1. Write down different classes for a computer soccer game. **Implementation not required** (Classes and Objects)

Class player {

Private:

Id;

Name;

Type of player;

Position;

Date of birth;

Contract period;

Monthly wages;

Public:

Show\_all();

Search\_name();

}

Class team {

Private:

Id;

Name;

Player id;

Manager id;

Description;

Team value;

Public:

Show\_all();

Search\_name();

}

Class stadium {

Private:

Id;

Name;

Location;

Pitch type;

Capacity;

Entry fee;

Public:

Show\_all();

Search\_name();

Search\_capacity();

Search\_pitch\_type();

Search\_loaction();

}

Class ball {

Private:

Id;

Name;

Type of ball;

Size of ball;

Price;

Public;

Show\_all();

Search\_name();

Search\_type();

}

Class league {

Private:

Id;

Name;

Team id;

Team last league position;

Entry fee;

Price money;

Public:

Show\_all();

Search\_team();

}

Class event {

Private:

Id;

League id;

Team id[2];

Ground id;

Timing;

Public:

Show\_all();

Search\_timing();

Search\_team();

Search\_league();

Search\_ground();

}