[PLAYER, NAME]

```
_Team _____
players: iseq PLAYER
name: NAME
teams: iseq Team
\forall i, j: 1 .. \# teams \cdot (teams i) . players \cap (teams j) . players = \emptyset
\forall i, j: 1 .. \# teams \cdot (teams i) . name = (teams j) . name \Leftrightarrow teams i = teams j
 _AddTeam__
ΔLeague
team?: Team
\forall i: 1 .. # teams • (teams i) . players \cap team? . players = \emptyset \land teams i \neq team?
teams' = teams \ \langle team? \rangle
ΔLeague
team?: Team
\exists pre, post: iseq Team \mid teams = pre \land \langle team? \rangle \land post \cdot teams' = pre \land post
  _DeletePlayer _____
ΔLeague
player?: PLAYER
\exists t, n: Team; tpre, tpost: iseq Team; ppre, ppost: iseq PLAYER
  | teams = tpre^{-\langle t \rangle} tpost
   \land t. players = ppre ^ \langle player? \rangle ^ ppost
   \wedge n . name = t . name
   \land n. players = ppre ^ppost \cdot teams' = tpre ^q \langle n \rangle ^ptost
```

GetPlayerCountForTeam
ΔLeague
teamname: NAME
count!: N
$\exists i: 1 \# teams \mid (teams i). name = teamname$
• count! = # (teams i) . players
GetPlayerCount
ΔLeague
count!: N
$ count! = \# \{ p: PLAYER; i: 1 \# teams \langle p \rangle \text{ in } (teams i) . players \cdot p \}$