Players.cs

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

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)

{

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:

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');

}

}

}