object: **team**

PROPERTIES

_players
▸ an array created for collecting players of the team (as separated objects);

_games
▸ an array created for collecting games results;

METHODS

get players()
▸ a method created for preventing a possible altering _players object;
▸ returns the _players properties;

get games()
▸ a method created for preventing a possible altering _gamess object;
▸ returns the _gamess properties;

addPlayer(firstName, lastName, age**)**
▸ a method created for adding new players to _players array;
▸ creates the player object;
▸ adds the player to the _players array in _team object;

addGame(opponent, teamPoints, opponentPoints**)**
▸ a method created for adding new games to _games array;
▸ creates the game object;
▸ adds the game to the _games array in _team object;

Team Stats
Operating principle of the program
(made with Lucidchart software: lucidchart.com)

object: **_games**

PROPERTIES

opponent
▸ a string with the value of the passed opponent name;

teamPoints
▸ a number with the value of the passed points collected by the team;

opponentPoints
▸ a number with the value of the passed points collected by the opponent;

METHODS

This object has not any methods

object: **_players**

PROPERTIES

firstName
▸ a string with the value of the passed last name;

lastName
▸ a string with the value of the passed last name;

age
▸ a number with the value of the passed age;

METHODS

This object has not any methods