<<interface>>
Player

+ getFirstName(Player): String
+ getLastName(Player): String
+ getBirthday(Player): LocalDate
+ getPosition(Player): Position
+ getSkillLevel(Player): int
+ getJerseyNum(Player): int

<<interface>>
TeamModel

+ addPlayer(Player): void
+ selectLineup(): List<Player>
+ getPlayers(): List<Player>
+ getLineup(): List<Player>

Player

- firstName: String
- lastName: String
- birthday: LocalDate
- preferredPosition: Position
- actualPosition: Position
- skillLevel: int
- jerseyNum: int

+ getFirstName(Player): String
+ getLastName(Player): String
+ getBirthday(Player): LocalDate
+ getPreferredPosition(Player): Position
+ getActualPosition(Player): Position
+ getSkillLevel(Player): int
+ getJerseyNum(Player): int
+ generateJerseyNum(Player): int
+ generateActualPosition(Player): Position

TeamModelImpl

- size: int
- team: List<Player>
- lineup: List<Player>

+ addPlayer(Player): void
- deletePlayer(Player): void
+ selectLineup(): List<Player>
+ getPlayers(): List<Player>
+ getLineup(): List<Player>

<<enumeration>>
Position

Goalie
Defender
Midfielder
Forward