## <<interface>> **IPlayer** + getFirstName(): String <<enum>> + getLastName(): String + getDateOfBirth(): LocalDate **Position** + getPreferredPosition(): Position 1..20 **GOALIE** + getSkillLevel(): int **DEFENDERS** + getJerseyNumber(): int **MIDFIELDERS** + getActualPosition(): Position **FORWARD** + setJerseyNumber(int): void **BENCH** + setPosition(Position): void + setSkillLevel(): int

firstName: StringlastName: String

- skillLevel: int

- jerseyNumber: int

dateOfBirth: LocalDatepreferredPosition: Position

- actualPosition: Position

+ getFirstName(): String+ getLastName(): String

+ getSkillLevel(): int

+ setSkillLevel(): int + toString(): String

+ getJerseyNumber(): int

+ getDateOfBirth(): LocalDate+ getPreferredPosition(): Position

+ getActualPosition(): Position+ setJerseyNumber(int): void

+ setActualPosition(Position): void

**Player** 

## <<interface>>

- + getName(): String
- + getSize(): int
- + getTeamPlayers(): HashMap<Integer, IPlayer>
- + getStartingLineup(): ArrayList<IPlayer>
- + addPlayer(IPlayer): void
- + removePlayer(int): void
- + selectStartingLineup(): void
- + getAllPlayersText(): String
- + getStartingLineupText(): String

## **Team**

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