**Football Management System**

## Overview

The Football Management System is a C++ project that implements the concept of Object-Oriented Programming (OOP) to manage various aspects of a football team. This system allows users to perform operations related to team management, player statistics, matches, and more.

## Features

1. **Team Management:** Add, edit, or remove teams from the system. Each team has a name, coach, and a list of players associated with it.
2. **Player Management:** Manage players within each team. Add new players, edit their details such as name, age, position, and rating, and remove players when needed.
3. **Match Scheduling:** Schedule upcoming matches between different teams. Set the date, time, and location for each match.
4. **Match Results:** Record match results and update player statistics based on their performance in each match.
5. **Player Statistics:** Keep track of individual player statistics, including goals scored, assists, yellow cards, red cards, and overall performance rating.
6. **Standings:** Generate and display the current standings of teams based on their performance in matches.

## How to Run

To run the Football Management System on your local machine, follow these steps:

1. Clone the repository to your local machine using the following command:

git clone <repository\_url>

1. Ensure you have a C++ compiler installed (e.g., GCC).
2. Navigate to the project directory and compile the source code:

g++ -o football\_management\_system main.cpp team.cpp player.cpp match.cpp

1. Execute the compiled program:

./football\_management\_system

1. Follow the on-screen instructions to interact with the Football Management System.

## Contribution Guidelines

We welcome contributions to improve the Football Management System. If you'd like to contribute, please follow these steps:

1. Fork the repository on GitHub.
2. Create a new branch with a descriptive name for your feature or bug fix.
3. Make your changes and commit them with clear commit messages.
4. Push your branch to your forked repository.
5. Submit a pull request to the main repository, explaining the changes you've made and the improvements they bring.