

```

1  import java.util.ArrayList;
2  import java.util.List;
3  import java.util.stream.*;
4
5  import static java.util.stream.Collectors.toList;
6
7  class Wrestler {
8      //Write your code here..
9      private String name;
10     private Integer weight;
11     public Wrestler(String name, Integer weight){
12         this.name = name;
13         this.weight = weight;
14     }
15     public Integer getWeight(){
16         return this.weight;
17     }
18     public String getName(){
19         return this.name;
20     }
21     public void setName(String name){
22         this.name = name;
23     }
24     public void setWeight(Integer weight){
25         this.weight = weight;
26     }
27 }
28
29 class WrestlerImplementation {
30     //Write your code here..
31     public int getSumOfWeight(List<Wrestler> list){
32         int sum = list.stream().filter(w -> w.getWeight() > 200).mapToInt(w -> w.

```

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26     }
27     class WrestleImplementation {
28         //write your code here..
29         public int getSumOfWeight(List<Wrestle> list){
30             int sum= list.stream().filter(w->w.getWeight() > 200).mapToInt(w-> w.getWeight()).sum();
31             return sum;
32         }
33         public List<String> getWrestlerName(List<Wrestle> list){
34             List<String> list1= new ArrayList<>();
35             list.stream().forEach(e-> list1.add(e.getName()));
36             return list1;
37         }
38         public int getMaxWeight(List<Wrestle> list){
39             int max = list.stream().mapToInt(w-> w.getWeight()).max().getAsInt();
40             return max;
41         }
42     }
43
44     class Source{
45         public static void main(String[] args){
46
47         }
48     }

```