

Quarterback

-passAttempts: int-passCompleted: int-touchdownsPassing: int-totalYardsPassing: int

+setPassAttempts(passAttempt : int) : void +setPassCompleted(passComplete : int) : void +setTouchdownsPassing(touchdowns : int) : void +setTotalYardsPassing(totalYards: int) : void

+getPassAttempts() : int
+getPassCompleted() : int
+getTouchdownsPassing() : int
+getTotalYardsPassing() : int

+completionPercentage() : double +averagePassingYardsPerGame() : double

+averageTouchDownsPerGame(): double

+playerRating() : double
+toString() : String

FootBallPlayer

-name : String
-position : String
-team : String
+games : int

+setName(nameOfPlayer: String): void +setPosition(positionOfPlayer: String): void +setTeam(teamOfPlayer: String): void +setGames(gamesOfPlayer: int): void

+getName() : String
+getPosition() : String
+getTeam() : String
+getGames() : int
+playerRating() : double

+compareTo(callingPlayer : FootBallPlayer) : int

+toString(): String

RunningBack

-runningAttempts : int-totalRunningYards : int-touchdowns : int

+setRunningAttempts(runAttempt : int) : void

+setTotalRunningYards(totRunningYards: int): void

+setTouchdowns(touchDowns:int):void

+getRunningAttempts() : int +getTotalRunningYards() : int +getTouchdowns() : int

+averageYardsPerGame() : double
+averageYardsPerAttempt() : double
+averageTouchDownsPerGame() : double

+playerRating() : double
+toString() : String

DefensiveBack

-tackles: int-interceptions: int-forcedFumbles: int

+setTackles(noOfTackles: int): void

+setInterceptions(noOfInterceptions: int): void +setForcedFumbles(noOfForcedFumbles: int): void

+getTackles() : int
+getInterceptions() : int
+getTouchdowns() : int
+getForcedFumbles() : int

+averageTacklesPerGame(): double +averageInterceptionsPerGame(): double +averageForcedFumblesPerGame(): double

+playerRating(): double

+toString() : String

FantasyFootballTeam

-teamName : String-teamOwner : String-noOfElements : int

-i:int

+addPlayer(player : FootBallPlayer) : void +findPlayerByPosition(findPosition : String) : void

+setForcedFumbles(noOfForcedFumbles: int): void

+toString(): String