



The general idea of the design is:

1. **TeamImpl** takes objects that are created by **Player**, and stores them in corresponding lists as fields;
2. list **team** is a **TreeSet**, which is sorted by player's first name; list **lineUp** is a **hashmap**, which is sorted by both the position and player's first name; **candidate** and list **bench** are sorted by skill level;
3. The user can use method **addPlayer** and **dropPlayer** to change the size of team, and use **makeTeam** to assign jersey numbers to **Players**. There are two private methods **makeLineUp** and **makeBench**, which are contained in the getter;
4. **lineUp** is created by positions with certain slots, **candidate** list is firstly created by sorted level skill, if the one with the highest skill prefers defender, it goes to defender in **lineUp** until defenders are full, then he would be in the bench. If there are some slots in the group midfielders, the highest skilled one in the bench would be at that slot.

