

```
public class Player
{
    private int number;
    private String name;
    private char position;
    private double avgPoints;
    private double avgRebounds;
    private double avgAssists;

    public Player(String pName, int pNbr, char pPos, double pPoints, double pRebounds, double pAssists)
    {
        name = pName;
        number = pNbr;
        position = pPos;
        avgPoints = pPoints;
        avgRebounds = pRebounds;
        avgAssists = pAssists;
    }

    public String toString()
    {
        return "Player: " + name +
            "\n    Number:      " + number +
            "\n    Position:    " + position +
            "\n    Points/Game:  " + avgPoints +
            "\n    Rebounds/Game: " + avgRebounds +
            "\n    Assists/Game: " + avgAssists;
    }

    public String toFile()
    {
        return name + " " + number + " " + position + " " + avgPoints + " " + avgRebounds + " " +
            avgAssists;
    }

    public String getName()
    {
        return name;
    }

    public int getNum()
    {
        return number;
    }

    public String getPosition()
    {
        if (position == 'C')
            return "Center";
        if (position == 'F')
            return "Forward";
        if (position == 'G')
            return "Guard";
        if (position == 'P')
            return "Point Guard";
        return "Invalid Position";
    }

    public double getAvgPoints()
    {
        return avgPoints;
    }

    public double getAvgRebounds()
    {
        return avgRebounds;
    }
}
```

```
public double getAvgAssists()  
{  
    return avgAssists;  
}  
}
```

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