```csharp
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace QuiddichV2._0
8  {
9      public class Team
10     {
11         private int teamID;
12         private string teamName;
13         private string abbrName;
14         private string city;
15         private string state;
16         private string zipCode;
17         private List<Player> roster;
18
19
20         #region Properties
21
22         public String TeamName
23         {
24             get
25             {
26                 return teamName;
27             }
28             set
29             {
30                 teamName = value;
31             }
32         }
33
34         public String AbbrName
35         {
36             get
37             {
38                 return abbrName;
39             }
40             set
41             {
42                 abbrName = value;
43             }
44         }
45
46         public String City
47         {
48             get
49             {
50                 return city;
51             }
52             set
53             {
54                 city = value;
55             }
56         }
57
58         public String State
59         {
60             get
61             {
62                 return state;
63             }
64             set
65             {
66                 state = value;
```

```csharp
 67                }
 68            }
 69
 70            public String ZipCode
 71            {
 72                get
 73                {
 74                    return zipCode;
 75                }
 76                set
 77                {
 78                    zipCode = value;
 79                }
 80            }
 81
 82            public List<Player> Roster
 83            {
 84                get
 85                {
 86                    return roster;
 87                }
 88                set
 89                {
 90                    roster = value;
 91                }
 92            }
 93
 94            public int TeamID
 95            {
 96                get
 97                {
 98                    return teamID;
 99                }
100                set
101                {
102                    teamID = value;
103                }
104            }
105
106            #endregion
107
108            public Team()
109            {
110            }
111
112            public List<Player> getPlayers(int teamID)
113            {
114                return PlayerDB.GetPlayers(teamID);
115            }
116
117            public void add(Player playerToAdd)
118            {
119                roster.Add(playerToAdd);
120            }
121
122            public override bool Equals(object obj)
123            {
124                bool valid = false;
125
126                if (obj == null)
127                {
128                    valid = false;
129                }
130
131
132                Team p = obj as Team;
```

```csharp
133            if ((System.Object)p == null)
134            {
135                valid = false;
136            }
137
138            if (teamName == p.teamName && abbrName == p.abbrName && city == p.city && state == p.state ↙
     && teamID == p.teamID)
139            {
140                valid = true;
141            }
142
143            return valid;
144        }
145
146        public override int GetHashCode()
147        {
148            String hashString = teamID + teamName + abbrName  + city + state + zipCode;
149            return hashString.GetHashCode();
150        }
151
152        public override string ToString()
153        {
154            return  "Team ID: " + teamID + "\nTeam Name: " + teamName + "\nAbbreviated Name: " +        ↙
     abbrName + "\nCity: " +
155                    city + "\nState: " + state + "\nZip Code: " + zipCode;
156        }
157
158        public string GetDisplayText()
159        {
160            return teamID + ", " + teamName + ", " + abbrName + ", " + city + ", "
161                    + state + ", " + zipCode;
162        }
163
164        public string GetDisplayText(string sep)
165        {
166            return  teamID + sep + teamName + sep + abbrName + sep + city + sep
167                + state + sep + zipCode;
168        }
169
170    }
171 }
172
```