<<Interface>> Team addPlayer(firstName: String, lastName: String, year: int, month: int, day: int, preferredPosition: Position, skillLevel: int): void removePlayer(player: Player): void getTeamSize(): int generateStartingLineup(): void getAllPlayersList(): String getStartingLineupList(): String validateTeam(): boolean getPlayerByJerseyNumber(int jerseyNumber): Player TeamImpl SIZE TEAM MIN: int SIZE TEAM MAX: int AGE LIMIT: int SIZE GOALIE: int SIZE DEFENDER: int SIZE MIDFIELDER: int SIZE FORWARD: int · players: List<Player> JNumberSet: Set<Integer> teamSize: int - sortPlayersByLastName(): void

- sortPlayersBySkill(): void - assignPositions(): void - assignJerseyNumbers(): void

