

WinPool/FB

A Windows Football Pool Program

by

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***Written in
Microsoft Visual BASIC***

Introduction

WinPool/FB is a Windows Football Pool Manager. Although there are many football pool programs available, none could be found that run under windows. So, we decided that it would be 'fun' to write one for Windows (actually, one of us decided, and talked the other one into helping out). This Documentation will attempt to take you through inputting data and printing reports

Getting Started

When you start WinPool, you will see the disclaimer box, this box will stay on the screen for 10 seconds, then the main form will appear. We will go through each one of the menu options in a moment, the menu structure looks something like this:

Menu option	Sub Items	Action
File	Select Database	Allows you to select or create a new database to use.
	Start new season	Resets the current database. (erases all entries in the files)
	Player Information	Allows you to add, delete, or edit players in the current database.
	Exit	Ends the program.
Games	Enter This Years Games	Allows you to enter the games that will be played for each week of the season.
	Enter Players Picks	Allows you to enter the games that a particular player has chosen for each week.
	Enter Weekly Winning Teams	Allows you to enter which team won the games for a particular week.
Pick Sheets	(none)	Brings up a form that allows you print pick sheets.

Weekly Status	(none)	Will print a status report (winners report) for a particular week.
About	(none)	Brings up the about box.

When you start WinPool for the first time, you need to create your own database. To do this, select **File - Select a Database**, or type **Ctrl-S**. This will bring up then file selection box. To create a new database, go to the File Name field and type an 8 character DOS-type file name -- **Do Not Type An Extension** -- WinPool will add one for you. Click on **OK**. WinPool should come back with a query box telling you that the file name could not be found, and asking you if you want to create it. Click on OK here to continue creating the database, you should now be presented with a form that will allow you to enter a description for the database. Type a description in the description field - 40 characters max. (there is a character counter to the right of the field), click on OK when you are done. You should now be back at the main form. Note: If you did not get the form where you enter the database description, but ended up back at the main form, that means that the file name you typed in already exists (the database already exists). if you want to clear out all the entries in the database to start a new season, simply choose **File - Start a New Season**.

After creating a new database, you need to tell WinPool to initialize the associated files, you do this by choosing **File - Start a New Season** or type **Ctrl-N**. Yes, I know, your probably asking why WinPool did'nt perform the 'start a new season' process when you created the database.. We asked ourselves that very same question!! Basically we were pressed for time to get the program done in the first place - so that will be fixed in the 'next version'.

After starting a new season, you could do one of two things next. You can start entering players names, or you could start entering the games for the year. I will first go through entering players names. To add, edit, or delete players names, you need to be at the Player Information Form. To get to the player information form choose **File - Player Information** or type **Ctrl-L**. The form has a list box that has the names of the players, and command buttons for **Add**, **Edit**, **Delete**, and Exit. To add a player, click on the add button, you will then be presented with an input box in which to type the player name. **Note:** The player list is always kept in alphabetical order, so it is recommended that you enter the name in '**lastname,firstname**' format. After typing the name, click on OK, or press enter, the name should appear in the player list. To edit a name, click on the name in the list box, and then click on the **Edit** button, you will then be presented with an input box that contains the name, you can edit the name then click on **OK**, or press enter. To delete a name, click on the name in the list box, and then click on the **Delete** button. You will be prompted to confirm the delete

of the selected name, click on **Yes**, or **NO**. To exit the Player Information form, click on the **EXIT** button.

Also, After starting a new season, you could enter the games for the year. To do this choose **Games - Enter This Years Games** or type **Ctrl-Y**, this will bring up the Week Selection box, simply click on the week you wish to enter games for. You should now see the Game Selection form. On the left side of the form are the 28 teams, on the right side of the form are the slots for the 14 games for that week. To choose the teams for the games, simply drag-and-drop them into the appropriate slot. As you move the mouse over a particular slot, you'll notice that the background changes color, and you can move a team back to the left side of the screen by performing the same operation (you don't have to put the team back into it's exact slot, just as long as you drop it somewhere in the box containing the team names). You'll also notice that a 'do not enter' traffic sign shows up while you are move the team from one side of the form to the other, that symbol means that you cannot drop the item there, if you do, the drag and drop operation is canceled. If you really mess up moving the team into their appropriate slot, you can reset them by clicking on the **Reset** button. After you have selected all of the games that week, inside the box called Save and ..., you have 3 options: You can save and **Do Prev. Weeks** games, save and **Do Next Weeks** games, or save and **Return** to the main form, simply click on your choice. This will allow you to enter several weeks games without leaving this form. **Note:** You can come back into this form to make changes to the games at a later date, however, if you have already picked winners for these games, you will not be able to perform any save function without erasing the winning games you have already chosen - you will get a dialog box to let you know when this happens - you can cancel from the dialog box, and then cancel from the form if you didn't make any changes to the games.

