**Phase End Project: Player and Team**

**Github Link:**

**The step-by-step process involved in completing this task.**

1. Created a new project using the "Console App (.NET Framework)" template.

2. Created a Player class with auto-implemented properties.

3. Created an interface ITeam and declared functions as given.

4.Created a derived class OneDayTeam to implement ITeam interface functionalities, and written then Main function inside the Program.cs.

5. Program executed successfully.

6. Then go to top left > view > solution explorer > right click your project > open in file folder > right click > open gitbash here.

7. Initialized a Git repository, added my files using git add . command.

8. And then committed my files

9. Created new repository and finally pushed my code to GitHub.