CODE EXPLANATION:

The provided code consists of a simple console application that allows you to manage a cricket team. The application is made for FastPace Cricket Academy.

1. Program.cs:
- This is the main entry point of the console application.
- The Main method displays a menu of options to the user.
- It reads an integer input from the user to choose an option.
- Based on the chosen option, it uses a switch-case structure to perform different actions.

  o Case 1: Adding a player to the team.
  o Case 2: Removing a player from the team by ID.
  o Case 3: Getting player details by ID.
  o Case 4: Getting player details by name.
  o Case 5: Displaying a list of all players in the team.

- After performing the selected action, the user is asked if they want to continue. If they type "yes," the program loops back to the menu.

2. ClassLibrary1.cs:

This file defines classes and interfaces used in the program.

- The Player class represents a cricket player with properties like PlayerId, PlayerName, and PlayerAge.
- The ITeam interface defines the methods that a team should implement: Add, Remove, GetPlayerById, GetPlayerByName, and GetAllPlayers.
- The OneDayTeam class inherits from the Player class and implements the ITeam interface. It represents a cricket team for one-day matches.

  o The Oneday static field is a list that holds the players of the team.
  o The constructor of OneDayTeam sets the capacity of the team to 11 players.
  o The methods Add, Remove, GetPlayerById, GetPlayerByName, and GetAllPlayers are implemented according to the ITeam interface requirements.

Overall, the application allows you to add players to the team, remove players by ID, and get the player information either by ID or by name. You can also view a list of all players in the team.The maximum capacity of the team is 11.

GIT Link : https://github.com/sundar2568223/Phase1EndProject-1.git