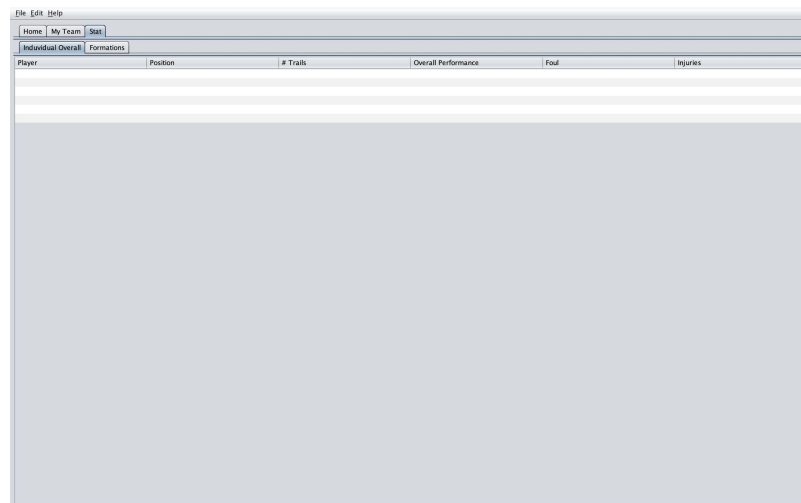
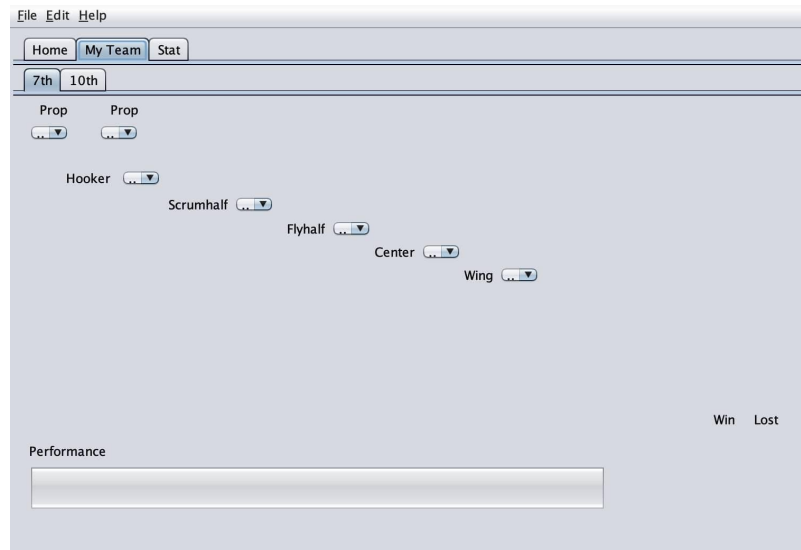


Object Design:

This program will have two main functions. The first function is to store players' information and formations information. This function will keep all the necessary information that will allow the user to fully use the second function. The second function is the "Best prediction". This function will use all the information, stored in the first function, to project the best formation for a game and also to suggest which players should be playing.



Input	Data type	Example
Player's name	Strings	Bill Johnson
Position	Strings	Center

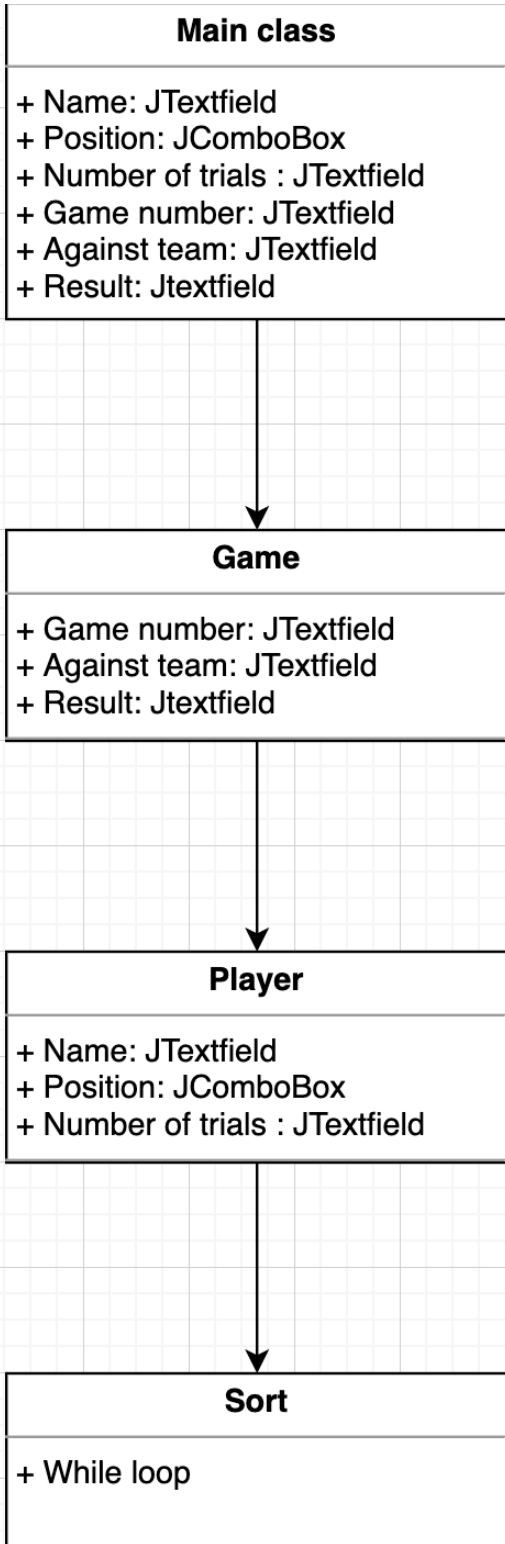
Number of trails	Integer	4
Game number	Integer	2
Against team	Strings	Red
Result	Strings	Won

Output	Data type	Example
Player's name	Strings	Bill Johnson
Position	Strings	Center

Test plan:

Action to test	Method of testing/Expected result
The record of information (Add new player button)	Input all the necessary information on the "Add new player" page. Then go to the "My team page" to see if the imputed information shows up.
The correct position of players on the "My Team" tab	Select each drop-down menu for each position, see if a specific player is in the correct position.
The correct information for each players	After input information about players, go to the table to see if the information matches with each player.
The record of performance on different formations	Look at the table and see if each formations represent the right performance based on past games
The recommendation of the best formation	Check if the program recommends the best formation by looking if the formation with the best overall performance is shown.

Class Diagram:



Flowchart:

