#### 2.13 Class Fixture

#### 2.13.1 Attributes

- fechaComienzo : Date [1]

#### 2.13.2 Generalizations

None

#### 2.13.3 Operations

- Void addFixture ()
- Void updateFixture ()
- Void deleteFixture ()
- Void searchFixture ()

#### 2.13.4 Associations

- torneo : Torneo [1]
- pertenece : Partido [1..\*]

## 2.14 Class Partido

| 2.14.1 | Attributes                     |
|--------|--------------------------------|
|        | - <b>id</b> : Integer [1]      |
|        |                                |
|        | - <b>fecha</b> : Date [1]      |
|        |                                |
|        | - resultado : String [1]       |
|        |                                |
|        | - hora : Integer [1]           |
|        | - <b>minutos</b> : Integer [1] |
|        | - minutes : integer [1]        |
|        |                                |
|        | Generalizations None           |
|        | Operations                     |
|        | •                              |
|        | - Void <b>addMatch</b> ()      |
|        |                                |
|        |                                |
|        | - Void <b>deleteMatch</b> ()   |
|        |                                |
|        | - Void <b>editMatch</b> ()     |
|        |                                |
|        |                                |
|        | - Void <b>addResult</b> ()     |
|        |                                |
|        | - String <b>getResult</b> ()   |
|        |                                |
|        | Void adit Daguit ()            |
|        | - Void <b>editResult</b> ()    |

- String **getTime** ()

#### 2.14.4 Associations

- **fixture** : Fixture [0..1]

- **esVisitante** : Equipo [1]

- **esLocal** : Equipo [1]

## 3 Enumerations

## 3.2 Ttipo

#### 3.2.1 Literals

- futbol5
- futbol7
- futbol11

## 3.3 Tpiso

#### 3.3.1 Literals

- cespedNatural
- cespedSintetico
- futsal