**Java Comparator**

**import** java.util.\*;

**class** Checker **implements** Comparator<Player>{

    @Override

**public** **int** compare(Player o1, Player o2) {

**if**(o1.score==o2.score) {

**return** ((o1.name).compareTo(o2.name));

        }**else** **if**(o1.score<o2.score) {

**return** 1;

        }**else** {

**return** -1;

        }

    }

}

**class** Player{

    String name;

**int** score;

    Player(String name, **int** score){

**this**.name = name;

**this**.score = score;

    }

}

**class** Solution {

**public** **static** **void** main(String[] args) {

        Scanner scan = **new** Scanner(System.in);

**int** n = scan.nextInt();

        Player[] player = **new** Player[n];

        Checker checker = **new** Checker();

**for**(**int** i = 0; i < n; i++){

            player[i] = **new** Player(scan.next(), scan.nextInt());

        }

        scan.close();

        Arrays.sort(player, checker);

**for**(**int** i = 0; i < player.length; i++){

            System.out.printf("%s %s\n", player[i].name, player[i].score);

        }

    }

}