

```
1 public class DisplaySoccerGameResults
2 {
3 {
4
5     public static void main(String[] args)
6     {
7
8         SoccerGameScoreBoard machesterUnited = new SoccerGameScoreBoard("Machester
9 United", 3, 1, 5);
10
11         SoccerGameScoreBoard liverpool = new SoccerGameScoreBoard("Liverpool", 3, 1,
12 4);
13
14         SoccerGameResults results = grabGameResults(machesterUnited, liverpool);
15
16         printResults(results);
17
18         /*
19          * create two more teams by using constructor chaining (create an abject with
20          * only the team name, and the rest of the fields of the object should get
21          * initialized in constructor chaining with the read method) and display the
22          * result in the same way as did with liverpool and machesterUnited
23          */
24
25         SoccerGameScoreBoard team1 = new SoccerGameScoreBoard("Team 1");
26         SoccerGameScoreBoard team2 = new SoccerGameScoreBoard("Team 2");
27
28         printResults(grabGameResults(team1, team2));
29     }
30
31     public static SoccerGameResults grabGameResults(SoccerGameScoreBoard team1,
32 SoccerGameScoreBoard team2)
33     {
34         SoccerGameResults results = new SoccerGameResults();
35         results.wonByGoalsInMatch = team1.goalsInMatch ≠ team2.goalsInMatch;
36         results.wonByGoalsInExtraTime = !results.wonByGoalsInMatch &&
37 team1.goalsInExtraTime ≠ team2.goalsInExtraTime;
38         results.wonByGoalsInPenaltyShootOut = !results.wonByGoalsInPenaltyShootOut
39 && team1.goalsInPenaltyShootOut ≠ team2.goalsInPenaltyShootOut;
40
41         if (results.wonByGoalsInMatch)
42             results.sWinnerTeam = team1.goalsInMatch > team2.goalsInMatch ?
43 team1.sTeamName : team2.sTeamName;
44         else if (results.wonByGoalsInExtraTime)
45             results.sWinnerTeam = team1.goalsInExtraTime > team2.goalsInExtraTime ?
46 team1.sTeamName : team2.sTeamName;
47         else if (results.wonByGoalsInPenaltyShootOut)
48             results.sWinnerTeam = team1.goalsInPenaltyShootOut >
49 team2.goalsInPenaltyShootOut ? team1.sTeamName
50 : team2.sTeamName;
51         else
52             results.sWinnerTeam = team1.sTeamName;
```

```
48
49     results.sLoserTeam = team1.sTeamName.equals(results.sWinnerTeam) ?
    team2.sTeamName : team1.sTeamName;
50
51     return results;
52 }
53
54 public static void printResults(SoccerGameResults results) {
55     if (results.wonByGoalsInMatch)
56     {
57
58         System.out.println(
59             results.sWinnerTeam + " vs " + results.sLoserTeam + "and the
winner is " + results.sWinnerTeam);
60
61     }
62
63     else if (results.wonByGoalsInExtraTime)
64     {
65
66         System.out.println(results.sWinnerTeam + " vs " + results.sLoserTeam +
"and the winner is "
67             + results.sWinnerTeam + " in Extra Time");
68
69     }
70
71     else if (results.wonByGoalsInPenaltyShootOut)
72     {
73
74         System.out.println(results.sWinnerTeam + " vs " + results.sLoserTeam +
"and the winner is "
75             + results.sWinnerTeam + " in Penalty Shootout");
76
77     }
78
79     else
80     {
81
82         System.out.println(results.sWinnerTeam + " vs " + results.sLoserTeam +
"and ended with tie");
83
84     }
85 }
86
87 }
88
89 }
90
91 }
```