Revision Wed:

As a safety procedure, the board of the NBA now requires every player to have a personal trainer who will inform the league board about the health status of the corresponding player. To implement this, you will implement a Trainer class. Each trainer will have exactly one player that they are responsible for and report to the league board about the player when required. The specification for Trainer class is as follows:

Instance data members:

- name: Full name of the trainer registered.
- speciality: The speciality of the trainer as text (e.g., physiotherapist, dietitian, gym coach etc.)
- isPlayerCovid: Holds the COVID-19 status of the player as a boolean. Value is true if the player is tested covid positive.
- lastTestDate: Holds the value of the date when the player took a COVID test lastly. You can assume that date is a String with "YYYY-MM-DD" format.
- injuryStatus: Shows the injury status of the player as text. If the player is healthy, the value is null.
- player: An instance of the Player class which the trainer is responsible for.

Methods:

- Constructor:
 - Takes name, speciality and a Player instance and initializes the corresponding values.
 - Initializes the player as COVID negative and last test date as null.
- recordCovidTest: Updates the COVID status of the player. Gets the test status as a boolean with variable isCovid and testDate which is text.
- updateInjuryStatus: Updates the injury status by modifying the variable injuryStatus. Takes the current status of the player as a text input.
- toString: Reports the health information of the player as a string. A sample run is provided below.

Sample run: