

```

1 package application.viewmodel;
2
3 import application.model.Team;
4 import application.model.Observer;
5
6 import javafx.event.ActionEvent;
7 import javafx.scene.control.TextField;
8 import javafx.fxml.FXML;
9
10 public class EditorViewModel implements Observer {
11     @FXML private TextField myName;
12     @FXML private TextField myScore;
13     @FXML private TextField myDate;
14     private Team team;
15
16     public void handleSave(ActionEvent event) {
17         String newName = myName.getText();
18         int newScore = Integer.parseInt(myScore.getText());
19
20         if(newName.length() < 51 && (newScore >= 0 && newScore <= 2000)) {
21             team.setName(newName);
22             team.setScore(newScore);
23         }
24     }
25
26     public void setFields(Team team) {
27         myName.setText(team.getName());
28         myScore.setText("" + team.getScore());
29         myDate.setText(team.getDate());
30         this.team = team;
31     }
32
33     public void update(String name, int score, String date) {
34         myName.setText(name);
35         myScore.setText("" + score);
36         myDate.setText(date);
37     }
38
39     public void stopObserving() {
40         team.removeObserver(this);
41     }
42 }

```