

Class Diagram for Classes of Tournaments

Classes:

host: users that create, manage, organize and end an event or tournament

participant: teams that participate and compete in tournaments

tournament: an entity that represents a competition between multiple teams

match: inherits from tournament, entity that represents a round in a tournament, where 2 participants compete

result: inherits from tournament, entity that represents the outcome of a match

Functions:

creates: The host initiates the tournament.

ends: When the competition is over, the host ends the tournament, signifying that there are not any matches left.

updates: When a match is over, the host updates the results to have the final outcome of each match.

signs up: A participant registers to compete in the tournament.

participates in: The participant goes up against another participant in a match.

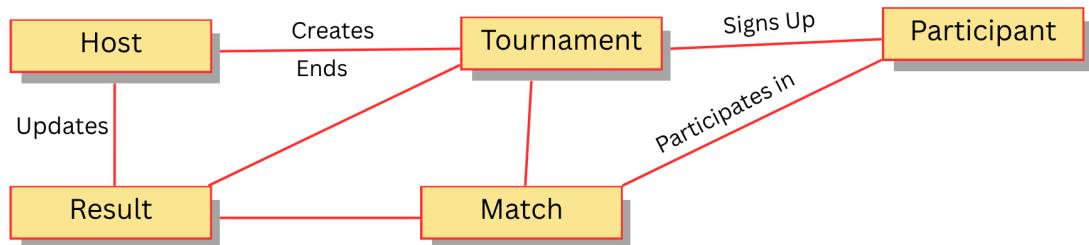


Figure 1: Class Diagram of Tournament Classes