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class Player:  
 def \_\_init\_\_(self, player\_name, player\_position):  
 self.player\_name = player\_name  
 self.player\_position = player\_position  
  
 def \_\_str\_\_(self):  
 return f"{self.player\_name} - {self.player\_position}"  
  
  
class NFLTeam:  
 def \_\_init\_\_(self, team\_name, player\_list):  
 self.team\_name = team\_name  
 self.player\_list = player\_list  
  
 def display\_team(self):  
 print(f"Team: {self.team\_name}")  
 print("Players:")  
 for player in self.player\_list:  
 print(player)  
  
  
# Create Player instances  
player1 = Player("Joe Montana", "QB")  
player2 = Player("Barry Sanders", "RB")  
player3 = Player("Jerry Rice", "WR")  
player4 = Player("Graham Gano", "K")  
  
# Add players to a list  
player\_list = [player1, player2, player3, player4]  
  
# Create an NFL team with a name and the list of players  
team = NFLTeam("San Francisco 49ers", player\_list)  
  
# Output the team name and players  
team.display\_team()