Write the code for the lab below and each partner must upload the zipped src folder to the learning hub (learn.bcit.ca 🡪 Activities 🡪 Assignments 🡪 Lab7) before the start of lesson 6.

Include your full name and your partner’s full name at the top of each file, using a Java Javadoc   
/\*\* @author \*/ tag (for example: /\*\* @author Paul Mills and Jason Harrison \*/).

**Session 7 Lab: Designing a sports league program**

In this lab you will draft an outline for a program that supports players, teams and a league. It doesn’t matter what the sport or league is (Hockey, Soccer, Baseball, Curling, etc.) You decide. It must be a sport where each team consists of multiple players (no less than five) multiple teams, and is one league.

**NOTE: There is no coding required for this lab.** We are practicing our design skills here doing some of the preparation needed before any code is written. Take the mindset that you will be coming back to a customer with a proposal.

**Questions you must consider:**

* For players:
  1. What attributes does a player have?
  2. What fields would be required?
  3. What constructors are required to create players?
  4. What validations are required?
  5. What functions does a player perform?
* For teams:
  1. Same as above pertaining to teams
* For the league:
  1. Same as above for the league

In designing your program you need to consider the topics we covered today, which include RDD, Cohesion, Coupling, Duplication, etc..

**Additional things you should consider:**

* What are the relationships between the three classes? How do teams track players and how does the league track teams?
* Is the design reusable?
* Is the design extendable?
* Clarity. It should be clear to the Customer what you have designed. Remember, they won’t be programmers so you have to be reasonably detailed in your descriptions and explanations.

**Deliverable:**

* A text-based document that clearly breaks things down class by class. Bullet points are fine. You’re writing a program outline not an essay.
* NO CODING is required. This exercise is about thinking things through before you write the code