## Team AbstractPlayer \_team\_players: AbstractPlayer[] \_id : int \_fname : string \_Iname : string add(player : AbstractPlayer) \_height : float delete(id : int) \_weight : float get(id : int) : AbstractPlayer \_jersey\_num : int get\_all() : AbstractPlayer[] \_date\_birth : string get\_all\_by\_type(type : string) : AbstractPlayer[] \_year\_joined : string update(id : int) \_player\_exists(player\_id : int) : boolean 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

## 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

## PlayerGoalie

- \_shots\_against : int
- \_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
- ant somes lost() 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