

Java Assessment1 10-10-2019

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Description

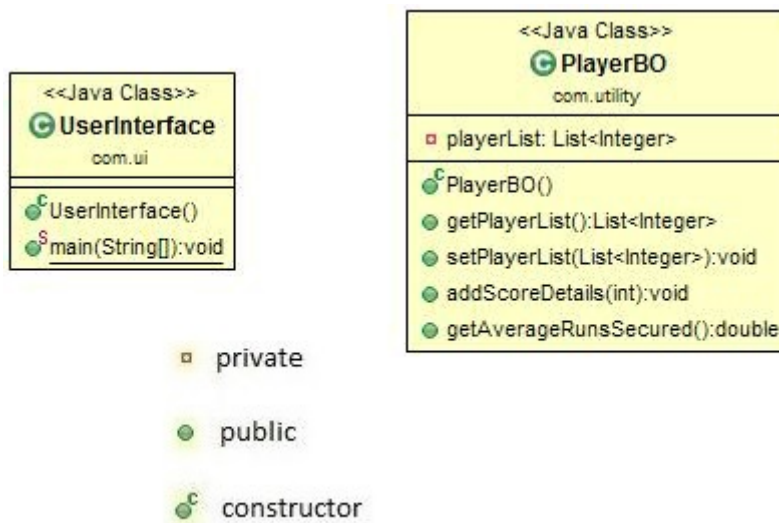
Code Editor

Batting Average

The coach of National Cricket Academy(NCA) wants to calculate the average runs secured by individual players of his team during the last few series.

Help him by writing a Java program to store the details of runs scored in each game in a List.

Consider the class given below:



The **public void addScoreDetails (int runScored)** method should add runScored passed as argument into the playerList

The **public double getAverageRunsSecured()** method should return the average runs secured by the player.

Average runs can be calculated based on the sum of all runScored available in the playerList divided by the number of elements in the playerList.

The signature of the above methods are given as a part of code skeleton, hence do not change the method signature.

In the main class create a main method with the menu as described in sample Input and Output. When the user selects option 1. Add Runs Scored, it should add the runsScored into the playerList.

When the user selects option 2. Average Score of the Player, it should display the average runs scored.

When user selects option 3. Exit, display the message "**Thank you for using the Application**" and terminate the program.

Please donot use System.exit(0), instead use break to terminate the program.

Sample Input and Output 1:

1. Add Runs Scored

2. Average Score of the Player

3. Exit

Enter your choice

1

Enter the runs scored

150

1. Add Runs Scored

2. Average Score of the Player

3. Exit

Enter your choice

1

Enter the runs scored

50

1. Add Runs Scored

2. Average Score of the Player

3. Exit

Enter your choice



50

1. Add player Details

2. Average Score for a Player

3. Exit

Enter your choice

2

Average runs secured

83.33333333333333

1. Add player Details

2. Average Score for a Player

3. Exit

Enter your choice

3

Thank you for using the Application



Requested files

BattingAverage/src/com/ui/UserInterface.java

```
1 package com.ui;
2
3 import com.utility.*;
4 import java.util.*;
5
6 public class UserInterface {
7
8     public static void main(String[] args) {
9
10         Scanner sc =new Scanner(System.in);
11
12         //Fill the UI code
13
14
15     }
16
17 }
18
19
```

BattingAverage/src/com/utility/PlayerBO.java

```
5
6 public class PlayerBO {
7
8     private List<Integer> playerList;
9
10
11     public List<Integer> getPlayerList() {
12         return playerList;
13     }
14
15
16     public void setPlayerList(List<Integer> playerList) {
17         this.playerList = playerList;
18     }
19
20     //This method should add the runScored passed as the argument into the playerList
21     public void addScoreDetails(int runScored)
22     {
23
24     }
25
26
27     /* This method should return the average runs secured by the player
28     Average runs can be calculated based on the sum of all runScored available in the pl
29     For Example:
30     List contains[150,50,50]
31     average runs secured=(150+50+50)/3=83.33333333333333
32     so this method should return 83.33333333333333
33     If list is empty return 0
34     */
35     public double getAverageRunsSecured()
36     {
37
38
39         return -1;
40     }
41
42 }
43
```

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