Lesson 10 Assignment

For this lesson's assignment, take the finished program from the lesson and add one more item to it. Add another data field to the window and to each player for the player's average minutes played per game.

Besides adding the label and text box to the window, you will need to add the field to the player class, update its constructor, and provide a get() method so the value can be retrieved. Last, you will need to update the data file with a data value for each player's minutes played.

Let me know if you have any questions about the assignment.