NFLPlayerManager
- players: ArrayList
+NFLPlayerManager() +NFLPlayerManager(number: int) +NFLPlayerManager(players: NFLPlayer[]) +createPlayers(): void +createPlayers(numberOfPlayers: int): void +toString(): String +getPlayer(index: int): NFLPlayer +setPlayer(index:int, player: NFLPlayer): void +addPlayer(player: NFLPlayer): void +removePlayer(index:int): void +findPlayer(target: NFLPlayer): int +getNumberOfPlayers(): int