```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5
6  namespace QuiddichV2._0
7  {
8      public class Player
9      {
10         private int teamID;
11         private string firstName;
12         private string lastName;
13         private int uniformNumber;
14         private string position;
15
16
17         #region Properties
18
19         public int TeamID
20         {
21             get
22             {
23                 return teamID;
24             }
25             set
26             {
27                 teamID = value;
28             }
29         }
30
31         public String FirstName
32         {
33             get
34             {
35                 return firstName;
36             }
37             set
38             {
39                 firstName = value;
40             }
41         }
42         public String LastName
43         {
44             get
45             {
46                 return lastName;
47             }
48             set
49             {
50                 lastName = value;
51             }
52         }
53         public int UniformNumber
54         {
55             get
56             {
57                 return uniformNumber;
58             }
59
60             set
61             {
62                 uniformNumber = value;
63             }
64         }
65
66         public String Position
```

```
67          {
68              get
69              {
70                  return position;
71              }
72              set
73              {
74                  position = value;
75              }
76          }
77
78
79
80          #endregion
81
82          public Player()
83          {
84
85          }
86
87          public override bool Equals(object obj)
88          {
89              bool valid = false;
90
91              // If parameter is null return false.
92              if (obj == null)
93              {
94                  valid = false;
95              }
96
97              // If parameter cannot be cast to has return false.
98              Player p = obj as Player;
99              if ((System.Object)p == null)
100             {
101                 valid = false;
102             }
103
104             // Check to see if all parameters match
105             if (p.firstName == firstName && p.lastName == lastName && p.uniformNumber == uniformNumber ↙
    && p.position == position && p.teamID == teamID)
106             {
107                 valid = true;
108             }
109
110             return valid;
111         }
112
113         public void addPlayerToTeam(Player player, Team team)
114         {
115             team.add(player);
116         }
117
118         public override int GetHashCode()
119         {
120             string hashString = firstName + lastName + uniformNumber + position + teamID;
121             return hashString.GetHashCode();
122         }
123
124         public override string ToString()
125         {
126             return "\nTeam ID: " + teamID + "\nFirst name: " + firstName + "\nLast name: " + lastName + ↙
     "\nUniform number: "
127                 + uniformNumber + "\nPosition: " + position;
128         }
129
130         public string GetDisplayText()
```

```
131         {
132             return teamID + ", " + firstName + ", " + lastName + ", " + uniformNumber + ", " + position
    ;
133         }
134 
135         public string GetDisplayText(string sep)
136         {
137             return teamID + sep + firstName + sep + lastName + sep + uniformNumber + sep + position;
138         }
139     }
140 }
141 
```