***Brief description about our design (Classes – Data Structures)***

In our project we make 3 header files and 4 files cpp.

Header files

----------------

Class (Player.h) ,Class ( team.h) , function.h

Class(Player.h) contain all data of player and two function

Class (team.h) contain all data of team and vector player

That’s vector take object from class(player)

Function.h contain proto types of all function we use .

Files.cpp

-----------

Player.cpp implement of two function the first that’s

Save information of this player, the second that’s increment goals of this player.

Team.cpp implement of function, that’s save all information of this team, increment (point , goals, (win, loss, draw)) by add result of match , and contain of vector of player.

Function.cpp implement all function that use in program and contain vector of team that take object from (class team)

Main .cpp calling the functions you need to use.