1. C#: Team Interface

Implement inheritance as described below.

Create a class Team that has the following:

1. A member variable *teamName* [string]

2. A member variable *noOfPlayers* [integer]

3. A constructor function:
    1. It takes 2 parameters and assigns them to *teamName* and *noOfPlayers* respectively.

4. A member function *AddPlayer(count)*:
    1. It takes an integer *count* as a parameter and increases *noOfPlayers* by *count*.

5. A member function *RemovePlayer(count)*:
    1. It takes an integer *count* as a parameter and tries to decrease *noOfPlayers* by *count*.

    2. If decreasing makes *noOfPlayers* negative, then this function simply returns false.

    3. Else, decrease *noOfPlayers* by *count* and return true.

Create a class Subteam that inherits from the above class Team. It has the following:

1. A constructor function:
    1. It takes 2 parameters, *teamName* and *noOfPlayers*, and calls the base class constructor with these parameters.

2. A member function *ChangeTeamName(name)*:
    1. It takes a string *name* as a parameter and changes *teamName* to *name*.

The first line contains a string, *teamName*, and integer, *noOfPlayers*, denoting the team name and the initial number of players in the team, respectively.
The second line contains an integer, *count*, which is the parameter for the *AddPlayer* function.
The third line contains an integer, *count*, which is the parameter for the *RemovePlayer* function.
The fourth line contains a string, *name*, which is the parameter for *ChangeTeamName* function.

▼ Sample Case 0

Sample Input For Custom Testing

```
OldTeam 2
3
4
NewTeam
```

Sample Output

```
Team OldTeam created
Current number of players in team OldTeam is 2
New number of players in team OldTeam is 5
Current number of players in team OldTeam is 5
New number of players in team OldTeam is 1
Team name of team OldTeam changed to NewTeam
```

Explanation

First, a team is created with *teamName* as 'OldTeam' and *noOfPlayers* as 2. Then, the *AddPlayer* function is called with parameter 3, so the new *noOfPlayers* becomes 5. Then, the *RemovePlayer* function is called with parameter 4, so the new *noOfPlayers* becomes 1. Finally, the *ChangeTeamName* function is called with parameter 'NewTeam', which changes *teamName* to 'NewTeam'.