<<interface>> **ITeam**

- + getName(): String
- + getSize(): int
- + isValidTeam(): Boolean
- + generateJerseyNumber(): int
- + addPlayer(IPlayer): void
- + removePlayer(int): void
- + selectStartingLineup(): void
- + getAllPlayers(): String
- + getStartingLineup(): String

<<interface>> **IPlayer**

- + getFirstName(): String
- + getLastName(): String
- + getDateOfBirth(): LocalDate
- + getPreferredPosition(): Position
- + getSkillLevel(): int

<<enum>>

Position

GOALIE

DEFENDERS

FORWARD

BENCH

MIDFIELDERS

- + getJerseyNumber(): int
- + getActualPosition(): Position
- + setJerseyNumber(int): void
- + setPosition(Position): void
- + setSkillLevel(): int

Player

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- firstName: String
- lastName: String
- dateOfBirth: LocalDate
- preferredPosition: Position
- skillLevel: int
- jerseyNumber: int
- actualPosition: Position
- + getFirstName(): String
- + getLastName(): String
- + getDateOfBirth(): LocalDate
- + getPreferredPosition(): Position
- + getSkillLevel(): int
- + getJerseyNumber(): int
- + getActualPosition(): Position
- + setJerseyNumber(int): void
- + setActualPosition(Position): void
- + setSkillLevel(): int
- + toString(): String

Team

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- name: String
- size: int

1..20

- players: HashMap<Integer, IPlayer>
- startingLineup: ArrayList<IPlayer>
- + getName(): String
- + getSize(): int
- + isValidTeam(): Boolean
- generateJerseyNumber(): int
- + addPlayer(IPlayer): void
- + removePlayer(int): void
- + selectStartingLineup(): void
- + getAllPlayers(): String
- + getStartingLineup(): String