# PlayerManagement

### private:

entry\_list\_: PlayerMap
display\_entry\_and \_menu()

execute\_command(commmand: char, done: bool)

### public: run()

# PlayerEntry

# public:

PlayerMap()

PlayerMap(first: string, last: string, year: int,

paid: bool)
first\_name: string
last\_name: string

 $\begin{array}{c} \text{year: int} \\ \text{category}() \end{array}$ 

# 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()

add() edit() search()

new\_season(year: int)

exit\_search()
in\_browse()