**CST-105**

**Milestone 2:** **Design, implement and test the NFL Player Class**

**Activity Directions**: Describe the NFL Player class using UML (unified modeling language). Be sure that your NFL Player class has a variety of properties. Implement the class and write a driver method to test its functionality. Include comments in your driver method that explain what you are testing and how you are testing it. See the example below:

//testing the no-arg constructor  
NFLPlayer nfl\_player1 = new NFLPlayer();

**Deliverables:** A document that contains your UML diagram and a .java file that contains your NFLPlayer class and your driver method.

**What to submit**: Submit your files to your git repository and to LoudCloud as directed by your instructor.

Refer to “Milestone Assignment 2 –NFL Player Class Checklist” prior to beginning the assignment to become familiar with the expectations for successful completion.