```javascript
 1  // function doItManyTimes() {
 2
 3  //      for(let i = 0; i < 3; i++) {
 4  //          doSomething()
 5  //      }
 6  // }
 7
 8  // function doSomething() {
 9
10  //      for(let i = 0; i < 3; i++) {
11  //          console.log('something')
12  //      }
13  // }
14
15  // doItManyTimes();
16
17  class Team {
18      constructor(name) {
19          this.name = name;
20          this.players = [];
21      }
22
23      addPlayer = (player) => {
24          if(player instanceof Player) {
25              this.players.push(player);
26          } else {
27              throw new Error('You can only add an instance of a Player.')
28          }
29      }
30
31      describe = () => {
32          return `${this.name} has ${this.players.length} players.`;
33      }
34  }
35
36  class Player {
37      constructor(name, position) {
38          this.name = name;
39          this.position = position;
40      }
41
42      describe = () => {
43          return `${this.name} plays ${this.position}.`;
44      }
45  }
```