Tournament
- id: int - name: string - description: string - startDate: DateTime - endDate: DateTime - minCompetitors: int - maxCompetitors: int - adress: string
+ Id {get;}: int + Name{get; private set;}: string + Description{get; private set;}: string + StartDate{get; private set;}: DateTime + EndDate{get; private set;}: DateTime + MinCompetitors{get; private set;}: int + MaxCompetitors{get; private set;}: int + Adress{get; private set;}: string + TournamentSystem{get;}: TournamentSystem + Competitors{get;}: List<User> + Matches{get;}: List<Match> + Status{get;}: Status + Tournament(id: int, name: string startDate: DateTime, endDate: DateTime, minCompetitors: int,maxCompetitors: int, adress: string, tournamentSystem: string) + Tournament(name: string startDate: DateTime, endDate: DateTime, minCompetitors: int,maxCompetitors: int, adress: string, tournamentSystem: string) + UpdateStatus(s: Status): void + AssignPlayer(u: User): void + AssignPlayers(users: List<User>): void + AssignMatches(matches: List<Match>): void + ToString(): string