Players.cs

```csharp
namespace PlayerAndTeam
{
    public class Players
    {
            public int Id { get; set; }
        public string Name { get; set; }
        public int  Age { get; set; }
        public Players(int id, string name, int age)
        {
            Id = id;
            Name = name;
            Age = age;
        }
    }
}
```

Team.cs

```csharp
using System;
using System.Collections.Generic;

namespace PlayerAndTeam
{
    public class Team
    {
        private List<Players> players;
        public Team()
        {
            players= new List<Players>();

        }
        public void AddPlayer(Players player)
        {


            if (players.Count < 11)
            {
                players.Add(player);
                Console.WriteLine("Player added into the team");
            }
            else
            {
                Console.WriteLine("Team is already full with 11 players,cannot add anymore
players");
            }
        }
        public void RemovePlayer(int id)
        {
            Players remove=players.Find(p=>p.Id==id);
            if(remove != null)
            {
                players.Remove(remove);
                Console.WriteLine("Player removed from team successfully");
            }
            else
            {
                Console.WriteLine($"Cannot find player in the team with id : {id}");
            }
        }
        public Players GetDetailById(int id)
        {
             return players.Find(p=>p.Id==id);

        }
        public List<Players> GetDetailByName(string name)
```

```csharp
        {
            return players.FindAll(p=>p.Name.Equals(name,StringComparison.OrdinalIgnoreCase));

        }
        public void ViewPlayers()
        {
            foreach (var player in players)
            {
                Console.WriteLine($"Name : {player.Name}\nId : {player.Id}\nAge :
{player.Age}");
            }
        }

    }
}


Program.cs

using System;
using System.Collections.Generic;
;

namespace PlayerAndTeam
{
    internal class Program
    {
        static void Main(string[] args)
        {
            Team t = new Team();
           t. AddPlayer(new Players(7, "MS Dhoni", 42));
            t.AddPlayer(new Players(18, "Virat Kohli", 34));
            t.AddPlayer(new Players(45, "Rohit Sharma", 36));
            t.AddPlayer(new Players(8, "R Jadeja", 34));
            t.AddPlayer(new Players(33, "Hardik Pandya", 29));
            char ch;
            do
            {
                Console.WriteLine("Select \n1.Add Player to team\n2.Remove a player from
team\n3.Get player details by passing player id\n4.Get details by passing player name\n5.View
all players ");
                int select=int.Parse(Console.ReadLine());
                switch (select)
                {
                    case 1:
                        Console.WriteLine("Enter player Id");
                        int id=int.Parse(Console.ReadLine());
                        Console.WriteLine("Enter player name");
                        string name=Console.ReadLine();
                        Console.WriteLine("Enter Player Age");
                        int age=int.Parse(Console.ReadLine());
                        Players p=new Players(id,name,age);
                        Console.WriteLine("------------------------------------------------
-------------------");
                        t.AddPlayer(p);
                        t.ViewPlayers();
                        Console.WriteLine("------------------------------------------------
-------------------");
                        break;
                    case 2:
                        Console.WriteLine("Enter player id");
                        int pid=int.Parse(Console.ReadLine());
                        Console.WriteLine("------------------------------------------------
-------------------");
                        t.RemovePlayer(pid);
                        Console.WriteLine("------------------------------------------------
-------------------");
                        break;
                    case 3:
```

```csharp
                        Console.WriteLine("Enter player id");
                        int playerid=int.Parse(Console.ReadLine());
                        Players PWithId = t.GetDetailById(playerid);
                        Console.WriteLine("--------------------------------------------------
--------------------");
                        if (PWithId != null)
                        {
                            Console.WriteLine($"Player details with id :{PWithId}\nName :
{PWithId.Name}\tAge : {PWithId.Age}");
                        }
                        else
                        {
                            Console.WriteLine($"There is no player in team with id
{PWithId}");
                        }
                        Console.WriteLine("--------------------------------------------------
--------------------");
                        break;
                    case 4:
                        Console.WriteLine("Enter player name");
                        string pname=Console.ReadLine();
                        List<Players> PWithName= t.GetDetailByName(pname);
                        Console.WriteLine("--------------------------------------------------
--------------------");
                        if (PWithName.Count > 0)
                        {
                            Console.WriteLine($"Players With name  {pname} details : ");
                            foreach(Players player in PWithName)
                            {
                                Console.WriteLine($"Player Id : {player.Id}\nPlayer Age :
{player.Age}");
                            }
                        }
                        else
                        {
                            Console.WriteLine($"There is no player in team with Named
{pname}");
                        }
                        Console.WriteLine("--------------------------------------------------
--------------------");
                        break;
                    case 5:
                        Console.WriteLine("Player details");
                        Console.WriteLine("--------------------------------------------------
--------------------");
                        t.ViewPlayers();
                        Console.WriteLine("--------------------------------------------------
--------------------");
                        break;
                    default:
                        break;

                }
                Console.WriteLine("IF you want to continue press y");
                ch = char.Parse(Console.ReadLine().ToLower());
            } while (ch == 'y');
        }
    }
}
```