```
23  }
24
25  class Game{
26      HashMap<String,Integer> map=new HashMap<String,Integer>();
27      String playGame(String gameName, User details){
28          String s="";
29          boolean b=false;
30          b=map.keySet().contains(gameName);
31          if(b){
32      details.balance=details.balance-map.get(gameName);
33      s=details.name+", thanks for playing "+ gameName+" and current balance is "+details.
        balance;
34          }
35          else{
36              s="Game not found";
37          }
38          return s;
39      }
40          void addGame(String gameName,int gamePrice){
41      if(!map.keySet().contains(gameName))
42      map.put(gameName,gamePrice);
43      }
44
45      }
46
47      public class Source {
48          public static void main(String args[] ) throws Exception {
49              /* Enter your code here. Read input from STDIN. Print output to STDOUT */
50          }
51      }
```

```
10
11      public User(String name, int balance){
12          this.name=name;
13          this.balance=balance;
14      }
15      public void addBalance(int amount){
16                  this.balance=this.balance+amount;
17                  //System.out.println(balance);
18      }
19      public String currentBalance(){
20          String str="Hello "+this.name+", your account balance is "+this.balance;
21          return str;
22      }
23  }
24
25  class Game{
26      HashMap<String,Integer> map=new HashMap<String,Integer>();
27      String playGame(String gameName, User details){
28       String s="";
29       boolean b=false;
30       b=map.keySet().contains(gameName);
31       if(b){
32  details.balance=details.balance-map.get(gameName);
33  s=details.name+", thanks for playing "+ gameName+" and current balance is "+details.
    balance;
34       }
35       else{
36           s="Game not found";
37       }
38       return s;
39      }
40       void addGame(String gameName,int gamePrice){
```

Autocomplete reconnecting...

Ln 1, Col 1 Ja

Test Results | Custom Input | RUN CODE

- If the gameName is present in the map then deduct the balance from User of that game price and return the String "<nameOfUser>, thanks for playing <gameName> and your current balance is <balanceOfUser>".
- return the String "Game not found", if the gameName is not valid

-void addGame(String gameName, int gamePrice):

- Add the gameName and gamePrice to the map .
- Assume that the gameName is not present in the map .

Sample Input

```
User user = new User("Steve",500);
Game play = new Game();
user.addBalance(500);
play.addGame("Ludo",20);
play.addGame("Chess",10);
play.addGame("Hangman",30);
----------
playGame("Ludo",user);
currentBalance();
```

Sample Output

```
"Steve, thanks for playing Ludo and your curren
----------
"Hello Steve, your account balance is 980" //Me
```

```
return type: String
addGame(String gameName, int gamePrice):
return type: void
```

33m 0s left

Help

All

1

2

3

4

Task

Class User

- define the String variable name.
- define the int variable balance.
- define a parameterized constructor for all the data members.

Implement the below methods for this class:

-void addBalance(int amount):

- Add the amount with balance

-String currentBalance():

- Return a String "Hello <nameOfUser>, your account balance is <balanceOfUser>".

Class Game

- define the HashMap<String, Integer> variable map.

Implement the below methods for this class:

-String playGame(String gameName, User user):

- If the gameName is present in the map then deduct the balance from User of that game price and return the String "<nameOfUser>, thanks for playing <gameName> and your current balance is <balanceOfUser>"

33m 7s left

Help

All

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4

1. Video Game

Coding

Description

Your task here is to implement a Java code based on the following specifications. Note that your code should match the specifications in a precise manner. Consider default visibility of classes, data fields, and methods unless mentioned otherwise.

Specifications:

```
class definitions:
  class User:
    data member:
        name: String
        balance: int
    method definitions:
      Define parameterized constructor for all
        User(String name, int balance)

        addBalance(int amount)
          return type: void
        currentBalance()
          return type: String

  class Game:
    data member:
        map: HashMap<String,Integer>
    method definitions:
      playGame(String gameName, User details)
```