PlayerManagement

private:
entry_list_: PlayerMap
display_entry_and _menu()
execute_command(commmand: char, done: bool)

public:
run()

PlayerMap

private:
all_players_: map<string, PlayerEntry>
current_entry_: map<string, PlayerEntry>::iterator
found_players_: map<string, PlayerEntry>

public:
read_file(filename: string)
write_file(filename: string)
display_current_entry()
display_stats()
delete_current_entry()
move_to_next()
move_to_previous()
reset()
exit_search()
in_browse()

PlayerEntry

public:
PlayerMap()
PlayerMap(first: string, last: string, year: int, paid: bool)
first_name: string
last_name: string
year: int
category()