Player

-firstName : String -lastName : String -position : String -attack : int

-speed : int -kitNumber : int

-defense : int

-imageLocation : String

+constructor

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

Squad

-squadName : String

-squad : ArrayList<Player>

+constructor

+<<get/set>>

+addPlayer(Player)

+getSquadStrength(): int

+getStrongestPlayer(): Player

+getWeakestPlayer() : Player