Q1.

Draw a UML Class Diagram representing the following elements from the problem domain for a hockey league. A hockey league is made up of at least four hockey teams. Each hockey team is composed of six to twelve players. A team has a name and a record. Players have a number and a position. Hockey teams play games against each other. Each game has a score and a location. Teams are sometimes lead by a coach. A coach has a level of accreditation and a number of years of experience and can coach multiple teams. Coaches and players have names and addresses. Draw a class diagram for this information and be sure to label all associations with appropriate multiplicities.

Q2.

