Team -teamName -lastGoaler ScoreBoard -score +Team (String) -firstHalfTime : int +addPlayer (String, int): void -intervalTime : int +getPlayer (int) : String -secondHalfTime : int +setCouch (String): void -extraTime : int team +getCouch (): String +Game() +setDoctor (String) : void +passBall (int[]) : void +getDoctor (): String +wait (int): void Person +setScore (int) : void +main (String[]) : void +getScore (): int -name: String +setlastGoaler (int) : void +Person () game +getlastGoaler (): int +getName (): String +getteamName () : String doctor referee \ 11..16 player Couch Doctor Referee Player -gols: int +Doctor () +Couch () +Referee () +Player () +setGoals (int) : void

+getGoals(): int