Exercise List, The Football Club

1. Make a class that represents a memberPlayer of a football club with first name, last name, age, team (first or second).
2. Make a main that produces a menu with options to create new players/members as objects, list all members/players in a sorted list (sorted by any of the fields, which is decided by the user), search for a player, delete a player or search for all the players on the first or second team / or within an age interval
3. Create all the methods.
4. Make the appropriate files and the code to handle the reading and writing.
5. Create 30 members/players in random order, you have to variate age (between 10 - 35), first-/second team.
6. Test that all the functionality works!

When you start the program, it should populate some kind of list with saved (from a file) members/players and when you close it, it should save the lists to files.

In each method, you have to decide whether it should be an ArrayList or a LikedList that would be the most effective and implement the functionality of that method.

Make the LinkedLists, Doubly-LinkedLists to increase efficiency.

You are allowed to use the ADT List and Iterators.

You can expect that members will join and leave the club all the time.

IMPORTANT: You may not use the Java API LinkedList class, you have to make your own (node and myLinkedList)!

If you finish fast you should expand on the functionality of your program!!