

```
public class BaseballMethod
{
    String team1Name="Cats";
    String team2Name="Dogs";
    int team1Score=0;
    int team2Score=0;
    String status="In Progress";

    public void onePoint(char team)
    {
        if(team == 'a')
        {
            team1Score+=1;
        }
        else if (team == 'b')
        {
            team2Score+=1;
        }
        else
        {
            System.out.println("Invalid input! . . .Enter team (a for Cats, b for
Dogs): ");
        }
    }

    public void twoPoint(char team)
    {
        if(team == 'a')
        {
            team1Score+=2;
        }
        else if (team == 'b')
        {
            team2Score+=2;
        }
        else
        {
            System.out.println("Invalid input! . . .Enter team (a for Cats, b for
Dogs): ");
        }
    }

    public void threePoint(char team)
    {
        if(team == 'a')
```

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        {
            team1Score+=3;
        }
        else if (team == 'b')
        {
            team2Score+=3;
        }
        else
        {
            System.out.println("Invalid input!. . .Enter team (a for Cats, b for
Dogs): ");
        }
    }

    public void printScore()
    {
        String winningTeam= team1Score>team2Score?team1Name:team2Name;
        System.out.println(team1Name + " " +team1Score + ", " + team2Name + " " +
team2Score + ";");
        if(team1Score != team2Score)
        {
            System.out.println(winningTeam + " are winning");
        }
        else
        {
            System.out.println("It's a tie.");
        }
    }

    public String getStatus()
    {
        return status;
    }
}

```

```

import java.util.Scanner;

public class BaseballMainTest
{
    public static void main(String[] args)
    {
        Scanner sc=new Scanner(System.in);
        BaseballMethod game=new BaseballMethod();
        String input="";

        while(game.status.equals("In Progress"))
        {
            System.out.print("Enter team (a for Cats, b for Dogs) and"+
                " score (E.g 1,2, or 3) and type 'end' to finish the game: ");
            input=sc.nextLine();

            if(input.equals("end"))
            {
                break;
            }
            char team=input.charAt(0);
            int points=Character.getNumericValue(input.charAt(2));
            if(points==1)
            {
                game.onePoint(team);
                game.printScore();
            }
            else if(points==2)
            {
                game.twoPoint(team);
                game.printScore();
            }
            else if(points==3)
            {
                game.threePoint(team);
                game.printScore();
            }
            else
            {
                System.out.println("Invalid input! . . .Enter score (E.g 1,2, or
3):");
            }
        }
    }
}

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        System.out.print("Game ended.");  
    }  
}
```

## Output

Enter team (a for Cats, b for Dogs) and score (E.g 1,2, or 3) and type 'end' to finish the game: a 2

Cats 2, Dogs 0;

Cats are winning

Enter team (a for Cats, b for Dogs) and score (E.g 1,2, or 3) and type 'end' to finish the game: b 3

Cats 2, Dogs 3;

Dogs are winning

Enter team (a for Cats, b for Dogs) and score (E.g 1,2, or 3) and type 'end' to finish the game: b 5

Invalid input! . . Enter score (E.g 1,2, or 3):

Enter team (a for Cats, b for Dogs) and score (E.g 1,2, or 3) and type 'end' to finish the game: a 1

Cats 3, Dogs 3;

It's a tie.

Enter team (a for Cats, b for Dogs) and score (E.g 1,2, or 3) and type 'end' to finish the game: end

Game ended.