Player and Team Requirements.

Description

Pre-Requisites: Should have good knowledge of Classes, Interfaces, Generic Collections, and LINQ (Lambda expressions, Extension methods, and Anonymous Functions)

Application Environment: Console Application using C#

Case Study:

FastPace Cricket Academy has decided to create a solution to maintain information about the teams' players for a day game with the below functionalities:

- User will be able to add a player to the team with details Player ID, Name, and Age.
- User will be able to remove a player from the team by passing the player's ID.
- User will be able to get player details by passing the player's ID.
- User will be able to get player details by passing the player's name.
- User will be able to get all player details.
- User will not be able to add more than 11 players to the team.