

## «interface» **TeamInterface**

- +addPlayer(Player player): void
- +removePlayer(int jerseyNumber): void
- +getTeamSize(): int
- +getJerseyNumber(Player player): int
- +getAllPlayersInTheTeam(): String
- +getStartingLineupList(): String
- +getBenchPlayers(): String
- +getPlayerByJerseyNumber(int jerseyNumber): Player

## Team

- playerMap: Map<Integer, Player>
- +addPlayer(Player player): void
- +removePlayer(int jerseyNumber): void
- +getTeamSize(): int
- +getJerseyNumber(Player player): int
- +getAllPlayersInTheTeam(): String
- +getStartingLineupList(): String
- +getBenchPlayers(): String
- +getPlayerByJerseyNumber(int jerseyNumber): Player
- generateUniqueJerseyNumber(): int