Revision Thu:

Impressed by your performance as a programmer, the NCAA (National Collegiate Athletic Association) now wants to be a part of your software and wants you to include colleges to your software. As most of the NBA players are coming after playing college basketball, you decided that this information can be linked to your Player class definition. To do that, you will implement a class named College, an instance of which will be stored as a variable named college in Player class. The class specification is as follows:

Instance data members:

- collegeName: Name of the college as a text.
- teamName: Name of the team that plays for the registered college.
- state: The state which the college is located in.
- alumniCount: The number of basketball players that graduated from this college.

Methods:

- Constructor:
 - Takes collegeName, teamName and state as input and initializes them.
 - Initializes alumniCount to a proper number.
- changeTeamName: Changes the name of the team to the input value, which is named as teamName.
- addAlumni: Increments alumniCount.
- toString: Returns a string which contains all the information about the college registered.

After defining your class properly, you need to define an instance variable named college which has type College (default value is null) in your Player class. Following this, you need to modify the constructor of the Player class so that it additionally takes an instance of the College class and sets college to that instance. If this is not applicable for the player, you can pass null as college. Keep in mind that you need to change alumniCount as a player is registered to that college. You don't need to add college information to the Player.toString() method. A sample run is as follows:

Sample run: