U10 Soccer Team Model

<<Interface>> SoccerTeamModel

- + addPlayer(player: Player): void
- + createTeam(): List<Player>
- + selectStartingLineup(team: List<Player>): Map<Position, List<Player>>
- + getTeamPlayers(team: List<Player>): String
- + getStartingLineup(startLineUp: Map<Position, List<Player>>): String

SoccerTeamModelImpl

- teamPlayers: List<Player>
- startingLineup: List<Player>
- minTeamSize: final int = 10
- maxTeamSize: final int = 20
- ageLimit: final int = 10
- + addPlayer(player: Player): void
- + createTeam(): List<Player>
- + selectStartingLineup(team: List<Player>): Map<Position, List<Player>>
- + getTeamPlayers(team: List<Player>): String
- + getStartingLineup(startLineUp: Map<Position, List<Player>>): String
- assignJerseyNumbers(List<Player>): Void

Player

- firstName: String
- lastName: String
- dateOfBirth: LocalDate
- preferredPosition: Position
- skillLevel: int
- jerseyNumber: Integer
- + Player(firstName, lastName, dateOfBirth, preferredPosition,
- skillLevel)
- + getFirstName(): String
- + getLastName(): String
- + getDateOfBirth(): LocalDate
- + getPreferredPosition(): Position
- + getSkillLevel(): int
- + setJerseyNumber(number: int):Void
- + getAge(): int

<<*Enum*>> Position

GOALIE DEFENDER MIDFIELDER FORWARD