

# Java Coding -1

OK, mga 'tol.

Ready na tayong mag code.

Merong na tayong mga components and we call them CLASSES.

Merong na rin tayong UML as guide natin.

\*\*\*\*TAKE NOTE... kumbaga sa kotse (system), nandito na yung mga PARTS natin, pero wala pa yung KAHA. Ibig kong sabihin, wala pa yung MAIN APPLICATION ("static void main(String[] args")... kaya hindi pa ito tatakbo pagkatapos mai-code. That will be the second part of coding.

OK, Let's start coding (Eclipse or Netbeans or Notepads..... kayo bahala kung saan)

Liga
name: String teams: ArrayList
getName(): String setName(): void addTeam(Team): void displayTeams(): void countTeams(): int

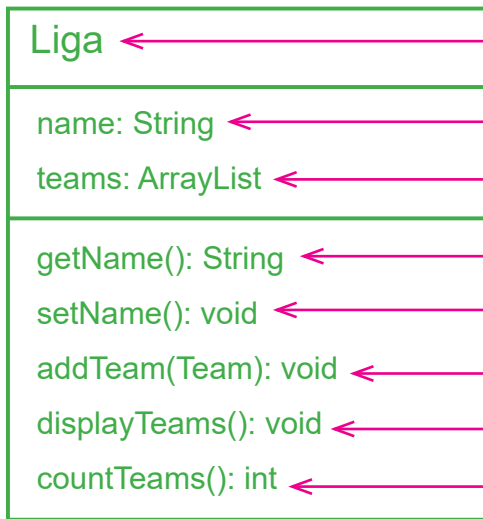
Team
name: String players: ArrayList
getName(): String setName(): void addPlayer(Player): void displayPlayers(): void countPlayers(): int

Player
name: String number: String teamName: String
getName(): String setName(): void getNumber(): String setNumber(): void getTeamName(): String setTeamName(): void

Barangay
name: String mgaLiga: ArrayList
getName(): String setName(): void addLiga(Liga): void displayLigas(): void countLigas(): int

# Java Coding - class "Liga"

GAWA ng Java class and name it Liga.  
(NOTE: Capital "L" and then small letters after)



```

1  import java.util.ArrayList;
2
3  public class Liga {
4      //attributes
5      private String name;
6      private ArrayList<Team> teams = new ArrayList<>();
7
8      /**
9       * Pag tinawag natin itong method na ito later, it will return a String
10     * @return name
11     */
12     public String getName() {
13         return name;
14     }
15
16     /**
17     * Gagamitin natin itong method na ito pag nagbigay tayo ng name ng Liga
18     * @param ligaName
19     */
20     public void setName(String ligaName) {
21         name=ligaName;
22     }
23
24     /**
25     * Ang Liga ay may listahan (collection ng mga teams)
26     * Ang method na ito ang mag-a-add ng team sa listahan niya
27     * @param team
28     */
29     public void addTeam(Team team) {
30         teams.add(team);
31     }
32
33     /**
34     * Ang method na ito, taga display lang kung ilang teams ang nasa liga
35     */
36     public void displayTeams() {
37         for(Team team : teams) {
38             System.out.println(team.getName());
39         }
40     }
41
42     /**
43     * Gagamitin natin ang method na ito pag gusto nating malaman kung ilang teams
44     * ang kasali sa Liga
45     * @return
46     */
47     public int countTeams() {
48         return teams.size();
49     }
50 }
51
52
  
```

OK, mga 'tol. That's it. Very simple.  
Merong tayong UML as guide.

NEXT, i-co-code natin yung mga iba pang Classes natin.

(OR.... try nyo umpisahan na yung iba and compare it sa  
ipo-post ko later)