## <<interface>>
### PlayerInterface

+ getPlayerFirstName(): String
+ getPlayerLastName(): String
+ getFullName: String
+ getPlayerDateOfBirth(): LocalDate
+ getPlayerPreferredPosition(): PlayerPosition
+ getPlayerSkillLevel(): int
+ getActualPosition(): PlayerPosition
+ setActualPosition(PlayerPosition): void

## <<interface>>
### SoccerTeamInterface

+ addPlayer(Player): void
+ removePlayer(Player): void
+ createTeam(): void
+ getListOfAllPlayers(): String
+ getStartingLineup(): String
+ getBenchPlayers: Map<PlayerPosition, List<PlayerInterface>>
+ setBench(): void
+ setJerseyNumbers(): void
+ assignJerseyNumber(Player): void
+ setStartingLineup(): void

## <<enumeration>>
### PlayerPosition

GOALIE
DEFENDER
MIDFIELDER
FORWARD

## U10Player

- firstName: String
- lastName: String
- dateOfBirth: LocalDate
- PlayerPosition: preferredPosition
- PlayerPosition: actualPosition
- skillLevel: int

+ getPlayerFirstName(): String
+ getPlayerLastName(): String
+ getFullName: String
+ getPlayerDateOfBirth(): LocalDate
+ getPlayerPreferredPosition(): PlayerPosition
+ getActualPosition(): PlayerPosition
+ setActualPosition(PlayerPosition): void
+ getPlayerSkillLevel(): int
+ toString(): String

## U10SoccerTeam

- players: Map<PlayerPosition, List<PlayerInterface>>
- startingLineup: Map<PlayerPosition, List<PlayerInterface>>
- bench: Map<PlayerPosition, List<PlayerInterface>>
- jerseyNumbers: Map<String, Integer>
- availableJerseyNumbers: Set<Integer>
+ isTeamCreated: boolean

+ addPlayer(Player): void
+ removePlayer(Player): void
+ createTeam(): void
+ getListOfAllPlayers(): String
+ getStartingLineup(): String
+ getBenchPlayers: Map<PlayerPosition, List<PlayerInterface>>
+ setBench(): void
+ setJerseyNumbers(): void
+ assignJerseyNumber(Player): void
+ setStartingLineup(): void
- clearStartingLineup(): void
- populateStartingLineup(): void
- getStartingCount(): Map<PlayerPosition, Integer>
- getSortedPlayersByPosition(PlayerPosition): List<PlayerInterface>
- fillRemainingPositions(): void
- isStartingLineupFull(): boolean
- getSortedAllPlayers(): List<PlayerInterface>
- fillUnoccupiedPositions(List<PlayerInterface>): void

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