using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

public class Team

{

private string name;

private List<Player> players;

public Team(string name)

{

this.Name = name;

this.players = new List<Player>();

}

internal string Name

{

get

{

return this.name;

}

private set

{

if (String.IsNullOrEmpty(value) || String.IsNullOrWhiteSpace(value))

{

throw new ArgumentException("A name should not be empty.");

}

this.name = value;

}

}

internal void AddPlayer(Player player)

{

this.players.Add(player);

}

internal void RemovePlayer(string playerName)

{

if (!this.players.Any(p => p.Name == playerName))

{

throw new ArgumentException($"Player {playerName} is not in {this.Name} team.");

}

this.players.Remove(this.players.First(p => p.Name == playerName));

}

internal int Rating

{

get

{

return this.players.Count == 0 ? 0 : Convert.ToInt32((this.players.Average(p => p.Stats)));

}

}

}