

DESCRIPTION FOR IPL MANAGEMENT APP

EASY SOLUTION

INPUT:

Enter the number of teams playing the tournament:

5

Fill team 1 details:

Enter team name:

t1

Enter captain name:

c1

Enter franchise:

f1

Enter home ground:

h1

Fill team 2 details:

Enter team name:

t2

Enter captain name:

c2

Enter franchise:

f2

Enter home ground:

h2

Fill team 3 details:

Enter team name:

t3

Enter captain name:

c3

Enter franchise:

f3

Enter home ground:

h3

Fill team 4 details:

Enter team name:

t4

Enter captain name:

c4

Enter franchise:

f4

Enter home ground:

h4

Fill team 5 details:

Enter team name:

Enter team name:

t5

Enter captain name:

c5

Enter franchise:

f5

Enter home ground:

h5

OUTPUT:

```
1 Teamname=t1, captain=c1, franchise=f1, homeground=h1
2 Teamname=t2, captain=c2, franchise=f2, homeground=h2
3 Teamname=t3, captain=c3, franchise=f3, homeground=h3
4 Teamname=t4, captain=c4, franchise=f4, homeground=h4
5 Teamname=t5, captain=c5, franchise=f5, homeground=h5
```

EXPLANATION:

- Language used:JAVA
- Made 2 classes named : AppEasy and Details
- Used a Linked hashmap for storing because it'll maintain the insertion order and the key is used to store auto-generated serial numbers.
- Details class provides implementation for storing a team's details.