UML.

## TeamFileHandler

```
+readTeam(filename:String): Team
-checkFileExists(fileHandler:File): Boolean
-readFile(fileHandler:File): Team
-createTeam(strTeam:String,strLeader:String,
            strMember:String): Team
-teamDetails(team:String,counter:int): Team
-createLeader(leader:String): Hero
-createMembers (members:String, team:Team): Team
-checkTeams(members:String[]): Boolean
+addMembers(members:String[],team:Team): Team
```

## Team

-ID: String -Name: String -Slogan: String -members: Hero[] -num members: int -leader: Hero

+setID(ID:String): void

+getID(): String

+setName(name:String): void

+getName(): String

+setSlogan(slogan:String): void

+getSlogan(): String

## Hero

-name: String +strength: E HERO ATTRIBUTE +weakness: E HERO ATTRIBUTE +renown: E HERO ATTRIBUTE

+setName(name:String): void

+getName(): String

-ID: String

+setStrength(Strength:E HERO ATTRIBUTE): void +setWeakness(weakness:E HERO ATTRIBUTE): void +setRenown(renown:E HERO ATTRIBUTE): void

+getStrength(): E HERO ATTRIBUTE +getWeakness(): E HERO ATTRIBUTE +getRenown(): E HERO ATTRIBUTE