

2 IFA UML Class Diagram

The UML Class Diagram is the static diagram describing the structure of the system by showing its classes, their attributes, methods, and the relationships among them.

The Derivation Process

The classes represent the principal roles, subsystems and objects in the IFA system-to-be. There are two superclasses and several subclasses:

- User: The users with credentials to log in to the system, thus excluded the unregistered fans who gain open access to the portal information and statistics. The following subclasses are the children of the user superclass – the class diagram illustrates the relationships:
 - Team manager: manages the team and budget.
 - Player: manages player page.
 - Referee: updates the portal in real-time
 - Registered Fan: logs in to the system to follow pages and receive updates.
 - IFA employee: updates schedule and reviews budget
- Portal Page: a super class representing the different pages maintained on the portal by different actors, three subclasses follow from it:
 - Player page: for each player in the league.
 - Team page: maintained by the team.
 - Match page: updated by the referee.
- Schedule: Automatically generated by the system and can be updated by IFA.
 - Match schedule: a subclass that can be substantiated for each match and updated by IFA in case of unforeseen events.
- Team budget: updated by the team manager and reviewed by the IFA.
- Team

Diagram Legend



