main

package com.mycompany.team\_player;

public class Team\_Player {

 public static void main(String[] args) {

 Player p1 = new Player("ahmad", 7 , “defender”);

 Player p2 = new Player("ali", 10 , “midfielder”);

 Team t1 = new Team("man united", 33 , p1);

 System.out.println(t1.checkNum());

 System.out.println( t1.compareNum(p2));

 }

}

Class team

package com.mycompany.team\_player;

public class Team {

 private String name;

 private int points;

 private Player myPlayer;

 public Team(String name, int points, Player myPlayer)

 {

 this.name= name;

 this. points = points ;

 this.myPlayer = myPlayer;

 }

 public String getName() {

 return name;

 }

 public void setName(String name) {

 this.name = name;

 }

 public int getPoints() {

 return points;

 }

 public void setPoints(int points) {

 this. points = points;

 }

 public Player getMyPlayer() {

 return myPlayer;

 }

 public void setMyPlayer(Player myPlayer) {

 this.myPlayer = myPlayer;

 }

 public boolean checkNum()

 {

 if(myPlayer.getNo()== 7 || myPlayer.getNo() == 9 )

 return true;

 else

 return false;

 }

 public int compareNum(Player p1)

 {

 if(p1. getNo() > myPlayer. getNo())

 return p1.getNo();

 else

 return myPlayer.getNo();

 }

}

Class player

package com.mycompany.team\_player;

public class Player {

 private String name;

 private int no;

 private String position;

 public Player(String name, int no, String position)

 {

 this.name= name;

 this.no = no;

 this. position = position;

 }

 public String getName() {

 return name;

 }

 public void setName(String name) {

 this.name = name;

 }

public int getNo() {

 return no;

 }

 public void setNo(int no) {

 if(no > 0 && no<=99)

 this.no = no;

 }

 @Override

 public String toString() {

 return "Player{" + "name=" + name + ", no=" + no + ", height=" + height + '}';

 }

 public String getPosition () {

 return position;

 }

 public void setPosition (String position) {

 this. position = position;

 }

 }