Team - _team_players : AbstractPlayer[] - _filepath : string

+ __init__(filepath : string)

+ add(player : AbstractPlayer) : int

+ create_id(player : AbstractPlayer) : int

+ delete(id:int)

+ get(id : int) : AbstractPlayer
+ get_all() : AbstractPlayer[]

+ get_all_by_type(type : string) : AbstractPlayer[]

+ update(id : int)

_player_exists(player_id : int) : Boolean

_read_player_from_file()

_write_player_to_file()

AbstractPlayer

_id : int

_fname : string

_Iname : string

_height : float

_weight : float

- _jersey_num : int

_date_birth : string

_year_joined : string

_player_type : string

+ get_id():int

+ set_id(id : int)

+ get_fname(): string

+ get_Iname() : string

+ get_full_name() : string

+ get_height() : float

+ get_weight(): float

+ get_jersey_num(): int

+ get_date_birth(): string

+ get_year_joined() : string

+ get_stats(): int[3]

+ get_type(): string

+ to_dict(): dictionary

PlayerForward

_zone : string

_shooting_hand : string

_ goals : int_ assists : int_ total_shots : int

+ get_zone(): string

+ get_shooting_hand(): string

+ get_goals(): int

+ get_assists(): int

+ get_total_shots(): int

+ get_stats(): int[3]

+ get_type(): string

+ to_dict() : string

PlayerGoalie

_shots_against : int

1

_goals_against : int

_goals_saved : int

_games_played : int

_games_won : int

- _games_lost : int

+ get_shots_against(): int

+ get_goals_against(): int

+ get_goals_saved(): int

+ get_games_played(): int

+ get_games_won(): int

+ get_games_lost(): int

+ get_win_loss_stats(): int[3]

+ set_win_loss_stats(wins : int, losses : int, games_played : int)

+ get_stats(): int[3]

+ get_type(): string

+ to_dict() : string