Team «Interface»

«Interface»
Team

---
addPlayer(String firstName, String lastName, int year, int month, int day, Position preferredPosition, int skillLevel): void
removePlayer(player: Player): void
getPlayers(): String
getStartingLineup(): String

TeamImpl

- players: List<Player>
- assignedJersyNumber: Set<Integer>
- teamSize: int

+ generateStartingLineup(): void
+ getSize(): int
- sortPlayersBySkill(): void
- assignPositions(): void
- assignJerseyNumbers(): void
- validateTeam(): boolean
- assignPlayerToPosition(player: Player, position: Position): void
- isTeamSizeValid(SIZE : int): boolean
- areAllPlayersUnderTen(): boolean
- areJerseyNumbersValid(): boolean
- isStartingLineupValid(): boolean

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«Interface»
Player

---
getFirstName(): String
getLastName(): String
getDOB(): String
getPreferredPosition(): Position
getSkillLevel(): int
getJerseyNumber(): int
getAssignedPosition(): Position

PlayerImpl

- firstName: String
- lastName: String
- yearOfDOB: int
- monthOfDOB: int
- dayOfDOB: int
- preferredPosition: Position
- assignedPosition: Position
- skillLevel: int
- jerseyNumber: int

- setAssignedPosition(assignedPosition: Position): void
- setJerseyNumber(jerseyNumber: int): void
- getYearOfDOB(): int
- getMonthOfDOB(): int
- getDayOfDOB(): int
- isUnderTenYearsOld(): boolean

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«Enum»
Position

GOALIE,
DEFENDERS,
MIDFIELDERS,
FORWARD,
BENCH