

# Excercise 3

Write a program to manage the ranking points of different teams.

Create the interface **Team** with the following method:

- updatePoints()
- getTeamName()
- getPoints()

Create two classes that implement the Team interface:

- **FootballTeam** with attributes:
  - TeamName: String
  - Points: Integer
  - Sponsor: String
- **BasketballTeam**
  - TeamName: String
  - Points: Integer

Define the following methods in the interface and where is necessary:

- constructors of the classes;
- updatePoints: update the points of the team with the last match result, using these rules:
  - FOOTBALL TEAM:
    - Win: add 3 points;
    - Drawn: add 1 point;
    - Lose: do nothing.
  - BASKETBALL TEAM:
    - Win: add 2 points;
    - Lose: do nothing.
- getTeamName: return the name of the team;
- getPoints: return the points of the team.

The main method should:

1. Load teams parameters from teams.csv file; for each line define the instance for a team;
2. Print standing of Football teams (ordering by points);
3. Print standing of Basketball teams (ordering by points);

4. Load results of the last matches from results.csv file and update teams points based on loaded results;
5. Print new standing of Football teams (ordering by points);
6. Print new standing of Basketball teams (ordering by points).

**File teams.csv format (without header):**

Sport, Team Name, Points, Sponsor

**File results.csv format (without header):**

Team Name, Result

**HINTS:**

- To read CSV file use java.io.BufferedReader, java.io.InputStreamReader and the String split method
- To collect the instance of Football and Basketball teams use collection of type Team