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COSC 381

**All Features**

Burndown Chart:<https://docs.google.com/spreadsheets/d/14tE-4B6zgN8W3aEbRxTjrd1jghWPc7Iuc7BiJiwVudk/edit#gid=1060632366>

1. -          League class
   1. Need to make sure API we use does have league info
2. -          Player Class
   1. Need to make sure API we use does have player info
3. -          Class to handle importing data from site
   1. Use API to handle the database
      1. This allows us to use only one database of used players
4. -          State class
   1. save and restore

·         void Overall() (Prints ranking of all players in provided position)

·         void POverall() (Same as above but only for pitchers)

·         void save() (Saves a copy of the current state of the program in a auto generated .txt document)

·         void restore() (Restores program from a user provided .txt document)

·         void Team() (Prints the current team roster)

·         void Stars() (Prints the team roster but in the order they were drafted)

·         void Quit() (Exits the program)

·         void EvalFun() (Sets the given expression to form the numerical basis for ranking players)

·         void PevalFun() (Same as above but only for pitchers)

·         Driver class and all getter and setter methods (Self-explanatory)

·         Void help() (Prints out a list of commands)