Player.java

```java
import java.io.*;
import Statistics;
import PersonName;

public class Player
  implements Serializable {

  protected PersonName _name;
  protected Statistics _stats;
  protected int _number;
  protected String _highSchool;

  public Player() {
  }

  public int getNumber() {
    return _number;
  }

  public String getHighSchool() {
    return _highSchool;
  }

  public PersonName getName() {
    return _name;
  }

  public Statistics getStats() {
    return _stats;
  }

  public void setNumber(int number_) {
    _number = number_;
  }

  public void setHighSchool(String highSchool_) {
    _highSchool = highSchool_;
  }

  public void setName(PersonName name_) {
    _name = name_;
  }

  public void setStats(Statistics stats_) {
    _stats = stats_;
  }

  public void print() {
    System.out.println("Player\n-----");
    System.out.print("Name: ");
    _name.print();
    System.out.println("");
    System.out.println("High School:" + _highSchool);
    System.out.println("Number: " + _number);
    System.out.println("Statistics:");
    _stats.print();
    System.out.println("");
  }
```

```
};
```