Player

-firstName : String
-lastName : String
-position : String
-attack : int
-defense : int
-speed : int
-kitNumber : int
-image : Image

+constructor
+<<get/set>>
+toString() : String

Squad

-squadName : String
-squad : ArrayList<Player>

+constructor
+<<get/set>>
+addPlayer(Player)
+getPlayer(int) : Player
+editPlayer(int)
+deletePlayer(int)
+getNumOfPlayers() : int
+getSquadStrength() : int
+getStrongestPlayer() : Player
+getWeakestPlayer() : Player