ui

Main

- + Main()
- + main(String[]): void
- + mainMenu(): void
- + menu1(int): void
- + menu2(): void
- + menu3(): void
- + createClub(): void
- + createTeam(): void
- + hireEmployee(int): void
- + hirePLayer(String, String,
- + hireHeadCoach(String, Str
- + hireAssistantCoach(String
- + fireEmployee(): void
- + addPlayerToTeam(): void
- + addCoachToTeam(int): voi
- + ShowAllEmployees(): void
- + ShowAllTeams(): void
- + ShowClub(): void
- + designAlignment(): void
- + organizePlayers(): void
- + organizeCoaches(): void

mainClub

