

Java Coding - class "Barangay"

NO PAIN - NO GAIN

(Mag hands on coding para lalong dumikit sa utak ang knowledge)

```
Barangay.java ✕
1 import java.util.ArrayList;
2
3 public class Barangay {
4     private String barangayName;
5     ArrayList<Liga> mgaLiga = new ArrayList<>();
6
7     /**
8      * @return String pangalan ng Barangay
9      */
10    public String getName() {
11        return barangayName;
12    }
13
14    /**
15     * Use when you give name to Barangay
16     * @param name
17     */
18    public void setName(String name) {
19        barangayName = name;
20    }
21
22    /**
23     * Use to add a Liga sa barangay
24     * Liga ng mga kabataan, Liga ng mga bading, Liga ng mga Lola, etc.
25     * @param liga
26     */
27    public void addLiga(Liga liga) {
28        mgaLiga.add(liga);
29    }
30
31    /**
32     * Just displays kung ano ano ang mga pangalan Liga na naka register
33     * sa Barangay
34     */
35    public void displayLigas() {
36        for(Liga liga : mgaLiga) {
37            System.out.println(liga.getName());
38        }
39    }
40
41    /**
42     * @return int kung ilang liga ang naka register sa barangay
43     */
44    public int countLigas() {
45        return mgaLiga.size();
46    }
47
48 }
49 }
```

Documentation lang ito. Puwede nyong hindi i-code kung gusto nyo. But I recommend it para guide nyo...(this will actually generate a Javadoc)

Basically ang Barangay class will have it's:

- name
- listahan ng mga Liga na naka register sa barangay

Java Coding - class "Team"

NO PAIN - NO GAIN

(Mag hands on coding para lalong
dumikit sa utak ang knowledge)

```
Team.java
import java.util.ArrayList;

public class Team {
    private String teamName;
    ArrayList<Player> players = new ArrayList<>();

    /**
     * Use this method to get the team name
     * @return
     */
    public String getName() {
        return teamName;
    }

    /**
     * Use this method to give or set a name to the Team
     * @param name
     */
    public void setName(String name) {
        teamName = name;
    }

    /**
     * use this method to add a player to the team
     * @param player
     */
    public void addPlayer(Player player) {
        players.add(player);
    }

    /**
     * Bilangan kung ilang players ang member ng Team
     * @return
     */
    public int countPlayers() {
        return players.size();
    }
}
```

Java Coding - class "Player"

NO PAIN - NO GAIN

(Mag hands on coding para lalong dumikit sa utak ang knowledge)

```
Barangay.java Team.java Player.java Liga.java
1
2 public class Player {
3     private String playerName;
4     private String number;
5     private String teamName;
6
7     public String getPlayerName() {
8         return playerName;
9     }
10
11    public String getNumber() {
12        return number;
13    }
14
15    public String getTeamName() {
16        return teamName;
17    }
18
19    public void setPlayerName(String playerName) {
20        this.playerName = playerName;
21    }
22
23    public void setNumber(String number) {
24        this.number = number;
25    }
26
27    public void setTeamName(String teamName) {
28        this.teamName = teamName;
29    }
30
31
32 }
33
```

POJO = Plain Old Java Object..... in short, this class ay parang lang "tanga"... or dummy... :)

Puro set at get lang ang ginagawa.