# Lab 7: Designing a sports league program

/\*\*

\* @author Monika Szucs

\* @author Partner here

\* @version 1.0

\*/

## Theme

Hockey

Consider what we learned on:

* RRD
* Cohesion
* Coupling
* Duplication

## Questions to 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

## Additional things to consider

1. What are the relationships between the three classes? How do teams track players and how does the league track teams?
2. Is the design reusable?
3. Is the design extendable?
4. 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.