CptS 322 – Micro HW 2

Due: Monday, December 4, 2023 11:59pm (please submit on Canvas)

This assignment **will be completed individually**. The work you turn in is to be your own personal work. You may not copy another student's solution nor a solution from the web, or anything else that lets you avoid writing the solution yourself. At the top of the file please include your name.

Question:

You will build a UML class diagram to model the following application for managing a kid's soccer league.

"*The soccer league includes at least four soccer teams where each team is composed of 12 to 18 players. Each team has a name and a hometown. In each team, one of the players is assigned as the captain and the systems should maintain how long the captain has served the team (in number of months). The current rank in the league and total score is maintained for each team. In each team, players have assigned numbers and positions (e.g. left-defense, mid-forward, etc.) Some teams are led by a team coach (but others may not have a coach). Each coach has a level of accreditation and a number of years of experience, and a coach can lead multiple teams. For all people (players and coaches), the names, addresses, and phone numbers need to be maintained. In the league, soccer teams play games against each other (each game involves 2 teams). Each game has a score and a location and team scores should be updated after each game.*"

Draw a UML class diagram for the above application and be sure to label all associations with appropriate multiplicities. Mention the additional assumptions you have made in your design. You can use "draw.io" tool to draw your class diagram.

Submission Instructions:

- Save your file as .pdf and name it as **microHW2.pdf**.
- Submit the pdf file to the "**microHW2**" dropbox on Canvas (on Assignments page) by the deadline. No late submissions will be accepted for microHWs.