Challenges:

* I have used builder pattern to set the cricket player details, it will construct the object even though if we don’t want the other variable values.
* Used Factory design pattern to create an instance of the service class like batsman, bowler and allrounder, it will hide the instance from the client
* Faced difficulties while reusing the same methods and changing the behavior according to the roles like batsman, bowler and allrounder.
* Faced difficulties while writing jUnit testcases, there multiple methods were available, and I have a proper method to test the cases.
* Used observer design pattern to send the notification for the selected players.

Learnings from them

* Reuse of the same method for the different roles or for different players.
* The ability to use proper methods to write the tests.
* Create abstracts classes for the same.