Step 1: Created a project in visual studio to write the program add players into the team, display details, get details by passing id or name

Step 2: check output

Step 3: Create git repository

Step 4: push code to git repository

Step 5: copy link and update the excel sheet

(https://github.com/KeerthanaNeeluru/PhaseEndProject_C-/tree/master/PlayerAndTeam)

```
Keerthana@LAPTOP-PNAP8MRF MINGW64 ~/OneDrive/Desktop/job/simpli/PhaseEndProjects
 (master)
$ git init
Initialized empty Git repository in C:/Users/Keerthana/OneDrive/Desktop/job/simp
li/PhaseEndProjects/.git/

Keerthana@LAPTOP-PNAP8MRF MINGW64 ~/OneDrive/Desktop/job/simpli/PhaseEndProjects
 (master)
$ git add .

Keerthana@LAPTOP-PNAP8MRF MINGW64 ~/OneDrive/Desktop/job/simpli/PhaseEndProjects
 (master)
$ git commit -m "adding playersandteam project"
[master (root-commit) 75bdaba] adding playersandteam project
 27 files changed, 321 insertions(+)
 create mode 100644 PlayerAndTeam/.vs/PlayerAndTeam/FileContentIndex/468a1dd4-0d
f7-428c-bb55-555891ebb21c.vsidx
 create mode 100644 PlayerAndTeam/.vs/PlayerAndTeam/FileContentIndex/5d4e22ac-48
a6-4582-8583-fc395161a1a9.vsidx
 create mode 100644 PlayerAndTeam/.vs/PlayerAndTeam/FileContentIndex/88064638-4d
fb-493f-a1a5-e272513ac3e0.vsidx
 create mode 100644 PlayerAndTeam/.vs/PlayerAndTeam/FileContentIndex/d76fae39-09
e4-47b2-b5fd-2643b27d15e9.vsidx
 create mode 100644 PlayerAndTeam/.vs/PlayerAndTeam/FileContentIndex/read.lock
 create mode 100644 PlayerAndTeam/.vs/PlayerAndTeam/v17/.suo
 create mode 100644 PlayerAndTeam/PlayerAndTeam.sln
 create mode 100644 PlayerAndTeam/PlayerAndTeam/App.config
 create mode 100644 PlayerAndTeam/PlayerAndTeam/PlayerAndTeam.csproj
 create mode 100644 PlayerAndTeam/PlayerAndTeam/Players.cs
 create mode 100644 PlayerAndTeam/PlayerAndTeam/Program.cs
 create mode 100644 PlayerAndTeam/PlayerAndTeam/Properties/AssemblyInfo.cs
 create mode 100644 PlayerAndTeam/PlayerAndTeam/Team.cs
 create mode 100644 PlayerAndTeam/PlayerAndTeam/bin/Debug/PlayerAndTeam.exe
 create mode 100644 PlayerAndTeam/PlayerAndTeam/bin/Debug/PlayerAndTeam.exe.conf
ig
 create mode 100644 PlayerAndTeam/PlayerAndTeam/bin/Debug/PlayerAndTeam.pdb
```

```
 create mode 100644 PlayerAndTeam/PlayerAndTeam/bin/Debug/PlayerAndTeam.pdb
 create mode 100644 PlayerAndTeam/PlayerAndTeam/obj/Debug/.NETFramework,Version=
v4.7.2.AssemblyAttributes.cs
 create mode 100644 PlayerAndTeam/PlayerAndTeam/obj/Debug/DesignTimeResolveAssem
blyReferencesInput.cache
 create mode 100644 PlayerAndTeam/PlayerAndTeam/obj/Debug/PlayerAndTeam.csproj.A
ssemblyReference.cache
 create mode 100644 PlayerAndTeam/PlayerAndTeam/obj/Debug/PlayerAndTeam.csproj.C
oreCompileInputs.cache
 create mode 100644 PlayerAndTeam/PlayerAndTeam/obj/Debug/PlayerAndTeam.csproj.F
ileListAbsolute.txt
 create mode 100644 PlayerAndTeam/PlayerAndTeam/obj/Debug/PlayerAndTeam.csproj.S
uggestedBindingRedirects.cache
 create mode 100644 PlayerAndTeam/PlayerAndTeam/obj/Debug/PlayerAndTeam.exe
 create mode 100644 PlayerAndTeam/PlayerAndTeam/obj/Debug/PlayerAndTeam.pdb
 create mode 100644 PlayerAndTeam/SCode.docx
 create mode 100644 PlayerAndTeam/Steps.docx
 create mode 100644 PlayerAndTeam/~$Steps.docx

Keerthana@LAPTOP-PNAP8MRF MINGW64 ~/OneDrive/Desktop/job/simpli/PhaseEndProjects
 (master)
$ git remote add origin https://github.com/KeerthanaNeeluru/PhaseEndProject_C-.g
it

Keerthana@LAPTOP-PNAP8MRF MINGW64 ~/OneDrive/Desktop/job/simpli/PhaseEndProjects
 (master)
$ git push -u origin master
Enumerating objects: 35, done.
Counting objects: 100% (35/35), done.
Delta compression using up to 8 threads
Compressing objects: 100% (27/27), done.
Writing objects: 100% (35/35), 38.98 KiB | 6.50 MiB/s, done.
Total 35 (delta 2), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (2/2), done.
To https://github.com/KeerthanaNeeluru/PhaseEndProject_C-.git
 * [new branch]      master -> master
branch 'master' set up to track 'origin/master'.
```