At this point, you have games and players entered in the system, next you need to print out pick sheets to pass out the players so they can choose their winners for the week. To do this, choose **Pick Sheets**, or type **Alt-P**. You will first see a week selection box, choose the week you want by clicking on the appropriate button. You should now see the Print Pick Sheets form. Notice that the form lists the current week, along with a **Up** and **Down** button to adjust the week without having to go back to the main form. You are allowed to enter four lines of comments that will appear on each pick sheet, to do this, simply click on the **Comments..** button. This will bring up the Pick Sheet Comments form. Each comment can be up to 80 characters long (the counter to the right side of the field will help you keep track). **Note:** Comments remain in effect as long as the WinPool program is running (even if you leave the Pick Sheets form), so be sure you erase them if you no longer want to comments to print. Ok, back to the print pick sheets form -- after selecting the week you want to print a pick sheet for, you can choose to print sheets **for a PARTICULAR Player**, or **for ALL Players**. If you choose to print a sheet for a particular player, you are presented with a list containing the names of all the players, simply double-click on the player you

wish to print a sheet for. If you choose to print pick sheets for all players, there will be a pause while WinPool sends the information to print manager. When you are all finished printing, click on **Done**. **Note:** Printing will NOT start until you leave the form (click on Done).

After you get the pick sheets back from the players with their choices, you are then ready to enter them into WinPool. To do this, choose **Game - Enter Players Picks** or type **Ctrl-P**. This will first bring up a Player Selection list to select a player to enter picks for and then bring up a Week Selection box for you to select the week. You will then see the player pick form (the title of the form will confirm your player and week selection). On the form, you will see the games for the week with selector buttons next to each team. Simply click on the button next to the team that the player selected as the winner for that game, and enter the combined score for the Monday night game in the appropriate field. When you are finished, there are several things you can do at this point. Looking at the '**Save and...**' box in the bottom of the form, the actions can be taken: **Do Prev. Week** - this will allow you to bring up the previous weeks choices for the current player, **Do Next Week** - this will allow you to bring up the next weeks choices for the current player, **Return** - this will take you back to the main form, and **Select New Person** - this will bring up the player selection list to allow you to choose a new person to enter winning games for the same week.

When the Monday Night game is over, and you have all of the winning games, you are ready to enter the weekly winning games into WinPool. To do this, choose **Games - Enter Weekly Winning Teams**, or type **Ctrl-W**. After prompting you for the current week, you will be presented with a form that looks like the 'enter player picks' form, with a few differences. Instead of buttons for just the home and visitor team, you also have a button for a tie game. The procedure here is that same as before, simply click on the button next to the team that won (unless of course there was a tie, then you click on the tie button), enter the combined score for the Monday Night game in the appropriate field, and click on one of the command buttons at the bottom of the form.

Whew!! Now that you have finished all of that -- it's time to let WinPool do some work... After you have entered all of the player picks, and the weekly winning games, you are now ready to print a weekly status report. To do this, choose **Weekly Status**, or type **Alt-S**. You will then be prompted to select the current week, after that there will be a pause while WinPool calculates the standings. A report will then be generated, and you should see the main form. The report will contain the player name, current weeks wins/losses, overall wins/losses, the players combined score for the Monday Night game, and the difference between the players score and the actual combined score. The report is sorted by most wins, and least difference, so the winner should be listed at the top of the report. The report also has page-break logic (in case you have a large number of players), complete with page numbers!!

Wrap it up

Well, there you have it.. WinPool. I'd like to take this opportunity to encourage you to register WinPool if you are going to use it. It will encourage us to possibly write some additional sharware programs, as well as continuing to make upgrades to WinPool. Also, for you programming GURUs out there, your registration will also get you the Visual BASIC source code for the program (so you can do your own upgrades).

The authors would appreciate hearing about any program problems, comments, suggestions, criticisms (constructive or otherwise -- but go easy on us folks, this is our first attempt at programming in windows - in any language). If you have Compuserve access, you can E-Mail Bryan Tosi (Cserve ID: 76046,3252), or you can mail a letter to us at the address listed in the registration portion of WinPool (simply click on the registration button on the main form)