Bibata Rabba

Professor Mneimneh

CST-105

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Milestone2/UML NFL Player

My name is Bibata Rabba and this is my own work.

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| **NFLPlayer** |
| -String name:  -age: int  -height: double  -weight: double  -passingTouchDowns: int  -rushingTouchDowns: int  -passingAttempts: int  -rushingAttempts: int  -passingYards: double  -rushingYards: double  -fumbles: int  -lostFumbles: int  -completions: int  -rating: double |
| +NFLPlayer()  +NFLPlayer(age: int, height: double, weight: double, passingTouchDowns: int, rushingTouchDowns: int, passingAttempts: int, rushingAttempts: int, passingYards: double, rushingYards: double, fumbles: int, lostFumbles: int, completions: int, rating: double)  +toString()  +getAge()  +setAge(age: int)  +getHeight()  +setHeight(height: double)  +getWeight()  +setWeight(weight: double)  +getPassingTouchDowns()  +setPassingTouchDowns(passingTouchDowns: int)  +getRushingTouchDowns()  +setRushingTouchDowns(rushingTouchDowns: int)  +getPassingAttempts()  +setPassingAttempts(passingAttempts: int)  +getRushingAttempts()  +setRushingAttempts(rushingAttempts: int)  +getPassingYards()  +setPassingYards(passingYards: double)  +getRushingYards()  +setRushingYards(rushingYards: double)  +getFumbles()  +setFumbles(fumbles: int)  +getLostFumbles()  +setLostFumbles(lostFumbles: int)  +getCompletions()  +setCompletions(completions: int)  +getRating()  +setRating(rating: double)  +getPassingTouchDownPercent()  +getPassingYardAverage()  +getRushingYardAverage()  +getCompletionPercent() |