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;

}

}