

# SoccerSim

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## 1 Introduction

I want to practice my coding skills. So I will create a Soccer simulator, based one of my first homeworks in Advanced Programming; which was a console Quiddich match simulator.

For the project I want to try and use several of the things I learned afterwards in the course:

- Polymorphism
- Multi-Threading
- GUI

I'll do it in C# as I used that language in the course, however I could also try doing it in Python or C++.

PS: This will also help me remember how to write TEX files