Serialization
+ Serialize: void
+ Deserialize: void

Person

Person

#Name: string

#Age: string

#Nacion: string

#Salary :int

Jugadores

-Attack points: int

-Defense pints: int

-Shirt number: int

Entrenador

-Tactic points: int

+ChangePLayer():

Medico

-Experience points: int

+CheckPlayer();

Equipo

Equipo

-Name Team:string

-Nacion or league :string

-Jugador List<String>

-Medico List<String>

-Entrenador List<String>

-Match Win:int

-Match Tie:int

-Mach Lose :int

+NacionCorroborate():

+ShowInfotmacion();

Event

Event

+lesionPlayer

SImulator Match

SImulator Match

-DateTime

-NumFechaMatch :int

-DurationMatch:int

+ShowInformacionMAtch():

+MatchTeams ();

+RequestDoctor():

Lesion
():