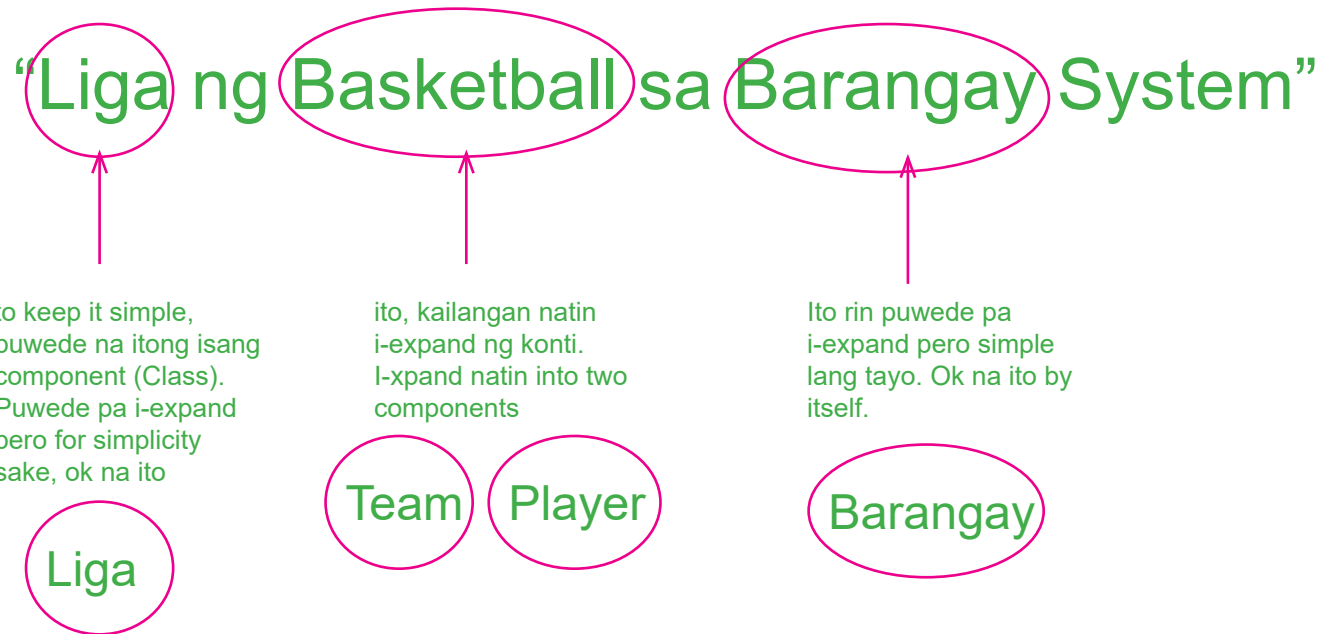


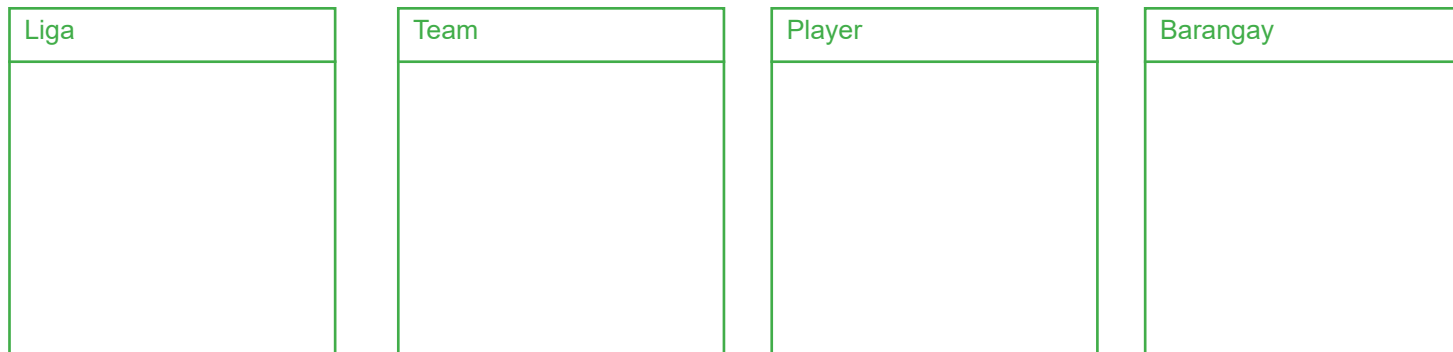
# Modelling

So, ito yung system natin. And we already determined ang mga components na kakailanganin natin which are LIGA, TEAM, PLAYER, BARANGAY



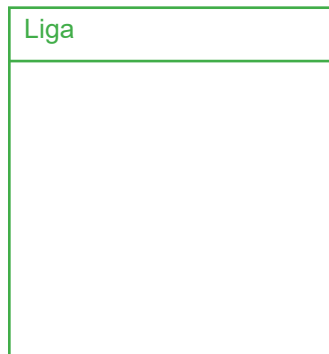
THEN, OK, Let's model it using UML - Unified Modelling Language - or sa maiksing salit..... I-DRAWING na lang natin para meron tayong reference..... or...sa iba pang salita, para lang meron tayong tinitignan na REFERENCE.

Ito na yung UML natin. Sa next page, i-explain ko ng konti.



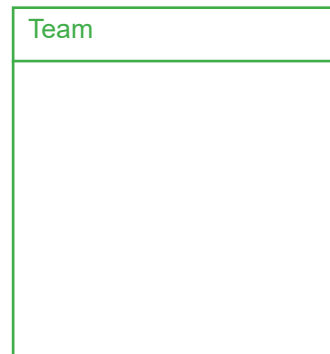
# Modelling

Now meron na tayong visual reference kung ano ano ang mga components ng ating system. Ngayon, let's determine ang mga TRABAHO NILA para malaman natin ang RELATIONSHIP nila sa isa't isa....or characteristic....etc.



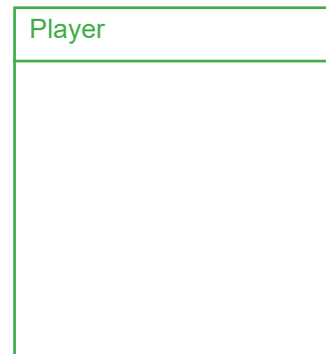
1) ang LIGA ay composed of many TEAMS

2) ang LIGA ay nasa BARANGAY



1) ang TEAM ay composed of many PLAYERS

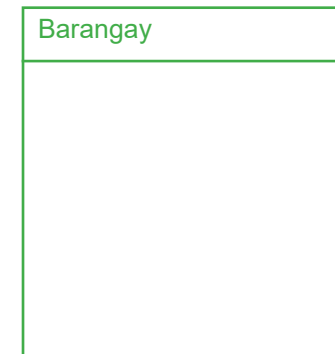
2) ang TEAM ay member siya ng LIGA



1) ang PLAYER ay may NAME

2) ang PLAYER ay may NUMBER

2) ang PLAYER ay may TEAM



1) ang BARANGAY ay may LIGA

OF COURSE, marami pa tayong masasabi pero LET'S JUST KEEP IT SIMPLE. Let's just state all the obvious para sa ating Barangay Liga System.

Next, we will finish out UML and then we start CODING!