**A5 – Women’s Soccer OOP 1**

**Assignment Description:**

**Requirements:**

* Includes a class called soccerTeam
* The class must have a constructor
* The constructor must create these instance variables:
  + Team Name
  + Wins
  + Losses
  + Goals Scored
  + Goals Allowed
* All the instance variables must have values. These can be hardcoded in the constructor, or you can pass them to the constructor when you instantiate the object.
* The soccerTeam class must have a method called seasonStatus that returns the correct message based on their win/loss record.
  + Note that the message must be returned, then printed out, not printed directly in the method.
* Includes comments
  + At the top: your name and a description of the program
  + Other comments throughout describing what the program is doing.

**Instructions:**

The idea of this and the next few assignments is to slowly recreate the logic from the first Women’s Soccer assignment, but slowly improve it by introducing concepts from object-oriented programming (OOP).

Note that in this assignment you DO NOT ask the user for any information, and you DO NOT do any loops or record anything with opposing teams. You are just creating a simple class for your home team, with hard-coded values, and printing out a message based on the hard-coded values. The point is to practice making a class before we do anything else.

First, create a class called soccerTeam representing a soccer team with the instance attributes representing:

* Team Name
* Wins
* Losses
* Goals Scored
* Goals Allowed

Your program should implement the soccerTeam class, create (instantiate) an object, and load values into the instance attributes for the object. (Remember, instance attributes are those that are (at least usually) created in the constructor method of your class). You can either hard code the values for each attribute in the constructor, or you can pass them to the constructor when you instantiate the object. Either will work.

Additionally, the class needs to have a method called seasonStatus which returns the season message based upon the winning percentage as described in the previously completed Women's Soccer program:

*If they won at least 75% of their games then print out “Qualified for the NCAA Women's Soccer Tournament”. If the team won at least 50% but less than 75% (you don't need to worry about an upper limit since the first if statement handles this) then print out “You had a good season”. Otherwise print out “Your team needs to practice!”.*

Make sure the message is returned from the method and then displayed (e.g. don’t use the print() function inside your method, make the method return the message, and then print it in your main code).

Make sure you have appropriate comments and upload the python file.

**Example Output:**

If you hard coded the values of wins for “5” and losses for “4”, you would display:

You had a good season