**PYTHON PROJECT : SPORTS TEAM MANAGEMENT**

class Team:

def \_init\_(self, name):

self.name = name

self.players = []

def add\_player(self, player):

self.players.append(player)

def delete\_player(self, player\_name):

for player in self.players:

if player.name == player\_name:

self.players.remove(player)

return

print(f"Player {player\_name} not found in team {self.name}.")

def \_str\_(self):

return self.name

class Player:

def \_init\_(self, name):

self.name = name

def \_str\_(self):

return self.name

class Match:

def \_init\_(self, home\_team, away\_team):

self.home\_team = home\_team

self.away\_team = away\_team

def \_str\_(self):

return f"Match between {self.home\_team} and {self.away\_team} is in progress..."

class SportsTeamManagementSystem:

def \_init\_(self):

self.teams = []

def create\_team(self):

team\_name = input("Enter team name: ")

team = Team(team\_name)

self.teams.append(team)

print(f"Team {team\_name} created.")

def add\_player(self):

team\_name = input("Enter team name: ")

player\_name = input("Enter player name: ")

player = Player(player\_name)

for team in self.teams:

if team.name == team\_name:

team.add\_player(player)

print(f"{player\_name} added to team {team\_name}.")

return

print(f"Team {team\_name} does not exist.")

def delete\_player(self):

team\_name = input("Enter team name: ")

player\_name = input("Enter player name: ")

for team in self.teams:

if team.name == team\_name:

team.delete\_player(player\_name)

return

print(f"Team {team\_name} does not exist.")

def schedule\_match(self):

if len(self.teams) < 2:

print("You need at least two teams to schedule a match.")

return

print("Available Teams:")

for idx, team in enumerate(self.teams, start=1):

print(f"{idx}. {team}")

home\_team\_idx = int(input("Enter home team number: ")) - 1

away\_team\_idx = int(input("Enter away team number: ")) - 1

home\_team = self.teams[home\_team\_idx]

away\_team = self.teams[away\_team\_idx]

match = Match(home\_team, away\_team)

print(match)

def main\_menu(self):

while True:

print("\nSports Team Management System")

print("1. Create a Team")

print("2. Add Player to a Team")

print("3. Delete Player from a Team")

print("4. Schedule Match")

print("5. Exit")

choice = input("Enter your choice: ")

if choice == '1':

self.create\_team()

elif choice == '2':

self.add\_player()

elif choice == '3':

self.delete\_player()

elif choice == '4':

self.schedule\_match()

elif choice == '5':

print("Exiting program.")

break

else:

print("Invalid choice. Please try again.")

if \_name\_ == "\_main\_":

system = SportsTeamManagementSystem()

system.main\_menu()