
A sample class application:

To Do: Implement a **class SoccerPlayer**

Objective: To understand the following Object-Oriented Programming concepts:

- i. class scope, class, object, method (member function), data member (attribute)
 - ii. constructor
 - iii. static member (static data member, static method)
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A. Think about a soccer player in general.

B. Design and implement a sample class **SoccerPlayer** with some instance variables and a static data member. Add the corresponding methods as well.

C. Implement a sample class **Test** to test the class SoccerPlayer.