Array Review

- A sports league needs to keep track of the teams in the league and who the Players on each team are. Information about each Player includes their name and jersey number (each player has a unique jersey number that is automatically assigned starting at 15). Teams have a name (ie: UNB Reds), and a list of players. A team has a maximum number of players that is specified when the team is created (passed into the constructor). The number of players on a team can change, more can be added (up to the maximum) or removed at any time.
- Write methods for adding and removing players from a Team (can only add a player if there is room and can only remove a player if they are on the team).
- Write a method that returns a textual list containing the team name and all the players with their jersey number that are on the team.

```java
import java.util.Scanner;

public class TeamDriver{

    public static void main(String[] args){

        Team myTeam = new Team("UNB V Reds", 4);
        Player p1 = new Player("Emily");
        Player p2 = new Player("Bob");
        Player p3 = new Player("John");
        Player p4 = new Player("Jill");
        Player p5 = new Player("Jack");

        System.out.println("Test adding players to a team:");
        System.out.println(myTeam.addPlayer(p1));
        System.out.println(myTeam.addPlayer(p2));
        System.out.println(myTeam.addPlayer(p3));
        System.out.println(myTeam.addPlayer(p4));

        System.out.println("Test adding player to a full team:");
        if(myTeam.addPlayer(p5)){
            System.out.println("Added Player:\n" + myTeam);
        }
        else{
            System.out.println("Player not added.");
        }

        System.out.println(myTeam);

        //what other test cases should be included?
    }
}
```