

SoccerMatch
Date startTime: Date Date endTime: Date location: String home: String visitor: String homePlayers: Player[] visitorPlayers: Player[] homeGoals: Goal[] visitorGoals: Goal[] myHomePlayersSize: int myVisitorPlayersSize: int myHomeGoalsSize: int myVisitorGoalsSize: int
SoccerMatch() SoccerMatch(startTime: Date, endTime: Date, home: String, visitor: String) addHomePlayer(Player p) : void addVisitorPlayer(Player p): void getWinner(): String addHomeGoal(Goal g) : void addVisitorGoal(Goal g): void getHomeGoals(): Goal[] getVisitorGoals(): Goal[]

Player
name: String goals: int team: String
Player() setName(String name): void setTeam(String team): void setGoals(int goals): void getName(): String getGoals(): int getTeam(): String

Goals
minute: int Player: Player
Goal() getMinute(): int getPlayer(): Player setMinute(int min): void setPlayer(Player p): void