**Recipe Title: Blackhawks Lab**

**\*\*Ingredients:\*\***

- A computer with Xcode or a Swift Playground environment

- Basic knowledge of Swift programming

- An internet connection (for accessing external resources if needed)

**\*\*Instructions:\*\***

1. Define the Team Members - Define a dictionary named `teamMembers` with each player's number as the key and a dictionary of player information as the value.

- Include player attributes such as name, age, country, height, and birthday within each player's dictionary.

2. Create Arrays to Store Information - Initialize empty arrays to store player information, such as `playersByAge` and `playersByCountry`.

- Create an empty dictionary named `birthdaysByMonth` to track the count of birthdays by month.

3.Sort Players by Age and Country:

- Implement custom sorting functions, `sortByAge` and `sortByCountry`, to sort players by age and country.

- Use these custom sorting functions to sort the players and populate the `playersByAge` and `playersByCountry` arrays.

4. Calculate Average Age and Height - Iterate through the `teamMembers` dictionary to calculate the total age and height of all players.

- Calculate the average age by dividing the total age by the number of players.

- Calculate the average height by dividing the total height by the number of players.

5. Determine the Month with Most Birthdays - Initialize a `DateFormatter` to handle date conversions.

- Iterate through the `teamMembers` dictionary to extract and analyze birthday information.

- Count the number of birthdays for each month and keep track of the most common month.

6. Print the Results - Print the sorted players by age and country along with their respective attributes.

- Display the average age and average height of the players.

- Present the month with the most birthdays.