Fantasy Team Creator

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Team

- budget: double
- counter: int
teamSize =16: statitic const int
*teamList[teamSize]: Player
*manager: Manager
+ type: string
+ price: double

+ search_player(string *playerList, int &index): void
+ search_player(string name): Player
+adjust_budget(double max_price): void
+ push_player(): void
+add_player(Player *player): void
+ add_manager(Manager *manager): void
+getTeamName(): string
+ to_string(): string

Player

name: string
rating: int
coutnry: string
position: string
birthday: int

+ get_name(): string
+ get_rating(): int
+ get_country(): string
+get_position(): string
+get_ birthday(): int
+ set_name(string newName): void
+ set_rating(int newRating): void
+ set_country(string newCountry): void
+set_position(string newPos): void
+ set_birthday(int newBirth): void
+calc_age(): int
+ virtual void playing() = 0
+ to_String(): string

Manager

- current_club: string
- last_name: string

+ get_current_club(): string
+ set_curent_club(): void
+ search_manager(): void
+ get_last_name(): string

Attacker

- velocity: int
- goals: int
- shots_on_target: int

+ get_velocity(): int
+ get_goals(): int
+ get_shots_target()
+ set_velocity(): void
+ set_goals(): void
+ get_shot_on_target(): int
+ set_shots_target(): void
+ add_num_goals(): int
+ playing(): void

Midfielder

assists: int
passing_percentage: double

+ get_assists(): int
+ get_passing_percentage(): int
+ set_assists(int newAssist): void
+ set_passing_percentage(int newPass): void
+ add_num_assists(): int
+ playing(): void

Defender

interceptions: int
own_goals: int
clean_sheet: int

+ get_interceptions(): int
+ get_own_goals(): int
+ get_clean_sheet(): int
+ set_interceptions(int newInter): void
+ set_own_goals(int new OwnGoals): void
+ set_clean_sheet(int newCleansheet): void
+ add_num_cleansheet(): int
+ playing(): void

Goalkeeper

- height: int
- saves: int

+ get_height(): int
+ get_saves(): int
+ set_height(int newHeight): void
+ set_saves(inte newSave): void
+ add_num_saves(): int
+add_num_saves(double numSaves): int
+ playing(): void