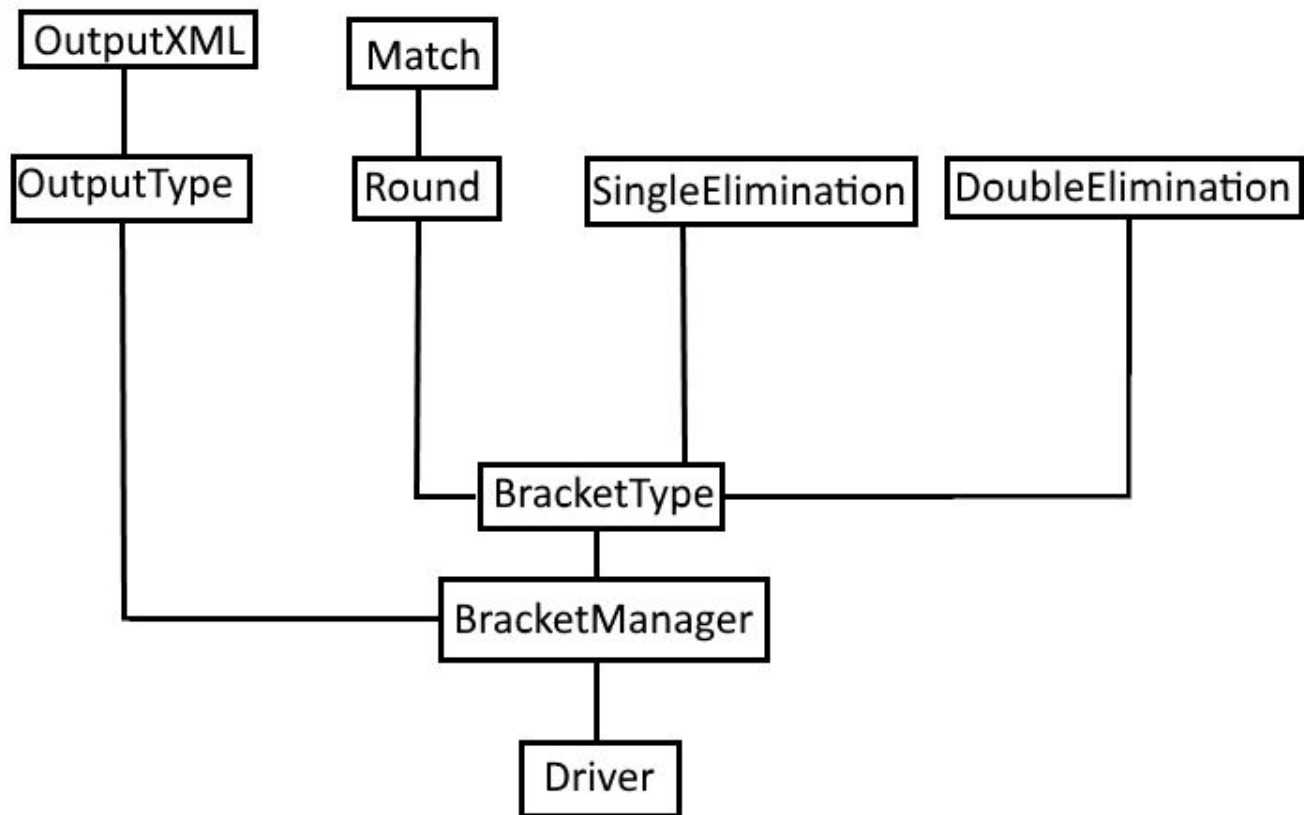


# Bracket Generator - Java version

The original version of this program was written in 2010 using Visual Basic .Net. I wrote it to streamline the process of making tournament brackets and “Texas Match Cards” for my Judo club. There was a mistake in the match numbering algorithm specifically for the loser’s brackets. I decided to rework this project to fix the errors and to learn a bit about Java.

Here is the interaction of the classes in this project:



The main program only interacts with the *BracketManager* class. The driver program does not need to explicitly create brackets, rounds, or matches. The *BracketManager* class is in a package with all of the support classes, and the package must be imported into the driver.

*BracketType* is an abstract class which has specific types of brackets (single/double elimination) as children. The *buildBracket* method is implemented specially to make the structure of a given bracket type. The *DoubleElimination* class’s *buildBracket* method is not currently implemented.

A *Bracket* contains rounds, and rounds contain matches. I chose to add the *Round* class to simplify the process of traversing matches within rounds, which are contained within brackets which are stored by *BracketManager*. My old project contained clunky algorithms to deal with the awful manner in which I stored the matches.

*OutputType* is an interface which is used provide XML output, as well as other methods to be added (html, text). The original program outputs html brackets and match cards, and that is my intent for this rewrite.

The following features will be added into the final release:

- Brackets and Match Cards in html format
- Double Elimination format support (both true double and modified double)
- Round Robin format support
- Repechage format support
- A graphical user interface